

MUSIC
ATELIER
R O L A N D O R G A N

OWNER'S MANUAL

ATELIER Combo
AT-350C

Roland

ROLAND ORGAN

MUSIC
ATELIER

ATELIER Combo
AT-350C

OWNER'S MANUAL

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" (p. 8), and "IMPORTANT NOTES" (p. 10). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

Copyright © 2011 ROLAND CORPORATION

All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION.

Roland, GS, SuperNATURAL, VIMA, and VIMA TUNES are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.

Quick Start

Trying Out the Sounds

Let's try playing various instrumental sounds.

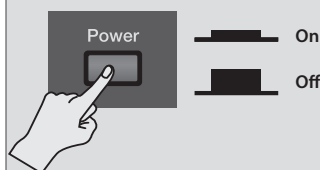
Producing Sound

1 Make connections.

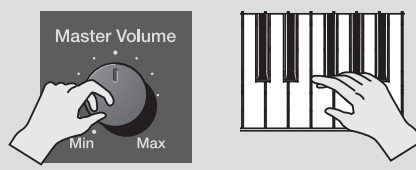
Connect the AC adaptor and headphones (sold separately) (p. 23).



2 Press the [Power] switch to turn on the power.



3 While playing the keyboard, use the [Master Volume] knob to adjust the volume.

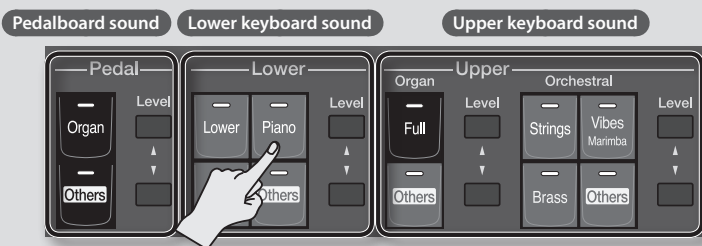


MEMO

- You can also connect speakers (sold separately) and listen to the ATELIER's sound through speakers (p. 23).
- If a pedalboard (PK series; sold separately) or an expression pedal (sold separately) is connected, use the [Master Volume] knob and the expression pedal to adjust the volume (p. 55).

Playing piano sounds in the lower keyboard

1 Press the Lower [Piano] button to select the piano voice.



2 Play the lower keyboard.

You'll hear the piano sound.



MEMO

- For each keyboard (upper, lower, and pedal), you can select a different voice of your choice (p. 28). If you want to use a pedalboard, you'll need to connect it (PK series; sold separately) (p. 24).
- You can use the [Others] button to select a variety of voices, such as violin or flute (p. 30).

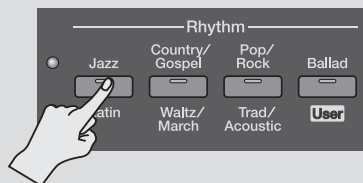
What is a Voice?

The ATELIER lets you play the sounds of a wide variety of instruments. Each of these sounds is called a "voice."

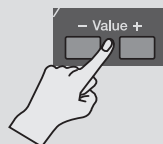
Performing with Rhythms

Here's how to enjoy listening to rhythms in various styles while you play.

- 1** Press a Rhythm button to select the desired rhythm group (p. 58).

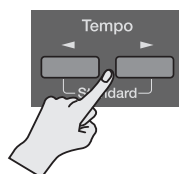


- 2** Use the Value [-] [+] buttons to select a rhythm.

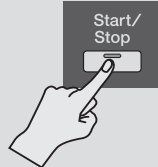


MEMO

You can use the Tempo [◀] [▶] buttons to change the tempo of the rhythm.



- 3** Press the [Start/Stop] button to start the rhythm.



- 4** Play along with the rhythm.



Press the [Start/Stop] button once again to stop the rhythm.

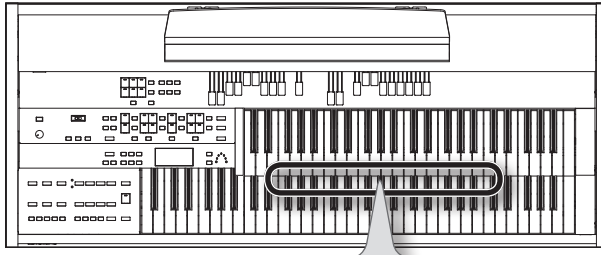
MEMO

You can also add an intro or ending to the rhythm (p. 60).

Recalling Voices and Rhythms with a Single Button

Here's how you can recall settings for voices and rhythms by pressing a single button.

Recalling voices and other panel settings

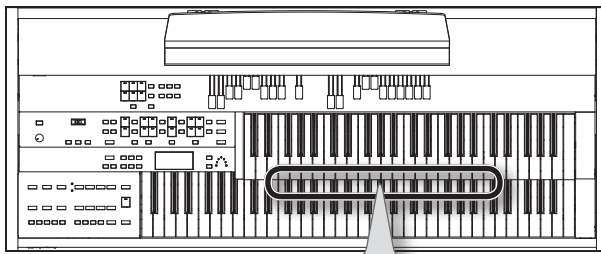


- 1** Press and immediately release one of the registration [1]–[8] buttons.

The voices and other panel settings will be recalled.



Recalling voices and other panel settings as well as rhythm and tempo



- 1** Press and hold one of the Registration [1]–[8] buttons for several seconds.

The panel settings as well as the rhythm settings will be recalled.



MEMO

The settings for your favorite sounds and rhythms can be stored at a registration button (p. 67).

What are “panel settings”?

“Panel settings” are the settings you make when selecting a voice, or when setting the tempo, the speed of the rotary effect, etc., using the ATELIER’s panel.

What is a Registration?

The ATELIER lets you recall the settings for voices, rhythms, etc., at the press of a single button. When you store a collection of such settings, it becomes what it known as a “registration” (p. 66).

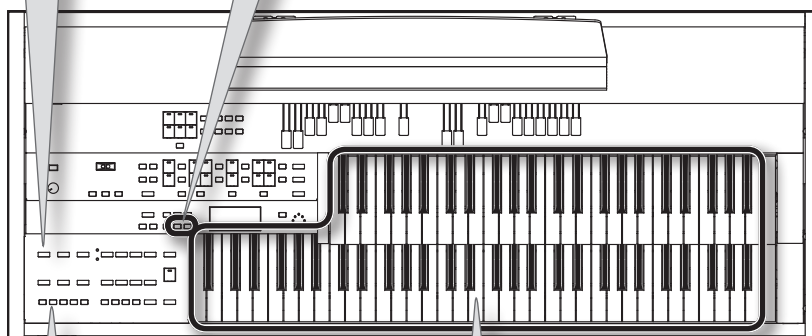
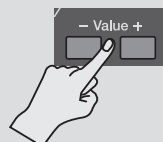
Playing Along with a Song

Here's how you can play back one of the songs that are built into the ATELIER, and perform along with the song.

- 1** Press the [Song] button.



- 2** Use the Value [-] [+] buttons to select a song.



- 3** Press the [Play/Stop] button to play back the song.



- 4** Play along with the song.



Press the [Start/Stop] button once again to stop the song.



MEMO

You can also play back songs from USB memory or a CD (p. 88, p. 109).




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. * 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

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



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.



- Never install the unit in any of the following 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.



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



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



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.



⚠ WARNING

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



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!



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.



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.



Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:



- The AC adaptor, the power-supply cord, or the plug has been damaged; or
- If smoke or unusual odor occurs
- Objects have fallen into, or liquid has been spilled onto the unit; or
- The unit has been exposed to rain (or otherwise has become wet); or
- The unit does not appear to operate normally or exhibits a marked change in performance.

⚠ WARNING

In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.



Protect the unit from strong impact.
(Do not drop it!)



Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords the total power used by all devices you have connected—to the extension cord's outlet must never exceed the power rating (watts/ amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.



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



⚠ CAUTION

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



This (AT-350C) for use only with Roland stand KS-G8 or KS-12. Use with other stands is capable of resulting in instability causing possible injury.



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.



Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit.



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.



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.



⚠ CAUTION

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



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



If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.



- Disconnect the AC adaptor.
If the AC adaptor is attached to the bottom of the AT-350C, detach the AC adaptor.
- Disconnect all cords coming from external devices.
- Remove the music stand.

Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 22).



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



Should you remove the music rest fastening screws and the ground terminal screw, keep them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.



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 (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. 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.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow rubber, vinyl, or similar materials to remain on this unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface. You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.
- Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength. Rubbing too hard in the same area can damage the finish.

- Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up USB memories, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on USB memories.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or USB memories once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- The sound of keys being struck and vibrations produced by playing an instrument can be transmitted through a floor or wall to an unexpected extent. In particular, when using headphones, please take care not to cause annoyance to others nearby.
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Do not apply undue force to the music rest while it is in use.
- Use only the specified expression pedal (EV-7; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.
- 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 moving the ATELIER, take care not to damage the keyboard or the harmonic bars.


Before Using USB Memories

Using USB Memories

- Carefully insert the USB memories all the way in—until it is firmly in place.
- Never touch the terminals of the USB memories. Also, avoid getting the terminals dirty.
- USB memories are constructed using precision components; handle the USB memories carefully, paying particular note to the following.
 - To prevent damage to the USB memories from static electricity, be sure to discharge any static electricity from your own body before handling the USB memories.
 - Do not touch or allow metal to come into contact with the contact portion of the USB memories.
 - Do not bend, drop, or subject USB memories to strong shock or vibration.
 - Do not keep USB memories in direct sunlight, in closed vehicles, or other such locations.
 - Do not allow USB memories to become wet.
 - Do not disassemble or modify the USB memories.

Copyright

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

* XGlite () is a registered trademark or a trademark of Yamaha Corporation.

* 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.

* Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.

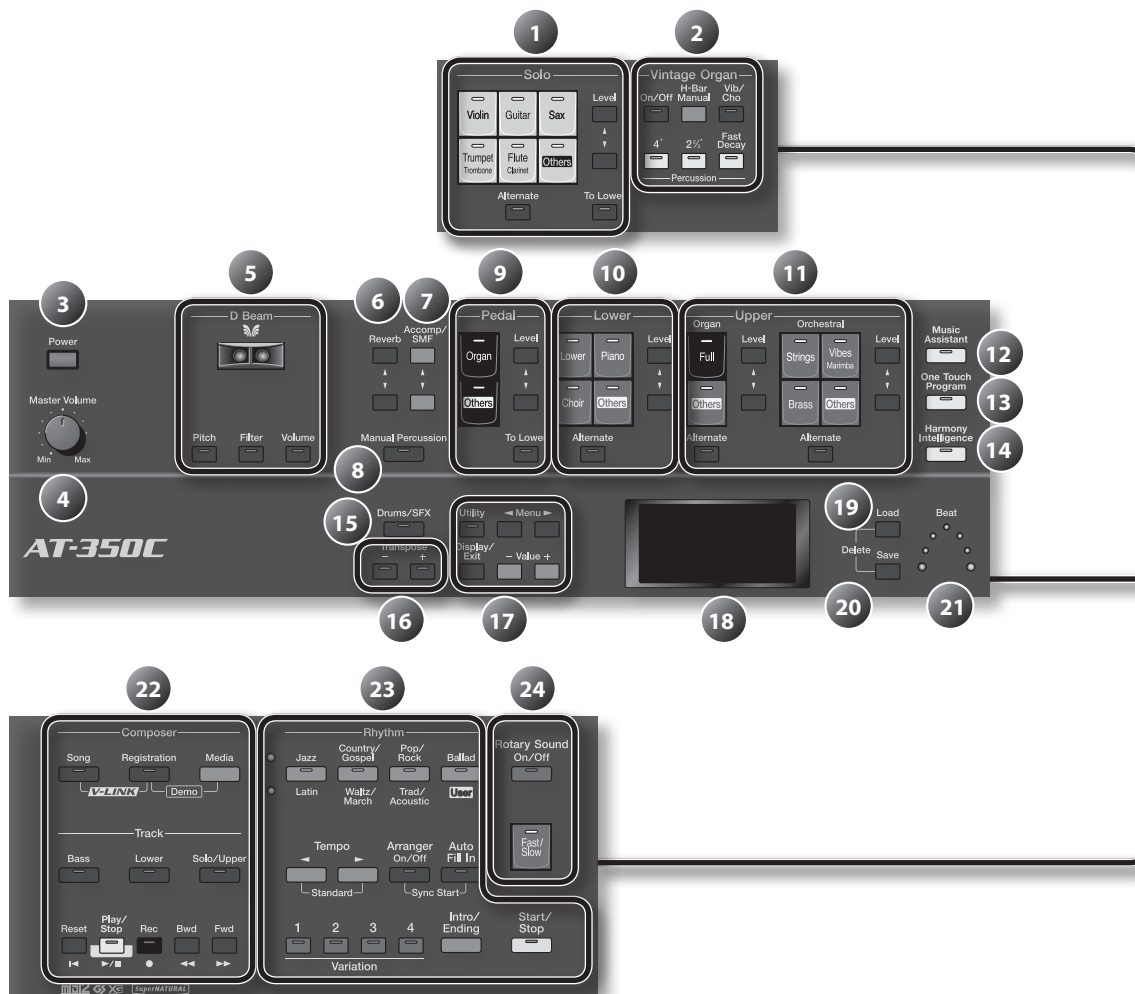
Contents

Quick Start	4
Trying Out the Sounds	4
Performing with Rhythms	5
Recalling Voices and Rhythms with a Single Button	6
Playing Along with a Song	7
USING THE UNIT SAFELY	8
IMPORTANT NOTES	10
Panel Descriptions	14
Top Panel	14
Rear Panel	18
Other Connectors	19
Getting Ready	20
Placing the ATELIER on the Stand	20
Attaching the Music Rest	21
Connecting the AC adaptor	21
Turning the Power On/Off	22
Turning the Power On	22
Turning the Power Off	22
Connections	23
Connecting to Output Device	23
Using Headphones	24
Connecting Pedals	24
Using the USB Memory	26
Listening to the Demo Songs	27
Performing	28
Selecting Sounds (Voices)	28
About the Voices and Parts	28
Functions of the Voice Buttons	29
Selecting a Voice	29
Recalling Panel Settings by Choosing a Keyword (Music Assistant)	31
Creating Organ Sounds (Vintage Organ)	32
Playing a Vintage Organ Voice	33
Adjust the Volume Balance	35
Transposing to a Different Key (Key Transpose)	36
Transpose the Pitch in Octave Units (Octave Shift)	37
Adding Effects to a Voice	38
Adding Harmony to a Melody (Harmony Intelligence)	38
Changing the Type of Harmony Intelligence	38
Adding Modulation to the Sound (Rotary Effect)	39
Adding Resonance to the Sound (Sustain Effect)	40
Adding Reverberation to the Sound (Reverb Effect)	41
Making the Sound Distort (Overdrive Effect)	43
Using the D Beam Controller to Modify the Sound	44
Using the Lower Keyboard Effectively	45
Playing the Solo Voice on the Lower Keyboard (Solo To Lower)	47
Using the Lower Keyboard to Play the Bass Voice (Bass Split)	48
Playing a Lower Voice with Percussion Instrument Sounds and a Voice Phrase (Manual Percussion)	49
Playing Drums from the Entire Lower Keyboard (Drums/SFX)	50
Using the Lower Keyboard to Play the Bass Voice (Pedal To Lower)	51
Easily Playing Chords on the Lower Keyboard (Easy One Finger)	51
Realistically Expressing Acoustic Instrument Performances (SuperNATURAL Voices)	52
Selecting a SuperNATURAL Voice	52
Optimal Settings for Playing a SuperNATURAL Voice	53
Playing a SuperNATURAL Voice	54
Adjusting the Overall Volume Using an Expression Pedal	55
Performing with an Active Expression Voice	56
Adding Decay to the Sound (Damper Pedal)	56
Using the Foot Switch	57
Performing with Rhythms	58
Selecting a Rhythm	58
Selecting Rhythms Stored in User Memory or USB Memory	59
Playing Rhythm	60
Stopping the Rhythm	61
Changing a Tempo of Rhythm and Automatic Accompaniment	62
Playing Rhythm and Automatic Accompaniment	62
Adding Variety to the Rhythm or Automatic Accompaniment	63
Changing the Arrangement of the Rhythm and Accompaniment (Variation)	63
A Simple Way to Make Automatic Accompaniment Settings (One Touch Program)	64
Deleting a Rhythm from User Memory or USB Memory	65
Storing Your Performance Settings (Registration)	66
Storing Registrations	67
Recalling a Registration	67
Automatically Registering When You Switch Panel Settings	67
Saving Registration Sets	68
Loading Previously Saved Registration Sets Into the ATELIER	70
Loading a Set of Registrations	70
Loading an Individual Registration	71
Recalling the Order that the Registrations are Saved (Load Next)	72
Deleting a Set of Registrations	73
Recording Your Performance	74
Recording in SMF Format	75
Add a Count Sound to Match the Timing (Count In)	76
Advanced Recording Methods	77
Saving Performance Songs	81
Using Song with a Different Tempo Than That of the Performance Data	83
Erasing Performance Data	84
Recording in Audio Format	85
Changing the Name of Performance Data	87
Playing Performance Data from User Memory or a USB memory	88
Deleting a Saved Performance Songs	89
Detailed Settings for Various Functions	90
Basic Operations in the Utility Screen	90
Adjusting How the Instrument Responds	92

Adjusting the Volume of the Vintage Organ (VintageOrganVolume)	92	Changing the USB Memory Setting (USB Memory Mode)	104
Selecting the Parts to which Vibrato or Chorus will be Applied (Vibrato/Chorus Part)	92	MIDI Settings	105
Adjusting the Initial Touch Sensitivity (Initial Touch)	92	Selecting the MIDI Transmit Channel (Tx MIDI Channel)	105
Turning Initial Touch Off (EZ Touch)	92	MIDI IN Mode (MIDI IN Mode)	105
Changing How the Solo Voice Responds (Solo Mode)	92	Specifying Transmission of PC Numbers (Send PC Switch)	105
Layering the Solo Voice and Lower Voice (SoloToLower Mode)	92	Setting PC Numbers (PC Number)	105
Changing the Solo Split Point (Solo Split Point)	92	Other Settings	106
Changing the Bass Split Point (Bass Split Point)	92	Adjust the Standard Pitch (Master Tune)	106
Changing the Pedalboard Polyphony (Pedal Bass Mode)	93	Adjusting the Display Brightness (LCD Contrast)	106
Performance Settings	93	Selecting the Screen Language (Language)	106
Changing the Foot Switch Functions (L Foot Switch, R Foot Switch)	93	Disabling Rhythm-related Buttons (Rhythm Lock)	106
Changing the Pitch Bend Range (Pitch Bend Range)	94	Using the V-LINK function (V-LINK)	106
Changing the Function of the Expression Pedal (Exp. Source)	94	Restoring All the Factory Default Settings (Factory Reset)	108
Adjusting the Depth of the Expression Pedal (Exp. Curve)	94	Connections with Other Equipment	109
Adjusting the Sensitivity of the D Beam Controller (D Beam Sensitivity)	94	Connecting a CD Drive and Playing Songs	109
Rhythm Settings	95	Listening to Songs from Music CD	109
Producing Chords with Simple Fingering (Chord Intelligence)	95	Enjoying Karaoke with a Music CD (Center Cancel)	110
Using the Leading Bass Function (Leading Bass)	95	Using a Song's Melody as a Guide (Guide)	110
Preventing Rhythm Tempos from Switching Automatically (Auto Std Tempo)	95	Enjoying VIMA TUNES Songs	111
Playing a Countdown Sound When the Intro Ends (Intro Count Down)	95	Connecting an Audio Device and Playback Sounds	111
Changing the Sound of the Countdown (Count Down Sound)	95	Changing the Speaker Connection Settings	112
Adjusting the Volume Balance of the Arranger (AccompPartBalance)	96	Outputting Sounds from the Aux Out Jacks (Aux Out)	112
Registration Settings	96	Specifying the Output of the Aux Out Jacks (Aux Out Mode)	112
Using the Foot Switch to Switch Registrations (Registration Shift)	96	Connecting a Computer	113
Registration Arranger Update (Arranger Update)	97	Making the Settings for the USB Driver	113
Registration Transpose Update (Trans. Update)	97	Connecting MIDI Devices	113
Recording and Playback Settings	97	Troubleshooting	115
Changing the Key When Playing Back Songs (Playback Transpose)	97	Error Message	119
Changing the Metronome Setting (Metronome)	97	Chord List	120
Adjusting the Metronome Volume (Metronome Volume)	97	Glossary	122
Changing the Sound of the Metronome (Metronome Sound)	97	Stored Items	123
Changing the Beat Setting (Beat)	97	Main Specifications	124
Silencing a Specific Track (Track Mute)	98	Index	126
Muting Individual Channels of Performance Data (Channel Mute)	99		
Adjusting the Audio Recording Volume (Audio Rec Gain)	99		
Switching the Display of Lyrics On or Off (Lyrics)	99		
Setting the Type of CD to be Played Back (CD/Audio Type)	99		
Media Settings	100		
Creating a Folder in USB Memory or User Memory (Create Folder)	100		
Copying Performance Song (Copy Song)	101		
Copying Registrations (Copy Registration)	102		
Copying Rhythms (Copy Rhythm)	103		
Formatting a USB Memory (Format Media)	104		

Panel Descriptions

Top Panel



1 Solo voice select buttons (p. 29)

Use these buttons to select a solo voice and to adjust the volume of the solo voice.

Solo part

- [Alternate] button (p. 29)
- Level [▲] [▼] buttons (p. 35)
- [To Lower] button (p. 47)

2 Vintage Organ buttons (p. 32)

These buttons add vintage organ sounds.

3 [Power] switch (p. 22)

This switch turns the power on/off.

4 [Master Volume] knob (p. 22)

This knob adjusts the overall volume.

5 D Beam (p. 44)

You can apply effects to the sound by positioning your hand above the D Beam controller.

6 Reverb [▲] [▼] buttons (p. 41)

These buttons adjust the amount of reverb.

7 Accomp/SMF [▲] [▼] buttons (p. 35)

These buttons adjust the volume of the automatic accompaniment or rhythm.

8 [Manual Percussion] button (p. 45)

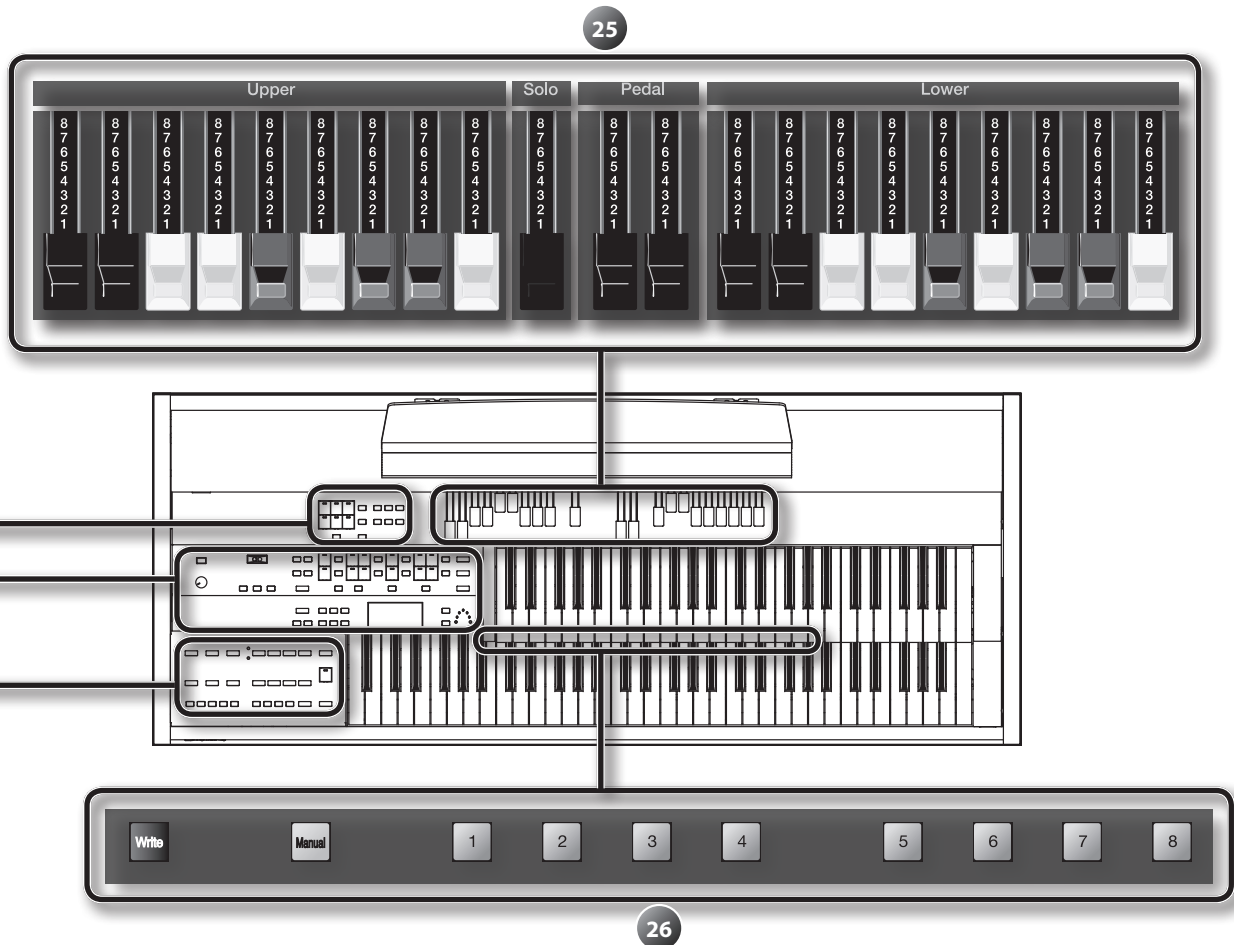
This button lets you play a variety of drum sounds or sound effects on the lower keyboard.

9 Pedal bass voice select buttons (p. 29)

These buttons let you select the pedal bass voice and adjust the volume of the pedal bass voice.

Pedal part

- Level [▲] [▼] buttons (p. 51)
- [To Lower] button (p. 35)



10 Lower voice select buttons (p. 29)

These buttons let you select the lower voice and adjust the volume of the lower voice.

Lower part

[Alternate] button (p. 29)

Level [▲] [▼] buttons (p. 35)

11 Upper voice select buttons (p. 29)

These buttons let you select the upper voice and adjust the volume of the upper voice.

Upper Organ part, Upper Orchestral part

[Alternate] button (p. 29)

Level [▲] [▼] buttons (p. 35)

12 [Music Assistant] button (p. 31)

This button lets you recall panel settings by selecting a keyword.

13 [One Touch Program] button (p. 64)

This button automatically selects panel settings that are suitable for the automatic accompaniment or rhythm.

14 [Harmony Intelligence] button (p. 38)

This button adds harmony to the sound.

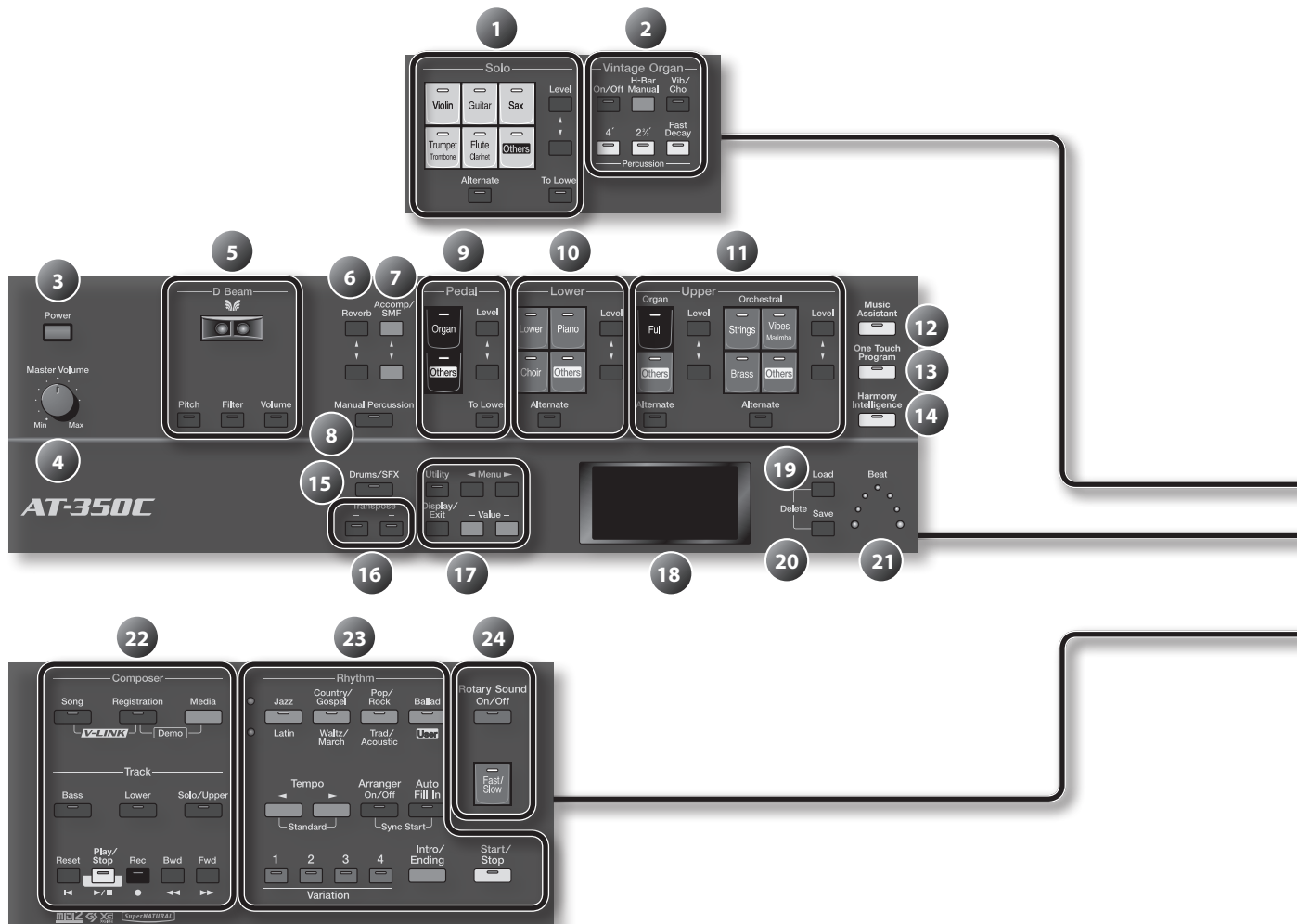
15 [Drums/SFX] button (p. 50)

This button lets you play a variety of drum sounds or sound effects across the entire lower keyboard.

16 Transpose [-] [+] buttons (p. 36)

These buttons transpose the keyboard pitch.

Panel Descriptions



17

[Utility] button (p. 90)

This button takes you to the Utility menu.

[Display/Exit] button

This button returns you to the previous screen or cancels an operation.

Menu [◀] [▶] buttons

These buttons select parameters.

Value [-] [+] buttons

These buttons select a song or rhythm, or edit the value of a setting.

18

Display (p. 23)

This shows information such as the rhythm name or song title.

19

[Load] button (p. 70)

This button loads a registration set or song into the ATELIER.

20

[Save] button (p. 68, p. 81)

This button saves a registration set or performance data.

21

Beat indicator (p. 62)

This indicator will blink in time with the tempo or time signature.

22

Composer (p. 74)

These buttons let you record your performance or play back a song.

[Song] button

[Registration] button

[Media] button

Track buttons

[Bass] button

[Lower] button

[Solo/Upper] button

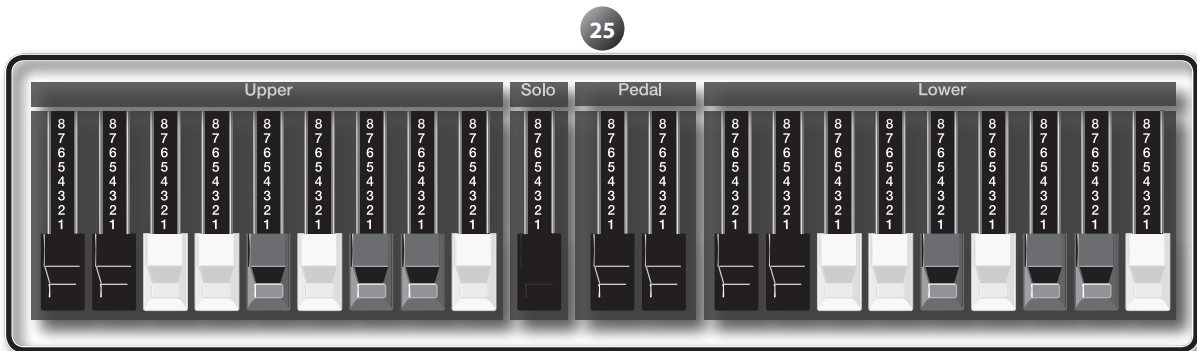
[Reset] button

[Play/Stop] button

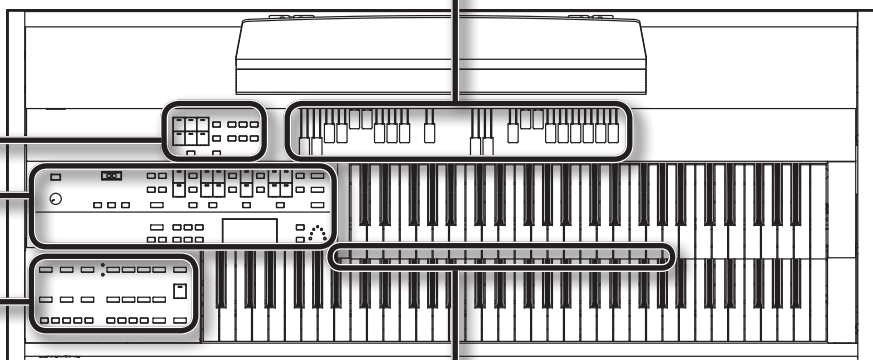
[Rec] button

[Bwd] button

[Fwd] button



25



26

23 Rhythm select buttons (p. 58)

These buttons select and play rhythms.

- Rhythm button
- Tempo [◀] [▶] buttons (p. 62)
- Arranger [On/Off] button (p. 62)
- Auto [Fill in] button (p. 63)
- Variation [1]–[4] buttons (p. 63)
- [Intro/Ending] button (p. 60)
- [Start/Stop] button (p. 60)

24 Rotary sound buttons (p. 39)

These buttons add modulation to the sound.

- [On/Off] button
- [Fast/Slow] button

25 Harmonic bars (p. 32)

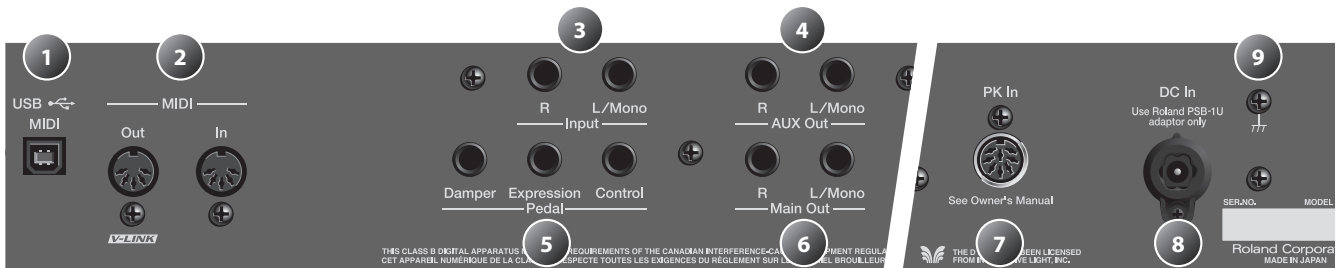
Use these bars to shape the organ sound.

26 Registration buttons (p. 67)

Use these buttons to recall or store registrations.

- [Write] button
- [Manual] button
- Registration [1]–[8] buttons

Rear Panel



1 USB (MIDI) connector

Connect your computer for transferring performance data (p. 113).

2 MIDI connectors

Connect an external MIDI device here to transfer performance data (p. 113).

3 Input jacks

You can connect an audio source here (p. 111).

4 AUX Out jacks

By connecting speakers or an external reverb unit here, you'll be able to much more readily express the expansiveness of the stereo sound field and add more of a sense of presence to your music (p. 112).

5 Pedal jacks

Connect an expression pedal (EV-7; sold separately) or pedal switch (DP series; sold separately) to these jacks (p. 26).

6 Main Out jacks

To listen to the ATELIER's sound through speakers, connect your audio system or speakers to these jacks.

7 PK In connector

Connect the pedalboard (PK series; sold separately) to this socket (p. 24).

8 DC In jack

Connect the included AC adaptor here (p. 21).

9 Grounding terminal

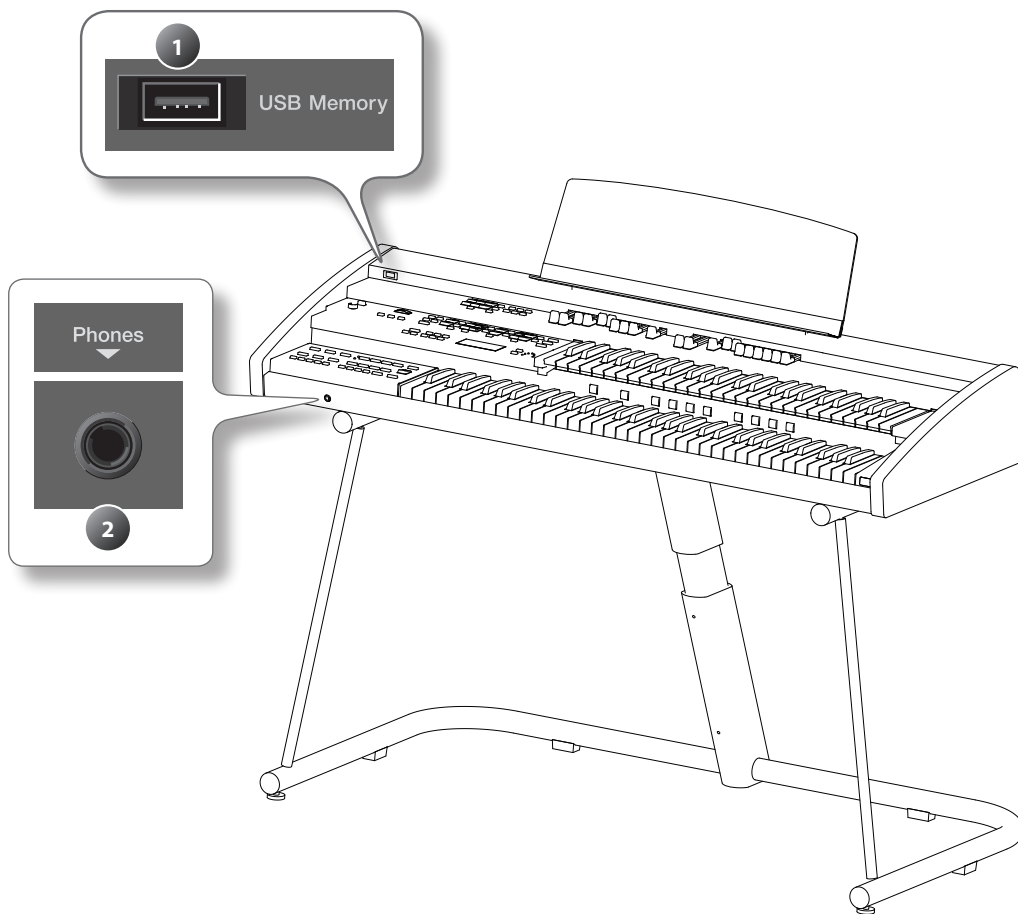
Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, or the metal portions of other objects. This is due to an infinitesimal electrical charge, which is absolutely harmless.

