FP-7

Owner's Manual

Introduction

Thank you, and congratulations on your choice of the FP-7. To ensure that you obtain the maximum enjoyment and take full advantage of the FP-7's functionality, please read this owner's manual carefully.

About the Manual

You should first read the "Before You Play" (p. 18) section of the owner's manual (this document). This explains how to connect the AC adaptor and turn on the power.

The owner's manual explains basic operations you'll need to know in order to master the FP-7's performance functions, as well as more advanced operations, such as using the FP-7 to record a song.

Conventions in this Manual

In order to explain the operations as clearly as possible, this manual uses the following conventions.

- Text enclosed in square brackets [ ] indicates the name of a button or a knob, such as the [Display] button.

- Lines that begin with (NOTE) or an asterisk * are cautionary statements that you must be sure to read.

- The numbers of pages that you can turn to for additional, related information are given like this: (p. **).

- This document uses screen shots for explanatory purposes. Please be aware that the settings in these explanatory screen shots may not match the actual factory settings (Tone names, etc.).

Main Features

Serious piano performance

The FP-7 provides the sounds of a high-quality concert grand piano coupled with the PHA II keyboard, which delivers a more piano-like touch, where the low range is heavier and the high range is lighter.
It provides three pedal jacks, and is shipped with a pedal that supports half-damper operation, allowing you to adjust the depth of the lingering resonances so that you can enjoy the subtle nuances of serious piano performance.

High-quality speakers and piano sounds

The FP-7 features 88-key multi-sampled piano sounds.
Every note of an 88-key grand piano has been sampled to faithfully reproduce its tonal character and allow for dynamic expression of the full range of sonic nuances, from delicate pianissimo to powerful fortissimo.
The rich resonances and lifelike presence of these sounds are faithfully reproduced through the high-quality speakers of the FP-7.

"Audio Key" lets you play back an audio file while you perform

You can prepare your own audio file and trigger it for playback at the desired moment during your performance. This can be used to add human voices or short phrases to your performance, giving a "live" atmosphere to your playing.
Alternatively, you can assign a different audio song to each key, and perform with these songs in the background.

"Session Partner" lets you enjoy session-style playing

You can play the piano along with realistic "rhythms" to enjoy session-style performances.
Since suitable chord progressions are assigned to each rhythm, simply selecting a rhythm will automatically choose the appropriate chord progression.

"Piano Designer" lets you customize the piano sound to your liking

This function gives you even greater expressive range by letting you adjust a simulation of how a piano's strings sympathetically vibrate, the way in which opening or closing the lid of a grand piano affects the sounds, or the way in which the damper moves away from the strings when you press the damper pedal. By making these adjustments you can create your own personal piano sound.

"Registrations" let you store favorite performance settings

Your performance settings such as sound selections, settings for Session Partner, and keyboard touch settings can be stored as a "registration" for instant recall when desired.

What you can do using USB memory

The FP-7 provides an external memory connector. If you connect USB memory (sold separately), you'll be able to play back SMF music files or audio files from USB memory. This also provides a convenient way to store a performance you've recorded or registration data you've created.

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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 disassemble or modify

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

....

Do not repair or replace parts

Never attempt to repair this device or replace parts. If repair or part replacement should become necessary, you must contact your dealer or a Roland service center.

....

Do not use or store in the following types of locations

- Locations of extremely high temperature (such as in direct sunlight, near heating equipment, or on a device that generates heat)
- Near moisture (such as in a bathroom, near a sink, or on a wet floor) or in locations of high humidity
- Locations exposed to rain
- Locations of excessive dust
- Locations subject to heavy vibration

....

Use only a stand that is recommended

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

....

Do not place in an unstable location

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

....

⚠ WARNING

Connect the AC adaptor to an outlet of the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock

....

Use only the included power cord

You must use only the power cord included with the device. Do not use the included power cord with any other device.

....

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

Do not bend the power cord excessively, or place heavy objects on the power cord. Doing so will damage the power cord, and may cause short circuits or faulty connections, possibly resulting in fire or electrical shock.

....

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

Do not connect excessive numbers of electrical devices to a single power outlet. In particular, when using a power strip, exceeding the rated capacity (watts/amps) of the power strip may cause heat to be generated, possibly melting the cable.

....

⚠ WARNING

Avoid extended use at high volume

This device, either by itself or used in conjunction with headphones, amps, and/or speakers, is capable of producing volume levels that can cause permanent hearing damage. If you experience impaired hearing or ringing in your ears, immediately stop using the device and consult a medical specialist.

....

Do not insert foreign objects

Never allow foreign objects (flammable objects, coins, wires, etc.) to enter this device. This can cause short circuits or other malfunctions.

....

Turn off the power if an abnormality or malfunction occurs

Immediately turn the power off, remove the AC adaptor from the outlet, and contact your dealer or a service center to have the device serviced.
• The AC adaptor, the power-supply cord, or the plug has been damaged
• The device produces smoke or an unusual smell
• A foreign object enters the device, or liquid spills into the device
• The device becomes wet (by rain, etc.)
• An abnormality or malfunction occurs in the device

....

Do not allow children to use without supervision

In households with children, take particular care against tampering. If children are to use this device, they must be supervised or guided by an adult.

....

Do not drop or subject to strong impact

Do not drop this device or subject it to strong impact.

....

Do not use overseas

If you wish to use this device overseas, please contact your dealer or a service center.

....

Do not use a CD-ROM in an audio CD player or DVD player

If you attempt to play back a CD-ROM in a conventional audio CD player or DVD player, the resulting high volume may damage your hearing or your speakers.

....

⚠ WARNING

Do not place containers of water on the device

Do not place containers of water (such as a flower vase) or drinks on the device. Nor should you place containers of insecticide, perfume, alcoholic liquids, nail polish, or spray cans on the device. Liquids that spill into the device may cause it to malfunction, and may cause short circuits or faulty operation.

....

9

⚠ **CAUTION**

Place in a well ventilated location

When using this device and AC adaptor, ensure that it is placed in a well ventilated location.

Grasp the plug when connecting or disconnecting the power cord

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

Periodically wipe the dust off the AC adaptor plug

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

Manage cables for safety

Ensure that the connected cables are organized and managed in a safe manner. In particular, place the cables out of reach of children.

Do not stand or place heavy objects on this device

Do not stand on this device, or place heavy objects on it.

Do not connect or disconnect the AC adaptor with wet hands

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

Cautions when moving this device

When moving this device, please check the following cautions. Then, make sure that at least two persons work together in lifting and carrying the device, all the while making sure to keep it level. When doing so, be careful not to pinch your hands or drop the device on your feet.

- Check whether the knob bolts fastening the device to its stand have become loose. If they are loose, tighten them firmly.
- Disconnect the power cord.
- Disconnect external devices.
- Remove the music rest.

⚠ **CAUTION**

Unplug the AC adaptor from the AC outlet before cleaning

Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 18).

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

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

Keep small items out of the reach of children

To prevent small items such as the following from being swallowed accidentally, keep them out of the reach of children.

- Included items
  - Music rest attachment screws

Important Notes

In addition to the "USING THE UNIT SAFELY" listed on page 8, please observe the following cautions.

Power Supply

- Do not connect this device to the same electrical outlet as an inverter-controlled device such as a refrigerator, microwave oven, or air conditioner, or a device that contains an electric motor. Depending on how the other device is used, power supply noise could cause this device to malfunction or produce noise. If it is not practical to use a separate electrical outlet, please connect this device via a power supply noise filter.

- 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 you make connections, you must switch off the power on all devices to prevent malfunction and/or speaker damage.

Location

- If this device is placed near devices that contain large transformers, such as power amps, hum may be induced in this device. If this occurs, move this device farther away or change its orientation.

- If this device is operated near a television or radio, color distortion may be seen in the television screen or noise may be heard from the radio. If this occurs, move this device farther away.

- Keep your cell phone powered off or at a sufficient distance from this device. If a cell phone is nearby, noise may be heard when a call is received or initiated, or during conversation.

- Do not leave this device in direct sunlight, near devices that produce heat, or in a closed-up automobile. Do not allow illumination devices operated in close proximity (such as a piano light) or powerful spotlights to shine on the same location on this device for an extended time. This can cause deformation or color change.

- If you move this device between locations of radically different temperature or humidity, water droplets (condensation) may form inside the device. Using the device in this condition will cause malfunctions, so please allow several hours for the condensation to disappear before you use the device.

- Do not allow items made of rubber or vinyl to remain on top of this device for an extended time. This can cause deformation or color change.

- Do not leave objects on top of the keyboard. This can cause malfunctions such as failure to sound.

- Do not affix adhesive labels to this device. The exterior finish may be damaged when you remove the labels.

- 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.

Care

- For everyday care, wipe with a soft dry cloth, or remove stubborn dirt using a tightly wrung-out cloth. If this device contains wooden components, wipe the entire area following the direction of the grain. The finish may be damaged if you continue strongly rubbing a single location.

- If water droplets should adhere to this device, immediately wipe them off using a soft dry cloth.

- Do not use solvents such as benzene, thinner, or alcohol, since these can cause deformation or color change.

Servicing

- If you return this device for servicing, the contents of memory may be lost. Please store important contents on USB memory, or make a note of the contents. We take utmost care to preserve the contents of memory when performing service, but there may be cases when the stored content cannot be recovered because the memory section has malfunctioned. Please be aware that we cannot accept responsibility for the recovery of lost memory content or for any consequences of such loss.

Other Cautions

- Stored content may be lost due to a malfunction of the device or because of inadvertent operation. You should back up important content on USB memory as a safeguard against such loss

- We cannot accept responsibility for the recovery of any content lost from internal memory or USB memory, or for the consequences of such loss.

- Do not apply excessive force to the buttons, knobs, or input/output jacks, since this may cause malfunctions.

- Never strike or apply strong pressure to the display.

- When connecting or disconnecting cables, grasp the plug (not the cable) to prevent short circuits or broken connections.

- Please enjoy your music in ways that do not inconvenience other people nearby, and pay particular attention to the volume at nighttime. Using headphones will allow you to enjoy music without having to be concerned about others.

- 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.

- If using the music rest, do not apply excessive force to it.

- Use only the specified expression pedal (EV-5; available separately). Connecting a pedal made by a different manufacturer may cause this device to malfunction.

- Some connection cables contain a resistor. Do not connect such cables to this device. Doing so may make the volume extremely low or inaudible. Please use connection cables not containing a resistor.

Before Using the External Memory Connector

External Memory Connector Handling

- When connecting USB memory, firmly insert it all the way in.

- Do not touch the pins of the USB memory connector, or allow them to become dirty.

- USB memory is made using high-precision electronic components, so please observe the following points when handling it.
  - To prevent damage from static electrical charges, discharge any static electricity that might be present in your body before handling USB memory.
  - Do not touch the terminals with your fingers or any metal object.
  - Do not bend or drop USB memory, or subject it to strong impact.
  - Do not leave USB memory in direct sunlight or in locations such as a closed-up automobile. (Storage temperature: 0–50 degrees C)
  - Do not allow USB memory to become wet.
  - Do not disassemble or modify USB memory.

- When connecting USB memory, position it horizontally with the external memory connector and insert it without using excessive force. The external memory connector may be damaged if you use excessive force when inserting USB memory.

- Do not insert anything other than USB memory (e.g., wire, coins, other types of device) into the external memory connector. Doing so will damage the external memory connector.

- Do not apply excessive force to the connected USB memory.

- If you will not be using USB memory for an extended period of time, close the USB memory cover.

CD Handling

• Do not touch or scratch the recording surface of a CD. Doing so may render the data unreadable. If a CD becomes soiled, clean it using a commercially available CD cleaner.

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* Apple and Macintosh are registered trademarks of Apple Computer, Inc.

* Mac OS is a trademark of Apple Computer, Inc.

* All product names mentioned in this document are trademarks or registered trademarks of their respective owners.

Names of Things and What They Do

Front Panel
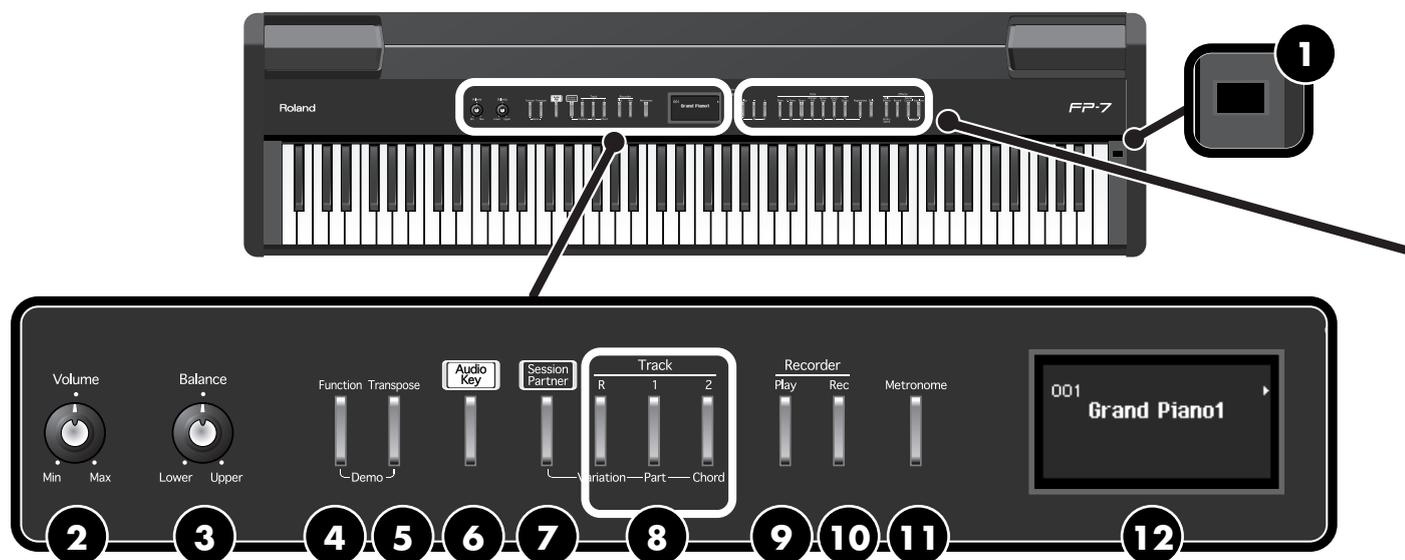
1 [Power] Switch

Turns the power on/off (p. 19).

2 [Volume] Knob

Adjusts the overall volume of the FP-7 (p. 20).
If headphones are connected, this adjusts the headphone volume (p. 22).

3 [Balance] Knob

Adjusts the volume balance of the Upper and Lower Tones in Dual Play and Split Play (p. 47).

4 [Function] Button

This button lets you make various settings.
By holding down this button and pressing the [Transpose] button, you can listen to the demo song (p. 24).

5 [Transpose] Button

This button lets you transpose the keyboard or song (p. 52).By holding down this button and pressing the [Function] button, you can listen to the demo song (p. 24).

6 [Audio Key] Button

This button lets you play back audio files by pressing keys B♭0–B1 (p. 59).

7 [Session Partner] Button

This button switches on/off the Session Partner function (p. 67). By switching Session Partner on, you can produce a rhythm in a variety of styles.

8 Track Buttons

These buttons switch the performance part when playing a song (p. 30). These buttons also switch Session Partner's performance parts, chord progression patterns, and rhythm patterns (p. 69, p. 72, p. 75).

9 [Play] Button

Starts and stops playback of internal songs and recorded performances (p. 26).
Used for starting recording of performances (p. 92).

10 [Rec] Button

You can record your own playing into the FP-7 (p. 92).

11 [Metronome] Button

Turns the internal metronome on and off (p. 54).

12 Display

This shows information about the sounds (tone number and name), song information (song number, song title, number of measures), Session Partner settings (rhythm number, rhythm name, chord progression), tempo, and other settings.
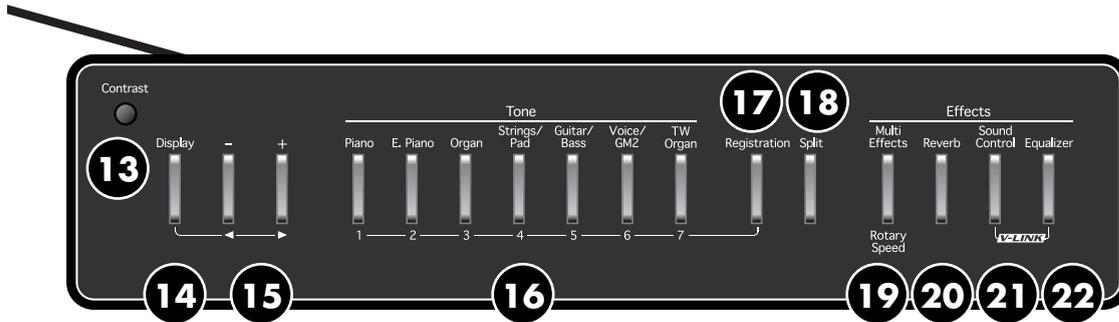
13 [Contrast] Knob

This knob adjusts the contrast of the screen (p. 22).

14 [Display] Button

Press this button when you want to change the tone, the song to play back, the rhythm, or the tempo. Each time you press this button, the display will alternately show tone information (tone number and name), song information (song number, name, and number of measures), Session Partner information (rhythm number, rhythm name, and chord progression), and tempo.
In Function mode, you can make various settings by holding down this button and using the [-] [+] buttons (p. 115).

15 [-] [+] Buttons

These two buttons are used to modify the values of a variety of settings.
Pressing both the [-] and [+] buttons simultaneously returns the setting of a particular item or function to its original value.
If you're playing the song while the song select screen is displayed, you can hold down these buttons to rewind or fast-forward.

16 Tone Buttons

They are used to choose the kinds of tones (Tone Groups) played by the keyboard (p. 35).
While the [Registration] button is lit, Tone buttons [1]–[7] can be used to select registrations.

17 [Registration] Button

This button lets you store your favorite performance settings, such as those for the selection of tones, Session Partner (p. 78).

18 [Split] Button

Allows you to play different tones in the left and right sides of the keyboard (p. 43).

19 [Multi Effects] Button

This button lets you apply various effects to the sound (p. 50).

20 [Reverb] Button

You can use this to add the characteristic reverberation of a concert hall to what you play (p. 49).

21 [Sound Control] Button

This button gives the sound more expressive range (p. 56).
By holding down this button and pressing the [Equalizer] button, you can turn V-LINK on and off (p. 136).

22 [Equalizer] Button

Switches the equalizer on or off (p. 57). You can use the equalizer to adjust the tonal character by boosting or cutting just the low or high frequency regions.
By holding down this button and pressing the [Sound Control] button, you can turn V-LINK on and off (p. 136).
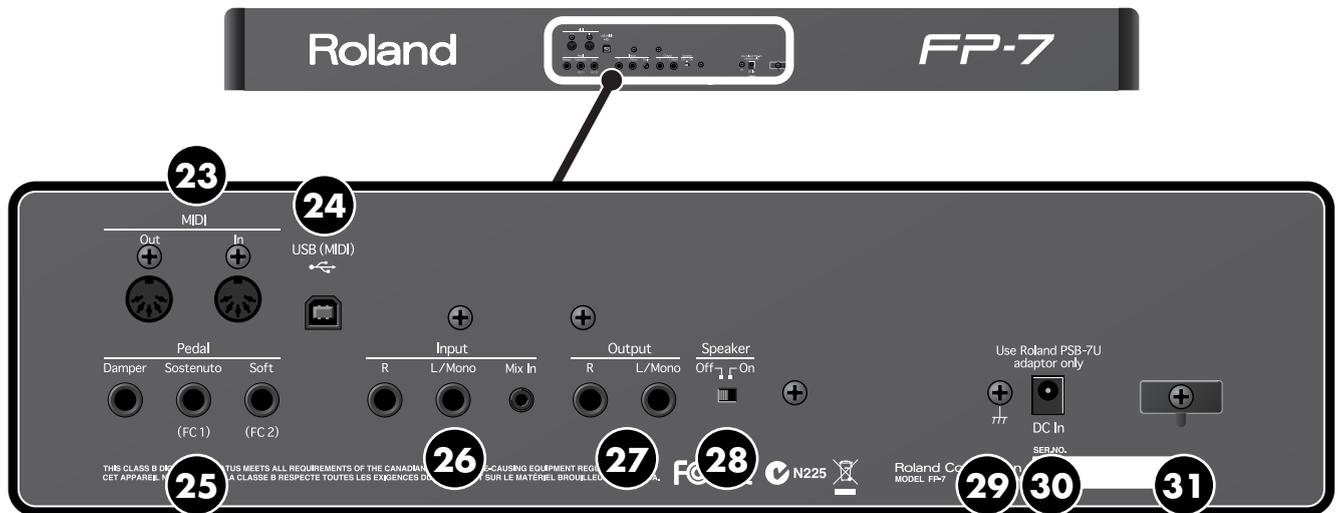
Rear Panel

These connectors are located at the rear panel.

23 MIDI Connectors

You can connect these to external MIDI devices to transfer performance data (p. 147).

24 USB (MIDI) Connector

You can connect this to your computer for transferring performance data (p. 143).

25 Pedal Jacks

Accepts connection of the supplied pedal (DP Series), or other suitable pedals (p. 21).

26 Input Jacks

Here you can connect an audio device or another electronic musical instrument, and listen to the connected device through the FP-7's speakers (p. 139).

27 Output Jacks

You can connect external speakers here to reproduce the FP-7's sound (p. 138, p. 140).

28 Speaker Switch

This switch turns the internal speaker on/off (p. 138).

29 Ground Terminal (p. 18)

30 DC In Jack

Connect the supplied AC adaptor here (p. 18).

31 Cord Hook

Use this to fix in place the cord from the supplied AC adaptor (p. 18).
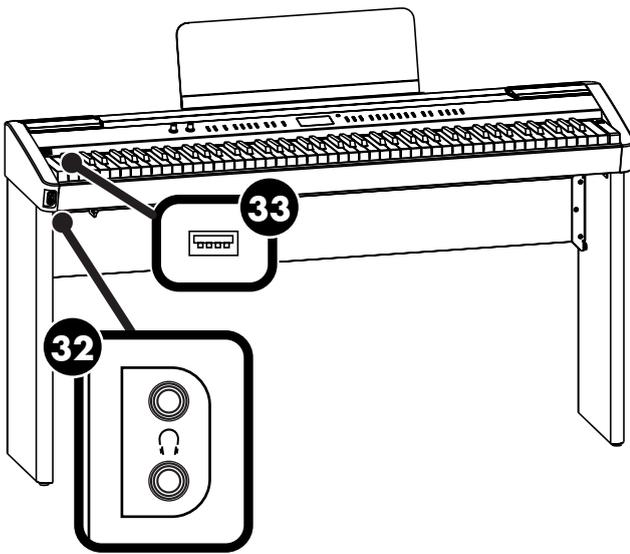
32 Phones Jacks

Here you can connect headphones.
The FP-7 lets you use two sets of headphones
simultaneously (p. 22).

33 External Memory Connector

You can connect USB memory to this connector, and
play back songs saved on USB memory (p. 33) or save
songs you've recorded on the FP-7 to USB memory (p.
105).
You can also save a registration set to USB memory, or
load a saved registration set into the FP-7.

