# V-Combo VR-09

Owner's Manual

Roland

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📖 **Owner's Manual** (this document)

Read this first. It explains the basic things you need to know in order to use the VR-09.

📄 **PDF Manual** (download from the Web)

- **Data List**

  This is a list of the sounds, drum kits, rhythm patterns, and sound effects built into the VR-09.

- **MIDI Implementation**

  This is detailed information about MIDI messages.

📄 **To obtain the PDF manual**

**1.** Enter the following URL in your computer.

   **http://www.roland.com/manuals/**

   ▼

**2.** Choose **"V-Combo VR-09"** as the product name.

# An Overview of the VR-09

Introduction

Performing

Recording

Looper

Settings

Appendix

## Sound Sections

The VR-09 has three sound sections—organ, piano, and synthesizer—and each section occupies a separate area of the panel.

You can also play two sounds simultaneously, or divide the keyboard into two regions and play different sounds in the left and right regions.

### Organ section

Here you can use the harmonic bars to shape the organ sound to your taste.
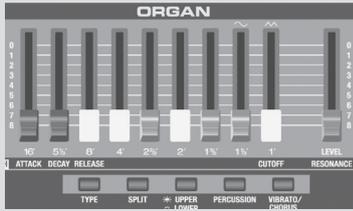
### Piano section

Here you can choose various piano sounds.

### Synthesizer section

Here you can select synthesizer sounds.
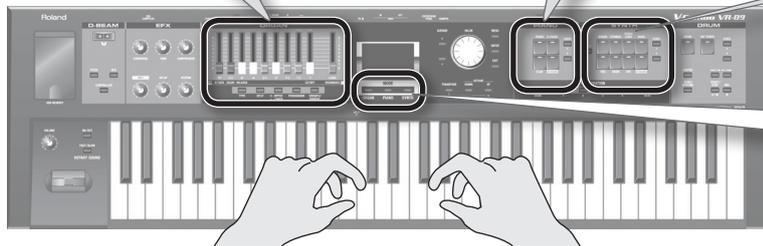
### MODE buttons

Here you can select an individual organ sound, piano sound, or synthesizer sound at a single touch.

**REFERENCE**
- "Selecting Sounds" (p. 12)
- "Modifying the Organ Sound" (p. 16)
- "Modifying the Synthesizer Sound" (p. 22)
- "Combining Two Sounds" (p. 27)

## Effect/Rotary

You can apply effects and a rotary speaker simulation.

By operating the knobs and buttons you can make the sound change in real time.

**REFERENCE**
- "Adding Effects to the Sound" (p. 23)
- "Using the Rotary Effect" (p. 19)

## Registration

Sound and effect settings as well as combinations of sounds can be stored as a "registration."

You can easily switch between sounds by recalling a previously-stored registration.

**REFERENCE**

"Selecting Your Favorite Sounds (Registration)" (p. 14)

## Drum section

The drum section lets you do the following.

- Play drum sounds or sound effects from the keyboard (p. 15).
- Perform while playing back internal rhythm patterns or songs from a USB flash drive (p. 32, p. 34).
- Record your performance (p. 33).
- Perform using the looper (p. 37).

# Contents

Before using this unit, carefully read the sections entitled "USING THE UNIT SAFELY" (p. 62) and "IMPORTANT NOTES" (p. 64). 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 of your new unit, read Owner's manual in its entirety. This manual should be saved and kept on hand as a convenient reference.

# Contents

# Panel Descriptions

## Front Panel



| Number | Name | Explanation | Page |
|---|---|---|---|
| **1** | **USB MEMORY port** | Connect a USB flash drive (sold separately) here.<br>You can save or play back songs you've recorded, and save or load registration sets.<br>If you connect a wireless USB adapter (WNA1100-RL; sold separately), you'll be able to use applications that support wireless.<br>* When opening/closing the USB flash drive cover, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.<br>* Never insert or remove a USB flash drives while this unit is turned on. Doing so may corrupt the unit's data or the data on the USB flash drives.<br>* Carefully insert the USB flash drives all the way in—until it is firmly in place.<br>* Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used. | p. 33<br>p. 39<br>p. 52 |
| **2** | **D-BEAM controller** | You can apply various effects to the sound by positioning your hand above the D-BEAM controller. | |
| | [PITCH] button | If this is on, the D-BEAM controller will control the pitch. | p. 24 |
| | [SFX] button | If this is on, the D-BEAM controller will control the sound effects. | |
| | [CONTROLLER] button | If this is on, the D-BEAM controller will control the effect you've assigned. | |
| **3** | **Effect section** | Here you can apply effects to the sound. | |
| | [OVERDRIVE] knob | Applies a distortion effect. | p. 23 |
| | [TONE] knob | Adjusts the tonal character. | |
| | [COMPRESSOR] knob | Makes the sound more consistent. | |
| | [MFX] knob | Applies a multi-effect (multiple effects). | |
| | [DELAY] knob | Delays the sound to create an echo-like effect. | |
| | [REVERB] knob | Applies reverberation to the sound. | |
| **4** | **Organ section** | Here you can select organ sounds. You can also create your own organ sounds, and adjust the volume. | |
| | Harmonic bars | Use these to shape the organ sound.<br>You can modify the sound in real time as you play. | p. 16 |
| | [LEVEL] bar | Adjusts the volume of the organ section. | — |
| | [TYPE] button | Selects the variation of organ sounds. | p. 12 |
| | ORGAN [SPLIT] button | Divides the organ into two keyboard regions. | p. 28 |
| | [UPPER/LOWER] button | Selects the part when using the harmonic bars to shape the sound. | p. 28 |
| | [PERCUSSION] button | Turns the percussion effect of the organ sound on/off. | p. 20 |
| | [VIBRATO/CHORUS] button | Turns the vibrato or chorus effect of the organ sound on/off. | p. 21 |
| **5** | **Display/Other** | | |
| | Display | Sound names and other settings are shown here. | — |
| **6** | MODE [ORGAN] button | Allows you to play organ sounds. | p. 12 |
| | MODE [PIANO] button | Allows you to play piano sounds. | p. 13 |
| | MODE [SYNTH] button | Allows you to play synthesizer sounds. | p. 13 |

| Number | Name | Explanation | Page |
|---|---|---|---|
| 7 | CURSOR [▲] [▼] buttons | Use these to select parameters. | — |
| | [VALUE] dial | Use this to modify a value. | — |
| | [MENU] button | Accesses the menu screen. | p. 42 |
| | [ENTER] button | Confirms a value or executes an operation. | — |
| | [EXIT] button | Returns to the previous screen, or cancels an operation. | — |
| 8 | [TRANSPOSE] button | Raises or lowers the keyboard range in steps of one semitone. | p. 26 |
| | OCTAVE [DOWN] [UP] buttons | Raise or lower the keyboard range in steps of one octave. | p. 26 |
| 9 | **Piano section** | | |
| | Here you can select piano sounds and adjust the volume of the piano sound. | | |
| | [PIANO] button | Selects piano sounds. | p. 13 |
| | [E. PIANO] button | Selects electric piano sounds. | |
| | [CLAV] button | Selects clavi sounds. | |
| | [OTHERS] button | Selects piano sounds that are not shown on the panel. | |
| | PIANO LEVEL [▲] [▼] buttons | Adjust the volume of the piano section. | — |
| 10 | **Synthesizer section** | | |
| | Here you can select synthesizer sounds and adjust the volume of the synthesizer sound. | | |
| | SYNTH [SPLIT] button | Divides the keyboard, allowing you to play two different sounds. | p. 28 |
| | [BRASS] button | Selects brass sounds. | p. 13 |
| | [STRINGS] button | Selects strings sounds. | |
| | [SYNTH LEAD] button | Selects synth lead sounds. | |
| | [BASS] button | Selects bass sounds. | |
| | [PAD] button | Selects synth pad sounds. | |
| | [CHOIR] button | Selects choir sounds. | |
| | [SFX] button | Selects sound effects. | |
| | [OTHERS] button | Selects synthesizer sounds that are not shown on the panel. | |
| | SYNTH LEVEL [▲] [▼] buttons | Adjusts the volume of the synthesizer section. | — |
| 11 | **Registration** | | |
| | Here you can store and recall your favorite sound settings. | | |
| | [BANK] button | Selects the registration bank. | p. 14 |
| | [1]–[4] buttons | Select a registration (1–4). | p. 14 |
| | [NEXT] button | Selects the next registration. | p. 14 |
| 12 | **Drum section** | | |
| | Here you can select drum kits or rhythm patterns, and select and play songs. | | |
| | [RHYTHM] button | Selects drum kits. | p. 15 |
| | [TAP TEMPO] button | Specifies the tempo of the rhythm pattern. | p. 32 |
| | DRUM LEVEL [▲] [▼] buttons | Adjust the volume of the drum kit, song, or rhythm pattern. | p. 32 |
| | [LOOPER] button | Turns the looper function on/off. | p. 37 |
| | [SONG/RHYTHM] button | Selects songs or rhythm patterns. | p. 32 p. 34 |
| | [●] (REC) button | Records your performance. | p. 33 p. 37 |
| | [▶/■] (START/STOP) button | Starts/stops recording or playback. | p. 34 |
| | [◀◀/◀/ ▶/▶▶] buttons | Move the playback position of the song. | p. 34 |
| 13 | **Controllers at the left of the keyboard** | | |
| | [VOLUME] knob | Adjusts the overall volume. | — |
| 14 | ROTARY SOUND [ON/OFF] button | Turns the rotary speaker (modulation effect) on/off. | p. 19 |
| | ROTARY SOUND [FAST/SLOW] button | Changes the speed of the rotary speaker. | p. 19 |
| 15 | Pitch bend/Modulation lever | You can use the lever to modify the sound in real time. | p. 25 |

# Rear Panel (Connecting Devices)

## DAMPER jack

You can connect a pedal switch or a damper pedal (DP series; sold separately) here.

The pedal switch can be used to sustain the notes.

While you continue holding down the pedal, notes will continue sounding even after you take your fingers off the keys.

You can also use the pedal switch to control the looper (Damper Assign: p. 45).

## EXPRESSION PEDAL jack

Connect an expression pedal (EV series; sold separately) to this jack.

You can use the expression pedal to control the volume.

* Use only the specified expression pedal (EV series; sold separately). By connecting any other expression pedal, you risk causing malfunction and/or damage to the unit.

**MEMO**
You can also connect a pedal switch (DP-2; sold separately) here to control the looper (Expression Assign: p.45).

## PK IN connector

Connect a pedalboard (PK-6, PK-9; sold separately) to this connector.

This allows you to play the pedal part of the organ.
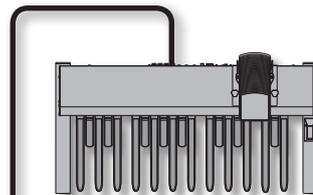
## PHONES jack

Connect you headphones (sold separately) to this jack.
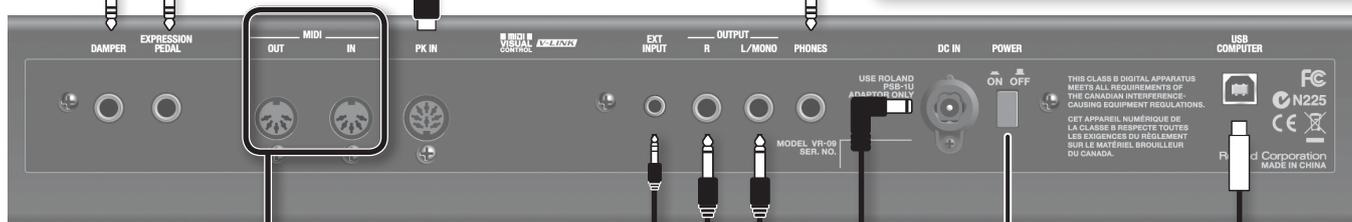
## MIDI connectors <span>page 51</span>

Connect an external MIDI device here to transfer performance data.

* The MIDI connectors and the MIDI functionality of the USB COMPUTER port cannot be used simultaneously.

## OUTPUT jacks

Connect an amp or mixer to these jacks to output the sound.

## [POWER] switch <span>page 11</span>

Press this switch to turn it on/off.

## EXT INPUT jack

If you use a stereo mini-plug cable to connect your audio player or other audio source here, the sound from the connected device will be output from the OUTPUT jacks. Use the controls of the connected device to adjust its volume.

* This sound cannot be recorded.

## USB COMPUTER port <span>page 51</span>

You can use a commercially available USB cable to connect the VR-09 to your computer so that performance data (MIDI data) can be transmitted and received.

* The MIDI connectors and the MIDI functionality of the USB COMPUTER port cannot be used simultaneously.

## DC IN jack

Connect the included AC adaptor to this jack.

Place the AC adaptor so the side with the indicator faces upwards and the side with textual information faces downwards.
The indicator will light when you plug the AC adaptor into an AC outlet.

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

* When connection cables with resistors are used, the volume level of equipment connected to the inputs (EXT INPUT jack) may be low. If this happens, use connection cables that do not contain resistors.

# Getting Ready

## Installing Batteries

If eight commercially available rechargeable Ni-MH batteries (AA, HR6) are installed, you'll be able to play the VR-09 without connecting the AC adaptor.

> \* We recommend that you keep batteries installed in the unit even though you'll be powering it with the AC adaptor. That way, you'll be able to continue a performance even if the cord of the AC adaptor gets accidently disconnected from the unit.

### Types of batteries that can be used

If operating this unit on batteries, please use rechargeable Ni-MH batteries.

Using rechargeable Ni-MH batteries will allow approximately 5 hours of continuous operation at room temperature. (However, the duration will be approximately 3 hours if USB flash drive is connected. The duration of continuous operation may differ depending on the conditions of use.)

> **NOTE**
>
> Do not use alkaline batteries or carbon-zinc battery batteries.

### Handle leaking batteries carefully

- Incorrect handling of rechargeable batteries, or a battery charger can cause leakage, overheating, fire, or explosion. Before use, you must read and strictly observe all of the precautions that accompany the rechargeable batteries, or battery charger.
- When using rechargeable batteries and a charger, use only the combination of rechargeable batteries and charger specified by the battery manufacturer.
- If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions.
  - Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.
  - Avoid mixing different types of batteries.
  - Remove the batteries whenever the unit is to remain unused for an extended period of time.
  - Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

**1.** While pressing the tabs of the battery compartment cover on the VR-09's bottom panel, remove the cover.
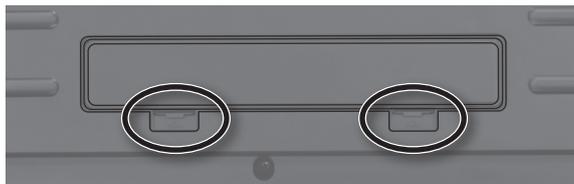


> \* When turning the unit upside down, position stacks of magazines (or other materials) under the unit in such a way that they will support its four corners, thus preventing damage to the buttons, knobs, etc. Also, be sure to handle the unit with care so as to avoid dropping it, or allowing it to fall or tip over.

**2.** Insert the batteries into the battery compartment, taking care to observe the correct polarity (+/- orientation).
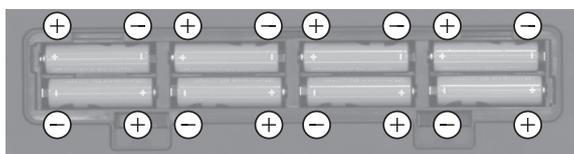


> **NOTE**
>
> Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.

**3.** Securely close the battery compartment cover.

## When to Replace the Batteries

When the batteries run low, the display will indicate "Charge Battery."

Stop use, and recharge the batteries.

> **NOTE**
>
> - If you continue using the unit after the "Charge Battery" indication appears, the "Battery Low!" indication will appear, and further operation will not be possible.
> - The VR-09 cannot recharge rechargeable Ni-MH batteries.
> - You'll need to use a battery charger designed for rechargeable Ni-MH batteries.

# Placing the VR-09 on a Stand

Be careful not to pinch your fingers when setting up the stand.

If you place the VR-09 on a stand, you must use the KS-18Z or the KS-12.

Place the instrument on the stand as follows.

* If using a pedalboard (PK-9; sold separately), please use the KS-12.

**KS-18Z**

Align the front of the VR-09 with the front of the stand

Adjust so that the height does not exceed 1 meter (Adjust the stand to a level no higher than the fifth level from the bottom)

Adjust the width of the stand so that the rubber feet of the VR-09 straddle the stand

Top view

**KS-12**

Adjust the width of the stand so that the rubber feet on the keyboard side of the bottom of the keyboard fit into the holes provided for the rubber feet.

Top view

# Using the Included USB Memory Protector

You can use the included USB memory protector to prevent theft of the USB flash drive connected to the VR-09.
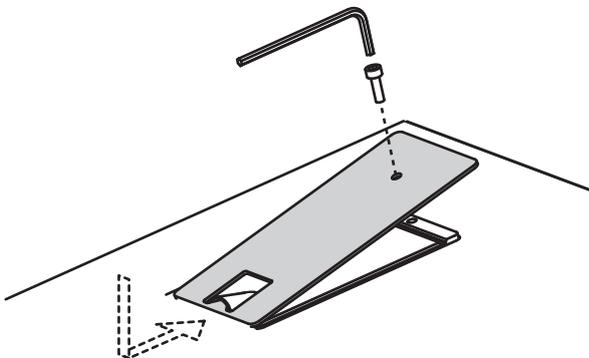
**NOTE**
- You must use the included screws.
- You must use the included Allen wrench to tighten or remove the screws. Using a tool that does not match the screw heads will damage them.
- Be careful not to over-tighten the screws. Doing so may damage the screw's head, causing the wrench to rotate uselessly.
- To tighten the screws, turn the Allen wrench clockwise. To loosen the screws, turn the Allen wrench counter-clockwise.

loosen          tighten

- Keep the removed screws out of the reach of small children to ensure they are not swallowed accidentally.
- Never allow foreign objects (e.g., coins, wires) to enter the USB memory box.

# Turning the Power On/Off

## Turning the Power On

**NOTE**

\* Once everything is properly connected (p. 8), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

**1.** Before turning on the VR-09's power, consider these two questions:

- Is the AC adaptor and any other equipment connected correctly?
- Have the volume controls of the VR-09 and all connected audio devices been turned to their lowest settings?

**2.** Press the [POWER] switch of the VR-09 to turn it on.



POWER
ON OFF

On

Off
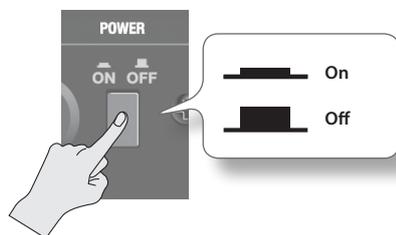
\* This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.

**3.** Turn on the power for any connected audio devices.

**4.** While playing the keyboard and listening to the sound, slowly increase the volume of the VR-09 and the volume of the connected equipment until you obtain the desired volume.

\* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

## Turning the Power Off

**1.** Before turning off the power, consider these two questions:

- Have the volume controls of the VR-09 and all connected audio devices been turned to their lowest settings?

**2.** Turn off the power for all connected audio devices.

**3.** Turn off the [POWER] switch of the VR-09.

### Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 39).

- Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.
- To restore power, turn the power on again.

# Listening to the Demo Songs

Here's how to listen to the demo songs.

**1.** Turn the power on.

**2.** Press the [▶/■] (START/STOP) button.

The demo screen is shown in the display.



**3.** Press the [▶/■] (START/STOP) button.

Demo playback starts.

When the selected demo song finishes playing, the next demo song will begin playing.

**4.** Press the [▶/■] (START/STOP) button.

The demo song will stop playing.

**MEMO**

If the [LOOPER] button or [SONG/RHYTHM] button is lit, pressing the [▶/■] (START/STOP) button will not bring up the demo screen.

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\* No data for the music that is played will be output from MIDI OUT connector and USB COMPUTER port.

Introduction

Performing

Recording

Looper

Settings

Appendix

# Selecting Sounds

## Selecting Sounds with One Touch

By using the Mode buttons you can play organ, piano, and synthesizer sounds individually.

**REFERENCE**

For details about the sounds, refer to "Sound List" in the "Data List" (PDF).

You can download the "Data List" (PDF) from the Roland website.

**http://www.roland.com/manuals/**

## Selecting Organ Sounds

**1.** **Press the MODE [ORGAN] button.**

The MODE [ORGAN] button will light.
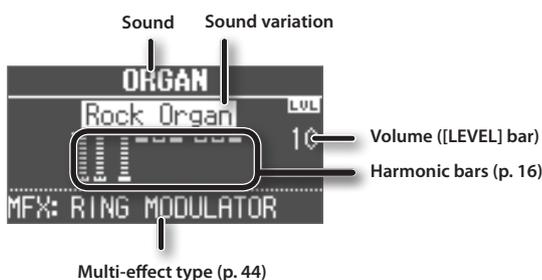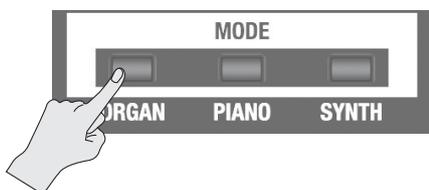
MODE

ORGAN    PIANO    SYNTH

Sound    Sound variation

ORGAN
Rock Organ                    LVL
                               10    Volume ([LEVEL] bar)
                                     Harmonic bars (p. 16)
MFX: RING MODULATOR

Multi-effect type (p. 44)

**MEMO**

Use the CURSOR [▲] [▼] buttons to move the cursor to an item, and turn the [VALUE] dial to change the sound variation/multi-effect type.

## Selecting the organ sound variation

**1.** **In the organ section, press the [TYPE] button.**

CAY  RELEASE

TYPE    SPLIT    ☀

The ORGAN TYPE screen is shown in the display.

ORGAN TYPE
Jazz Organ
Rock Organ
Transistor Organ

**2.** **Turn the [VALUE] dial to select the desired type of sound.**

VALUE

**MEMO**

- You can play the keyboard to audition the sound at which the cursor is located.
- The organ sounds of the VR-09 simulate the way in which the keyboard of a vintage organ responds. This is called the "quick-firing keyboard."
- The organ sounds of the VR-09 are produced by a "virtual tonewheel sound engine" that uses digital technology to faithfully simulate the way in which a tonewheel organ generates sound.