However, if you are concerned about this, connect the ground terminal (see figure) with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Unsuitable places for connection

- Water pipes (may result in shock or electrocution)
- Gas pipes (may result in fire or explosion)
- Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

Other Connectors



1 USB Memory connector

This port lets you connect separately available USB memory or a CD drive.

You can use USB memory to store a registration set or a song that you've recorded on the ATELIER (p. 68).

You can also connect a CD drive and play back a music CD or a CD-ROM that contains SMF music files (p. 109).

2 Phones jack

Connect your headphones here (p. 24).

Getting Ready

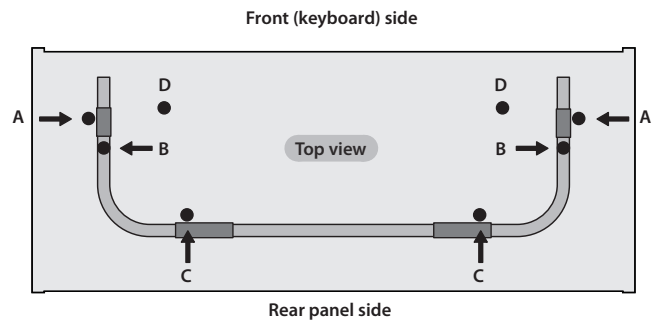
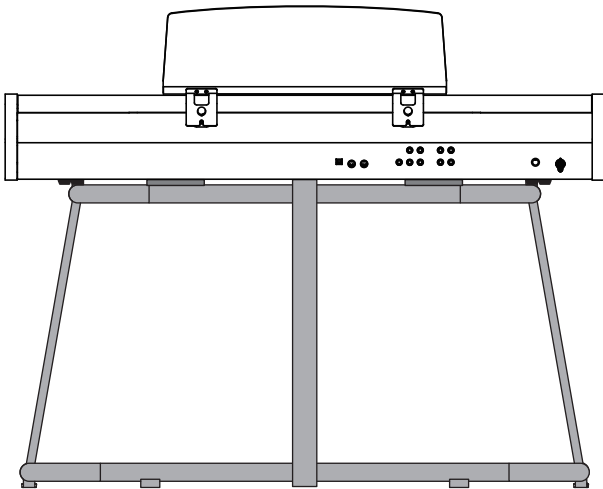
Placing the ATELIER on the Stand

If you place the ATELIER on a stand, you must use the KS-G8 or the KS-12 (sold separately).

NOTE!

- When placing the ATELIER on the stand, be careful not to pinch your fingers between the instrument and the stand.
- When lifting the ATELIER onto the stand, make sure to enlist the help of at least one other person.
- Using the ATELIER with any other stand may produce an unstable situation, possibly causing the instrument to fall or overturn, and resulting in injury or damage.
- For details on how to assemble the stand, refer to the owner's manual that accompanied the stand.

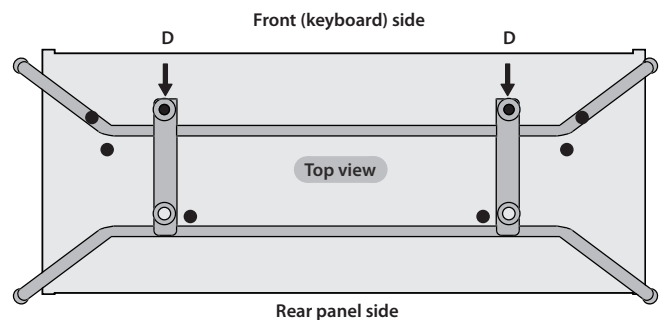
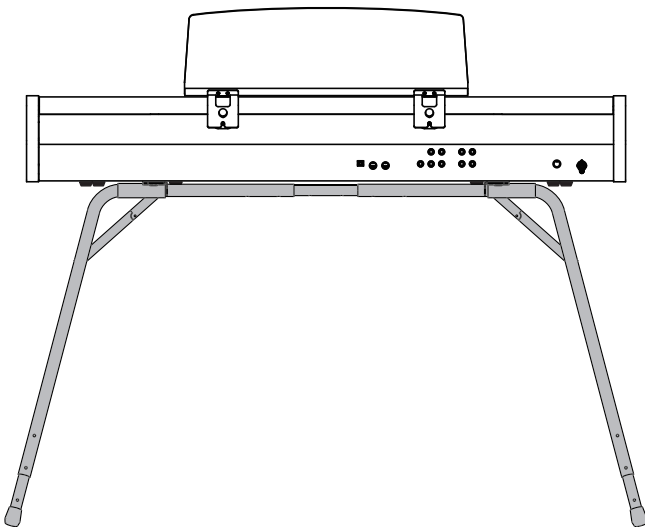
Placing on the KS-G8



1. Place the ATELIER in the position shown in the illustration.

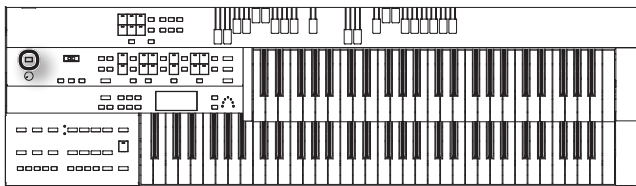
- Position rubber feet "A" on the outside of the stand's rubber pads.
- Position rubber feet "B" directly above the stand's arms.
- Position rubber feet "C" so that they contact the inside of the stand's rubber pads.
- * Make sure that the ATELIER's eight rubber feet (A–D) are not resting on the stand's rubber pads.

Placing on the KS-12



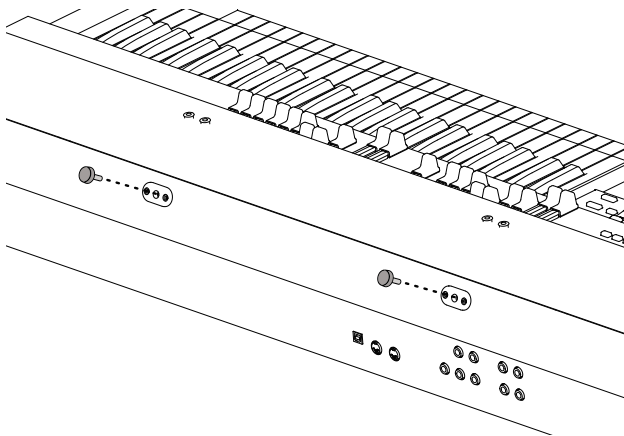
1. Place the ATELIER in the position shown in the illustration.

Position rubber feet "D" so they fit inside the holes on the stand.

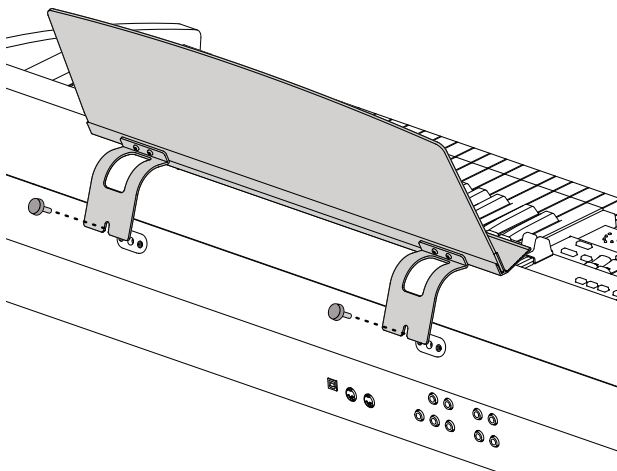


Attaching the Music Rest

1. Remove the two music rest fastening screws from the rear panel.



2. Tighten the two screws to fasten the music rest in place.

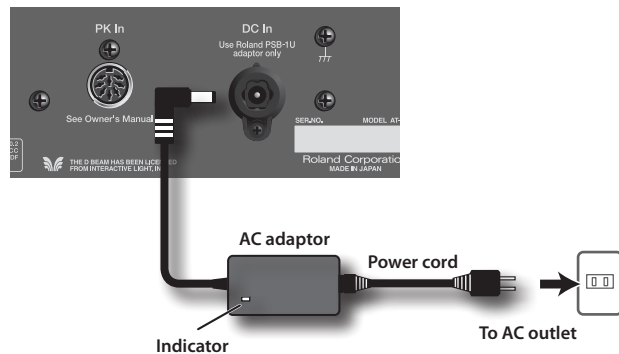


NOTE!

- When attaching the music rest, support it securely with your hand so that it does not fall.
- Be careful not to pinch your hand or fingers when attaching the music rest.
- Use only the included screws.
- To detach the music rest, support it with your hand and slowly remove the screws. After detaching the music rest, firmly tighten the fastening screws.
- The music rest fastening screws you remove must be kept out of the reach of small children so that they will not be swallowed accidentally.

Connecting the AC adaptor

1. Make sure that the [POWER] switch is off (outward position).
2. Connect the included AC adaptor to the DC In jack located on the ATELIER's rear panel, and plug the power cord into an electrical outlet.



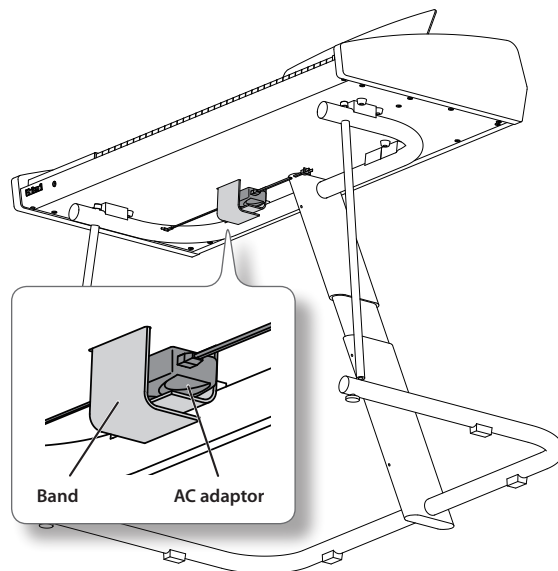
If you do not wish to attach the AC adaptor to the bottom of the ATELIER, place the AC adaptor so that the surface with the indicator (see illustration) is facing upward.

The indicator will light when you plug the AC adaptor into an AC outlet.

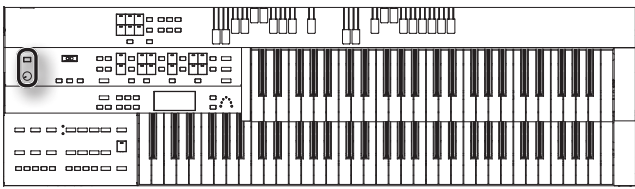
Placing the ATELIER on a stand

If you wish to use the ATELIER while it is placed on a stand, attach the AC adaptor to the bottom of the instrument.

Orient the AC adaptor so that its printed surface is against the bottom of the instrument (upward) and its indicator is facing down, and fasten it with the strap.



- * Fasten the AC adaptor securely so that it does not fall.
- * When removing the ATELIER from a stand, always be sure to first detach the AC adaptor from the bottom panel of the instrument.

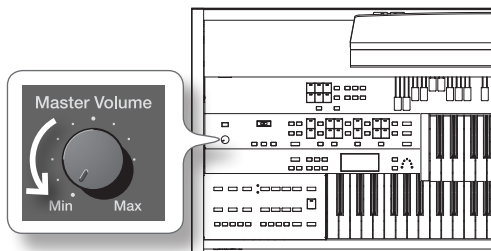


Turning the Power On/Off

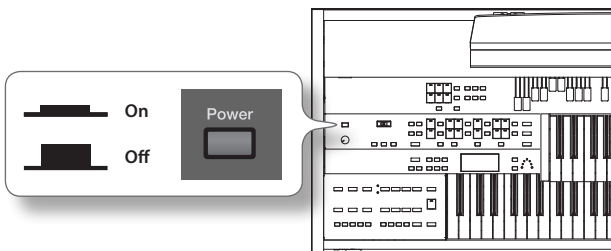
- * Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.
- * Before switching the power on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the power on/off. However, this is normal and does not indicate a malfunction.

Turning the Power On

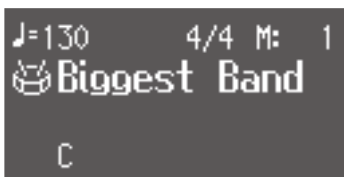
1. Turn the [Master Volume] knob all the way toward the left to minimize the volume.



2. Press the [Power] switch to turn it on.



The basic screen appears in the display.



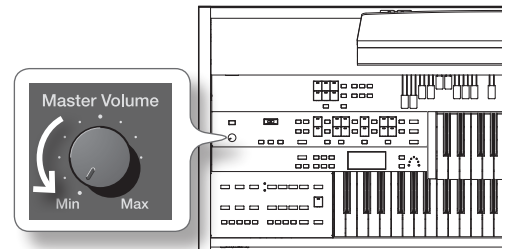
- * This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.
- * The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may 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.

3. Use the [Master Volume] knob to adjust the volume.

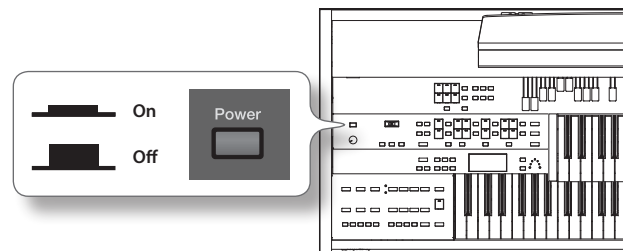
Turning the [Master Volume] knob towards "Max" increases the volume; turning the knob towards "Min" decreases the volume.

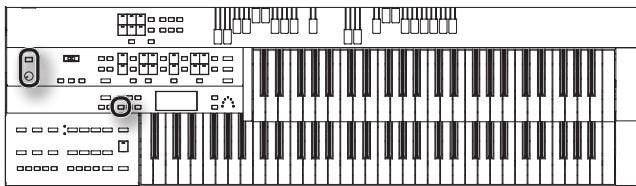
Turning the Power Off

1. Turn the [Master Volume] knob all the way toward the left to minimize the volume.



2. Press the [Power] switch to turn it off.

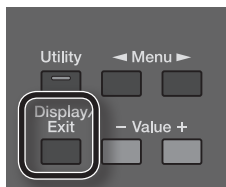




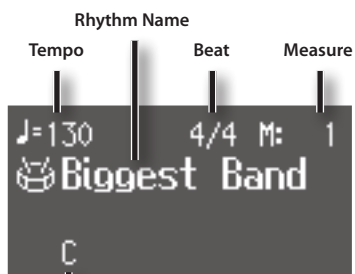
Viewing the basic screen

The ATELIER has three types of basic display screen: the Rhythm Screen, the Composer Screen and the Registration Screen.

You can alternate from one to the other by pressing the [Display/Exit] button.

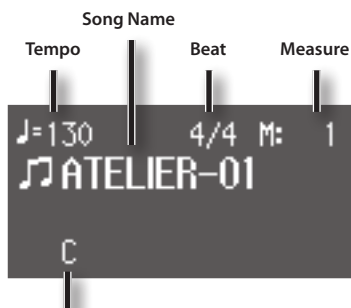


Rhythm Screen



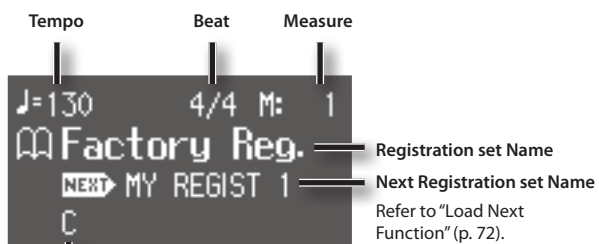
Chord Name

Composer Screen



Chord Name

Registration Screen



Chord Name

Connections

Connecting to Output Device

You can connect the ATELIER to output devices such as speakers, and use them to listen to the ATELIER's sound.

The ATELIER does not have built-in speakers. To have sound be reproduced, you'll need to connect monitor speakers or a stereo set; or you can connect headphones.

MEMO

To make connections, use audio cables that have 1/4-inch phone plugs and that do not contain resistors.

* To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

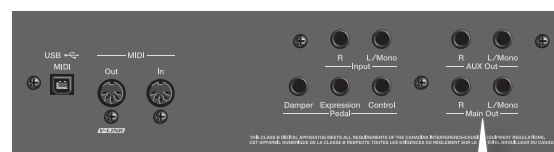
1. Turn down the volume all the way on all equipment.
2. Turn off the power to the ATELIER and other connected equipment.
3. Connect the ATELIER and other equipment with audio cables (sold separately).
4. Turn on the ATELIER.
5. Turn on the connected equipment.
6. Adjust the volume.

Turning Off the Power

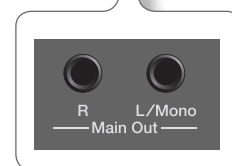
1. Turn down the volume all the way on all equipment.
2. Turn off the connected equipment.
3. Turn off the ATELIER.

Connection example

Home use

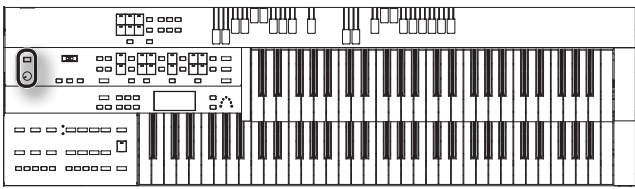


Main Out jack

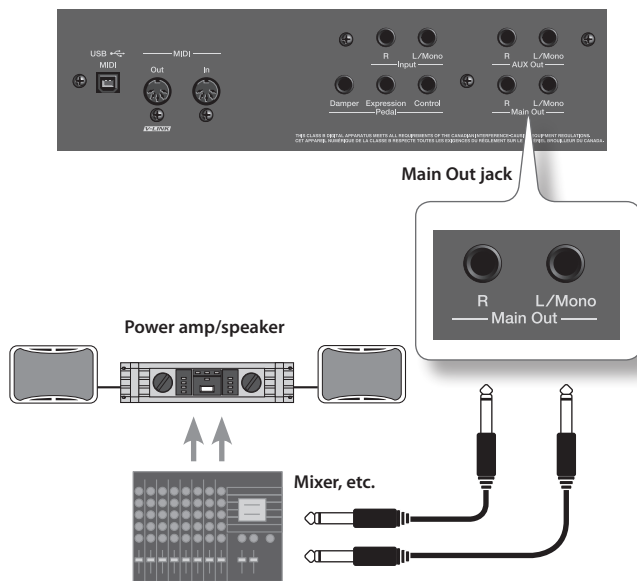


Powered speaker (Amplifier contained within)





Live performance



MEMO

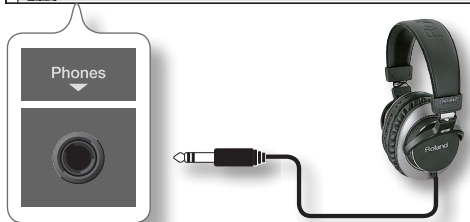
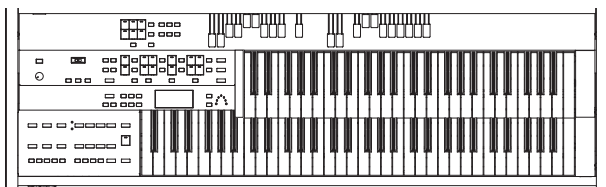
If you connect speakers or an external reverb unit to the AUX Out jacks, you'll be able to much more readily express the expansiveness of the stereo sound field and add more of a sense of presence to your music (p. 112).

Using Headphones

The ATELIER features Phones jacks. These allow you to play without having to worry about bothering others around you, even at night.

NOTE!

- Accepts connection of stereo headphones.
- To prevent damage to the cord, handle the headphones only by the headset or the plug.
- Headphones may be damaged if the volume is too high when they are plugged in. Lower the volume on the ATELIER before plugging in headphones.
- To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume. Use the headphones at a moderate volume level.



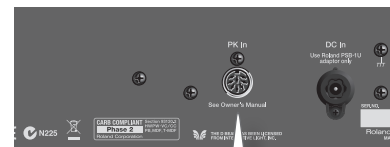
1. Connect your headphones to the Phones jack underneath the left side of the keyboard.
2. Adjust the headphones volume with the [Master Volume] knob.

Connecting Pedals

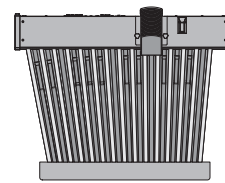
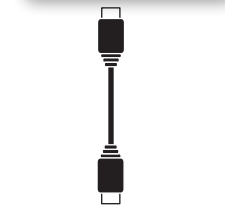
Connecting a pedalboard

You can connect the ATELIER to pedalboard (PK series; sold separately).

- * Only pedalboard units that have a PK OUT connector can be connected.



PK In connector



PK series

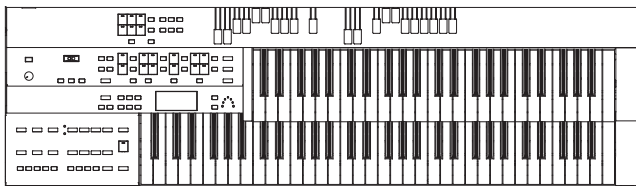
MEMO

The AC adaptor supplied with the pedalboard is not used. The pedalboard will be turned on/off by the [Power] switch of the ATELIER, regardless of the position of the pedalboard's own power switch.

1. Make sure that the [Power] switch the ATELIER and the pedalboard (PK series) are both switched off.
2. Using the dedicated PK cable that is included with the ATELIER, connect the ATELIER's PK In connector to the pedalboard's PK OUT connector.
3. Switch on the ATELIER's power.
4. Make sure that the indicator on the pedalboard's rear panel is lit.

Try playing the pedalboard; if you hear the sound of the pedal part from the ATELIER, the connection is complete.

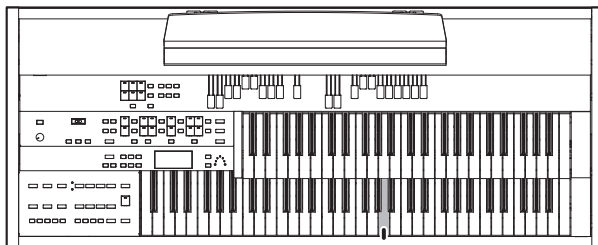
- * This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.
- * For details on settings for the pedalboard, refer to the owner's manual for your pedalboard.



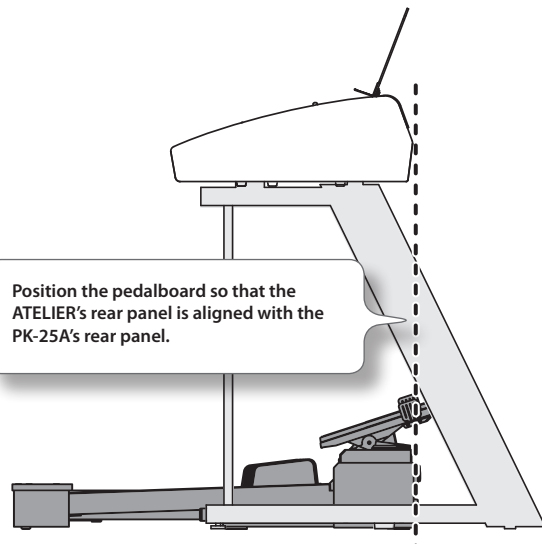
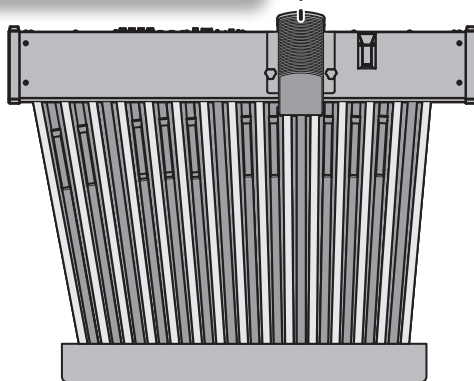
Setting up the pedalboard

Set up the pedalboard as shown below.

For the PK-25A

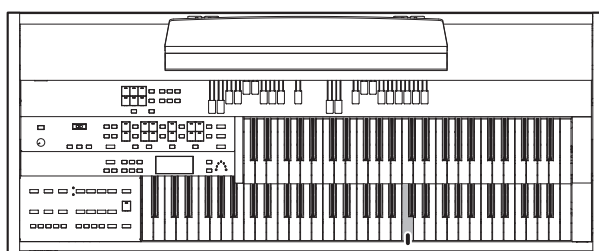


Position the pedalboard so that the lower keyboard's A4 key is aligned with the center of the PK-25A's expression pedal.

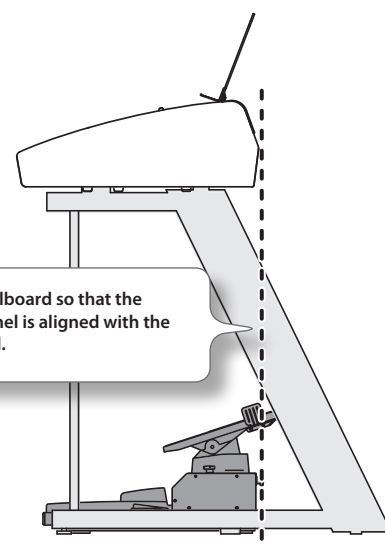
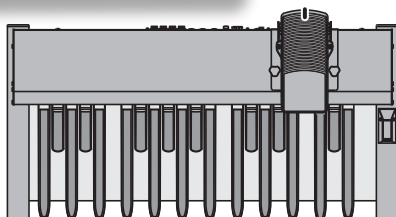


Position the pedalboard so that the ATELIER's rear panel is aligned with the PK-25A's rear panel.

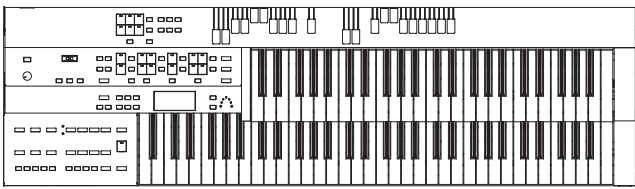
For the PK-7A



Position the pedalboard so that the lower keyboard's C5 key is aligned with the center of the PK-7A's expression pedal.

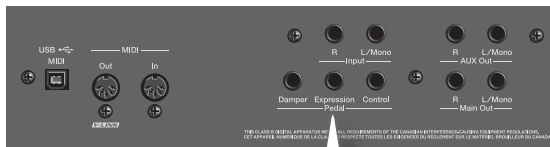


Position the pedalboard so that the ATELIER's rear panel is aligned with the PK-7A's rear panel.



Connecting expression pedals and pedal switches

You can connect an expression pedal (EV-7; sold separately) and pedal switches (DP series; sold separately) to the Pedal jacks on the rear panel.



Connected jack	Explanation
Pedal (Damper) jack	The pedal switch will sustain the notes played on the lower keyboard (p. 56).
Pedal (Expression) jack	The expression pedal will adjust the overall volume (p. 55).
Pedal (Control) jack	The pedal switch will control the function that's assigned to the right foot switch of the pedalboard (PK series; sold separately) (p. 93).

* Use only the specified expression pedal (EV-7; sold separately). By connecting any other expression pedal, you risk causing malfunction and/or damage to the unit.

Using the USB Memory

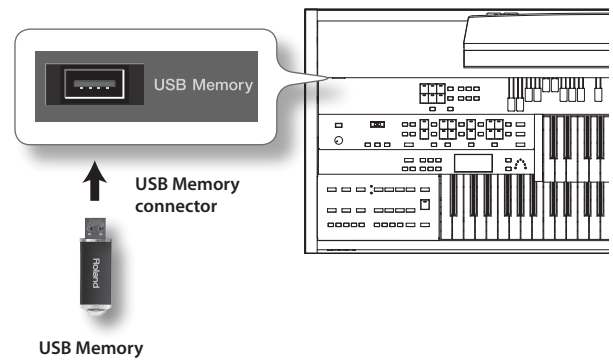
Songs you record on the ATELIER and registration sets you create can be copied to separately available USB memory for safekeeping.

You can also play back SMF music files saved on USB memory (p. 88).

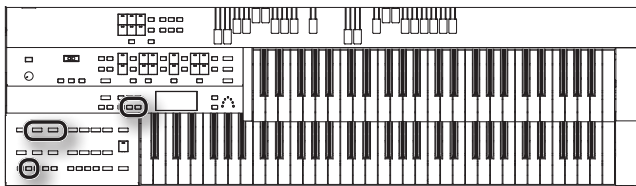
MEMO

If you're using new USB memory, you'll need to initialize (format) it on the ATELIER. For details, refer to "Formatting a USB Memory (Format Media)" (p. 104).

1. Connect your USB memory to the USB Memory connector.

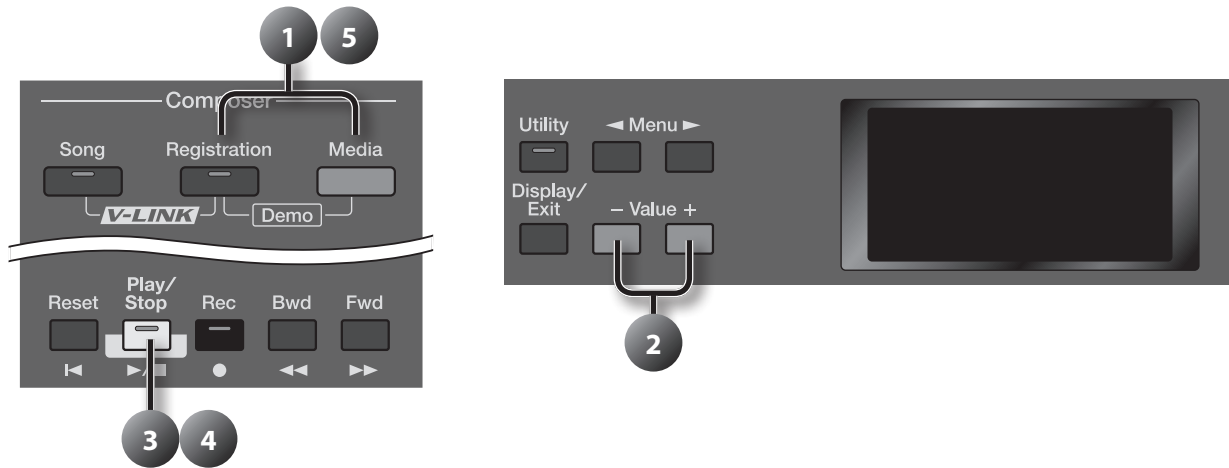


- * Carefully insert the USB memories all the way in—until it is firmly in place.
- * Use USB memory available from Roland. Proper operation cannot be guaranteed if other USB device is used.



Listening to the Demo Songs

The ATELIER contains 10 demo songs. Here's how to play the demo songs, and fully appreciate the sounds, Rhythms, and Automatic Accompaniment that are available with the ATELIER.



1. Press the [Registration] button and [Media] button simultaneously.



2. Press the Value [-] [+] buttons to select a demo song.

Song name	Composer	Player	Copyright
Flamenco Gt	Ryoki Yamaguchi	Ryoki Yamaguchi	© 2011 Roland Corporation
Organ & Scat	Akio Sasaki	Akio Sasaki	© 2011 Roland Corporation
Pop Organ	Ralf Schink	Ralf Schink	© 2004 Roland Corporation
Jazz Organ	Akio Sasaki	Akio Sasaki	© 2007 Roland Corporation
Soft Gospel	Ric Iannone	Ric Iannone	© 2001 Roland Corporation
Jazz Combo	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Hawaiian	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Dixieland	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Slow Waltz	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Jazz Scat	Ric Iannone	Ric Iannone	© 1999 Roland Corporation

3. Press the [Play/Stop] button to start playback of the demo song.
When the selected demo song ends, the next demo song will begin playing.
4. To stop playback in the middle of the song, press the [Play/Stop] button.
5. Press the [Registration] button and [Media] buttons simultaneously to exit the demonstration screen.

* All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

* The data for the demo song that is being played is not available at the MIDI Out connector, USB (MIDI) connector, and USB Memory connector.

Performing

Selecting Sounds (Voices)

The ATELIER is able to produce the sounds of various instruments. These sounds are called “Voices.”

About the Voices and Parts

The ATELIER is a two-manual instrument. These two manuals are called the “upper keyboard” and the “lower keyboard.”

The voices of each keyboard are organized into several parts according to their character.

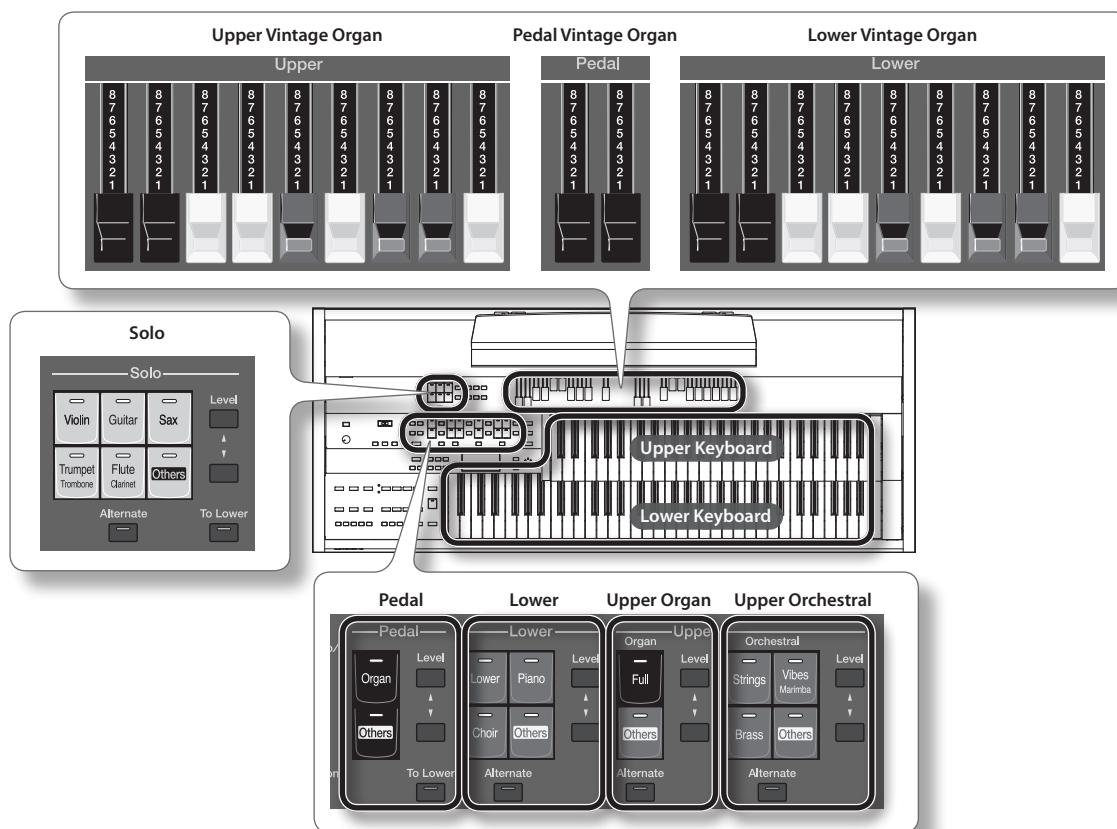
The upper keyboard has three parts: Upper Vintage Organ, Upper Organ, and Upper Orchestral. The lower keyboard has two parts: Lower Vintage Organ and Lower.

You can select one voice for each part, which allows you to play multiple, layered voices.

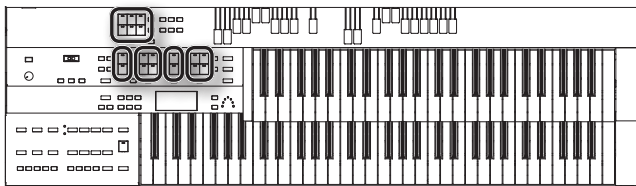
For the upper keyboard and the lower keyboard, you can also layer on the voice of the Solo part.

MEMO

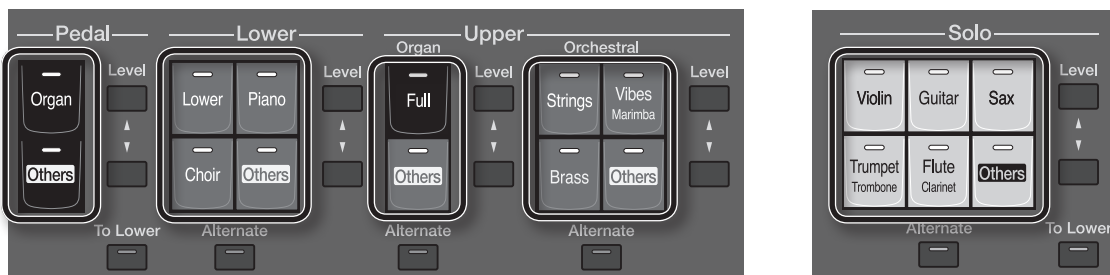
If you’ve connected a pedalboard (PK series; sold separately), you’ll be able to perform using the pedalboard (p. 24). The pedalboard has two parts: Pedal and Pedal Vintage Organ.



Keyboard	Part
Upper Keyboard	Upper Vintage Organ
	Upper Organ
	Upper Orchestral
	Solo (This voice is sounded only when the Solo [To Lower] button be extinguished)
Lower Keyboard	Lower
	Lower Vintage Organ
	Solo (This voice is sounded only when the Solo [To Lower] button lights up)
Pedalboard	Pedal (This voice is sounded when the Pedal [To Lower] button lights up or turn “Bass Split” on)
	Pedal
	Pedal Vintage Organ



Functions of the Voice Buttons



Each time you press a voice button, its indicator will alternate between lit and unlit; when the indicator of a voice's button is lit, that voice can be played.