Before You Play

Getting Ready to Play

Connecting the AC Adaptor

1. Make sure that the [Power] switch located at the right side of the keyboard is off (in the upward position).

Upper Position

Off
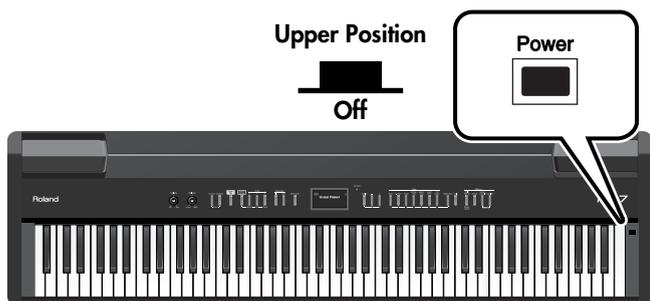
Power

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

3. Connect the supplied Power Cord to the supplied AC adaptor.

AC adaptor   Power Cord

AC Outlet
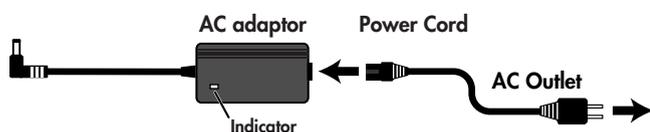
Indicator

NOTE Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.

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

4. Connect the AC adaptor to the FP-7's DC In jack, and plug the power cord into an electrical outlet.

5. Loop the AC adaptor cord around the cord hook to fasten it in place.

FP-7

Ground Terminal

Use Roland PSB-7U adaptor only

Down

Cord Hook

(AC Adaptor) Power Cord

d Corporation
7   MADE IN JAPAN
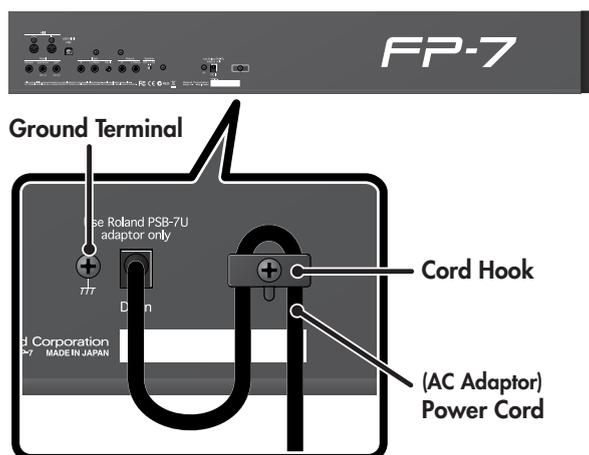
To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration.

Even if the cord is fastened, strong tension applied to the cord may cause it to be damaged or broken. Be careful not to pull the cord accidentally, or to apply strong pressure to it.

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. 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)

Turning the Power On/Off

NOTE Once you've got everything connected properly, you can turn on the power using the following procedure. If you fail to perform these steps in the correct order, you risk causing a malfunction or damaging the speakers.

Turning the Power On

1. Turn the [Volume] knob all the way toward the left to minimize the volume.
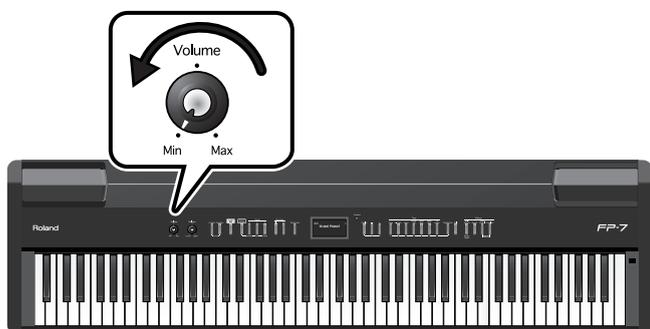
2. Press the [Power] switch.
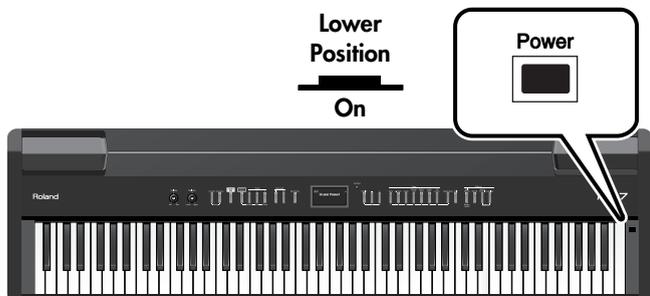
The power will turn on, and the [Piano] and other buttons will light.

3. Use the [Volume] knob to adjust the volume (p. 20).

The unit becomes operable and playing the keyboard produces sound.

NOTE Due to a circuitry protection feature, this unit requires a few moments after power is turned on before it is ready for normal operation.

Turning the Power Off

1. Turn the [Volume] knob all the way toward the left to minimize the volume.
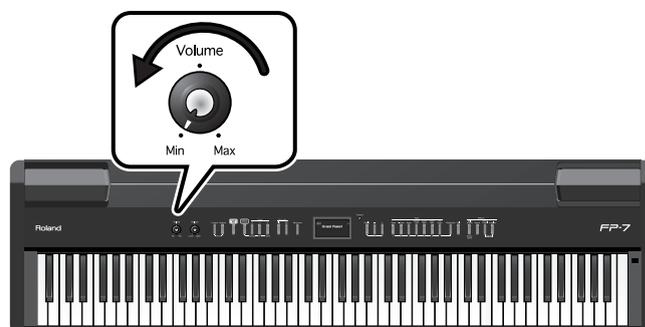
2. Press the [Power] switch.

The screen goes blank and the power is turned off.

19
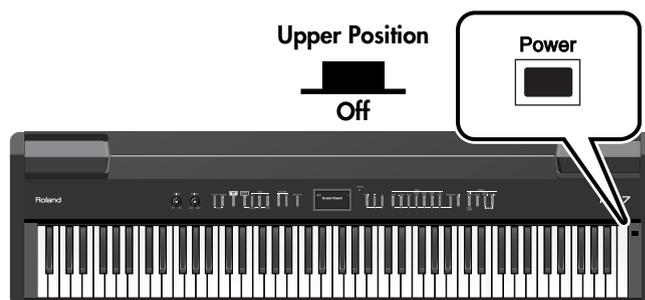
Adjusting the Volume

Here's how to adjust the volume when you're playing the keyboard, or when you're playing back internal preset songs or USB memory songs.

If headphones are connected, use the [Volume] knob to adjust the headphone volume.

1. **Turn the [Volume] knob to adjust the overall volume.**

Adjust the volume while you play the keyboard to produce sound.

Rotating the knob clockwise increases the volume; counterclockwise rotation decreases it.
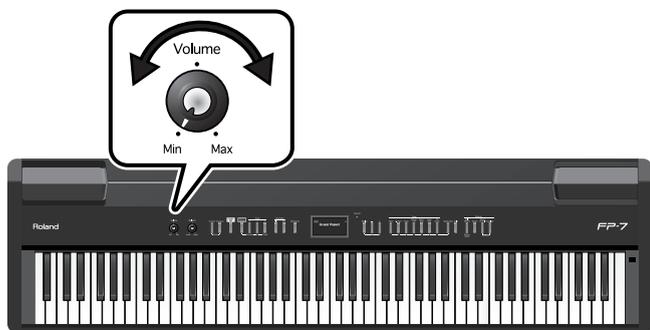
Attaching the Music Rest

Here's how to attach the included music rest.

1. **Install the included screws into the back of the instrument (two locations) as shown in the illustration.**
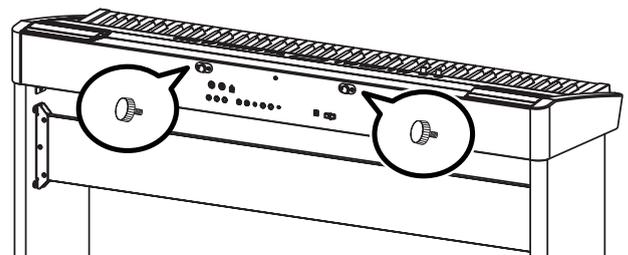
2. **Place the music rest between the screws and the chassis.**
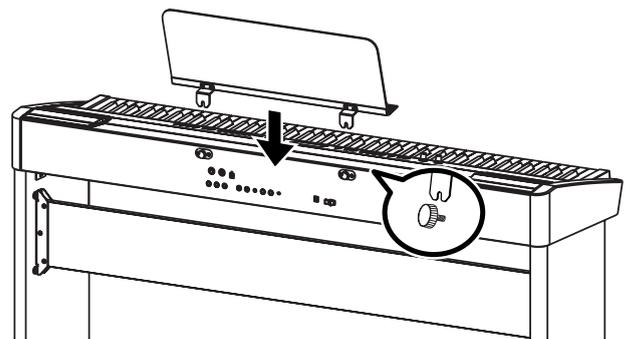
3. **While using one hand to support the music rest, tighten the screws (two locations) to fasten the music rest firmly in place.**
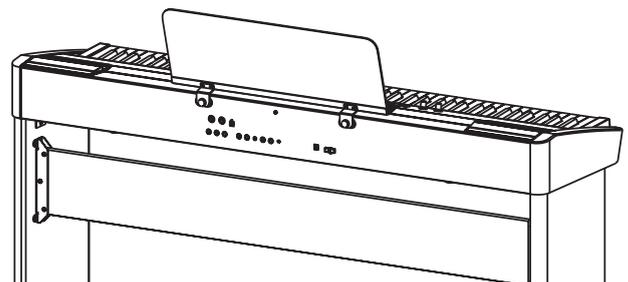
When attaching the music rest, you must use your hand to support it firmly so that it does not fall. Be careful not to pinch your hand.

To remove the music rest, support it with one hand while you loosen the screws. Remove the music rest, and then securely retighten the screws.

[NOTE] Don't apply excessive force to the installed music rest.

[NOTE] You must use the included screws to attach the music rest.

Connecting the Pedals

Connect the included pedal to one of the Pedal jacks.
The operation of the pedal will differ depending on the jack to which it's connected.
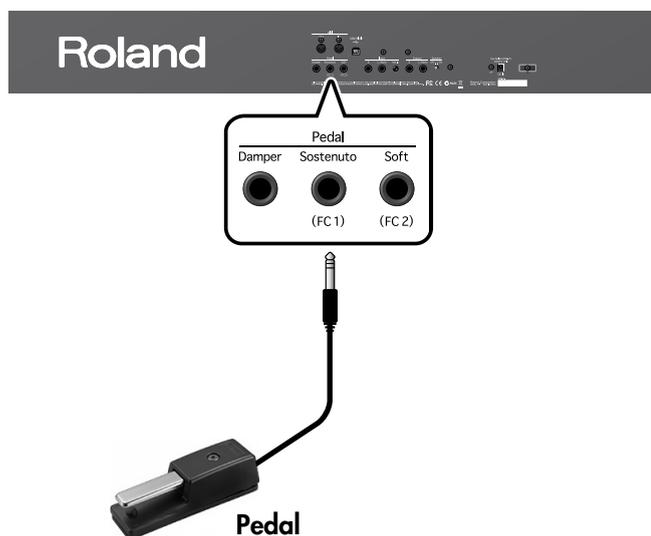
Pedal

Connected jack	Operation
Damper jack	The pedal will operate as a damper pedal.
Sostenuto / (FC1) jack	The pedal will operate as a sostenuto pedal. Alternatively, you can assign a different function (p. 91, p. 118).
Soft / (FC2) jack	The pedal will operate as a soft pedal. Alternatively, you can assign a different function (p. 91, p. 118).

NOTE Unplugging a pedal cord from the unit while the power is on may cause the pedal's effect to be applied without stopping. The power of the FP-7 must be turned off before inserting or removing a pedal cord.

MEMO By obtaining a second and third pedal, you can then use three pedals simultaneously. If you wish to purchase the optional pedal (DP series), please contact the dealer where you purchased the FP-7.

NOTE You can connect the expression pedal to the Sostenuto/ (FC1) or the Soft/ (FC2) jack to adjust the volume. Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Damper Pedal

Use this pedal to sustain the sound.
While this pedal is held down, notes will be sustained for an extended time even if you release your fingers from the keyboard.
The pedal included with the FP-7 functions as a half-damper pedal, which allows you to adjust the amount of resonance.

On an acoustic piano, holding down the damper pedal will cause the strings for notes other than the ones you actually play to vibrate in sympathy with what you've played, producing a rich resonance. The FP-7 simulates this sympathetic vibration (damper resonance).

MEMO Set the switch on the included pedal to "Continuous" when the pedal is connected.

Sostenuto Pedal

The notes you are pressing when this pedal is depressed will be sustained.

MEMO With the pedal connected to the Sostenuto / (FC1) jack, it can be assigned other functions as well. Refer to "Changing How the Pedals Work" (p. 118), "Using a Pedal to Switch Registrations" (p. 91).

Soft Pedal

This pedal is used to make the sound softer.
Playing with the soft pedal depressed produces a sound that is not as strong as when otherwise played with the equivalent strength. This is the same function as the left pedal of an acoustic piano.
The softness of the tone can be varied subtly by the depth to which you press the pedal.

MEMO With the pedal connected to the Soft / (FC2) jack, it can be assigned other functions as well. Refer to "Changing How the Pedals Work" (p. 118), "Using a Pedal to Switch Registrations" (p. 91).

Listening through Headphones

You can use headphones to enjoy the FP-7 without disturbing those around you, such as at night. Since the FP-7 has two headphone jacks, two people can also use headphones simultaneously.

If you're using only one set of headphones, you may connect them to either of the two headphone jacks.

Headphones

1. **Plug the headphones into the Phones jack.**

If headphones are connected, no sound will be output from the FP-7's speakers.

2. **Use the FP-7's [Volume] knob (p. 20) to adjust the headphone volume.**

Cautions when Using Headphones

- To prevent damage to the cord's internal conductors, avoid rough handling. When using headphones, mainly try to handle either the plug or the headset.

- Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.

- Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at an appropriate volume.

- Use headphones that have a stereo 1/4" phone plug.

Adjusting the Contrast of the Screen

You can adjust the brightness of the FP-7's display.
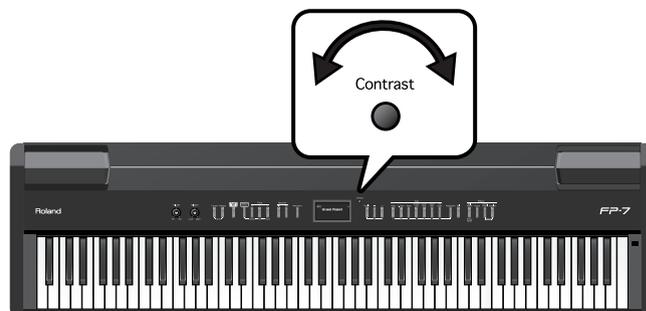
1. **Turn the [Contrast] knob to adjust the contrast of the screen.**

Cautions Regarding the LCD Display

- You may see vertical lines in the screen, but this is due to the structure of a liquid crystal display, and does not indicate a malfunction. By using the [Contrast] knob to adjust the contrast of the screen, you can minimize these lines.

- The contrast of the screen may be affected by the temperature.

Using USB Memory

Songs you've recorded on the FP-7 or performance settings you've created (registration sets) can be copied for safekeeping to separately available USB memory (p. 89, p. 111).
You can also play back SMF music files saved on USB memory (p. 33), or play audio files from USB memory (p. 59).

NOTE Use USB memory available from Roland. Proper functioning cannot be guaranteed if other external memory products are used.

Connecting USB Memory

1. **Connect your USB memory to the external memory connector as shown below.**

**USB memory
(sold separately)**
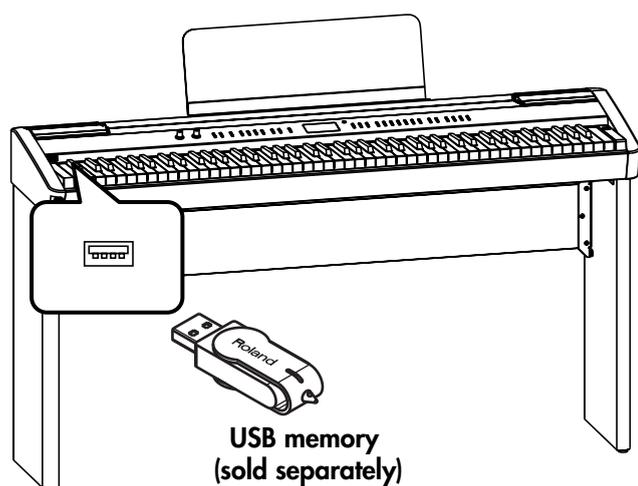
NOTE If you're using the USB memory for the first time, you must initialize (format) it on the FP-7.
Refer to "Initializing USB Memory" (p. 107).

Listening to Songs

Listening to Demo Songs

Now, try listening to demo songs.

The FP-7 comes with ten demo songs.

The seven Tone buttons, the [Audio Key] button, the [Session Partner] button, and the [Play] button are each assigned one demo song.

Button	Indication	Composer/Copyright
Piano	Piano	Masasi & Kazuko Hirashita / © 2006 Roland Corporation
E. Piano	E.Piano	Masasi & Kazuko Hirashita / © 2006 Roland Corporation
Organ	Organ	Masasi & Kazuko Hirashita / © 2006 Roland Corporation
Strings/Pad	Strings/Pad	Masasi & Kazuko Hirashita / © 2006 Roland Corporation
Guitar/Bass	Guitar/Bass	Masasi & Kazuko Hirashita / © 2006 Roland Corporation
Voice/GM2	Voice/GM2	Masasi & Kazuko Hirashita / © 2006 Roland Corporation
TW Organ	TW Organ	© 2006 Roland Corporation
Audio Key	Audio Key	© 2006 Roland Corporation
Session Partner	Session Partner	© 2006 Roland Corporation
Play	Song	Masasi & Kazuko Hirashita / © 2006 Roland Corporation

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

NOTE No MIDI data for the music that is played will be output.
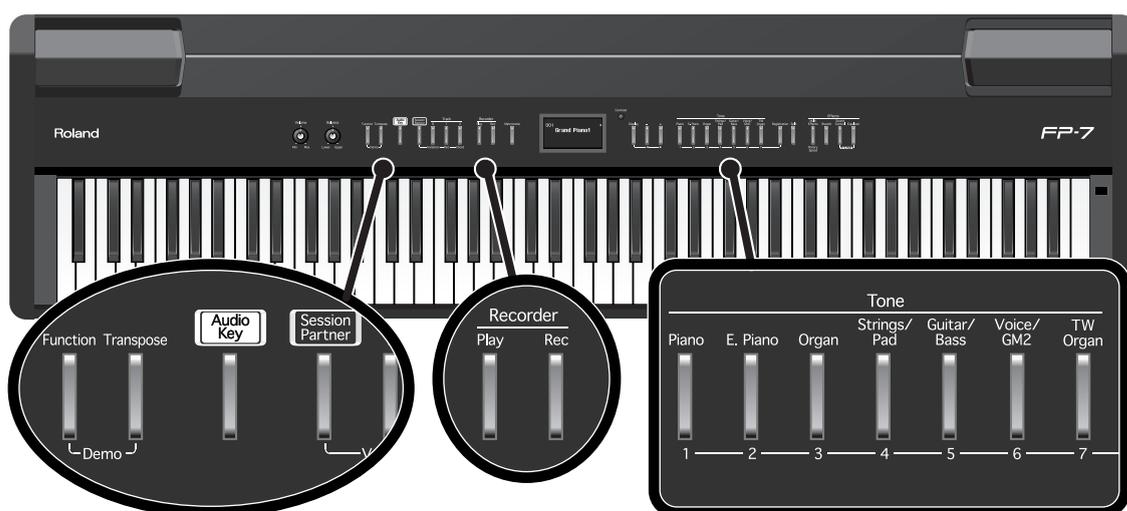
1. **Hold down the [Function] button and press the [Transpose] button.**

The indicators for the seven Tone, [Function], [Transpose], [Audio Key], [Session Partner] and [Play] buttons flash.
The following appears in the display.

Demonstration
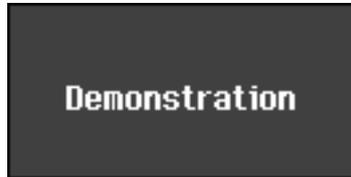
> **NOTE** You can't play back the demo songs if your recorded performance has not been saved. Either erase your performance (p. 31), or save your recorded performance (p. 105).

2. **Press one of the seven Tone buttons, the [Audio Key] button, the [Session Partner] button, or the [Play] button.**

The songs will play consecutively, starting with the demo song you selected. The button for the song currently being played back flashes on and off.
When playback of the last song is reached, playback continues by returning to the first song and playing that again.
The display will show the name of the currently playing demo song.

Piano
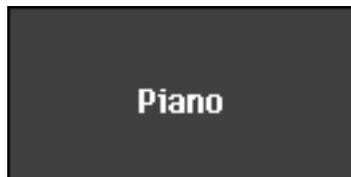
3. **To stop playback, press the flashing button.**

4. **Press the [Function] button and the [Transpose] button to exit Demo mode.**

The indicators return to their previous state.

> **MEMO** A demo song will not play if you press an unlit button.

Listening to Internal Songs

The FP-7 contains 65 built-in songs. Here's how to select and play back one of these songs.

MEMO   About the name of the internal song, refer to "Internal Song List" (p. 169).
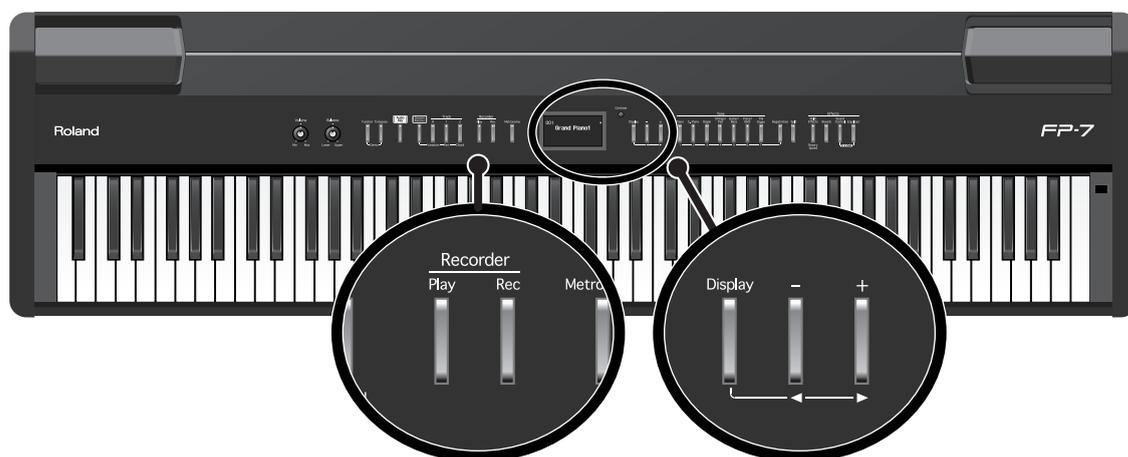
Selecting a Song

● ●

1. Press the [Display] button several times so it's lit in green.

2. Press the [-] or [+] button to select the song.

If a built-in preset song is selected, the screen will indicate "Preset."

```
♩=160          M: PU
Preset     001
     Trio Grande
```
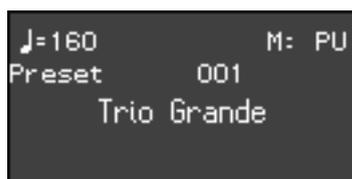
MEMO   The screen will indicate "Internal" for songs in internal memory, and "External" for songs on external memory, such as USB memory.
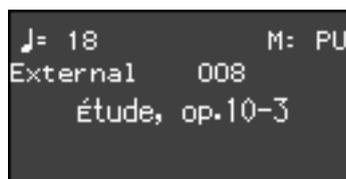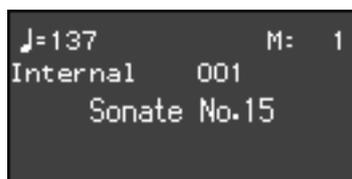
```
♩=137          M:  1
Internal   001
     Sonate No.15
```

```
♩= 18          M: PU
External   008
     étude, op.10-3
```

Playing the Song

● ●

3. Press the [Play] button.

The selected song will play.
The selected song is played to the end, and then playback stops.