### What's the quick-firing keyboard?

Contacts for traditional organ keys are extremely shallow, meaning that sounds are produced with the slightest touch of the keys. This gives it special qualities that allow glissando and similar performance techniques to be used very effectively.

However, a well-known side effect of this behavior is that when a key is released suddenly, it can rebound, causing that note to be unintentionally triggered a second time. On the other hand, some performers actively make use of these characteristics to realize a surprising, rapid-fire playing technique.

The VR-09's quick-firing function faithfully simulates these characteristics. Because the sounds of the organ section are triggered at high speed, rebounding may occur if you release a key suddenly; this is not a malfunction.

* Quick-firing keyboard will not be used when you're playing non-organ sounds, or when you're playing a non-organ sound together with an organ sound.

### What's the virtual tonewheel sound generator?

Traditional tonewheel organs generate sound using 91 toothed wheels called "tonewheels." Each tonewheel is a toothed, gear-like wheel with a different number of teeth that make it produce a specific pitch. A motor spins these wheels past magnetic coils which generate audio signals at the corresponding pitches. The settings of the harmonic bars in conjunction with the keys played on the keyboard determine which of these pitches are combined to produce the sound of the organ.

The VR-09's virtual tonewheel sound engine uses digital technology to faithfully recreate the principles by which a tonewheel organ produces its sound.
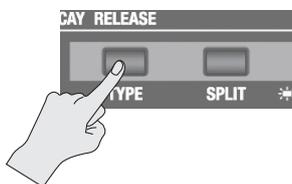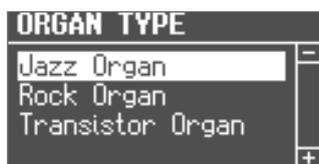
# Selecting Piano Sounds

**1.** **Press the MODE [PIANO] button.**
The MODE [PIANO] button will light.



**Sound**  **Sound variation**

PIANO
GrandPianoV    OCT LVL   0 10
MFX: PITCH SHIFTER

**Volume (PIANO LEVEL [▲] [▼] button)**
**Octave (p. 26)**

**Multi-effect type (p. 44)**

**MEMO**
Use the CURSOR [▲] [▼] buttons to move the cursor to an item, and turn the [VALUE] dial to change the sound variation/multi-effect type.

## Selecting the piano sound variation

**1.** **Press one of the sound buttons in the piano section.**



The sound variation select screen appears.

PIANO
GrandPianoV
Grand Piano
GrandPianoV2
Rock Piano

**2.** **Turn the [VALUE] dial to select the desired sound variation.**



**MEMO**
- You can play the keyboard to audition the sound at which the cursor is located.
- If you press the [TRANSPOSE] button while the sound variation select screen is shown, the select screen will be held. Press the [EXIT] button to return to the previous screen.

# Selecting Synthesizer Sounds

**1.** **Press the MODE [SYNTH] button.**
The MODE [SYNTH] button will light.



**Sound**  **Sound variation**

SYNTH
JP8 Brass    OCT LVL   0 10
MFX: MODULATION D

**Volume (SYNTH LEVEL [▲] [▼] button)**
**Octave (p. 26)**

**Multi-effect type (p. 44)**
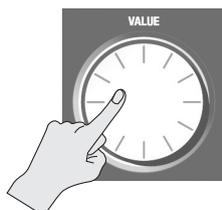
**MEMO**
Use the CURSOR [▲] [▼] buttons to move the cursor to an item, and turn the [VALUE] dial to change the sound variation/multi-effect type.

## Selecting the Synthesizer sound variation

**1.** **Press one of the sound buttons in the synthesizer section.**



The sound variation select screen appears.

BRASS
JP8 Brass
80s Brs 1
Hybrid Brass
JUNO Brs

**2.** **Turn the [VALUE] dial to select the desired sound variation.**



**MEMO**
- You can play the keyboard to audition the sound at which the cursor is located.
- If you press the [TRANSPOSE] button while the sound variation select screen is shown, the select screen will be held. Press the [EXIT] button to return to the previous screen.

# Selecting Your Favorite Sounds (Registration)

You can assign a name to your favorite organ, piano, and synthesizer sounds (or combination of sounds), and store it as a "registration."

A registration can be recalled instantly by pressing a single button. This is a convenient way to switch sounds for each song, or to instantly switch between settings during a live performance.

Registrations are organized into banks, with 4 registrations in each bank.

There are 25 banks, allowing you to store a total of 100 registrations.



4 registrations
=
Bank

MEMO

• When the VR-09 is shipped from the factory, several banks contain registrations with the same settings.
• Sets of registrations can be saved on a USB flash drive (p. 39).
• Sets of registrations saved on a USB flash drive can be loaded back into the VR-09 (p. 40).

# Recalling a Registration

**1.** Press the [1]–[4] buttons to select a registration.



The registration screen is shown in the display.

Bank number
Registration number
Registration name



Volume

Octave (p. 26)

Multi-effect type (p. 44)

Split or Dual setting (p. 27)

MEMO

• You can select a registration by moving the cursor to the registration number and turning the [VALUE] dial.
• You can select the next registration by pressing the [NEXT] button.
• If registration 4 is selected, pressing the [NEXT] button will select registration 1 of the next bank.

# Switching Registration Banks

## Switching banks (Banks 1–4)

**1.** Press the [BANK] button.



The BANK screen is shown in the display.



Currently selected bank number

**2.** Press the [1]–[4] buttons to select the desired bank.

**3.** Press the [1]–[4] buttons to select a registration.
You'll switch to a registration of the bank you selected.

## Switching banks (Banks 5–25)

**1.** Press the [BANK] button.
The BANK screen is shown in the display.

**2.** Turn the [VALUE] dial to select the desired bank.



**3.** Press the [ENTER] button.

**4.** Press the [1]–[4] buttons to select a registration.
You'll switch to a registration of the bank you selected.

## Storing a registration

1. **Select the desired sounds and effect settings.**

2. **Hold down one of the [1]–[4] buttons until the following screen appears.**

   The WRITE REGISTRATION screen is shown in the display.

   ```
   WRITE REGISTRATION
   1-1: LongDivision
        Regist me
   Del  | Space | Write
   ```

3. **Select the store-destination.**

   Use the CURSOR [▲] [▼] buttons and the [VALUE] dial to select the store-destination bank and registration number.

4. **Specify a name for the registration.**

   | Button/Dial | Operation |
   |---|---|
   | CURSOR [▲] [▼] buttons | Select the character that you want to change. |
   | [VALUE] dial | Changes the character. |
   | MODE [ORGAN] (Del) button | Delete the character. |
   | MODE [PIANO] (Space) button | Inserts a space. |

6. **Press the [ENTER] button or the MODE [SYNTH] (Write) button.**

   Your settings will be stored in the selected registration.

   **REFERENCE**

   About the settings stored in a registration, refer to "Settings That Are Stored in the Registrations" (p. 59).

## Selecting Drum Sounds

You can play drum sounds and sound effects from the VR-09's keyboard.

A drum kit lets you choose from a selection of sounds.

When you switch drum kits, the sounds assigned to each key will change.

**REFERENCE**

Refer to "Drum Kit List" in the "Data List" (PDF) for details on the percussion instrument sounds that are assigned to each key. You can download the "Data List" (PDF) from the Roland website.

**http://www.roland.com/manuals/**

1. **Press the [DRUM] button to make it light.**

   

   The DRUM screen appears.

   ```
   DRUM
   Pop Kit
   Rock Kit
   Jazz Brush
   TR-808
   ```
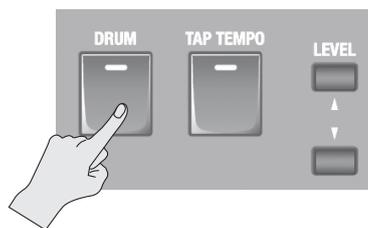
2. **Turn the [VALUE] dial to select a drum kit.**

   

   Drum kit

   ```
   DRUM
                    OCT LVL
   Pop Kit        - 10

   MFX: FLANGER
   ```

   Volume
   (DRUM LEVEL [▲] [▼] button)

   Multi-effect type (p. 44)
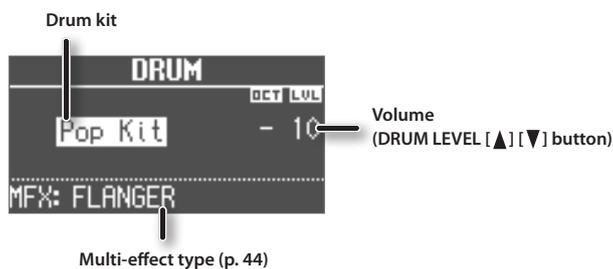
   **MEMO**

   - By using the looper function (p. 37) to overdub-record drum sounds, you can create rhythm patterns using these sounds.
   - You can play the keyboard to audition the sound at which the cursor is located.
   - If you press the [TRANSPOSE] button while the DRUM screen is shown, the DRUM screen will be held. Press the [EXIT] button to return to the previous screen.
   - You can use the DRUM LEVEL [▲] [▼] buttons to adjust the volume of the drum kit (p. 32).

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# Modifying the Organ Sound

## Using the Harmonic Bars

The harmonic bars are assigned to sounds of different footage (pitch). You can create a wide variety of organ sounds by layering these sounds.

The volume will be loudest when the harmonic bars are fully lowered; there will be no sound when the harmonic bars are fully raised.

**Raised (minimum volume)**



**Lowered (maximum volume)**



**8' volume: 8**



**4' volume: 5**
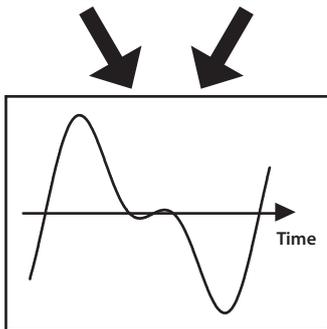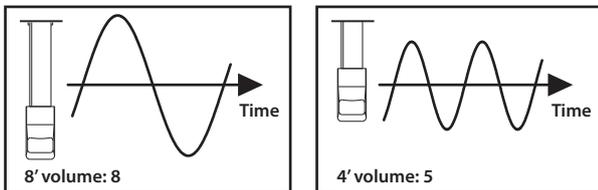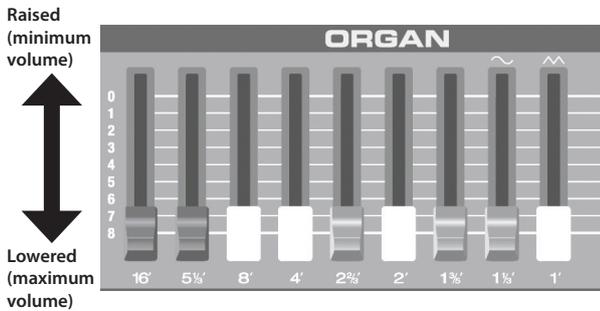


**1.** **Select an organ sound (p. 12).**

The organ sound editing screen appears.



**2.** **Slide the harmonic bars to adjust the sound.**

### Harmonic bars and the pitch of the sound

When the middle C (C4) note is pressed, each harmonic bar will sound the following notes.



| 16' | 5 1/3' | 8' | 4' | 2 2/3' | 2' | 1 3/5' | 1 1/3' | 1' |
|-----|--------|-----|-----|--------|-----|--------|--------|-----|
| one octave below | 5th | root | 8th | 12th | 15th | 17th | 19th | 22nd |



$8' =$
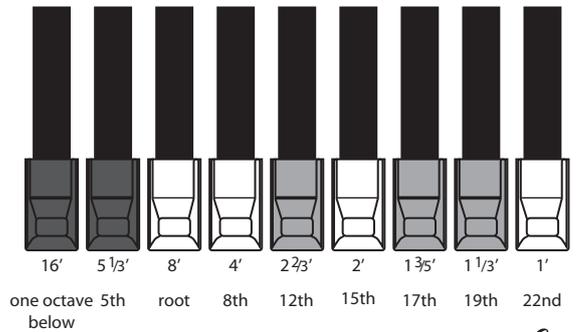


There are three colors of harmonic bars. Those that are in octave multiples of 8' are white, those that are not octave multiples are black, and the lower-pitched bars are brown.

### A tonewheel organ's overtone structure

In certain regions of a tonewheel organ's keyboard, the overtones will not correspond to the configuration of the harmonic bars. In order to prevent unpleasantly high or low pitches, the high footage is "folded back down" in one octave units for the high range, while the low footage is "folded back up" in one-octave units for the low range. The VR-09 faithfully reproduces this characteristic of tonewheel organs.

# When you've selected "Transistor Organ" as the organ sound

The footage structure will be different for Transistor organ.

You'll be able to operate the following harmonic bars. The other harmonic bars will be unavailable.

| Part | Harmonic bars that can be operated |
|---|---|
| Upper part | 16′, 8′, 4′, 2 2/3′, 2′ (5 bars) |
| Lower part | 8′, 4′, 2′, 1 3/5′ (4 bars) |

The bars at the right with the "⌒" and "⋀⋀" icons will respectively adjust the volume of "mellow sound" and "bright sound."

If these two bars are fully raised, no organ sound will be heard.

## Upper part



## Lower part



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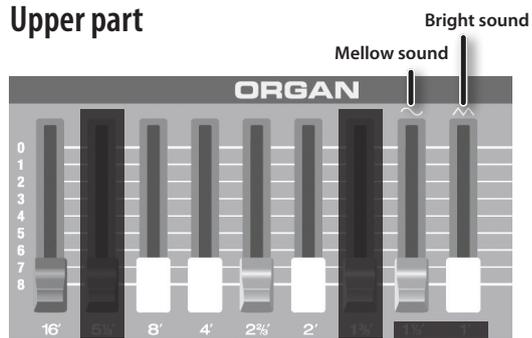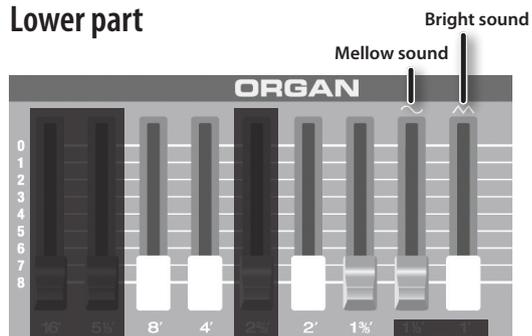
## Setting Example of Harmonic Bars

### Hard rock

Here's a typical setting for hard rock of the '70s.
As desired, you can add a bit of 2' (the 2-foot bar).
Also, add the overdrive (p. 23).

**Organ type:** Rock Organ
**Percussion:** On



### Pops

Here's a typical setting for pops of the '60s.

**Organ type:** Jazz Organ
**Percussion:** On



### Progressive rock

Here's a setting for the progressive rock that was popular in the '70s.
Add the C-3 chorus (p. 21) and the overdrive (p. 23).

**Organ type:** Rock Organ
**Percussion:** On



### Jazz

This is a standard setting for jazz organ.
Add the C-3 chorus (p. 21).

**Organ type:** Jazz Organ
**Percussion:** On



### Rock

Here's a typical setting for rock of the '70s.
Add the overdrive (p. 23).

**Organ type:** Rock Organ
**Percussion:** On



### Blues

Here's a standard blues sound.
As desired, you can add a bit of 1' (the 1-foot bar).

**Organ type:** Jazz Organ
**Percussion:** Off



### Pipe organ

Here's a setting for a pipe organ sound.
Add the reverb (p. 23).

**Organ type:** Jazz Organ
**Percussion:** Off
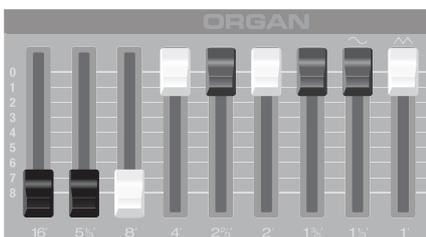


### Jazz (manual bass)

Here's a setting for a bass sound played in the left hand (manual bass).

**Organ type:** Jazz Organ
**Percussion:** On
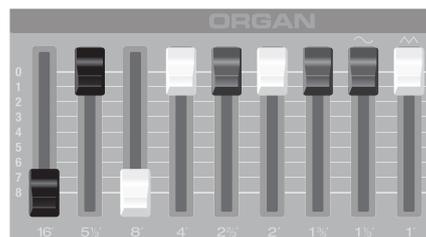


**MEMO**

For more about manual bass, refer to "Playing the pedal sound with your left hand (manual bass)" (p. 29).

# Using the Rotary Effect

This effect adds modulation to the sound as if you were using a rotary speaker.

**1.** **Press the ROTARY SOUND [ON/OFF] button to make it light.**

The rotary effect will be added to the sound.
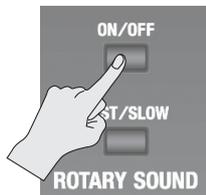


**2.** **Press the ROTARY SOUND [FAST/SLOW] button to switch it between lit/unlit.**
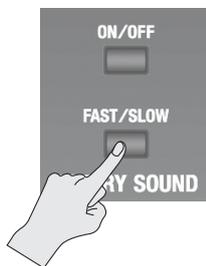


| ROTARY SOUND [FAST/SLOW] button | Explanation |
|---|---|
| **Lit (Fast)** | Produces the effect of making the rotary speaker spin rapidly. |
| **Unlit (Slow)** | Produces the effect of making the rotary speaker spin slowly. |

When you switch the rotary effect from "Fast" to "Slow," the modulation will gradually slow down. When you switch it from "Slow" to "Fast," the modulation will gradually speed up.

**MEMO**

- You can make separate settings for the tweeter and the woofer to specify their rotation speeds at the fast and slow settings, as well as the time it will take for the tweeter and woofer to change their speed when you switch the rotary effect (ROTARY: p. 43).

- If you're playing only organ sounds, you can use the Pitch bend/ Modulation lever to control the rotary effect. Moving the lever away from yourself will switch the rotary effect on/off. Moving the lever to left or right will switch between fast/slow speeds.

- You can also use a pedal switch (DP series; sold separately), an expression pedal (EV series; sold separately), the footswitch of a pedal keyboard (PK-9; sold separately), or the D-BEAM controller to switch between fast and slow (p. 24, p. 45, p. 47).

# Using Twin Rotary

By using the multi-effect "TWIN ROTARY" in conjunction with the rotary effect, you can obtain a more powerful and three-dimensional modulation effect as though you were using two rotary speaker units.

**1.** **Press the MODE [ORGAN] button.**

**2.** **Use the CURSOR [▲] [▼] buttons to select "MFX."**

**3.** **Turn the [VALUE] dial to select "TWIN ROTARY."**

**4.** **Press the ROTARY SOUND [ON/OFF] button to make it light.**

**5.** **Turn the [MFX] knob to adjust the depth of the twin rotary effect.**

As you turn the knob toward the right, the sound of the two rotary speakers will be mixed, producing a complex modulation effect.

**MEMO**

The rotational speed of the twin rotary effect will follow the setting of the ROTARY SOUND [FAST/SLOW] button.

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# Using Percussion

This adds an attack to the beginning of each note, making the sound more crisp and percussive.

**1.** **Press the [PERCUSSION] button to make it light.**
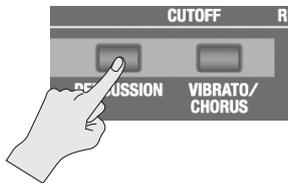
The PERCUSSION screen appears.

> **PERCUSSION**
> Vol    SOFT
> Harm   3RD
> Decay  FAST

**2.** **Use the CURSOR [▲] [▼] buttons and the [VALUE] dial to select the desired effect.**
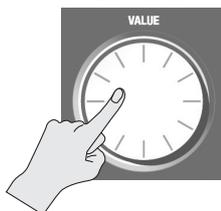
| Parameter | Value | Explanation |
|---|---|---|
| VOLUME (Vol) | SOFT | The percussion sound will be decreased, and the harmonic bars will be at their normal volume.  |
| | NORMAL | The percussion will be at its normal volume, and the sound of the harmonic bars will be decreased.  |
| HARMONIC (Harm) | 2ND | Produces a percussion sound at the same pitch as the 4′ harmonic bar. |
| | 3RD | Produces a percussion sound at the same pitch as the 2 2/3′ harmonic bar. |

| Parameter | Value | Explanation |
|---|---|---|
| DECAY (Decay) | FAST | The percussion sound will decay immediately, producing a sharper attack.  |
| | SLOW | The percussion sound will decay slowly, producing a softer attack.  |
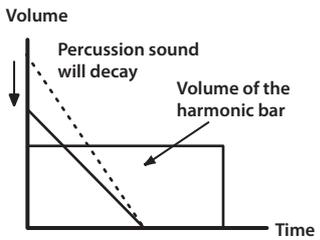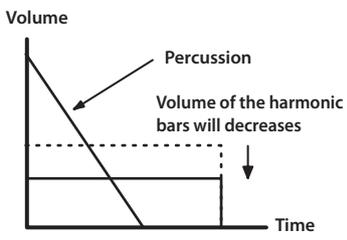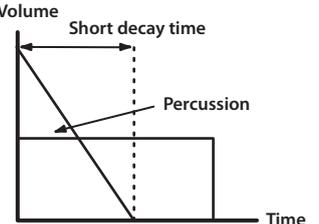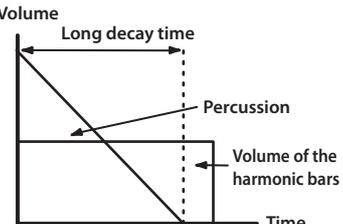
\* If you turn percussion on, the harmonic bar 1′ sound will not be heard.

**MEMO**

If you press the [TRANSPOSE] button while the PERCUSSION screen is shown, the PERCUSSION screen will be held. Press the [EXIT] button to return to the previous screen.

## Percussion on a tonewheel organ

The percussion sound on a tonewheel organ does not apply to all the keys you play. Percussion will apply only to those keys that are simultaneously pressed from a state of no keys being pressed.

If you play legato, percussion will apply only to the first note you play. If you play staccato, percussion will apply to every note.

# Using Vibrato/Chorus

Here's how to apply vibrato (cyclic modulation of the pitch). You can also apply chorus, which mixes vibrato sound with unprocessed sound to produce greater depth and spaciousness.

**1.** **Press the [VIBRATO/CHORUS] button to make it light.**
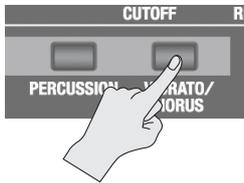
The VIBRATO/CHORUS screen appears.