With the exception of the pedal bass buttons, two voices of the same category are assigned to each button. If a voice of a different category is assigned, the voice names of the two voices are printed on the button.

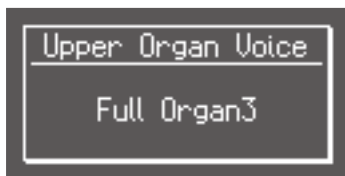
These two voices will alternate each time you press the [Alternate] button.

[Alternate] button	Selected voice
Unlit	The voice printed on the button is selected.
Lit	Another voice of the same category as the voice printed on the button is selected. If a voice of a different category is assigned to the button, the voice printed in the lower line on that button is selected.

Selecting a Voice

1. Press one of the buttons for a part to select a voice for that part.

The name of the selected voice is displayed for several seconds.



If you want to switch to the other voice assigned to that button, press the [Alternate] button.

MEMO

Normally, playing the pedalboard will produce single notes. If you want to play more than one note simultaneously, you are free to change the way in which the pedal bass is sounded (p. 93).

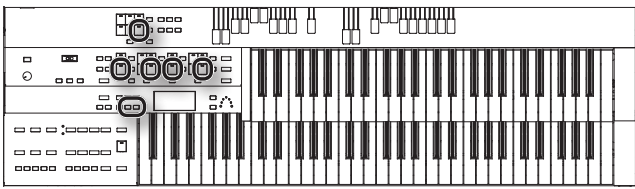
- * If the voice buttons are unlit and the vintage organ voice is off, no sound will be heard when you play the keyboard.
- * If you press the Pedal [To Lower] button (p. 51) so its indicator is lit, the pedal bass voice will sound on the lower keyboard; it will not sound on the pedalboard.

About solo voices

Solo voices will sound only the highest note of the notes played on the upper keyboard.

MEMO

- For the Solo part, you can select voices (SuperNATURAL voices) that are particularly rich in expressive power (p. 52).
- You are free to change the way in which the solo voice is sounded (p. 92).
- * If you press the Solo [To Lower] button (p. 47) so its indicator is lit, the solo voice will sound on the lower keyboard; it will not sound on the upper keyboard.

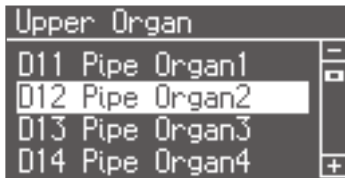


Selecting a voice of the [Others] button

Each part has an [Others] button. By using the [Others] button you can select voices other than organ, such as violin or flute.

1. Press the [Others] button for the Part for which you wish to specify a voice.

The voice name appears in the display.



2. While the voice name is shown in the display screen, use the Value [-] [+] buttons to select the desired voice.

The indicator of the selected [Others] button will blink.

MEMO

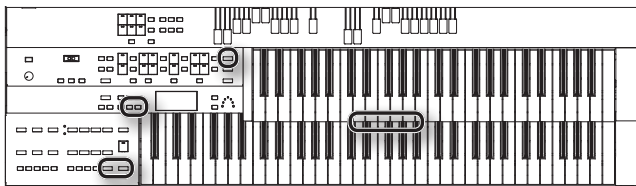
- You can jump by voice group by pressing Menu [◀] [▶] buttons to select the voice.
- To stop mid-way through this or any procedure, press the [Display/Exit] button.

3. Once again, press the [Others] button for the part whose sound you wish to set to confirm the voice.

The indicator of the [Others] button will change from blinking to light.

MEMO

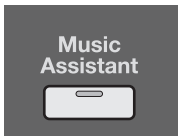
For details on the voices that can be selected with the [Others] buttons, refer to "Voice & Rhythm List."



Recalling Panel Settings by Choosing a Keyword (Music Assistant)

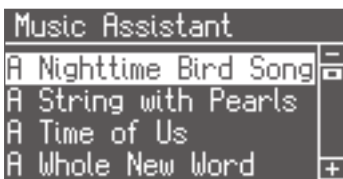
The ATELIER contains panel settings appropriate for various well-known songs from around the world.

By choosing a keyword that suits the feel of your song, you can easily recall a rhythm accompaniment and melody voices. Choose a keyword, and then try playing the keyboard.



1. Press the [Music Assistant] button.

The Music Assistant screen appears.



2. Use the Value [-] [+] or Menu [◀] [▶] buttons to choose a keyword.

The registration [1]–[4] buttons will blink.

Panel settings and rhythms appropriate for the keyword will be recalled to the registration [1]–[4] buttons.

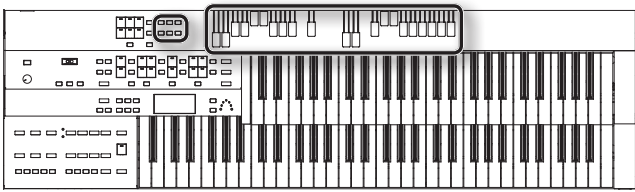
3. Play a chord on the lower keyboard.

When you play the keyboard, an intro will play, and the rhythm will start.

4. Press the registration [1]–[4] buttons to switch the panel settings.

5. Press the [Intro/Ending] button or the [Start/Stop] button to stop the rhythm.

6. To cancel the Music Assistant function, press the [Music Assistant] button so its indicator goes out.



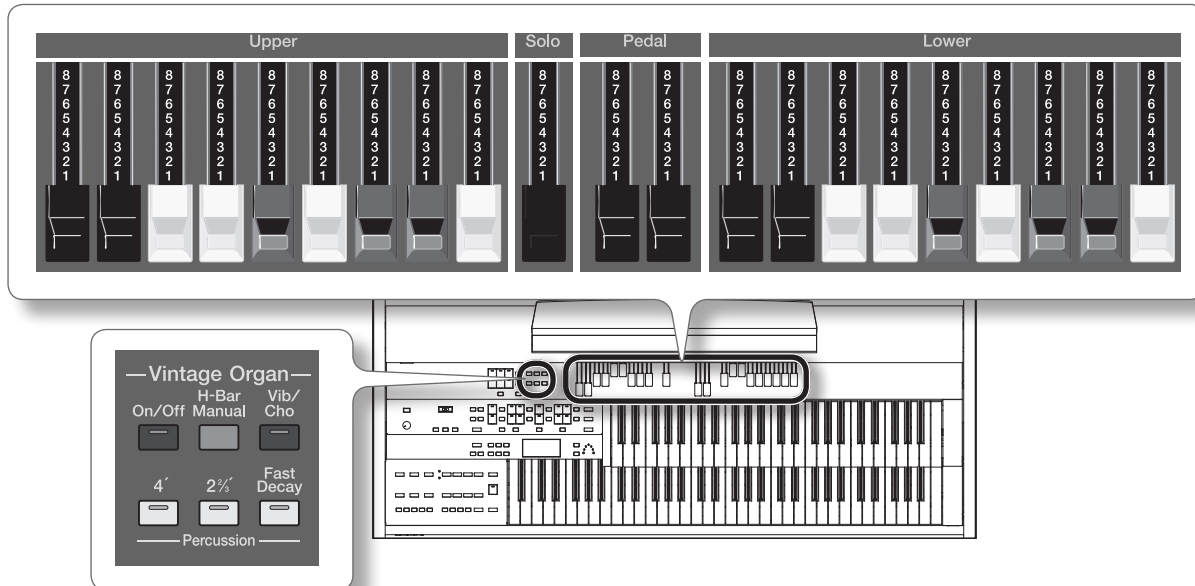
Creating Organ Sounds (Vintage Organ)

The Vintage Organ button lets you add vintage organ sounds to the upper and lower parts.

In addition, you can also use the harmonic bars to modify the selected sound as desired.

The ATELIER provides nine harmonic bars each for the upper keyboard and lower keyboard parts, and two harmonic bars for the pedalboard part.

Each harmonic bar is assigned a sound of a different footage (pitch), and by layering these sounds you can create a variety of organ tones.



By sliding the harmonic bars forward or backward (in or out), you can adjust the volume of the various footages.

The volume can be adjusted over nine steps (0–8).

When a harmonic bar is pulled out all the way (8), the volume is loudest. When it is pushed in all the way (0), there will be no sound.

MEMO

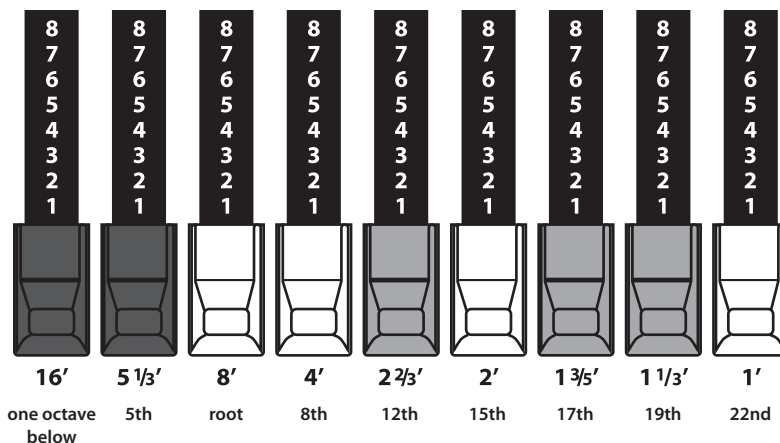
You can use the Solo part's harmonic bar to adjust the volume of the Solo part.

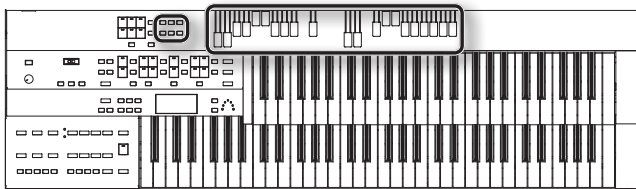
What's the feet?

"Feet" is a term that began as a measurement of the length of the pipes in a pipe organ.

The pipes that produce the basic pitch (fundamental) for each note are considered to be "8 feet" in length.

Therefore, a pipe producing a pitch one octave below that of the reference of 8' (eight feet) would be 16'; for one octave above the reference, the pipe would be 4', and to take the pitch up yet another octave it would be shortened to 2'.

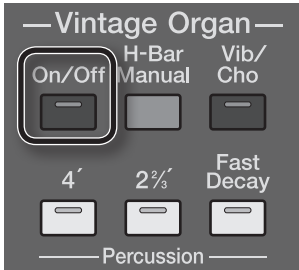




Playing a Vintage Organ Voice

1. Press the Vintage Organ [On/Off] button so its indicator is lit.

Each time you press the button, the indicator will alternate between ON (lit) and OFF.



The Vintage organ screen appears.



2. Slide the harmonic bars that you want to hear.

When a harmonic bar is pulled out all the way (8), the volume is loudest. When it is pushed in all the way (0), there will be no sound.

MEMO

The harmonic bar for the Solo part adjusts the volume of the voice that's selected for the Solo part.

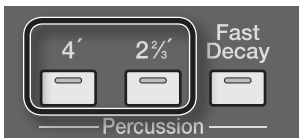
- * Glide and sustain effects are not applied to the Vintage Organ voice.

Adding sparkle to the sound (percussion)

This adds an attack sound to the beginning of the note, making the sound crisper.

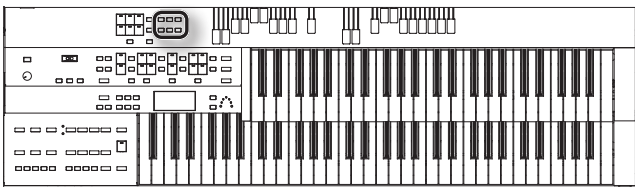
1. Press the Percussion [4'] button or the Percussion [2 2/3'] button so its indicator is lit.

Play the Upper keyboard and notice that an attack has been added.



Button	Explanation
Percussion [4'] button	Percussion one octave above
Percussion [2 2/3'] button	Percussion one octave and a fifth above

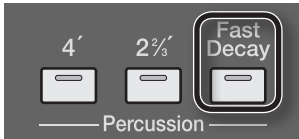
- * The Percussion [4'] button and the Percussion [2 2/3'] button are valid only for vintage organ voices of the upper part.
- * When the Percussion [4'] button or the Percussion [2 2/3'] button are on, the 1' pitch will not be produced.



Adjusting the rate at which the percussion decays

You can shorten the decay time of the percussion sound.

1. Press the Percussion [Fast Decay] button to switch the indicator between lit/unlit.

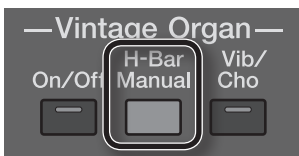


Percussion [Fast Decay] Button	Explanation
Lit	The percussion sound will disappear quickly. The percussion will have a sharper attack.
Unlit	The percussion sound will disappear slowly. The percussion will have a more gentle attack.

Using the harmonic bar settings of the panel

If you've switched registrations so that the Vintage Organ settings have changed, you can switch the Vintage Organ settings to the positions (settings) of the harmonic bars on the panel.

1. Press the [H-Bar Manual].



The part whose indicator is lit will have the settings of the harmonic bar positions (settings) of the panel.

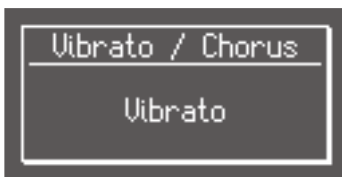
Adding an effect to the sound

You can add a vibrato or chorus effect to the vintage organ voice.

1. Press the [Vib/Cho] button so it's lit.



The name of the effect is shown for several seconds.

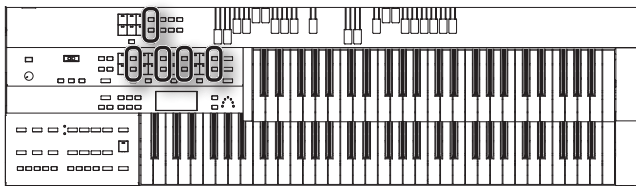


2. While the name of the effect is shown in the display, use the Value [-] [+] buttons to select the desired effect.

Type	Explanation
Vibrato	Applies a vibrato effect to the sound.
Chorus	Applies a chorus effect to the sound.

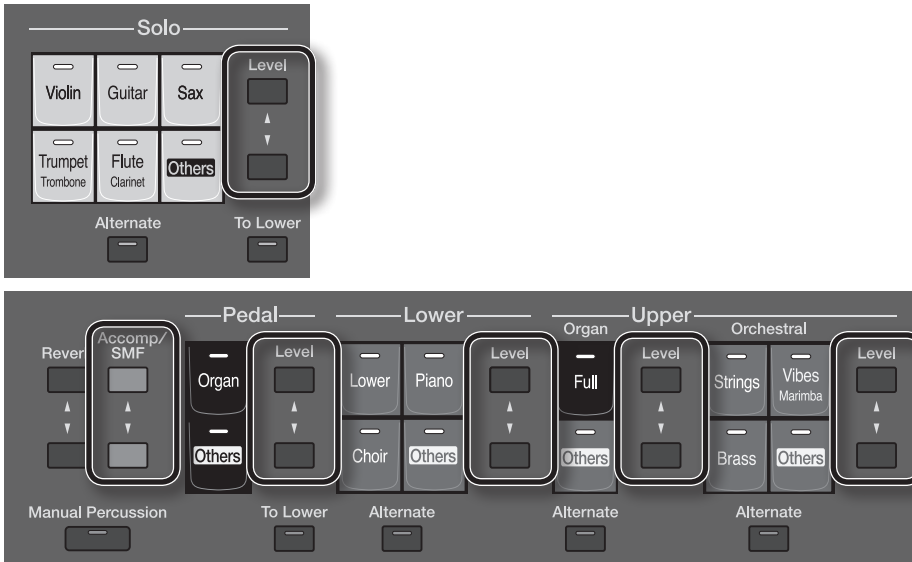
MEMO

You can select the part to which the vibrato effect or chorus effect is applied (p. 92).



Adjust the Volume Balance

The ATELIER allows you to adjust the volume balance individually for each Part.



The following buttons are used to adjust the volume of a multiple number of Parts.

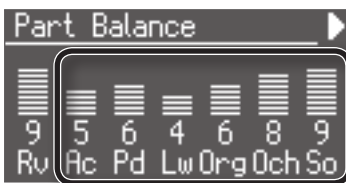
Button	Part
Accomp/SMF [▲] [▼] button	Automatic Accompaniment (except Bass)
	Playback of performance songs from something other than the ATELIER performance songs (for example: SMF music files)
	Rhythm performance
	Drums/SFX
	Manual Percussion
Pedal Level [▲] [▼] button	Pedal voice
	Bass note of Automatic Accompaniment

1. The volume levels of each part are adjusted using the corresponding [▲] [▼] buttons.

The volume can be set to any value from 0 to 12.

When the volume value shown in the display is 0, that part will produce no sound.

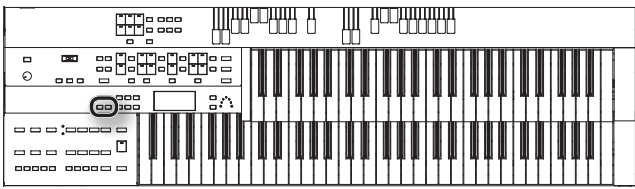
You can also press the [▲] button or [▼] button of the part whose volume you wish to adjust, so that the "Part Balance" screen is displayed for several seconds, allowing you to check the volume balance.



Display	Part
Ac	Accomp/SMF
Pd	Pedal
Lw	Lower
Org	Upper Organ
Och	Upper Orchestral
So	Solo

MEMO

From the Part Balance screen, you can press the Menu [▶] button to access the Accomp Part Balance screen. In the Accomp Part Balance screen you can adjust the volume balance for each of the arranger's accompaniment parts (p. 96).



Transposing to a Different Key (Key Transpose)

You can transpose the key of a performance without having to shift the position of your fingers on the keyboard. This feature is called “Key Transpose.” For example: you may play in the familiar C major scale while your music will sound in any key of your choice.

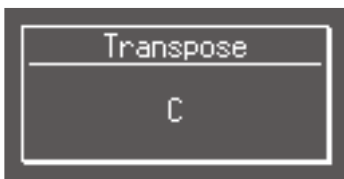


1. Press the Transpose [-] [+] buttons.

Each press of the Transpose [-] [+] buttons transposes the key a semitone.

The transpose value is displayed in the screen.

Acceptable values range from A b to G (in semitone steps).

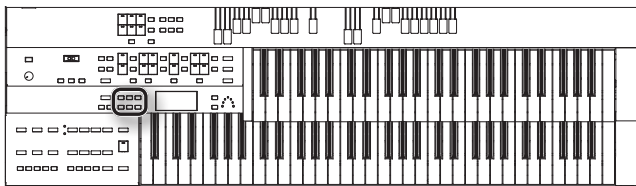


If the pitch is transposed (something other than C), the indicator of one of the Transpose buttons, either [-] [+], will be lit.

If the pitch is not transposed (i.e., the key is C), the indicator of both the Transpose [-] [+] buttons will be extinguished.

MEMO

- By pressing the Transpose [-] [+] buttons simultaneously, you can restore the default setting “C.”
- You can change the timing at which the transposition settings saved in a Registration will be recalled. For details refer to “Registration Transpose Update (Trans. Update)” (p. 97).



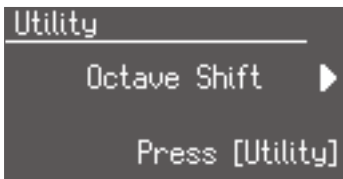
Transpose the Pitch in Octave Units (Octave Shift)

The pitch of the sound played by the keyboard can be adjusted in one-octave steps. This function is called "Octave Shift."

You can individually specify Octave Shift for each of the following parts.

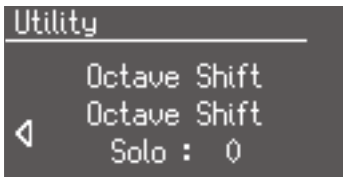
- Upper Organ part
- Upper Orchestral part
- Lower part
- Pedal part
- Solo part

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Octave Shift."



3. Press the [Utility] button.
4. Use the Menu [◀] [▶] buttons to select a Part to which you wish to apply an Octave Shift.

Part	Upper Organ, Upper Orch, Lower, Pedal, Solo
------	---------------------------------------------



5. Use the Value [-] [+] buttons to set the amount of shift.

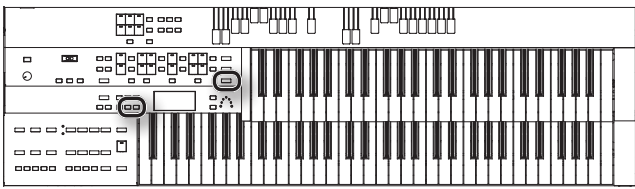
The value can be set to a range of +/- 3 octaves.

To return to the basic screen, press the [Display/Exit] button a number of times.

MEMO

By holding down the [Utility] button and using the Menu [◀] [▶] buttons, you can jump to editing screens for the reverb effect (p. 41) and sustain effect (p. 40) of the same part.

- * Please note that when you apply the Octave Shift function to certain voices, their pitch could be stretched beyond their recommended note ranges, and they may not sound as expected. Care should be taken when using Octave Shift.



Adding Effects to a Voice

The ATELIER allows you to apply various effects to the sounds you play from the keyboard.

Adding Harmony to a Melody (Harmony Intelligence)

Harmony appropriate for the chord you play in the lower keyboard can be added to the highest note played in the upper keyboard. This function is called "Harmony Intelligence."

When you press the [Harmony Intelligence] button, the voice most suitable for the selected harmony intelligence will be selected automatically.



1. Press the [Harmony Intelligence] button (indicator lights).

Each time you press a [Harmony Intelligence] button, the indicator will alternate between ON (lit) and OFF.

Changing the Type of Harmony Intelligence

The ATELIER provides 18 types of harmony intelligence.

When you press the [Harmony Intelligence] button, the most appropriate voice(s) will be automatically set. The manner in which notes will sound also depends on the Harmony type.

1. Press the [Harmony Intelligence] button (indicator lights).

2. While the Harmony Intelligence name is shown in the display screen, use the Value [-] [+] buttons to select the Harmony Intelligence.

The indicator of the [Harmony Intelligence] button will blink.

To cancel the procedure, press the [Display/Exit] button.

3. Once again, press the [Harmony Intelligence] button.

The indicator of the [Harmony Intelligence] button will light, and the Harmony Intelligence is confirmed.

Harmony Intelligence types:

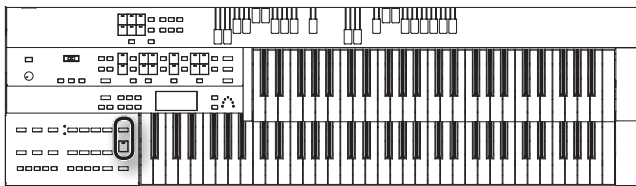
Type	Solo Voice	Upper Voice	Number of notes of the harmony
BIG BAND	Trumpet	Flugel Horn	5
STRINGS	Strings 1	Strings 5	4
BLOCK	Vibraphone	Natural Piano	5
TRADITIONAL*	Currently selected tone		3
HARP	—	Harp	2
COMBO	Clarinet	Trombone	3
JAZZ SCAT	Jazz Scat	Jazz Scat	4
COUNTRY	Full Organ1	Jazz Guitar	3
BROADWAY	Celesta	Theater Or.1	3
OCTAVE 1*	Currently selected tone		2
OCTAVE 2*	Currently selected tone		2
1 NOTE*	Currently selected tone		2
3 NOTES*	Currently selected tone		4
BIG BAND*	Currently selected tone		5
STRINGS*	Currently selected tone		4
BLOCK*	Currently selected tone		5
JAZZ SCAT*	Currently selected tone		4
BROADWAY*	Currently selected tone		3

* For types indicated by "*", the currently selected voice will be selected.

* Harmonies are added only to the Upper voice.

MEMO

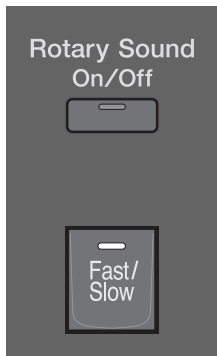
Harp-type harmony intelligence will not sound the keys you play. Use your left hand to play a chord in the lower keyboard and use your right hand to play a glissando on the upper keyboard, and a beautiful harp glissando will be produced.



Adding Modulation to the Sound (Rotary Effect)

Rotary is an effect which simulates the sound of rotating speakers.

There is a choice of two settings: Fast and Slow.



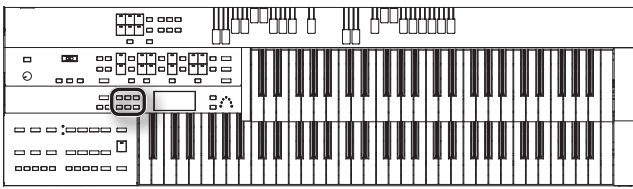
1. Select the voice to which you wish to apply the Rotary effect.
2. Press the Rotary Sound [On/Off] button (confirm that its indicator is lit).
The Rotary effect will be applied to the voice.
3. Press the Rotary Sound [Fast/Slow] button to switch between Rotary Fast (Lit) and Rotary Slow (Unlit).

Rotary Sound [Fast/Slow] button	Effect
Lit (Fast)	The effect obtained is equivalent to speakers being rapidly rotated.
Unlit (Slow)	Effect simulating the slow rotation of speakers.

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

MEMO

- The function of the Rotary Sound [Fast/Slow] button can be assigned to the foot switch of the pedalboard (PK series; sold separately) (p. 93).
- For details on voices to which the rotary effect can be applied, refer to "Voice & Rhythm List."



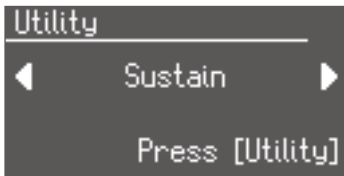
Adding Resonance to the Sound (Sustain Effect)

Sustain allows you to add a Sustain effect or decay to each voice after the keys are released.

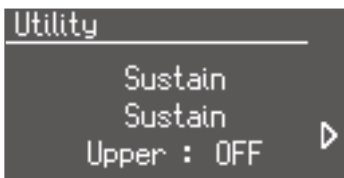
The Sustain effect can be added simultaneously to the Upper (except the Solo Part), Lower, and Pedal voices.

* The Sustain effect will not be applied to the Solo part and vintage organ part voice.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select the "Sustain."



3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select the desire part.



Part	Upper, Lower, Pedal
------	---------------------

5. Press the Value [-] [+] buttons to switch ON or OFF.

To return to the basic screen, press the [Display/Exit] button.

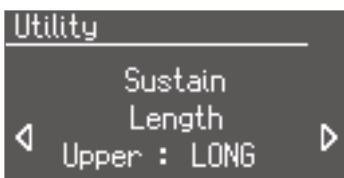
MEMO

By holding down the [Utility] button and using the Menu [◀] [▶] buttons, you can jump to editing screens for the octave shift (p. 37) and reverb effect (p. 41) of the same part.

Changing the sustain length

The sustain length can be set independently for the each keyboard.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select the "Sustain."
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Length."



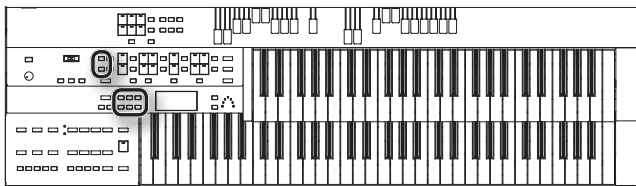
5. Press the Menu [◀] [▶] buttons to select the part whose sustain length you wish to adjust.

Part	Upper, Lower, Pedal
------	---------------------

6. Press the Value [-] [+] buttons to adjust the setting.

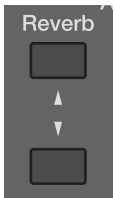
Settings	SHORT, MIDDLE, LONG
----------	---------------------

To return to the basic screen, press the [Display/Exit] button.



Adding Reverberation to the Sound (Reverb Effect)

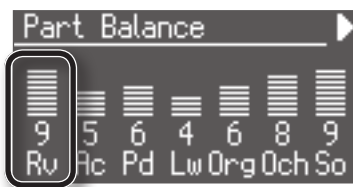
Reverb is an effect that adds a sense of spaciousness to the sound, creating the illusion of playing in a concert hall.



1. Press the Reverb [▲] [▼] buttons to adjust the overall Reverb amount.

When you press the Reverb [▲] button, additional Reverb is applied. Pressing the Reverb [▼] button decreases the Reverb level.

When you press the Reverb [▲] [▼] buttons, the Reverb level will be shown in the display.



Changing the reverb type

By changing the reverberations of the notes, you can enjoy the atmosphere of performance in a wide variety of different locations.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Reverb."



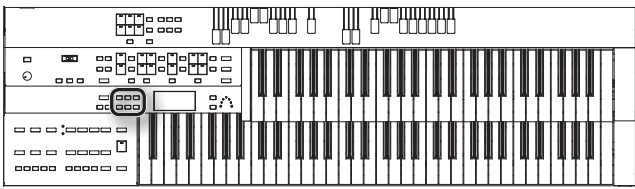
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Reverb Type."



5. Press the Value [-] [+] buttons to select a Reverb type.

Type	Explanation
ROOM 1	Reverberation of a small room
ROOM 2	Reverberation of a small club
ROOM 3	Reverberation of a large room
HALL 1	Reverberation of a large concert hall
HALL 2	Reverberation of a small concert hall
SMALL CHURCH	The reverberation of a small church
LARGE CHURCH	The reverberation of a large church
CATHEDRAL	The reverberation of a cathedral
PLATE	A bright, metallic reverberation
DELAY	An echo-like sound repeated several times
PAN DELAY	Similarly to the above but where the sound is panned between the left and right speakers

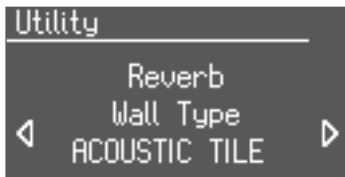
To return to the basic screen, press the [Display/Exit] button.



Changing the wall type

By changing the type of reverb you can experience the feeling of performing in various different locations, and by changing the Wall Type (wall material) you can make further adjustments to the way in which reverberation occurs.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Reverb."
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Wall Type."



5. Press the Value [-] [+] buttons to select a Wall type.

Type	Explanation
DRAPERY	Pleated curtain
CARPET	Carpet
ACOUSTIC TILE	Acoustical tile, sound-absorptive tile
WOOD	Wood
BRICK	Brick
PLASTER	Plaster
CONCRETE BLOCK	Concrete block
MARBLE	Marble

To return to the basic screen, press the [Display/Exit] button.

Changing the depth of the reverb

You can make independent settings for each Part.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Reverb."
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Depth."



5. Press the Menu [◀] [▶] buttons to select the part whose reverb depth you wish to adjust.

Part	Explanation
	Accomp (Automatic Accompaniment except Bass), Rhythm, Drums, M.Perc A.Bass (Bass part of Automatic Accompaniment), Pedal, Lower, Solo, Vintage

6. Press the Value [-] [+] buttons to adjust the setting.

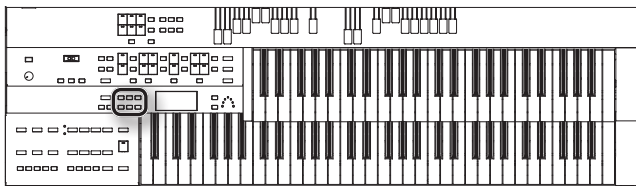
Settings	Explanation
0-10, AUTO (Accomp, Rhythm, A.Bass)	Increasing the value will increase the amount of reverb effect.

For the three Parts of the Accomp, Rhythm and A.Bass, you have the option of selecting the "AUTO" setting. Parts for which "AUTO" is selected will be set to the Reverb Depth that is most suitable for the Rhythm currently selected.

To return to the basic screen, press the [Display/Exit] button.

MEMO

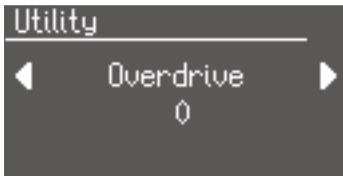
By holding down the [Utility] button and using the Menu [◀] [▶] buttons, you can jump to editing screens for the octave shift (p. 37) and sustain effect (p. 41) of the same part.



Making the Sound Distort (Overdrive Effect)

The Overdrive effect makes the sound distort.

1. Press the [Utility] button.
2. Use the Menu [◀] [▶] buttons to select "Overdrive."



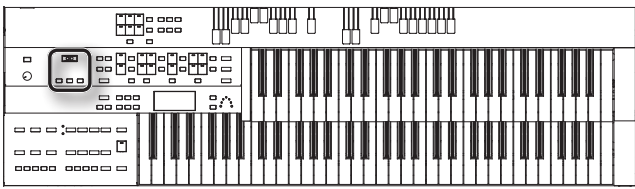
3. Use Value [-] [+] to adjust the amount of distortion.

Settings	Explanation
0-12	Higher values apply the Overdrive effect more strongly.

To return to the basic screen, press the [Display/Exit] button.

MEMO

For details on voices to which the overdrive effect can be applied, refer to "Voice & Rhythm List."



Using the D Beam Controller to Modify the Sound

By positioning your hand above the D Beam controller located on the front panel, you can easily modify the sound or produce sound effects. This is a useful way to make your live performance even more expressive.



1. Press either the D Beam [Pitch], [Filter], or [Volume] button, so its indicator is lit.

Pressing the button cycles the illumination status of the indicator between lit (red), lit (green), and unlit. Switch the color of the button's indicator to select the desired effect.

Button	Indicator color	Explanation
[Pitch] button	Red	Changes the pitch of the sounds you play on the upper keyboard (Pitch bend).
	Green	A bass drum and cymbal will sound.
[Filter] button	Red	Changes the tonal character of the sounds you play on the upper keyboard. * For some sounds, the tonal change may be difficult to notice.
	Green	The cymbal will be struck with gradually increasing force.
[Volume] button	Red	Changes the volume of the sounds you play on the upper keyboard.
	Green	The sound of a wind chime is produced.

2. Place your hand above the D Beam controller.

The effect assigned to the D Beam controller will be applied to the sound.

3. To turn off the D Beam controller, press the button you pressed in step 1 a number of times until the indicator goes out.

Effective range of the D Beam controller

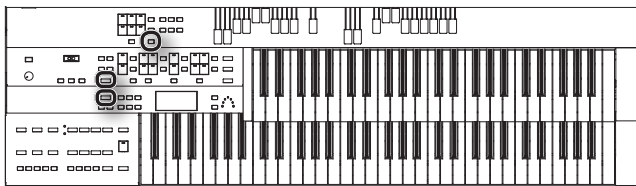
The illustration at right shows the effective range of the D Beam controller. Moving your hand outside this range will not produce any effect.

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. 94) will make it more sensitive.





Using the Lower Keyboard Effectively

You can divide the lower keyboard into two or more sections and play solo voices, play the pedal bass voice, or combine a variety of uses for even more versatility.

For example, the following applications are possible.

Using the lower keyboard to play the solo voice

Press the Solo [To Lower] button in the Solo section to Play the Solo voice to the Lower keyboard (p. 48).

- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo

Using the lower keyboard to play the bass part by hand

Set "Bass Split" to "ON" to play the Pedal Bass voice from the Lower keyboard (p. 48).

- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo

Using the lower keyboard to play drum sounds or sound effects

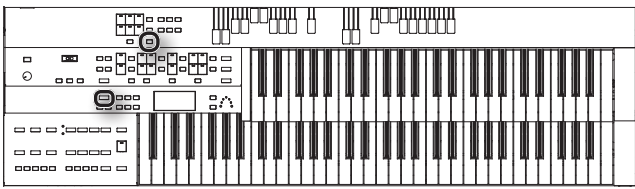
Press the [Manual Percussion] button to play drum sounds or sound effects with the Lower voice on the lower keyboard (p. 49).

- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo

Playing drum sounds from the entire lower keyboard

Press the [Drums/SFX] button (p. 50).

- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo



Using the lower keyboard to play drum sounds and solo voice

Press the [Drums/SFX] button, and then press the Solo [To Lower] button (p. 47, p. 50).

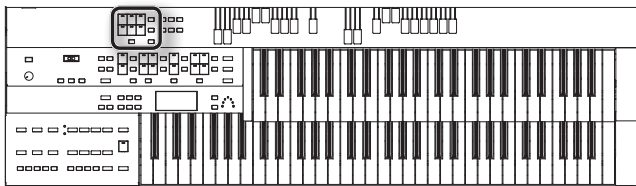
- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo

By changing the combination of voices that are played on the Lower keyboard, and by changing the Solo Split Point (p. 47) and Bass Split Point (p. 48), you can create the following types of setup.

- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo

- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo

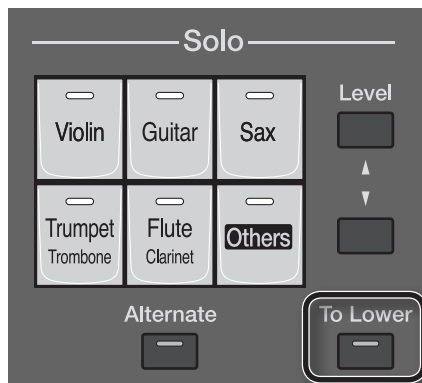
- Drums/SFX
- Manual Percussion
- Bass
- Lower
- Solo



Playing the Solo Voice on the Lower Keyboard (Solo To Lower)

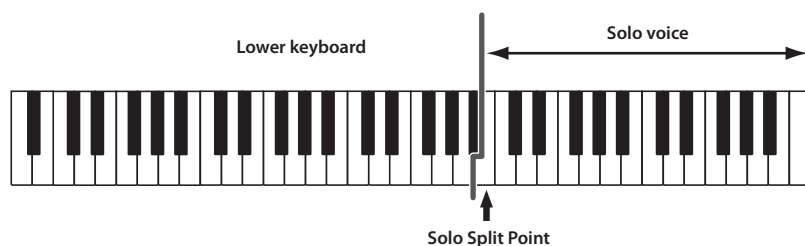
Normally, the solo voice will sound on the upper keyboard.

By using the Solo [To Lower] button, you can play the solo voice in the righthand side of the lower keyboard that includes the B4 key. The state in which the keyboard is divided in this way is called “split,” and the location at which the keyboard is divided to play the solo voice in the lower keyboard is called the “Solo Split Point.”



1. Press a voice button for the Solo part to select the voice you want to play (p. 29).
2. Press the Solo [To Lower] button (indicator lights).

When you play the Lower keyboard, the Solo voice will sound in the range to the right of the Solo Split Point.



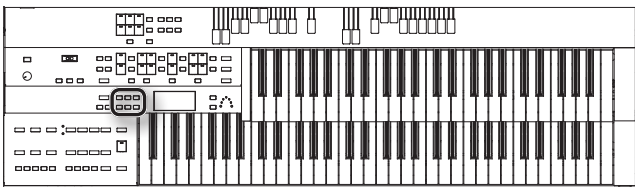
3. To turn off the Solo split, press the Solo [To Lower] button (indicator turns off).