MEMO If a song is playing while the song select screen is displayed, you can rewind the song by holding down the [-] button, or fast-forward the song by holding down the [+] button.

To stop playback, press the [Play] button once more.
The next time you press the [Play] button, playback will resume from the point at which you stopped.
If playback has stopped at the end of the song, playback will start from the beginning of the song.
If the song select screen is displayed, pressing the [-] button will return you to the beginning of the song. Pressing the [-] button once again will return you to the preceding song.

About the Song Select Screen

The song select screen will change as follows.

New Song to record
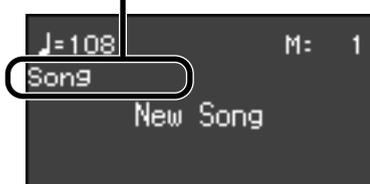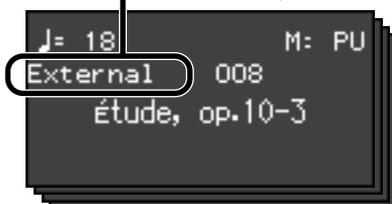
```
♩=108              M:    1
[Song]
        New Song
```

USB memory songs

```
♩= 18              M:  PU
[External]   008
       Étude, op.10-3
```

Internal memory songs

```
♩=137              M:    1
[Internal]   001
       Sonate No.15
```

Intranal songs

```
♩=160              M:  PU
[Preset]     001
       Trio Grande
```

Song tempo

```
♩=160              M:  PU   ── Measure number
Preset       001            ── Song number
       Trio Grande          ── Song name
```
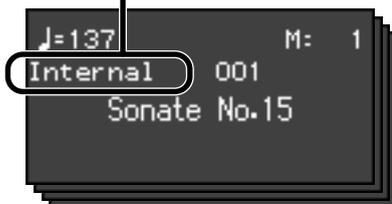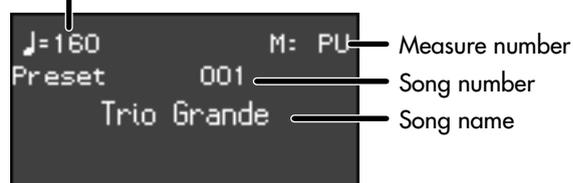
By holding down the [Display] button and pressing the [-] [+] buttons, you can quickly select the first song in the song group (i.e., "first song in internal memory," "first song in USB memory," or "first song in internal memory").

NOTE The "Internal" or "External" indications will not appear if there is no song in internal memory or if no USB memory is connected.

Changing the Volume of the Song

Here's how to adjust the volume when song is playing back.

When you're playing along with a song, this lets you adjust the volume balance between the song and the sounds you're playing on the keyboard.
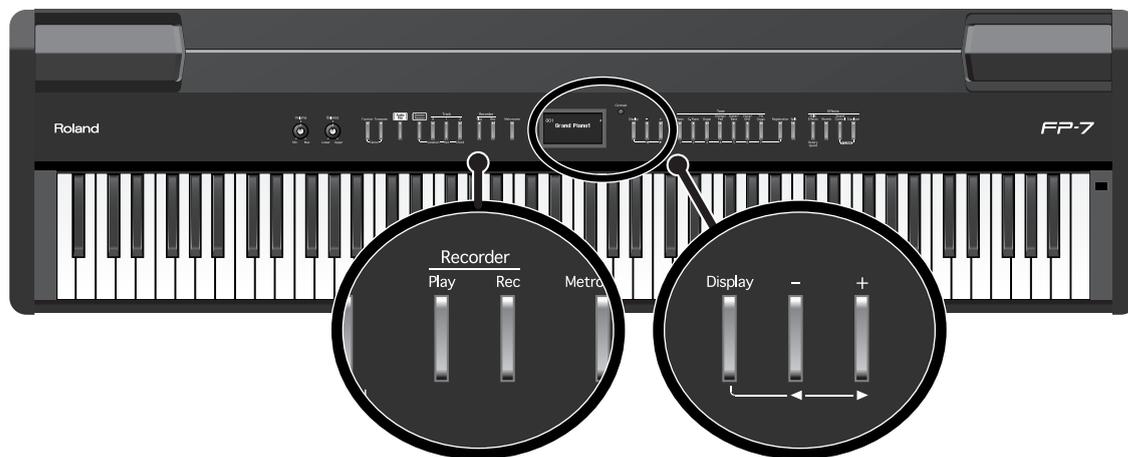
1. **While holding down the [Play] button, press the [-] or [+] button.**

Song Volume
·Q·
127
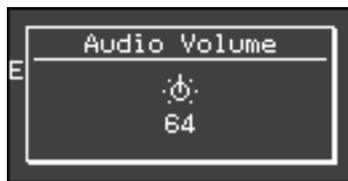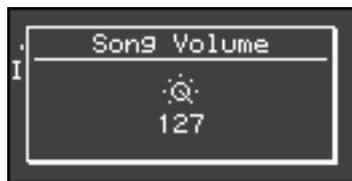
Audio Volume
·Ö·
64

The screen will indicate "Audio Volume," when audio files are playing back.

The song volume can be set to any value from 0 to 127.

MEMO While you hold down the [Play] button, the display will show the volume of the song.

NOTE You can not change the volume of the demo song.

MEMO You can also adjust the volume of the song by turning the [Balance] knob while you hold down the [Play] button.

Playing Back All Songs Continuously (All Song Play)

The internal songs and the songs in internal memory or USB memory can be played repeatedly in succession. This function is called "All Song Play."
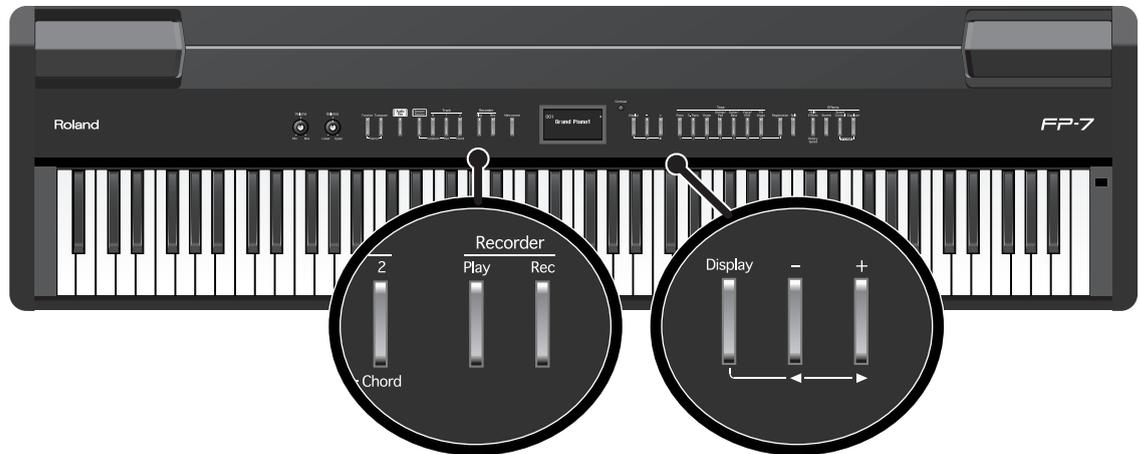
Specifying the First Song

1. Press the [Display] button several times so it's lit in green.

2. Press the [-] or [+] button to select the song.

Playing Back the Songs Successively

3. While holding down the [Display] button, press the [Play] button.

The screen will indicate " ⏏All⏐ ." If you've selected preset songs, the preset songs will play back consecutively.
The internal memory songs will play consecutively if you've selected an internal memory song, and the USB memory songs if you've selected a USB memory song.

```
♩= 67  ⏏All⏐    M:   5
Internal    001
        Trio Grande
```
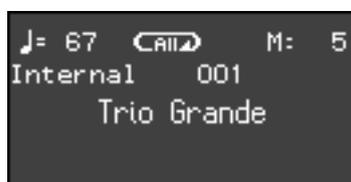
The songs will play back successively, starting with the selected song.
When the last song finishes playing, the instrument will return to the first song and playback will continue.

To Stop Playback

4. Press the [Play] button so its illumination is turned off.

All Song Play is exited when the performance is stopped.
The next time you press the [Play] button, playback will resume from the point at which you stopped.

Listening to Each Part Separately (Track Mute)

With the internal songs, you can select the performance part that is to be played back.
You can also practice each hand separately while playing along with the song.
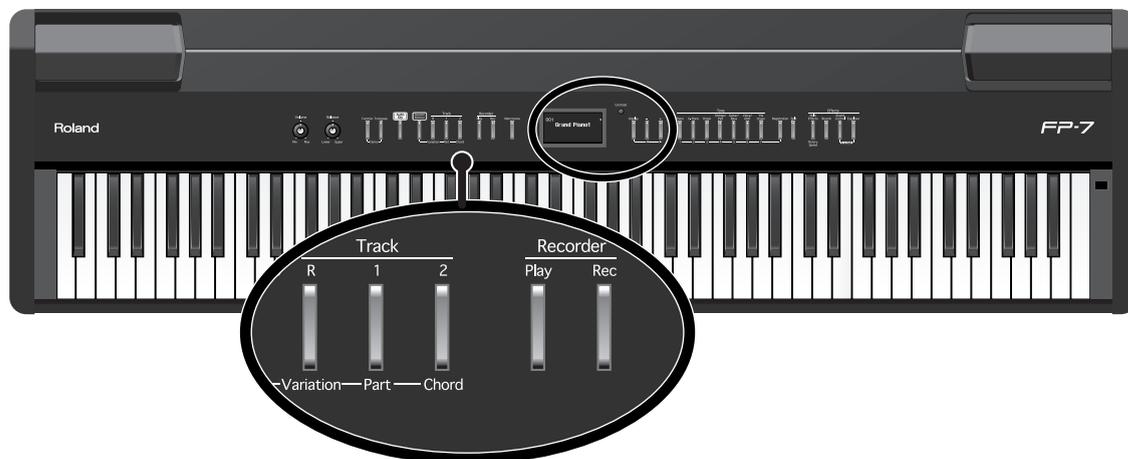
The performance data is assigned to the Track buttons as shown below.

In the internal songs, the left-hand performance is assigned to the Track [1] button and the right-hand performance is assigned to the Track [2] button.
Other performance is assigned to the Track [R] button.
"Tracks" are areas in which music data is held, and buttons [1], [2], and [R] are referred to as the "track buttons."

Rhythm/Accompaniment Part

Right-hand Part

Left-hand Part
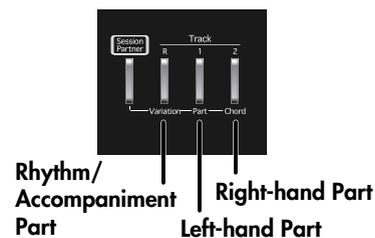
1. Select the song that you want to play (p. 26, p. 32, p. 33).

2. Press the [Play] button to play the song.

3. Select the part that you don't want to play back.

Press the Track [1] button, the Track [2] button, or the [R] button.
The button you pressed will go out, and the corresponding part will no longer be heard.
Temporarily silencing a specific part in this way is called "muting."

MEMO For example, if you want to practice the right-hand part, press the Track [2] button so its illumination is turned off. When you play back the song, the right-hand part will not play.

If you again press the button you selected in step 3, so the button is lit, the sound of that part will be heard.
Even while the song is stopped, you can press the track buttons to mute or un-mute the sound.

4. Press the [Play] button to stop playback.

NOTE Mute settings will be cleared when you switch songs.

NOTE Internal songs 6–65 do not contain a performance in the rhythm/accompaniment part (Track [R] button). If you press a track button that does not contain a performance, it will not light.

> **When the following appears in the display**
>
> If there is a song you've recorded but not saved, a screen like the following will appear when you select a song.
>
> ```
> OK to erase Song?
>
>   Are you sure?
> Cancel        OK
> ```
>
> You can't play back a preset song if there is a song you haven't saved.
>
> If you want to erase your performance and play back the preset song, hold down the [Display] button and press the [+] button to select "OK," then press the [Rec] button.
>
> If you don't want to erase your performance, hold down the [Display] button and press the [-] button to select "Cancel," then press the [Rec] button.
>
> For details on saving a performance you've recorded, refer to "Saving the Songs You Record" (p. 105).
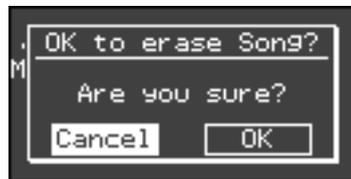
Determining the Volume of a Muted Track

Here's how to adjust the volume that a part will have after you've pressed a track button to mute the playback while playing back a song.

The FP-7 lets you play back a specific part at a reduced volume so you can use that part as a "guide" for your own playing.

1. Select the song that you want to play (p. 26, p. 32, p. 33).

2. Hold down a track button and use the [-] [+] buttons to specify the volume that the track will have when its playback is muted.

The volume for when the playback is muted will be shown while you hold down the track button.

```
Mute Volume Tr1        Mute Volume Tr1
      0        ➡️           64
```
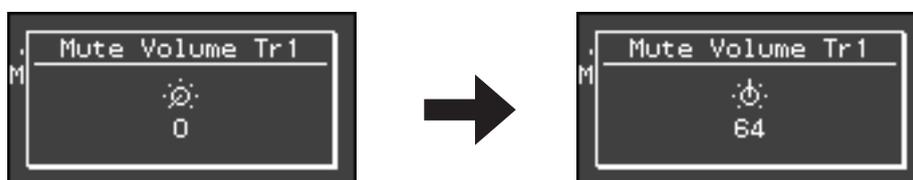
The track mute volume can be set to any value from 0 to 80.

NOTE When you turn off the power, the track mute volume setting will return to "0."

MEMO You can also adjust the track mute volume by turning the [Balance] knob while you hold down the track button.

Listening to Songs Saved in Internal Memory

Here's how to play back songs that you've saved in internal memory.

MEMO You can save the songs you've recorded and the songs that are saved on USB memory to internal memory. For details, refer to "Saving the Songs You Record" (p. 105) and "Copying a Song from USB Memory to Internal Memory" (p. 113).
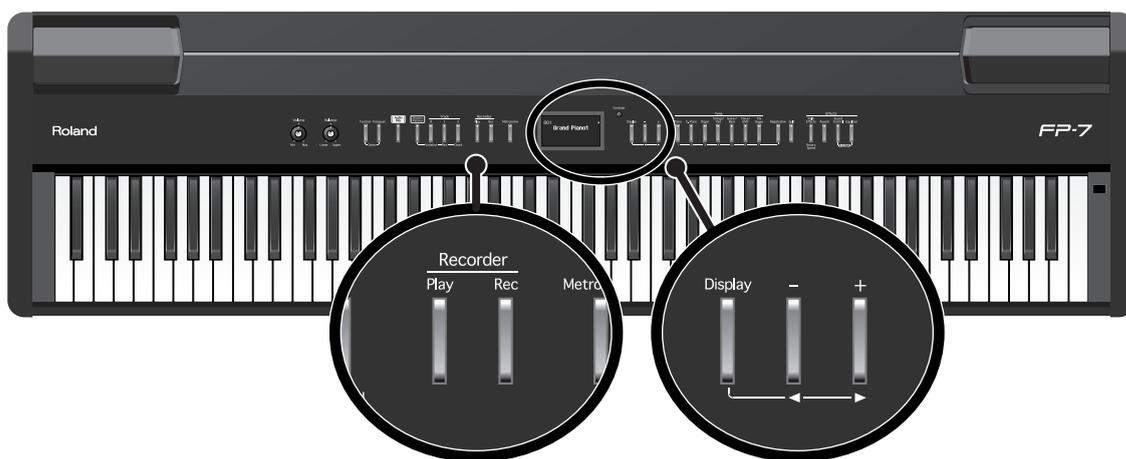
Selecting a Song

1. Press the [Display] button several times so it's lit in green.

2. Press the [-] or [+] button to select the song.

If you've selected a song that's saved in internal memory, the screen will indicate "Internal."

```
♩=137           M:   1
Internal    001
      Sonate No.15
```
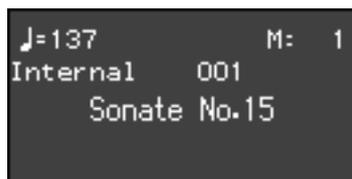
NOTE If you have not saved any songs in internal memory, the "Internal" indication will not appear.

Playing the Song

3. Press the [Play] button.

The selected song will play.
The selected song is played to the end, and then playback stops.

To stop playback, press the [Play] button once more. The next time you press the [Play] button, playback will resume from the point at which you stopped.
If playback has stopped at the end of the song, playback will start from the beginning of the song.
If the song select screen is displayed, pressing the [-] button will return you to the beginning of the song. Pressing the [-] button once again will return you to the preceding song.

Listening to Songs Saved in USB Memory

Here's how you can listen to songs that are saved on USB memory (sold separately). You can also use the keyboard to play along with the song.
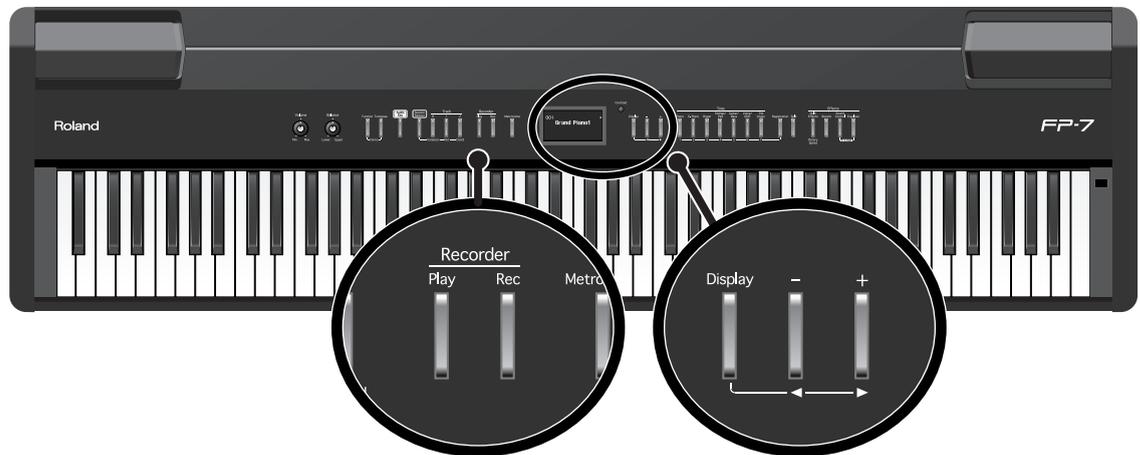
Selecting a Song

1. **Connect the USB memory (sold separately) containing the song you want to listen to the external memory connector (p. 23).**

2. **Press the [Display] button several times so it's lit in green.**

3. **Press the [-] or [+] button to select the song.**

   If you've selected a song that's saved in USB memory, the screen will indicate "External."

   ```
   ♩= 18            M: PU
   External    008
       étude, op.10-3
   ```
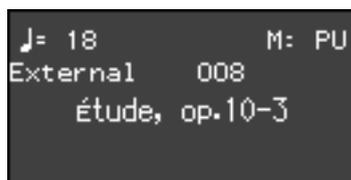
   MEMO If no songs have been saved in USB memory, the "External" indication will not appear. If USB memory contains folders, the name of the folders will be displayed.

   MEMO If you have connected a CD drive (commercially available) to the external memory connector and have selected a CD song, the display will indicate "CD" or "Music CD" rather than "External."

Playing the Song

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

   The selected song will play.
   The selected song is played to the end, and then playback stops.

To stop playback, press the [Play] button once more.

The next time you press the [Play] button, playback will resume from the point at which you stopped.

If playback has stopped at the end of the song, playback will start from the beginning of the song.

If the song select screen is displayed, pressing the [-] button will return you to the beginning of the song. Pressing the [-] button once again will return you to the preceding song.

Selecting a Song in a Folder

1. **Press the [Display] button several times so it's lit in green.**

2. **Use the [-] [+] buttons to select the desired folder.**

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

After a brief time, the songs in the folder will be displayed.

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

To leave the folder and return to the next higher level, use the [-] [+] buttons to select "Up" then press the [Play] button.

About Audio Files

Audio files in the following format can be played back:

- Wav format
- 16-bit linear
- Sampling rate of "44.1 kHz"
- Stereo/Mono

You cannot use the following functions in playing back audio files.

- Saving to internal memory (p. 105)
- Changing the Tempo (p. 55)
- Measure indication in the song select screen (p. 27)
- Recording (p. 92)

NOTE Saving or performing other procedures during playback of audio files may cause the song to stop while it is playing.

If there's a song that you're practicing or that you particularly like, you can save it in internal memory for easy access.

→ "Copying a Song from USB Memory to Internal Memory" (p. 113)

Performing

Performing with a Variety of Sounds

The FP-7 features over 300 different internal sounds, allowing you to enjoy performing with sounds suitable for many different types of music.

These onboard sounds are called "Tones." The Tones are divided into seven different groups, each of which is assigned to a different Tone button.

The Tone "Grand Piano 1" is selected when the instrument's power is turned on.
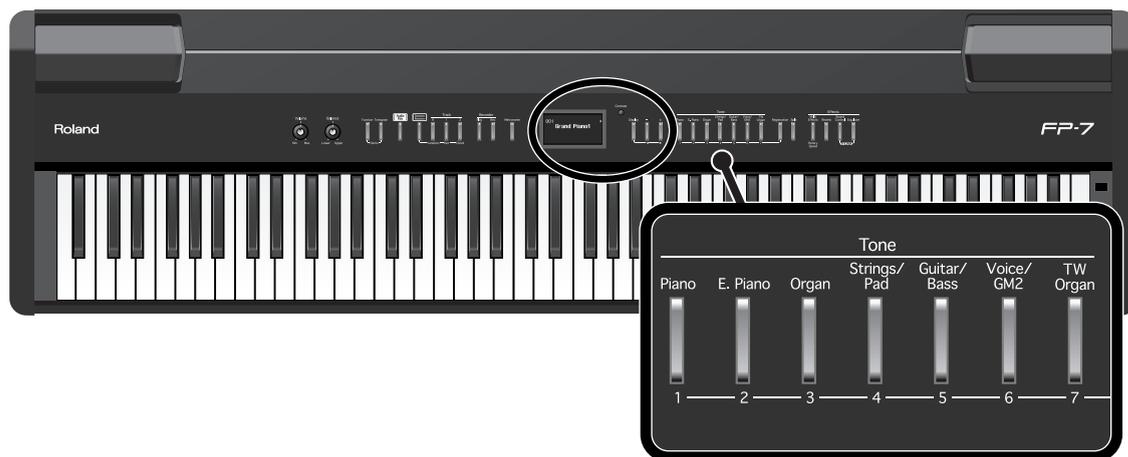
When the [Registration] button is lit, Tone buttons ([1]–[7]) can be pressed to select registrations. If you want to select a tone, press the [Registration] button to turn off its light.