**2.** **Turn the [VALUE] dial to select the desired effect.**
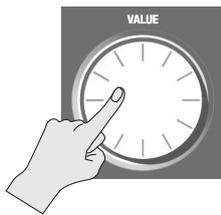
| Value | Explanation |
|-------|-------------|
| V-1 | Applies a slight vibrato effect. |
| V-2 | Applies a medium vibrato effect. |
| V-3 | Applies a strong vibrato effect. |
| C-1 | Applies a slight chorus effect. |
| C-2 | Applies a medium chorus effect. |
| C-3 | Applies a strong chorus effect. |

**MEMO**

If you press the [TRANSPOSE] button while the VIBRATO/CHORUS screen is shown, the VIBRATO/CHORUS screen will be held. Press the [EXIT] button to return to the previous screen.

# Modifying the Synthesizer Sound

The VR-09 lets you use the top panel harmonic bars to modify the character of the synthesizer sound.

**MEMO**

- If you're playing two sounds (split or dual) (p. 27), the settings will determine which sound is affected.

  - **If one of the sounds is an organ sound**

    The bars will operate as harmonic bars for the organ sound. The synthesizer sound will not change.

  - **If one of the sounds is a piano sound**

    The piano sound cannot be changed. The effect will apply only to the synthesizer sound.

  - **If two synthesizer sounds are combined**

    The bars will affect both synthesizer sounds.

- The effect can also be applied when playing a single piano sound.
- For some acoustic sounds (p. 50), DECAY, CUTOFF, and RESONANCE will have no effect.

## Changing the Volume Envelope (ATTACK, DECAY, RELEASE)

The shape that describes how an instrument's volume changes over time from the beginning to the end of the note is called the "envelope."

On a keyboard instrument, this specifies the way in which the volume changes from when you press a key until you release the key.



A: ATTACK
D: DECAY
S: SUSTAIN
R: RELEASE
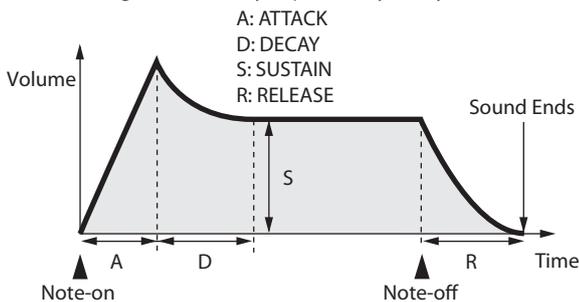
| Parameter | Explanation |
|---|---|
| ATTACK | Time from when you press the key until the full volume is reached |
| DECAY | Time over which the volume reaches the SUSTAIN level following the attack |
| SUSTAIN | Volume at which the sound is sustained while you continue holding the key |
| RELEASE | Time over which the sound decays to silence after you release the key |

On the VR-09 you can use the three left-most harmonic bars to adjust the ATTACK, DECAY, and RELEASE times of the currently selected sound.

1. **Select a sound from the synthesizer section (p. 13).**

2. **Move the bars to adjust the values of the corresponding parameters.**

| Bar | Value | Explanation |
|---|---|---|
| [ATTACK] bar | -64–63 | Lowering the bar will shorten the attack time; raising the bar will lengthen the time. |
| [DECAY] bar | -64–63 | Lowering the bar will shorten the time over which the level falls to the SUSTAIN level; raising the bar will lengthen the time. |
| [RELEASE] bar | -64–63 | Lowering the bar will shorten the time over which the sound disappears; raising the bar will lengthen the time. |

When you operate a bar, the current value is shown in the screen.



**MEMO**

- While the value of a parameter is displayed, you can turn the [VALUE] dial to adjust the value.
- The value of each parameter is shown as an offset relative to the default value originally specified for each sound. At a value of "0" (the bar near the center "4" position), that parameter will be in its original state.
- If you press the [TRANSPOSE] button while the adjustment screen is shown, the adjustment screen will be held. Press the [EXIT] button to return to the previous screen.

## Adjusting the Tonal Character (CUTOFF, RESONANCE)

The filter determines the tonal character of the sound.

You can use the filter to cut or boost different frequency regions of the sound, thus modifying its character.

| Parameter | Explanation |
|---|---|
| CUTOFF | Frequency at which the filter takes effect (cutoff frequency) |
| RESONANCE | Amount by which the region near the filter's cutoff frequency is emphasized |

On the VR-09 you can use the two right-most harmonic bars to adjust the cutoff and resonance of the currently selected sound.

1. **Select a sound from the synthesizer section (p. 13).**

2. **Move the bars to adjust the values of the corresponding parameters.**

| Bar | Value | Explanation |
|---|---|---|
| [CUTOFF] bar | -64–63 | Specifies the cutoff frequency. Lowering the bar will make the sound darker (more mellow); raising the bar will make the sound brighter. |
| [RESONANCE] bar | -64–63 | Boosts the sound in the region of the cutoff frequency, producing a distinctive tonal character. Lowering the bar will weaken this character, and raising the bar will strengthen it. |

When you operate a bar, the current value is shown in the screen.



\* Some settings may produce noise or high-volume sound. Be careful of the volume of the connected mixer or amp.

**MEMO**

- While the value of a parameter is displayed, you can turn the [VALUE] dial to adjust the value.
- The value of each parameter is shown as an offset relative to the default value originally specified for each sound. At a value of "0" (the bar near the center "4" position), that parameter will be in its original state.
- If you press the [TRANSPOSE] button while the adjustment screen is shown, the adjustment screen will be held. Press the [EXIT] button to return to the previous screen.

# Adding Effects to the Sound

## Applying Effects (EFX)

You can apply effects to the sounds you play. The VR-09 contains 7 effect processors; each can be set independently.

For the six effects other than rotary, you can use "global control" to conveniently apply each effect in an appropriate way.

**MEMO**

• If you're playing two sounds (split or dual) (p. 27), the settings will determine which sound is affected.
When using Dual:     The same effects will apply to both sounds.

When using Split:     The effects will be applied only to the upper part (except for reverb). However if you've assigned organ sound to the lower part, the same effects will apply to all parts.

• The effects are connected in the order shown below.
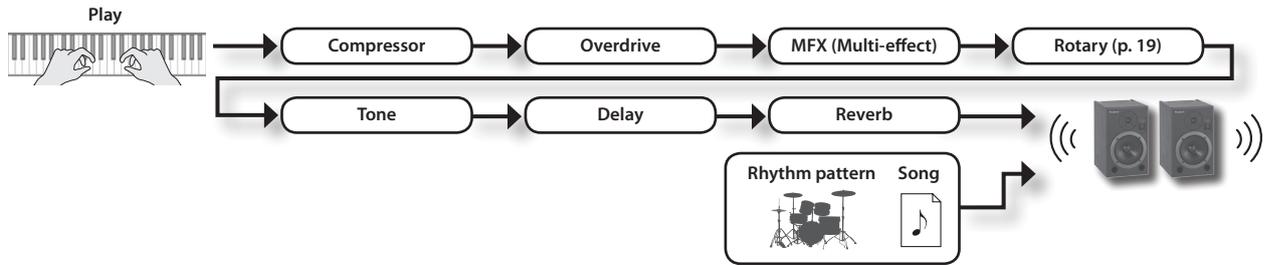


**1.** Select a sound (p. 12).

**MEMO**

Some sounds already have effects applied.
The way in which effects are applied will differ depending on the sound.

**2.** Turn the knobs to adjust the depth of each effect.

\* The effects may cause noise or loud sounds. To prevent malfunction and/or damage to speakers, adjust the volume of external mixers and amplifiers.



### What's the global control?

This is technology that optimizes multiple parameters of an effect so that they can be controlled by a single knob.

| Knob | Explanation |
|---|---|
| **[OVERDRIVE] knob** | Produces a natural-sounding distortion as heard from a tube amp.<br>If the knob is turned all the way to the left, no effect will be applied.<br>Turning the knob toward the right will increase the depth of distortion. |
| **[TONE] knob** | Adjusts the tonal character of the low and high frequency ranges.<br>If the knob is set to the center position, the response will be flat.<br>Turning the knob toward the left will boost the mid-range, making the sound punchier. This is appropriate when playing in a band.<br>Turning the knob toward the right will boost the low and high-frequency ranges, producing a more colorful sound. This is appropriate for solo performances. |
| **[COMPRESSOR] knob** | Compresses loud sounds and boosts the level of soft sounds.<br>This narrows the dynamic range, helping to keep your playing audible within the performance of your band.<br>If you turn the knob all the way to the left, no compressor effect will be applied.<br>Turning the knob toward the right will smooth out the overall volume, making your sound more consistent. |
| **[MFX] knob** | This is a general-purpose multi-effect that can change the fundamental character of the sound, transforming it into something quite different.<br>If you turn the knob all the way to the left, no effect will be applied.<br>**MEMO**<br>• The selected type of multi-effect is shown in the bottom line of the display.<br>• To change the multi-effect type, move the cursor to the lower line of the display and turn the [VALUE] dial.<br>• The multi-effect gives you a choice of 20 types. You can use the menu to change the multi-effect type (MFX Type: p. 44). |
| **[DELAY] knob** | Produces an echo-like effect by delaying the sound.<br>By layering the delayed sound with the original sound, you can add depth and spaciousness to the sound.<br>If you turn the knob all the way to the left, no delay effect will be applied.<br>Turning the knob toward the right will lengthen the delay time (the time from the original sound until the left and right delay sounds are heard).<br>**MEMO**<br>You can choose from six types of delay. Use the menu to change the delay type (Delay Type: p. 44). |
| **[REVERB] knob** | Adds reverberation to the original sound, simulating a spacious room.<br>If you turn the knob all the way to the left, no reverb effect will be applied.<br>Turning the knob toward the right will make the reverb deeper.<br>**MEMO**<br>You can use the menu to change the reverb type and the wall type (surface material) (Reverb Type: p. 44, Wall Type: p. 45). |

**MEMO**

When you turn the [DELAY] knob or [REVERB] knob, the type will be displayed. You can turn the [VALUE] dial to change the type.
If you press the [TRANSPOSE] button while the adjustment screen is shown, the adjustment screen will be held. Press the [EXIT] button to return to the previous screen.

# Modifying the Sound / Producing Sound Effects (D-BEAM controller)

By positioning your hand above the front panel's D-BEAM controller, you can modify the sound or produce sound effects.

This is a great way to give your live performance more impact.

**1.** **Press one of the D-BEAM [PITCH], [SFX], or [CONTROLLER] buttons to make it light.**
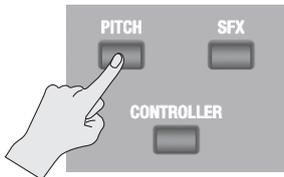


| Button | Explanation |
|---|---|
| **[PITCH] button** | The pitch will change according to the movement of your hand above the D-BEAM controller.<br>* Pitch will not apply to organ sounds and drum sounds. |
| **[SFX] button** | A sound effect will be produced. |
| **[CONTROLLER] button** | The D-BEAM controller will operate the performance-related function you've assigned. |

**MEMO**

- You can assign the sound effect to the [SFX] button, and assign various performance-related functions to the [CONTROLLER] button.
- The volume of the sound effect is linked with the volume of the drum section. You can use the DRUM LEVEL [▲] [▼] buttons to adjust the volume of the sound effect (p. 32).
- If you're using Split (p. 28), the effect of the [PITCH] button and [CONTROLLER] button will apply only to the upper part.

**2.** **While playing the keyboard to produce sound, position your hand above the D-BEAM controller and slowly move it up and down.**

**MEMO**

You can specify the amount of pitch bend that will occur (Pitch Bend Range: p. 46).

**3.** **To turn off the D-BEAM controller, press the button you pressed in step 1 to make it go dark.**

### Effective range of the D-BEAM controller

The illustration at right shows the effective range of the D-BEAM controller. Moving your hand outside this range will not produce any effect.

The effective range of the D-BEAM controller will be drastically decreased under strong direct sunlight. Please be aware of this when using the D-BEAM controller outdoors.
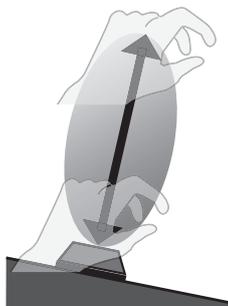


**MEMO**

The sensitivity of the D-BEAM controller will vary according to the brightness of its surroundings. If it does not operate as you expect, you can readjust the sensitivity. Increasing the D-BEAM sensitivity value (p. 46) will make it more sensitive.

## D-BEAM Controller Settings

**1.** **Press the D-BEAM [SFX] or [CONTROLLER] button to make it light.**

The D-BEAM screen appears.
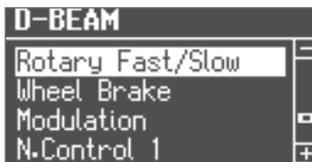


**2.** **Turn the [VALUE] dial to select the sound effect or function that you want to control using the D-BEAM controller.**

| Value | Explanation |
|---|---|
| **[SFX] button** | |
| **REFERENCE**<br>For details about the sound effects, refer to "Sound Effect List" in the "Data List" (PDF).<br>You can download the "Data List" (PDF) from the Roland website.<br>**http://www.roland.com/manuals/** | |
| **[CONTROLLER] button** | |
| **Rotary Fast/Slow** | Switches the speed of the rotary speaker between "fast" and "slow." |
| **Wheel Brake** | Simulates the way in which the tonewheel rotation slows and stops when a tonewheel organ is powered-off (tonewheel brake).<br>* This has no effect for sounds other than organ sounds. |
| **Modulation** | Applies a vibrato effect.<br>* Some sounds will not be affected by vibrato. For details about the sounds, refer to "Sound List" in the "Data List" (PDF). |
| **N.Control 1**<br>**N.Control 2** | Apply an effect to specific acoustic sounds (p. 50). |

**3.** **Press the [EXIT] button to finish the procedure.**

### What's the tonewheel brake?

This simulates the way in which the tonewheels stop rotating when you switch off the power on a tonewheel organ.

Since the amplifier of a tonewheel organ consisted of analog circuits using vacuum tubes, it would continue to produce sound for a short time even after the power was turned off. However, since the organ's tonewheels would start slowing down as soon as the power was turned off, this would make the pitch drop. The technique of stopping the tonewheels was sometimes used on tonewheel organs. A skilled performer could use this effect within their music.

# Changing the Pitch/Applying Vibrato (Pitch Bend/Modulation Lever)

While playing the keyboard, move the lever toward the left to lower the pitch, or toward the right to raise the pitch. This is called "pitch bend."

Moving the lever away from yourself will apply vibrato. This is called "modulation."

Moving the lever away from yourself while also moving it to left or right will apply both effects simultaneously.

> **MEMO**
> - Pitch bend and modulation will not apply to organ sounds.
>   If you're playing only organ sounds, you can use the Pitch bend/Modulation lever to control the rotary effect. Moving the lever away from yourself will switch the rotary effect on/off. Moving the lever to left or right will switch between fast/slow speeds.
> - If you're using Split (p. 28), pitch bend and modulation will apply only to the upper part.
> - You can specify the amount of pitch bend that will occur (Pitch Bend Range: p. 46).
> - You can disable the rotary effect on/off switching that's controlled by the modulation lever (Modulation Lever: p. 47).
> - For the following acoustic sounds, you can use the modulation lever to produce dynamics effects.
>   - N.Trumpet
>   - N.Alto Sax
>   - N.Flute

# Making the Pitch Change Smoothly (Portamento)

Portamento is an effect that produces a smooth change in pitch between one note and the next.

Portamento can be applied to piano sounds and to synthesizer sounds.

> **MEMO**
> - Some sounds already have portamento applied to them (default setting).
> - When using split (p. 28), portamento will be applied only to the upper part.

**1.** Press the [MENU] button.

**2.** Turn the [VALUE] dial to select "Portamento."

**3.** Press the [ENTER] button.

**4.** Use the CURSOR [▲] [▼] buttons to select "Portamento Switch."

**5.** Turn the [VALUE] dial to change the setting.

| Value | Explanation |
|---|---|
| OFF | Portamento is off. |
| ON | Portamento is on. |
| DEFAULT | The default setting. |

**6.** Press the [EXIT] button several times to finish the procedure.

## Specifying the Time of Pitch Change

You can specify the time over which the portamento effect will produce the pitch change.

**1.** Press the [MENU] button.

**2.** Turn the [VALUE] dial to select "Portamento."

**3.** Press the [ENTER] button.

**4.** Use the CURSOR [▲] [▼] buttons to select "Portamento Time."

**5.** Turn the [VALUE] dial to change the setting.

| Value | 0 (short)–127 (long) |
|---|---|

**6.** Press the [EXIT] button several times to finish the procedure.

# Changing the Key Range

## Raising or Lowering the Range in Octaves (Octave)

You can change the pitch of the keyboard in steps of one octave.

**1.** **Press the OCTAVE [DOWN] or [UP] button.**
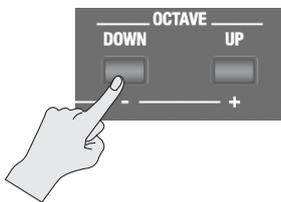




| Value | -3–0–3 (octave) |
|---|---|

**MEMO**

- If this setting is other than "0," the OCTAVE [DOWN] or [UP] button will light.
- By pressing the OCTAVE [DOWN] and [UP] buttons simultaneously, you can return the setting to "0."
- If you're playing two sounds together, move the cursor to select the sound whose octave range you want to change.

## Transposing the Key (Transpose)

You can transpose the pitch of the keyboard.

**1.** **Hold down the [TRANSPOSE] button and press the [–] or [+] button.**
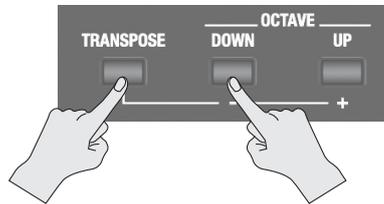


The display will indicate the transpose setting.



| Value | A♭–G (semitone) |
|---|---|

**MEMO**

- If this setting is other than "C," the [TRANSPOSE] button will light.
- By holding down the [TRANSPOSE] button and pressing the [–] and [+] buttons simultaneously, you can return the setting to "C."
- While the transpose setting is displayed, you can also turn the [VALUE] dial to change the value.

# Combining Two Sounds

## Layering Two Sounds (Dual)

"Dual" refers to settings in which two sounds are layered.

* You can't layer two organ sounds.

| Part 1 |
|---|
| Part 2 |

## Layering a Piano Sound and Synthesizer Sound
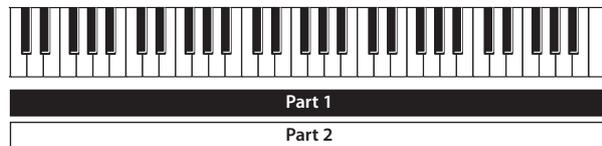
| Piano sound/Synthesizer sound |
|---|
| Piano sound/Synthesizer sound |
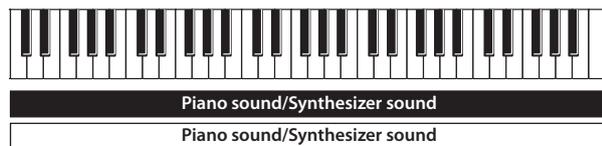
**1.** **Simultaneously press two sound buttons from the piano section and synthesizer section.**

The sound buttons you selected will light, and the DUAL screen appears.

**DUAL**

1 Vintage EP    0  10 ← Part 1 setting
2 Sine Lead 1   V  10 ← Part 2 setting
MFX: RING MODULATOR
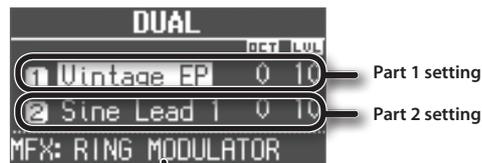
**Multi-effect type (p. 44)**

**MEMO**
- You can also select dual by pressing the MODE [PIANO] button and MODE [SYNTH] button simultaneously.
- The sound of the button you press first will be assigned to part 1.

### Changing the sounds

Here's how to change the sounds.

You can also combine two sounds from within the same sound button.

**2.** **Select a sound.**

1. Press the CURSOR [▲] [▼] buttons to select the sound that you want to change.
2. Turn the [VALUE] dial to select a sound.

**MEMO**

By pressing a sound button that is lit, you can combine two sounds from within the same sound button.

**3.** **Adjust the volume of each part.**

Press the LEVEL [▲] [▼] buttons to adjust the volume (0–12).

**MEMO**

If you've combined two sounds from the same section, the volume of the sound selected by the cursor will change.

**4.** **Specify the octave of each part.**

Use the CURSOR [▲] [▼] buttons to select the sound whose octave you want to specify, and use the OCTAVE [DOWN] [UP] buttons to specify the octave.

## Combining an Organ Sound with a Piano Sound or Synthesizer Sound

| Organ sound |
|---|
| Piano sound/Synthesizer sound |
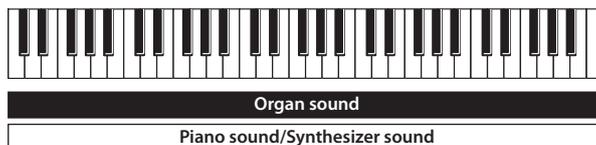
**1.** **Simultaneously press the MODE [ORGAN] button and a sound button in the piano section or the synthesizer section.**

The MODE [ORGAN] button and the sound button you selected will light, and the DUAL screen appears.

**DUAL**

1 Rock Organ    0  10
2 GrandPianoV   0  10
MFX: RING MODULATOR

**MEMO**
- You can also select dual by pressing the MODE [ORGAN] button and the MODE [PIANO] button or MODE [SYNTH] button simultaneously.
- The sound of the button you press first will be assigned to part 1.

### Changing the sounds

Here's how to change the sounds.

**2.** **Select a sound.**

1. Press the CURSOR [▲] [▼] buttons to select the part.
2. Use the [TYPE] button, sound buttons, and the [VALUE] dial to select a sound.
3. Press the [EXIT] button to return to the DUAL screen.

**3.** **Adjust the volume.**

| Button/Bar | Explanation |
|---|---|
| LEVEL [▲] [▼] button | Adjust the volume (0–12) of the piano sound or synthesizer sound. |
| [LEVEL] bar | Adjusts the volume (0–12) of the organ sound. |

**4.** **Specify the octave.**

Use the OCTAVE [DOWN] [UP] buttons to specify the octave of the piano sound or synthesizer sound.