The Solo voice will no longer sound in the Lower keyboard; the Solo voice will now be played in the Upper keyboard.

* If the Solo [To Lower] is ON, the Solo voice will not be heard from the upper keyboard.

MEMO

- You can change how the Solo voice will sound (p. 92).
- You can adjust the Solo Split Point (p. 92).

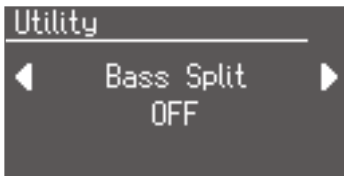


Using the Lower Keyboard to Play the Bass Voice (Bass Split)

By using the "Bass Split" function you can play the bass voice in the left-hand side (including C3) of the lower keyboard.

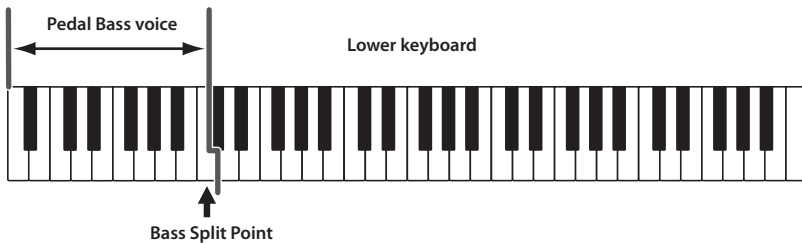
The location at which the lower keyboard is divided in this way, to play the pedal bass voice, is called the "Bass Split Point."

1. Select a Pedal Bass voice (p. 29).
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons to select "Bass Split."



4. Use the Value [-] [+] buttons to turn "Bass Split" on.

When you play the Lower keyboard, the Pedal Bass voice will sound in the range to the left of (and including) the bass split point note.

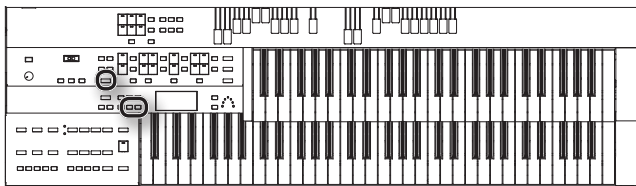


To return to the basic screen, press the [Utility] button.

- * It is not possible to select and play both "Bass Split" function and Pedal [To Lower] buttons simultaneously (p. 51).
- * If the "Bass Split" function is on, the Pedal Bass voice will not be heard from the pedalboard. The Pedal Bass voice will sound from the Lower keyboard.

MEMO

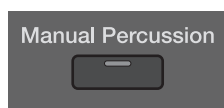
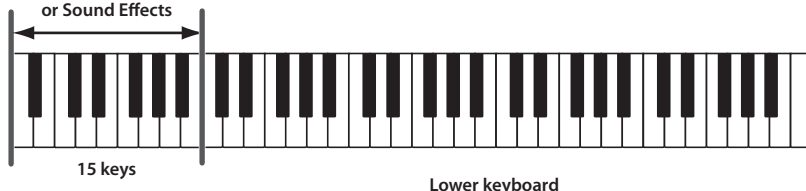
You can adjust the Bass Split Point (p. 92).



Playing a Lower Voice with Percussion Instrument Sounds and a Voice Phrase (Manual Percussion)

You can play various drum sounds and sound effects using the bottom 15 keys of the Lower keyboard. This is convenient when you wish to play the Lower voice together with drum sounds or sound effects.

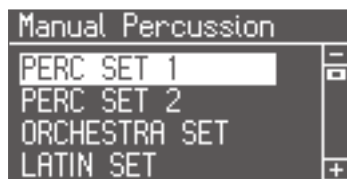
The keys for Drum sounds or Sound Effects



1. Press the [Manual Percussion] button (indicator lights).

The button will alternate between ON (lit) and OFF (dark) each time it is pressed.

The Manual Percussion screen will be displayed for several seconds.



* It is not possible to select and play both [Drums/SFX] and [Manual Percussion] buttons simultaneously (p. 50).

2. When you play the bottom 15 keys of the Lower keyboard the chosen drum sound is played on each key.

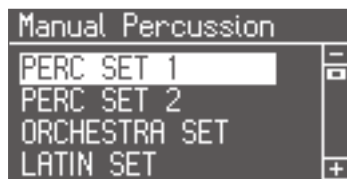
Changing the manual percussion sets

You can choose from seven different manual percussion sets.

When you change the Manual Percussion Set, the sound played by each of the 15 lowest notes of the Lower keyboard will change.

1. Press the [Manual Percussion] button (indicator lights).

The Manual Percussion screen will be displayed for several seconds.



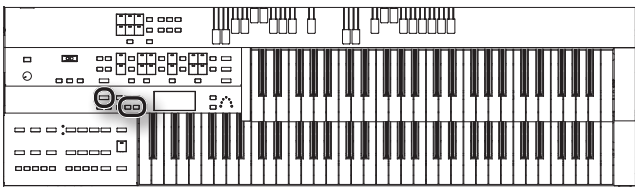
2. While the Manual Percussion screen is displayed, use the Value [-] [+] buttons to select the desired manual percussion set.

The [Manual Percussion] button indicator will begin to flash.

Manual Percussion Set	PERC SET 1, PERC SET 2, ORCHESTRA SET, LATIN SET, ASIAN SET, VOICE PHRASE, SFX SET
-----------------------	------------------------------------------------------------------------------------

3. Press the [Manual Percussion] button once again.

The [Manual Percussion] button indicator will change from blinking to lit, and your choice of drum set will be finalized.



Playing Drums from the Entire Lower Keyboard (Drums/SFX)

You can use the Lower keyboard to play various drum sounds (drum set). In this case, the Lower voices will no longer sound.



1. Press the [Drums/SFX] button (indicator lights).

Play the Lower keyboard and listen to the various drum sounds on each key.

The [Drums/SFX] button will alternate between on (lit) and off each time it is pressed.

* For some drum sets, there will be keys that do not sound.

Changing the Drum/SFX set

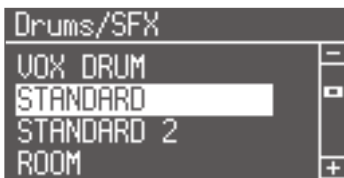
As the drum set, you can choose from 18 types of drum set. When you change the drum set, the sound produced by each note will change.

1. Press the [Drums/SFX] button (indicator lights).

The Drums/SFX will be displayed for several seconds.

2. When the Drum Set name is displayed on the screen, press the Value [-] [+] buttons to select a Drum Set or Sound Effect Set.

The [Drums/SFX] button indicator will begin to blink.

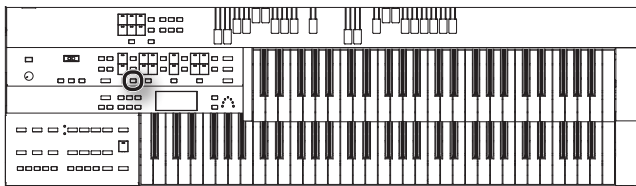


Drum/SFX set	POP, ROCK, JAZZ BRUSH, VOX DRUM, STANDARD, STANDARD 2, ROOM, ROOM 2, POWER, ELECTRONIC, TR-808, DANCE, JAZZ, BRUSH, BRUSH 2, ORCHESTRA, ETHNIC, SOUND EFFECTS
--------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------

To stop mid-way through this or any procedure, press the [Display/Exit] button.

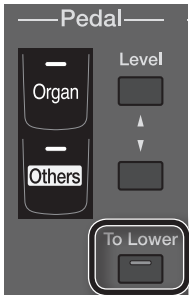
3. Press the [Drums/SFX] button once again.

The [Drums/SFX] button indicator will light constantly, and the selected Drum/SFX set will be applied.



Using the Lower Keyboard to Play the Bass Voice (Pedal To Lower)

By using the Pedal [To Lower] button, you can sound the Pedal Bass voice by playing the root note (p. 122) of a chord on the Lower keyboard in the area that is playing the Lower voice.



1. Select a Pedal Bass voice (p. 29).
2. Press the Pedal [To Lower] button (indicator lit).

When you play a chord in the area of the Lower keyboard that sounds the Lower voice, the Pedal Bass voice will also be heard and will play the root note.

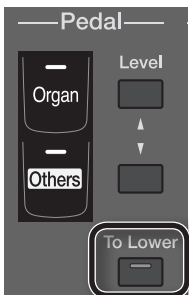
If the "Leading Bass" function is on (p. 95), the lowest note played in the lower keyboard will sound the pedal bass voice.

- * If no portion of the Lower keyboard is sounding the Lower voice (the [Drums/SFX] button is ON), the Pedal Bass voice will not sound.
- * If the Pedal [To Lower] is ON, the Pedal Bass voice will not be heard from the pedalboard.

Easily Playing Chords on the Lower Keyboard (Easy One Finger)

This function lets you produce chords simply by playing one or two keys on the lower keyboard; it's called the "Easy One Finger" function.

1. Hold down the Pedal [To Lower] button for several seconds until its indicator starts lighting.



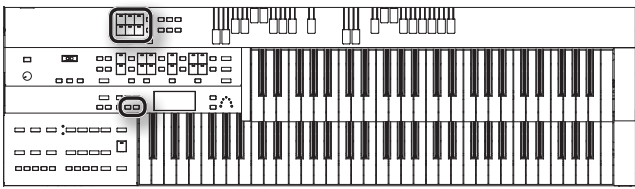
Easy One Finger will turn on.

MEMO

If Easy One Finger is turned on, the sound of the lower keyboard part will be sustained even after you release the notes you were pressing in the lower keyboard; this sound will be sustained until you play the next note.

The following functions will also turn on.

- Chord Intelligence (p. 95)
- Pedal To Lower
- EZ Touch (p. 92)

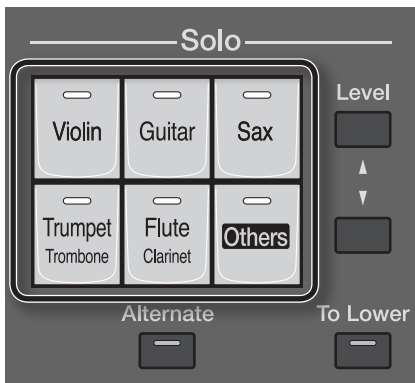


Realistically Expressing Acoustic Instrument Performances (SuperNATURAL Voices)

Acoustic instruments are noted for their richly varied tonal changes and the diversity of their performance techniques; these are indispensable elements that produce the distinctive charm of such instruments. "SuperNATURAL voices" are special voices that are able to realistically express the sounds and performance techniques of these acoustic instruments.

Selecting a SuperNATURAL Voice

* SuperNATURAL voices can be selected only for the Solo part.

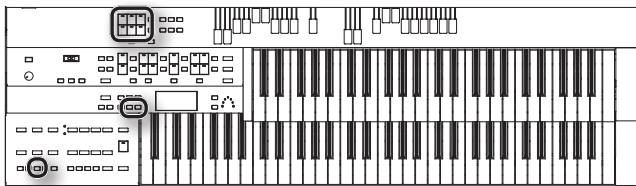


1. Press one of the Solo part voice buttons.

A SuperNATURAL voice will be selected.



If you want to switch to the other SuperNATURAL voice assigned to the button, press the [Alternate] button.



Selecting the SuperNATURAL voice of the [Others] button

1. Press the Solo part [Others] button.

The display will show the voice name.



The indicator of the selected [Others] button will light.

2. While the display shows the voice name, use the Value [-] [+] buttons to select a SuperNATURAL voice.

The indicator of the Solo [Others] button will blink.

SuperNATURAL voices have an "N." at the beginning of their name.



If you decide to cancel the procedure, press the [Display/Exit] button.

3. Press the Solo part [Others] button once again to confirm the voice you selected.

The indicator of the Solo part [Others] button will change from blinking to steadily lit, and the SuperNATURAL voice will be selected.

Optimal Settings for Playing a SuperNATURAL Voice

You can play SuperNATURAL voices even more effectively by making the appropriate solo mode and foot switch settings.

You can also automatically set these controllers for optimally playing a SuperNATURAL voice.

MEMO

If you want to use the foot switches, connect a pedalboard (PK series; sold separately) (p. 24).

1. Select a SuperNATURAL voice.
2. While the display shows the voice name, press the [Rec] button.

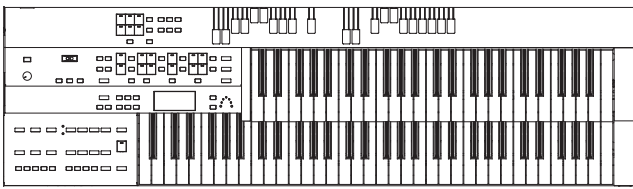
A confirmation message appears.

3. Press the [Rec] button.

The setting will be changed.

The following settings are changed.

Parameter	Value set	Explanation
Solo Mode (p. 92)	POLYPHONIC	The solo voice will sound on all keys played in the solo part.
L Foot Switch (p. 93)	N.CONTROL1	Applies an effect to the SuperNATURAL voice (p. 54).



Playing a SuperNATURAL Voice

When you play a SuperNATURAL voice, its tone quality will change appropriately when you play legato or staccato passages.

In addition, using the foot switches or D Beam while you perform can apply a variety of effects to the sound, making your performance expression even richer and more realistic.

If you want to use the foot switches while performing, assign the foot switch functions (L Foot Switch, R Foot Switch) to "N.CONTROL 1" and "N.CONTROL 2" (p. 93).

MEMO

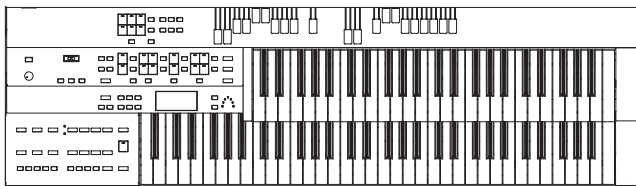
If you want to use the foot switches, connect a pedalboard (PK series; sold separately) (p. 24).

Characteristics of the SuperNATURAL voices

Voice name	Characteristics	Foot switch effect	
		N.CONTROL 1	N.CONTROL 2
N.Violin	A sound with beautifully applied portamento and vibrato.	Portamento	Pizzicato
N.Cello			
N.Er Hu	This is characterized by the portamento and ornaments distinctive to the Er Hu.	Portamento	Ornament
N.NylonStrGt	A hold effect that sustains the sound and sound effects in the lower range make this unique.	Hold	Harmonics
N.FlamencoGt	When you play chords, the sound of guitar strumming is produced.		
N.Trumpet	The "falls" typical of a trumpet are particularly effective.	Glissando	Fall
N.Trombone	The glissando that smoothly connects pitches is typical of this instrument.	Glissando	Fall
N.Alto Sax	This is notable for its beautifully supple tone and its growl playing technique.	Glissando	Growl
N.Tenor Sax			
N.Flute	This sound has an appealing glissando that smoothly connects the notes.	Glissando	Growl
N.EnglishHrn	The ability to sustain long notes and the beautiful vibrato make this voice special.	Glissando	Growl
N.Clarinet	The glissando has a sense of pitch that is distinctive of the clarinet.	Glissando	Growl
N.Shakuhachi	You can use ornaments in a way that is unique to the shakuhachi.	Glissando	Ornament
N.Harmonica	The growl technique that characterizes the harmonica is particularly expressive.	Glissando	Growl
N.Marimba	This sound provides the distinctive tremolo of the marimba.	Glissando	Tremolo

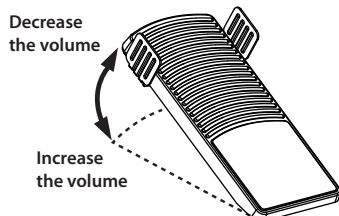
Foot switch effects

Effect	Explanation
Portamento, Glissando	These performance techniques continuously vary the pitch between two notes. The way in which notes are connected will depend on the construction of the instrument.
Pizzicato	In this performance technique, the strings of the violin are plucked with the fingers rather than bowed with the bow, producing sharply defined notes.
Ornament	This performance technique produces a rapid change in pitch at the beginning of the note, in a way that is distinctive of that particular 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.
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.
Tremolo	This is the technique of rapidly repeating a single note, or rapidly alternating between multiple notes.



Adjusting the Overall Volume Using an Expression Pedal

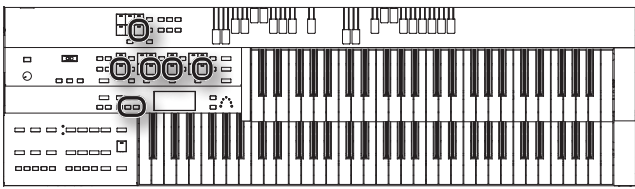
You can use a pedalboard (PK series; sold separately) or expression pedal (EV-7; sold separately) to adjust the ATELIER's overall volume. Stepping down on the expression pedal will increase the volume; releasing the pedal will decrease the volume.



* Completely releasing the expression pedal does not lower the volume to zero. If you do want to turn down the volume completely, set the [Master Volume] knob to the Min (Minimum) position.

MEMO

- Even as you release your foot from the expression pedal and lower the volume, the lower-range portion will linger on. This provides a natural sounding resonance.
- When an Active Expression voice is selected, the expression pedal can be used to produce changes in the voice (p. 56).
- Likewise you can specify whether the Expression Pedal will or will not control the volume during the playback of recorded music data (p. 94).
- You can specify whether the expression pedal will function when playing back performance data that was recorded on the ATELIER series (p. 94).



Performing with an Active Expression Voice

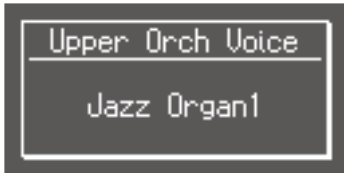
For “Active Expression Voices,” operating the expression pedal will control not only the volume but also the tone, or may add additional sounds.

MEMO

If you want to use an expression pedal, you’ll need to connect a pedalboard (PK series; sold separately) or an expression pedal (EV-7; sold separately) (p. 26).

1. Press the [Others] button of the Part to which you want to assign an Active Expression voice.

The voice name appears in the display.



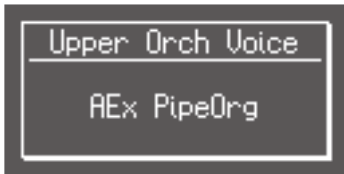
The indicator of the selected [Others] button will light.

- * You can also use the Upper Organ part’s [Others] button to select an Active Expression voice, but the active expression effect won’t be applied.

2. Press the Value [-] [+] buttons to select the Active Expression Voice.

The indicator of the selected [Others] button will blink.

Active Expression Voices have the letters “AEx” preceding their voice name.



To stop mid-way through this or any procedure, press the [Display/Exit] button.

3. Once again, press the [Others] button for the part whose sound you wish to set to confirm the voice.

The indicator of the [Others] button will change from blinking to light.

Example: selecting and performing the active expression voice

1. Select the Active Expression voice “AEx Strings.”
2. Depress the expression pedal.

As you further step down on the expression pedal, the sound will gradually change to a bright strings sound, and a strings sound one octave higher will be added.

Adding Decay to the Sound (Damper Pedal)

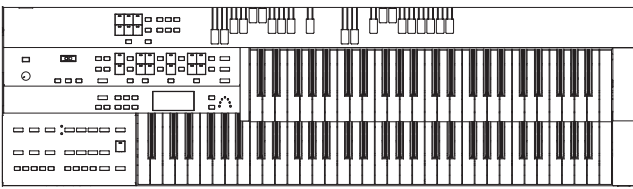
You can use the hold switch of the pedalboard (PK series; sold separately) or a pedal switch (DP series; sold separately) to sustain the notes played on the lower keyboard.

While you continue depressing the damper pedal, notes will be sustained even if you release the keys.

- * Decay cannot be added to the Solo voices.

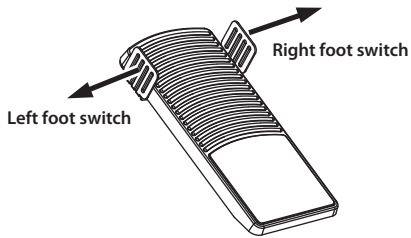
MEMO

Decay can not be applied to Pedal Bass voices played on the Lower keyboard (when the Pedal [To Lower] button indicator is lit or Bass Split function is ON).



Using the Foot Switch

There are two foot switches located at either side of the expression pedal on the pedalboard (PK series; sold separately). These two foot switches are assigned the following functions.



When the power to the ATELIER is turned on, the following functions are assigned to the left and right foot switches.

Foot switch	Function
Right foot switch	Switch the Rotary effect between Fast/Slow If Rotary is turned on, the Rotary effect will switch between "Fast" and "Slow" each time you press the Right foot switch.
Left foot switch	Glide effect While you are pressing the foot switch, the pitch will be temporarily lowered. When you release the Left foot switch, the pitch will return to normal.

* The glide effect applies only to the upper keyboard part. It will not apply to the vintage organ of the upper keyboard part.

MEMO

- You can change the functions that are assigned to the left and right foot switches. For details, refer to "Changing the Foot Switch Functions (L Foot Switch, R Foot Switch)" (p. 93).
- The functions assigned to the foot switches can be stored individually for each registration button (p. 66).
- A pedal switch (DP series; sold separately) connected to the Pedal (Control) jack will have the same function as the right foot switch.

Performing with Rhythms

The ATELIER lets you enjoy playing along with a rhythmic accompaniment.

Selecting a Rhythm

The ATELIER provides 210 types of Rhythms and Automatic Accompaniments (Music Styles).

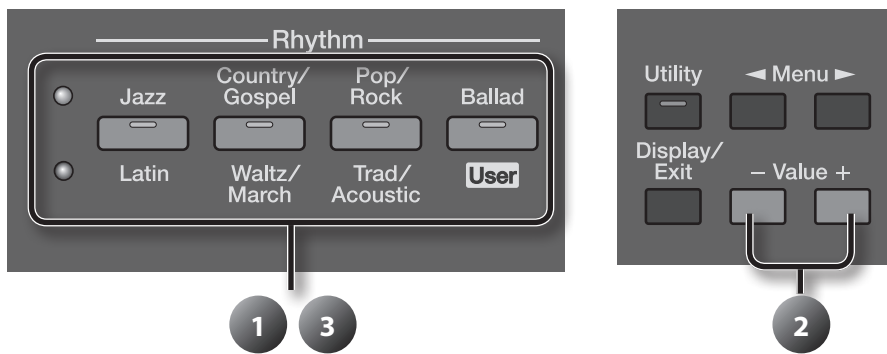
The four buttons shown below are known as the “Rhythm buttons.” They allow you to select a rhythm from eight different groups, which are organized according to musical genre.

Each rhythm button corresponds to two groups.

By pressing a button that is lit, you can select that button’s other group.

The selected group is shown by the illumination status of the two indicators located beside the rhythm buttons.

Indicators located beside the rhythm buttons	Explanation
Upper indicator lit	The rhythm group printed above the button is selected. (Jazz, Country/Gospel, Pop/Rock, Ballad)
Lower indicator lit	The rhythm group printed below the button is selected. (Latin, Waltz/March, Trad/Acoustic, User)



1. Press a Rhythm button to select a Rhythm group.

The indicator of Rhythm button will light.

That Rhythm select screen appears.



2. Press the Value [-] [+] buttons to select a different Rhythm within the same group.

The indicator of the Rhythm button will blink.

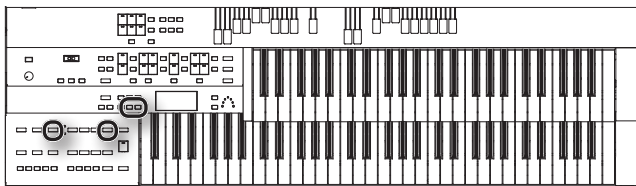
3. Press the flashing rhythm button once more.

The Rhythm button’s indicator will change from blinking to light.

The Rhythm has now been applied.

MEMO

For more on the internal rhythms, refer to “Voice & Rhythm List.”



Selecting Rhythms Stored in User Memory or USB Memory

Here's how to play rhythms that are stored in user memory or USB memory.

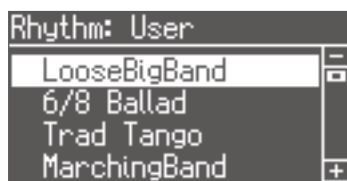
You can select these rhythms by choosing the User group.

MEMO

With the factory settings, rhythms are already stored in user memory.

1. If you want to select rhythms from USB memory, connect your USB memory to the USB Memory connector.
2. Press the Rhythm [Ballad/User] button a number of times to select the user group.

The Rhythm select screen appears.



3. Press the [Media] button to select a memory.

If you want to select the registration to USB memory, select "USB Memory."

If you want to select the registration to user memory, select "User."

4. Press the Value [-] [+] buttons to select a Rhythm.

The indicator of Rhythm [Ballad/User] button will blink.

5. After selecting a rhythm, press the blinking Rhythm [Ballad/User] button once more.

The Rhythm [Ballad/User] button stops blinking and remains lit, indicating that the rhythm has been selected.

MEMO

If you wish to copy a Rhythm saved on USB memory to User memory, refer to "Copying Rhythms (Copy Rhythm)" (p. 103).

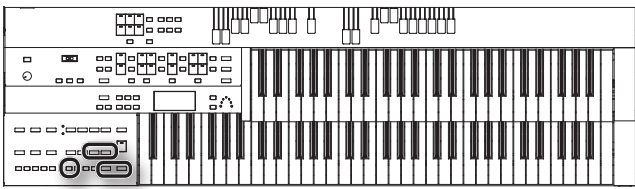
What is User Memory?

"User Memory" refers to an area inside the instrument where you can store the registration you create and the performances you record. Registration and SMF music files saved on USB memory can also be copied to user memory (p. 101, p. 101).

User memory is quite useful, since anything you place there will be retained even while the power is turned off.

The following things are stored in User memory:

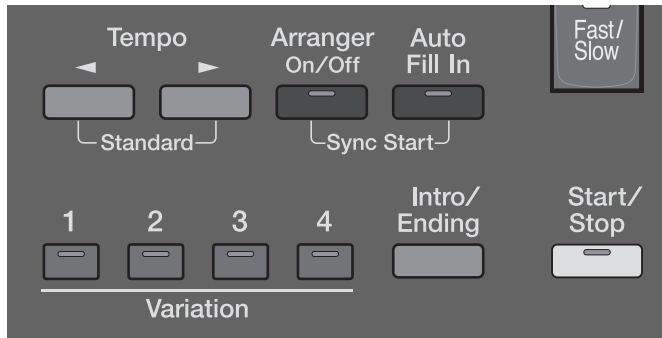
- Songs you've registered in "Favorites"
- Rhythms
- Registration sets



Playing Rhythm

There are two ways to start the rhythm. You can press the [Start/Stop] button to start the rhythm, or you can use Synchro Start to have the rhythm start when you play the lower keyboard or the pedalboard.

You can also make the rhythm start with an intro, or stop with an ending.



Starting with an added intro

1. Press the [Intro/Ending] button.

The [Intro/Ending] button indicator will light.

2. Press the [Start/Stop] button.

The Intro is played and the Rhythm starts.

While the Intro is playing, the [Intro/Ending] button indicator will light, until the Intro ends then the button indicator will go dark.

Starting without an intro

1. Press the [Start/Stop] button.

The Rhythm starts without an Intro being played.

Making the intro short and simple

1. Press the Variation [1] button (indicator lights).

2. Press the [Intro/Ending] button.

3. Press the [Start/Stop] button.

A short Intro is played and the Rhythm starts.

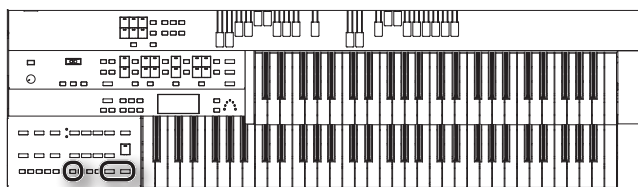
Starting the Rhythm Automatically When You Play the Lower Keyboard or Pedalboard (Synchro Start)

If you perform the following operation before starting the rhythm, the rhythm will start the moment you play the lower keyboard or pedalboard.

1. While holding down the Arranger [On/Off] button, press Auto [Fill In] button to turn Synchro Start on.

The [Start/Stop] button indicator will blink.

* If the Arranger function is ON (the Arranger [On/Off] button indicator is lit), it is not be able to start the Rhythm by playing the Pedalboard (p. 62).



Stopping the Rhythm

Stopping with an ending

1. Press the [Intro/Ending] button.

An Ending is played, then the Rhythm stops.

While the Ending is playing, the [Intro/Ending] button indicator will light, until the Ending finishes the button indicator will be turned off.

Stopping without an ending

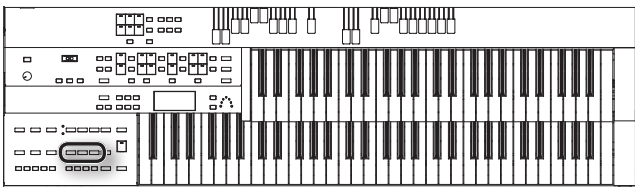
1. Press the [Start/Stop] button.

The Rhythm stops without an Ending being played.

Stopping with the ending short and simple

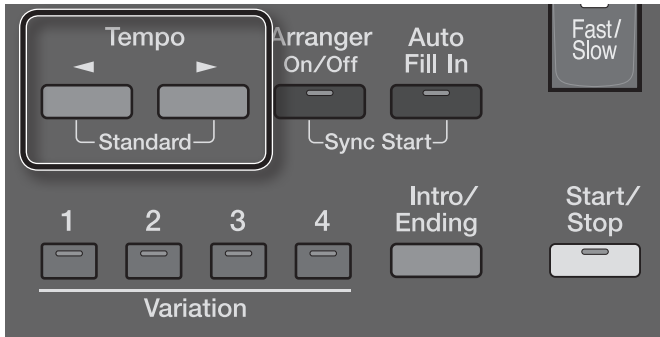
1. Press the Variation [1] button.
2. Press the [Intro/Ending] button.

A short Ending is played, then the Rhythm stops.



Changing a Tempo of Rhythm and Automatic Accompaniment

You can change the tempo of the Rhythm or Automatic Accompaniment.



1. Press the Tempo [◀] [▶] buttons to change the tempo (speed) of the Rhythm or Automatic Accompaniment.

Button	Explanation
Tempo [◀] button	The tempo becomes slower
Tempo [▶] button	The tempo becomes faster

The value of the tempo currently set (20–500 beats per minute) can be checked in the display.

You can also check the tempo by viewing the Beat indicator.

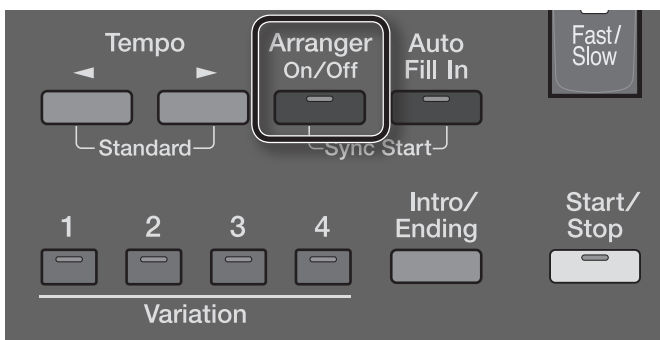
MEMO

- By pressing the Tempo [◀] [▶] buttons simultaneously, the tempo is returned to the standard (preset) tempo for the selected Rhythm.
- If you switch rhythms when “Auto Std Tempo” (p. 95) is on, the tempo changes to match the rhythm. If you switch rhythms when “Auto Std Tempo” is off, the tempo remains unchanged even when you switch the rhythm.

Playing Rhythm and Automatic Accompaniment

The Arranger function of the ATELIER can add an Automatic Accompaniment to each Rhythm.

Based on the selected Rhythm, the Arranger function automatically adds an accompaniment that is suitable for the chord being pressed on the Lower keyboard.



1. Press the Arranger [On/Off] button (indicator lights).

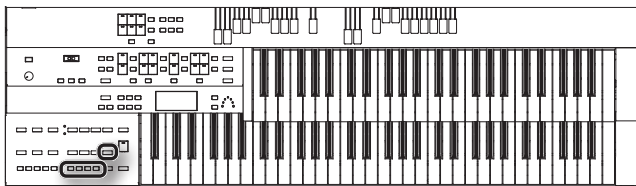
Arranger [On/Off] button	Explanation
Lit (On)	Rhythm and Automatic Accompaniment
Unlit (Off)	Rhythm

2. Start the rhythm (p. 60).

The rhythm and the automatic accompaniment will play together.

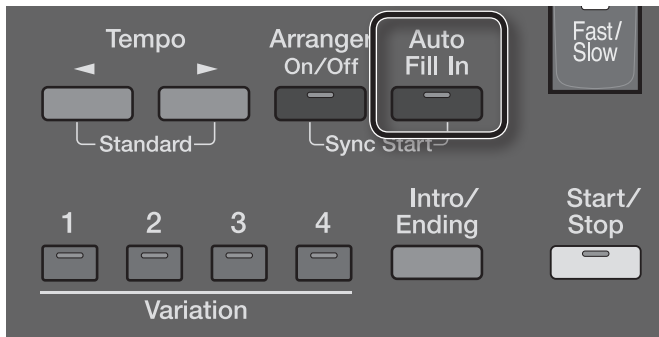
If the Arranger [On/Off] button is ON and no Pedal Bass voice is selected, the Automatic Accompaniment will play the bass sound.

- * When the Arranger [On/Off] button is on, Synchro Start (p. 60) on the pedalboard cannot be used.
- * The lower voice is not played during the performance of the intro and ending, even when the Lower keyboard is played.



Adding Variety to the Rhythm or Automatic Accompaniment

You can add variety to the rhythm or automatic accompaniment by changing the rhythm pattern of the rhythm.



1. Press the Auto [Fill In] button (indicator lights).

A fill-in will automatically be added when you press a Variation [1]–[4] button to change the accompaniment or rhythm arrangement.

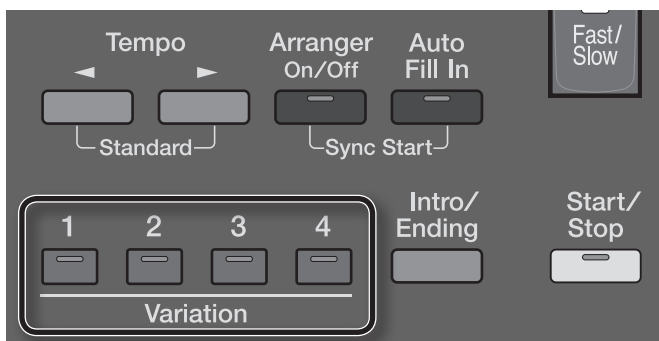
What's a fill-in?

A Fill In is a short phrase that is inserted at a break in the melody or at a point where the character of the song changes (between Chorus's or Verses).

Changing the Arrangement of the Rhythm and Accompaniment (Variation)

You can change the arrangement of the accompaniment. This function is called "Variation."

For each rhythm, there are four types of arrangement for the accompaniment.

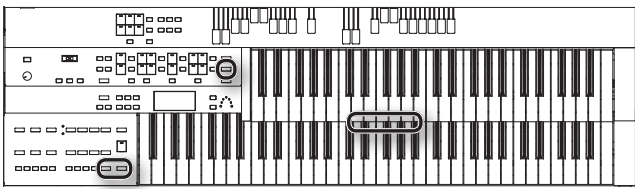


1. Press the Variation [1]–[4] buttons to change the arrangement of the accompaniment.

The indicator of the button you pressed will light.

The Variation [1] button produces the simplest arrangement, and the [4] button produces the most florid.

For an intro or ending, Variation [1] is the shortest and simplest.



A Simple Way to Make Automatic Accompaniment Settings (One Touch Program)

When using the Arranger function (p. 62) for automatic accompaniment, you can also use the “One Touch Program” function to automatically select panel settings that are appropriate for the selected rhythm.



By pressing the [One Touch Program] button, you can make the following settings.

- Panel settings (e.g., sounds and volume) suitable for the rhythm
- Automatic Accompaniment playing
- [Start/Stop] button blinking (Waiting for Synchro Start) (p. 60)
- Chord Intelligence function is ON (p. 95)
- * If the arranger function (p. 62) is on (the [Arranger On/Off] button's indicator is lit), you can't start the rhythm from the pedalboard.

1. Select a Rhythm (p. 58).

2. Press the [One Touch Program] button.

Panel settings appropriate for the rhythm and automatic accompaniment will automatically be called up for Registration [1]–[4] buttons.

- * When you press the [One Touch Program] button, the “Arranger Update” setting will automatically change to “INSTANT” (p. 97).

3. Press the Registration [1]–[4] buttons to select panel settings.

4. On the Lower keyboard, play a chord.

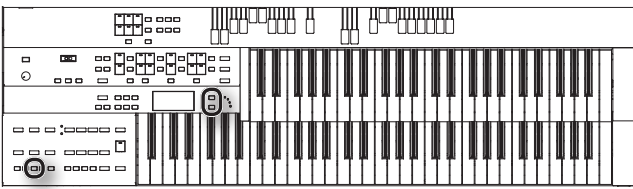
At the moment you play the keyboard, the Intro will begin, and then the Rhythm and Automatic Accompaniment will play.

5. Press the [Intro/Ending] or [Start/Stop] button to stop the Rhythm.

Rhythm and Automatic Accompaniment stops.

6. Press the [One Touch Program] button, extinguishing its indicator.

The One Touch Program function is turned off, and the panel settings in effect prior to the [One Touch Program] button being pressed are restored.



Deleting a Rhythm from User Memory or USB Memory

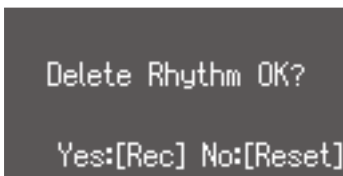
You can delete rhythms stored in User memory or USB memory.

1. Select the rhythm you want to delete (p. 58).



2. Press the [Load] button and [Save] buttons simultaneously.

The following display appears.



To cancel the procedure, press the [Reset] button.

3. Press the [Rec] button.

While the Rhythm is being deleted, the following screen will be displayed.



When saving is complete, the Rhythm select screen reappears.

- * Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

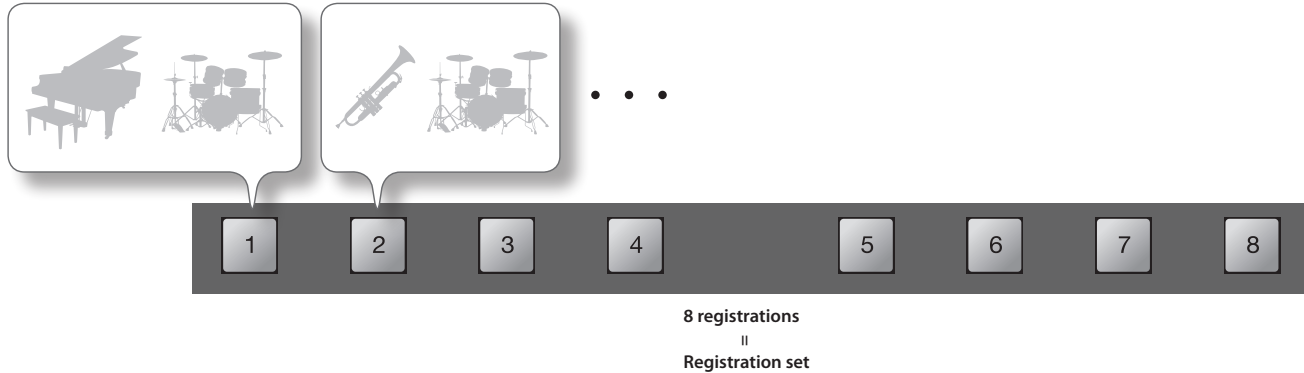
Storing Your Performance Settings (Registration)

The ATELIER allows you to store sound settings and panel settings such as 8 in the Registration buttons.

There are a total of 8 Registration buttons, and one set of panel settings can be stored in each, allowing you to register a total of 8 different panel settings.

A "registration," which consists of a collection of panel settings, can be stored at each of the registration buttons. When grouped together, all eight of the registrations stored at the eight registration buttons are called a "registration set."

This provides a convenient way to change large numbers of panel settings during a performance, or to recall a complex panel setting.

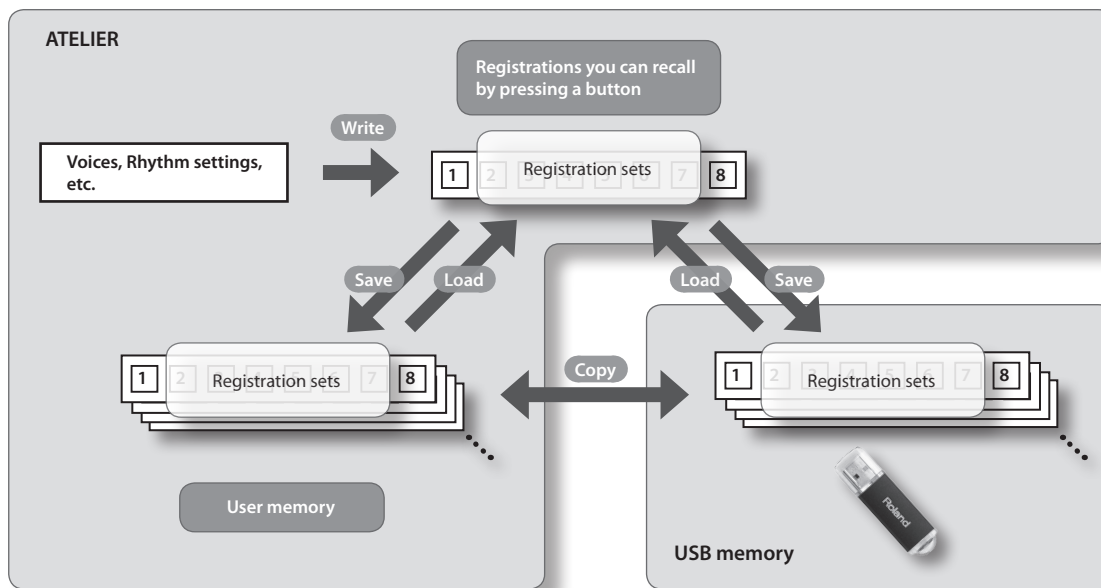


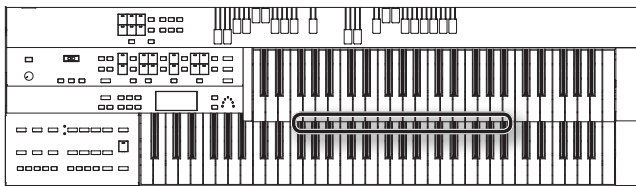
MEMO

- You can save a registration set in user memory or on USB memory (sold separately) (p. 68).
- For details on the settings that are stored in a registration, refer to "Stored Items" (p. 123).

Saving or loading a registration set

You can save or load registration set as shown in the illustration below.





Storing Registrations

1. Make all the panel settings that you wish to store.
2. While holding down the [Write] button, press one of the Registration [1]–[8] buttons.

The panel settings will be stored in the selected Registration button.

- * If you've made panel settings, but haven't saved them, and then call up a registration, the panel settings that you didn't save will be discarded. Whenever you have any panel settings that you want to keep, make sure to store them in a registration before you call up a registration.

MEMO

For details on the settings that are stored in a Registration, refer to "Stored Items" (p. 123).

Recalling a Registration

Here's how panel settings stored at a registration button can be recalled.

Recalling voices and other panel settings

1. Press and immediately release one of the Registration [1]–[8] buttons.

Recalling settings for rhythm and automatic accompaniment in addition to the panel settings

1. Press and hold a Registration [1]–[8] button for several seconds.

The indicator of the rhythm select button will blink, and the panel settings and settings related to rhythm performance and automatic accompaniment will be recalled.

MEMO

- You can switch the way in which registrations are recalled (p. 97).
- You can also switch registrations by using the foot switch of a pedalboard (PK series; sold separately) or a pedal switch (DP series; sold separately) (p. 96).

Automatically Registering When You Switch Panel Settings

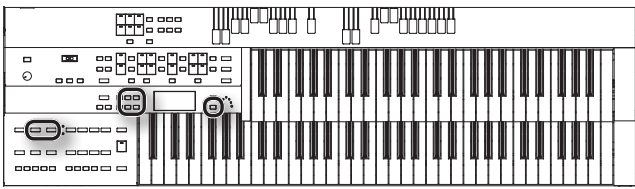
When the [Manual] button is ON (lit), all panel settings you make will be stored automatically in the [Manual] button as they are made, thus updating the Registration that had been previously saved. If you change to a preset Registration [1]–[8] button, it is possible to return to the previous panel settings by pressing the [Manual] button.



- * The settings stored in the [Manual] button will return to their default state when you turn off the power.

MEMO

You can use the [Manual] button to successively recall registrations in the order in which they are saved in USB memory or user memory (p. 72).



Saving Registration Sets

With the settings of Registration buttons [1]–[8] considered as one set, you can store the registration set to USB memory or User memory. We recommend that complex panel settings or Registrations you wish to keep be saved on USB memory.

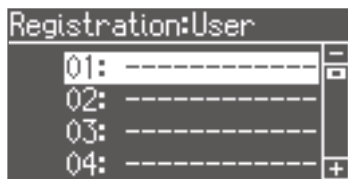
Furthermore, when you save registrations created on the ATELIER to USB memory, you can call up their settings on other ATELIER Series instruments and use the registrations the same way.

1. Prepare to save the performance data.

If you want to save a registration from USB memory, connect your USB memory to the USB Memory connector.

2. Press the [Registration] button to make the indicator light.

The Registration select screen appears.

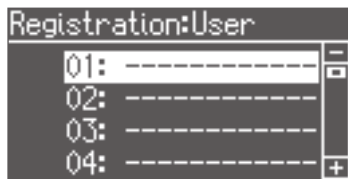


3. Press the [Media] button to select the desired media.

If you want to save the registration to USB memory, select "USB Memory."
If you want to save the registration to user memory, select "User."

4. Press the Value [-] [+] buttons to select the save destination number.

Numbers which have not been used in the Saving operation will be displayed as "-----."



To cancel the operation, press the [Registration] button.

5. Press the [Save] button.

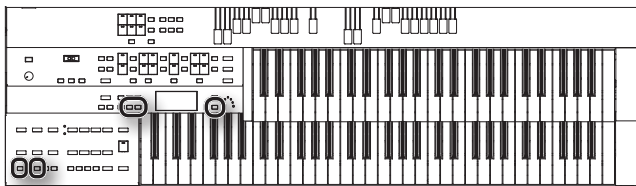
6. Give the registration set a name.

Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.



Button	Explanation
Value [-] [+] buttons	Select a character. The following characters can be selected. space ! " # % & ' () * + , - . / : ; = ? ^ _ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2 3 4 5 6 7 8 9
[Reset] button	Delete a character.
[Rec] button	Inserts a space.

7. Once you've given it a name, press the [Save] button.



8. Press the Value [-] [+] buttons to select the format in which the data will be saved.

Display	Explanation
ORIGINAL	Save formats that can be used with the AT-350C. When saved in this format, the data can also be used by AT-S series, AT-900, AT-900C AT-800, AT-300, AT-100, AT-75, AT-45 and AT-15 devices.
R-SERIES	Save formats that can be used with AT-R Series devices.

9. Press the [Save] button.

Saving of the registration data will begin.

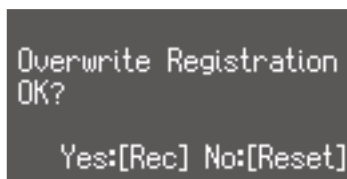
When saving ends, the "-----" in the screen will change to the registration name that you saved.



* Never remove the USB memory or turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

If the following screen appears

If you select a number at which a registration has already been saved and press the [Save] button, the following screen appears.

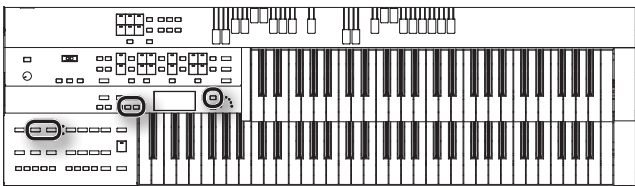


If you wish to update the contents of the Registration data

1. Press the [Rec] button.
The Registration will be rewritten.

If you wish to save new data instead of updating the registration

1. Press the [Reset] button to cancel the procedure.
Rewriting of the Registration will be canceled.
2. Press the Value [-] [+] buttons to select a number for which "-----" is displayed on the upper right of the screen.
3. Press the [Save] button to save the Registration set.
When saving is complete, the saved registration name will be displayed.



Loading Previously Saved Registration Sets Into the ATELIER

Here's how to recall a previously saved Registration set from the User memory or USB memory into the memory of the ATELIER.

Registrations can be selected in the following three ways.

Loading a Set of Registrations

You can load a "set" (a collection of settings for Registration buttons [1]–[8]) from USB memory or user memory.

Loading an Individual Registration (p. 71)

Recall the settings of one of the Registration [1]–[8] buttons.

Recalling the Order that the Registrations are Saved on the USB Memory or User Memory (Load Next) (p. 72)

Assign "RIGHT+ Load Next" to the foot switch, and recall Registration sets in the order in which they are stored in USB memory or user memory.

- * Be aware that when you load Registrations from a USB memory or user memory, the Registrations that were previously in internal memory will be lost. It is a good idea to save important Registrations to USB memory or user memory (p. 68).

Loading a Set of Registrations

You can load a "set" (a collection of settings for Registration buttons [1]–[8]) from USB memory or user memory.

1. If you want to load a registration from USB memory, connect your USB memory to the USB Memory connector.

2. Press the [Registration] button to make the indicator light.

The Registration select screen appears.

3. Press the [Media] button to select the desired media.

If you want to load from the registration of USB memory, select "USB Memory."

If you want to load from the registration of user memory, select "User."

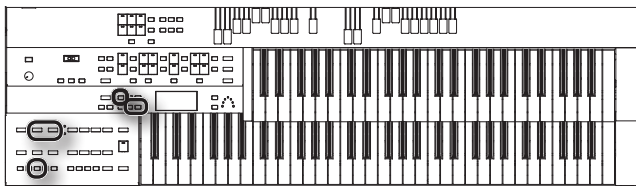
4. Press the Value [-] [+] buttons to select the Registration that you wish to load into internal memory.



To cancel the procedure, press the [Registration] button.

5. Press the [Load] button.

When loading is complete, the Registration Select screen reappears.



Loading an Individual Registration

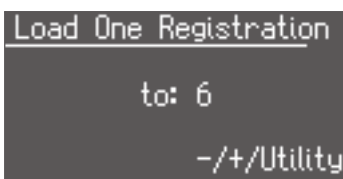
Recall the settings of one of the Registration [1]–[8] buttons.

1. If you want to load a registration from USB memory, connect your USB memory to the USB Memory connector.
2. Press the [Registration] button to make the indicator light.
The Registration Select screen appears.
3. Press the [Media] button to select the desired media.
If you want to load from the registration of USB memory, select “USB Memory.”
If you want to load from the registration of user memory, select “User.”
4. Press the Value [-] [+] buttons to select the Registration that you wish to load into internal memory.
5. Press the [Utility] button.
6. Press the Value [-] [+] buttons to specify the Registration button number to be loaded.

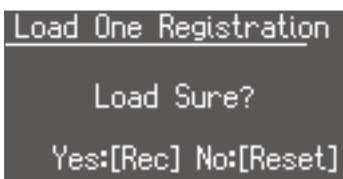


To cancel the operation, press the [Utility] button.

7. Press the [Utility] button.
8. Press the Value [-] [+] buttons to specify the storage destination Registration.
The registration will be loaded to the Registration button of the number you’ve selected here.

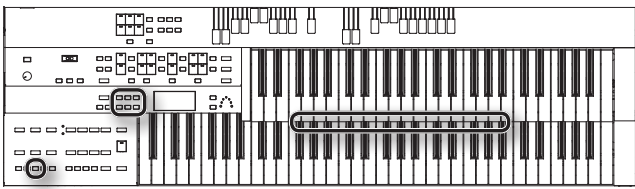


9. Press the [Utility] button.
The following display appears.



To cancel the procedure, press the [Reset] button.

10. Press the [Rec] button.
When the Registration has been loaded, the Registration Load screen reappears.



Recalling the Order that the Registrations are Saved (Load Next)

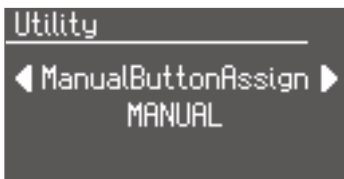
You can recall Registrations in the order in which they were saved on the USB memory or User memory. This function is called "Load Next."

When you will be performing live, you can save Registration sets to USB memory in the order in which you will be performing. Then while you perform, you can recall the next Registration set easily and smoothly.

Changing the assignment of the [Manual] button

Here's how you can assign the Load Next function to the [Manual] button.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "ManualButtonAssign."



3. Use the Value [-] [+] buttons to select "LOAD NEXT."
4. Press the [Display/Exit] button.

To return to the basic screen.

Using the load next function to recall registrations

You can recall registrations in the order in which they are saved on a USB memory or in user memory.

1. If you want to load a Registration from USB memory, connect your USB memory to the USB Memory connector.
2. Press the [Manual] button.

The first Registration saved on the USB memory will be recalled into the ATELIER.

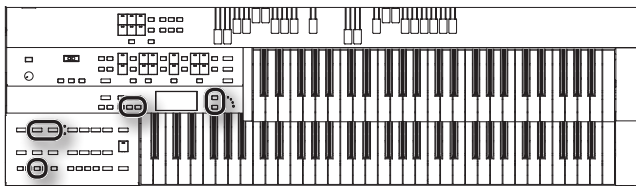


To cancel the procedure, press the [Reset] button.

3. Press the [Rec] button.
The Registration will be confirmed.
4. Press one of the Registration [1]–[8] buttons.
The Registration will be loaded (recalled into internal memory).
5. Repeat steps 2 and 4 to successively recall the Registration sets.

MEMO

You can assign the Load Next functions to either of the foot switches located on each side of the Expression Pedal (p. 93).



Deleting a Set of Registrations

Here's how to delete a Registration set that was saved to a USB memory, or User memory.

1. Prepare the registration that you want to delete.

If you want to delete registration data from the USB memory, connect the USB memory to the USB Memory connector.

2. Press the [Registration] button to make the indicator light.

The Registration select screen appears.

3. Press the [Media] button to select the desired media.

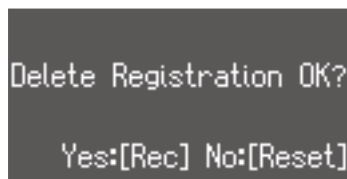
If you want to delete from the registration to USB memory, select "USB Memory."
If you want to delete from the registration to user memory, select "User."

4. Press the Value [-] [+] buttons to select the registration that you wish to delete.



5. Simultaneously press the [Load] button and [Save] button.

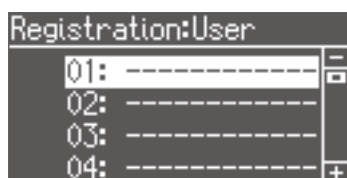
The following display appears.



To cancel the procedure, press the [Reset] button.

6. If you are sure that you wish to delete the data, press the [Rec] button.

When a registration is deleted, the deleted registration name will change to "-----".



* Never remove the USB memory or turn off the power while the operation is in progress. Doing so will damage the ATelier's internal memory or USB memory, making it unusable.

Recording Your Performance

You can record your own performance to see how you sound, or you can play along with a recorded performance.

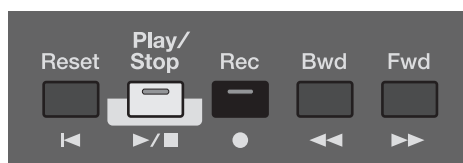
The ATELIER lets you record in the following ways.

Recording format	Explanation
SMF recording (p. 75)	Records the song in SMF format. You'll be able to record and play back parts individually, using the ATELIER's distinctive functionality.
Audio recording (p. 85)	Records the song in audio format. You'll be able to play back the song on your digital audio player or computer. * Performances recorded in audio format are saved on a USB memory. If you want to make an audio recording, connect your USB memory to the USB Memory connector.

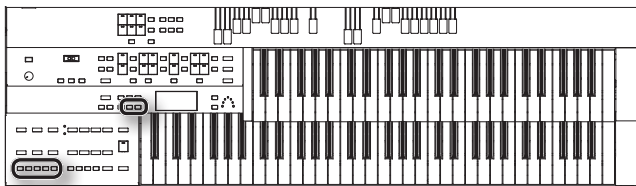
MEMO

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.

Button operations used in recording and playback



Button	Explanation
[Reset] button	Returns you to the beginning of the song.
[Play/Stop] button	Plays/stops the song. If you've pressed the [Rec] button to put the ATELIER in recording-standby mode, recording will start when you press the [Play/Stop] button.
[Rec] button	Places the instrument in recording-standby mode. When in recording-standby mode, the [Rec] button will light and the [Play/Stop] button will blink.
[Bwd] button	Rewinds the song.
[Fwd] button	Fast-forwards the song.



Recording in SMF Format

Here's how a song you perform can be recorded in SMF format.



Preparing to record

1. Select the panel settings needed for recording the performance.
2. Press the [Rec] button.
The [Rec] button indicator will light, and the [Play/Stop] button will blink.
3. Press the Value [-] [+] buttons to select "SMF"

Starting and stopping recording

4. Press the [Play/Stop] button to start recording.
When you press [Play/Stop] button, the metronome will sound a two-measure count, and then recording will begin.

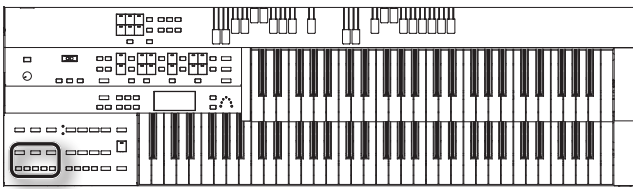
MEMO

If you wish to use Rhythm and Automatic Accompaniment as you record, press the [Start/Stop] button (p. 60) instead of the [Play/Stop] button to begin recording. Also, if the Sync Start is ON, recording will begin the instant you play the Lower keyboard.

5. Press the [Play/Stop] button when you have completed your recording.
The Track button's indicator where performance data is recorded will light.

MEMO

When you press the [Intro/Ending] button or [Start/Stop] button while recording a Rhythm performance or Automatic Accompaniment, the Rhythm performance and Automatic Accompaniment will stop. However, the recording itself will continue. Press the [Play/Stop] button to stop recording.



Listening to the recorded performance

6. Press the [Reset] button.

The location at which playback will start will return to the beginning of the first measure (bar).

If you wish to begin playback from the middle of the song, press the [Bwd] button or [Fwd] button to move to the measure from which you wish to begin playback.

7. Press the [Play/Stop] button to start playback.

After playback reaches the end of the performance, it will stop automatically.

To stop playback at any point, press the [Play/Stop] button.

MEMO

- The function of the [Play/Stop] button can be assigned to a foot switch (located on either side of the expression pedal) (p. 93).
 - You can specify whether or not the Expression Pedal will affect the playback and what you play while ATELIER music data is being played back (p. 94).
- * If you use the Rhythm or Automatic Accompaniment immediately after having loaded and played back a song other than an ATELIER performance song, such as SMF's, etc., the playback may not sound right (the voices may have changed, etc.) To prevent this from happening, press the [Reset] button before playback.

Track button assignments for the recorded performance

The parts of a performance you record as an SMF are automatically assigned to the three "track buttons," as shown in the following table. Recording and playback can be carried out independently for each track button; for example, when re-recording, you can specify that it pertain only to a certain track button.

Button	Explanation
[Bass] button	Pedal Bass Voice Performance Data (Note)
	Bass part of the Automatic Accompaniment
[Lower] button	Lower Voice Performance Data (Note, Hold)
[Solo/Upper] button	Upper Voice Performance Data (Note, Hold)
	Solo Voice Performance Data (Note, Hold)

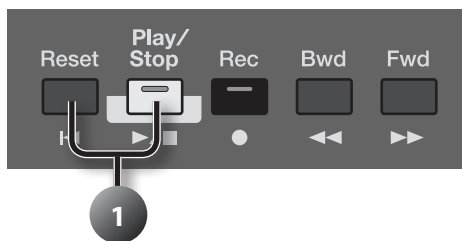
MEMO

- More information about the track assignments when playing commercial SMF music files, please refer to "Silencing a Specific Track (Track Mute)" (p. 98).
- If you wish to erase all the recorded data and record new performance data, use the editing function "Erase" (erase performance data) to erase the data (p. 84).

Add a Count Sound to Match the Timing (Count In)

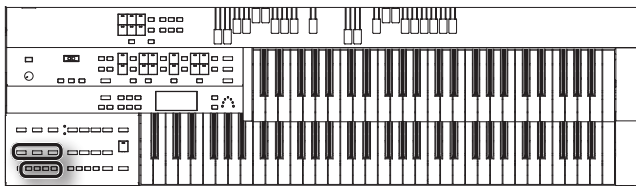
In cases such as when you want to perform in time with a song, you can have a count sound played before playback of the song begins, allowing you to synchronize your own performance with the song.

Playing back a song after playing the count sound is called "Count In."



1. Hold down the [Reset] button and press the [Play/Stop] button.

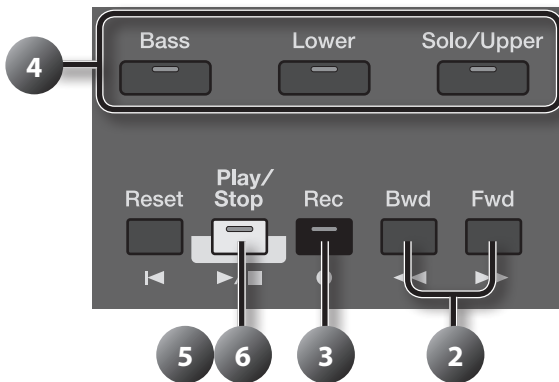
The metronome will play two measures (bars) of count-in before recording begins.



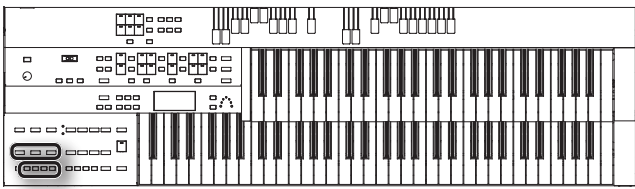
Advanced Recording Methods

Recording each part separately

In this method, each part (track button) is recorded one after another: first the bass part, then the Lower part, etc. If there are any previously recorded performances, you can listen to them as you record additional parts.

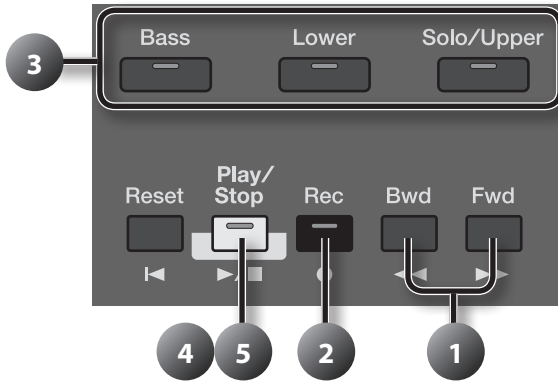


1. **Select the panel settings needed for recording the performance.**
2. **Press the [Bwd] button or the [Fwd] button to select the desired measure (bar) when you start recording.**
If you wish to start recording from the beginning of the song, press the [Reset] button.
3. **Press the [Rec] button to enter recording standby mode.**
The [Rec] button indicator will light, and the [Play/Stop] button and the unrecorded track buttons will blink.
The track buttons that are already recorded will light.
4. **Press the button of the track you want to record, so it's blinking.**
The existing performance data in the specified track will be erased as recording takes place.
* **When the button for a track lights steadily, it means it won't be recorded.**
5. **Press the [Play/Stop] button to start recording.**
When you press [Play/Stop] button, the metronome will sound a two-measure count, and then recording will begin. As you listen to the performance data previously recorded, record the Part into a new Track.
6. **Press [Play/Stop] button to stop recording.**
The track button for which performance data has been recorded will be lit.
7. **Repeat steps 2–6 to record each part.**



Re-recording

You can record over recorded performance data.



1. Press the [Bwd] button or the [Fwd] button to select the desired measure (bar) when you start recording.

If you wish to start recording from the beginning of the song, press the [Reset] button.

2. Press the [Rec] button to enter recording standby mode.

The [Rec] button indicator will light, and the [Play/Stop] button and the unrecorded track buttons will blink.

The track buttons that are already recorded will light.

3. Press the button of the track you want to record, so it's blinking.

The existing performance data in the specified track will be erased as recording takes place.

* When the button for a track lights steadily, it means it won't be recorded.

4. Press the [Play/Stop] button to start recording.

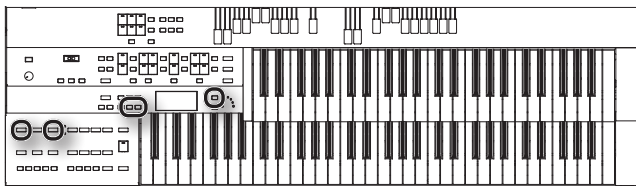
When you press [Play/Stop] button, the metronome will sound a two-measure count, and then recording will begin. As you listen to the performance data previously recorded, record the Part into a new Track.

5. Press [Play/Stop] button to stop recording.

The track button for which performance data has been recorded will be lit.

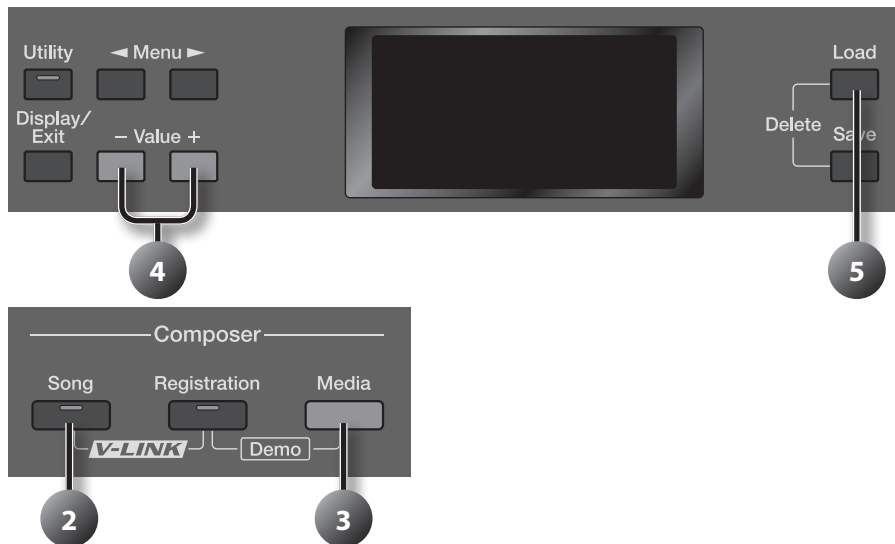
* If you wish to re-record with different settings for voices, tempo, part balance, erase the recorded song (p. 84) and re-record again. If the Control track still contains data from before you re-recorded, the volume or sounds may change during playback.

* If you wish to keep the existing Expression Pedal data, and record only the panel operations, you can make settings to prevent the operation of the Expression Pedal from being recorded (p. 94).



Layering a new recording onto SMF music files

You can load commercially available SMF music files into the ATELIER, and record your own performance on top of it. During recording, the data you've loaded will be played back, while you record your performance.



1. Prepare the SMF music files.

If you're using SMF music files from USB memory, connect it to the USB Memory connector.

2. Press the [Song] button (confirm that its indicator is lit).

The Song Select screen appears.



3. Press the [Media] button to select "USB Memory."

4. Press the Value [-] [+] buttons to select the SMF music files that you wish to load into internal memory.

5. Press the [Load] button.

The selected performance data will be loaded into internal memory.

6. Select the panel settings needed for recording the performance.

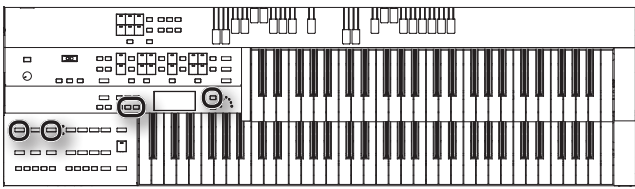
7. Record as described in "Re-recording" (p. 78).

MEMO

The performance data you recorded can be saved on a USB memory, or "Favorites" (p. 81).

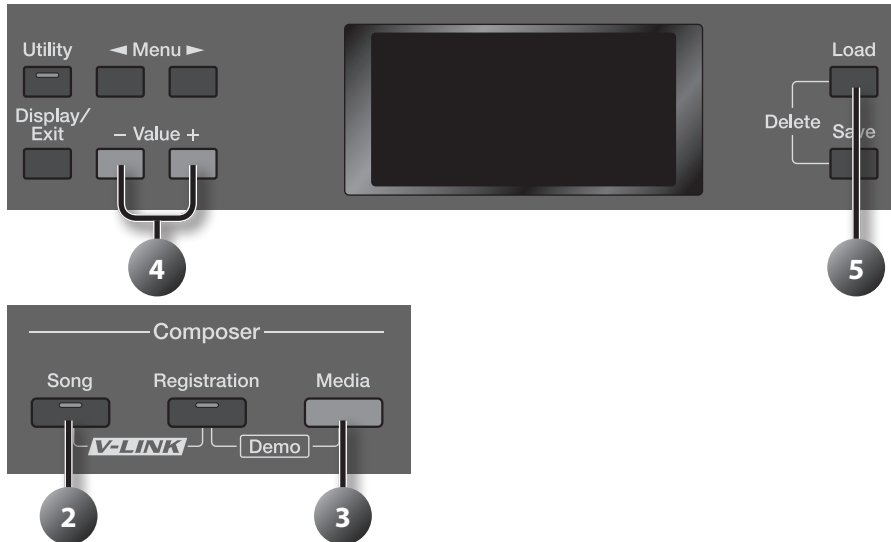
* Commercially sold music files can also be loaded into the ATELIER, but for reasons of copyright protection, cannot be saved in SMF format.

* The performances of Channel 2 in SMF music files are deleted when pedal performances are recorded over again.



Re-recording using performance data from a USB memory

If you want to re-record performance data from a USB memory, you must first load that performance data into the ATELIER's internal memory.



1. Prepare the performance data.

Connect the USB memory to the USB Memory connector.

2. Press the [Song] button (confirm that its indicator is lit).

The Song Select screen appears.



3. Press the [Media] button to select "USB Memory."

4. Press the Value [-] [+] buttons to select the performance data that you wish to load into internal memory.

5. Press the [Load] button.

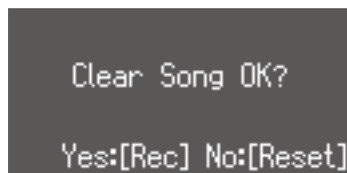
The selected performance data will be loaded into internal memory.

6. Select the panel settings needed for recording the performance.

7. Record as described in "Re-recording" (p. 78).

If the following screen appears

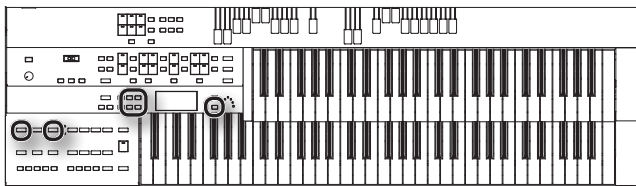
If the performance data in the ATELIER has not been saved to a USB memory or Favorites (User Memory), the following message appears.



Press the [Rec] button if you're sure you want to delete the performance data. If you decide that you don't want to delete it, press the [Reset] button.

MEMO

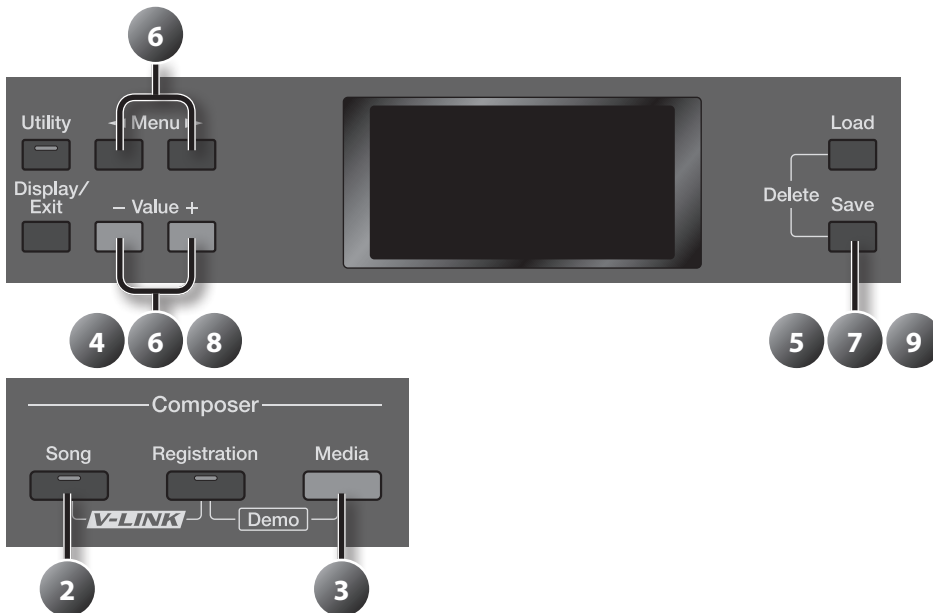
You can store performance data on a USB memory or in the Favorites (user memory) (p. 81).



Saving Performance Songs

The performance data that you recorded will disappear when the power of the ATELIER is turned off. If you wish to keep the performance data, you can save it on a USB memory, or "Favorites" (internal memory).

If the recorded performance data has not been saved, the display will show the "EDITED" symbol. This symbol will disappear when you save the performance data.



1. Prepare to save the performance data.

If you want to save performance song to a USB memory, connect the USB memory to the USB Memory connector.

2. Press the [Song] button (confirm that its indicator is lit).

The Song select screen appears.



3. Press the [Media] button to select the media.

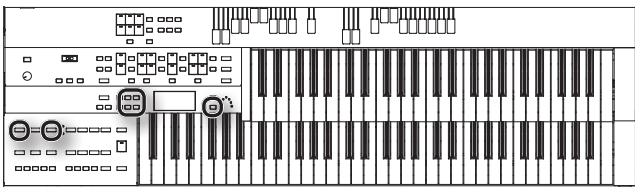
Select "USB Memory" to save the data in USB memory, select "Favorites" to save it in user memory.

4. Press the Value [-] [+] buttons to select the number of the save destination.

If the save destination contains no data, the screen will indicate "-----".



5. Press the [Save] button.



6. Give the performance data a name.

Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.



Button	Explanation
Value [-] [+] buttons	Select a character. The following characters can be selected. space ! " # % & ' () * + , - . / : ; = ? ^ _ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2 3 4 5 6 7 8 9
[Reset] button	Delete a character.
[Rec] button	Inserts a space.

7. Once you've given it a name, press the [Save] button.



8. Press the Value [-] [+] buttons to select the format.

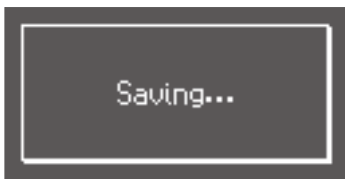
You can select either "ORIGINAL" or "SMF" format.

Display	Explanation
ORIGINAL	Save data in ATELIER format
SMF	Saving in SMF Format for ATELIER Sound Modules

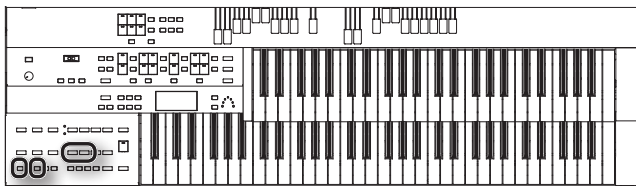
To cancel the procedure, press the [Display/Exit] button.

9. Press the [Save] button to confirm the format.

Saving of the performance data will begin.

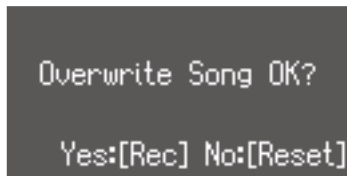


- * Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.
- * Performance data saved by the ATELIER format cannot be played back properly by the sound generator of an instrument that is not a member of the ATELIER series.
- * Saving performance data in SMF format (SMF) requires a longer time than saving it in ATELIER format (ORIGINAL).



If the following screen appears

If you select a number at which performance data has already been saved, the following screen appears.