1. **Press a Tone button to select a tone group.**

Try fingering the keyboard. You'll hear a tone of the selected tone group.
The display will indicate the name and number of the currently selected tone.
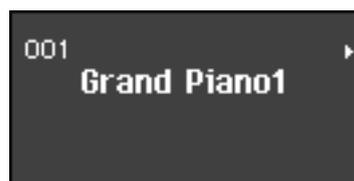
2. **Use the [-] [+] buttons to select a variation tone from the tone group.**

The Tone you've selected is heard when you finger the keyboard.
The next time you select this Tone button, you'll hear the tone you selected here.
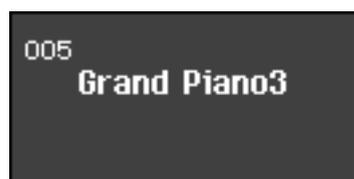
MEMO   About the Tone name, refer to "Tone List" (p. 158).

Simulating the Way that Sounds are Created on an Organ (Tone Wheel)

The FP-7 lets you create your own original organ sounds.

Of the Tone buttons, the tones assigned to the [TW Organ] (Tone Wheel Organ) button simulate the way in which sounds are created on a tonewheel organ.

On a tonewheel organ, you can create original sounds by sliding nine harmonic bars (drawbars) forward or backward to change their relative balance. Each bar is assigned a different footage, and this footage determines the pitch of the sound.

8' is the footage that forms the basic pitch of the sound; this is the center around which you create the tone.

Each harmonic bar is assigned a sine wave (a pure pitch without overtones) of a different pitch, and by combining these pitches you can create a wide range of sounds.
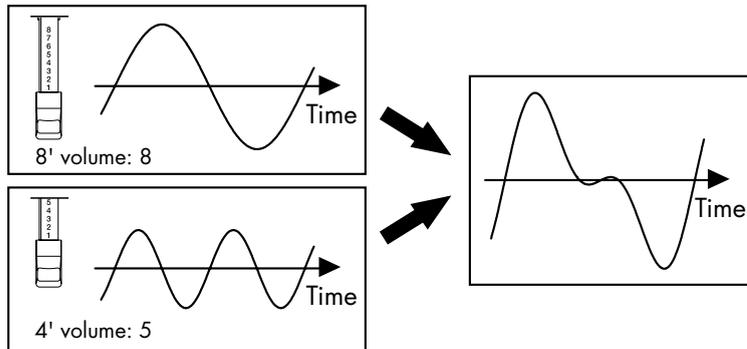
You can simulate the creation of tones using the harmonic bars by assigning footages to the Tone buttons.

The FP-7 provides two screens for this purpose: the "Tonewheel Organ screen" and the "TW Edit (Tone Wheel Edit) screen." Graphics indicating the state of the harmonic bars are shown in these screens.

You can switch between these two screens by holding down the [Display] button and using the [-] [+] buttons.

The Tonewheel Organ Screen

TW Edit (Tone Wheel edit) Screen

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'.

The pitches of the harmonic bars are related as follows.

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

On tonewheel organs, the high-pitched footage for a portion of the high range, and the low-pitched footage for a portion of the low range are "folded-back" in units of one octave.

Folding back the high-frequency portion prevents the high-frequency sounds from being unpleasantly shrill, and folding back the low-frequency portion prevents the sound from becoming "muddy."

On the FP-7 faithfully simulates this characteristic.
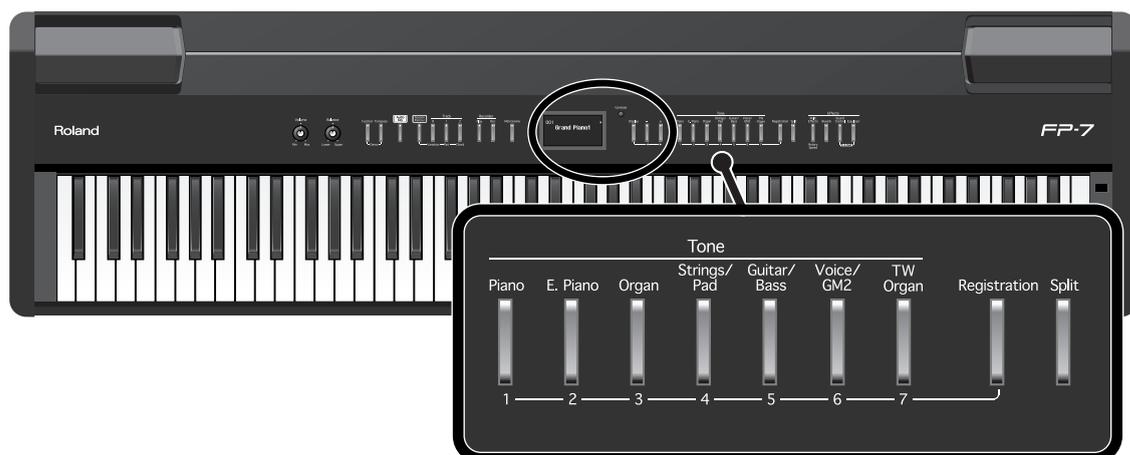
When the [Registration] button is lit, Tone buttons ([1]–[7]) can be pressed to select registrations. If you want to select a tone, press the [Registration] button to turn off its light.

Selecting the Type of Tonewheel Organ

1. Press the [TW Organ] button so it's lit.

The tonewheel organ screen will appear.

Tonewheel organ tone number

Harmonic bar (footage) status

Percussion settings
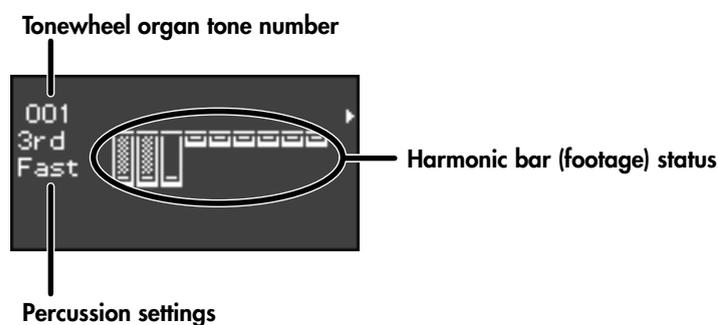
2. Use the [-] [+] buttons to select a variation.

The type of tonewheel organ will change.

Selecting the Footage to Adjust the Volume

3. Hold down the [Display] button and press the [+] button to get the following screen.

4. Hold down the [Display] button and press the [-] [+] buttons several times to select the footage for which you want to change the volume.

Footage 16' 5¹/₃' 8' 4' 2²/₃' 2' 1³/₅' 1¹/₃' 1'
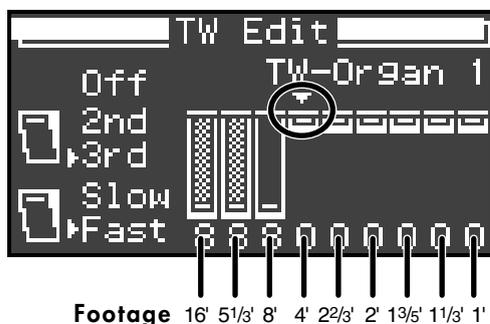
If the TW Edit (tone wheel edit) screen is displayed, you can use the Tone buttons, [Registration] button, and [Split] button to select the desired footage. After selecting a footage, you can also use the [-] [+] buttons to adjust its volume.

16' 5¹/₃' 8' 4' 2²/₃' 2' 1³/₅' 1¹/₃' 1'
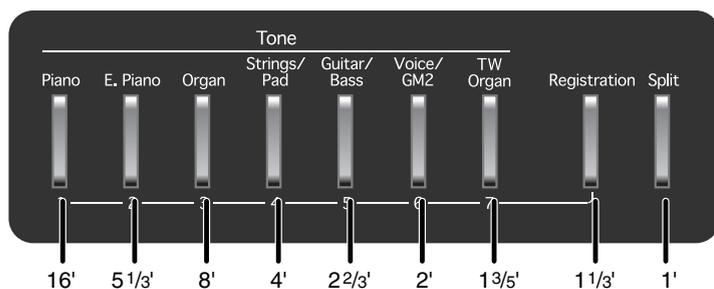
Adjusting the Volume of a Footage

5. Use the [-] [+] buttons to adjust the volume of the selected footage.

The screen will indicate the volume as you adjust it.

Volume of each footage

Adding Sparkle to the Sound (Percussion)

Percussion adds an attack-type sound to the beginning of the note to give the sound more crispness. The attack sound changes according to the value.

The percussion on tone wheel organs did not apply to all notes that were played. When notes were played legato (smoothly and connectedly), percussion was applied only to the first-played note. When notes were played staccato (articulating each note separately), percussion was applied to all notes. This method is referred to as single trigger algorithm, and is a very important element in organ performance. On the FP-7 faithfully simulates this characteristic.

6. Hold down the [Display] button and press the [-] [+] buttons to select the type of the percussion.

NOTE The Percussion is applied only to the Upper Tone.

NOTE When percussion is on, the 1' pitch will not be produced.

Setting	Description
Off	Percussion will not sound.
2nd	Percussion sounds at a pitch one octave above that of the key pressed.
3rd	Percussion sounds at a pitch an octave and a fifth above that of the key pressed.

Adjusting the Rate at which the Percussion Decays

7. Hold down the [Display] button and press the [-] [+] buttons to select the speed at which the percussion sound will decay.

Setting	Description
Slow	The percussion sound will disappear slowly. The percussion will have a more gentle attack.
Fast	The percussion sound will disappear quickly. The percussion will have a sharper attack.

When "Fast" is seleced

Volume — Short decay time — Volume of Percussion — Volume of Harmonic Bar — Time

When "Slow" is seleced

Volume — Long decay time — Volume of Percussion — Volume of Harmonic Bar — Time
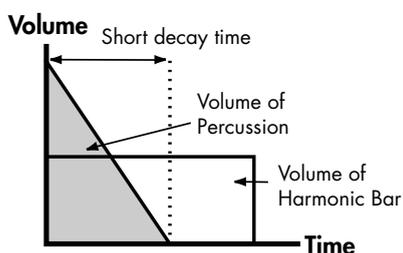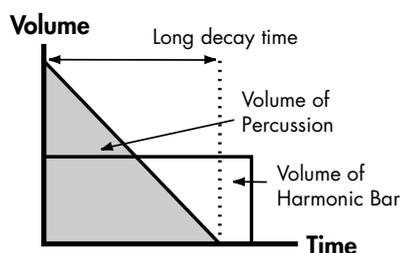
Performing with Two Layered Tones (Dual Play)

You can play two different tones from a single key at the same time. This method of performance is called "Dual Play."

As an example, let's try layering piano and strings sounds.
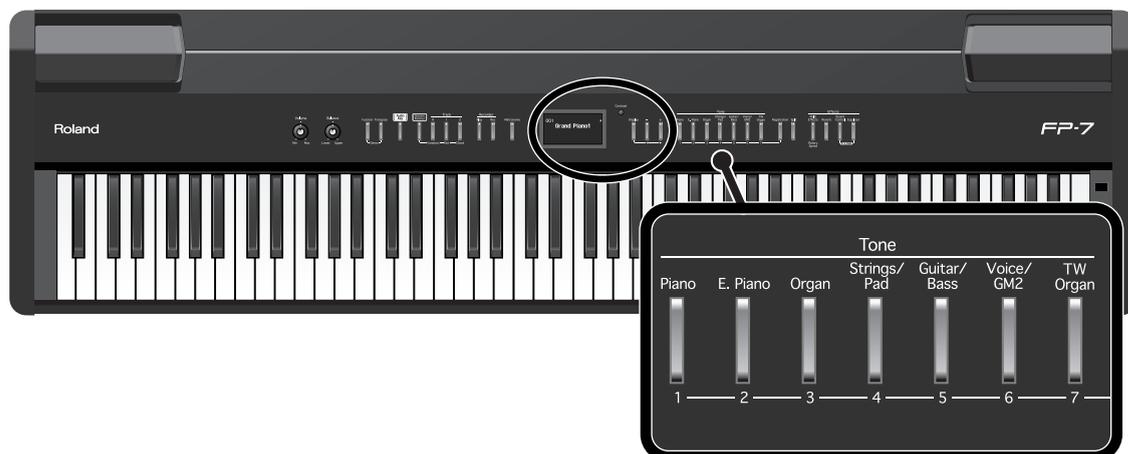
When the [Registration] button is lit, Tone buttons ([1]–[7]) can be pressed to select registrations. If you want to select a tone, press the [Registration] button to turn off its light.

1. Hold down the [Piano] button and press the [Strings/Pad] button.

The indicators for both buttons light.

Try fingering the keyboard. Both the piano and strings sounds play.

Pressing two Tone buttons at the same time in this manner activates Dual Play.

Of these two selected tones, the one for the Tone button you pressed first is called the "Upper Tone," and the one for the Tone button you pressed after that is called the "Lower Tone."
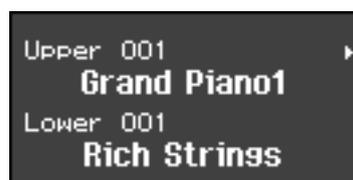
Here, the piano tone is the Upper Tone and the strings tone is the Lower Tone.

Turning Off Dual Play

1. Press any one of the Tone buttons.

Now you'll hear only the tone of the button you pressed.

MEMO You can change the pitch of the Lower Tone an octave at a time. Refer to "Changing the Pitch of the Lower Tone in Octave Steps (Octave Shift)" (p. 126).

MEMO You can vary the volume-level balance of the two tones. Take a look at "Changing the Volume Balance for Dual Play and Split Play" (p. 47).

MEMO You can select the part that will take priority for effects if the Upper tone and Lower tone have different effect settings when you're using Dual play. Refer to "Setting the Part to Which Effects Are Added" (p. 120).

MEMO You can change the part to which the function assigned to the pedal will apply. Refer to "Changing How the Pedal Effects Are Applied" (p. 117).

MEMO If you're using Split play, pressing two Tone buttons won't switch you to Dual play.

Changing the Tone Variations

Changing the Upper Tone

1. Press the [-] or [+] button.

```
Upper 001          ▶
    Grand Piano1
Lower 001
    Rich Strings
```
➡️
```
Upper 005
    Grand Piano3
Lower 001
    Rich Strings
```
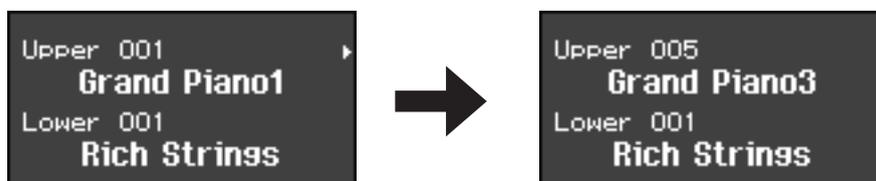
Changing the Lower Tone

1. Hold down the Tone button for the Lower Tone, and press the [-] or [+] button.

```
Upper 001          ▶
    Grand Piano1
Lower 001
    Rich Strings
```
➡️
```
    Lower Tone 002

    OrchestraStr
```
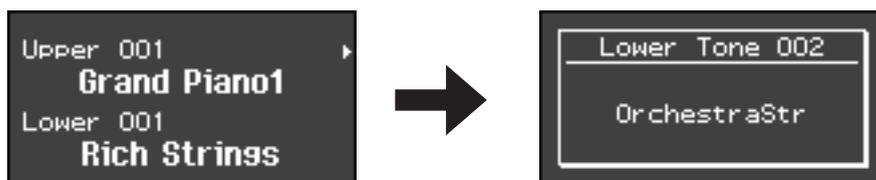
The display will show the tone name and number of the lower tone.

Performing with Different Tones in the Left and Right Sides of the Keyboard (Split Play)

Performing with the keyboard divided at a certain key into a left side and a right side is called "Split Play," and the point at which the keyboard is divided is called the "Split Point."

In Split Play, you can have a different tone sound in the left and right sides.

When the instrument is turned on, the split point is set to "F♯3." The split point key is included in the left side.

While in Split Play, a sound played in the right side is called an "Upper Tone," and the sound played in the left side is called a "Lower Tone."

Spilit Point (Power-up default: F♯3)

| A0 | B0 | C1 | D1 | E1 | F1 | G1 | A1 | B1 | C2 | ... | C3 | | C4 | | C5 | | B7 | C8 |

| Lower Tone | Upper Tone |
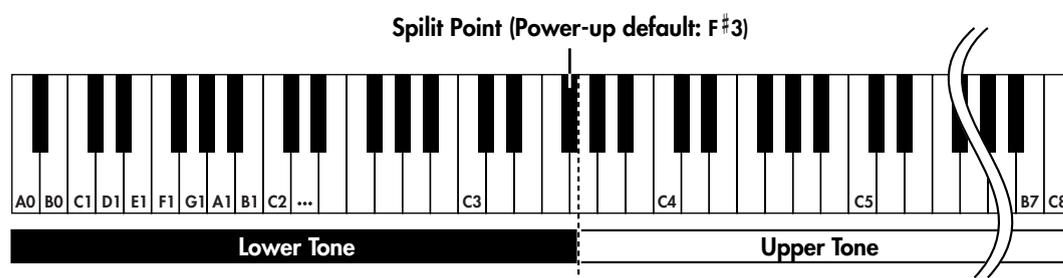
As an example, here's how to play the tone of the [Piano] button as part of a Split play.
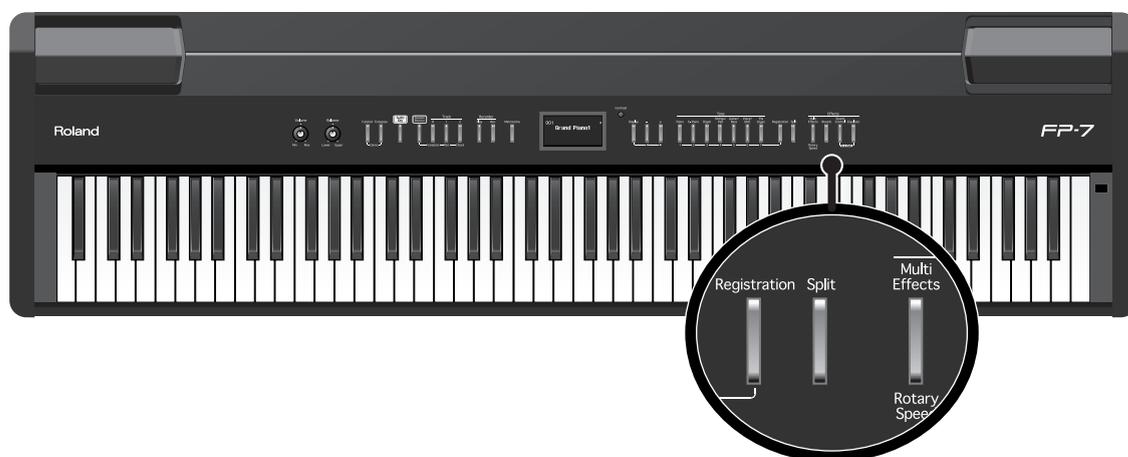
When the [Registration] button is lit, Tone buttons ([1]–[7]) can be pressed to select registrations.
If you want to select a tone, press the [Registration] button to turn off its light.

1. Press the [Piano] button.

Now, the piano tone is selected.

```
001                    ▶
    Grand Piano1
```
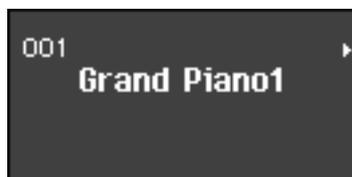
2. Press the [Split] button, getting its indicator to light.

The keyboard will be divided into left and right sides.
The F♯3 key forms the division between the left and right sides of the keyboard.

```
Upper 001              ▶
      Grand Piano1
Lower 007
    A.Bass+Cymbl
```
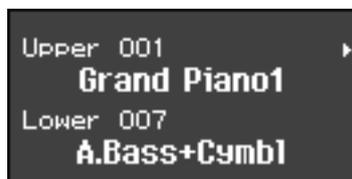
The right-hand section of the keyboard plays piano tone, and the left-hand section plays
"A. Bass+Cymbl" (Acoustic Bass + Cymbal) tone.
You can play a tone for the right side (the Upper Tone) before splitting the keyboard.

Turning Off Split Play

1. Press the [Split] button so its illumination is turned off.

The [Split] button's indicator light goes out and the upper tone becomes the tone for the entire
keyboard.

MEMO You can vary the volume-level balance of the two tones. Take a look at "Changing the
Volume Balance for Dual Play and Split Play" (p. 47).

MEMO When you switch from Dual Play (p. 41) to Split Play, the Upper Tone used in Dual
Play is selected as the Upper Tone for Split Play.

MEMO You can specify which part is to have priority when the effects assigned to the Upper
Tone and Lower Tone differ. Refer to "Setting the Part to Which Effects Are Added" (p.
120).

Switching Tone Groups and Tone Variations

Changing the Upper Tone

1. Press the Tone button to choose a tone group.

2. Press the [-] or [+] button to select a variation tone.

```
Upper 001         ▶
     Grand Piano1
Lower 007
     A.Bass+Cymbl
```
➡
```
Upper 005
     Grand Piano3
Lower 007
     A.Bass+Cymbl
```
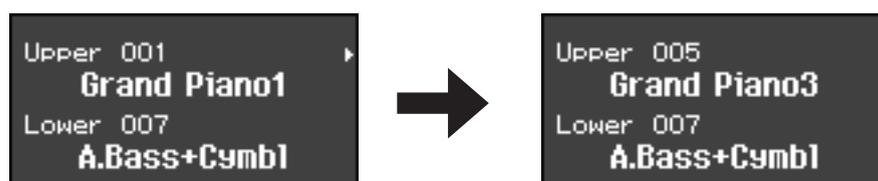
Changing the Lower Tone

1. Hold down the [Split] button and press the Tone button to choose a tone group.

2. Hold down the [Split] button and press the [-] or [+] button to select a variation tone.
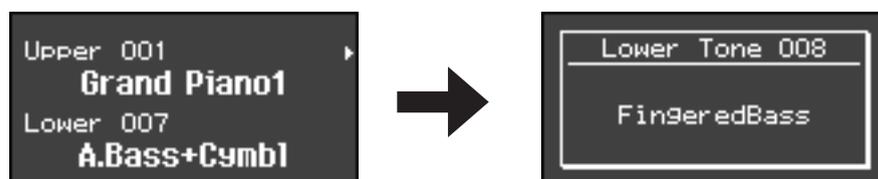
```
Upper 001         ▶
     Grand Piano1
Lower 007
     A.Bass+Cymbl
```
➡
```
  Lower Tone 008

   FingeredBass
```

MEMO You can change the pitch of the Lower Tone an octave at a time. Refer to "Changing the Pitch of the Lower Tone in Octave Steps (Octave Shift)" (p. 126).

Changing the Keyboard's Split Point

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

The split point can be set to any value from B1 through B6.

This is set to "F♯3" when the instrument is turned on.

This setting remains in effect until you turn off the power.