## Cancelling Dual

Here's how to cancel Dual.

| Operation | Explanation |
|---|---|
| Press any one of the MODE buttons | You'll hear the sound that was assigned to the section whose button you pressed. |
| | If you had been combining two sounds from the same section, you'll hear the sound that had been assigned to part 1. |
| Press the [EXIT] button | The sound that had been assigned to part 1 will be heard across the entire range of the keyboard. |
| Press a sound button that is unlit | You'll hear the sound that you selected. |

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# Playing Different Sounds in the Left and Right Hands (Split)

"Split" refers to settings that let you play different sounds with your left and right hand.

The keyboard will be divided into two regions; the right is called the "upper part," and the left is called the "lower part." The point at which the keyboard is divided is called the "split point" (p. 31).

Split point (Power-up default: C4)

C2          B2 C3          C4          B5 C6

| Lower part | Upper part |
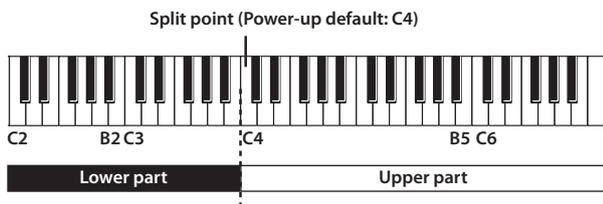
## Assigning the Dual Sounds to the Left and Right Regions

Here's how two sounds you've layered can be split to the left and right keyboard regions.

1. **Press the two sound buttons or MODE buttons simultaneously to select the dual setting (p. 27).**

   **MEMO**

   The sound of the button you press first will be assigned to part 1.

2. **Press the SYNTH [SPLIT] or ORGAN [SPLIT] button to make it light.**

   The sound that had been assigned to part 1 of the dual setting will be assigned to the upper part, and the sound that had been assigned to part 2 will be assigned to the lower part.

### Performing with two-manual setup

You can connect another MIDI keyboard (sold separately) to the VR-09's MIDI IN connector, and perform using a two-manual setup.

**VR-09**

Upper part

**MIDI keyboard**

Lower part
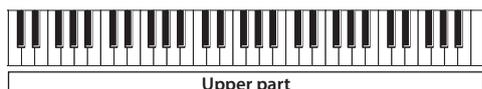
**REFERENCE**

For details, refer to "Performing with two-manual setup" (p. 51).

# Combining Two Organ Sounds

| Organ sound | Organ sound |
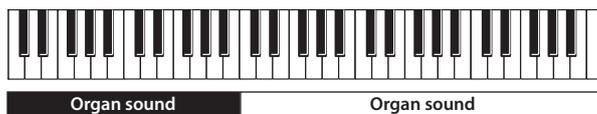
1. **Select the desired organ sound (p. 12).**

2. **Press the ORGAN [SPLIT] button to make it light.**
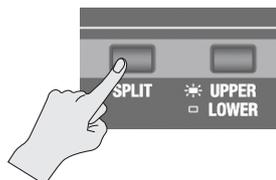
   SPLIT          ☀ UPPER
                  ▫ LOWER

   The SPLIT screen appears.

   Type name of the organ sound          Upper part setting

   SPLIT
   Rock Organ   CT LVL
   ⊞▶ ┃┃┃              0   ◀── Volume ([LEVEL] bar)
   ⊔    ┃┃              0   ◀── Lower part setting
   MFX: RING MODULATOR

   Multi-effect type (p. 44)
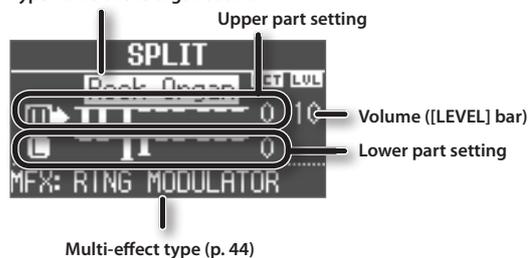
3. **Press the [UPPER/LOWER] button to select the part whose sound you want to change.**
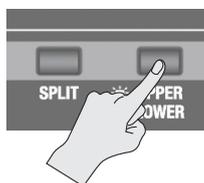
   SPLIT      UPPER
              LOWER

| [UPPER/LOWER] button | Selected part |
|---|---|
| **Lit (Upper)** | Upper part |
| **Unlit (Lower)** | Lower part |

The cursor will move to the part you selected.

   SPLIT
   Rock Organ   OCT LVL
   ⊞  ┃┃┃              0  10
   ⊔▶   ┃┃             0
   MFX: RING MODULATOR

4. **Slide the harmonic bars to create the desired organ sound.**

   The sound of the selected part will change as you move the harmonic bars on the panel.

**MEMO**

- The [PERCUSSION] button is valid only for the organ sound of the upper part.

- When the organ type is Rock Organ or Jazz Organ, you can specify the part to which vibrato effect or chorus effect will be applied (Vibrato/Chorus Part: p. 42).
  When the organ type is transistor, the effects will apply to both the upper part and lower part regardless of this setting.

- Use the [LEVEL] bar to adjust the volume of the organ sound. The [LEVEL] bar affects all of the organ parts (upper, lower, and pedal parts)

* All parts will be the same organ type.

## Playing the pedalboard (pedal part)

You can connect a pedalboard (PK-6, PK-9; sold separately) and use it to play the pedal part of the organ.

* The pedal part is available only when Rock Organ or Jazz Organ is selected as the organ type.

**Pedal part organ sound**
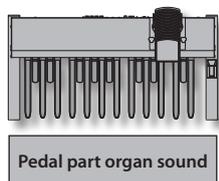
**1.** Connect a pedalboard (PK-6, PK-9; sold separately) to the PK IN connector (p. 8).

**2.** Select an organ sound (p. 12).

### Creating the sound of the pedal part

**3.** Press the ORGAN [SPLIT] button.
The DUAL/SPLIT screen appears.

```
SPLIT
Rock Organ        LVL
⟦U⟧▶ΙΙΙ            8
⟦L⟧      ΙΙ    ℗Ι
MFX: RING MODULATOR
```

**4.** Press the [UPPER/LOWER] button several times to move the cursor to the pedal part.

**5.** Slide the harmonic bars to shape the sound of the pedal part.

```
SPLIT
Rock Organ        LVL
⟦U⟧ ΙΙΙ           8
⟦L⟧      ΙΙ  ℗▶Ι
MFX: RING MODULATOR
```

**MEMO**

The pedal sound can be shaped using the first (16') and third (8') harmonic bars from the left.

## Playing the pedal sound with your left hand (manual bass)

"Manual bass" refers to using your left hand to play the organ's pedal part (bass) that is typically played using the pedalboard.

You can assign the pedal part organ sound to the lower part, and play it as manual bass.

| Pedal part organ sound | Organ sound |
|---|---|
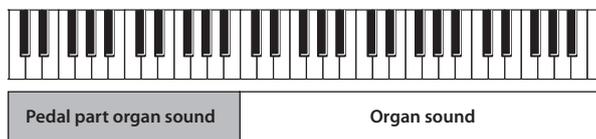
**1.** Select an organ sound (p. 12).

**2.** Hold down the ORGAN [SPLIT] button and press the [UPPER/LOWER] button.
The sound of the pedal part will be assigned to the lower part.

```
SPLIT
Rock Organ   OCT LVL
ΙΙΙ           0  10
℗▶Ι           0
MFX: RING MODULATOR
```

* In this case, you won't be able to play the lower part of the organ sound. Nor will playing the pedalboard produce any sounds.

## Combining a Piano Sound and Synthesizer Sound



| Piano sound/<br>Synthesizer sound | Piano sound/<br>Synthesizer sound |
|---|---|
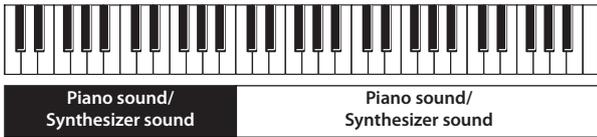
**1.** Select a piano sound or a synthesizer sound (p. 13).

**2.** Press the SYNTH [SPLIT] button to make it light.
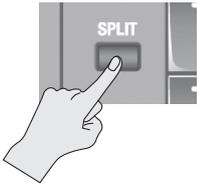


The SPLIT screen appears.



### Changing the sound of each part

The sound you selected in step 1 will be assigned to the upper part.

You can use the following procedure to change the sound of each part.

You can also combine two sounds within the same sound button.

**3.** Select the sound for each part.

1. Press the CURSOR [▲] [▼] buttons to select a part.

2. Use the sound button and the [VALUE] dial to select the sound of each part.

3. Press the [EXIT] button to return to the SPLIT screen.

**4.** Adjust the volume of each part.

Press the LEVEL [▲] [▼] buttons to adjust the volume (0–12).

**MEMO**

If you've combined two sounds from the same section, the volume of the sound selected by the cursor will change.

**5.** Specify the octave of each part.

Use the CURSOR [▲] [▼] buttons to select a part, and use the OCTAVE [DOWN] [UP] buttons to specify the octave.

## Combining an Organ Sound with a Piano Sound or Synthesizer Sound



| Organ sound | Piano sound/<br>Synthesizer sound |
|---|---|

Or



| Piano sound/<br>Synthesizer sound | Organ sound |
|---|---|
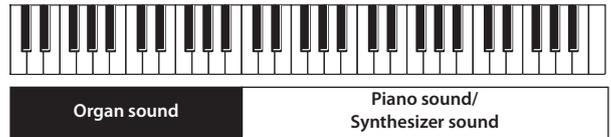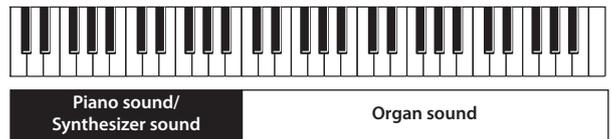
**1.** Make settings that combine two organ sounds, or that combine a piano sound with a synthesizer sound (p. 28, p. 30).

**2.** Select a part, and change its sound.

1. Press the CURSOR [▲] [▼] buttons or [UPPER/LOWER] button to select a part.

2. Use the [TYPE] button, sound buttons, and the [VALUE] dial to select a sound.

3. Press the [EXIT] button to return to SPLIT screen.

**3.** Adjust the volume.

| Button/Bar | Explanation |
|---|---|
| **LEVEL [▲] [▼] buttons** | Adjust the volume (0–12) of the piano sound or synthesizer sound. |
| **[LEVEL] bar** | Adjusts the volume (0–12) of the organ sound. |

**4.** Specify the octave.

Use the CURSOR [▲] [▼] buttons to select a part, and use the OCTAVE [DOWN] [UP] buttons to specify the octave.

**MEMO**

You can also add the organ sound by using the [UPPER/LOWER] button to select the part to which the organ sound is not assigned, and then lowering the harmonic bar.

**Setting examples:**



| Organ sound | Piano sound/<br>Synthesizer sound |
|---|---|

+

| | Organ sound |
|---|---|
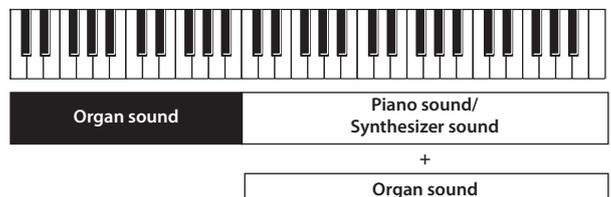
## Playing Drum Sounds in the Lower Part

You can play drum sounds in the lower part while playing a different sound in the upper part.

| Drum sound | Organ sound, etc. |
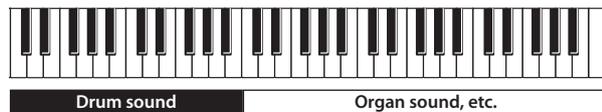
**1.** **Make split settings (p. 28).**

**2.** **Press the [DRUM] button to make it light.**

The lower part will automatically switch to a drum sound.

* The sound setting for the upper part will not change.

* You can't make octave settings for drum sounds. Also, the octave setting of the lower part will be ignored.

## Changing the Split Point

You can change the split point (the location at which the keyboard is divided).

**Range in which you can specify the split point (C#2–C7)**

C2   B2 C3   C4   B5 C6

**Split point (Power-up: C4, included in left-hand zone)**
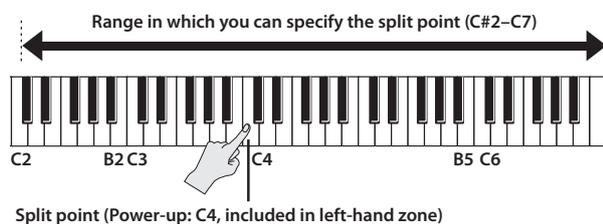
**1.** **Press the ORGAN [SPLIT] button or SYNTH [SPLIT] button to make it light.**

**2.** **While holding down the [SPLIT] button you pressed in step 1, press the key that you want to specify as the split point.**

The key you pressed will become the split point. The split point will be the lowest key of the upper part.

**SPLIT POINT**

**C 4**

**MEMO**

- While the split point screen is displayed, you can also change the value by turning the [VALUE] dial.
- You can also specify the split point by using the [SPLIT] button of the organ section or the synthesizer section.
- The split point setting is shared, regardless of the sounds you're combining.

## Cancelling Split

**1.** **Press the [EXIT] button or the lit [SPLIT] button to make it go dark.**

Split will be cancelled.

The sound assigned to the upper part will now be heard across the entire keyboard.

**MEMO**

You can also press any one of the MODE buttons to cancel split.

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# Performing with Rhythm Pattern

## Selecting/Playing Rhythm Pattern

The VR-09 can sound a rhythm pattern while you perform.

**1.** **Press the [SONG/RHYTHM] button several times to access the RHYTHM screen.**



**RHYTHM**
Pop 1
Pop 2
Pop 3
Pop 4
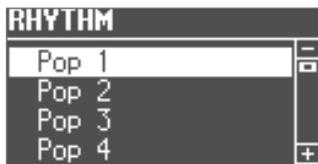
**2.** **Turn the [VALUE] dial to select a rhythm pattern.**
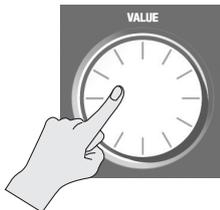


**3.** **Press the [▶/■] (START/STOP) button.**



The rhythm pattern will begin playing.

**4.** **Press the [▶/■] (START/STOP) button once again to stop the rhythm pattern.**

> **REFERENCE**
>
> For details on the rhythm patterns, refer to "Rhythm Pattern List" in the "Data List" (PDF).
>
> You can download the "Data List" (PDF) from the Roland website.
>
> **http://www.roland.com/manuals/**

### What is rhythm pattern?

"Rhythm pattern" refers to repeated phrases played by rhythm instruments such as drums and percussion.

The VR-09 contains built-in rhythms of numerous styles.

## Changing the Tempo of the Rhythm Pattern

You can set the tempo of the rhythm pattern.

This setting specifies the tempo of the following functions.

- Song (SMF format) recording and playback
- Tempo-synchronized effects (p. 44)

**1.** **Press the [TAP TEMPO] button.**
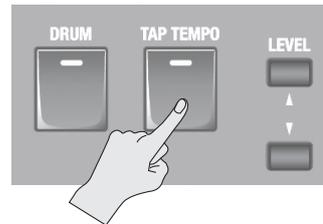


The TEMPO screen appears.

**TEMPO**
135

**2.** **Press the [TAP TEMPO] button several times at intervals of the desired tempo.**

The intervals at which you press the button will specify the tempo value.

| Value | 20–500 |
| --- | --- |

> **MEMO**
>
> - While the TEMPO screen is displayed, you can also change the value by turning the [VALUE] dial.
> - If you press the [TRANSPOSE] button while the TEMPO screen is shown, the TEMPO screen will be held. Press the [EXIT] button to return to the previous screen.
> - The tempo setting can be stored as part of the registration (p. 15).

## Adjusting the Volume of the Rhythm Pattern

You can adjust the volume of the rhythm pattern.

This setting specifies the volume of the following functions.

- The volume of drum sounds and sound effects
- The volume of song (SMF, audio) playback
- The volume of sound effects played by the D-BEAM controller

**1.** **Use the DRUM LEVEL [▲] [▼] buttons.**
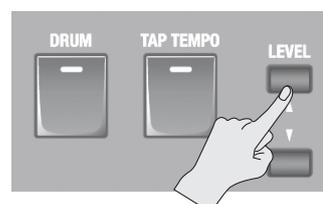
# Recording Your Performance

The VR-09 lets you record your performance.

You can play back a recorded performance to check your own playing, or play along with the recorded performance.

The VR-09 can record either SMF or audio.

* In order to use recording, you must connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).
* Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

### SMF and audio recording

| File Type | Explanation |
|---|---|
| SMF recording | A collection of data describing everything that happened while the music was played will be recorded. Such data will include information about which keys (pitches) were played, for how long, what amount of force was applied, etc. |
| Audio recording | An audio file stores actual sound data. You can play these recordings (WAV files) on your computer. |

* SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.

## Recording

### Preparations for recording

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).**

2. **As desired, select a rhythm pattern that will play while you record (p. 32).**

3. **Press the [●] (REC) button.**
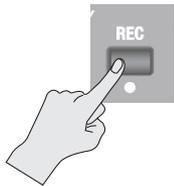
The [●] (REC) button will light, the [▶/■] (START/STOP) button will blink, and the VR-09 will be in the record-ready condition.

```
Press [START]:
Start recording

SMF  Audio  [VALUE]
```

4. **Turn the [VALUE] dial to select the recording format.**

| Value | Explanation |
|---|---|
| SMF | SMF recording |
| Audio | Audio recording |

## Starting/stopping recording

5. **Press the [▶/■] (START/STOP) button.**

When recording starts, the [▶/■] (START/STOP) button will light, and the recording screen will appear.

The number of measures is shown during SMF recording, and the recording time is shown during audio recording.

```
ORGAN
RECORDING...

M: -2
```

**MEMO**

If you're recording in SMF format, a 2 measure count will sound before recording begins.

6. **Press the [▶/■] (START/STOP) button.**

Recording will stop, and the SAVE SONG screen appears.

```
SAVE SONG

SONG-01

Del  Space  Save
```

## Saving your recorded performance

7. **Assign a name to the song.**

| Button/Dial | Operation |
|---|---|
| CURSOR [▲] [▼] buttons | Select the character that you want to change. |
| [VALUE] dial | Changes the character. |
| MODE [ORGAN] (Del) button | Delete the character. |
| MODE [PIANO] (Space) button | Inserts a space. |

If you don't want to save the song, press the [EXIT] button.

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**8.** **Press the [ENTER] button or the MODE [SYNTH] (Save) button.**

The song will be saved.

* If you recorded in audio format and an identically-named song exists on the USB flash drive, you won't be able to save. If the following screen appears, press the [ENTER] button and assign a different name.

```
A file with the
same name
already exists.
              Yes:[ENTER]
```

**NOTE**

Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

# Playing a Song

Here's how to play back a song that you've saved on a USB flash drive.

**1.** **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).**

**2.** **Press the [SONG/RHYTHM] button several times to access the SONG screen.**



```
SONG          M:   1
01: SONG-01
02: SONG-02
03: AUDIO_01
04: AUDIO_02
```

**3.** **Turn the [VALUE] dial to select the song.**

**MEMO**

If you wish to select a song stored in a folder on a USB flash drive, you can navigate as follows.

• To move to a different folder: Use the [VALUE] dial to select the "📁," and then press the [ENTER] button or the [▶/■] (START/STOP) button.

• To select a song within the folder: Use the [VALUE] dial.

• To move out of a folder: Use the [VALUE] dial to select the "📁," and then press the [ENTER] button or the [▶/■] (START/STOP) button.

**4.** **Press the [▶/■] (START/STOP) button.**

The song will start playing.

The measure number is displayed for SMF-format songs, and the playback time is displayed for audio-format songs.

```
SONG          00'05"
01: SONG-01
02: SONG-02
03: AUDIO_01
04: AUDIO_02
```

**5.** **Press the [▶/■] (START/STOP) button.**

The song will stop playing.

**MEMO**

• You can change the playback tempo of SMF format songs (p. 32).

• You can use the DRUM LEVEL [▲] [▼] buttons to adjust the playback volume (p. 32).

• If the song was recorded on the VR-09 as SMF data, you can use the LEVEL [▲] [▼] buttons of each section or the [LEVEL] bar to adjust the volume.

## Button operations

| | |
|---|---|
| [◀◀ / ◀] button | Returns to the beginning of the song. If you press this at the beginning of a song, you'll move to the beginning of the preceding song. Hold down the button to rewind the song. |
| [▶ / ▶▶] button | Moves to the next song. Hold down the button to fast-forward the song. |
| [▶/■] (START/STOP) button | Play/stop the song. |

# Renaming a Song

Here's how to rename a song.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).**

2. **Press the [SONG/RHYTHM] button several times to access the SONG screen.**



```
SONG            M:  1
01: SONG-01
02: SONG-02
03: AUDIO_01
04: AUDIO_02
```

3. **Turn the [VALUE] dial to select the song.**

4. **Press the OCTAVE [UP] button.**
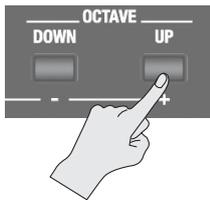


The RENAME screen appears.

```
RENAME

    SONG-01

 Del | Space | Save
```
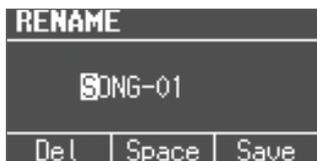
If you decide to cancel, press the [EXIT] button.

5. **Assign a name to the song.**

| Button/Dial | Operation |
|---|---|
| CURSOR [▲] [▼] buttons | Select the character that you want to change. |
| [VALUE] dial | Changes the character. |
| MODE [ORGAN] (Del) button | Delete the character. |
| MODE [PIANO] (Space) button | Inserts a space. |

6. **Press the [ENTER] button or the MODE [SYNTH] (Save) button.**

The song will be renamed.