If you wish to update the contents of the performance data

1. Press the [Rec] button.

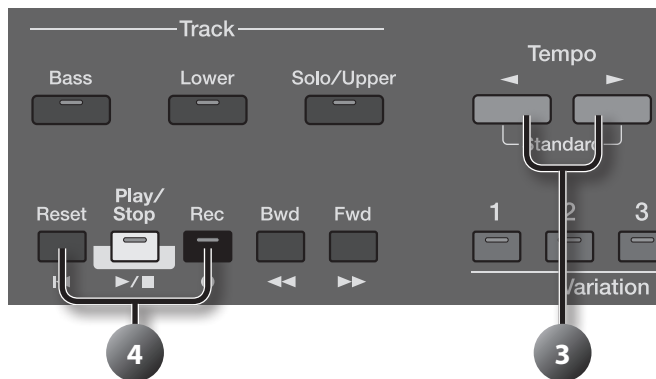
If you want to save your performance as new data without overwriting the existing data

1. Press the [Reset] button to stop the Save operation.
2. In the Song Select screen, select the number that is displayed as "-----" (a number that currently does not contain performance data).
3. Save the performance data.

When saving is complete, the saved performance name will be displayed.

Using Song with a Different Tempo Than That of the Performance Data

Here's how to change the tempo of performance data that you've saved.

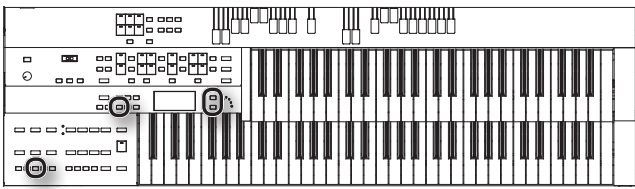


1. Prepare the performance data whose tempo you want to change.

If you're using performance data from USB memory, connect it to the USB Memory connector.

2. Load the performance data into the ATELIER (p. 80).
3. Determine the tempo with the Tempo [◀] [▶] buttons.
4. Hold down the panel [Reset] button and press the [Rec] button.

The tempo of the performance data will change.



Erasing Performance Data

If you wish to discard your recording and re-record from the beginning, or if you wish to record a new performance, you must erase the previously-recorded data.

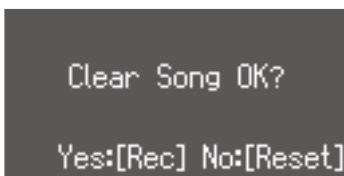


1. Press the [Display/Exit] button a number of times to access the composer screen.



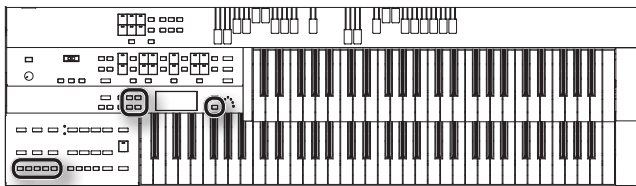
2. Press the [Load] and [Save] buttons simultaneously.

The following message, asking you to confirm your choice, will be displayed.



To cancel the procedure, press the [Reset] button.

3. If you are sure that you wish to erase the song, press the [Rec] button.



Recording in Audio Format

Here's how to record your performance in audio format.

* Performances recorded in audio format are saved on a USB memory. If you want to record audio, you must connect your USB memory to the USB Memory connector.



Preparing to record

1. Connect your USB memory to the USB Memory connector (p. 26).
2. Select the panel settings needed for recording the performance.
3. Press the [Rec] button.
The [Rec] button indicator will light, and the [Play/Stop] button will blink.
4. Press the Value [-] [+] buttons to select "Audio."

Starting and stopping recording

5. Press the [Play/Stop] button to start recording.

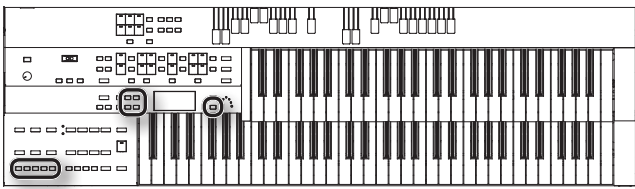
MEMO

If you wish to use Rhythm and Automatic Accompaniment as you record, press the [Start/Stop] button (p. 60) instead of the [Play/Stop] button to begin recording. Also, if the Synchro Start is ON, recording will begin the instant you play the Lower keyboard.

6. Press the [Play/Stop] button when you have completed your recording.

MEMO

When you press the [Intro/Ending] button or [Start/Stop] button while recording a Rhythm performance or Automatic Accompaniment, the Rhythm performance and Automatic Accompaniment will stop. However, the recording itself will continue. Press the [Play/Stop] button to stop recording.



Naming your performance data

7. Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.



Button	Explanation
Value [-] [+] buttons	Select a character. The following characters can be selected. _ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0 1 2 3 4 5 6 7 8 9 * You can't specify "_" (underline) as the first character.
[Reset] button	Delete a character.
[Rec] button	Inserts a character.

Saving the performance data

8. Once you've given it a name, press the [Save] button.

The performance data will be saved.

MEMO

You can adjust the recording volume (p. 99).

- * Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

Listening to the recorded performance

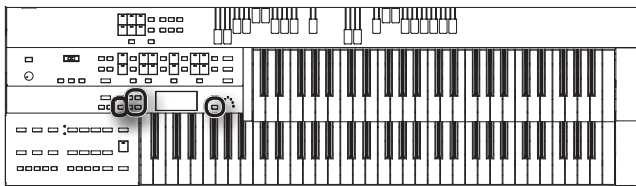
9. Press the [Play/Stop] button to start playback.

After playback reaches the end of the performance, it will stop automatically.

To stop playback at any point, press the [Play/Stop] button.

MEMO

The function of the [Play/Stop] button can be assigned to a foot switch (located on either side of the expression pedal) (p. 93).



Changing the Name of Performance Data

You can change the name of performance data that's been recorded in audio format.



1. Load the performance data that is to be given a name change (p. 80).
2. Press the [Display/Exit] button a number of times to access the composer screen.



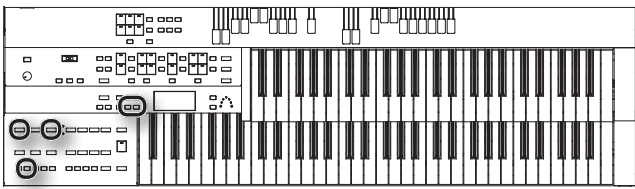
3. Press the [Save] button.
4. Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.



Button	Explanation
Value [-] [+] buttons	Select a character. The following characters can be selected. _ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0 1 2 3 4 5 6 7 8 9 * You can't specify "_" (underline) as the first character.
[Reset] button	Delete a character.
[Rec] button	Inserts a character.

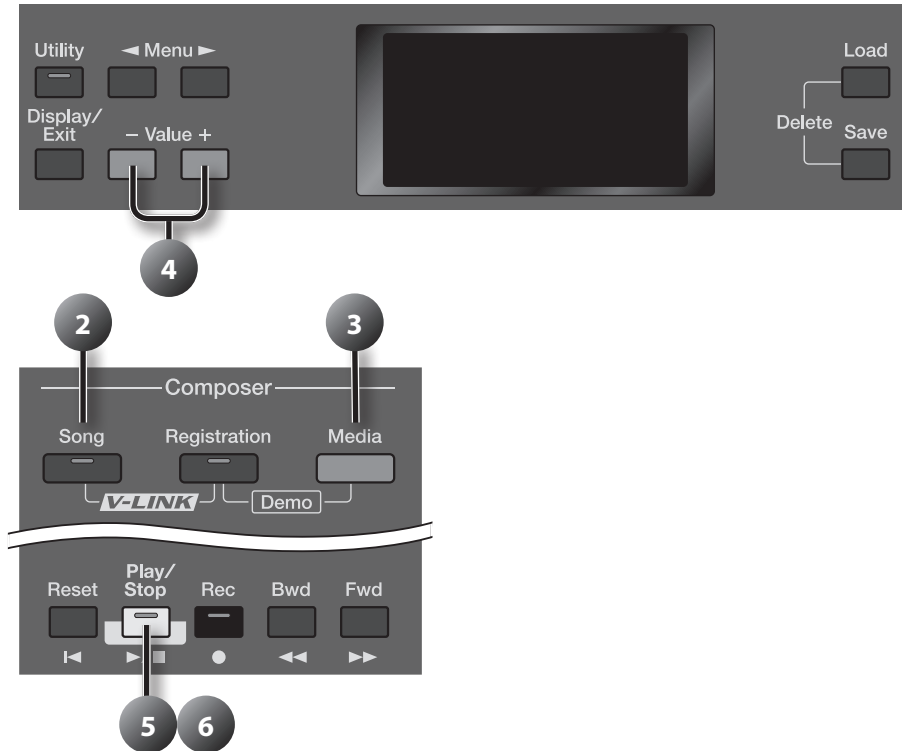
5. Once you've given it a name, press the [Save] button.

The new name is now inserted.



Playing Performance Data from User Memory or a USB memory

Here's how to play back performance data that's been saved in user memory or on a USB memory.



1. Prepare the song that you want to play back.

If you want to play back performance data from a USB memory, connect it to the USB Memory connector.

2. Press the [Song] button so its indicator is lit.

The song select screen appears.



3. Press the [Media] button to choose the media.

Choose "Favorites" if you want to play back performance data from user memory. Choose "USB Memory" if you want to play back performance data from a USB memory.

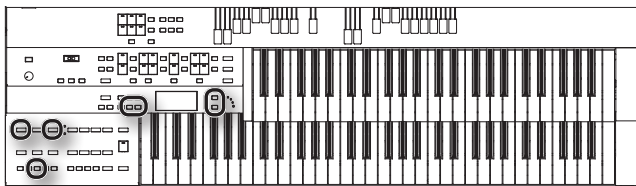
4. Use the Value [-] [+] buttons to select the desired song.

5. Press the [Play/Stop] button to play back the song.

6. Press the [Play/Stop] button to stop the song.

MEMO

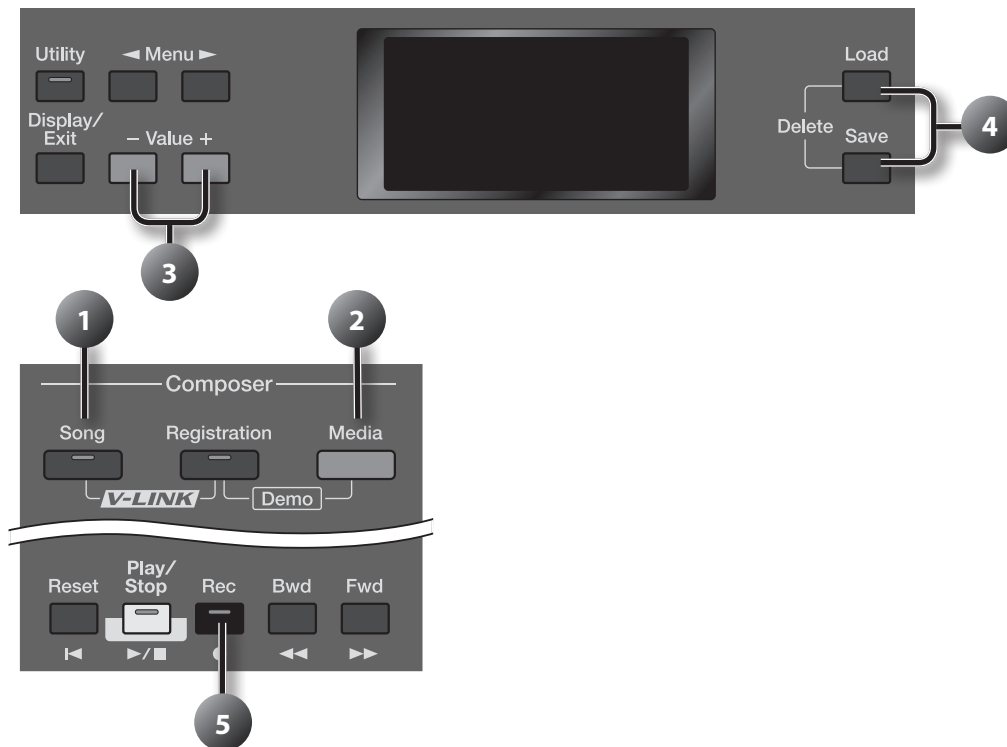
You can use the [Bwd] button or [Fwd] button to rewind or fast-forward the playback.



Deleting a Saved Performance Songs

You can delete performance data that was saved onto a "Favorites," or USB memory.

If you want to delete a song in USB memory, connect your USB memory to the USB Memory connector before you continue.



1. Press the [Song] button (confirm that its indicator is lit).

The Song select screen appears.



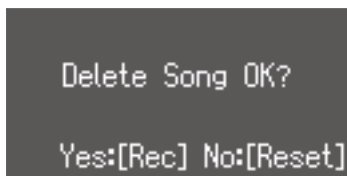
2. Press the [Media] button to select the media.

If you want to delete a song from the "Favorites," choose "Favorites." If you want to delete a song from USB memory, choose "USB Memory."

3. Press the Value [-] [+] button to select the performance data that you wish to delete.

4. Press the [Load] button and [Save] buttons simultaneously.

The following message, asking you to confirm your choice, will be displayed.



To cancel the procedure, press the [Reset] button, and you will return to the Song select screen.

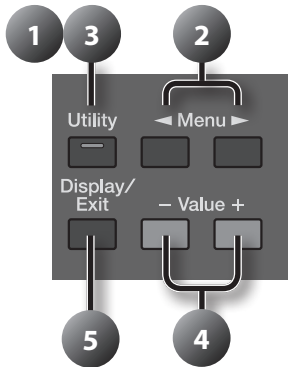
5. If you are sure that you wish to delete the song, press the [Rec] button.

* Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

Detailed Settings for Various Functions

Basic Operations in the Utility Screen

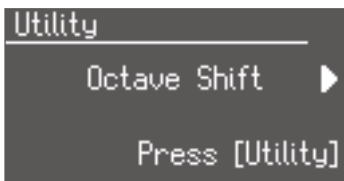
In the Utility screen you can make various settings related to performance and recording.



Selecting the parameter to edit

1. Press the [Utility] button.

The [Utility] button's indicator will light, and the Utility screen appears.



2. Use the Menu [◀][▶] buttons to select the parameter that you want to edit.

If you've selected a parameter for which "Press [Rec]" is not shown in the lower right of the screen, proceed to step 4.

MEMO

By holding down the [Utility] button while using the Menu [◀][▶] buttons, you can skip several parameters when making your selection.

3. Press the [Utility] button.

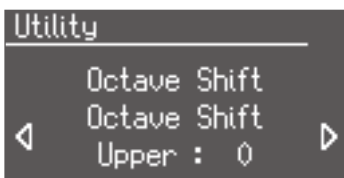
Repeat these steps to select the parameters that you want to edit.

Pressing the [Display/Exit] button will take you back to the previous screen.

Editing the value

4. Use the Value [-] [+] buttons to change the value of the setting.

Pressing the [-] [+] buttons simultaneously will return the value to the factory setting.



Pressing the [Display/Exit] button will take you back to the previous screen.

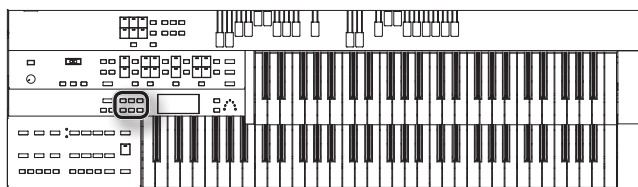
If you want to edit other settings, return to step 2 of "Selecting the parameter to edit," and select the item that you want to change.

5. Press the [Display/Exit] button a number of times.

The [Utility] button's indicator will go out, and you will return to the basic screen.

MEMO

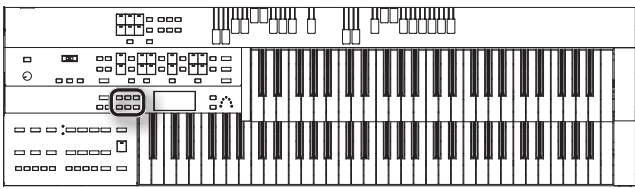
- When you turn off the power, the settings you edited will return to their original values.
- Some settings are remembered even after the power is turned off. For details on the settings that can be saved, refer to "Stored Items" (p. 123).



Settings you can change

Parameter	Page	
Octave Shift	Octave Shift: Pedal	p. 37
	Octave Shift: Lower	
	Octave Shift: Upper Organ	
	Octave Shift: Upper Orchestra	
	Octave Shift: Solo	
Sustain	Sustain: Upper	p. 40
	Sustain: Lower	
	Sustain: Pedal	
	Length: Upper	
	Length: Lower	
Reverb	Reverb Type	p. 41
	Wall Type	
	Depth: Accomp	
	Depth: Rhythm	
	Depth: Drums	
	Depth: M.Perc	
	Depth: A.Bass	
	Depth: Pedal	
	Depth: Lower	
	Depth: Upper Organ	
	Depth: Upper Orchestra	
	Depth: Solo	
Depth: Vintage		
VintageOrganVolume	p. 92	
Overdrive	p. 43	
Vibrato/Chorus Part	p. 92	
Initial Touch	Upper	p. 92
	Lower	
EZ Touch	p. 92	
Registration Shift	p. 96	
L Foot Switch	p. 93	
R Foot Switch		
Pitch Bend Range	p. 94	
Playback Transpose	p. 97	
Chord Intelligence	p. 95	
Leading Bass	p. 95	
Solo Mode	p. 92	
SoloToLower Mode	p. 92	
Solo Split Point	p. 92	
Bass Split	p. 48	
Bass Split Point	p. 92	
PedalBass Mode	p. 93	
Auto Std Tempo	p. 95	
Intro Count Down	p. 95	
Count Down Sound	p. 95	
Arranger Update	p. 97	
Trans. Update	p. 97	
ManualButtonAssign	p. 72	
AccompPartBalance	p. 96	

Parameter	Page	
Media Utility	Create Folder	p. 100
	Copy Song	p. 101
	Copy Registration	p. 102
	Copy Rhythm	p. 103
	Format Media	p. 104
VIMA TUNES	Melody	p. 110
	Recommended Tone	p. 111
Metronome	Metronome	p. 97
	Metronome Volume	p. 97
	Metronome Sound	p. 97
Beat	p. 97	
Track Mute	p. 98	
Channel Mute	p. 99	
Audio Rec Gain	p. 99	
Exp. Source	Recording	p. 94
	Playback	
Exp. Curve	p. 94	
Lyrics	p. 99	
Master Tune	p. 106	
V-LINK	p. 106	
MIDI	TxMIDI Channel: Solo	p. 105
	TxMIDI Channel: Upper	
	TxMIDI Channel: Lower	
	TxMIDI Channel: Pedal	
	TxMIDI Channel: Drums	
	TxMIDI Channel: M.Perc	
	TxMIDI Channel: Control	
	MIDI IN Mode	p. 105
	Send PC Switch	p. 105
	PC Number: BankMSB	PC Number: BankLSB
PC Number: PC Num		
Aux Out	Aux Out	p. 112
	Aux Out Mode	p. 112
LCD Contrast	p. 106	
D Beam Sensitivity	p. 94	
USB Driver	p. 113	
USB Memory Mode	p. 104	
Language	p. 106	
CD Audio Type	p. 99	
CD Audio Sync	p. 99	
Rhythm Lock	p. 106	



Adjusting How the Instrument Responds

Adjusting the Volume of the Vintage Organ (VintageOrganVolume)

You can adjust the volume of the Vintage Organ sound to regulate the volume balance relative to the other sounds.

Value	Explanation
0-12	Increasing the value will increase the volume of the Vintage Organ sound.

Selecting the Parts to which Vibrato or Chorus will be Applied (Vibrato/Chorus Part)

For the vintage organ voices, you can choose the parts to which the vibrato or chorus effect (p. 34) will be applied.

Value	Explanation
UPPER+LOWER	The effect will be applied to the upper keyboard part and the lower keyboard part.
UPPER	The effect will be applied to the upper keyboard part.
LOWER	The effect will be applied to the lower keyboard part.

Adjusting the Initial Touch Sensitivity (Initial Touch)

This adjusts the amount of the Initial Touch effect applied. Initial Touch is a function that translates the force used in playing the keys into a directly proportional amount of volume.

This can be set separately for both the upper keyboard and lower keyboard.

Parameter	Value	Explanation
Upper, Lower	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.
	OFF	Initial Touch is off. Volume remains constant regardless of how hard you play.

Turning Initial Touch Off (EZ Touch)

This allows you to perform at a consistent volume regardless of how strongly you play the keyboard.

Value	Explanation
OFF	Initial touch will be on.
ON	The volume will remain constant regardless of the force you use when playing the keyboard. Initial touch will be off.

Changing How the Solo Voice Responds (Solo Mode)

When the Solo voice is assigned to the Upper keyboard or Lower keyboard, you can specify how the Solo voice will respond when more than one key is pressed.

Value	Explanation
TOP NOTE	The Solo voice will sound the highest note that is played for the Solo part.
LAST NOTE	The Solo voice will sound the note that was most recently played for the Solo part.
POLYPHONIC	The Solo voice will sound all notes that are played for the Solo part.

Layering the Solo Voice and Lower Voice (SoloToLower Mode)

When the Solo voice is being played by the Lower keyboard (i.e., when the Solo [To Lower] button is ON), you can specify whether the Lower voice and the Solo voice will sound together (layered), or will sound separately (split).

Value	Explanation
SPLIT	The parts will sound separately.
LAYER	The Lower voice and Solo voice will sound together.

Changing the Solo Split Point (Solo Split Point)

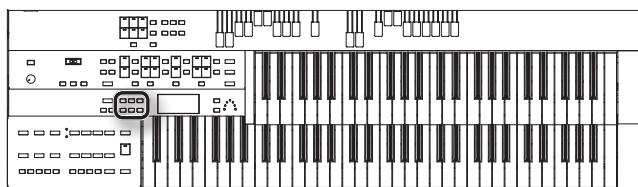
This setting is used to determine the Solo Split Point (lower limit of the playable range of the Solo voice) on the Lower keyboard to any desired position.

Value	A1-C7
-------	-------

Changing the Bass Split Point (Bass Split Point)

You can assign the Bass Split Point (the highest key up to which the Pedal Bass voice will sound), to any key of the Lower keyboard.

Value	A1-C7
-------	-------



Changing the Pedalboard Polyphony (Pedal Bass Mode)

You can set the Bass Pedalboard to play simultaneous multiple notes or single notes only.

Value	Explanation
MONOPHONIC	Only single notes can be played.
POLYPHONIC	Multiple notes can be played.

Performance Settings

Changing the Foot Switch Functions (L Foot Switch, R Foot Switch)

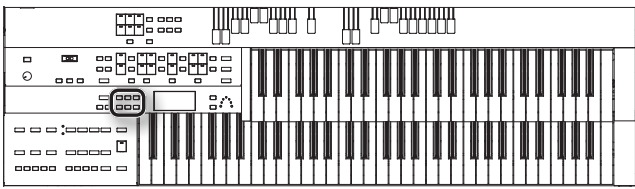
You can select the functions that are assigned to the foot switches of the pedalboard (PK series; sold separately).

MEMO

A pedal switch (DP series; sold separately) connected to the Pedal (Control) jack will have the same function as the right foot switch.

Value	Explanation
ROTARY FAST/SLOW	Switch the Rotary speed between "FAST" and "SLOW."
GLIDE	While the foot switch is pressed, the pitch will temporarily be lowered, and will gradually return to normal when you release the foot switch. Glide effect is added to the voice of all the sections being played on Upper keyboard. * The glide effect is applied only to the upper keyboard part (Upper Organ and Upper Orchestral). It won't be applied to the vintage organ part of the upper keyboard.
LEADING BASS	The Leading Bass function (p. 95) will operate only while you continue pressing the foot switch.
RHYTHM START/STOP	Start/Stop the Rhythm.
COMP PLAY/STOP	The same function as the [Play/Stop] button. Each time you press the foot switch, the performance data will play back or stop.
INTRO/ENDING	Play an Intro or Ending.
VARIATION UP	Switches the Variation button. Each time you press the foot switch, the Variation number will increment.
VARIATION DOWN	Switches the Variation button. Each time you press the foot switch, the Variation number will decrement.
VARIATION ALT	Switches the Variation button. If the Variation [1] button or [3] button is selected, this will switch between the Variation [1] and [3] buttons. If the Variation [2] button or [4] button is selected, this will switch between the Variation [2] and [4] buttons.
FILL IN	Inserts a fill-in.
BREAK	Stop the Rhythm for one measure (break).
DAMPER OF UPPER	Notes played on the Upper keyboard will be sustained only while you continue pressing the foot switch. * Decay cannot be added to the Solo voices.
DAMPER OF LOWER	Notes played on the Lower keyboard will be sustained only while you continue pressing the foot switch. * Decay cannot be added to the Solo voices.
N.CONTROL1	Applies an effect to a SuperNATURAL voice (p. 54).
N.CONTROL2	
OFF	Turns the foot switch function off.

* If the Utility menu "Registration Shift" setting is "RIGHT", "LEFT" or "RIGHT+LoadNext", the foot switch will be dedicated to switching through the Registrations, and the "R Foot Switch" or "L Foot Switch" setting will be ignored.



Changing the Pitch Bend Range (Pitch Bend Range)

This setting allows you to choose the maximum amount of Pitch change (range) permissible when using Pitch Bend (p. 44). The range can be set anywhere between 1–12 (in semitone units; with a maximum of one octave).

Value	1–12 (semitone steps)
-------	-----------------------

Changing the Function of the Expression Pedal (Exp. Source)

Specify how the Expression Pedal will function when your performance is being recorded and when ATELIER song files are being played back.

Parameter	Value	Explanation
Recording	PEDAL	Expression Pedal movements will be recorded. The previous recording will be erased as new songs are recorded.
	COMPOSER	Expression Pedal movements will not be recorded. The previous data will remain without being erased.
Playback	PEDAL+COMPOSER	Expression pedal will function. Expression pedal recording within the song file will also be effective.
	COMPOSER	Expression pedal will not function. The Expression pedal recording within the song file will be effective.
	PEDAL	Expression pedal will function. The Expression Pedal recording within the song file will be ignored.

Adjusting the Depth of the Expression Pedal (Exp. Curve)

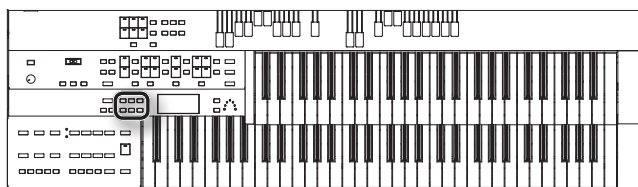
You can set the amount of effect applied when you step on the expression pedal.

Value	Explanation
1	<p>The position of the expression pedal does not really affect the Rhythm performances and Automatic Accompaniment. This setting is convenient when you do not want to have the Rhythm or Automatic Accompaniment volume change much.</p>
2	<p>The expression pedal is applied to the Rhythms and Automatic Accompaniment just as it is to the keyboard performance. The volume is easily adjusted according to the angle of the expression pedal, making this setting perfect for use in songs with big changes in dynamics.</p>
3	<p>The expression pedal is applied to the Rhythms and Automatic Accompaniment just as it is to the keyboard performance. The expression effect is applied more gently than with Setting 2, so this setting is appropriate for quieter songs with less intense dynamic changes.</p>
4	<p>The expression pedal does not affect the Rhythms and Automatic Accompaniment at all. This setting is suitable for ensemble performances and other performances featuring multiple instruments.</p>

Adjusting the Sensitivity of the D Beam Controller (D Beam Sensitivity)

This lets you adjust the sensitivity of the D Beam controller.

Value	Explanation
1–10	Higher settings will make the D Beam controller more sensitive.



Rhythm Settings

Producing Chords with Simple Fingering (Chord Intelligence)

“Chord Intelligence” is a feature that intelligently plays the correct accompaniment chords the moment you play a key specifying a chord on the Lower keyboard during Automatic Accompaniment.

To play a C chord on the Lower keyboard, for example, you usually have to press down the three keys C, E, and G; but with Chord Intelligence, you only have to press the C Key to initiate a C chord accompaniment.

Value	Explanation
ON	Chord Intelligence function is ON.
OFF	Chord Intelligence function is OFF.

MEMO

- When the [One Touch Program] button is pressed, the Chord Intelligence function is automatically switched ON.
- When the Leading Bass function (p. 95) is on and the Chord Intelligence function is off, you can specify chords with a combination of the lower keyboard and pedalboard.

Using the Leading Bass Function (Leading Bass)

When Automatic Accompaniment is used, and the Pedal [To Lower] button is ON, the Pedal Bass voice will normally play the root note (p. 122) of the chord you play on the Lower keyboard.

If the Leading Bass function is enabled, the lowest note of the chord you play on the Lower keyboard will then be used as the bass note (the bottom note of the chord). For this reason, the bass note will be sounded differently than normal when you play an inverted chord (p. 122).

Value	Explanation
ON	The Leading Bass function is ON.
OFF	The Leading Bass function is OFF.

MEMO

- You can assign the Leading Bass functions to either of the foot switches located on each side of the Expression Pedal (p. 94).
- When the Leading Bass function (p. 95) is on and the Chord Intelligence function is off, you can specify chords with a combination of the lower keyboard and pedalboard.

Preventing Rhythm Tempos from Switching Automatically (Auto Std Tempo)

You can prevent rhythm tempos from switching automatically when you switch rhythms.

Value	Explanation
ON	Switching the rhythm while the rhythm is stopped automatically changes the tempo settings to those in the new rhythm.
OFF	When the rhythm is stopped, the tempo settings are not changed automatically when the rhythms are changed.

Playing a Countdown Sound When the Intro Ends (Intro Count Down)

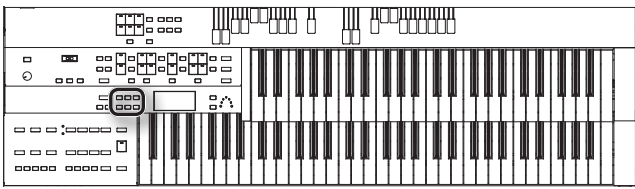
If an intro is played before your performance, you can have a countdown played to the end of the intro, allowing you to understand easily where you are to start playing.

Value	Explanation
ON	A countdown will be sounded.
OFF	A countdown will not be sounded.

Changing the Sound of the Countdown (Count Down Sound)

You can change the sound that is used for the count played at the end of the intro with the Intro Countdown function.

Value	Explanation
VOICE	Human voice count (One, two, three...)
STICK	Stick sound count



Adjusting the Volume Balance of the Arranger (AccompPartBalance)

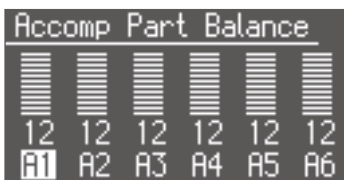
You can adjust the volume balance of each part.

1. Press the [Utility] button.
2. Use the Menu [◀] [▶] buttons to select "AccompPartBalance."



3. Press the [Utility] button.

The Accomp Part Balance screen appears.



MEMO

You can also access the Accomp Part Balance screen from the Part Balance screen (p. 35) by pressing the Menu [▶] button.

4. Use the Menu [◀] [▶] buttons to select the part that you want to adjust.

The arranger accompaniment is divided into six parts: A1–A6.

The content assigned to each part will depend on the accompaniment.

5. Use the Value [-] [+] buttons to adjust the volume.

Value	Explanation
0–12	Higher values make the volume louder.

Press the [Display/Exit] button to return to the basic screen.

Registration Settings

Using the Foot Switch to Switch Registrations (Registration Shift)

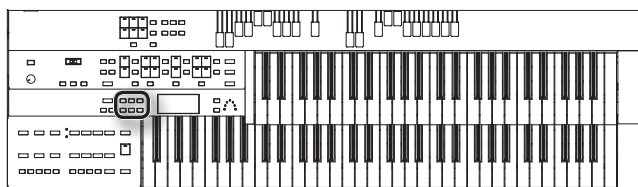
A foot switch of the pedalboard (PK series; sold separately) can be assigned the function of successively switching registrations. Each time you press the foot switch, the registration will be changed.

MEMO

A pedal switch (DP series; sold separately) connected to the Pedal (Control) jack will have the same function as the right foot switch.

- * The Registration Shift settings are stored to each individual Registration Set. When "RIGHT + Load Next" is assigned to the foot switch and the Load Next function (p. 72) is used to switch Registration Sets saved to a USB memory, set the Registration Shift setting to "RIGHT + Load Next" for all saved Registrations.

Value	Explanation
OFF	You can use a function assigned to the foot switch.
RIGHT	The right foot switch is dedicated to switching registrations. The function assigned to the right foot switch cannot be used.
LEFT	The left foot switch is dedicated to switching registrations. The function assigned to the left foot switch cannot be used.
RIGHT + Load Next	The right foot switch is dedicated to switching registrations. The function assigned to the right foot switch cannot be used. Selecting the Registration [8] button and pressing the right foot switch activates the Load Next function, calling up the next registration saved to the USB memory, or user memory. The Registration Load window appears in the display. When you then press the right foot switch again, the Registration Set is confirmed, and the Registration [1] button is selected. Example: 1→2→3...→8→Load Next→(Next Registration) 1



Registration Arranger Update (Arranger Update)

You can specify how the settings related to Rhythm performances and Automatic Accompaniment will be recalled when you press a Registration [1]–[8] button.

Value	Explanation
DELAYED	Settings related to Rhythm performances and Automatic Accompaniment will be recalled when you hold a Registration button for several seconds. If you quickly press the Registration button, only the panel settings (voice, etc.) that are not related to Rhythm and Automatic Accompaniment will be updated.
INSTANT	Settings related to Rhythm performances and Automatic Accompaniment will be recalled the instant you press a Registration button along with all other panel settings.

Registration Transpose Update (Trans. Update)

You can specify how the transpose setting will be recalled when you press a Registration [1]–[8] button.

Value	Explanation
DELAYED	Transpose settings will be recalled when you hold a Registration button for several seconds.
INSTANT	Transpose setting will be recalled the instant you press a Registration button along with all other panel settings.

Recording and Playback Settings

Changing the Key When Playing Back Songs (Playback Transpose)

SMF Music files or a performance that you recorded can be transposed for playback.

Value	-6-0+5

MEMO

You can transpose the keyboard for performance (p. 36).

Changing the Metronome Setting (Metronome)

This setting determines whether or not the metronome will sound.

Value	Explanation
OFF	Not heard at all
REC	Heard only while recording
ON	Heard constantly

Adjusting the Metronome Volume (Metronome Volume)

You can adjust the volume of the metronome.

Value	Explanation
1-10	Increasing the value will raise the volume of the metronome.

Changing the Sound of the Metronome (Metronome Sound)

You can choose one of 4 different sounds for the metronome.

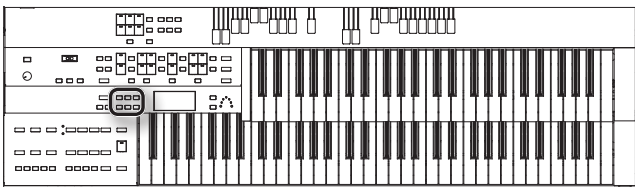
Value	Explanation
CLICK&BELL	Conventional metronome sound
ELECTRONIC	Electronic metronome sound
VOICE ENGLISH	Human voice (English)
VOICE JAPANESE	Human voice (Japanese)

Changing the Beat Setting (Beat)

This setting determines the beat to be used when recording performance songs.

Value	2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8

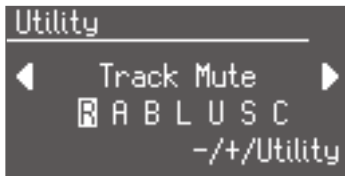
- * When recording your performance with playing Rhythm performances or Automatic Accompaniment, the beat is set automatically.
- * You cannot change the beat of previously recorded songs.



Silencing a Specific Track (Track Mute)

Here's how to individually mute tracks of SMF format performance data.

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons, select "Track Mute."
3. Press the Value [-] [+] buttons to select the track that you wish to mute.

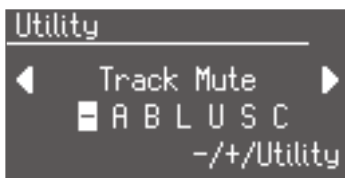


Performance data recorded in SMF format has seven tracks. On each of the tracks, a certain type of performance is recorded, as shown below.

Track	Explanation
R (Rhythm)	Rhythm performances, Drums/SFX, Manual Percussion
A (Accomp)	Automatic Accompaniment (except Bass)
B (Bass)	Pedal Bass voice, Bass part of the Automatic Accompaniment
L (Lower)	Lower voice
U (Upper)	Upper voice
S (Solo)	Solo voice
C (Control)	Panel operations, Expression Pedal operations

4. Press the [Utility] button.

The character changes to "-", indicating that the track is muted.



5. Once again press the [Utility] button, and muting will be canceled.

To return to the basic screen, press the [Display/Exit] button.

Assigning commercial SMF music files to the tracks

Track	Channel
R (Rhythm)	10
A (Accomp)	5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16
B (Bass)	2
L (Lower)	3
U (Upper)	4
S (Solo)	1

What the control track (control) does during recording

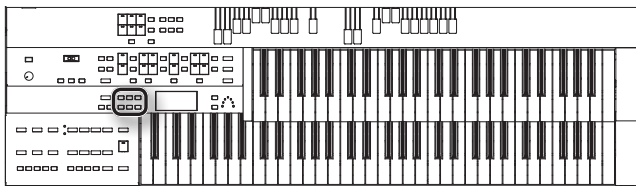
Panel operations (Voice selections, Tempo changes, Rotary fast/slow etc.)

Newly recorded performance data will be added without erasing the previously recorded data.

If you wish to record new performance data, erase all the recorded data (p. 84).

Expression pedal operations

The way in which expression operations are recorded will depend on the setting of the "Exp. Source" (p. 94) item "Recording."



Muting Individual Channels of Performance Data (Channel Mute)

You can mute (silence) individual channels of performance data of SMF music files (commercially available).

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select “Channel Mute.”
3. Press the Value [-] [+] buttons to select the channel that you wish to mute.

From the left, these are “1 Ch. (channel 1), 2 Ch. ... 15 Ch., and 16 Ch.”



4. Press the [Utility] button.



The number will change to “-,” indicating that the corresponding channel has been muted.

5. Once again press the [Utility] button, and muting will be canceled.

To return to the basic screen, press the [Display/Exit] button.

MEMO

Channel mute will be defeated when you select different performance data.

Adjusting the Audio Recording Volume (Audio Rec Gain)

This adjusts the volume for audio recording.

Value	-24 dB–6 dB
-------	-------------

Switching the Display of Lyrics On or Off (Lyrics)

Some music files have Lyrics included and these Lyrics can be displayed on the screen. You can turn on or off the lyrics display of such music files.

Value	Explanation
ON	Lyrics will be displayed.
OFF	Lyrics not will be displayed.

- * If you press a voice select button while playing back music files that contains lyrics, the display screen will switch, and the lyrics will no longer be displayed. To re-display the lyrics, press the [Rec] button.