Split Point (Power-up default: F♯3)

Range in which you can specify the split point (B1–B6)
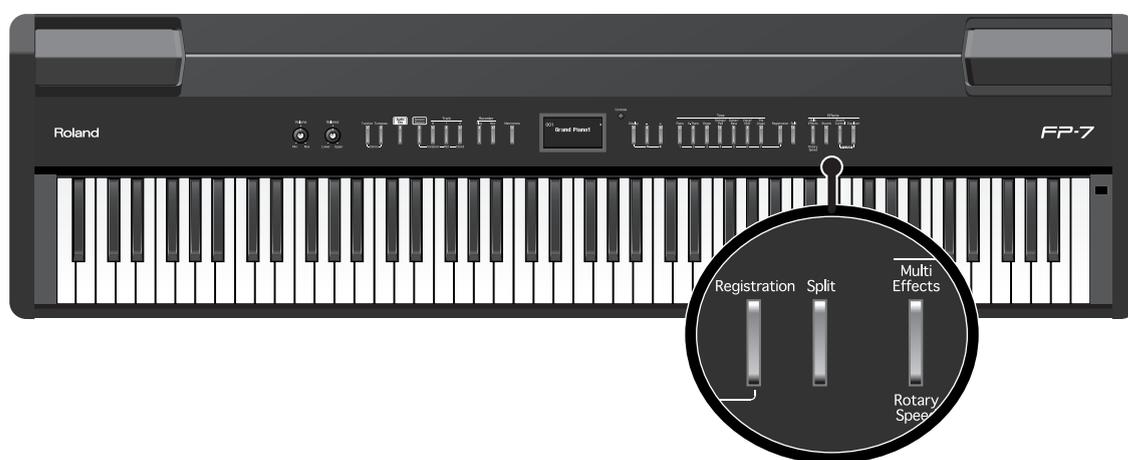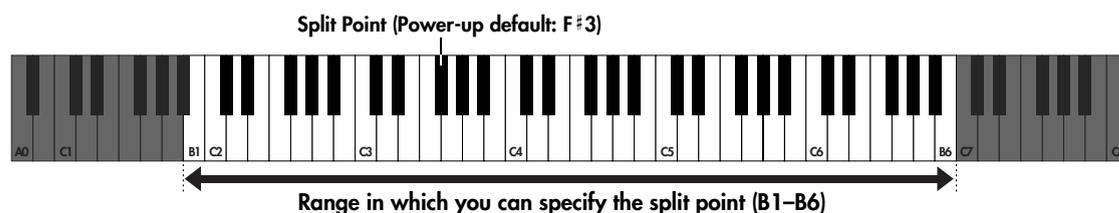
1. Hold down the [Split] button and press a key set as the split point.

The key you pressed becomes the split point, and appears in the display.
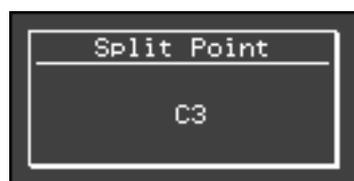
The key being used as the split point belongs to the left-hand section of the keyboard.

The display will return to its previous state when you release the [Split] button.

MEMO The name of the lower tone is displayed while you hold down the [Split] button.

Changing the Volume Balance for Dual Play and Split Play

You can change the volume balance of the Upper and Lower Tones in Dual Play (p. 41) and Split Play (p. 43).
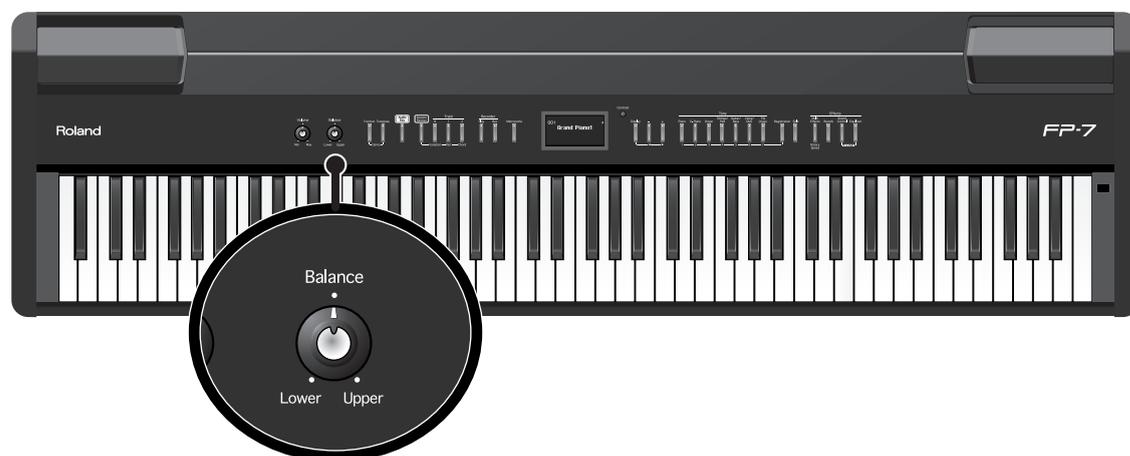
1. **Use the [Balance] knob to adjust the volume balance.**

Turning the knob toward the left (toward "Lower") increases the volume of the Lower tone.
Turning the knob toward the right (toward "Upper") increases the volume of the Upper tone.

Adjusting the Keyboard Sensitivity (Key Touch)

You can change the touch sensitivity, or response of the keys.
You can adjust the keyboard touch as appropriate for the playing strength of the person who is performing.
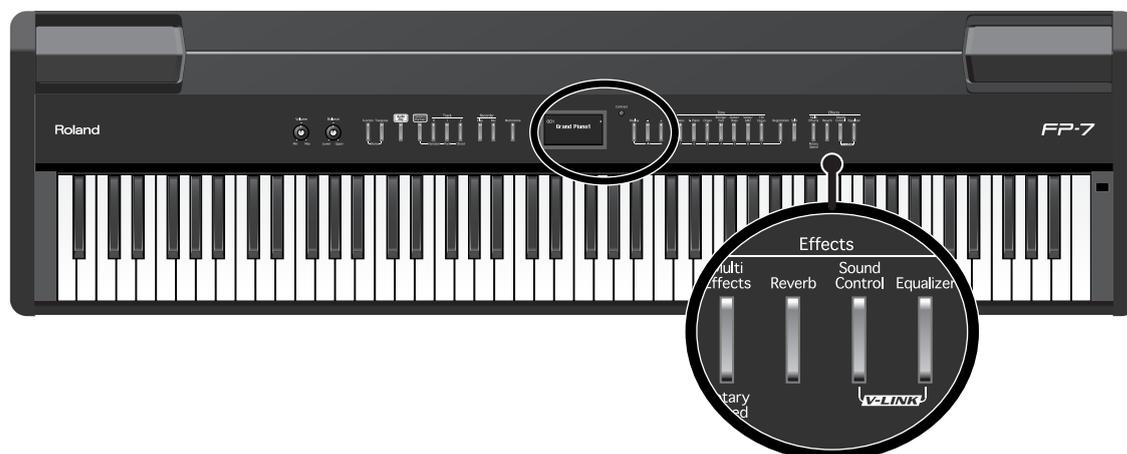
1. Hold down the [Reverb] button and press the [Sound Control] button.

The Key Touch screen appears.

2. Press the [-] or [+] button to select the keyboard touch.

Setting	Description
Off	The sound plays at one set volume, regardless of the force used to play the keys.
Super Light	This setting produces the lightest keyboard touch.
Light	You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easy to play, even for children.
Medium	This sets the standard keyboard touch. You can play with the most natural touch. This is the closest to the touch of an acoustic piano.
Heavy	You have to finger the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. Dynamic fingering adds even more feeling to what you play.
Super Heavy	This setting produces the heaviest keyboard touch.

3. Hold down the [Reverb] button and press the [Sound Control] button.

MEMO You can specify the loudness at which each note will sound when the "Off" keyboard touch is selected. Refer to "Changing the Velocity When the Key Touch is Set to "Off"" (p. 126).

MEMO You can adjust the keyboard touch sensitivity in the Function screen (p. 125).
You can make even finer adjustments to the keyboard touch. Please refer to "Making Fine Adjustments to the Keyboard Touch Sensitivity" (p. 125).

Adding Reverberation to Sounds (Reverb Effect)

You can apply a reverb effect to the notes you play on the keyboard. With the reverb effect, you obtain a pleasant reverberation, making it sound as if you were performing in a concert hall or similar space.
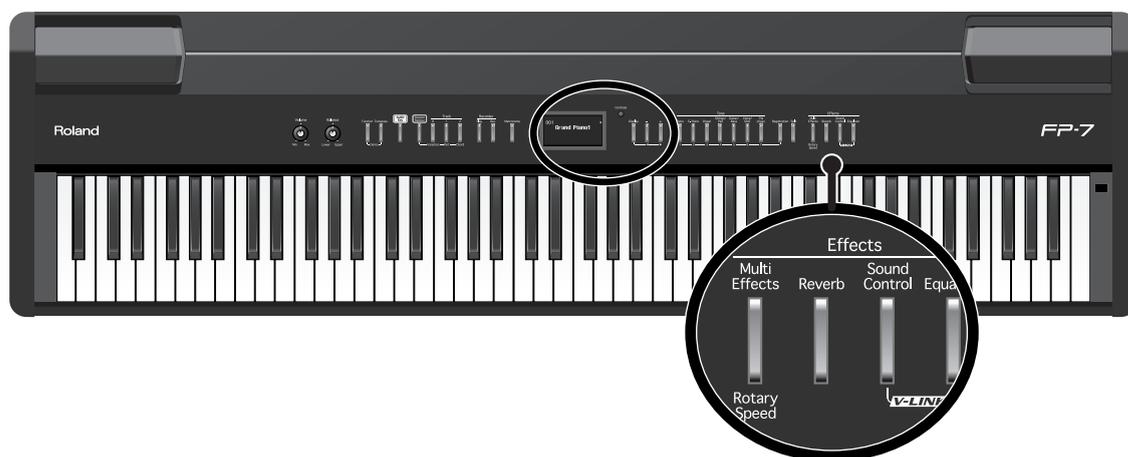
1. **Press the [Reverb] button so it's lit.**

Try fingering the keyboard.
The reverb effect is applied to the entire tone.

Turning Off the Reverb Effect

1. **Press the [Reverb] button so its light is turned off.**

Changing the Depth of Reverb Effect

You can select from ten levels of depth for the reverb effect.

1. **Hold down the [Reverb] button and press the [-] or [+] button.**

The depth for the reverb effect appears in the display.

NOTE You cannot make separate reverb effect depth settings for each individual tone. The same depth of reverb effect will apply to all sounds.

NOTE You cannot change reverb effect depth of Session Partner, Demo songs, and Internal song.

Adding a Variety Effects to the Sound (Effects)

In addition to reverb, you can apply a variety of effects to the FP-7's sounds.

These are referred to as "effects." With the FP-7, you can select from 62 different effect types.

With the factory settings, an effect suitable for each tone is selected.
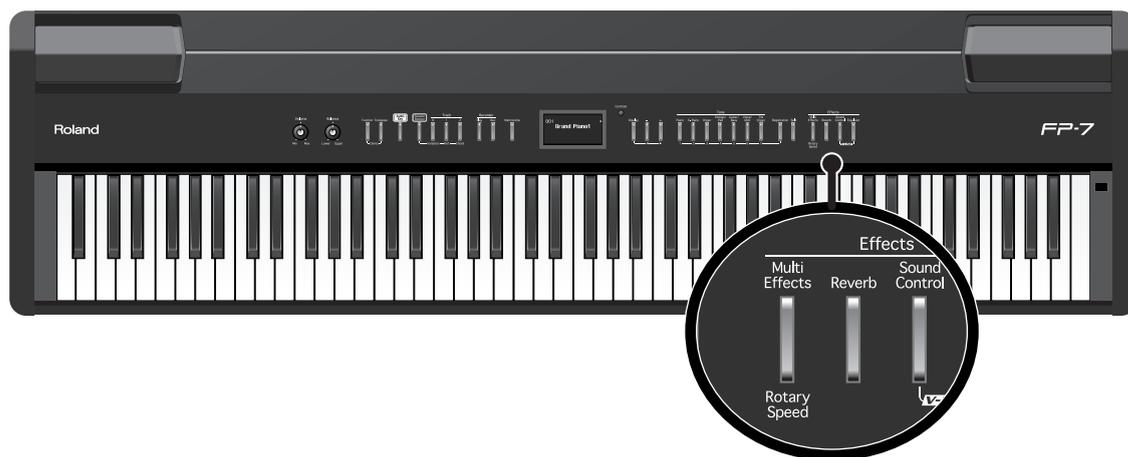
1. **Press the [Multi Effects] button so it's lit.**

Try fingering the keyboard.

The effect is applied to the currently selected tone.

> **MEMO** Some tones initially have effect applied. Selecting such a tone makes the [Multi Effects] button light up automatically.

> **MEMO** You can change the effect type. Refer to "Changing the Effect Type" (p. 119).

Turning Off the Effects

1. **Press the [Multi Effects] button so its light is turned off.**

> **MEMO** You can select the part that will take priority for effects if the Upper tone and Lower tone have different effect settings when you're using Dual play or Split play. Refer to "Setting the Part to Which Effects Are Added" (p. 120).

> **MEMO** You can make detailed adjustments to the effect settings, such as adjusting the effect depth. Refer to "Editing the Effect Settings in Detail" (p. 119).

> **MEMO** The effect settings are displayed while you hold down the [Multi Effects] button. You can change the effect settings by holding down the [Multi Effects] button and using the [-] [+] buttons.

Adding a Spinning Sound to Organ Tones (Rotary Effect)

The Rotary effect is applied to some Organ tones you can select with the [Organ] button. When one of these tones is selected, you can use the [Multi Effects] button to change the speed of the rotary effect.

> **What's the Rotary Effect?**
>
> What the rotary effect does is to add a "spinning" effect similar to the sound of an organ using a rotating speaker.
>
> In most rotary speakers, the high-frequency speaker and low-frequency speaker rotate at different speeds. The FP-7 can simulate this complex type of modulation.
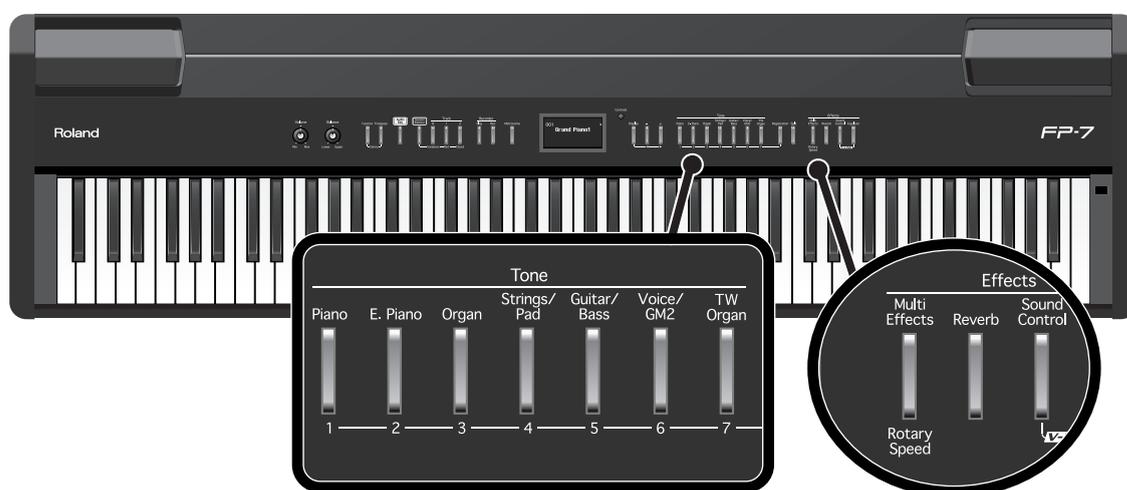
1. **Press the [Organ] button and then press the [-] or [+] button to select the organ tone.**

When a tone that has the Rotary effect added is selected, the [Multi Effects] button flashes or blinks.

2. **Each time pressing the [Multi Effects] button, switch the speed of the rotary effect between rapid and slow rotation.**

Pressing the [Multi Effects] button toggles the rotary effect between fast and slow rotation.
If the [Multi Effects] button is blinking rapidly, the rotary effect is being applied with the fast rotational speed. If the [Multi Effects] button is blinking slowly, the rotary effect is being applied with the slow rotational speed.

NOTE If you don't want the rotary effect to be applied, select an effect type other than the rotary effect (p. 119), then turn off the effect (p. 50).

Transposing the Key of the Keyboard or Song Playback (Transpose)

By using the "Transpose" function you can transpose the keyboard or the key in which the song plays back. This is convenient when you're singing along with the song, since you can shift the playback to a key that's comfortable for the range of your voice. If you're accompanying a singer, you can use the Transpose function to shift the pitch to a key that's comfortable for the singer while you continue playing in the same familiar key (fingering). You can also use this function to transpose the pitch of your playing without changing your fingering on the keyboard. For example, if the song is in a difficult key with numerous sharps (♯) or flats (♭), you can transpose to a key that's easier for you to play.
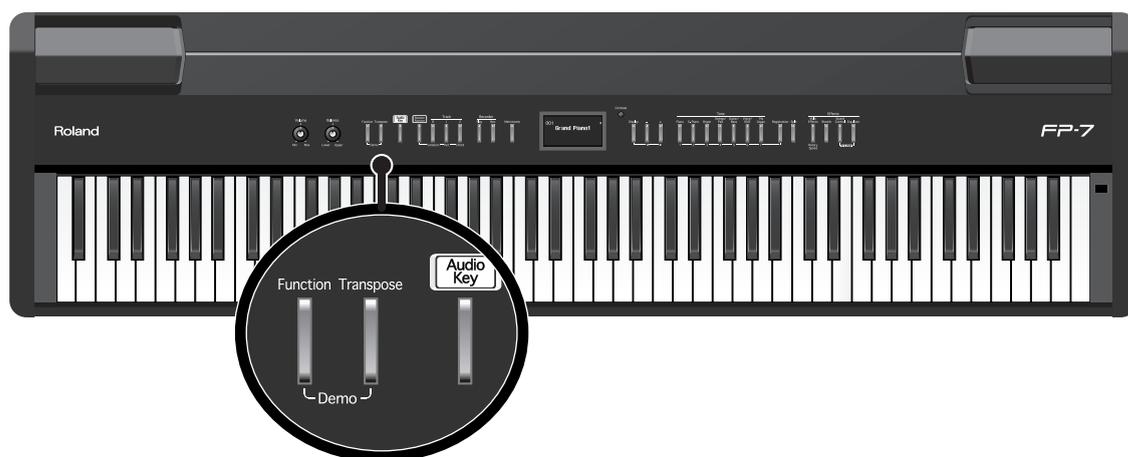
The FP-7 lets you transpose the key (pitch) of the keyboard, of the song, or of the song and the keyboard together. If you want to transpose only the key of the keyboard or only the key of the song, you'll need to specify this ahead of time (p. 124). With the factory settings, the Transpose function will transpose both the keyboard and the song simultaneously.

1. **Hold down the [Transpose] button and press the key corresponding to the keynote of the desired key.**

The Transpose settings value continues to appear in the display while the [Transpose] button is held down.
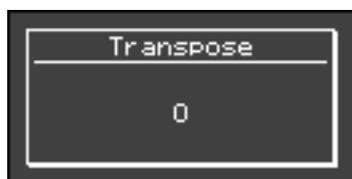
MEMO With the [Transpose] button held down, you can change the value, even by pressing the [-] or [+] button.

The available range is -6–0–+5. If the Key Transpose value is not "0," you can use the [Transpose] button to turn the Key Transpose function on/off.
When you release the [Transpose] button, you return to the previous screen.

MEMO By holding down the [Transpose] button and pressing both the [-] and [+] buttons simultaneously, the setting returns to its original value (0).

NOTE You can't transpose the key of demo songs.

NOTE The transpose setting will return to "0" when you select another song.

Example: Playing a Song in the Key of E Major After Transposition to C Major

Hold down the [Transpose] button and press the E key (since E is the keynote).

Counting from C as a reference point, one moves up four keys, including the black keys, to reach E, thus "+4" appears in the display.
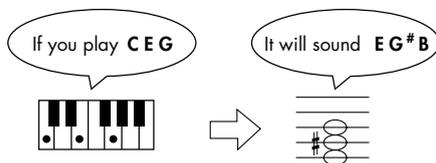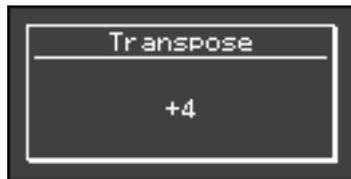
Performing with the Metronome

You can perform while the metronome sounds.

The FP-7 provides a versatile Metronome function. You can adjust the volume or time signature of the metronome, and change the way that beats are marked.

If a song is playing, the metronome will sound at the tempo and time signature of that song. If a rhythm is playing, the metronome will sound at the tempo and time signature of that rhythm.
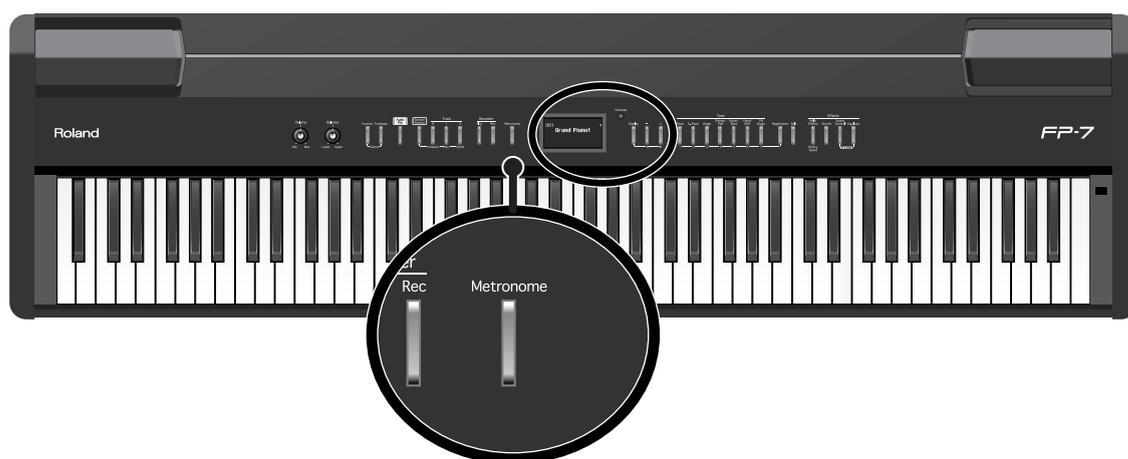
1. **Press the [Metronome] button so it's lit.**

The [Metronome] button flashes in red and green in time with the beat selected at that time. The indicator lights in red on the downbeats, and in green on weak beats.

Press the [Display] button several times to access the metronome screen.

Stopping the Metronome Function

1. **Press the [Metronome] button so its light is turned off.**

> MEMO You can change the beat of metronome. Please refer to the "Changing the Beat of Metronome" (p. 134).

> MEMO You can make the metronome sound each beat in greater detail. Please refer to the "Changing the Way in which the Metronome Marks the Beat" (p. 134).

Changing the Tempo

1. Press the [Display] button several times so it's lit in orange.

The tempo is displayed.

2. Press the [-] or [+] button to adjust the tempo.

The tempo is set in terms of the value of a quarter note, with possible values ranging from 10 up to 500.

Changing the Volume of the Metronome

The volume of the metronome can be adjusted, with ten volume levels available.
This is set to "5" when the instrument is turned on.

1. While holding down the [Metronome] button, press the [-] or [+] button to adjust the volume.

The display will indicate the metronome volume.
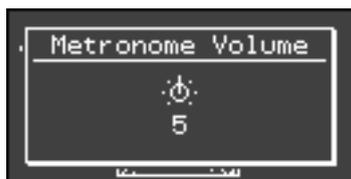
NOTE   When the metronome volume is set to "0," the metronome sound does not play.

MEMO   You can also adjust the volume of the metronome by turning the [Balance] knob while you hold down the [Metronome] button.