# Deleting a Song

Here's how to delete a song that you've saved on a USB flash drive.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).**

2. **Press the [SONG/RHYTHM] button several times to access the SONG screen.**



```
SONG            M:  1
01: SONG-01
02: SONG-02
03: AUDIO_01
04: AUDIO_02
```

3. **Turn the [VALUE] dial to select the song.**

4. **Press the OCTAVE [DOWN] button.**



A confirmation message appears.

```
Delete Song OK?

Yes:[ENTER] No:[EXIT]
```
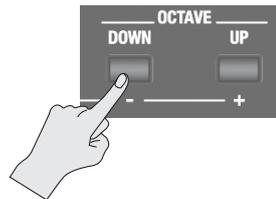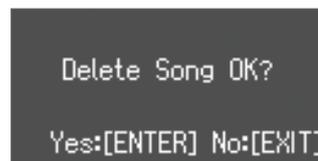
If you decide to cancel, press the [EXIT] button.

5. **Press the [ENTER] button.**

The song will be deleted.

**NOTE**

Do NOT turn off the power or disconnect the USB flash drive while "Executing…" is displayed.

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# Data saved on a USB flash drive

The following data can be saved on a USB flash drive.

- Songs recorded on the VR-09 (p. 33)
- Phrases recorded by the looper (p. 37)
- Registration sets (p. 39)

**Root folder (top level)**

- Song files
- Looper phrases
- Registration sets

Songs recorded on the VR-09 and phrases recorded by the looper are saved in the root folder of the USB flash drive.

Registration sets saved by Save Registration (p. 39) will be saved in the root folder of the USB flash drive.

Load Registration (p. 40)/Delete Registration (p. 40) can only load/delete registration sets that are saved in the root folder of the USB flash drive.

# Playing SMF/audio files from a computer

You can copy audio files (WAV, MP3, AIFF) or SMF files from your computer to a USB flash drive, and play them on the VR-09.

You can copy the SMF/audio files to the root folder of your USB flash drive, or you can create a folder on the USB flash drive and copy the files into the folder.

**Copy to a USB flash drive**

SMF, MP3, WAV, AIFF

**Insert USB flash drive**
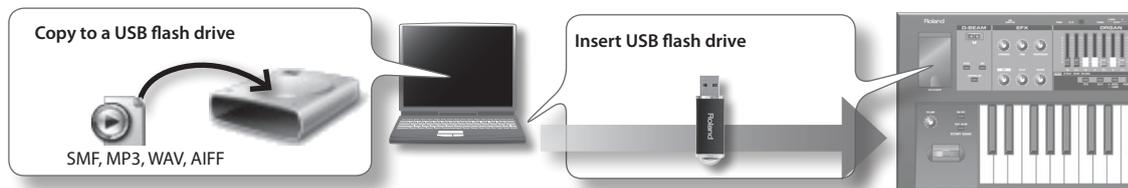
**MEMO**

- Use only single-byte alphanumeric characters in the file names and folder names.
- A maximum of 99 files can be detected in each folder.

# SMF/audio files that can be played

| | | | |
|---|---|---|---|
| **SMF** | Format | | 0 or 1<br>* For an SMF format 1 song that has more than 16 tracks, all of the tracks might not play back correctly in some cases. |
| | File size | | Maximum of approximately 240 KB (this will change somewhat depending on the content of the SMF) |
| | System exclusive | | Packet size must be 512 byte or less |
| **Audio** | WAV/AIFF | Sampling frequency | 44.1 kHz |
| | | Bit rate | 16-bit |
| | MP3 | Format | MPEG-1 audio layer 3 |
| | | Sampling frequency | 44.1kHz |
| | | Bit rate | 32/40/48/56/64/80/96/112/128/160/192/224/256/320 kbps, VBR (Variable Bit Rate) |

# Using the Looper

The looper is a function that lets you overdub while recording and playing back in real time.

You can take advantage of various performance possibilities, such as performing or adjusting the effects while playing back recorded phrases as a backing.

 * The maximum recording time is approximately 20 seconds.

## Recording with the Looper



**Record-standby**

Press the [LOOPER] button to enter the record-standby condition.

**Recording**

Recording will begin immediately when you press the [▶/■] (START/STOP) button or play the keyboard.

**Overdubbing**

Record by layering your performance onto the loop playback.

Press the [●] (REC) button to switch to loop playback.

**Loop playback**

Play back a loop.

Press the [●] (REC) button to switch to overdubbing.

Press twice

**Save**

Save

If you press the [LOOPER] button while stopped, the SAVE LOOPER screen appears.

**REFERENCE**

For more about saving phrases, refer to "Saving a Phrase" (p. 38).

Exit

**Stop**

During loop playback or overdubbing, press the [▶/■] (START/STOP) button to stop.

 * If you're using the pedal switch, press it twice within one second.

Press twice

**MEMO**

Steps indicated by 🦶 can also be performed using a pedal switch (DP-2; sold separately) connected to the DAMPER jack or EXPRESSION PEDAL jack.

If you want to use a pedal switch to operate the looper, set Damper Assign (p. 45) or Expression Assign (p. 46) to "LOOPER."

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## Recording While a Rhythm Pattern Plays

**1.** **Press the [SONG/RHYTHM] button several times to access the RHYTHM screen.**

**2.** **Turn the [VALUE] dial to select a rhythm pattern.**

**3.** **Record as described in "Recording with the Looper" (p. 37).**

When recording begins, the rhythm pattern will also start sounding.

When you finish recording and stop loop playback, the rhythm pattern will also stop.

* The rhythm pattern will be recorded, but not overdubbed.

**MEMO**

You can specify the tempo of the rhythm pattern before recording (p. 32).

### If a screen like the following appears

If the VR-09's memory contains a previously-recorded phrase, the following screen will appear.

**LOOPER**

00"[          ]08"

Overwrite:[REC]

If you want to use the looper, press the [●] (REC) button to clear this phrase and make a new recording.

If you want to keep the phrase, then save the phrase to a USB flash drive as described in "Saving a Phrase" (p. 38).

## Saving a Phrase

A phrase you record using the looper can be saved as audio data on your USB flash drive.

* To save a phrase recorded using the looper, you must first connect your USB flash drive to the USB MEMORY port.

**1.** **Stop loop playback (p. 37).**

**2.** **Press the [LOOPER] button.**
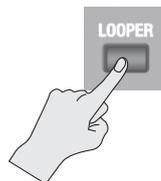
LOOPER

The SAVE LOOPER screen appears in the display.

**SAVE LOOPER**

LOOPER_01

Del | Space | Save

If you don't want to save the phrase to a USB flash drive, press the [EXIT] button to exit the SAVE LOOPER screen.

**MEMO**

Even if you exit the looper without saving, the phrase will remain in the VR-09's memory until you turn off the power. You'll be able to use the looper to loop-play the phrase again, but you won't be able to overdub.

**3.** **Assign a name to the phrase.**

| Button/Dial | Operation |
|---|---|
| **CURSOR [▲] [▼] buttons** | Select the character that you want to change. |
| **[VALUE] dial** | Changes the character. |
| **MODE [ORGAN] (Del) button** | Delete the character. |
| **MODE [PIANO] (Space) button** | Inserts a space. |

**4.** **Press the [ENTER] button or the MODE [SYNTH] (Save) button.**

The phrase will be saved.

* An identically-named phrase exists on the USB flash drive, you won't be able to save.
If the following screen appears, press the [ENTER] button and assign a different name.

A file with the
same name
already exists.
                Yes:[ENTER]

**NOTE**

Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

# Convenient Functions

## Making the Power Automatically Turn Off After a Time (Auto Off)

With the factory settings, the unit's power will automatically be switched off a certain amount of time after you stop playing or operating the unit.

If you don't need the power to turn off automatically, set "Auto Off" to the "OFF" setting as described below.

**1.** Press the [MENU] button.

**2.** Turn the [VALUE] dial to select "System."

**3.** Press the [ENTER] button.

**4.** Use the CURSOR [▲] [▼] buttons to select "Auto Off."

```
MENU
   << System >>
   Auto Off
   240 min
```
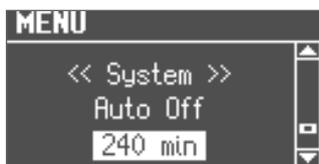
**5.** Turn the [VALUE] dial to change the setting.

| Value | Explanation |
|---|---|
| OFF | The power will not turn off automatically. |
| 10 min | The power will automatically turn off if no operation is performed for 10 minutes. |
| 30 min | The power will automatically turn off if no operation is performed for 30 minutes. |
| 240 min (default) | The power will automatically turn off if no operation is performed for 240 minutes (4 hours). |

**6.** Press the [EXIT] button several times to finish the procedure.

## Adjusting the Brightness of the Display (LCD Contrast)

Use this setting to adjust the brightness of the screen.

**1.** Press the [MENU] button.

**2.** Turn the [VALUE] dial to select "System."

**3.** Press the [ENTER] button.

**4.** Use the CURSOR [▲] [▼] buttons to select "LCD Contrast."

**5.** Turn the [VALUE] dial to change the setting.

| Value | 0 (dark)–30 (bright) |
|---|---|

**6.** Press the [EXIT] button several times to finish the procedure.

## Saving Registrations to a USB Flash Drive (Save Registration)

All registrations stored in the VR-09 can be saved to your USB flash drive as a set (registration set).

**1.** Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).

**2.** Press the [MENU] button.

**3.** Turn the [VALUE] dial to select "Media Utility."

**4.** Press the [ENTER] button.

**5.** Use the CURSOR [▲] [▼] buttons to select "Save Registration."

**6.** Press the [ENTER] button.

The SAVE REGISTRATION screen appears.

```
SAVE REGISTRATION
01: Factory Reg.
02: ------------
03: ------------
04: ------------
```
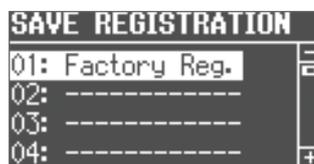
**7.** Turn the [VALUE] dial to select the save-destination number.

Numbers for which a registration set name is shown already contain a saved registration set.
If you select a previously-saved registration set as the save-destination, the previously-saved registration set will be overwritten. If you don't want to overwrite it, select a number for which "----------" is shown as the save-destination.

**8.** Press the [ENTER] button.

If you select a number in which a registration set is already saved, the display will ask "Overwrite Registration OK?"

If you are sure you want to overwrite it, press the [ENTER] button. If you decide to select a different number, press the [EXIT] button.

**9.** Assign a name to the registration set.

| Button/Dial | Operation |
|---|---|
| CURSOR [▲] [▼] buttons | Select the character that you want to change. |
| [VALUE] dial | Changes the character. |
| MODE [ORGAN] (Del) button | Delete the character. |
| MODE [PIANO] (Space) button | Inserts a space. |

**10.** Press the [ENTER] button or the MODE [SYNTH] (Save) button.

The registration set will be saved.

> **NOTE**
>
> Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

**11.** Press the [EXIT] button several times to finish the procedure.

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## Loading Saved Registrations from a USB Flash Drive (Load Registration)

Here's how a registration set saved on a USB flash drive can be loaded into the VR-09.

> **NOTE**
>
> When you load a registration set, all registrations stored in the VR-09 will be overwritten and lost. If you don't want to lose these registrations, save them to a USB flash drive (p. 39).

**1.** Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).

**2.** Press the [MENU] button.

**3.** Turn the [VALUE] dial to select "Media Utility."

**4.** Press the [ENTER] button.

**5.** Use the CURSOR [▲] [▼] buttons to select "Load Registration."

**6.** Press the [ENTER] button.

The LOAD REGISTRATION screen appears.

```
LOAD REGISTRATION
01: Factory Reg.        ▬
02: ------------        □
03: ------------
04: ------------        ⊞
```

**7.** Turn the [VALUE] dial to select the registration set you want to load.

If you decide to cancel, press the [EXIT] button.

**8.** Press the [ENTER] button.

The registration set will be loaded.

> **NOTE**
>
> Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

**9.** Press the [EXIT] button several times to finish the procedure.

## Deleting Saved Registrations from a USB Flash Drive (Delete Registration)

Here's how a registration set saved on a USB flash drive can be deleted into the VR-09.

**1.** Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).

**2.** Press the [MENU] button.

**3.** Turn the [VALUE] dial to select "Media Utility."

**4.** Press the [ENTER] button.

**5.** Use the CURSOR [▲] [▼] buttons to select "Delete Registration."

**6.** Press the [ENTER] button.

The DELETE REGISTRATION screen appears.

```
DELETE REGISTRATION
01: Factory Reg.        ▬
02: ------------        □
03: ------------
04: ------------        ⊞
```

**7.** Turn the [VALUE] dial to select the registration set you want to delete.

**8.** Press the [ENTER] button.

A confirmation message appears.

```
Delete Registration OK?

Yes:[ENTER] No:[EXIT]
```

If you decide to cancel, press the [EXIT] button.

**9.** Press the [ENTER] button.

The registration set will be deleted.

> **NOTE**
>
> Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

**10.** Press the [EXIT] button several times to finish the procedure.

# Formatting a USB Flash Drive (Format USB)

"Formatting" is the operation of preparing a USB flash drive for use with the VR-09.

If the USB flash drive format does not match the VR-09's, you will not be able to use that USB flash drive with the VR-09.

> **NOTE**
>
> Be aware that this operation will erase all data that has been saved on your USB flash drive.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 6).**

2. **Press the [MENU] button.**

3. **Turn the [VALUE] dial to select "Media Utility."**

4. **Press the [ENTER] button.**

5. **Use the CURSOR [▲] [▼] buttons to select "Format USB."**

6. **Press the [ENTER] button.**

   A confirmation message appears.

   ```
   < Format USB >

   Format Sure?

   Yes:[ENTER] No:[EXIT]
   ```

   If you decide to cancel, press the [EXIT] button.

7. **Press the [ENTER] button.**

   The USB flash drive will be formatted.

   > **NOTE**
   >
   > Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

8. **Press the [EXIT] button several times to finish the procedure.**

# Restoring the Factory Settings (Factory Reset)

If desired, you can restore all of the VR-09's settings to their factory-set condition. This operation is called "factory reset."

> **NOTE**
>
> When you execute the factory reset operation, all settings you've previously saved will be lost, and will return to their factory-set condition.
>
> Registration settings will also return to their factory-set condition. If you don't want to lose your registrations, save them to a USB flash drive before you continue (p. 39).

1. **Press the [MENU] button.**

2. **Turn the [VALUE] dial to select "System."**

3. **Press the [ENTER] button.**

4. **Use the CURSOR [▲] [▼] buttons to select "Factory Reset."**

5. **Press the [ENTER] button.**

   A confirmation message appears.

   ```
   Factory Reset OK?

   Yes:[ENTER] No:[EXIT]
   ```

   If you decide to cancel, press the [EXIT] button.

6. **Press the [ENTER] button.**

   The display will indicate "Turn off the power."

   ```
   Turn off the power.
   ```

7. **Turn the power off, then on again (p. 11).**

   The VR-09's setting is reset to its factory values.

   > **NOTE**
   >
   > Do NOT turn off the power while "Executing..." is displayed.

   > **MEMO**
   >
   > You can also execute a factory reset by holding down the MODE [ORGAN] button and pressing the [POWER] switch to turn the power on.

# Detailed Settings for All Functions (Menu)

## Basic Menu Operations

The menu allows you to edit the performance and sound settings.

**1. Press the [MENU] button.**

The menu screen appears.

```
MENU
Organ              >
Rotary
EFX
Portamento
```

**2. Turn the [VALUE] dial to select a category.**

**3. Press the [ENTER] button.**

```
MENU
   << Organ >>
Vibrato/ChorusPart
  UPPER+LOWER
```
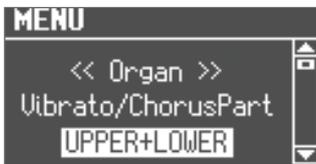
**4. Use the CURSOR [▲] [▼] buttons to select the parameter that you want to edit.**

> **MEMO**
>
> If you've selected a parameter for which the display indicates "Press the [ENTER]" press the [ENTER] button.

**5. Turn the [VALUE] dial to change the setting.**

**6. Press the [EXIT] button several times to finish the procedure.**

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| Organ | Vibrato/Chorus Part | | **Selecting the Parts to Which Vibrato and Chorus Apply (Vibrato/Chorus Part)** |
| | | | When Rock Organ or Jazz Organ is selected as the organ type, you can select the part(s) to which the vibrato effect and chorus effect (p. 21) will apply. |
| | | UPPER+LOWER | The effect will be applied to the upper part and the lower part. |
| | | UPPER | The effect will be applied to the upper part. |
| | | LOWER | The effect will be applied to the lower part. |
| | Leakage Level | | **Specifying the Amount of Leakage Noise (Leakage Level)** |
| | | | This specifies the amount of leakage noise (distinctive noise produced by a tonewheel organ). |
| | | 0–31 | |
| | On Click Level | | **Specifying the Level of the Key-On Click (On Click Level)** |
| | | | This specifies the level of the click sound heard when you press a key. |
| | | 0–31 | |
| | Off Click Level | | **Specifying the Level of the Key-Off Click (Off Click Level)** |
| | | | This specifies the level of the click sound heard when you release a key. |
| | | 0–31 | |

**What's the "click sound"?**

This is the click noise heard when you press or release a key.
On the earliest traditional tonewheel organs, a "click" noise occurred when you pressed or released a key.
This was initially considered a problem, but blues and rock performers began to take advantage of it in their performances, and it is now considered a distinctive aspect of some jazz sounds

**Detailed Settings for All Functions (Menu)**

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| **Organ** | **Organ Low Gain** | ## Specifying the Low-frequency Boost/Cut (Organ Low Gain) ||
| | | This specifies the amount of boost/cut for the low-frequency region. ||
| | | -12–12 ||
| | **Organ High Gain** | ## Specifying the High-frequency Boost/Cut (Organ High Gain) ||
| | | This specifies the amount of boost/cut for the high-frequency region. ||
| | | -12–12 ||
| **Rotary** | **Rotary Type** | ## Selecting the Type of Rotary Effect (Rotary Type) ||
| | | This selects the type of rotary effect. ||
| | | TYPE1 | This effect provides a mild sense of rotation with an extended high range. |
| | | TYPE2 | This effect provides a dynamic sense of rotation with a powerful low range. |
| | **Woofer Accel** | ## Specifying the Rotational Acceleration of the Woofer (Woofer Accel) ||
| | | This specifies the rate at which the woofer's rotation will change when you switch speeds. ||
| | | 1–16 ||
| | **Tweeter Accel** | ## Specifying the Rotational Acceleration of the Tweeter (Tweeter Accel) ||
| | | This specifies the rate at which the tweeter's rotation will change when you switch speeds. ||
| | | 1–16 ||
| | **Wf Slow Speed** | ## Specifying the Woofer's Slow Rotation Speed (Wf Slow Speed) ||
| | | This specifies the rotational speed of the woofer at slow speed. ||
| | | 0–127 ||
| | **Tw Slow Speed** | ## Specifying the Tweeter's Slow Rotation Speed (Tw Slow Speed) ||
| | | This specifies the rotational speed of the tweeter at slow speed. ||
| | | 0–127 ||
| | **Wf Fast Speed** | ## Specifying the Woofer's Fast Rotation Speed (Wf Fast Speed) ||
| | | This specifies the rotational speed of the woofer at fast speed. ||
| | | 0–127 ||
| | **Tw Fast Speed** | ## Specifying the Tweeter's Fast Rotation Speed (Tw Fast Speed) ||
| | | This specifies the rotational speed of the tweeter at fast speed. ||
| | | 0–127 ||

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## Detailed Settings for All Functions (Menu)

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| EFX | MFX Type | **Selecting the Multi-Effect Type (MFX Type)** | |
| | | Here you can select the MFX (multi-effect) type. | |
| | | TWIN ROTARY | By using this in conjunction with the rotary effect (p. 19), you can obtain an effect as though two rotary speaker units were connected. |
| | | SMALL PHASER 1 | This simulates an analog phaser of the past. It is suitable for electric piano. |
| | | SMALL PHASER 2 | SMALL PHASER 1 and SMALL PHASER 2 differ in the character of the modulation. |
| | | PHASER | This is a stereo phaser. It adds a phase-shifted and modulated sound to the original sound. |
| | | STEP PHASER | This is a stereo phaser in which the phaser effect changes in step-wise fashion. |
| | | TEMPO STEP PHASER | This is a step phaser that is synchronized to the tempo specified by the [TAP TEMPO] button. |
| | | CHORUS | This is a stereo chorus. |
| | | HEXA-CHORUS | This is a six-phase chorus (six chorus sounds of differing delay times are layered), giving depth and spaciousness to the sound. |
| | | FLANGER | This is a stereo flanger (the LFO is the same phase for left and right). It produces a metallic effect reminiscent of a jet airplane taking off and landing. |
| | | MODULATION D | This adds modulation to the delay sound. |
| | | TREMOLO 1 | This effect cyclically changes the volume. |
| | | TREMOLO 2 | TREMOLO 1 and TREMOLO 2 have different characters. |
| | | T. WAH 1 | This produces a wah effect by moving a filter according to the volume of sounds played from the keyboard. |
| | | T. WAH 2 | T.WAH 2 produces a stronger wah effect than T.WAH 1. |
| | | RING MODULATOR | This applies amplitude modulation (AM) to the input signal, producing bell-like sounds. |
| | | BIT CRASH | This intentionally degrades the audio quality. |
| | | DISTORTION | This produces a more intense distortion than overdrive. |
| | | SLICER | By rhythmically cutting the sound, this creates the impression of a backing phrase that marks the beat. It is specially effective when applied to sustained sounds. |
| | | TEMPO SLICER | This is a slicer that is synchronized to the tempo specified by the [TAP TEMPO] button. |
| | | PITCH SHIFTER | This is a stereo pitch shifter. |
| | Delay Type | **Selecting the Type of Delay (Delay Type)** | |
| | | Here you can select the type of delay. | |
| | | DELAY | The sound will be repeated numerous times like an echo. |
| | | TAPE ECHO | This is a virtual tape echo that produces a realistic tape delay sound. It simulates the tape echo section of a Roland RE-201 Space Echo. |
| | | REVERSE DELAY | This is a reverse delay that reverses the input sound and adds it after a delay. |
| | | 3TAP PAN DELAY | This produces delayed sound from three directions: center, left, and right. |
| | | TEMPO DELAY | This is a delay that is synchronized to the tempo specified by the [TAP TEMPO] button. **MEMO** Turning the [DELAY] knob toward the right will increase the feedback (the number of repeats). |
| | | TEMPO REVERSE DLY | This is a reverse delay that is synchronized to the tempo specified by the [TAP TEMPO] button. **MEMO** Turning the [DELAY] knob toward the right will increase the feedback (the number of repeats). |
| | Reverb Type | **Selecting the Type of Reverb (Reverb Type)** | |
| | | Here you can select the type of reverb. | |
| | | By changing the reverb type you can experience the sensation of performing in a variety of locations. | |
| | | ROOM | The reverberation of a room |
| | | STAGE | The reverberation of a stage |
| | | HALL | The reverberation of a hall |
| | | CATHEDRAL | The reverberation of a cathedral |
| | | PLATE | Bright and metallic reverberation |
| | | SPRING | The reverberation of a spring reverb unit (a device that uses a spring to produce a reverb effect) |