Setting the Type of CD to be Played Back (CD/Audio Type)

The ATIELIER may be unable to correctly recognize the type of CD being used. In such instances, you can specify the type of CD manually.

Value	Explanation
AUTO	The CD type is detected automatically.
TYPE A	General CDs for Player Piano contain audio and MIDI data, and the data format may vary from one CD to the next. If the CD's data format does not match the ATIELIER's settings, a “beep” will sound.
TYPE B	
STEREO	Commercial Audio CD (CDs other than those designed for use with the player piano).

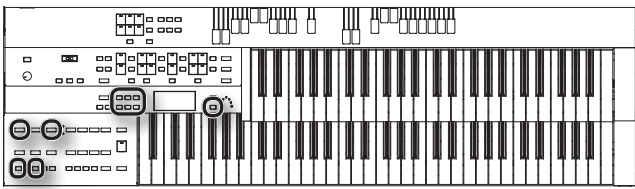
- * Note that some commercial player piano CDs cannot be played back on the ATIELIER.

Adjusting the Timing of a Player Piano CD's Piano Sound and Accompaniment (CD Audio Sync)

With some player piano CDs, the piano and accompaniment sounds may not be synchronized properly.

In such instances, you can adjust the timing of the piano sounds so that they are in time with the accompaniment.

Value	0–100
-------	-------



Media Settings

Creating a Folder in USB Memory or User Memory (Create Folder)

You can create folders in a connected USB memory device or in user memory.

If you want to create a folder in USB memory, connect the USB memory to the USB Memory connector.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Media Utility."



3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Create Folder."



5. Press the [Utility] button.
6. Press the [Media] button to select the media.
Choose "USB Memory" if you want to create a folder in USB memory, or "User" if you want to create a folder in user memory.
7. Press the [Utility] button.
8. Assign a name to the folder.
Rename the folder as described in "Changing the Name of a Folder."



9. To confirm the new name, press the [Save] button.
The name will be assigned to the newly created folder.

Changing the name of a folder

Here's how to rename a folder.

- * If the folder name includes Japanese characters, you won't be able to rename the folder.

1. Press the [Registration] button.
2. In the Registration select screen, select the folder that you want to rename.



3. Press the [Save] button.



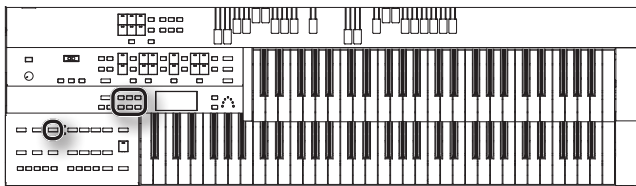
4. Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.

The following characters can be selected when changing a name:

Button	Explanation
Value [-] [+] button	Select a character. The following characters can be selected. _ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0 1 2 3 4 5 6 7 8 9
[Reset] button	Delete a character.
[Rec] button	Insert a character.

5. To confirm the new name, press the [Save] buttons once again.

The new name is now inserted.



Copying Performance Song (Copy Song)

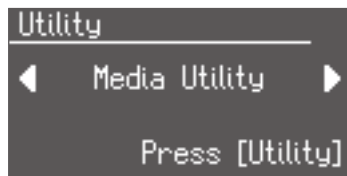
Performance songs and SMF music files from USB memory can be copied to “Favorites” (User memory).

If performance data saved in USB memory is stored in “Favorites,” the stored performance song will not disappear even when you turn off the power. It is convenient to load frequently-used performance song into “Favorites.”

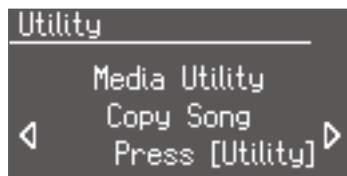
Performance songs saved in “Favorites” can also be copied to USB memory.

Copying performance songs from USB memory to “Favorites”

1. Connecting the USB memory to the USB Memory connector.
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons to select “Media Utility.”



4. Press the [Utility] button.
5. Press the Menu [◀] [▶] buttons to select “Copy Song.”



6. Press the [Utility] button.
7. Press the [Media] button to select “USB Memory.”
8. Press the Value [-] [+] buttons to select the performance data you want to copy.
9. Press the [Utility] button.
10. Press the Value [-] [+] buttons to select the copy-destination number.

Numbers for which a song name is shown already have a song saved to them.

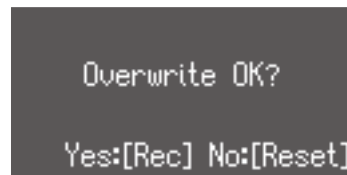
11. Press the [Utility] button to copy the song.

The copying of the song to “Favorites” begins.

Once the song has been accommodated in memory, the Media Utility screen reappears.

- * **Never remove the USB memory or turn off the power while the performance data is being copied from USB memory into the ATELIER. If you do so, the performance data will not be loaded into the ATELIER, and malfunctions could result.**

If you select a number in which a song is already saved, a screen like the following appears.



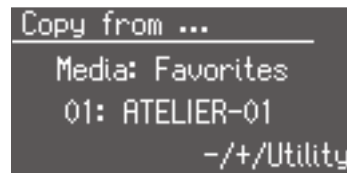
If you want to delete the previously saved song and overwrite it with the song you’re newly saving, press the [Rec] button.

If you don’t want to delete the previously saved song, press the [Reset] button, then select a number at which no song has been saved, and copy the song to that number.

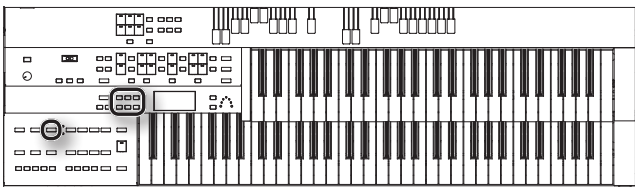
Copying performance songs from “Favorites” to USB memory

You can copy performance song from “Favorites” to USB memory.

To do so, press the [Media] button in step 7 to choose “Favorites,” you’ll be copying performance song from “Favorites” to USB memory.



The rest of the procedure is the same as when copying performance song from USB memory to “Favorites.”



Copying Registrations (Copy Registration)

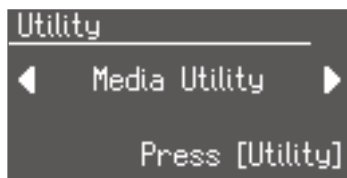
Registrations from USB memory can be copied to user memory.

If a registration saved in USB memory is stored in user memory, the stored registration data will not disappear even when you turn off the power. It is convenient to load frequently-used registration into User memory.

Registrations saved in user memory can also be copied to USB memory.

Copying registration from USB memory to user memory

1. Connect the USB memory to the USB Memory connector.
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons to select "Media Utility."



4. Press the [Utility] button.
5. Press the Menu [◀] [▶] buttons to select "Copy Registration."

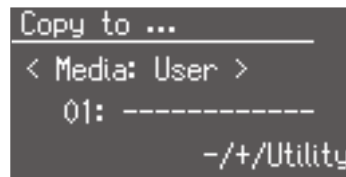


6. Press the [Utility] button.
7. Press the [Media] button to select "USB Memory."



8. Press the Value [-] [+] buttons to select the Registration you want to copy.
9. Press the [Utility] button.

10. Press the Value [-] [+] buttons to select the copy destination number.



To cancel the procedure, press the [Display/Exit] button.

11. Press the [Utility] button to copy the Registration.

If you select a number in which a Registration is already saved, a screen like the following appears.



If you want to delete the previously saved Registration and overwrite it with the Registration you're newly saving, Press the [Rec] button.

If you don't want to delete the previously saved Registration, Press the [Reset] Button, then select a number at which no Registration has been saved, and copy the Registration to that number.

To return to the basic screen, press the [Display/Exit] button a number of times.

- * Never remove the USB memory or turn off the power while the registration data is being copied from USB memory into the ATELIER. If you do so, the registration data will not be loaded into the ATELIER, and malfunctions could result. After returning the registration stored in the user memory to the factory settings (p. 108), reload the registration from USB memory.

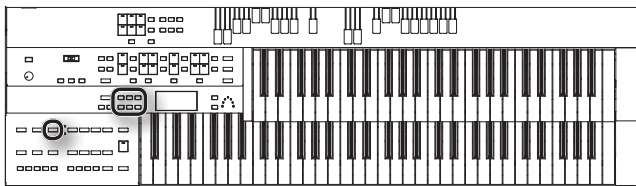
Copying registration from user memory to USB memory

You can copy Registration from user memory to USB memory.

To do so, press the [Media] button in step 7 (above) to choose "User." In this state, you'll be copying Registration from user memory to USB memory.



The rest of the procedure is the same as when copying Registration from USB memory to user memory.



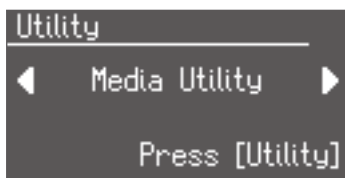
Copying Rhythms (Copy Rhythm)

User memory already contains rhythms, but you can replace these rhythms with rhythms from USB memory.

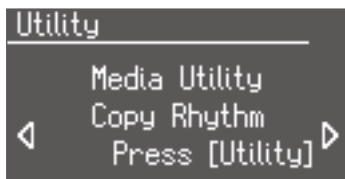
Rhythms copied from the USB memory into User memory will not be lost even if the power is turned off. It is convenient to copy frequently-used Rhythms into User memory.

Copying rhythms from USB memory to user memory

1. Connect the USB memory to the USB Memory connector.
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons to select "Media Utility."



4. Press the [Utility] button.
5. Press the Menu [◀] [▶] buttons to select "Copy Rhythm."

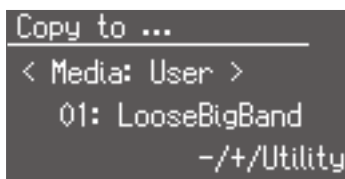


* If no USB memory is inserted, you won't be able to choose "Copy Rhythm" in the Utility menu.

6. Press the [Utility] button.
7. Press the [Media] button to select "USB Memory."



8. Press the Value [-] [+] buttons to select the rhythm you want to copy.
9. Press the [Utility] button.

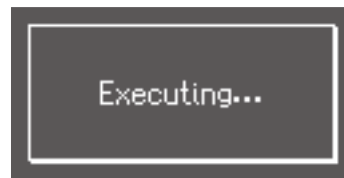


10. Press the Value [-] [+] buttons to select the copy destination number.

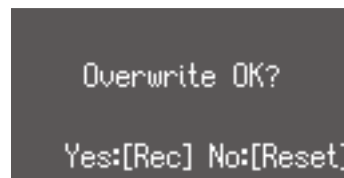
To cancel the procedure, press the [Display/Exit] button.

11. Press the [Utility] button to copy the rhythm.

While the Rhythm is being copied into internal memory, the following screen will be displayed.



If you select a number in which a rhythm is already saved, a screen like the following appears.



If you want to delete the previously saved rhythm and overwrite it with the rhythm you're newly saving, Press the [Rec] button.

If you don't want to delete the previously saved rhythm, press the [Reset] button, then select a number at which no rhythm has been saved, and copy the rhythm to that number.

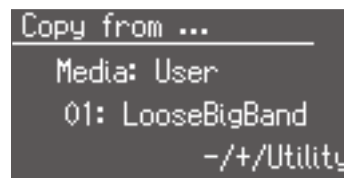
To return to the basic screen, press the [Display/Exit] button a number of times.

- * Never remove the USB memory or turn off the power while the rhythm data is being copied from USB memory into the ATELIER. If you do so, the rhythm data will not be loaded into the ATELIER, and malfunctions could result. After returning the rhythm stored in the user memory to the factory settings (p. 107), copy the rhythm from USB memory once more.

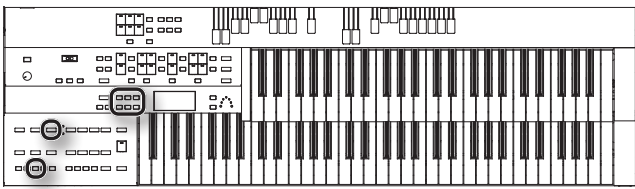
Copying rhythms from user memory to USB memory

You can copy rhythms from user memory to USB memory.

To do so, press the [Media] button in step 7 (above) to choose "User." In this state, you'll be copying rhythms from user memory to USB memory.



The rest of the procedure is the same as when copying rhythms from USB memory to user memory.

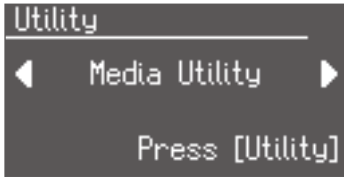


Formatting a USB Memory (Format Media)

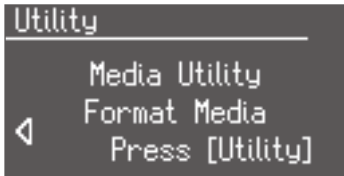
The process of preparing USB memory so that they can be used with the ATELIER is called "initialization" (formatting).

If the media format does not match the ATELIER's, you will not be able to use that media with the ATELIER.

1. Connect the USB memory to the USB Memory connector.
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons to select "Media Utility."

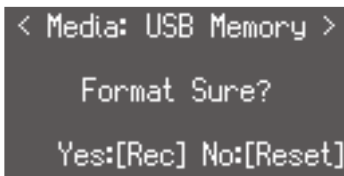


4. Press the [Utility] button.
5. Press the Menu [◀] [▶] buttons to select "Format Media."



6. Press the [Utility] button.

The Format screen appears.



To cancel the procedure, press the [Reset] button.

7. Press the [Rec] button to start formatting.



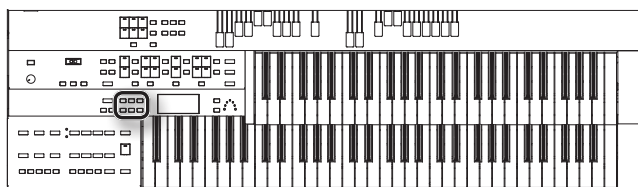
To return to the basic screen, press the [Display/Exit] button a number of times.

- * Never attempt to remove the USB memory until formatting is complete.

Changing the USB Memory Setting (USB Memory Mode)

In some cases, when USB memory is connected to the USB Memory connector, it might take a long time for data to be read, or the ATELIER might fail to read the data. If this occurs, switching the USB memory setting may solve the problem.

Value	MODE 1, MODE 2
-------	----------------



MIDI Settings

Selecting the MIDI Transmit Channel (Tx MIDI Channel)

When you use the MIDI connectors of the ATELIER to transmit musical data to external devices, for each keyboard (Upper, Lower, and Pedal) you can specify the channel on which your playing will be transmitted as MIDI messages. You can modify these Tx (Transmit) MIDI settings as needed.

Parameter	Channel
Solo, Upper, Lower, Pedal, Drums, M.Perc, Control	1–16

MEMO

- For details refer to “Connecting MIDI Devices” (p. 113).
- The Control part transmits expression pedal data and PC numbers.

MIDI IN Mode (MIDI IN Mode)

The ATELIER contains two sound generators: one for SMF data playback and one for keyboard performance.

Normally, data received at the MIDI In connector will control only the sound generator for SMF data playback. However by changing the MIDI IN Mode setting, you can also control the keyboard sound generator from MIDI In.

Value	Explanation
MODE 1	Control the instrument as a GS sound generator.
MODE 2	Channels 5 through 10 and Channels 12, 14, 15 are transmitted to the GS sound generator, and all other channels are transmitted to the keyboard sound generator.

How channels correspond to the MIDI IN mode

Channel	MODE 1	MODE 2
1	GS	Solo
2	GS	Pedal/GS *
3	GS	Lower
4	GS	Upper
5–10	GS	GS
11	GS	Drums/SFX
12	GS	GS
13	GS	Manual Percussion
14, 15	GS	GS
16	GS	Control

*: When the pedal part button is ON, data received at the MIDI In connector will control the pedal part of keyboard sound generator. When the pedal part button is OFF, data received at the MIDI In connector will control the GS sound generator.

* There are limitations on the types of MIDI messages that can be received by the keyboard sound generator.

Specifying Transmission of PC Numbers (Send PC Switch)

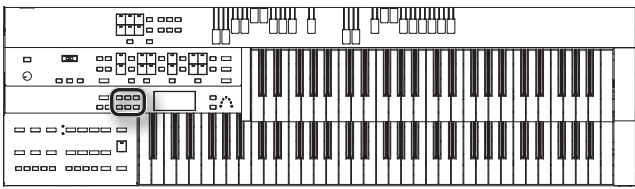
Transmission of PC (Program Change) numbers can be switched ON/OFF.

Value	Explanation
ON	PC numbers are transmitted.
OFF	PC numbers are not transmitted.

Setting PC Numbers (PC Number)

You can specify the Program Change number that will be transmitted from MIDI Out when a Registration is selected.

Value	Explanation
Bank MSB (Bank Select MSB)	0–127
Bank LSB (Bank Select LSB)	0–127
PC Num (PC Number)	1–128



Other Settings

Adjust the Standard Pitch (Master Tune)

The basic pitch of an instrument is generally considered as the pitch of the middle A note. The "Master Tune" parameter lets you adjust this basic pitch to match the pitch of any other instruments that are playing together with the ATELIER.

Value	415.3 Hz – 466.2 Hz (0.1 Hz units)
-------	------------------------------------

Adjusting the Display Brightness (LCD Contrast)

Here's how to adjust the brightness of the ATELIER's display.

Value	1–10
-------	------

Selecting the Screen Language (Language)

You can specify the language in which confirmation messages are shown.

Value	DUTCH, ENGLISH, FRENCH, GERMAN, ITALIAN, JAPANESE, PORTUGUESE, SPANISH
-------	------------------------------------------------------------------------

Disabling Rhythm-related Buttons (Rhythm Lock)

You can disable the rhythm-related buttons.

This will prevent settings from being inadvertently changed even if you accidentally press a rhythm-related button while using the Rotary Sound [On/Off] button or Rotary Sound [Fast/Slow] button as you perform.

Value	Explanation
ON	Rhythm Lock will be on. The following buttons will be disabled. <ul style="list-style-type: none"> • Rhythm button • Arranger [On/Off] button • Auto [Fill In] button • Variation [1]–[4] buttons • [Intro/Ending] button • [Start/Stop] button
OFF	Rhythm Lock will be off.

Using the V-LINK function (V-LINK)

Connecting the ATELIER to a V-LINK compatible image device allows you to control the images with the ATELIER.

What is the V-LINK?

V-LINK (**V-LINK**) is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy a wide range of visual effects that are linked to the expressive elements of a music performance.

Value	Explanation
OFF	The V-LINK function is switched off.
MODE 1	The V-LINK function is switched on. 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.
MODE 2	The V-LINK function is switched on. In addition to the functions of "MODE 1," MODE 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.

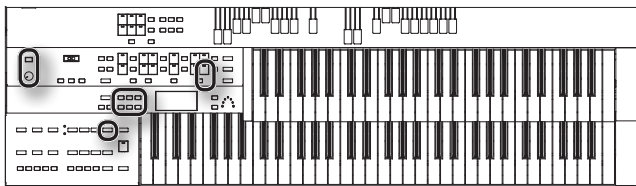
* The MIDI transmit channel used for video control messages is fixed at channel 16.

MEMO

- The V-LINK function is turned on, and the V-LINK icon appears in the basic screen.



- By holding down the [Song] button while using the [Registration] button, you can turn on the V-LINK function MODE 2.
- For more on switching video images, refer to the owner's manual for the connected device.



Restoring the User Memory to the Original Factory Settings (User Memory Reset)

You can restore the User memory to their original factory settings. This function is called "User Memory Reset."

1. Turn down the volume to the minimum level, then turn off the power.
2. While holding down the Rhythm [Ballad/User] button, press the [Power] switch to turn the power on.

Do not turn off the power while the following screen is displayed.



The user memory will be reset to the factory-set state.

MEMO

- To reset all settings other than the User memory to their original factory settings, refer to "Restoring All Settings Other Than the User Memory to the Original Factory Settings (Panel Reset)" (p. 107).
- If you want to reset all settings to their factory-set state, refer to "Restoring All the Factory Default Settings (Factory Reset)" (p. 108).

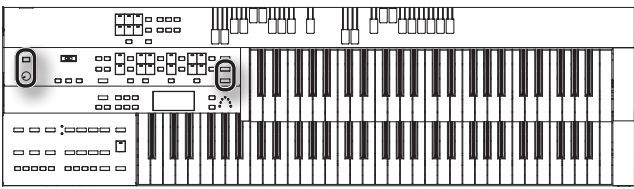
Restoring All Settings Other Than the User Memory to the Original Factory Settings (Panel Reset)

All settings other than the User memory can be returned to their factory settings. This function is called "Panel Reset."

1. Turn down the volume to the minimum level, then turn off the power.
 2. While holding down the [Harmony Intelligence] button, press the [Power] switch to turn the power on.
- * Do not turn off the power while the following screen is displayed.



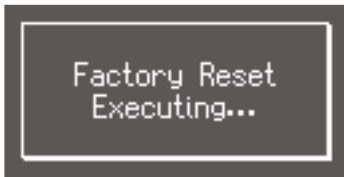
When panel reset is completed, the basic screen is appeared.



Restoring All the Factory Default Settings (Factory Reset)

The settings stored in the ATELIER can be returned to their factory settings. This function is called "Factory Reset."

1. Turn down the volume to the minimum level, then turn off the power.
 2. While holding down the [One Touch Program] button, press the [Power] switch to turn the power on.
- * Do not turn off the power while the following screen is displayed.



When factory reset is completed, the basic screen reappears.

- * Loading factory default settings will erase any Registrations currently in the memory of the ATELIER. It is a good idea to save important Registrations to USB memory. To save the registrations you are currently using, refer to "Saving Registration Sets" (p. 68).

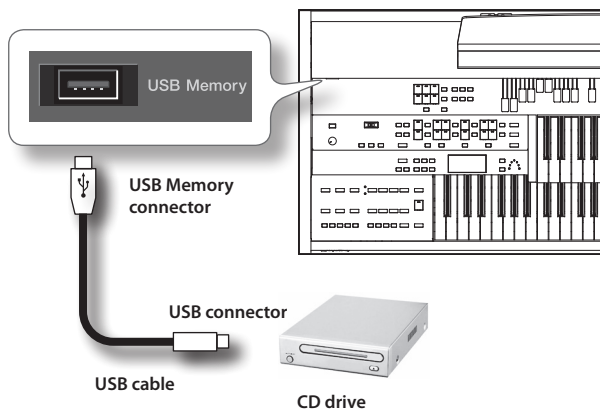
MEMO

- To reset all settings the User memory to their original factory settings, refer to "Restoring All Settings Other Than the User Memory to the Original Factory Settings (Panel Reset)" (p. 107).
- To return only the User memory settings to their original factory conditions, refer to "Restoring the User Memory to the Original Factory Settings (User Memory Reset)" (p. 107)).

Connections with Other Equipment

Connecting a CD Drive and Playing Songs

You can connect a commercially available CD drive, and use it to play back music CDs or CD-ROMs on which SMF music files are saved.



1. Switch off the power to the ATELIER and the CD drive to be connected.
2. Connect the USB cable included with the CD drive to the USB Memory connector on the ATELIER.
3. Turn on the power to the ATELIER.
4. Turn on the power to the connected CD drive.

* The ATELIER does not support CD drives that are powered by the USB bus. If you use a USB-bus-powered CD drive, you must use the power supply included with the CD drive so that the drive will operate under its own power.

Precautions concerning use of the CD

- You cannot play back CD-R/RW disks to which audio tracks have been added or CDs containing both audio tracks and data (CD Extra).
- The ATELIER is capable of playing back only commercial CDs that conform the official standards—those that carry the “COMPACT disc DIGITAL AUDIO” logo.
- The usability and sound quality of audio discs that incorporate copyright protection technology and other non-standard CDs cannot be guaranteed.
- For more detailed information on audio discs featuring copyright protection technology and other non-standard CDs, please consult the disc vendor.
- You cannot save songs to CDs, and you cannot delete songs recorded to CDs. Furthermore, you cannot format CDs.

Listening to Songs from Music CD

You can connect a CD drive to the ATELIER and use it to play music CDs. This lets you perform or sing along with the backing of a music CD.

* You can't copy music CD songs to “Favorites”.

* It will take a certain amount of time until a music CD can be selected.

1. Connect a commercially available CD drive to the USB Memory connector, and insert the music CD into the CD drive.

2. Press the [Song] button (confirm that its indicator is lit).

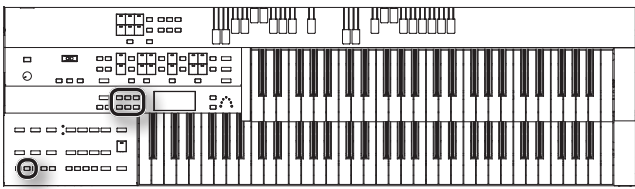
The Song select screen appears.



3. Press the [Media] button to select “CD”.
4. Press the Value [-] [+] buttons to select the song you want to play.
5. Press the [Play/Stop] button to start playback.
6. To stop playback, press the [Play/Stop] button.

MEMO

You can press [Bwd] button or [Fwd] button to rewind or fast-forward the playback.

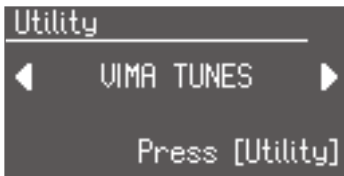


Enjoying Karaoke with a Music CD (Center Cancel)

You can minimize the vocal sounds of a commercially available music CD, and sing the vocal part yourself. This is a convenient way to enjoy karaoke or practice soloing with a favorite music CD.

* For some songs, the vocal sound may not be eliminated completely.

1. Connect a commercially available CD drive to the USB Memory connector.
2. Insert a music CD in the CD drive, and select the song that you want to sing (p. 109).
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "VIMA TUNES."



5. Press the [Utility] button.
6. Press the Menu [◀] [▶] button to select "Melody."



7. Press the Value [-] [+] buttons to select "MUTE/C.CANCEL."



The Center Cancel function is active.

8. Press the [Play/Stop] button to start playing back the song.
When you play back the song, the sound of the melody or vocal will be minimized.
This lets you perform the melody portion yourself.

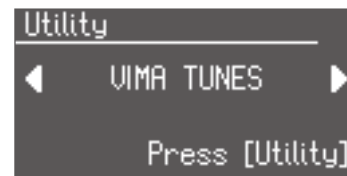
Using a Song's Melody as a Guide (Guide)

You can reduce the playback volume of the melody within SMF music files.

Until you've learned the melody, you can sing along using this reduced-volume melody as a guide.

* This does not work for songs on a music CD.

1. Prepare the song that you want to sing.
To play back SMF music files from a CD-ROM, connect your CD drive and insert the CD-ROM.
To play back SMF music files from USB memory, connect your USB memory.
2. Select the song that you want to sing (p. 88, p. 109).
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "VIMA TUNES."



5. Press the [Utility] button.
6. Press the Menu [◀] [▶] buttons to select "Melody."

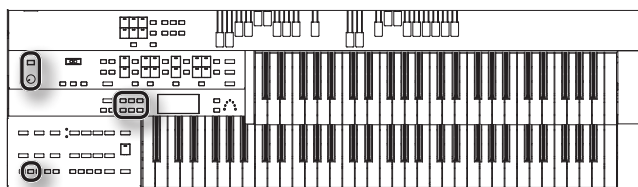


7. Press the Value [-] [+] buttons to select "GUIDE."



The Guide function is active.

8. Press the [Play/Stop] button to start playing back the song.
When you play back the song, the volume of the melody channel will be temporarily lowered.
Sing the melody while listening to the song. Since the melody will play at a reduced volume, you'll be able to use it as a guide for your singing.



Enjoying VIMA TUNES Songs

The ATELIER can play back separately available VIMA CD-ROMs (VIMA TUNES). This allows you to play back VIMA TUNES songs while you enjoy performing with recommended sounds.

VIMA TUNES



VIMA TUNES is a Roland specification for music files that contains image and lyric data, allowing you to enjoy songs with lyrics and images simultaneously. When data bearing the "VIMA TUNES" logo is played back on a device that bears the same logo, lyrics can be shown on the screen of a connected external display or television, letting you enjoy karaoke or watch a slide show.

* The ATELIER is not able to play back VIMA TUNES images.

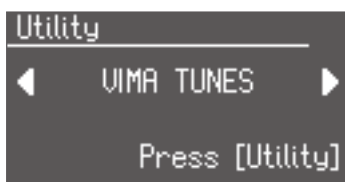
Performing with sounds that match the song (recommended tones)

If you're performing while listening to a CD-ROM produced for VIMA (VIMA TUNES), you have the option of using automatically selected tones that are appropriate for the mood of the selected song.

When you select a song from a VIMA CD-ROM (VIMA TUNES), three recommended tones will be selected automatically.

Using these three tones gives you an easy way to perform using sounds that are appropriate for the mood of the song.

1. Connect a commercially available CD drive to the USB Memory connector.
2. Insert the VIMA TUNES CD-ROM into the CD drive, and select the song of VIMA CD-ROM (p. 109).
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "VIMA TUNES."



5. Press the [Utility] button.
6. Press the Menu [◀] [▶] buttons to select "Recommend Tone."



7. Press the Value [-] [+] buttons to select a tone.
8. Press the [Utility] button to return to the basic screen.
9. Press the [Play/Stop] button to start playing back the song.
10. Play along with the song.
The tones you play will be suitable for the character of the song.
11. Press the [Play/Stop] button to stop playing back the song.

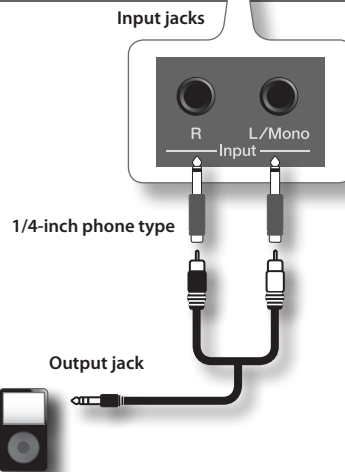
Connecting an Audio Device and Playback Sounds

Here's how to connect an audio device and play back its sounds through headphones or speakers.

MEMO

Use audio cables with phone plugs to make this connection.

- * To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.
- * When connection cables with resistors are used, the volume level of equipment connected to the Input jacks may be low. If this happens, use connection cables that do not contain resistors.



Digital audio player, etc.

1. Turn the volume all the way down on the ATELIER and on the audio device.
2. Turn off the power to the ATELIER and audio device.
3. Use audio cables (sold separately) to make the connection.
4. Switch on the connected audio device.
5. Switch on the ATELIER.
6. Adjust the volume level on the ATELIER and the connected audio device.

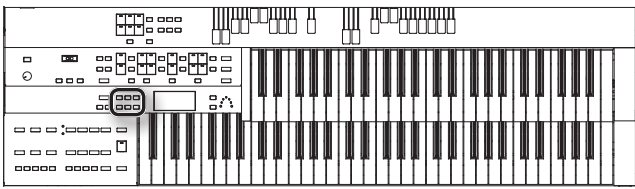
The sound of the audio device will be heard through your headphones or speakers.

MEMO

Adjust the input volume using the controls of the audio device.

Turning off the power

1. Turn the volume all the way down on the ATELIER and on the audio device you're about to connect.
2. Turn off the ATELIER.
3. Turn off the connected audio device.



Changing the Speaker Connection Settings

By connecting speakers or an audio system to the Aux Out jacks, you can play the reverberation portion of the sound through your speakers. You can also connect an external reverb device and use it to apply reverb.

Since the manually played sounds other than organ sounds can be output separately, this is convenient when you connect the ATELIER to a mixer to adjust the overall volume balance.

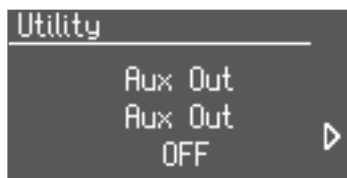
Outputting Sounds from the Aux Out Jacks (Aux Out)

Here's how to get sound to be produced by speakers or an audio system that you've connected to the Aux Out jacks.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Aux Out."



3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Aux Out."



5. Press the Value [-] [+] buttons to select "ON."

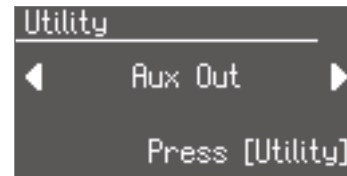
The output from the Aux Out jacks will be on.

To return to the basic screen, press the [Display/Exit] button a number of times.

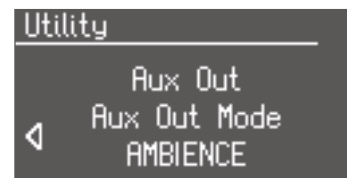
Specifying the Output of the Aux Out Jacks (Aux Out Mode)

Here's how to specify the type of output that you want for the Aux Out jacks.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "Aux Out."



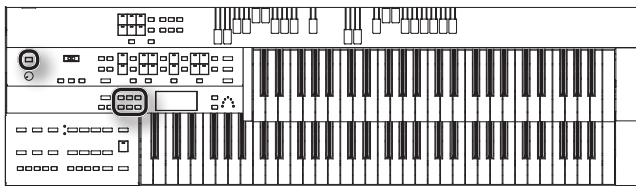
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons to select "Aux Out Mode."



5. Press the Value [-] [+] buttons to select the mode.

Value	Explanation
AMBIENCE	The RSS reverb sound will be heard from the speakers. The RSS reverb sound applied by the ATELIER will be output.
TO EFFECTS UNIT	Connect an external reverb unit to apply the desired type of reverb. A direct (unprocessed) sound will be output, allowing you to apply reverb.
ORCHESTRAL VOICES	Use the connected mixer to adjust the volume balance. Manually played sounds other than organ sounds will be output separately.
ENSEMBLE	Accompaniment and rhythm will be heard from the speakers, creating the impression that you're performing with an orchestra. Sounds you play on the keyboard will be heard from the speakers connected to the Main Out jacks, and the accompaniment will be heard from the speakers connected to the Aux Out jacks.

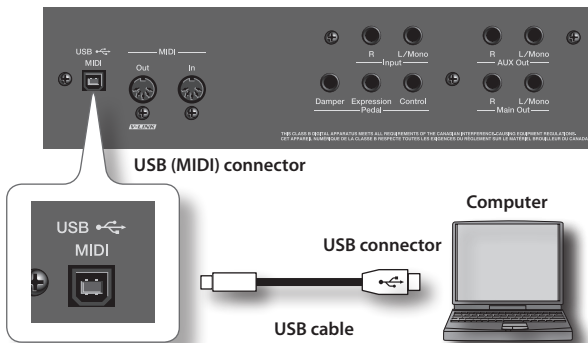
To return to the basic screen, press the [Display/Exit] button a number of times.



Connecting a Computer

The following become possible once you connect a USB cable (available separately) between the USB (MIDI) connector located to the lower left of the ATELIER and the USB connector of your computer.

- You can use the ATELIER to play sounds from SMF music files played back with MIDI software.
- By exchanging MIDI data with sequencer software, you can save songs recorded with the ATELIER to your computer, and enjoy a variety of musical control and editing features.



- * If you're using sequencer software, set your software so that it does not pass the audio through.
- * Refer to the Roland website for system requirements.
Roland website: <http://www.roland.com/>

Making the Settings for the USB Driver

If you're unable to connect successfully with your computer, the problem might be solved by using the dedicated Roland driver. Normally, there is no need to use the dedicated Roland driver.

If you want to use the dedicated Roland driver, set USB Driver to "ORIGINAL," and install the driver in your computer.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons to select "USB Driver."



3. Press the Value [-] [+] buttons to select the mode.

Value	Explanation
GENERIC	Choose this if you want to use the standard USB driver that was included with your computer. Normally, you should use this mode.
ORIGINAL	Select this if you want to use the dedicated Roland driver.

4. Turn the ATELIER's volume to the minimum level, switch off the power, then turn it back on again.

MEMO

For details on downloading and installing the Roland original driver, refer to the Roland website.
Roland website: <http://www.roland.com/>

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 ATELIER's keyboard to produce sound or switch voices 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 [1]–[8], etc., was pressed will be transmitted to the external MIDI connector.

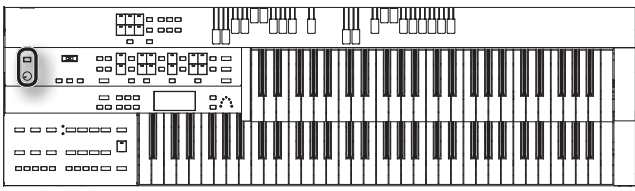
The Solo voice will be transmitted only if the Solo [To Lower] button is ON.

MIDI In Connector

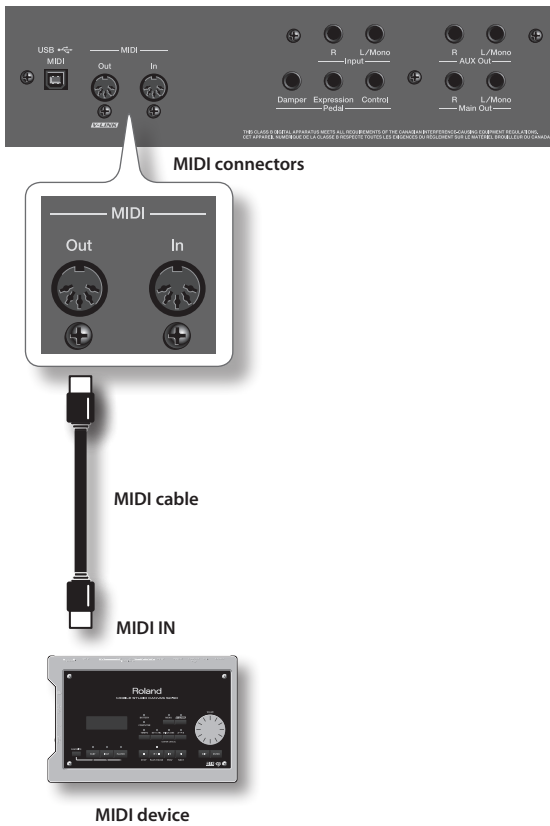
Connect the external MIDI device to the MIDI out connector with an optional MIDI cable. Performance messages from an external MIDI device are received here.

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

The ATELIER contains two sound generators: one sound generator for its own keyboards and one GM2/GS sound generator. Normally, musical data transmitted from an external device to the MIDI In connector is sent to the GM2/GS sound generator, but you can also set the "MIDI IN Mode" parameter (p. 105) so that the keyboard sound generator is controlled.



Example connection: Playing a MIDI sound module from the ATELIER



Making the connections

1. Turn the volume all the way down on the ATELIER and on the device you're about to connect.
2. Switch off the power to the ATELIER and the device you're about to connect.
3. Use a MIDI cable (sold separately) to connect the MIDI connectors to each other.
4. Switch on the power to the ATELIER and the connected device.
5. Adjust the volume level on the ATELIER and the connected device.
6. You should also set the MIDI send channel as needed (p. 105).