Adding Liveliness to the Sound (Sound Control)

You can add liveliness to the sound to give it superb clarity and distinctness.
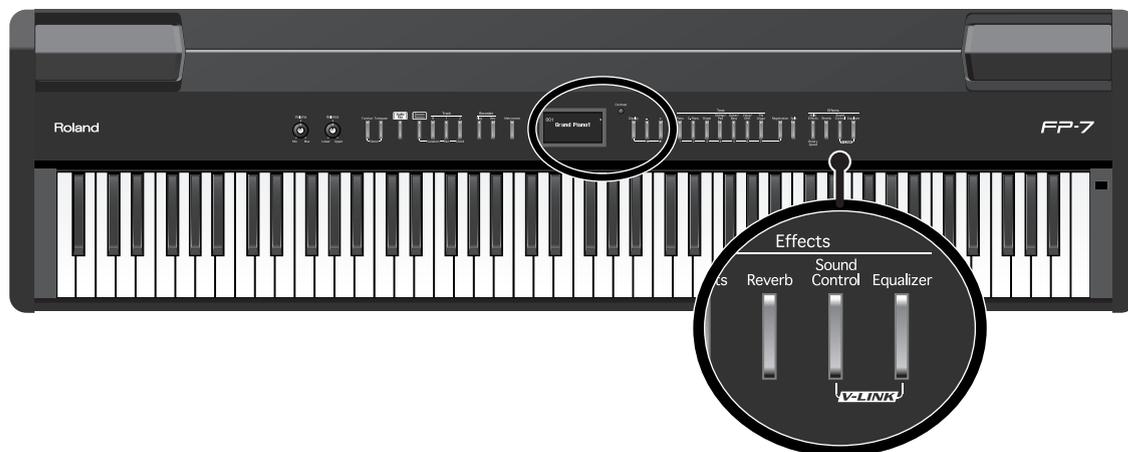
1. Press the [Sound Control] button so it's lit.

The Sound Control function is switched on, enlivening the sound.

2. While holding down the [Sound Control] button, press the [-] or [+] button to change the type.

```
Sound Control

     Sharp
```

Setting	Description
Sharp	Creates a sound with boosted bass and treble.
Clear	Produces a sound with chords in the low registers that are clear and distinct.
Power	Creates a sound with boosted bass.

Turning Off Sound Control

1. Press the [Sound Control] button so its light is turned off.

MEMO You can specify the Sound Control setting that will be selected when the power is turned on. Please refer to "Specifying the Sound Control Setting at Power-on" (p. 122).

NOTE For some sounds, this may cause distortion. If the sound distorts, refer to "Adjusting the Volume (Master Gain)" (p. 123).

NOTE The Sound Control function is not applied to the sounds of external devices connected to the Input jacks.

Changing the Tonal Quality (Equalizer)

You can use the equalizer to adjust the tonal quality.

This allows you to adjust the tonal character by boosting or decreasing the low-frequency or high-frequency portions.
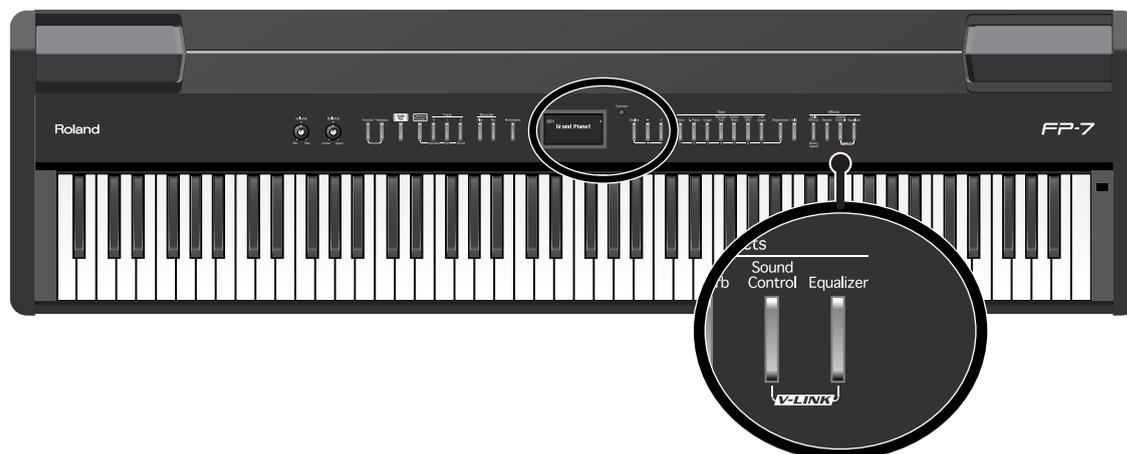
1. **Press the [Equalizer] button so it's lit.**

The equalizer will be turned on, and the tonal character will change.

Turning Off the Equalizer

1. **Press the [Equalizer] button so its light is turned off.**

Changing the Equalizer Type

You can switch the equalizer settings to apply different changes to the tonal character. The FP-7 provides four equalizer settings.

1. **While holding down the [Equalizer] button, press the [-] or [+] button to select the equalizer type.**

A screen like the following will be displayed while you hold down the [Equalizer] button.
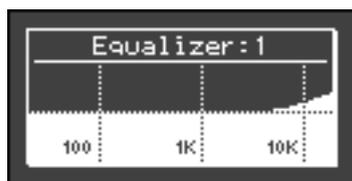
Setting	Description
1	The high frequencies will be boosted, producing a bright, sparkling sound.
2	The high frequencies will be restrained, producing a more mellow sound.
3	The low-mid frequencies will be boosted, producing a powerful sound.
4	This setting is suitable for piano solos.

MEMO You can make more exacting changes to the equalizer settings. Please refer to the "Changing the Equalizer Settings" (p. 123).

MEMO You can specify the equalizer setting that will be selected when the power is turned on. Please refer to the "Specifying the Equalizer Setting at Power-on" (p. 122).

Performing with Audio Files (Audio Key)

The FP-7 lets you play audio files saved on USB memory (sold separately) while you perform. This is called the "Audio Key" function.

The Audio Key function lets you assign an audio file to each key B♭0–B1, and play those audio files by pressing the corresponding key. You can assign various phrases to the keys and play them at the appropriate moments during your performance.

You can also specify that an audio file play repeatedly, or reserve the audio file that should be played next.

MEMO If you turn on the Audio Key function when USB memory containing audio files is not connected, an audio file built into the FP-7 will be selected.

MEMO Here are some ways in which you can enjoy using the Audio Key function.

- By switching audio files between sections such as Intro, Theme, Break, and Ending as your song progresses, you can freely change the structure of the song while you perform.

- Assign a different audio song to each key, and use the keyboard to switch songs so you can perform to the accompaniment of an audio song.
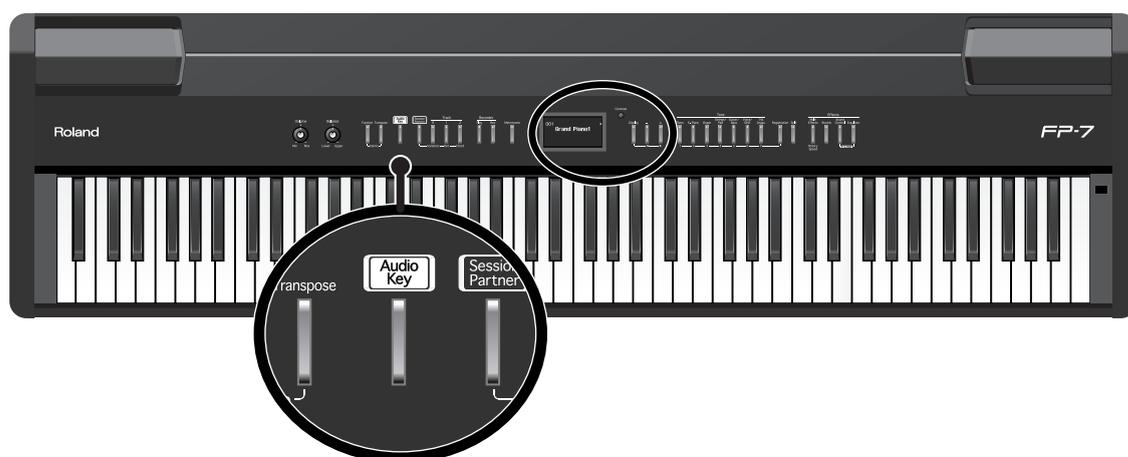
Performing with Audio Files from USB Memory

Here's how you can perform while playing audio files saved on USB memory (sold separately).

Before you begin, install the included "Audio Key Utility" into your computer, and prepare the audio file set that you want to play back on the FP-7.

The included CD-ROM contains a sample audio file set that you can copy to USB memory and use.

1. Connect the USB memory containing audio file sets to the external memory connector (p. 23).

2. **While holding down the [Audio Key] button, and use the [-] [+] buttons to select an audio file set.**

```
        Audio Key
 ✱No Regrets
  Blues Loops
  Jazz Loops
  Ad Lib
 ⌖Audio Volume  64
```

When you take your finger off the button, a screen like the following will appear.
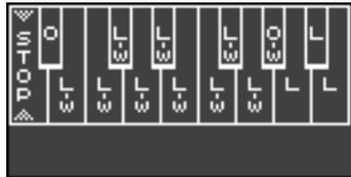
The Audio Key function will be activated, allowing you to play audio files by pressing a key.

Indication	Description
O	One-shot Now When you press the key, the audio file will play only once. The audio file will play immediately when you press the key.
O-W	One-shot Wait When you press the key, the audio file will play only once. With this setting, pressing the key while another audio file is playing will reserve the audio file to be played next. When the currently playing audio file has finished, the reserved audio file will play.
L	Loop Now When you press the key, the audio file will play repeatedly. The audio file will play immediately when you press the key.
L-W	Loop Wait When you press the key, the audio file will play repeatedly. With this setting, pressing the key while another audio file is playing will reserve the audio file to be played next. When the currently playing audio file has finished, the reserved audio file will play.
STOP	When you press this key, the audio file will stop playing.

[NOTE] If no audio files have been assigned to keys, nothing will be shown in the keyboard graphic in the screen.

3. **Play a key B♭0–B1.**

The audio file assigned to the respective key will play.

B♭0–B1
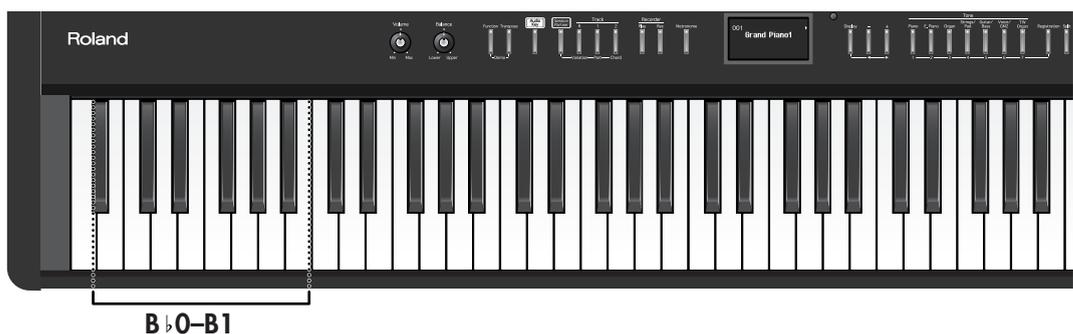
If you play the B♭0 key, a screen like the following will appear.
If a key is assigned to play an audio file, the color of the key in the screen will change. The name and remaining time of the currently playing audio file is also shown in the screen.

The key that is playing an audio file

Name of the audio file
Remaining time of the audio file
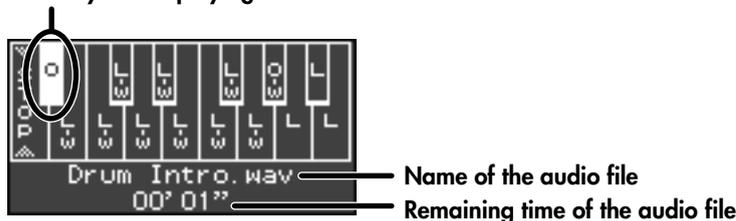
Keys set to "O-W" or "L-W" let you reserve the audio file that will be played when the currently playing audio file has finished playing. If you've pressed the B♭0 key and then press the E1 key to reserve the next-played audio file, the screen will show as follows.

Key of the currently playing audio file

Key of the next-played audio file

* The border of the reserved audio file will be shown with a thicker border in the screen.

Name of the currently playing audio file
Remaining time of the currently playing audio file
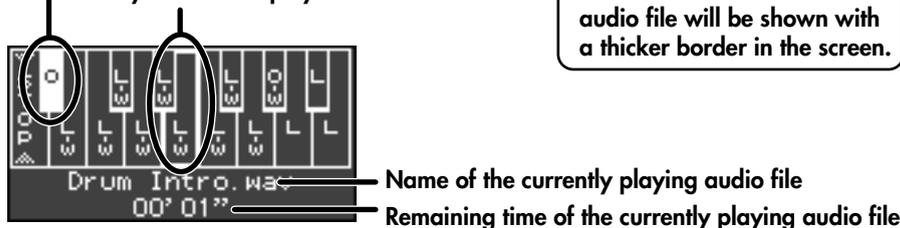
4. Play the A0 key.

Audio file playback will stop.

A0

MEMO For details on installing the included "Audio Key Utility" into your computer, refer to "Audio Key Utility quick guide" (separate document).

MEMO If no USB memory (sold separately) containing audio files is connected to the FP-7, you'll be able to play audio files that are built into the FP-7 (see the section that follows).

MEMO If the connected USB memory does not contain an audio file set created by the "Audio Key Utility," you'll be able to assign audio files from USB memory to each key and play them.
You can also change the settings of the audio files assigned to the keys, and change the settings that specify how the audio files will be repeated (p. 127).
The changes you make will be remembered until you turn off the power. However, the changes you make will be lost if you select another audio file set.

Performing with Audio Files that are Built Into the FP-7

If USB memory (sold separately) containing audio files is not connected, you'll be able to play audio files that are built into the FP-7.

```
           Audio Key         1
       Internal Demo

      Audio Volume    64
```

The audio file set that's built into the FP-7 is shown as "Internal Demo."

MEMO Even if you're using the audio file set that's built into the FP-7, you can change the settings of the audio files assigned to the keys, and change the settings that specify how the audio files will be repeated (p. 127).
The changes you make will be remembered until you turn off the power. Even if you don't turn off the power, the changes you make will be lost if you connect USB memory and select another audio file set.

NOTE If you're using an audio file that's built into the FP-7, you can't save your changes in USB memory.

Adjusting the Volume of the Audio Key

You can adjust the volume when using the Audio Key function.
You can adjust the volume of the audio key to change the volume balance between your keyboard performance and the audio file playback.

1. Hold down the [Audio Key] button and turn the [Balance] knob.

The volume can be adjusted to any value from 0 to 127.

```
          Audio Key        ▶
    *No Regrets
     Blues Loops
     Jazz Loops
     Ad Lib
     Audio Volume    64
```

Creating a Piano Sound to Your Taste (Piano Designer)

The FP-7 lets you create your own piano sound by adjusting settings such as the sympathetic resonance of the piano strings. This function is called "Piano Designer."
When you've created a sound you like, you can also save it.

When the [Registration] button is lit, Tone buttons ([1]–[7]) can be pressed to select registrations.
If you want to select a tone, press the [Registration] button to turn off its light.

1. Press the [Display] button so its illumination is turned off.

The name of the currently selected tone is shown in the screen.

2. Select the "Grand Piano 1" sound.

Press the [Piano] button to select the Piano Tone Group.
Press the [-] button several times to select "Grand Piano 1."

```
001                    ▶
    Grand Piano1
```
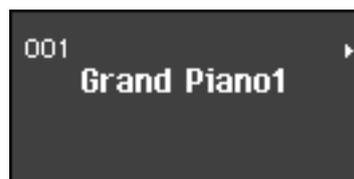
3. Hold down the [Display] button and press the [+] button.

The Piano Designer screen will appear.
There are four Piano Designer screens. To switch between the Piano Designer screens, hold down the [Display] button and use the [-] [+] buttons.
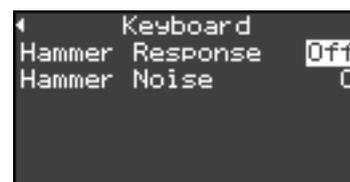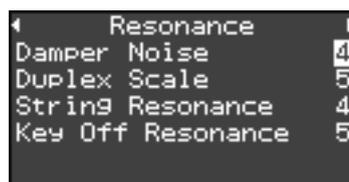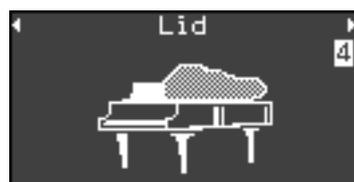
4. Hold down the [Display] button and use the [-] [+] buttons to select the item that you want to adjust.

Indication	Item	Description
Lid	Lid *	Adjusts the degree to which the grand piano's lid is open. Closing the lid of the piano shown in the screen will produce a more mellow tone. Opening the lid will brighten the tone.
Resonance	Damper Noise *	Adjusts the damper noise of an acoustic piano (the sound of the strings being released when you press the damper pedal).
	Duplex Scale *	Adjusts the sympathetic vibrations produced by the duplex scale of an acoustic piano. Higher values will increase the volume of the sympathetic vibration.
	String Resonance	Adjusts the string resonance of an acoustic piano (the sound of the sympathetically vibrating strings for keys that are already held down when you strike a different key). Higher values will increase the volume of the sympathetic vibration.
	Key Off Resonance	Adjusts the sympathetic vibration produced by the key-off sound of an acoustic piano (the subtle sound produced when you release a key). Higher values will increase the volume of the sympathetic vibration.
Keyboard	Hammer Response	This adjusts how your playing strength will affect the timing at which the note sounds. On an acoustic piano, pressing a key moves a hammer, which strikes a string to produce sound. If you press the key softly, the hammer will move slowly, meaning that it will take slightly longer (in comparison to a strongly-played note) from the moment you press the key until the sound is produced. If the Hammer Response function is turned on, the time between the moment you press a key until the sound is heard will change depending on the strength with which you play. As you play more softly, this time will become longer.
	Hammer Noise	Adjusts the sound of the hammer striking the strings of an acoustic piano. Higher values will produce a louder hammer strike.
Stretch Tuning	Prset (Preset)	Applies the "stretched tuning" system that is distinctive to a piano, in which the high range is tuned slightly sharper than standard tuning, and the low range is tuned slightly flatter. If you select Prset (Preset), the standard preset tuning curve of the FP-7 will be used.
	-50–0–+50	You can adjust the stretch tuning setting as desired. Play the key whose pitch you want to adjust, then use the [-] [+] buttons to adjust its pitch.

* These settings are valid only when the [Multi Effects] button is on (lit) and the effect type is set to "Damper Resonance."

5. Use the [-] [+] button to adjust the setting.

> **What are Duplex Scale?**
>
> The Duplex Scale is a system of sympathetically vibrating strings sometimes included in grand pianos.
> These sympathetically vibrating strings are not struck directly with hammers, but sound by vibrating in sympathy with the vibrations of other strings. By resonating with the overtones, these strings add richness and brilliance to the sound. These sympathetic strings are added only to the high register above approximately C4. Since they do not have a damper (a mechanism that stops them from sounding), they will continue sounding even after you play a note and then release it to stop the sound of the string that was actually struck.

Saving the Piano Designer Settings

When you've used Piano Designer to create a piano sound that you particularly like, you can save it in internal memory. Settings you save in this way will be preserved even if you turn off the power.

1. Access the Piano Designer screen (p. 63).

2. Hold down the [Display] button and press the [+] button several times to access the following screen.

```
Stretch Tuning
BackupPianoParam

Are you sure?

Cancel      OK
```
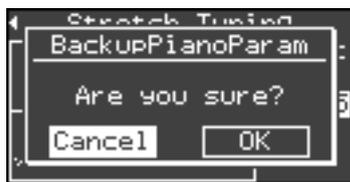
3. Hold down the [Display] button and press the [+] button once again to select "OK."

```
Stretch Tuning
BackupPianoParam

Are you sure?

Cancel      OK
```
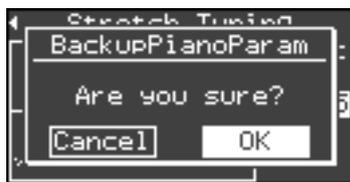
If you decide not to save the Piano Designer settings, press the [Display] button.

4. Press the [Rec] button.

The Piano Designer settings will be saved.

Playing Along with Rhythms

What is Session Partner?

"Session Partner" Lets You Enjoy Playing with a Session-Like Feel

"Session Partner" is an easy-to-use function that plays rhythm in a variety of musical styles. Playing along with this accompaniment, with its realistic sounds, gives you the feel that you are playing live with a band backing you.

For example, you can practice the piano in a different way than usual by playing along with Session Partner instead of a metronome.

You can also change the accompaniment as you like to suit whatever you are playing.

By changing the chords and Rhythms, even while playing the same melody, you can easily create all kinds of new arrangements.

We encourage you to enjoy the variety of performance options open to you by using the "Session Partner" feature.

What You Can Do with "Session Partner"

"Session Partner" lets you mainly do the following things.

- Play piano with a session-like feel along with Rhythms while the chord progression continues automatically (p. 67).

- Play the piano to provide your own accompaniment as you specify chords with the left hand (the left part of the keyboard) (p. 73).

- Enjoy freer piano performances using your own original chord progressions (p. 76).

"Session Partner" lets you add accompaniment with the "rhythms" and performance parts you select.

You can play intros, endings, and fill-ins (short phrases inserted at transition points in the song) by pressing buttons as you play the keyboard.

What are the FP-7's "Rhythms?"

The FP-7 features internal "Rhythms" complementing Pops, Jazz, and other various musical genres.

"Rhythms," or combinations of elements from a musical genre that recreate the mood or signature sound of a particular style, form the foundation of the accompaniment used in "Session Partner."

A "Rhythm" is composed from the following three items.

Drums Part

Bass Part

Accompaniment Part (except drum and bass part)

Performing Along with Session Partner

Now, let's try performing along with Session Partner.

Since a wide variety of musical genres is provided, be sure to use a Rhythm that best suits the song you are performing.

MEMO Please refer to "Selecting a Rhythm" (p. 70).
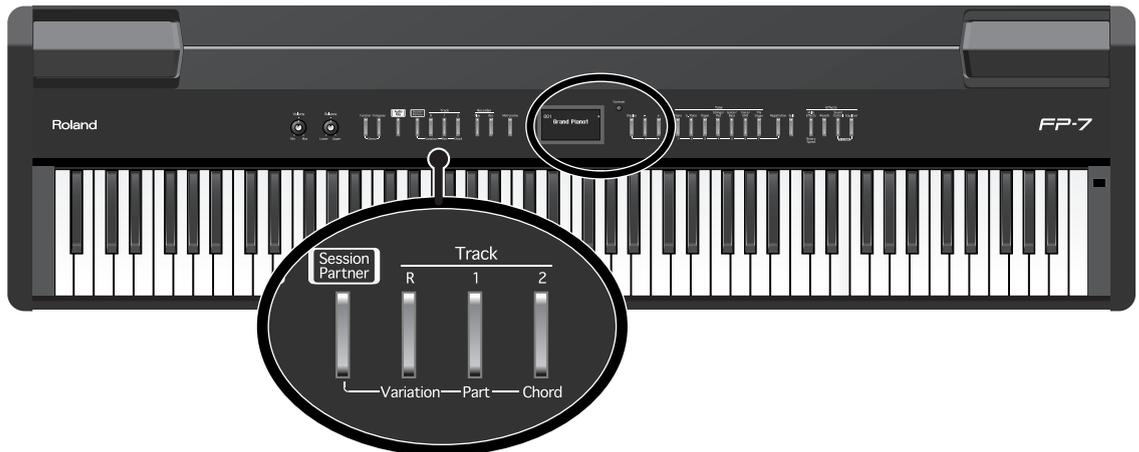
1. **Press the [Session Partner] button.**

The [Session Partner] button will light, and the performance will begin from the intro.

During the intro, the Track [R] button will blink.

The chord is shown in the display.

The chord progression advances automatically, freeing you up to play the melody.