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| EFX | Wall Type | **Changing the Wall Type (Wall Type)** | |
| | | By changing the reverb type you can experience the feeling of performing in various different locations, and by changing the wall type (the material of the walls) you can make further adjustments to the way in which reverberation occurs. | |
| | | * When the Reverb Type is "SPRING," the wall type you've specified will be ignored. | |
| | | DRAPERY | Pleated curtains |
| | | CARPET | Carpet |
| | | ACOUSTIC TILE | Acoustic tile |
| | | WOOD | Wood |
| | | BRICK | Brick |
| | | PLASTER | Plaster |
| | | CONCRETE BLOCK | Concrete block |
| | | MARBLE | Marble |
| Portamento | | You can apply portamento (an effect that makes the pitch change smoothly between one note and the next) to piano sounds and synthesizer sounds. | |
| | | **REFERENCE** For details, refer to "Making the Pitch Change Smoothly (Portamento)" (p. 25). | |
| Keyboard | Initial Touch | **Adjusting the Initial Touch Sensitivity (Initial Touch)** | |
| | | This adjusts the initial touch (the keyboard velocity sensitivity). | |
| | | OFF | Initial Touch is off. Volume remains constant regardless of how hard you play. |
| | | 1–10 | Initial Touch is on. Striking the keys more forcefully will produce correspondingly louder sounds. The change in volume when the keys are played forcefully increases as the value is increased. |
| | PedalBass Mode | **Specifying How the Pedal Part Will Be Sounded (PedalBass Mode)** | |
| | | You can specify whether the pedal part will sound only single notes at a time (MONOPHONIC) or will be able to play multiple notes (POLYPHONIC). | |
| | | MONOPHONIC, POLYPHONIC | |
| | Solo Mode | **Changing How Part 2 Will Be Sounded (Solo Mode)** | |
| | | You can change how part 2 will produce sound when Dual is selected. | |
| | | * This does not affect organ sounds. | |
| | | OFF | All keys you play will produce sound. |
| | | ON | Only the highest key you play will produce sound. |
| Controller | Damper Assign | **Changing the Function of the Pedal Switch (Damper Assign)** | |
| | | You can select the function that's assigned to the pedal switch connected to the DAMPER jack. | |
| | | DAMPER | Use as a damper pedal. |
| | | REGISTRATION SHIFT | Switch consecutively through registrations. |
| | | LOOPER | Control the looper function (p. 37). |
| | | ROTARY FAST/SLOW | Switch the rotary speed between "FAST" and "SLOW." |
| | | RHYTHM START/STOP | Start/stop the rhythm pattern (p. 32). |
| | | SONG START/STOP | Same function as the [▶/■] (START/STOP) button. |
| | Damper Part | **Selecting the Part(s) Affected by the Damper Pedal (Damper Part)** | |
| | | You can select the part(s) to which the damper pedal will apply. | |
| | | to ALL | The effect will be applied to the upper part and the lower part. |
| | | to LOWER | The effect will be applied to the upper part. |
| | | to UPPER | The effect will be applied to the lower part. |

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## Detailed Settings for All Functions (Menu)

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| Controller | Expression Assign | **Changing the Function of the Expression Pedal (Expression Assign)** | |
| | | You can select the function that's assigned to the expression pedal or the pedal switch connected to the EXPRESSION PEDAL jack. | |
| | | **EXPRESSION** | Use as a damper pedal. |
| | | **REGISTRATION SHIFT** | Switch consecutively through registrations. |
| | | **LOOPER** | Control the looper function (p. 37). |
| | | **ROTARY FAST/SLOW** | Switch the rotary speed between "FAST" and "SLOW." |
| | | **RHYTHM START/STOP** | Start/stop the rhythm pattern (p. 32). |
| | | **SONG START/STOP** | Same function as the [▶/■] (START/STOP) button. |
| | Expression Part | **Selecting the Part(s) Affected by the Expression Pedal (Expression Part)** | |
| | | You can select the part(s) that will be affected when you operate the expression pedal. | |
| | | * This does not affect drum sounds. | |
| | | **to ALL** | The effect will apply to all parts. |
| | | **to UPPER/DUAL1** | The effect will apply to the upper part if using Split, or to part 1 if using Dual. |
| | | **to LOWER/DUAL2** | The effect will apply to the lower part if using Split, or to part 2 if using Dual. |
| | Expression Curve | **Adjusting the Depth of the Expression Pedal (Expression Curve)** | |
| | | This specifies the response of the expression pedal. | |
| | | 1 | The expression pedal will not affect the rhythm pattern very much. This setting is useful when you don't want the volume of the rhythm pattern to change very much. |
| | | 2 | The expression pedal will have the same effect on the rhythm pattern as on your keyboard performance. Since the volume will change significantly as you vary the angle of the expression pedal, this setting is appropriate for songs with significant and clear-cut dynamics. |
| | | 3 | The expression pedal will affect the rhythm pattern and your keyboard performance in the same way. Since the degree of expression is more gentle than setting 2, this setting is appropriate for quieter songs that do not have intense dynamic variation. |
| | | 4 | The expression pedal will not affect the rhythm pattern at all. This setting is useful when you are performing with multiple instruments, such as in an ensemble. |
| | Pitch Bend Range | **Specifying the Pitch Bend Range (Pitch Bend Range)** | |
| | | This specifies the pitch bend range (maximum amount of change) (semitone steps, 1 octave). | |
| | | **1–12** | |
| | D-BEAM Sensitivity | **Adjusting the D-BEAM Sensitivity (D-BEAM Sensitivity)** | |
| | | This adjusts the sensitivity of the D-BEAM controller. Higher values make the D-BEAM controller more responsive. | |
| | | **1–10** | |

**Detailed Settings for All Functions (Menu)**

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| Controller | Modulation Lever | | **Using the Modulation Lever to Turn the Rotary Effect On/Off (Modulation Lever)**<br><br>You can select whether the modulation lever will turn the rotary effect on/off.<br><br>* This applies only when you're playing organ sounds. |
| | | OFF | The modulation lever will not turn the rotary effect on/off. |
| | | ROTARY ON/OFF | Moving the modulation lever away from yourself will turn the rotary effect on/off. |
| PK Setting | Registration Shift | | **Using a Footswitch to Change Registrations (Registration Shift)**<br><br>You can assign the footswitch of the pedalboard (PK-9; sold separately) to switch consecutively through registrations. |
| | | OFF | The function assigned to the footswitch (L Foot Switch and R Foot Switch settings) will be available. |
| | | RIGHT | The right footswitch will be dedicated to switching registrations.<br><br>* The function assigned to the right footswitch (R Foot Switch setting) will be unavailable. |
| | | LEFT | The left footswitch will be dedicated to switching registrations.<br><br>* The function assigned to the left footswitch (L Foot Switch setting) will be unavailable. |
| | L Foot Switch, R Foot Switch | | **Changing the Function of the Footswitches (L Foot Switch, R Foot Switch)**<br><br>You can select the functions that are assigned to the footswitches of the pedalboard (PK-9; sold separately). |
| | | ROTARY FAST/SLOW | Switch the rotary speed between "FAST" and "SLOW." |
| | | RHYTHM START/STOP | Start/stop the rhythm pattern. |
| | | SONG START/STOP | Same function as the [ ▶ / ■ ] (START/STOP) button. |
| | | DAMPER OF UPPER | Notes played in the upper part will be sustained while you continue holding the footswitch. |
| | | DAMPER OF LOWER | Notes played in the lower part will be sustained while you continue holding the footswitch. |
| | | N. CONTROL1 | You can produce richer and more realistic performance expressions by applying various effects to acoustic sounds. |
| | | N. CONTROL2 | For details on these effects and on the acoustic sounds to which they can be applied, refer to "Applying effects to specific acoustic sounds" (p. 50). |
| | | OFF | Turn off the footswitch function. |
| | N.Control | | **Selecting the Part(s) Affected by the Acoustic Sound Effect (N. Control)**<br><br>You can select the part(s) that will be affected when you use the footswitches of a pedalboard (PK-9; sold separately) to activate an effect for acoustic sounds (p. 50). |
| | | to ALL | The effect will be applied to the upper part and the lower part. |
| | | to LOWER | The effect will be applied to the lower part. |
| | | to UPPER | The effect will be applied to the upper part. |
| Media Utility | Save Registration | | All registrations stored in the VR-09 can be saved to your USB flash drive.<br><br>**REFERENCE** For details, refer to "Saving Registrations to a USB Flash Drive (Save Registration)" (p. 39). |
| | Load Registration | | Load a registration set saved on a USB flash drive into the VR-09.<br><br>**REFERENCE** For details, refer to "Loading Saved Registrations from a USB Flash Drive (Load Registration)" (p. 40). |
| | Delete Registration | | Delete a registration set saved on a USB flash drive.<br><br>**REFERENCE** For details, refer to "Deleting Saved Registrations from a USB Flash Drive (Delete Registration)" (p. 40). |
| | Format USB | | This formats (initializes) a USB flash drive for use with the VR-09.<br><br>**REFERENCE** For details, refer to "Formatting a USB Flash Drive (Format USB)" (p. 41). |

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## Detailed Settings for All Functions (Menu)

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| Rhythm | Auto Std Tempo | **Preventing the Rhythm Pattern Tempo from Changing Automatically (Auto Std Tempo)** | |
| | | This lets you prevent the tempo setting from changing automatically when you switch rhythm patterns. | |
| | | OFF | When the rhythm pattern is stopped, the tempo settings are not changed automatically when the rhythm patterns are changed. |
| | | ON | Switching the rhythm pattern while the rhythm pattern is stopped automatically changes the tempo settings to those in the new rhythm pattern. |
| | Playback Transpose | **Transposing the Song Playback (Playback Transpose)** | |
| | | This lets you play back an SMF format song at a different pitch. | |
| | | **-6–0–5 (semitone steps)** | |
| Rhythm | Audio Rec Gain | **Adjusting the Audio Recording Volume (Audio Rec Gain)** | |
| | | This adjusts the volume for audio recording. | |
| | | **-24–6 dB** | |
| Wireless | | You can easily use wireless applications with the VR-09. To enable wireless use, just connect the WNA1100-RL wireless USB adapter (sold separately) to the USB MEMORY port. <br> **REFERENCE** For details, refer to "About the Wireless LAN Function" (p. 52). | |
| MIDI | | **Selecting the MIDI Transmit Channel (TxMIDI Channel)** | |
| | | You can use the VR-09's MIDI OUT connector to send performance data to an external device. Here you can specify the MIDI channel on which the musical data that you play on each part will be transmitted. | |
| | TxMIDI Channel Upper | **1–16** | |
| | TxMIDI Channel Lower | **1–16** | |
| | TxMIDI Channel Pedal | **1–16** | |
| | TxMIDI Channel Drum | **1–16** | |
| | TxMIDI Channel Control | **1–16** | |
| | MIDI IN Mode | **Specifying the MIDI IN Mode (MIDI IN Mode)** | |
| | | The VR-09 contains two sound generators: one for SMF playback and another for the keyboard. <br> Normally, data received via the MIDI IN connector will control only the SMF playback sound generator (GM2 sound generator), but you can change the MIDI IN Mode so that incoming data will control the keyboard sound generator as well. | |
| | | MODE 1 | The sound generator will be controlled as the SMF playback sound generator (GM2 sound generator). |
| | | MODE 2 | Channels 5 through 10 and channels 12, 14, and 15 will be sent to the SMF playback sound generator (GM2 sound generator); the other channels will be sent to the keyboard sound generator. |
| | | KEYBOARD | You can connect another MIDI keyboard (sold separately) and perform using both keyboards (p. 51). |
| | Send PC Switch | **Enabling PC Number Transmission (Send PC Switch)** | |
| | | You can turn PC (program change) number transmission on/off. | |
| | | OFF | PC numbers will not be transmitted. |
| | | ON | PC numbers will be transmitted. |
| | | **Specifying PC Numbers (PC Number)** | |
| | | You can specify the program change numbers that are transmitted from the MIDI OUT connector when you select a registration. | |
| | PC Number BankMSB | **0–127** | |
| | PC Number BankLSB | **0–127** | |
| | PC Number PC Num | **1–128** | |

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| System | Visual Control | | **Controlling Video Devices (Visual Control)** |
| | | | You can use the VR-09 to control images on another MIDI-connected device that supports MIDI Visual Control or V-LINK. If you have enabled Visual Control, images will be controlled in synchronization with your performance when you play the keyboard of the VR-09. |
| | | | * The MIDI transmit channel for sending Visual Control messages is fixed at channel 16. |
| | | OFF | The Visual Control function is switched off. |
| | | MIDI VISUAL CONTROL 1 | Enables the control of MIDI Visual Control devices. When a Registration button is pressed, "Bank Select" and "Program Change Number" messages are transmitted from the MIDI Out connector as video control messages. At this time, the Control MIDI transmit channel setting is disregarded, and the messages are transmitted via Channel 16. |
| | | MIDI VISUAL CONTROL 2 | Enables the control of MIDI Visual Control devices. In addition to the functions of "MIDI VISUAL CONTROL 1," MIDI VISUAL CONTROL 2 also sets the device to transmit "Note messages" as video control messages from the MIDI Out connector when one of the twelve right most keys in the Lower keyboard is pressed. In this case, the Lower and Solo MIDI transmit channel settings are disregarded, and the messages are transmitted via Channel 16. |
| | | V-LINK 1 | Enables the control of V-LINK devices. When a Registration button is pressed, "Bank Select" and "Program Change Number" messages are transmitted from the MIDI Out connector as video control messages. At this time, the Control MIDI transmit channel setting is disregarded, and the messages are transmitted via Channel 16. |
| | | V-LINK 2 | Enables the control of V-LINK devices. In addition to the functions of "V-LINK 1," V-LINK 2 also sets the device to transmit "Note messages" as video control messages from the MIDI Out connector when one of the twelve right most keys in the Lower keyboard is pressed. In this case, the Lower and Solo MIDI transmit channel settings are disregarded, and the messages are transmitted via Channel 16. |

### What is MIDI Visual Control?

MIDI Visual Control is an internationally-used recommended practice that was added to the MIDI specification so that visual expression could be linked with musical performance. Video equipment that is compatible with MIDI Visual Control can be connected to electronic musical instruments via MIDI in order to control video equipment in tandem with a performance.

### What is V-LINK?

V-LINK is Roland's proprietary specification that allows visual expression to be linked with musical performance.
Video equipment that is compatible with V-LINK can be connected to electronic musical instruments via their MIDI ports, making it easy to enjoy a variety of visual effects that are linked with the performance.

### Connection examples

Connect a MIDI cable from this unit's MIDI Out connector to the MIDI In connector of your Visual Control or V-LINK compatible device.
* You'll need a MIDI cable (sold separately) in order to connect this unit to a device that supports Visual Control.

MIDI OUT connector

MIDI IN connector

Visual Control or V-LINK compatible equipment

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| | Master Tune | | **Matching the Pitch with Other Instruments (Master Tune)** |
| | | | When playing in an ensemble with other instruments, you can adjust the VR-09 reference pitch to match other instruments. |
| | | | The reference pitch usually refers to the pitch of the middle "A" note. When performing with other instruments as an ensemble, you should make sure that all instruments are set to the same reference pitch. |
| | | 415.3–440.0–466.2 Hz | |
| | LCD Contrast | | Here's how to adjust the brightness of the VR-09's display |
| | | | **REFERENCE** For details, refer to "Adjusting the Brightness of the Display (LCD Contrast)" (p. 39). |

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## Detailed Settings for All Functions (Menu)

| Category | Parameter | Value | Explanation |
|---|---|---|---|
| System | Auto Off | | With the factory settings, the unit's power will automatically be switched off a certain amount of time after you stop playing or operating the unit. If you don't want the power to turn off automatically, change the "Auto Off" setting to "OFF." **REFERENCE** For details, refer to "Making the Power Automatically Turn Off After a Time (Auto Off)" (p. 39). |
| | ATELIER Mode | | **Performing in Atelier Mode (ATELIER Mode)** This setting makes the VR-09 behave similarly to the Roland Music Atelier (Atelier Mode). For example, this lets you apply an effect only to the organ sound, or to play the rhythm simply by pressing the [▶/■] (START/STOP) button. |
| | | **OFF** | Atelier mode will be off. |
| | | **ON** | Atelier mode will be on. |
| | Factory Reset | | The settings saved in the VR-09 can be returned to their factory settings. **REFERENCE** For details, refer to "Restoring the Factory Settings (Factory Reset)" (p. 41). |

## Applying effects to specific acoustic sounds

You can produce richer and more realistic performance expressions by using the D-BEAM controller or a footswitch of a pedalboard (PK-9; sold separately) to apply various effects to specific acoustic sounds.

**If using the D-BEAM controller:**   Assign "N.Control 1" or "N.Control 2" as the function of the [CONTROLLER] button (p. 24).

**If using a footswitch:**   Assign "N. CONTROL1" or "N. CONTROL2" as the function of the footswitch (L Foot Switch, R Foot Switch) (p. 47).

The VR-09 lets you apply effects to the following acoustic sounds.

| Sound name | Explanation | Effect | |
|---|---|---|---|
| | | **N. CONTROL1** | **N. CONTROL2** |
| **N.Trumpet (BRASS)** | It is especially effective to utilize the fall technique in which the trumpet's pitch descends through the overtone series. | Glissando | Fall |
| **N.Alto Sax (BRASS)** | This is notable for its beautifully supple tone and its growl playing technique. | Glissando | Growl |
| **N.Flute (OTHERS)** | This is a realistic flute voice that includes the sound of the air that escapes when the instrument is blown. | Staccato | Growl |
| **N.AcousticBs (BASS)** | This is a realistic sound that includes the sound of the string being plucked and striking the fingerboard. Pitches will be smoothly connected when you play legato. | Portamento | Harmonics |

### Effect list

| Effect | Explanation |
|---|---|
| **Portamento, Glissando** | These performance techniques connect one note with the next. Depending on the construction of the instrument, the pitch transition can be smooth or stepwise. |
| **Fall** | This is the technique of rapidly lowering the pitch of a wind instrument while simultaneously producing a decrescendo. |
| **Growl** | This technique produces a powerful sound by simultaneously breathing and growling into a wind instrument. |
| **Harmonics** | This is a technique in which a string of the guitar is fingered lightly to sound an overtone. A pitch one octave higher than the keyboard note will be heard. |

# Connections with Other Equipment

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## Connecting a Computer

If you use a commercially available USB cable to connect the USB COMPUTER port on the VR-09's rear panel to your computer's USB connector, MIDI data played by your MIDI software (DAW software) can be sounded by the VR-09.

**USB cable
(Supports USB 2.0 Hi-Speed)**

**Computer's USB port
(Supports USB 2.0 Hi-Speed)**

**VR-09**

**USB COMPUTER port**
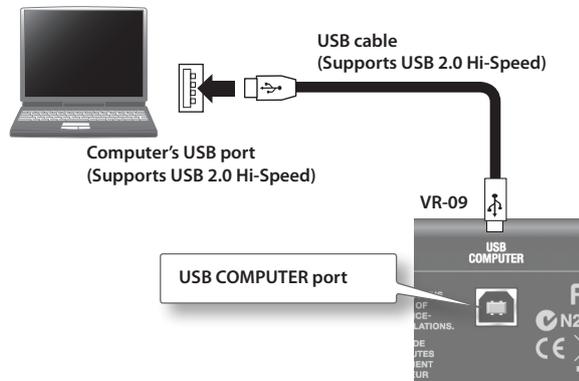
For details on operating requirements, refer to the Roland website.
**http://www.roland.com/**

**NOTE**

- For some models of computer, the system might not operate correctly. Refer to the Roland website for the operating systems that are supported.
- A USB cable is not included. To purchase one, please contact the dealer where you purchased the VR-09.
- Use a USB cable that supports USB 2.0 Hi-Speed.
- Use a computer with a USB port that supports USB 2.0 Hi-Speed.
- Switch on the VR-09's power before you start up the DAW software on your computer. Do not switch the VR-09 on/off while your DAW software is running.

## USB MIDI

If the VR-09 is connected via USB to your computer, your DAW software can record the VR-09's performance data (MIDI data), and performance data (MIDI data) played back by your DAW software can play the VR-09's sound generator section.

## Connecting MIDI Devices

By connecting an external MIDI device so that performance data can be exchanged, you'll be able to control each device's performance. For example, you can play the VR-09's keyboard to produce sound or switch sounds on an external MIDI device.

### What's MIDI?

MIDI, short for "Musical Instrument Digital Interface," was developed as a standard for the exchange of performance data between electronic instruments and computers.

## About MIDI connectors

### MIDI Out Connector

Connect the external MIDI device to the MIDI IN connector with an optional MIDI cable.

The notes played on the keyboard, movements of the Damper pedal, Expression data, data indicating that a REGISTRATION button, etc., was pressed will be transmitted to the external MIDI connector.

### MIDI In Connector

Connect the external MIDI device to the MIDI out connector with an optional MIDI cable. Performance messages from an external MIDI device are received here.

These incoming messages may instruct the receiving MIDI instrument to play sounds or switch sounds.

The VR-09 contains two sound generators: one sound generator for its own keyboards and the SMF playback sound generator (GM2 sound generator). Normally, musical data transmitted from an external device to the MIDI In connector is sent to the SMF playback sound generator (GM2 sound generator), but you can also set the MIDI IN Mode parameter (p. 48) so that the keyboard sound generator is controlled.

**REFERENCE**

For details on MIDI settings, refer to the "MIDI" menu (p. 48).