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. 21

Problems with the screen display

Problem	Cause	Action	Page
Nothing appears on screen	The ATELIER uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.	This is not a malfunction.	---
It appears as though there are vertical stripes in the screen	This is due to the nature of a liquid crystal display, and is not a malfunction.	This is not a malfunction.	---
Lyrics are not indicated properly in the display	With some music files, the lyrics cannot be displayed correctly.	This is not a malfunction.	---
	A button was pressed while the lyrics were being shown in the display.	During the display of lyrics, you could be taken to a different screen if you press a button. If you want to have the lyrics be displayed again, Press the [Rec] button	---

No sound is heard

Problem	Cause	Action	Page
The device connected to the 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 Input jacks may be low. If this happens, use connection cables that do not contain resistors.	---
Noise is heard in the sound	If there is a cell phone nearby, you may hear noise from the ATELIER when an incoming call or outgoing call occurs, or during a conversation.	Keep the cell phone as far away as possible, or turn off its power.	---
No sound is heard	The [Master Volume] knob is set too low.	Turn the [Master Volume] knob toward "Max."	p. 22
	Headphones or speakers are not connected.	The ATELIER does not have built-in speakers. Connect headphones or speakers.	p. 23 p. 24
	The volume is set too low on the Level [▲] [▼] buttons.	Press the Level [▲] [▼] buttons to raise the volume.	p. 35
	The volume is set too low on the Expression Pedal.	Advance the expression pedal.	p. 55
	You do not have a Voice selected.	Voices that have their button indicator lit can be played. Press a voice button to select a voice.	p. 28
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. 109
No sound is heard (by the Lower keyboard)	Drums/SFX are selected for the Lower keyboard, but you are playing a key to which no drum sound is assigned.	Turn the Drums/SFX off or play keys to which drums sounds are assigned.	p. 50
	The Lower keyboard will not produce sound while an Intro or Ending is being played.	This is not a malfunction.	---
There is no sound from the twelve keys at the right of the lower keyboard	The V-LINK function is set Mode 2.	When V-LINK setting is Mode 2, the group of twelve keys starting at the very right of the lower keyboard are used for controlling video images. Therefore, no sounds are played even when you press these keys. Turn the V-LINK function off, or select Mode 1 for the V-LINK function.	p. 106
Can't hear the 1' harmonic bar	Percussion [2 2/3'] button or Percussion [4'] button is turned on.	If Percussion [2 2/3'] button or Percussion [4'] button is on, the sound of the 1' harmonic bar will not be heard. This is not a malfunction.	---

Troubleshooting

Problems with the sound

Problem	Cause	Action	Page
When the human voice "Jazz Scat" is selected, playing dynamics do not change the sound	The setting of "Initial Touch" is turned OFF.	Turn "Initial Touch" on.	p. 92
Rotary effect is not be applied	Some sounds do not allow the rotary effect to be applied.	This is not a malfunction.	---
Overdrive effect is not be applied	Some sounds do not allow the overdrive effect to be applied.	This is not a malfunction.	---
When you release your fingers from keys in the Lower keyboard, the notes continue sounding	The Easy One Finger is at ON.	Press the Pedal [To Lower] button to turn it off (dark).	p. 51
Even though you press only one key, a multiple number of notes sound	Harmony Intelligence is at ON.	Turn "Harmony Intelligence" off.	p. 38
	Chord Intelligence is turned ON.	Turn "Chord Intelligence" off.	p. 95
Pitch is off	Transpose is in effect.	Simultaneously press the Transpose [-] [+] buttons to cancel the transposition (the Transpose [-] [+] buttons' indicators will go out).	p. 36
	The tuning is incorrect.	Adjust the standard pitch.	p. 106
	While set for an octave shift, you are playing keys beyond the recommended range. This does not indicate a malfunction.	Adjust the Octave Shift setting.	p. 37
Sound is distorted / cracked	The Part Balance volume of each part is too high.	Press the Part Balance button to lower the volume.	p. 35
	The Reverb volume has been raised when the volume of each Part Balance button is already raised.	Either lower the Reverb volume, or adjust the Part Balance of each part.	p. 35 p. 41
	The [Master Volume] slider has been used to raise the overall volume excessively.	Use the [Master Volume] slider to lower the overall volume.	p. 22
Some keys (of certain keyboard parts) sound strange	You are playing notes outside the recommended range of the voice.	This is not a malfunction.	---
Bass is heard even though you are not playing the Bass Pedalboard	The Pedal [To Lower] button or the "Bass Split" function is on.	When the Pedal [To Lower] button is on, the Bass will be sounded by the Lower keyboard.	p. 51
		In the Pedal part, press the Pedal [To Lower] button or "Bass Split" function is off.	p. 48
When playing the same sound in the Upper keyboard and Lower keyboard, the volume is different	On one of the keyboards, "Initial Touch" is turned ON.	Set the initial touch settings of the Upper keyboard and the Lower keyboard to both On, or both Off.	p. 92
The sound is not played correctly	If you layer the same type of sound (for example, Strings 1 and Strings 5), or play an octave-shifted organ sound, the timing at which you play a note or the phase relationship between the two sounds may affect the way in which the sounds are heard, but this is not a malfunction. Alternatively, you are playing an organ sound with Octave Shift.	You are layering sounds of the same type (e.g., Strings 1 and Strings 5). This is not a malfunction.	---
Pressing the expression pedal while playing back ATELIER performance data produces a crackling noise	The expression pedal function is set to "PEDAL+COMPOSER" during playback of ATELIER performance data.	When this setting is used, moving the expression pedal while playing back ATELIER performance data may create a difference between the expression pedal information in the performance data and the volume as set with the expression pedal, which can result in this kind of sound being produced. Set the expression pedal function to "PEDAL" during playback.	p. 94

Registrations do not switch correctly

Problem	Cause	Action	Page
The Rhythm does not change when you press the Registration buttons	The settings at which Registrations are recalled (Registration Arranger Update) has been set to "DELAYED."	Set the timing at which the arranger settings are called up (Registration Arranger Update) to "INSTANT."	p. 97

Rhythm or automatic accompaniment does not sound right

Problem	Cause	Action	Page
Rhythm does not sound	Rhythm Lock is on.	Turn Rhythm Lock off.	p. 106
Automatic Accompaniment sounds odd	When Chord Intelligence is OFF, the keys for a chord were not pressed simultaneously.	Either turn on the Chord Intelligence function, or play the chord correctly.	p. 95
	When Chord Intelligence is OFF, the chord is not being pressed correctly.	Either turn on the Chord Intelligence function, or play the chord correctly.	p. 95
	When performance data from a device other than the ATELIER is being played together with the Automatic Accompaniment, the Automatic Accompaniment may not be sounded correctly.	This is not a malfunction.	---
Rhythm sounds odd	When performance data from a device other than the ATELIER is being played together with the Automatic Accompaniment, the Rhythm performance may not be sounded correctly.	This is not a malfunction.	---
When you started a Rhythm with an Intro, the Rhythm did not sound.	Some Rhythms do not have rhythm sounds in the intro.	This is not a malfunction.	---
The bass note of the Automatic Accompaniment does not sound	When a voice is selected for the Pedal Bass part, the bass of the Automatic Accompaniment will not sound.	This is not a malfunction.	---
Can't use Chord Intelligence function	Chord Intelligence is at OFF.	Turn "Chord Intelligence" on.	p. 95

Song does not play correctly

Problem	Cause	Action	Page
Performance data cannot be played back	While the Utility menu appears in the display (with the exception of Channel Mute and Track Mute), playback is not allowed.	If you wish to playback performance data, press the [Display/Exit] button to exit the Utility menu .	---
Certain instrument is not heard while playing a song	The track is muted.	Turn off track muting.	p. 98

Recording is not possible

Problem	Cause	Action	Page
Recording is not possible	If you wish to erase a previously-recorded track and then re-record, press the track button for the desired track to make that button blink before you begin recording.	Press the track button for the desired track to make that button indicator blink before you begin recording.	p. 78
	While the Utility menu appears in the display, recording is not allowed.	If you wish to record performance data, press the [Display/Exit] button to exit the Utility menu.	---
The recorded performance has disappeared	Any performance that has been recorded is deleted when the power to the ATELIER is turned off.	A performance cannot be restored once it's been deleted, so be sure to save it on a USB memory before you turn off the power.	p. 81

Troubleshooting

Problems with playback functions

Problem	Cause	Action	Page
Moving your hand over the D Beam controller does not produce a sound	If a D Beam button is lit in red, moving your hand above the D Beam controller will apply an effect to the sound you play from the keyboard.	Press the D Beam button once again so the button is lit in green.	p. 44
Damper Pedal does not operate	The damper pedal affects only the Lower keyboard. The damper pedal does not affect the Upper Keyboards and Bass pedalboard.	This is not a malfunction.	---
	The damper pedal does not affect the Solo voice.	This is not a malfunction.	---
Expression Pedal does not operate	The function of the Expression Pedal during recording or the function during playback has been set to "COMPOSER."	Set the expression pedal function during recording to "PEDAL," and during playback to "PEDAL" or "PEDAL+COMPOSER."	p. 94
Can't use the function assigned to the foot switch	If "Registration Shift" (change Registrations) is "RIGHT," "LEFT," or "RIGHT + Load Next," the foot switch will be dedicated to switching the Registration.	Turn "Registration Shift" off.	p. 96

Problems with the audio files

Problem	Cause	Action	Page
Can't play an audio file	Is the audio file in a format supported by the ATELIER? To be playable, audio files must be in the following format. <ul style="list-style-type: none">• File name extension is ".wav"• 16-bit linear sampling• Sampling rate is 44.1 kHz	This is not a malfunction.	---
Can't record along with an audio file/ Can't copy an audio file to internal memory	The ATELIER does not allow recording using audio files, and cannot be used to copy audio files into internal memory.	This is not a malfunction.	---

Other problems

Problem	Cause	Action	Page
Can't read/write USB memory	Could you be using USB memory not made by Roland?	We cannot guarantee operation if you're using USB memory not made by Roland.	---
	The USB memory setting is incorrect.	Change the USB Memory setting.	p. 104

Error Message

Error Message	Meaning
Copy Protected. Can't Save.	To protect the copyright, this music file cannot be saved as SMF format.
Write-Protected Media	The protect tab of the storage media is set to the Protect (write prohibit) position. Move the tab to the Write (write permit) position and try the operation again.
Can't Save This Song.	You can only play the music files. It cannot be saved on a storage media
Master Disk	This storage media does not allow initialization or saving. Insert a different storage media and try the operation again.
Read Only File	You cannot overwrite-save or delete a file on this storage media.
No Media	Storage media is not connected. Please connect storage media.
Media Full	Saving is not possible because the storage media does not have enough space. Please use other storage media that has been formatted by the ATELIER.
Unknown Media	This storage media cannot be used. Please format it.
Media Ejected	The storage media was disconnected while it was being accessed. Please try the operation again.
Damaged Media	A damaged area was found on the storage media.
Can't Read.	This data cannot be read.
Can't Play.	Playback was halted because the song could not be read fast enough. The song could not be read from the storage media fast enough for playback. Press the [Reset] button, then press the [Play/Stop] button once again.
No Rhythm	There is no rhythm in user memory. The rhythm used by the selected registration was deleted from user memory, or its order was changed.
Memory Full	The song data is excessively large, and cannot be loaded. The performance data is excessively large, and cannot be loaded. The data cannot be stored in user memory since user memory is full.
MIDI Buffer Full	The ATELIER cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the ATELIER.
Communication Error	A MIDI cable or computer cable has been disconnected. Connect it properly and securely. The ATELIER is unable to handle the data that was sent. Please send data that the ATELIER is able to handle.
A MIDI transmission error has occurred.	Data transfer failed. Please transfer the data again.
Memory Full	Recording or editing is not possible because the memory of the ATELIER is full.
Memory Error	An error occurred in internal memory. Please perform the operation again. If this indication appears even after you've repeated the operation several times, please contact Roland service.
This is registration data of a type that is not supported.	This instrument cannot use this registration.
USB over current	USB memory not supported by the ATELIER was connected. This USB memory cannot be used with the ATELIER.

Chord List

● symbol: Indicates the constituent notes of chord.

★ symbol: Chord shown with a "★" can be played by pressing just the key marked with the "★."

C	C#	D	E ^b	E	F
Cmaj7	C#maj7	Dmaj7	E ^b maj7	Emaj7	Fmaj7
C7	C#7	D7	E ^b 7	E7	F7
Cm	C#m	Dm	E ^b m	Em	Fm
Cm7	C#m7	Dm7	E ^b m7	Em7	Fm7
Cdim	C#dim	Ddim	E ^b dim	Edim	Fdim
Cm7 ^b 5	C#m7 ^b 5	Dm7 ^b 5	E ^b m7 ^b 5	Em7 ^b 5	Fm7 ^b 5
Caug	C#aug	Daug	E ^b aug	Eaug	Faug
Csus4	C#sus4	Dsus4	E ^b sus4	Esus4	Fsus4
C7sus4	C#7sus4	D7sus4	E ^b 7sus4	E7sus4	F7sus4
C6	C#6	D6	E ^b 6	E6	F6
Cm6	C#m6	Dm6	E ^b m6	Em6	Fm6

F#	G	A \flat	A	B \flat	B
F#maj7	Gmaj7	A \flat maj7	Amaj7	B \flat maj7	Bmaj7
F#7	G7	A \flat 7	A7	B \flat 7	B7
F#m	Gm	A \flat m	Am	B \flat m	Bm
F#m7	Gm7	A \flat m7	Am7	B \flat m7	Bm7
F#dim	Gdim	A \flat dim	Adim	B \flat dim	Bdim
F#m7 \flat 5	Gm7 \flat 5	A \flat m7 \flat 5	Am7 \flat 5	B \flat m7 \flat 5	Bm7 \flat 5
F#aug	Gaug	A \flat aug	Aaug	B \flat aug	Baug
F#sus4	Gsus4	A \flat sus4	Asus4	B \flat sus4	Bsus4
F#7sus4	G7sus4	A \flat 7sus4	A7sus4	B \flat 7sus4	B7sus4
F#6	G6	A \flat 6	A6	B \flat 6	B6
F#m6	Gm6	A \flat m6	Am6	B \flat m6	Bm6

Glossary

Arrangement

This refers to changes that have been made in an original tune, by adding a new accompaniment or by changing the instruments used.

Automatic accompaniment

Automatic Accompaniment is automatic accompaniment when just a few keys in the lower section of the keyboard are pressed to specify the chord.

Basic Chord

This refers to the most commonly used types of chord, which are generally the following six types: major chords, minor chords, minor seventh chords, minor seventh (5) chords, dominant seventh chords, and diminished seventh chords.

Chord

Notes of two or more pitches sounded simultaneously. Chords consisting of three notes are called "triads," and are the most basic type of chord.

Ending

This is the last part of the accompaniment. When you stop playing the Automatic Accompaniment, the ATELIER plays an Ending appropriate for the Rhythm.

Glide

An effect that temporarily lowers the pitch and then gradually returns it to normal.

Intro

This is the introductory portion of an Automatic Accompaniment performance. When automatic accompaniment begins, the ATELIER can add an appropriate intro for each rhythm.

Inversion

When the lowest note of a chord is the root, the chord is said to be in "root position." In contrast, forms of a chord in which other notes are the lowest pitch are called "inversions."

Legato playing

This refers to the play of successive notes without causing a break between them to be perceived. On a keyboard instrument, you would play the next note slightly before releasing the currently held key, causing the notes to briefly overlap.

Mute

To silence a sound. The ATELIER provides a Track Mute function that allows you to turn off the track button indicator of a track on which music data has been recorded, so that the corresponding track will temporarily be silenced.

Panel settings

Settings such as sound selections, tempo, Rotary fast/slow.

Registration

A set of data that specifies the state of the instrument when performing, including sounds and panel settings.

Reverb

An effect that simulates the reverberation of a room or concert hall.

Root note

The root note is the basis of a chord. All chords are built on a root note, which is the part of the chord name given in uppercase letters.

Rotary

An effect which simulates the modulation given to the sound when a rotating speaker is used. The Rotary effect produces two types of modulation: fast or slow.

Sound generator

This is the section that produces the sound. The ATELIER series uses a sound generator that is compatible with GM2/GS.

Split

A function which allows the keyboard to be divided into two or more areas, and a different sound assigned to each area. The point at which the keyboard is divided is called the "Split Point."

Staccato playing

This is the opposite of legato playing, and means that you clearly separate each note you play. In other words, you would release the currently held key before playing the next note.

Sustain

An effect that adds a decay to each note. The ATELIER allows sustain to be applied to the voices of the upper part, lower part, and pedal part.

Vibrato

An effect that cyclically modulates the pitch.

Voice

The ATELIER is able to produce the sounds of various instruments. These sounds are called "Voices."

Stored Items

Settings that are stored after the power is turned off

Arranger Update

Auto Std Tempo (Auto Standard Tempo)

Aux Out Mode

D Beam Sensitivity

Ez Touch

Exp. Curve (Expression Curve)

LCD Contrast

Lyrics

ManualButtonAssign

Master Tune

Metronome Sound

MIDI IN Mode

Registration Shift

Send PC Switch

Trans. Update (Transpose Update)

USB Driver

USB Memory Mode

Registration Name

Settings that are stored in the registration buttons

Arranger Update

Exp. Curve (Expression Curve)

ManualButtonAssign

Registration Shift

Trans. Update (Transpose Update)

Registration Name

Settings that are stored in the individual registration buttons

Reverb Type

Reverb Depth

Solo [To Lower] button (ON/OFF)

Pedal [To Lower] button (ON/OFF)

Transpose [-] [+] button (Key Transpose)

L Foot Switch Assignment (Left Foot Switch Assignment)

R Foot Switch Assignment (Right Foot Switch Assignment)

[Harmony Intelligence] buttons (ON/OFF)

Harmony Intelligence Type

Rotary [Fast/Slow] button (ON/OFF)

Rotary [On/Off] button (ON/OFF)

Vibrato/Chorus Part

Overdrive

Pedal Bass Mode

Solo Mode

Solo To Lower Mode

Solo Split Point

Bass Split (ON/OFF)

Bass Split Point

Sustain ON/OFF

Sustain Length

Tx MIDI Channel

Initial Touch (Initial Touch Sensitivity)

Vintage Organ Type

Vintage Organ Volume

PC Number (Program Change Number)

Bank LSB (Bank Select LSB)

Bank MSB (Bank Select MSB)

Wall Type

The Voices assigned for each part

Level [▲] [▼] (Part Balance Volume)

The Reverb depth for each part

The Octave settings for each part

The voices assigned to the [Others] buttons for each part

[Drums/SFX] button (ON/OFF)

Drum/SFX Set

[Manual Percussion] button (ON/OFF)

Manual Percussion Set

Selected Rhythm

[Intro/Ending] button (ON/OFF)

Sync Start (ON/OFF)

Variation

Chord Intelligence ON/OFF

Leading Bass ON/OFF

Arranger [ON/OFF] button (ON/OFF)

AccompPartBalance

Lower Voice Hold (ON/OFF)

Tempo setting

Volume of the rhythm part

Reverb depth of the rhythm Accompaniment part

Reverb depth of the rhythm drum part

Reverb depth of the rhythm bass part

Pitch Bend Range

D Beam button setting

Main Specifications

ATELIER Combo AT-350C: Music ATELIER

Keyboard	Upper	49 keys (C3–C7)
	Lower	64 keys (Waterfall keyboard, A1–C7)
	Initial Touch	Upper, Lower (10 levels for each)
Sound Generator	Sound Generator	Conforms to GM2/GS/XGLite
	Max. Polyphony	128
	Voice	243 Voices (including 15 SuperNATURAL Voices and 8 Active Expression Voices)
	Upper Part	Organ, Orchestral
	Lower Part	Lower
	Solo Part	Solo
	Pedal Part	Pedal
	Vintage Organ	Flute (with full harmonic bars)
Rhythm	Rhythm	210 rhythms in 8 groups x 4 variations
	User Rhythm	99 rhythms
Arranger Function	Tempo, Arranger On/Off, Start/Stop, Sync Start, Intro, Ending, Intro Count Down, Break, Auto Fill In, Variation (4 variations), One Touch, Program, Chord Intelligence, Leading Bass, Auto Standard Tempo	
Music Assistant	Over 240 titles x 4 variations	
One Touch Program	210 rhythms x 4 variations	
Drums/SFX Sets	17 Drum Sets + 1 SFX Set	
Manual Percussion Sets	7 sets	
Harmony Intelligence	18 types	
Master Tuning	415.3–466.2 Hz (Adjustable in Increments of 0.1 Hz)	
Key Transpose	-4–+7 (in semitones)	
Playback Transpose	-6–+5 (in semitones)	
Effects	Rotary Sound, RSS Reverb, Sustain, Vibrato, Glide, D Beam, Overdrive	
Registration	Registration	8 memories
	Function	Load Next, Registration Shift
Composer	Tracks	7 tracks
	Note Storage	Approx. 40,000 notes
	Song Length	Max. 999 measures
	Tempo	Quarter note = 20–500
	Resolution	120 ticks per quarter note
	Recording	Realtime (Replace)
	Audio Recording	WAV (44.1 kHz, 16-bit Linear Format)
File Storage	Media	USB memory
	Save Song	MUSIC ATELIER original format, SMF format 0, WAV
	Songs	Max. 99 songs for each folder
Display	Graphic LCD 128 x 64 dots	
Connectors	Main Out jacks (L/Mono, R) AUX Out jacks (L/Mono, R) Input jacks (L/Mono, R) Phones jack (stereo) Pedal jacks (Damper, Expression, Control) MIDI connectors (In, Out) PK In connector USB (MIDI) connector USB Memory connector DC In jack	
Power Supply	DC 9V (AC adaptor)	
Current Draw	1,000 mA	
Finish	Black	
Dimensions	1,250 (W) x 510 (D) x 370 (H) mm (including Music Rest)	
	49-1/4 (W) x 20-1/8 (D) x 14-5/8 (H) inches	
	1,250 (W) x 510 (D) x 190 (H) mm (not including Music Rest)	
	49-1/4 (W) x 20-1/8 (D) x 7-1/2 (H) inches	

Weight	25.5 kg / 56 lbs 4 oz (including Music Rest)
	24.5 kg / 54 lbs 1 oz (not including Music Rest)
Accessories	<ul style="list-style-type: none"> Music Rest AC Adaptor Power Cord PK Cable Owner's Manual Quick Guide Voice & Rhythm Guide
Options (sold separately)	<ul style="list-style-type: none"> Keyboard Stand: KS-G8, KS-12 Pedalboard: PK-25A, PK-7A Damper Pedal: DP-10, DP-2 Expression Pedal: EV-7 Bench Stereo Headphones USB Memory CD Drive Keyboard Amplifier: KC-110, SA-1000

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

Index

A		I	
AC adaptor	21	Initial Touch	92
AccompPartBalance	96	Input jack	18, 111
Accomp/SMF [▲] [▼] button	35	Intro	60
Active Expression Voice	56	Intro Count Down	95
[Alternate] button	29	[Intro/Ending] button	60
Arranger	62	K	
Arranger [On/Off] button	62	Key Transpose	36
Arranger Update	97	KS-12	20
Audio Rec Gain	99	KS-G8	20
Auto [Fill In] button	63	L	
Auto Std Tempo	95	Language	106
Aux Out	112	LCD Contrast	106
Aux OUT jack	112	Leading Bass	95
Aux Out Mode	112	Length	40
B		Level [▲] [▼] button	35
[Bass] button	76	L Foot Switch	93
Bass Split	48	Load	80
Bass Split Point	92	[Load] button	80
Beat	97	Load Next	72
[Bwd] button	74	[Lower] button	76
C		Lower keyboard	28, 45
CD Audio Sync	99	Lyrics	99
CD/Audio Type	99	M	
CD Drive	109	Main Out jack	18, 23
Center Cancel	110	[Manual] button	67
Channel Mute	99	ManualButtonAssign	72
Chord Intelligence	95	Manual Percussion	49
Chorus	34	[Manual Percussion] button	49
Computer	113	Master Tune	106
Copy Registration	102	[Master Volume] knob	22
Copy Rhythm	103	[Media] button	79
Copy Song	101	Memory connector	109
Count Down Sound	95	Metronome	97
Count In	76	Metronome Sound	97
Create Folder	100	Metronome Volume	97
D		MIDI	113
Damper pedal	56	MIDI connector	18, 113
D Beam	44	MIDI IN Mode	105
D Beam controller	44	Music Assistant	31
D Beam Sensitivity	94	[Music Assistant] button	31
DC In jack	18	N	
Demo song	27	Name	
[Display/Exit] button	23	Folder	100
[Drums/SFX] button	50	Performance data	82, 86, 87
E		Registration	68
Easy One Finger	51	O	
Ending	61	Octave Shift	37
Exp. Curve	94	One Touch Program	64
Expression pedal	26	[One Touch Program] button	64
Exp. Source	94	[Others] button	30
EZ Touch	92	Overdrive	43
F		P	
Factory Reset	108	Panel Reset	107
Fill-in	63	Part Balance Monitor	35
[Filter] button	44	Parts	28
Foot switch	57	PC Number	105
Format Media	104	Pedal Bass Mode	93
[Fwd] button	74	Pedalboard	24
G		Pedal (Control) jack	26
Grounding terminal	18	Pedal (Damper) jack	26
Guide	110	Pedal (Expression) jack	26
H		Pedal jack	18
Harmonic bar	32	Pedal Level [▲] [▼] button	35
Harmony Intelligence	38	Pedals	24
[Harmony Intelligence] button	38	Pedal switch	26
[H-Bar Manual] button	34	Pedal To Lower	51
Headphones	24	Pedal [To Lower] button	51
		Percussion [2 2/3'] button	33
		Percussion [4'] button	33

Percussion [Fast Decay] button	34
Phones jack	19, 24
Pitch Bend Range	94
[Pitch] button	44
PK In connector	18, 24
Playback Transpose	97
[Play/Stop] button	74
Power	22

R

[Rec] button	74
Recording	74
Audio Format	85
Audio recording	74
Each Part	77
Re-recording	78, 80
Saving	81
SMF Format	75
SMF recording	74
Registration	66, 67
Deleting	73
Loading	70
Recalling	67
Saving	68
Storing	67
[Registration] button	68
Registration set	66
Registration Shift	96
[Reset] button	74
Reverb	41
Reverb [▲] [▼] button	41
Reverb Type	41
R Foot Switch	93
Rhythm	58
Rhythm [Ballad/User] button	59
Rhythm Lock	106
Rotary	39
Rotary Sound [On/Off] button	39

S

Send PC Switch	105
SMF	74
Solo Mode	92
Solo Split Point	92
Solo To Lower	47
Solo [To Lower] button	47
SoloToLower Mode	92
[Solo/Upper] button	76
Solo voice	29
[Song] button	79
Sound	28
Speaker	23
Stand	20
[Start/Stop] button	60
SuperNATURAL Voice	52
Sustain	40

T

Tempo	62
Tempo button	62
Track Mute	98
Transpose	36
Trans. Update	97
Tx MIDI Channel	105

U

Upper keyboard	28
USB Driver	113
USB memory	
Format	104
USB Memory	26
USB Memory connector	19, 26
USB (MIDI) connector	18
User Memory	59
Utility	90
[Utility] button	90

V

Variation	63
Variation button	63
Vibrato	34
[Vib/Cho] button	34
Vibrato/Chorus Part	92
VIMA TUNES	110, 111
Vintage Organ	32
Vintage Organ button	32
Vintage Organ [On/Off] button	33
VintageOrganVolume	92
V-LINK	106
Voice	28
Voice button	29
[Volume] button	44

W

Wall type	42
[Write] button	67

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

AFRICA

EGYPT

Al Fanny Trading Office
9, EBN Hagar Al Askalany Street,
ARD E1 Golf, Heliopolis,
Cairo 11341, EGYPT
TEL: (022)-417-1828

REUNION

MARCEL FO-YAM Sarl
25 Rue Jules Hermann,
Chaudron - BP79 97 491
Ste Clotilde Cedex,
REUNION ISLAND
TEL: (0262) 218-429

SOUTH AFRICA

T.O.M.S. Sound & Music (Pty)Ltd.
2 ASTRON ROAD DENVER
JOHANNESBURG ZA 2195,
SOUTH AFRICA
TEL: (011) 417 3400

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
Shanghai 200090, CHINA
TEL: (021) 5580-0800

Roland Shanghai Electronics

Co.,Ltd. (BEIJING OFFICE)
3F, Soluxe Fortune Building
63 West Dawang Road, Chaoyang
District, Beijing, CHINA
TEL: (010) 5960-2565

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.
41, 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

KOREA

Cosmos Corporation
1461-9, Seocho-Dong,
Seocho Ku, 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
Wilkey, 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) 688-9540

COLOMBIA

Centro Musical Ltda.
Cra 43 B No 25 A 41 Bododega 9
Medellin, COLOMBIA
TEL: (574) 3812529

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 Proyecto Central No.3
Ens.La Esperilla
Santo Domingo,
DOMINICAN REPUBLIC
TEL: (809) 683 0305

ECUADOR

Mas Musica
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 Lamantin,
MARTINIQUE F.W.I.
TEL: 596 596 426860

Gigamusic SARL

10 Rte De La Folie
97200 Fort De France
MARTINIQUE F.W.I.
TEL: 596 596 715222

MEXICO

Casa Veerkamp, s.a. de c.v.
Av. Toluca No. 323, Col. Olivar
de los Padres 01780 Mexico D.F.,
MEXICO
TEL: (55) 5668-6699

NICARAGUA

**Bansbach Instrumentos
Musicales Nicaragua**
Altamira D'Este Calle Principal
de la Farmacia Sta.Avenida
1 Cuadra al Lago.#503
Managua, NICARAGUA
TEL: (505) 277-2557

PANAMA

SUPRO MUNDIAL, S.A.
Boulevard Andrews, Albrook,
Panama City, REP. DE PANAMA
TEL: 315-0101

PARAGUAY

**Distribuidora De Instrumentos
Musicales**
J.E. Olear y ESQ. Manduivira
Asuncion, PARAGUAY
TEL: (595) 21 492147

PERU

Audionet
Distribuciones Musicales SAC
Juan Fanning 530
Miraflores
Lima - PERU
TEL: (511) 4461388

TRINIDAD

AMR Ltd
Ground Floor
Maritime Plaza
Barataria TRINIDAD W.I.
TEL: (868) 638 6385

URUGUAY

Todo Musica S.A.
Francisco Acuna de Figueroa
1771
C.P.: 11.800
Montevideo, URUGUAY
TEL: (02) 924-2335

VENEZUELA

**Instrumentos Musicales
Allegro,C.A.**
Av.las industrias edf.Guitar import
#7 zona Industrial de Turumo
Caracas, VENEZUELA
TEL: (212) 244-1122

EUROPE

BELGIUM/FRANCE/ HOLLAND/ LUXEMBOURG

Roland Central Europe N.V.
Houtstraat 3, B-2260, Oevel
(Westerlo) BELGIUM
TEL: (014) 575811

CROATIA

ART-CENTAR
Degenova 3,
HR - 10000 Zagreb, CROATIA
TEL: (1) 466 8493

CZECH REP.

**CZECH REPUBLIC DISTRIBUTOR
s.r.o**
Voctárova 247/16
180 00 Praha 8, CZECH REP.
TEL: (2) 830 20270

DENMARK

Roland Scandinavia A/S
Skagerrakvej 7 Postbox 880
DK-2100 Copenhagen,
DENMARK
TEL: 3916 6200

FINLAND

**Roland Scandinavia As, Filial
Finland**
Vanha Nurmijarventie 62
01670 Vantaa, FINLAND
TEL: (0) 6 68 24 020

GERMANY/AUSTRIA

**Roland Elektronische
Musikinstrumente HmbH.**
Oststrasse 96, 22844 Norderstedt,
GERMANY
TEL: (040) 52 60090

GREECE/CYPRUS

STOLLAS S.A.
Music Sound Light
155, New National Road
Patras 26442, GREECE
TEL: 2610 435400

HUNGARY

Roland East Europe Ltd.
2045 Torokbalint, FSD Park,
building 3, HUNGARY
TEL: (23) 511011

IRELAND

Roland Ireland
E2 Calmount Park, Calmount
Avenue, Dublin 12,
Republic of IRELAND
TEL: (01) 4294444

ITALY

Roland Italy S. p. a.
Viale delle Industrie 8,
20020 Arese, Milano, ITALY
TEL: (02) 937-78300

NORWAY

**Roland Scandinavia Avd.
Kontor Norge**
Lilleakerveien 2 Postboks 95
Lilleaker N-0216 Oslo,
NORWAY
TEL: 2273 0074

POLAND

ROLAND POLSKA SP. Z O.O.
ul. Kty Grodziskie 16B
03-289 Warszawa, POLAND
TEL: (022) 678 9512

PORTUGAL

Roland Iberia, S.L.
Branch Office Porto
Edificio Tower Plaza
Rotunda Eng. Edgar Cardoso
23, 9ºG
4400-676 Vila Nova de Gaia,
PORTUGAL
TEL: (+351) 22 608 00 60

ROMANIA

FBS LINES
Piata Libertatii 1,
535500 Gheorgheni, ROMANIA
TEL: (266) 364 609

RUSSIA

Roland Music LLC
Dorozhnaya ul.3,korp.6
117 545 Moscow, RUSSIA
TEL: (495) 981-4967

SERBIA

Music AP Ltd.
Sutjeska br. 5 XS - 24413 Palic,
SERBIA
TEL: (024) 539 395

SLOVAKIA

DAN Acoustic s.r.o.
Povazská 18,
SK - 940 01 Nové Zámky,
SLOVAKIA
TEL: (035) 6424 330

SPAIN

Roland Iberia, S.L.
Paseo Garcia Faria, 33-35
08005 Barcelona, SPAIN
TEL: 93 493 91 00

SWEDEN

Roland Scandinavia A/S
SWEDISH SALES OFFICE
Mårbackagatan 31, 4 tr.
SE-123 43 Farsta, SWEDEN
TEL: (0) 8 683 04 30

SWITZERLAND

Roland (Switzerland) AG
Landstrasse 5, Postfach,
CH-4452 Ittingen, SWITZERLAND
TEL: (061) 975-9987

UKRAINE

EURHYTHMICS Ltd.
P.O.Box: 37-a,
Nedecey Str. 30
UA - 89600 Mukachevo, UKRAINE
TEL: (03131) 414-40

UNITED KINGDOM

Roland (U.K.) Ltd.
Atlantic Close, SWANSEA SA7 9FJ,
UNITED KINGDOM
TEL: (01792) 702701

MIDDLE EAST

BAHRAIN

Moon Stores
No.1231&1249 Rumaytha
Building Road 3931,
Manama 339, BAHRAIN
TEL: 17 813 942

IRAN

MOCO INC.
NO.16 End of Nike St. Shariaty
Ave, Roberouye Cerah Mirdamad
Teheran, IRAN
TEL: (021)-2288-2998

ISRAEL

**Halilit P. Greenspoon & Sons
Ltd.**
8 Retzif Ha'alía Hashnia St.
Tel-Aviv-Yafo ISRAEL
TEL: (03) 6823666

JORDAN

MUSIC HOUSE CO. LTD.
FREDDY FOR MUSIC
P. O. Box 922846
Amman 11192, JORDAN
TEL: (06) 5692696

KUWAIT

**EASA HUSAIN AL-YOUSIFI &
SONS CO.**
Al-Yousifi Service Center
P.O.Box 126 (Safat) 13002,
KUWAIT
TEL: 00 965 802929

LEBANON

Chahine S.A.L.
George Zeidan St., Chahine Bldg.,
Achrafieh, P.O.Box: 16-5857
Beirut, LEBANON
TEL: (01) 20-1441

OMAN

TALENTZ CENTRE L.L.C.
Malatan House No.1
Al Noor Street, Ruwi
SULTANATE OF OMAN
TEL: 2478 3443

QATAR

**AL-EMADI TRADING &
CONTRACTING CO.**
P.O. Box 62, Doha, QATAR
TEL: 4423-554

SAUDI ARABIA

**aDawiah Universal Electronics
APL**
Behind Pizza Inn
Prince Turkey Street
aDawiah Building,
PO BOX 2154,
Alkhubar 31952,
SAUDI ARABIA
TEL: (03) 8643601

SYRIA

Technical Light & Sound Center
PO Box 13520 Bldg No.49
Khaled Abn Alwalid St.
Damascus, SYRIA
TEL: (011) 223-5384

TURKEY

ZUHAL DIS TICARET A.S.
Galip Dede Cad. No.33
Beyoglu, Istanbul, TURKEY
TEL: (0212) 249 85 10

U.A.E.

**Zak Electronics & Musical
Instruments Co. L.L.C.**
Zabeel Road, Al Sherooq Bldg.,
No. 14, Ground Floor, Dubai,
U.A.E.
TEL: (04) 3360715

NORTH AMERICA

CANADA

Roland Canada Ltd.
(Head Office)
5480 Parkwood Way Richmond B.
C., V6V 2M4, CANADA
TEL: (604) 270 6626

Roland Canada Ltd.

(Toronto Office)
170 Admiral Boulevard
Mississauga On LST 2N6,
CANADA
TEL: (905) 362 9707

U. S. A.

Roland Corporation U.S.
5100 S. Eastern Avenue
Los Angeles, CA 90040-2938,
U. S. A.
TEL: (323) 890 3700

For EU Countries



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit dem Hausmüll entsorgt werden.
- FR** Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- IT** Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.
- ES** Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como está regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- PT** Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.
- NL** Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- DK** Dette symbol angiver, at i EU-lande skal dette produkt opsamlles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

- SE** Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- FI** Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- CZ** Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- SK** Tento symbol vyjadruje, že v krajínach EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
- EE** See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- LT** Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinėti produktai neturi būti išmetami kartu su buitiniems atliekomis.
- LV** Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produkta ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.
- SI** Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda tem znakom ni dovoljeno odlagati skupaj z gospodinskimi odpadki.
- GR** Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

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。



This product complies with the requirements of EMC Directive 2004/108/EC.

For EU Countries

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

For the USA

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment requires shielded interface cables in order to meet FCC class B limit.

Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTICE

For Canada

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

WARNING

For C.A. US (Proposition 65)

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.

IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

For the USA

DECLARATION OF CONFORMITY Compliance Information Statement

Model Name : AT-350C
Type of Equipment : Digital Organ
Responsible Party : Roland Corporation U.S.
Address : 5100 S. Eastern Avenue Los Angeles, CA 90040-2938
Telephone : (323) 890-3700

Roland