Tempo **Rhythm Name** **Rhythm Number**

♩=108 Rhythm 001
8-Beat Funk

F — The chord that's playing now

Bb — The chord that will be played next
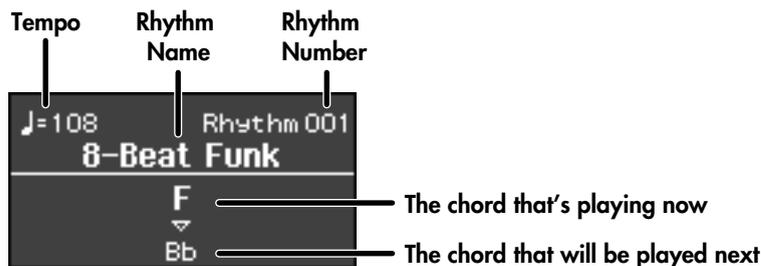
The chord name indication will be highlighted slightly before the chord changes.
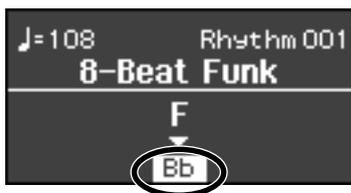
♩=108 Rhythm 001
8-Beat Funk

F

Bb

67

Stopping the Session Partner Performance

1. **Press the [Session Partner] button.**

When you press the [Session Partner] button, an ending will be played and then Session Partner will stop.

The Track [R] button will blink while the ending is playing. When Session Partner stops, the [Session Partner] button will go out.

If you press the [Session Partner] button once again during the intro or ending, the performance will stop immediately.

> You can change the rhythm that will sound.
>
> → "Rhythm List" (p. 163)
>
> You can also specify the chords to be played in a Rhythm.
>
> → "Performing with the Chord Progression Specified in the Left Hand (Chord Progression Off)" (p. 73)
>
> You can change the chord progression patterns.
>
> → "Selecting a Rhythm's Chord Progression" (p. 72)
>
> You can perform without adding an intro or ending.
>
> → "Setting the Intro and Ending On or Off" (p. 129)

Changing the Volume of the Session Partner Performance

Here's how to adjust the volume when Session Partner is playing.

1. **While holding down the [Session Partner] button, press the [-] or [+] button.**

```
┌─────────────────────┐
│ SessionPartner Vol  │
│         ·ͦ·          │
│         90          │
└─────────────────────┘
```

MEMO   While you hold down the [Session Partner] button, the display will show the volume of Session Partner.

MEMO   You can also adjust the volume of the Session Partner by turning the [Balance] knob while you hold down the [Session Partner] button.

Selecting Parts

You can select the part to be played.

1. **Press the [Session Partner] button so Session Partner starts playing.**

2. **Press the Track [1] button.**

The part or group of parts enabled for performance changes each time you press the Track [1] button, as shown below.

Track [1] button	The parts that will play
Lit in red	Drums, Bass, Accompaniment
Lit in orange	Drums, Bass
Lit in green	Drums

Stopping the Session Partner Performance

1. **Press the [Session Partner] button.**

When you press the [Session Partner] button, an ending will be played and then Session Partner will stop.

Selecting a Rhythm

Now, try changing the Rhythm being performed.

Let's try changing the rhythm to suit the song you want to play.
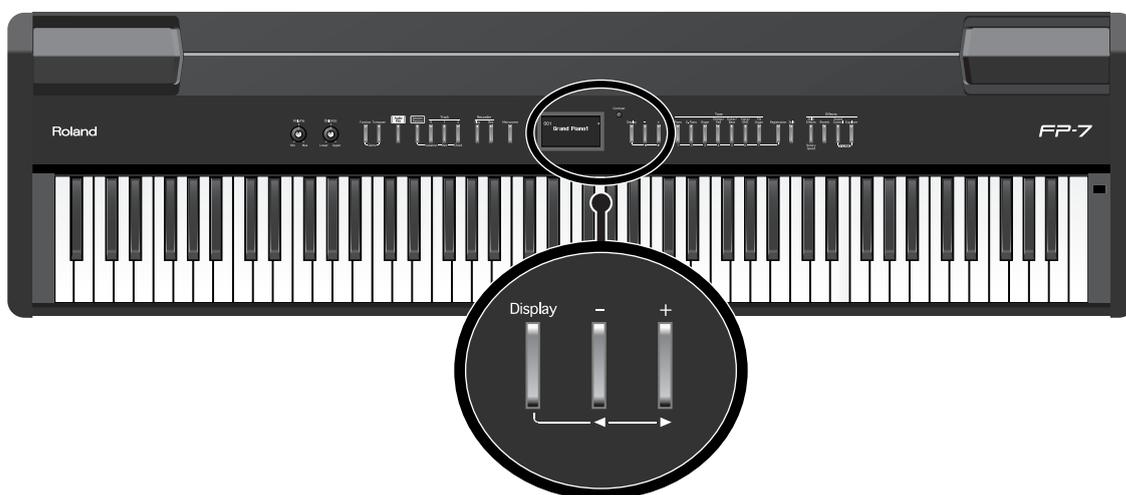
1. **Press the [Display] button, getting its indicator to light in red.**

The Settion Partner screen appears.

The display will show the rhythm number and rhythm name.
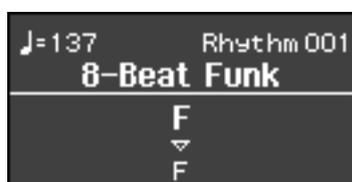
2. **Press the [-] or [+] button to select the Rhythm.**

MEMO For more information on the different Rhythm type, refer to "Rhythm List" (p. 163).

Changing Rhythms as You Perform

If you change Rhythms while a Rhythm is being played, the selected Rhythm begins after the fill-in is played.

> ### What's a "Fill-In"?
>
> A short improvisational phrase inserted at the bar line is called a "Fill-In."
>
> The phrase best suited to the selected Rhythm is played.

MEMO The Track [R] button will blink while the fill-in is playing.

Changing a Rhythm's Tempo

The FP-7 has an optimal tempo for each Rhythm.
You can change the tempo of the selected Rhythm.

MEMO   Furthermore, you can change the tempo as the Rhythm is being played.
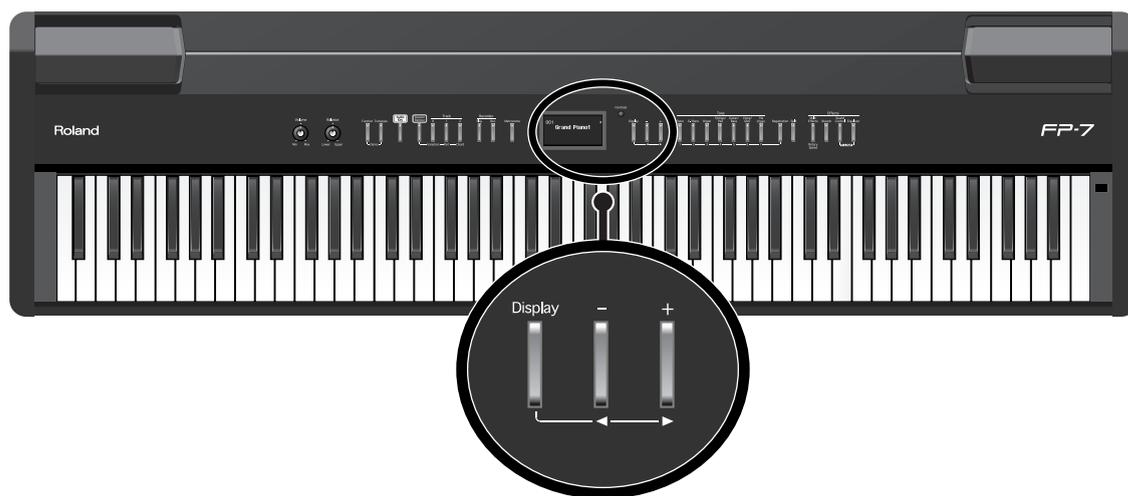
1. **Press the [Display] button, getting its indicator to light in orange.**

The tempo is displayed.

2. **Press the [-] or [+] buttons to adjust the tempo.**

The tempo is set in terms of the value of a quarter note, with possible values ranging from 10 up to 500.
When the [Session Partner] button is pressed, the Rhythm is played at the selected tempo.

NOTE   If you change the Rhythm during Session Partner play, the tempo won't change. Press the [Display] button several times to access the Metronome screen, then use the [-] [+] buttons to change the tempo.

Selecting a Rhythm's Chord Progression

The FP-7 has an optimal chord progression pattern for each Rhythm.

You can change the chord progression pattern if you want.

MEMO For more information on chord progression patterns, refer to the "Chord Progression Pattern List" (p. 164).
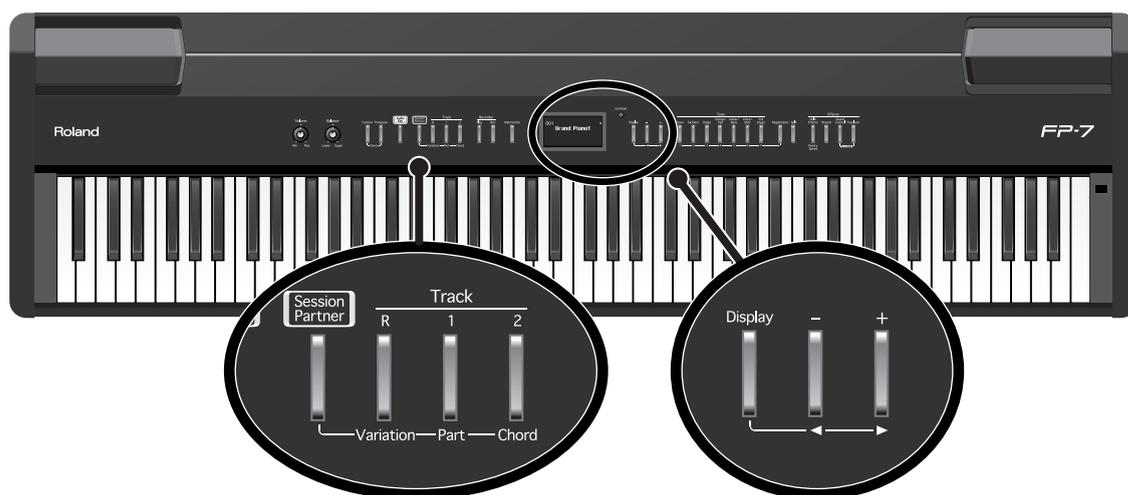
1. Press the [Session Partner] button so Session Partner starts playing.

2. Hold down the Track [2] button and press the [-] or [+] button to change the chord progression pattern.

The pattern number of the currently selected chord progression will be displayed while you hold down the Track [2] button.
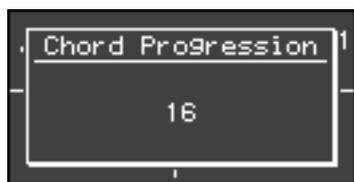
If you change the chord progression pattern during the performance, a fill-in will be played, and then the performance will begin using the selected chord progression.

Stopping the Session Partner Performance

1. Press the [Session Partner] button.

When you press the [Session Partner] button, an ending will be played and then Session Partner will stop.

MEMO You can change the root note of the chord. Refer to "Selecting the Root Note of the Chord Progression" (p. 130).

Performing with the Chord Progression Specified in the Left Hand (Chord Progression Off)

Performing with the keyboard divided at a certain key into a left side and a right side is called "Split Play." While in Split Play, you can use the left side to specify chords instead of using it to play the Lower Tone.

NOTE When specifying the chords in the left part of the keyboard, Dual Play (p. 41) is disabled in the right part.
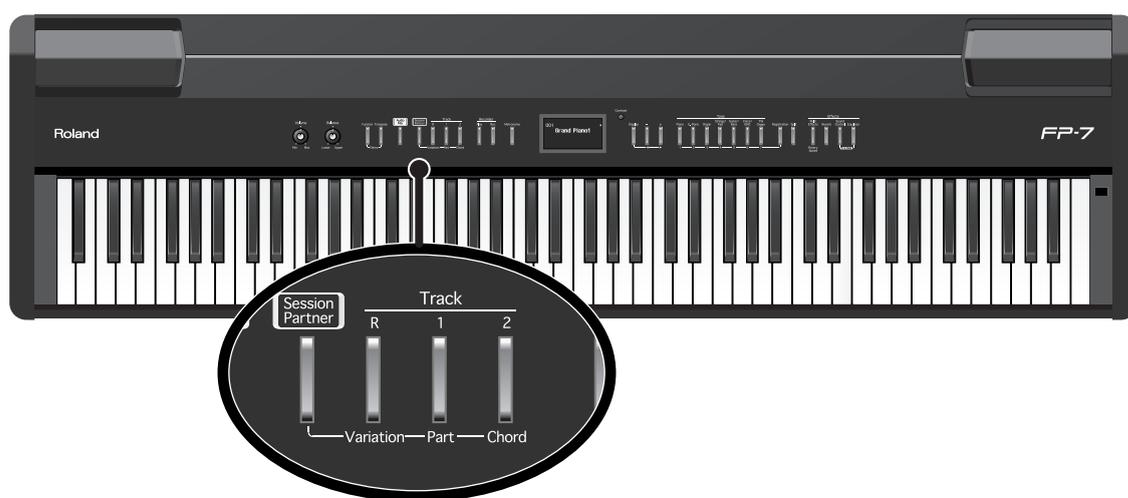
1. Press the [Session Partner] button so Session Partner starts playing.

2. Press the Track [2] button so its light is turned off.

The [Split] button lights up.
The left side of the keyboard will no longer produce sound.

3. Use the left side of the keyboard to specify a chord, and play a melody in the right side.
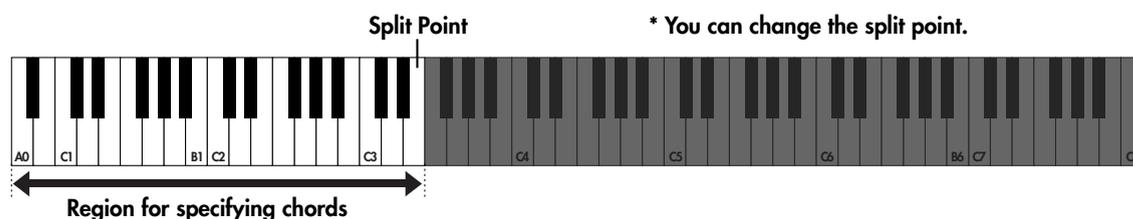
It is not necessary to continue holding down the keys for chords in the left side. Even after you release the key, the same chord continues until the next chord is played.

MEMO You can specify chords simply with your finger, even without playing the keys for all the chords' constituent notes. For more information about chord fingering, refer to the "Chord Fingering List" (p. 167).

MEMO The point at which the keyboard is divided is called the "split point"; you can also change this split point. For more information, take a look at "Changing the Keyboard's Split Point" (p. 46).

MEMO In the left side of the keyboard, you can specify chords while playing the Lower tone.

Press the [Split] button to turn off its light, then press the [Split] button once again so it's lit. The Lower tone will sound when you play the left side of the keyboard.

Returning to Automatic Chord Progression Switching

4. Press the Track [2] button so it's lit.

You'll be returned to the setting for automatic chord progression switching.

Stopping the Session Partner Performance

5. Press the [Session Partner] button.

After the ending, the performance will stop.
The [Session Partner] button will go out.

You can change the performance settings by using your left hand to specify a chord before Session Partner begins playing.

1. While holding down the [Session Partner] button, press the Track [2] button so the Track [2] button's illumination is turned off.
The [Split] button will light.
The [Session Partner] button will blink, and the instrument will wait for the performance to begin.

2. Use the left side of the keyboard to specify a chord, and play a melody in the right side.

3. Press the [Session Partner] button to stop the playback.
When you press the [Session Partner] button, an ending will be played and then Session Partner will stop.
The [Session Partner] button will blink, and the instrument will wait for the performance to begin.
To defeat the setting for using your left hand to specify the chords while you play, hold down the [Session Partner] button once again and press the Track [2] button so its indicator is turned on.

Changing the Rhythm Pattern (Original/Variation)

Each rhythm has two varieties of accompaniment patterns; the original accompaniment pattern, and a more colorful variation of that pattern.

A fill-in (short phrase) will be inserted between changes of the accompaniment pattern, adding contrast to the song.

For example, it is effective to use the quiet Original pattern for the first half of the song, and then switch to the Variation pattern for the second half when you want to build excitement.
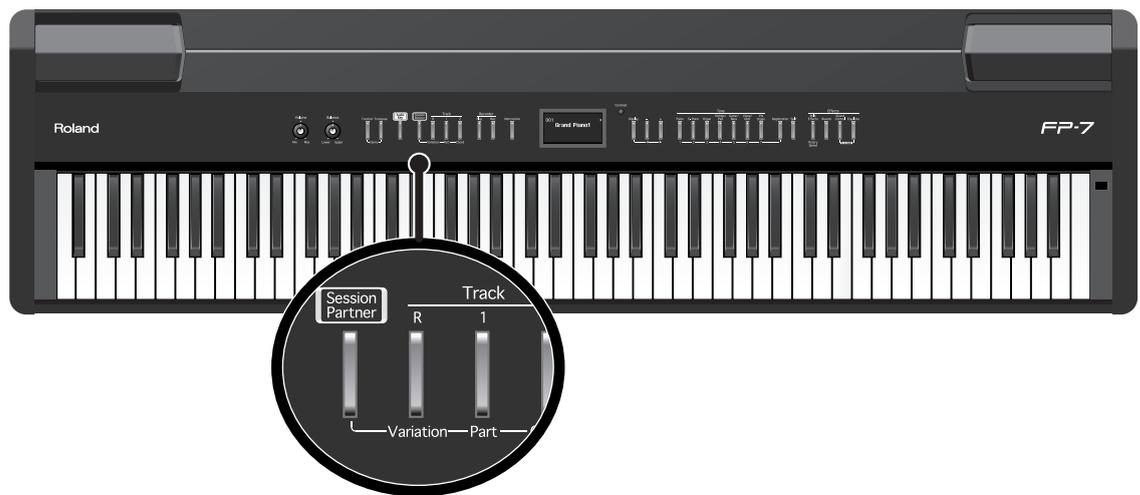
1. **Press the [Session Partner] button so Session Partner starts playing.**

2. **Press the Track [R] button to make it light or go out.**

Track [R] button	Description
Unlit	The original accompaniment pattern will play.
Lit	The variation accompaniment pattern will play.

MEMO The Track [R] button will blink while the fill-in is playing.

Stopping the Session Partner Performance

1. **Press the [Session Partner] button.**

When you press the [Session Partner] button, an ending will be played and then Session Partner will stop.

Recording the Chord Progression

You can save a chord progression you've specified using the left-hand section of the keyboard.
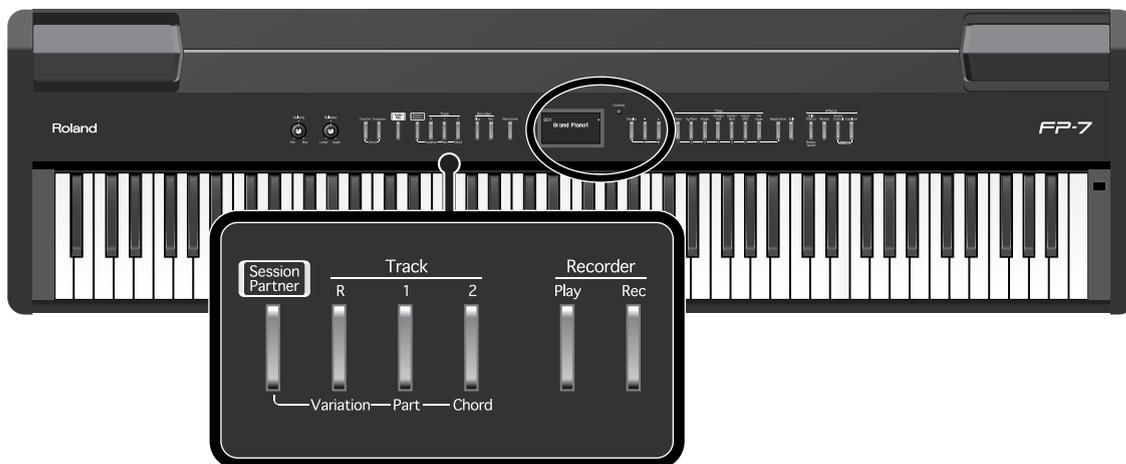
1. **Hold down the [Session Partner] button and press the [Rec] button.**

   The [Session Partner] and the [Rec] buttons flash, and the FP-7 is put into recording standby. The following screen appears.

   ```
   User Chord Rec

   Play Chord
   ```

   MEMO Press the [Session Partner] button or the [Rec] button to exit from recording standby.

2. **Use the left side of the keyboard to specify a chord and begin recording the chord progression.**

   The display will show the chord you played. The intro will not play at this time.
   You can store up to sixteen chords.

3. **Press the [Session Partner] button to stop recording the chord progression.**

   The chord progression you record will be recorded to "User Chord." To select the chord progression you've recorded, press the [-] button while chord progression pattern number 1 is displayed to select "User Chord" (p. 72).

   MEMO You can record a chord progression of up to sixteen measures. However, when the instrument is shipped from the factory, this is set so that eight measures can be recorded. Recording will stop automatically when you reach the specified number of measures. You can store up to sixteen chords.
   If you want to change the number of measures for which you can record a chord progression, refer to "Changing the Number of Measures of the Chord Progression You Record" (p. 77).

   MEMO You can make settings so that the chord progression pattern won't change when you change the rhythm. Refer to "Fixing a Set Chord Progression" (p. 130).

MEMO The song may not play back correctly if the performance is played with a different beat than the one used in recording the original chord progression.

MEMO The recorded chord progression will be discarded as soon as the power is turned off. If you want to keep it, you'll need to save registration (p. 80).

Changing the Number of Measures of the Chord Progression You Record

When creating your own chord progression pattern, you can specify the number of measures for the chord progression.
When you turn on the power, this is set to eight measures.
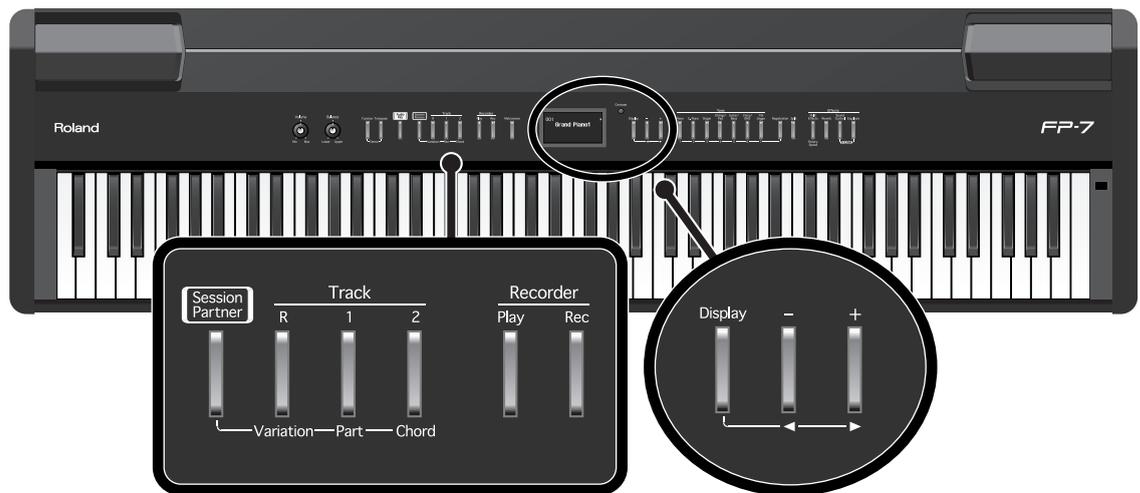
1. Hold down the [Session Partner] button and press the [Rec] button.