## Performing with two-manual setup

You can connect another MIDI keyboard (sold separately) to the VR-09's MIDI IN connector, and perform using a two-manual setup.

**VR-09**

**Upper part**

**MIDI keyboard**

**Lower part**

**1.** Use a MIDI cable (sold separately) to connect the MIDI OUT connector of your MIDI keyboard (sold separately) to the VR-09's MIDI IN connector.

**2.** Set the MIDI IN Mode setting to "KEYBOARD" (p. 48).

**3.** Make split settings (p. 28).

The lower part will automatically be assigned to the MIDI keyboard. The VR-09's keyboard will play the sound of the upper part across its entire range. In this case, the split point you've specified will be ignored.

# About the Wireless LAN Function

## What is Wireless LAN Function?

By inserting the wireless USB Adapter (WNA1100-RL; sold separately) into the VR-09's USB MEMORY port, you'll be able to use wireless-compatible applications.

**Wireless LAN access point** (e.g., wireless LAN router)     **VR-09**

**iPad etc.**

**Wireless USB Adapter** (WNA1100-RL; sold separately)

Wireless LAN          Wireless LAN
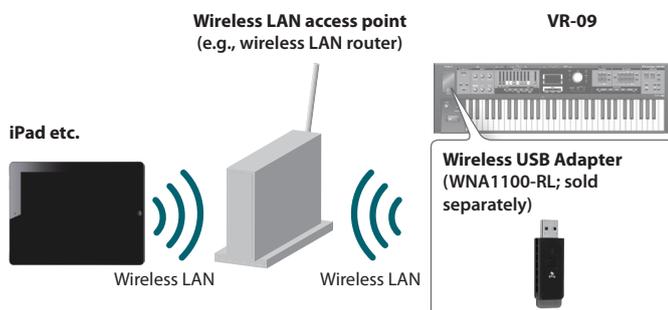
### Items required to use the wireless LAN function

☐ Wireless USB Adapter (WNA1100-RL; sold separately) *3

☐ Wireless LAN access point (e.g., wireless LAN router) *1 *2

☐ iPad or iPhone etc.

* The wireless LAN access point you use must support WPS. If you're unable to connect to the wireless LAN access point, then connect using Ad-Hoc mode (p. 54).

*2 The ability to connect with all kinds of wireless LAN access points is not guaranteed.

*3 In some countries, the Wireless USB Adapter is not sold due to regulations concerning radio-frequency equipment. For information on whether the Wireless USB Adapter can be used in your country, please contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

## Basic Connection Method (Connect by WPS)

The first time you connect the VR-09 to a wireless network, you'll need to perform the following procedure (WPS) to join the wireless network.

This procedure is required only the first time. (Once you've joined the network, this procedure will no longer be necessary.)

### What is WPS?

This is a standard that makes it easy to make security settings when connecting to a wireless LAN access point. We recommend that you use WPS when connecting to a wireless LAN access point.

**1.** Insert the wireless USB Adapter (WNA1100-RL; sold separately) into the VR-09's USB MEMORY port.

**2.** Press the [MENU] button of the VR-09.

**3.** Use the [VALUE] dial to select "Wireless."

**4.** Press the [ENTER] button of the VR-09.

The wireless menu screen (p. 53) appears.

**5.** Use the CURSOR [▲] [▼] buttons to select "WPS."

The WPS screen appears.

```
MENU
    << WPS >>
Press WPS button on
AP.Then Press[ENTER]
```

**6.** Perform the WPS operation on your wireless LAN access point (e.g., press the WPS button on your wireless LAN access point).

For details on WPS operation of your wireless LAN access point, refer to the documentation for your wireless LAN access point.

**7.** Press the [ENTER] button of the VR-09.

When the connection is successful, the screen will indicate "CONNECTED."

* It may take one or two minutes for the connection to succeed.

**8.** Press the [EXIT] button several times to return to the previous screen.

You can use the wireless connection from an iPad app etc. Choose "VR-09" in the instrument select screen of your iPad app.

**NOTE**

The device (e.g., iPad) running the app must be connected to the same network.

**MEMO**

• The connection data is stored in memory when you perform the WPS procedure; the device will automatically connect to the wireless network the next time.

• All connection data will be erased if you perform a factory reset.

### Icons in the display

The wireless LAN status is shown in the upper part of the display.

```
ORGAN
Jazz Organ          LVL
                     8
MFX: RING MODULATOR
```

| Icon | Explanation |
|---|---|
| | Currently connected to the wireless LAN access point. Three bars are used to indicate the signal level (the strength of the connected wireless LAN access point's radio signal). |
| | The wireless USB adapter is inserted, but not connected with a wireless LAN access point. |
| | The wireless USB adapter is not inserted (nothing is displayed). |
| | Ad-Hoc mode (p. 54). |

# Wireless LAN Function Settings

You can view or edit the wireless settings.

## Wireless Menu (Wireless)

**1.** **Press the [MENU] button.**

**2.** **Use the [VALUE] dial to select "Wireless."**

**3.** **Press the [ENTER] button.**

The wireless menu screen appears.

```
MENU
  << Wireless >>
  CONNECTED
  MyAccessPoint1
```

**4.** **Use the CURSOR [▲] [▼] buttons to select the menu that you want to edit.**

| Menu | Explanation |
|------|-------------|
| WPS | Connect using WPS (p. 52). |
| Options | Make settings for Wireless ID or Ad-Hoc mode (Ad-Hoc Mode) (p. 53). |

**5.** **Press the [ENTER] button.**

### Status indication

The wireless LAN status is shown at the beginning of the wireless menu screen.

```
MENU
  << Wireless >>
  NOW CONNECTING
```

| Display | Explanation |
|---------|-------------|
| CONNECTED | Currently connected to the wireless LAN access point. |
| | The identifier (name) of the connected wireless LAN access point is shown. |
| NOW CONNECTING | A connection with the wireless LAN access point is being established. |
| NOT CONNECTED | The wireless USB adapter is inserted, but not connected to a wireless LAN access point. |
| NOT AVAILABLE | The wireless USB adapter is not inserted. |
| AdHoc | Ad-Hoc mode (p. 54). |
| | The Ad-Hoc SSID and Ad-Hoc Key are shown. For details, refer to "Connecting in Ad-Hoc mode (Ad-Hoc Mode)" (p. 54). |

# Other Settings (Options)

Make settings for Wireless ID or Ad-Hoc mode (Ad-Hoc Mode).

**1.** **Select the "Options" from the wireless menu, and press the [ENTER] button (p. 53).**

The Options screen appears.

```
MENU
  << Options >>

  Press [ENTER]
```

| Parameter | Explanation |
|-----------|-------------|
| Wireless ID | Specifies the final digits of the VR-09's device name and Ad-Hoc SSID (VR-09) that will be shown as the instrument in the wirelessly connected app. |
| | Normally, you should specify "0," but if you have more than one of the same instrument, you can set the Wireless ID in the range of 1–99 to change the device name and Ad-Hoc SSID for each instrument, as follows. |
| | If Wireless ID=0, "VR-09" (default value) |
| | If Wireless ID=1, "VR-09_1" |
| | : |
| | If Wireless ID=99, "VR-09_99" |
| Ad-Hoc Mode | Turns Ad-Hoc mode on/off. |
| Ad-Hoc Channel | Specifies the channel (1–11) for Ad-Hoc mode. |

\* The Options settings are confirmed and saved when exiting from the Options screen.

\* If you change the Wireless ID or the Ad-Hoc Channel, it may take one or two minutes for the connection to succeed.

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## Connecting in Ad-Hoc mode (Ad-Hoc Mode)

Here's how to connect in Ad-Hoc mode.

### What is Ad-Hoc mode?

Ad-Hoc mode lets you connect the VR-09 directly to an iPad or other wireless device without using a wireless LAN access point. This is a convenient way to use the VR-09 with an iPad or other wireless device if you're in a location where the wireless LAN access point you normally use is unavailable, such as when you're away from home.

**VR-09**

**iPad etc.**

Wireless LAN

**Wireless USB Adapter (WNA1100-RL; sold separately)**
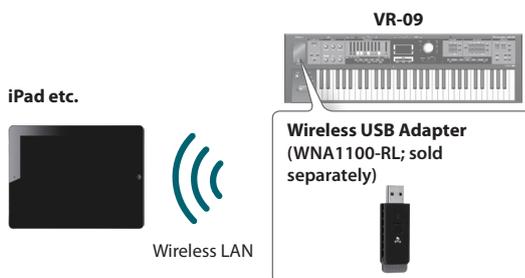
**Limitations**

The iPad or other wireless device connected in Ad-Hoc mode will be unable to communicate with the Internet or with another wireless device. However, an iPad or other wireless device that has cellular capability will be able to connect to the Internet via the cellular connection.

Please be aware that if you use a cellular connection for Internet connectivity, you may incur costs depending on your rate plan.

**1.** **Select the "Options" from the wireless menu (p. 53).**

The Options screen appears.

**2.** **Press the CURSOR [▲] [▼] buttons to select "Ad-Hoc Mode."**

**3.** **Use the [VALUE] dial to turn Ad-Hoc Mode "ON."**

You can use Channel to specify a channel (1–11) for Ad-Hoc mode. Normally, you won't need to change the channel. Try changing the channel only if you have problems connecting.

**4.** **Press the [EXIT] button to return to the wireless menu screen, and use the CURSOR [▲] buttons to view the status.**

```
MENU
  << Wireless >>
AdHoc SSID:VR-09
AdHoc KEY:12345
```

The Ad-Hoc SSID (VR-09) and the Ad-Hoc Key (a five-character text string) will be displayed.

**MEMO**

The Ad-Hoc SSID (VR-09) will be the value that you specified in the Options screen "Wireless ID" setting.

**5.** **On the iPad or other wireless device that you want to connect, select the Ad-Hoc SSID shown in the above screen to make the connection. (For example, on an iPad, choose [Settings] → [Wi-Fi] → [Choose a Network] to select the above Ad-Hoc SSID (VR-09). A password entry screen appears; enter the above Ad-Hoc key.)**

For details on how to connect to a wireless LAN from an iPad or other device, refer to the owner's manual of that device.

**6.** **When you want to end the Ad-Hoc mode connection, restore the iPad settings in [Settings] → [Wi-Fi] → [Choose a Network] to their previous state.**

* The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.

### Checking the MAC address

The MAC address shows the bottom of the wireless USB adapter (WNA1100-RL; sold separately).

# Troubleshooting

If you suspect a malfunction, please read this section first.

## Power does not turn on

| Problem | Cause | Action | Page |
|---|---|---|---|
| **When you press the [POWER] switch, the power doesn't come on** | AC adaptor is not connected correctly. | Connect the AC adaptor is correctly. | p. 8 |
| | The batteries are exhausted. | Recharge the batteries. | p. 9 |

## No sound is heard

| Problem | Cause | Action | Page |
|---|---|---|---|
| **The device connected to the EXT INPUT jack is not loud enough** | Could you be using a connection cable that contains a resistor? | When connection cables with resistors are used, the volume level of equipment connected to the EXT INPUT jack may be low. <br><br> If this happens, use connection cables that do not contain resistors. | p. 8 |
| **No sound is heard** | The [VOLUME] knob is set too low. | Turn the [VOLUME] knob toward "Max." | — |
| | Headphones or speakers are not connected. | The VR-09 does not have built-in speakers. <br><br> Connect headphones or speakers. | p. 8 |
| | The [LEVEL] bar or the LEVEL [▲] [▼] button volume of each section is set to "0." | Use the [LEVEL] bar or the LEVEL [▲] [▼] buttons of each section to adjust the volume. | — |
| | The volume is set too low on the Expression Pedal. | Advance the expression pedal. | — |
| | All of the harmonic bars are raised. | If all of the harmonic bars are raised, you won't hear any organ sound. <br><br> Adjust the harmonic bars. | p. 16 |
| | Transistor Organ is selected and the [〜] bar and [〰] bar at the right edge are both raised. | If either the [〜] bar and the [〰] bar are raised, you won't hear any Transistor Organ sound. | p. 17 |
| | You've assigned the keyboard to play drum sounds or sound effects, and are playing keys to which no drum sound or sound effect is assigned. | Turn the drum sounds or sound effects off or play keys to which drums sounds are assigned. | p. 15 |
| **No sound is heard (when external devices are connected)** | The power of the connected external devices is not turned on. | Use the correct procedure to turn on the power of the connected external devices. | p. 8 <br> p. 11 |
| **There is no sound from the twelve keys at the right of the keyboard** | The Visual Control function is set "MIDI VISUAL CONTROL 2" or "V-LINK 2." | When Visual Control setting is "MIDI VISUAL CONTROL 2" or "V-LINK 2," the group of twelve keys starting at the very right of the keyboard are used for controlling video images. <br><br> Therefore, no sounds are played even when you press these keys. <br><br> Turn Visual Control function "OFF" or "MIDI VISUAL CONTROL 1", or "V-LINK 1." | p. 49 |
| **Can't hear the 1' harmonic bar** | [PERCUSSION] button is turned on. | If [PERCUSSION] button is on, the sound of the 1' harmonic bar will not be heard. This is not a malfunction. | p. 20 |

## Problems with the sound

| Problem | Cause | Action | Page |
|---|---|---|---|
| **Playing dynamics do not change the sound** | Some sounds always play at a fixed volume, regardless of how strongly you play the keyboard. | This is not a malfunction. | — |
| | The setting of Initial Touch is turned "OFF." | Adjust the Initial Touch setting. | p. 45 |
| | The compressor effect is applied. | Turn the [COMPRESSOR] knob all the way to the left. | p. 23 |
| **Can't split** | MIDI IN Mode is set to "KEYBOARD." | Unless you've connected a MIDI keyboard and are using a two-manual setup, set the MIDI IN mode to either "MODE 1" or "MODE 2." | p. 48 <br> p. 51 |
| **Effect won't apply** | There are some sounds to which effects will not apply. | This is not a malfunction. | — |
| | If you've switched registrations, the physical position of the effect knobs may no longer match the actual values of the settings. | Operate the effect knob to make sure that the setting is not at the minimum value. | p. 23 |
| | When used in conjunction with the rotary effect, the "TWIN ROTARY" multi-effect produces the sensation that two rotary speaker units are being used. | Use the ROTARY SOUND [ON/OFF] button to turn on the rotary effect. | p. 19 |

# Troubleshooting

| Problem | Cause | Action | Page |
|---|---|---|---|
| Modulation is applied even when the rotary effect is off | "TWIN ROTARY" is selected as the multi-effect type. | Either turn the [MFX] knob to minimize the effect, or change the multi-effect type. | p. 23 |
| Pitch is off | Transpose is in effect. | Hold down the [TRANSPOSE] button and press the [−] and [+] buttons to cancel the transpose setting (the [TRANSPOSE] button will go dark). | p. 26 |
| | The tuning is incorrect. | Adjust the MASTER TUNE "440.0 Hz." | p. 49 |
| | While set for an octave, you are playing keys beyond the recommended range. This does not indicate a malfunction. | Adjust the octave setting. | p. 26 |
| Sound is distorted / cracked | The volume of each part is too high. | Use the [LEVEL] bar or the LEVEL [▲] [▼] buttons of each section to lower the volume. | — |
| | The reverb volume has been raised while the volume of each part is raised. | | — |
| | The [VOLUME] knob has been used to raise the overall volume excessively. | Use the [VOLUME] knob to lower the overall volume. | — |
| | The overdrive effect is applied. | Turn the [OVERDRIVE] knob all the way to the left. | p. 23 |
| Some keys (of certain keyboard parts) sound strange | You are playing notes outside the recommended range of the sound. | This is not a malfunction. | — |
| The pedal part sound is heard even though you're not playing the pedalboard | Manual bass is selected. | If manual bass is selected, the lower part will produce the sound of the pedal part. Pressing the pedalboard will not produce sound. | p. 29 |
| No sound from the pedalboard | | Turn off the manual bass setting. | |
| Noise is heard when you press or release a key while playing an organ sound | This reproduces the click noise that is heard when you press or release a key on a tonewheel organ. | This is not a malfunction. | p. 42 |
| Organ sounds are heard twice | The VR-09 reproduces the behavior of vintage organ keyboards. This means that if you release a key suddenly, it may rebound and trigger the note a second time (quick-firing keyboard). | This is not a malfunction. | p. 12 |

# Problems when recording

| Problem | Cause | Action | Page |
|---|---|---|---|
| Recording is not possible | No USB flash drive is connected. | In order to record, a USB flash drive must be connected to the USB MEMORY port. | p. 6 |
| Sounds you're not playing are recorded | A rhythm pattern is selected. | Press the [SONG/RHYTHM] button several times to make it go dark before you record. | — |
| Sound is distorted or cracked during audio recording | The Audio Rec Gain setting is too high. | Lower the Audio Rec Gain setting. | p. 48 |

# Problems with playback functions

| Problem | Cause | Action | Page |
|---|---|---|---|
| Damper Pedal does not operate | The damper pedal applies only to the specified part(s). | Check the Damper Part setting. | p. 45 |
| Can't use the function assigned to the footswitch | Registration Shift is set to "RIGHT" or "LEFT." | If Registration Shift is set to "RIGHT" or "LEFT," the footswitch will be used only to switch registrations. Turn Registration Shift "OFF." | p. 47 |
| No effect is applied when you move the Pitch bend/Modulation lever | The rotary effect is turned on. | If the rotary effect is on, the Pitch bend/Modulation lever cannot be used to apply pitch bend or modulation. Moving the lever to left or right will switch the rotary effect between fast and slow, and moving the lever away from yourself will apply the tonewheel brake effect. | p. 25 |

## Problems with the audio files

| Problem | Cause | Action | Page |
|---|---|---|---|
| Can't play an audio file | You're attempting to play back an audio file that the VR-09 does not support. | Check the audio file formats that can be played. | p. 36 |

## Other problems

| Problem | Cause | Action | Page |
|---|---|---|---|
| Can't read/write USB flash drive | Are you using Roland USB Flash Memory (sold separately)? | We cannot guarantee operation if any other USB flash drive is used. | — |

## Problems when connecting to a wireless LAN

* **For problems related to communication, refer also to the owner's manual of your wireless LAN access point.**
* For details on operating your wireless LAN access point, refer to its owner's manual.

| Problem | Cause/Action | Page |
|---|---|---|
| Cannot connect to wireless LAN | • Check that your wireless LAN access point supports the WPS standard. If your wireless LAN access point does not support WPS, connect using the procedure described in "Connecting in Ad-Hoc mode (Ad-Hoc Mode)" (p. 54).<br>• The VR-09 does not support the 802.11a and 802.11b wireless standards. Please use 802.11g or 802.11n (both at 2.4 GHz).<br>• WEP authentication is not supported. Please use WPA or WPA2 authentication.<br>• Be sure that your wireless LAN access point is set to use DHCP.<br>• If the VR-09 cannot connect to a wireless LAN access point that it previously could connect to, make sure the "Connecting in Ad-Hoc mode (Ad-Hoc Mode)" (p. 54) setting is set to "OFF."<br>• You may not be able to connect to the wireless network depending on the condition of the wireless signal. In this case, refer to the procedure described in "Basic Connection Method (Connect by WPS)" (p. 52) and try selecting and connecting to the wireless LAN access point again.<br>• The VR-09 remembers a limited amount of information about network connections. Once the limit is reached, data from new connections may overwrite older data. All connection data will be erased if you perform a factory reset. If network connection information is erased, repeat the connection procedure and connect again. | p. 52–p. 54 |
| "AP Not Supported" appears on the display and the VR-09 cannot connect to the wireless LAN access point | The access point is not supported. Please use WPA or WPA2 authentication. | |
| Connection is unstable | Wireless communications may be unstable if the condition of the wireless signal is poor.<br>If the wireless communications are unstable, responsiveness may deteriorate and audio drop-outs may occur.<br>The following may solve the trouble.<br>• Move the VR-09 and the wireless LAN access point closer to each other.<br>• Change the channel setting on the wireless LAN access point. | |
| The VR-09 does not appear among the instruments connected to your application | • Is the VR-09 turned on?<br>• Is a wireless USB adapter (WNA1100-RL) connected to the VR-09's USB MEMORY port?<br>• Is the VR-09 connected to the wireless LAN?<br>• Are the VR-09 and the iPad connected to the same network (i.e., the same wireless LAN access point)?<br>• Is the wireless LAN access point set to allow communication among the devices connected to it? Refer to the wireless LAN's documentation for information about the relevant settings. | |
| The iPad cannot connect to the Internet | • Is the wireless LAN access point connected to the Internet?<br>• Could you be connected in Ad-Hoc mode? The iPad or other wireless device connected in Ad-Hoc mode will be unable to communicate with the Internet or with another wireless device. However, an iPad or other wireless device that has cellular capability will be able to connect to the Internet via the cellular connection. Please be aware that if you use a cellular connection for Internet connectivity, you may incur costs depending on your rate plan. | |

# Error Messages

If an incorrect operation is performed, or if processing could not be performed as you specified, an error message appears.

Refer to the explanation for the error message that appears, and take the appropriate action.

| Message | Meaning | Action |
| --- | --- | --- |
| **Battery Low!** | The battery has run down. | Recharge the batteries, or use an AC adaptor. |
| **Can't Read** | Failed to load data from USB flash drive. | Make sure that the USB flash drive is inserted correctly (p. 6). Also make sure that you're using a USB Flash Memory sold by Roland. |
| | It may be that the file is damaged. | Do not use this file. |
| | This file cannot be loaded since its format is incorrect. | |
| | This is a file that the VR-09 is unable to play. | |
| **Charge Battery** | The battery has run low. | Recharge the batteries, or use an AC adaptor. |
| **Communication Error** | The MIDI IN connection was broken. | Check that there is no problem with the MIDI cable connected to the VR-09's MIDI IN, and that the MIDI cable was not disconnected. |
| **Damaged Media** | It may be that the USB flash drive is damaged. | Format the USB flash drive again (p. 41). Alternatively, use a different USB flash drive. |
| **Media Full** | Data cannot be written because the USB flash drive has no more free space. | Delete unneeded files from the USB flash drive. Alternatively, use a different USB flash drive device, one that has more free space available. |
| **Memory Error** | It is possible that the contents of system memory have been damaged. | Please execute a Factory Reset (p. 41). If this does not resolve the problem, contact your dealer or a nearby Roland service center. |
| **MIDI Buffer Full!** | An unusually large amount of MIDI data was received, and could not be processed. | Reduce the amount of MIDI messages that are being transmitted. |
| **No storage media is inserted.** | USB flash drive is not connected, or is inserted incompletely. | Turn the power off, insert the USB flash drive firmly, and then turn the power on again (p. 11). |
| **Unsupported Media!** | A USB flash drive that is not supported by the VR-09 is connected. | Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used. |
| **Write Error!** | Failed to write data to USB flash drive. | Make sure that the USB flash drive is inserted correctly (p. 6). Also make sure that you're using a USB Flash Memory sold by Roland. |
| **Write-Protected.** | The file itself is write protected. | Make sure that the file is not write protected. |

# Stored Settings

## Settings That Are Stored After the Power Is Turned Off

| Setting | Explanation | Page |
|---|---|---|
| Registration Shift | Registration shift | p. 47 |
| Damper Assign | Damper pedal function | p. 45 |
| Expression Assign | Expression pedal function | p. 46 |
| Expression Curve | Expression curve | p. 46 |
| D-BEAM Sensitivity | D-BEAM sensitivity | p. 46 |
| Modulation Lever | Rotary effect on/off controlled by modulation lever | p. 47 |
| Auto Std Tempo | Auto standard tempo | p. 48 |
| MIDI IN Mode | MIDI IN mode | p. 48 |
| Send PC Switch | PC number transmission on/off | p. 48 |
| Master Tune | Master tuning | p. 49 |
| LCD Contrast | LCD contrast | p. 39 |
| Auto Off | Auto-off | p. 39 |
| Wireless | Wireless settings | p. 52 |
| ATELIER Mode | ATELIER mode | p. 50 |

## Settings That Are Stored in the Registrations

| Setting | Explanation | Page |
|---|---|---|
| — | Sound variation | p. 12 |
| — | Registration name | p. 15 |
| — | [TRANSPOSE] button setting (keyboard transpose setting) | p. 26 |
| — | ROTARY [FAST/SLOW] button on/off status | p. 19 |
| — | ROTARY SOUND [ON/OFF] button on/off status | p. 19 |
| — | Percussion setting | p. 20 |
| — | Vibrato effect / chorus effect settings | p. 21 |
| — | Dual/split setting | p. 27 |
| — | Split point setting | p. 31 |
| — | Harmonic bar settings | p. 16 |
| — | Synthesizer sound settings | p. 22 |
| — | LEVEL [▲] [▼] button and [LEVEL] bar settings (volume of each section) | — |
| — | Octave settings of each part | p. 26 |
| — | Effect settings | p. 23 |
| — | Rhythm pattern type | p. 32 |
| — | Tempo setting | p. 32 |
| — | Rhythm pattern volume | p. 32 |
| — | D-BEAM controller button setting | p. 24 |
| Vibrato/Chorus Part | Parts affected by vibrato and chorus effects | p. 42 |
| Leakage Level | Leakage noise amount | p. 42 |
| On Click Level | Key-on click volume | p. 42 |
| Off Click Level | Key-off click volume | p. 42 |
| Organ Low Gain | Amount of low-frequency boost/cut | p. 43 |
| Organ High Gain | Amount of high-frequency boost/cut | p. 43 |
| Rotary Type | Rotary effect type | p. 43 |
| Woofer Accel | Woofer rotation speed change | p. 43 |
| Tweeter Accel | Tweeter rotation speed change | p. 43 |
| Wf Slow Speed | Woofer rotation low speed | p. 43 |
| Tw Slow Speed | Tweeter rotation low speed | p. 43 |
| Wf Fast Speed | Woofer rotation high speed | p. 43 |
| Tw Fast Speed | Tweeter rotation high speed | p. 43 |

| Setting | Explanation | Page |
|---|---|---|
| MFX Type | Multi-effect type | p. 44 |
| Delay Type | Delay type | p. 44 |
| Reverb Type | Reverb type | p. 44 |
| Wall Type | Wall type | p. 45 |
| Portamento | Portamento setting | p. 25 |
| Initial Touch | Initial touch sensitivity | p. 45 |
| PedalBass Mode | Pedal bass mode | p. 45 |
| Solo Mode | Solo mode | p. 45 |
| Expression Part | Part(s) affected by the expression pedal | p. 46 |
| L Foot Switch | Function of the left footswitch | p. 47 |
| R Foot Switch | Function of the right footswitch | p. 47 |
| N.Control | Parts enabled for effects applied to an acoustic sound | p. 47 |
| Damper Part | Parts enabled for the damper pedal | p. 45 |
| Pitch Bend Range | Pitch bend ranges | p. 46 |
| TxMIDI Channel Upper | MIDI transmit channel | p. 48 |
| TxMIDI Channel Lower | | |
| TxMIDI Channel Pedal | | |
| TxMIDI Channel Drum | | |
| TxMIDI Channel Control | | |
| PC Number BankMSB | PC number | p. 48 |
| PC Number BankLSB | | |
| PC Number PC Num | | |

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# Main Specifications

## Roland V-Combo VR-09: Keyboard

| Keyboard | |
|---|---|
| Keyboard | 61 keys (with velocity) |
| Keyboard Modes | Whole<br>Dual (volume balance adjustable)<br>Split (split point, volume balance adjustable)<br>Two-manual mode (when using sold separately MIDI keyboard) |
| **Sound Generator Section** | |
| Organ Section | Virtual tone wheel method |
| MIDI Format | Conforms to GM2 |
| Maximum Polyphony | 128 voices |
| Parts | Organ (3 parts), Piano (2 parts), Synthesizer (2 parts), Drum (1 part), GM2 (16 parts) |
| Sounds | 223 sounds |
| Registrations | 100 (25 bank x 4) |
| Effects (7 systems always on / global control) | Overdrive<br>Tone<br>Compressor<br>Multi-effects: 20 types<br>Delay: 6 types<br>Reverb: 6 types<br>Rotary: 2 types |
| **SMF/Audio File Player Section** | |
| Playable File Format | SMF File: Format 0, 1<br>Audio File: WAV, AIFF, MP3 <br><br>**REFERENCE**<br>For details on the types of file that can be played, refer to "Playing SMF/audio files from a computer" (p. 36). |
| Recording File Format | SMF File: Format 0<br>Audio File: WAV (44.1 kHz, 16-bit linear, stereo) |
| **Looper Section** | |
| Recording Time | 20 seconds (stereo) |
| **Others** | |
| Controller | Virtual tone wheel organ: Harmonic bar x 10<br>Synthesizer controller: Slider x 5<br>D-BEAM controller<br>Pitch bend/Modulation lever<br>Effects knob x 6 (global control) |
| Display | Graphic LCD 128 x 64 dots |
| External Memory | USB Flash Memory |
| Connectors | Output (L/MONO, R) jacks: 1/4-inch phone type<br>PHONES jack: Stereo 1/4-inch phone type<br>EXT INPUT jack: Stereo miniature phone type<br>DAMPER jack: TRS 1/4-inch phone type<br>EXPRESSION PEDAL jack: TRS 1/4-inch phone type<br>MIDI (IN, OUT) connectors<br>PK IN connector: 8-pin DIN type<br>USB COMPUTER port: USB Type B (supports USB MIDI)<br>USB MEMORY port: USB Type A<br>DC IN jack |
| Power Supply | AC adaptor, Rechargeable Ni-MH battery (AA, HR6) x 8 |
| Current Draw | 650 mA<br>Expected battery life under continuous use:<br>Rechargeable Ni-MH battery: Approx. 5 hours (approx. 3 hours if USB flash drive is connected)<br>These figures will vary depending on the specifications of the batteries and the actual conditions of use.<br>* Carbon-zinc batteries and alkaline batteries cannot be used |
| Dimensions | 1008 (W) x 300 (D) x 106 (H) mm<br>39-11/16 (W) x 11-13/16 (D) x 4-3/16 (H) inches |
| Weight (excluding AC adaptor) | 5.5 kg<br>12 lbs 3 oz |
| Accessories | Owner's Manual<br>AC adaptor<br>Power cord<br>USB memory protector |
| Options (sold separately) | Keyboard stand: KS-18Z, KS-12<br>Damper pedal: DP series<br>Expression pedal: EV series<br>Pedalboard: PK-6, PK-9<br>USB Flash Memory<br>* Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used. |

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

# Index

# USING THE UNIT SAFELY

## INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

### About ⚠ WARNING and ⚠ CAUTION Notices

| ⚠WARNING | Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly. |
|---|---|
| ⚠ CAUTION | Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.<br><br>* Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets. |

### About the Symbols

| ⚠ | The △ symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger. |
|---|---|
| ⊘ | The ◯ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled. |
| ⏏ | The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet. |

## ALWAYS OBSERVE THE FOLLOWING

### ⚠ WARNING

**To completely turn off power to the unit, pull out the plug from the outlet**

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

**Concerning the Auto Off function**

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 39).

**Do not disassemble or modify by yourself**

Do not open (or modify in any way) the unit or its AC adaptor.

**Do not repair or replace parts by yourself**

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

### ⚠ WARNING

**Do not use or store in the following types of locations**

- Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are

- Damp (e.g., baths, washrooms, on wet floors); or are

- Exposed to steam or smoke; or are

- Subject to salt exposure; or are

- Humid; or are

- Exposed to rain; or are

- Dusty or sandy; or are

- Subject to high levels of vibration and shakiness.

**Use only stand that is recommended**

This unit should be used only with a stand that is recommended by Roland.

**Do not place in a location that is unstable**

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still 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.

**Precautions regarding placement of this unit on a stand**

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand (p. 10).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

### ⚠ WARNING

**Use only the supplied AC adaptor and the correct voltage**

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.

**Use only the supplied power cord**

Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device.

**Do not bend the power cord or place heavy objects on it**

Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

**Avoid extended use at high volume**

This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

## ⚠ WARNING

**Don't allow foreign objects or liquids to enter unit; never place containers with liquid on unit**

Do not place containers containing liquid (e.g., flower vases) on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

**Turn off the unit if an abnormality or malfunction occurs**

Immediately turn the unit 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, the power-supply cord, or the plug has been damaged; or

• If smoke or unusual odor occurs; or

• 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.

**Adults must provide supervision in places where children are present**

When using the unit in locations where children are present, be careful so no mishandling of the unit can take place. An adult should always be on hand to provide supervision and guidance.

**Do not drop or subject to strong impact**

Protect the unit from strong impact.

(Do not drop it!)

**Do not share an outlet with an unreasonable number of other devices**

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.

**Do not use overseas**

Before using the unit in overseas, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

## ⚠ WARNING

**Handle batteries carefully**

• Rechargeable batteries must never be heated, taken apart, or thrown into fire or water.

• Never expose rechargeable batteries to excessive heat such as sunshine, fire or the like.

• Incorrect handling of rechargeable batteries, or a battery charger can cause leakage, overheating, fire, or explosion. Before use, you must read and strictly observe all of the precautions that accompany the rechargeable batteries, or battery charger.

• When using rechargeable batteries and a charger, use only the combination of rechargeable batteries and charger specified by the battery manufacturer.

## ⚠ CAUTION

**Place in a well ventilated location**

The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

**Use only the specified stand(s)**

This unit is designed to be used in combination with specific stands (KS-12, KS-18Z) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

**Evaluate safety issues before using stands**

Even if you observe the cautions given in the owner's manual, certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

**When disconnecting an AC adaptor, grasp it by the plug**

To prevent conductor damage, always grasp the AC adaptor by its plug when disconnecting it from this unit or from a power outlet.

**Periodically clean the AC adaptor's plug**

At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

**Manage cables for safety**

Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

**Avoid climbing on top of the unit, or placing heavy objects on it**

Never climb on top of, nor place heavy objects on the unit.

**Do not connect or disconnect the AC adaptor with wet hands**

Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

**Disconnect everything before moving the unit**

Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

## IMPORTANT NOTES

### ⚠ CAUTION

**Unplug the AC adaptor from the outlet before cleaning**

Before cleaning the unit, turn it off and unplug the AC adaptor from the outlet (p. 8).

**If there is a possibility of lightning strike, disconnect the AC adaptor from the outlet**

Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.

**Handle batteries carefully**

If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions (p. 9).

- Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.

- Avoid mixing different types of batteries.

- Remove the batteries whenever the unit is to remain unused for an extended period of time.

- Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

### ⚠ CAUTION

**Take care so as not to get fingers pinched**

When handling the following moving parts, take care so as not to get fingers, toes, etc., pinched. Whenever a child uses the unit, an adult should be on hand to provide supervision and guidance.

- USB flash drive cover (p. 10)

**Keep small items out of the reach of children**

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.

- Included Parts
  Allen wrench (p. 10)

- Removable Parts
  Screws (p. 10)

**Take care not to get burned**

Batteries may reach a high temperature; please be careful to avoid burning yourself.

### ⚠ CAUTION

**Handle leaking batteries carefully**

- If fluid has leaked from a battery, make sure not to touch it with your bare hands.

- If any of the leaking fluid gets into your eyes, the loss of vision may result. Do not rub your eyes; use clean water to flush them thoroughly. Then, promptly see a doctor.

- Burning of the skin or dermatitis may result if fluid has gotten onto your skin or clothing. Use clean water to flush affected areas thoroughly; then, promptly see a doctor.

- Using a soft cloth, carefully wipe any remaining fluid from the inside of the battery compartment. Then, install new batteries.

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# ❚ IMPORTANT NOTES

### Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter or a motor (such as a refrigerator, washing machine, microwave oven, or air conditioner). Depending on the way in which the electrical appliance is used, power supply noise may cause this 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.

- To prevent malfunction and equipment failure, always make sure to turn off the power on all your equipment before you make any connections.

### Power Supply: Use of Batteries

- When installing or replacing batteries, always turn this unit off and disconnect any other devices you may have connected. This way, you can prevent malfunction and damage.

- If the batteries run extremely low, the sound may distort, but this does not indicate a malfunction. If this occurs, please use the included AC adaptor, or replace the batteries.

- If operating this unit on batteries, please use rechargeable Ni-MH batteries.

### 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. 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 objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

## Placement

• 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 place containers or anything else containing liquid on top of this unit. Also, whenever any liquid has been spilled on the surface of this unit, be sure to promptly wipe it away using a soft, dry cloth.

## Maintenance

• For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

• 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 on USB flash drives, 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.

## 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 loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on USB flash drives.

• Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or USB flash drives once it has been lost. 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.

• When 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 others nearby, try to keep the unit's volume at reasonable levels.

• 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. 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.

• Use only the specified expression pedal (EV series; 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.

• The usable range of D-BEAM controller will become extremely small when used under strong direct sunlight. Please be aware of this when using the D-BEAM controller outside.

• The sensitivity of the D-BEAM controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location.

• When opening/closing the USB flash drive cover, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.

• The explanations in this manual include illustrations that depict what should typically be shown by the display.
Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

## Using External Memories

• Please observe the following precautions when handling USB flash drives.
  • Do not remove the device while reading/writing is in progress.
  • To prevent damage from static electricity, discharge all static electricity from your person before handling the device.
  • Avoid touching the terminals and protect them from contact with metallic objects. Make sure they stay clean.
  • Do not bend, drop, or apply strong force to the device.
  • Do not leave the device where it can be subjected to direct sunlight. Do not leave the device in locations such as a closed vehicle.
  • The device must not get wet.
  • Do not disassemble or modify the device.

## Copyrights/Licenses/Trademarks

• It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without the permission of the copyright owner.

• 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.

• 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.

• 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.

• 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.

• MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.

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• Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.

• iPad and iPhone are either registered trademarks or trademarks of Apple Inc.

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— For China —

# 有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

## 环保使用期限

此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。

环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。

不当的使用，将会导致有害物质泄漏的危险。

## 产品中有毒有害物质或元素的名称及含量

| 部件名称 | 有毒有害物质或元素 | | | | | |
|---|---|---|---|---|---|---|
| | 铅(Pb) | 汞(Hg) | 镉(Cd) | 六价铬(Cr(VI)) | 多溴联苯(PBB) | 多溴二苯醚(PBDE) |
| 外壳（壳体） | × | ○ | ○ | ○ | ○ | ○ |
| 电子部件（印刷电路板等） | × | ○ | × | ○ | ○ | ○ |
| 附件（电源线、交流适配器等） | × | ○ | ○ | ○ | ○ | ○ |
| ○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。 | | | | | | |
| ×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。 | | | | | | |
| 　　因根据现有的技术水平，还没有什么物质能够代替它。 | | | | | | |

# Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

## AFRICA

**REUNION**
MARCEL FO-YAM Sarl
25 Rue Jules Hermann,
Chaudron - BP79 97 491
Ste Clotilde Cedex,
REUNION ISLAND
TEL: (0262) 218-429

**SOUTH AFRICA**
Paul Bothner(PTY)Ltd.
Royal Cape Park, Unit 24
Londonderry Road, Ottery 7800
Cape Town, SOUTH AFRICA
TEL: (021) 799 4900

## ASIA

**CHINA**
Roland Shanghai Electronics
Co.,Ltd.
5F. No.1500 Pingliang Road,
Yangpu Shanghai 200090, CHINA
TEL: (021) 5580-0800

Roland Shanghai Electronics
Co.,Ltd. (BEIJING OFFICE)
3F, Soluxe Fortune Building
63 West Dawang Road,
Chaoyang Beijing, CHINA
TEL: (010) 5960-2565/0777

**HONG KONG**
Tom Lee Music
11/F Silvercord Tower 1
30 Canton Rd
Tsimshatsui, Kowloon,
HONG KONG
TEL: 852-2737-7688

Parsons Music Ltd.
8th Floor, Railway Plaza, 39
Chatham Road South, T.S.T,
Kowloon, HONG KONG
TEL: 852-2333-1863

**INDIA**
Rivera Digitec (India) Pvt. Ltd.
411, Nirman Kendra Mahalaxmi
Flats Compound Off. Dr. Edwin
Moses Road, Mumbai-400011,
INDIA
TEL: (022) 2493 9051

**INDONESIA**
PT. Citra Intirama
Ruko Garden Shopping Arcade
Unit 8 CR, Podomoro City
Jl.Letjend. S.Parman Kav.28
Jakarta Barat 11470, INDONESIA
TEL: (021) 5698-5519/5520

**KAZAKHSTAN**
Alatau Dybystary
141 Abylai-Khan ave, 1st floor,
050000 Almaty, KAZAKHSTAN
TEL: (727) 2725477
FAX: (727) 2720730

**KOREA**
Cosmos Corporation
1461-9, Seocho-Dong,
Seocho Gu, Seoul, KOREA
TEL: (02) 3486-8855

**MALAYSIA/SINGAPORE**
Roland Asia Pacific Sdn. Bhd.
45-1, Block C2, Jalan PJU 1/39,
Dataran Prima, 47301 Petaling
Jaya, Selangor, MALAYSIA
TEL: (03) 7805-3263

**PHILIPPINES**
G.A. Yupangco & Co. Inc.
339 Gil J. Puyat Avenue
Makati, Metro Manila 1200,
PHILIPPINES
TEL: (02) 899 9801

**TAIWAN**
ROLAND TAIWAN ENTERPRISE
CO., LTD.
9F-5, No. 112 Chung Shan
North Road Sec. 2 Taipei 104,
TAIWAN R.O.C.
TEL: (02) 2561 3339

**THAILAND**
Theera Music Co. , Ltd.
100-108 Soi Verng
Nakornkasem, New Road,
Sumpantawong, Bangkok
10100, THAILAND
TEL: (02) 224-8821

**VIET NAM**
VIET THUONG CORPORATION
386 CACH MANG THANG TAM ST.
DIST.3, HO CHI MINH CITY,
VIET NAM
TEL: (08) 9316540

## OCEANIA

**AUSTRALIA/
NEW ZEALAND**
Roland Corporation
Australia Pty.,Ltd.
38 Campbell Avenue, Dee Why
West. NSW 2099, AUSTRALIA

For Australia
TEL: (02) 9982 8266

For New Zealand
TEL: (09) 3098 715

## CENTRAL/LATIN AMERICA

**ARGENTINA**
Instrumentos Musicales S.A.
Av.Santa Fe 2055
(1123) Buenos Aires, ARGENTINA
TEL: (011) 4508-2700

**BARBADOS**
A&B Music Supplies LTD
12 Webster Industrial Park
Wildey, St.Michael, BARBADOS
TEL: (246) 430-1100

**BRAZIL**
Roland Brasil Ltda.
Rua San Jose, 211
Parque Industrial San Jose
Cotia - Sao Paulo - SP, BRAZIL
TEL: (011) 4615 5666

**CHILE**
Comercial Fancy II S.A.
Rut.: 96.919.420-1
Nataniel Cox #739, 4th Floor
Santiago - Centro, CHILE
TEL: (02) 384-2180

**COLOMBIA**
CENTRO MUSICAL S.A.S.
Parque Industrial del Norte
Bodega 130
GIRARDOTA - ANTIOQUIA,
COLOMBIA
TEL: (454) 57 77 EXT 115

**COSTA RICA**
JUAN Bansbach Instrumentos
Musicales
Ave.1. Calle 11, Apartado 10237,
San Jose, COSTA RICA
TEL: 258-0211

**CURACAO**
Zeelandia Music Center Inc.
Orionweg 30
Curacao, Netherland Antilles
TEL: (305) 5926866

**DOMINICAN REPUBLIC**
Instrumentos Fernando Giraldez
Calle Roberto Pastoriza #325
Sanchez Naco Santo Domingo,
DOMINICAN REPUBLIC
TEL: (809) 683 0305

**ECUADOR**
Mas Musika
Rumichaca 822 y Zaruma
Guayaquil - ECUADOR
TEL: (593-4) 2302364

**EL SALVADOR**
OMNI MUSIC
75 Avenida Norte y Final Alameda
Juan Pablo II, Edificio No.4010
San Salvador, EL SALVADOR
TEL: 262-0788

**GUATEMALA**
Casa Instrumental
Calzada Roosevelt 34-01,zona
11 Ciudad de Guatemala,
GUATEMALA
TEL: (502) 599-2888

**HONDURAS**
Almacen Pajaro Azul S.A. de C.V.
BO.Paz Barahona
3 Ave.11 Calle S.O
San Pedro Sula, HONDURAS
TEL: (504) 553-2029

**MARTINIQUE**
Musique & Son
Z.I.Les Mangle
97232 Le Lamentin,
MARTINIQUE F.W.I.
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