The following screen appears.

```
User Chord Rec

  Play Chord
```

2. Press the [+] button.

The Select Measure screen appears.
The display will show the number of measures for which you will record a chord progression.

```
Select Measure

      8
```
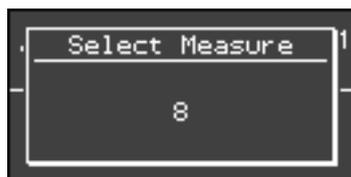
3. Use the [-] [+] buttons to select the desired number of measures.

You can choose 4, 8, 12, or 16 measures.

4. Use the left side of the keyboard to specify a chord and begin recording.

Press the [Session Partner] button to stop recording.

Saving Your Favorite Performance Settings

About the Registration

You can save your favorite combinations of performance settings, including the tone selection, the dual/split play setting, and Session Partner settings as "Registrations."

You can use the [Registration] button to store twenty-eight sets of your favorite performance settings. These twenty-eight registrations are collectively called a "registration set."

The registrations are assigned to the seven buttons from [1] to [7], with four registrations assigned to each button.

Tone

	Piano	E. Piano	Organ	Strings/Pad	Guitar/Bass	Voice/GM2	TW Organ
	1	2	3	4	5	6	7

Variation

1	1-1	2-1	3-1	4-1	5-1	6-1	7-1
	1-2	2-2	3-2	4-2	5-2	6-2	7-2
	1-3	2-3	3-3	4-3	5-3	6-3	7-3
4	1-4	2-4	3-4	4-4	5-4	6-4	7-4
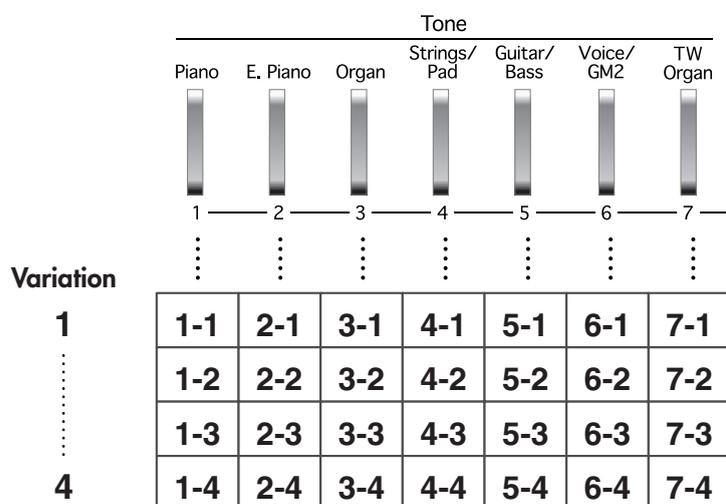
The registration set can be saved in the FP-7's internal memory and USB memory (sold separately).

**Registration
(Favorite Performance Settings)**

Tone setting, Session Partner setting, etc.

Write

Registrations you can access with buttons

Tone

Piano	E. Piano	Organ	Strings/ Pad	Guitar/ Bass	Voice/ GM2	TW Organ
1	2	3	4	5	6	7

Variation

1	1-1	2-1	3-1	4-1	5-1	6-1	7-1
:	1-2	2-2	3-2	4-2	5-2	6-2	7-2
:	1-3	2-3	3-3	4-3	5-3	6-3	7-3
4	1-4	2-4	3-4	4-4	5-4	6-4	7-4

28 Registrations
‖
1 Registration Set

Save →

Load ←

**FP-7
Internal Memory**

1-1	2-1	3-1	4-1	5-1	6-1	7-1
1-2	2-2	3-2	4-2	5-2	6-2	7-2
1-3	2-3	3-3	4-3	5-3	6-3	7-3
1-4	2-4	3-4	4-4	5-4	6-4	7-4

Registration Sets

Copy **Copy**

USB Memory

Save →

Load

1-1	2-1	3-1	4-1	5-1	6-1	7-1
1-2	2-2	3-2	4-2	5-2	6-2	7-2
1-3	2-3	3-3	4-3	5-3	6-3	7-3
1-4	2-4	3-4	4-4	5-4	6-4	7-4

Registration Sets

MEMO For details on the settings that are saved as a registration, refer to "Settings Stored in a Registration" (p. 176).

Storing Your Performance Settings (Registration)

You can use the [Registration] button to store the currently selected buttons and Session Partner settings. You can also use the [Registration] button and [1]–[7] buttons to recall the settings you've stored. If you have certain combinations of Session Partner settings and tones that you use frequently, you will find it convenient to save them as registrations. The FP-7 lets you store twenty-eight different sets of performance settings.

The recommended settings were stored in the FP-7 when it shipped from the factory. Registration from 7-1 to 7-4 include the "Basic Registration." Use this when creating registration from scratch.

MEMO   For details on the settings that are saved as a registration, refer to "Settings Stored in a Registration" (p. 176).
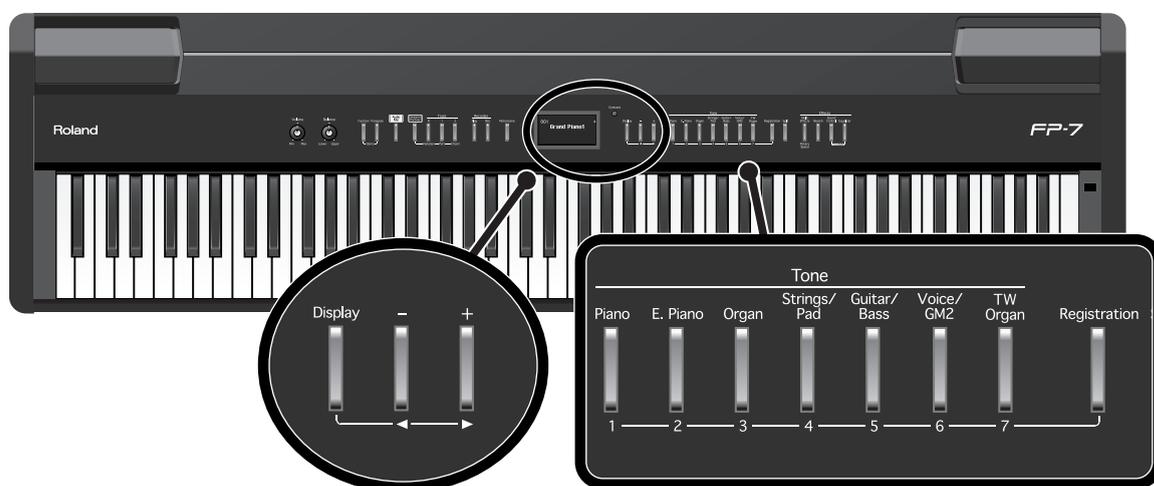
Specifying the Storage Destination for the Registration

1. Make the desired Session Partner settings and tone settings.

2. Hold down the [Registration] button and press one of the [1]–[7] buttons, then press the [-] [+] buttons to which you want to assign the settings.

A screen like the following will appear when you take your finger off the [Registration] button.
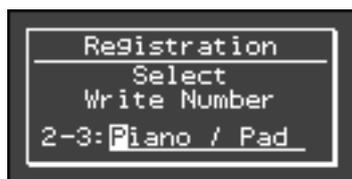
MEMO   While this screen is displayed, you can hold down the [Display] button and press the [-] button to select the write-destination registration number. At this time you can also use the [-] [+] buttons to change the write-destination number.

Changing the Name of a Registration

3. Hold down the [Display] button and use the [-] [+] buttons to select the character that you want to change.

```
Registration
   Select
Write Number
2-3:Piano / Pad
```
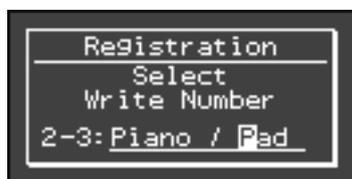
4. Use the [-] [+] buttons to select the desired character.

If you decide not to write the registration, press any of the [1]–[7] buttons.

Storing the Registration

5. Press the [Registration] button.

Your performance settings will be saved.
The [Registration] button will change from blinking to lit.

NOTE Never turn off the power while settings are being saved. If you do so, the FP-7's internal memory will be destroyed, rendering it unusable.

MEMO You can return the content saved at a [Registration] button to the factory-set condition. Refer to "Restoring the Factory-set Condition (Factory Reset)" (p. 135).

To select the performance settings you saved, refer to "Recalling a Registration" (p. 82).

Recalling a Registration

Settings you've stored with the [Registration] button can be recalled instantly.
The recommended settings were stored in the instrument when it shipped from the factory.
Registration from 7-1 to 7-4 include the "Basic Registration." Use this when creating registration from scratch.

MEMO For details on the settings that are saved as a registration, refer to "Settings Stored in a Registration" (p. 176).

1. **Press the [Registration] button.**
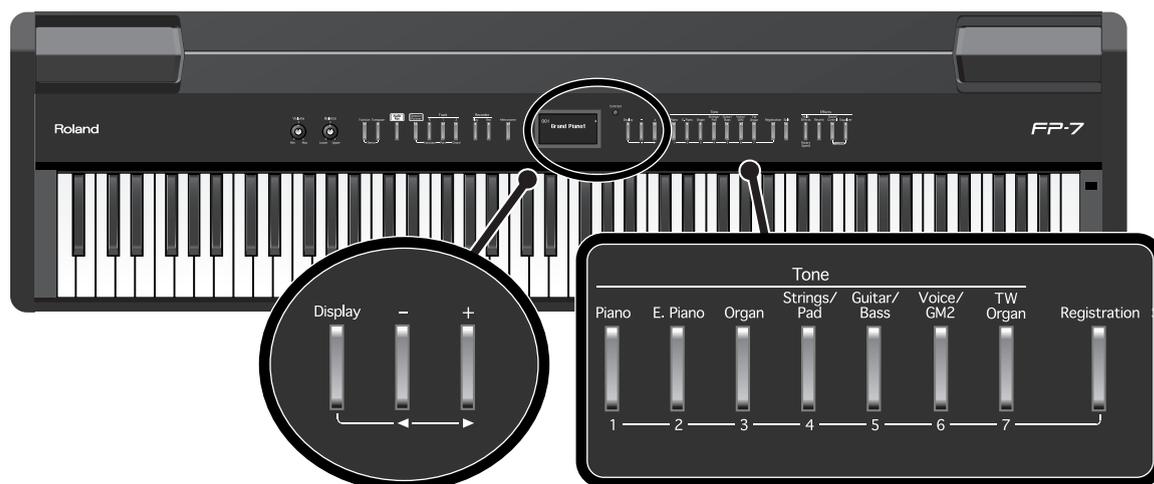
Registration
Select 1-1...7-4
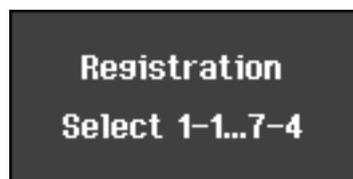
The first time you press the [Registration] button after turning the power on, a screen like the one shown at left will be displayed.

2. **Press one of the buttons from [1] to [7] to select the button at which you saved the desired registration.**

2-1 E.Piano / Bs
Upper 001
    Vintage EP
Lower 009
    FretlessBass

3. **Use the [-] [+] buttons to select the registration variation.**

2-2 Vib. / BsCym
Upper 009
    Vibraphone
Lower 007
    A.Bass+Cymbl

The performance settings will change accordingly.

Saving a Registration Set

Here's how the twenty-eight registrations stored with the [Registration] button can be saved in internal memory or USB memory as a single set.

If you want to save the registration set to USB memory, connect your USB memory to the external memory connector.

MEMO For details on handling USB memory, refer to "Using USB Memory" (p. 23).
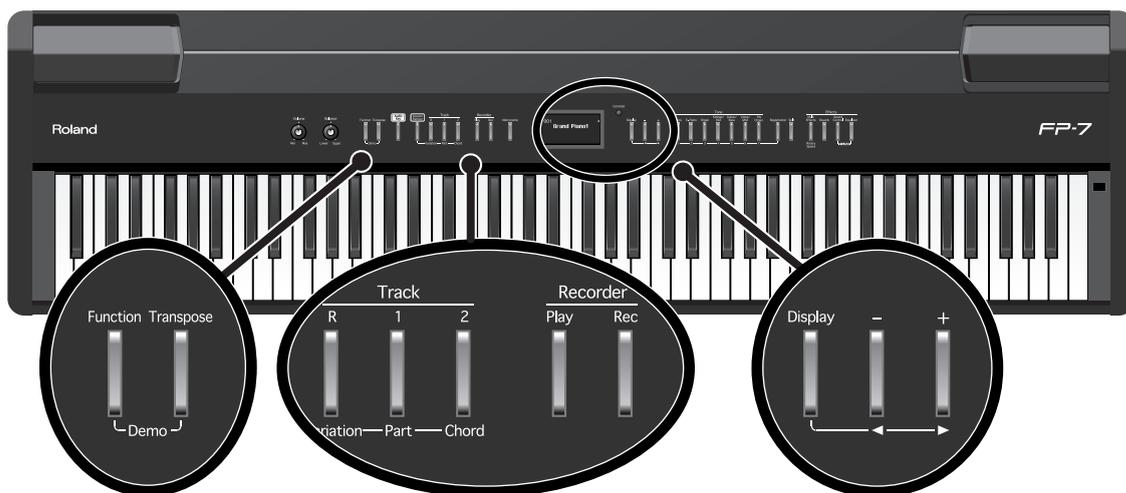
1. Press the [Function] button.

2. Press the Track [R] button.

The Registration File screen appears.
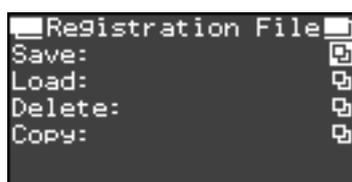
3. While holding down the [Display] button, use the [-] [+] buttons to select "Save."

4. Press the [Display] button.

Changing the Name of a Registration Set

5. Hold down the [Display] button and use the [-] [+] buttons to select the character that you want to change.

83

```
■Save Registration■
Name:    REGIST. SET
Media:        Internal
Destination:
   001:(Not Used)
```
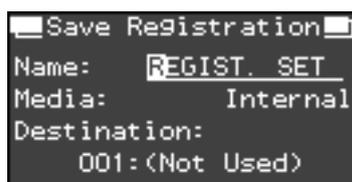
6. Use the [-] [+] buttons to select the desired character.

Selecting the Save Destination for Registration Sets

7. While holding down the [Display] button, use the [-] [+] buttons to select "Media."

8. Use the [-] [+] buttons to select the save-destination media.

Setting	Description
Internal	Internal Memory
External	USB Memory

9. While holding down the [Display] button, use the [-] [+] buttons to select "Destination."

```
■Save Registration■
Name:    REGIST. SET
Media:        Internal
Destination:
   001:(Not Used)
```
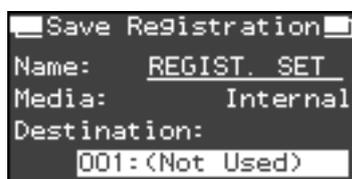
10. Use the [-] [+] buttons to select the save destination.

If a registration set name is displayed for a number, a registration set has already been saved at that number.
If you select a number in which a registration set has already been saved, and save to that number, the previously saved registration set will be deleted. If you don't want to delete a previously saved registration set, select a number for which the save-destination field indicates "(Not Used)."

Saving the Registration Set

11. Press the [Rec] button.

The registration set will be saved.

NOTE Never turn off the power while settings are being saved. If you do so, the FP-7's internal memory will be destroyed, rendering it unusable.

MEMO You can return the content saved at a [Registration] button to the factory-set condition. Refer to "Restoring the Factory-set Condition (Factory Reset)" (p. 135).

MEMO To recall the saved registration set, refer to "Loading a Registration Set You Saved" (p. 85).

Loading a Registration Set You Saved

Here's how an entire set of registrations you saved in internal memory or USB memory can be loaded back to the [Registration] button.

NOTE Note that when you load a registration set, all of the settings that were stored at the [Registration] button will be overwritten and lost.

NOTE If you want to load a registration set that was saved on USB memory, connect your USB memory to the external memory connector. For more about handling USB memory, refer to "Using USB Memory" (p. 23).
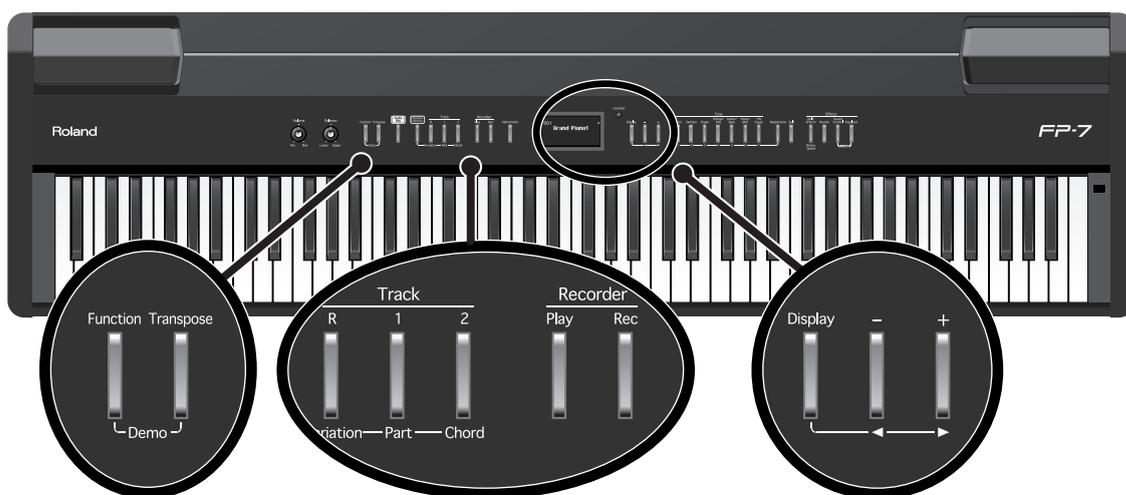
1. Press the [Function] button.

2. Press the Track [R] button.

The Registration File screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Load."
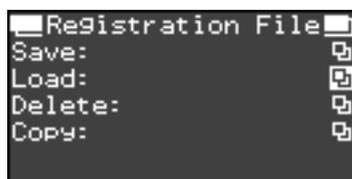
If no registration set has been saved in internal memory, or if USB memory is not connected, the "▒" icon will be shown for the Load field.

4. Press the [Display] button.

The Load Registration screen appears.
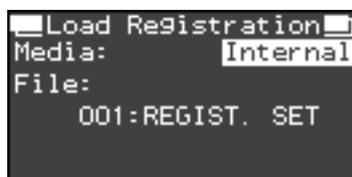
5. While holding down the [Display] button, use the [-] [+] buttons to select "Media."

6. Use the [-] [+] buttons to select the media on which the registration set was saved.

Setting	Description
Internal	Internal Memory
External	USB Memory

7. While holding down the [Display] button, use the [-] [+] buttons to select "File."

```
■Load Registration■
Media:      Internal
File:
    001:REGIST.  SET
```
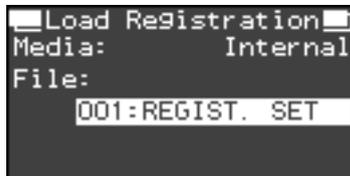
8. Use the [-] [+] buttons to select a registration set that you want to load.

Loading the Registration Set

9. Press the [Rec] button.

The registration set will be loaded to the [Registration] button.

NOTE Never turn off the power while settings are being loaded. If you do so, the FP-7's internal memory will be destroyed, rendering it unusable.

Deleting a Registration Set You Saved

Here's how to delete an entire registration set that's been saved in internal memory or USB memory.

MEMO For details on handling USB memory, refer to "Using USB Memory" (p. 23).
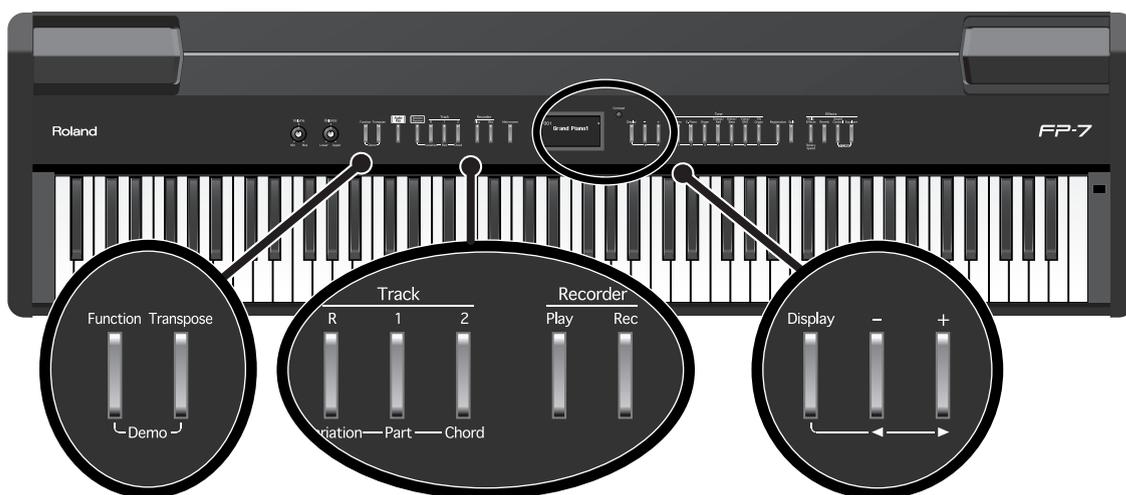
1. **If you want to delete a registration set from USB memory, connect your USB memory to the external memory connector (p. 23).**

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

3. **Press the Track [R] button.**

   The Registration File screen appears.

4. **While holding down the [Display] button, use the [-] [+] buttons to select "Delete."**
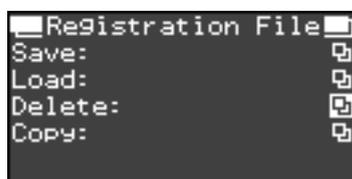
   If no registration set has been saved in internal memory, or if USB memory is not connected, the "▨" icon will be shown for the Delete field.

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

   The Delete Registration screen appears.
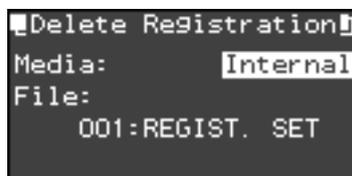
6. While holding down the [Display] button, use the [-] [+] buttons to select "Media."

7. Use the [-] [+] buttons to select the media from which you want to delete a registration set.

Setting	Description
Internal	Internal Memory
External	USB Memory

8. While holding down the [Display] button, use the [-] [+] buttons to select "File."

```
▐Delete Registration▐
Media:      Internal
File:
    001:REGIST. SET
```
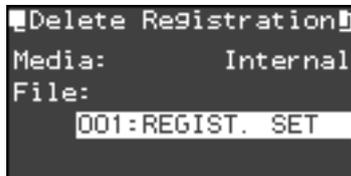
9. Use the [-] [+] buttons to select a registration set that you want to delete.

Deleting the Registration Set

10. Press the [Rec] button.

The registration set you selected will be deleted.

NOTE Never turn off the power while settings are being deleted. If you do so, the FP-7's internal memory will be destroyed, rendering it unusable.

Copying a Registration Set

Registration sets you saved in internal memory can be copied to USB memory.
Conversely, registration sets you saved on USB memory can also be copied to internal
memory.

MEMO For details on handling USB memory, refer to "Using USB Memory" (p. 23).
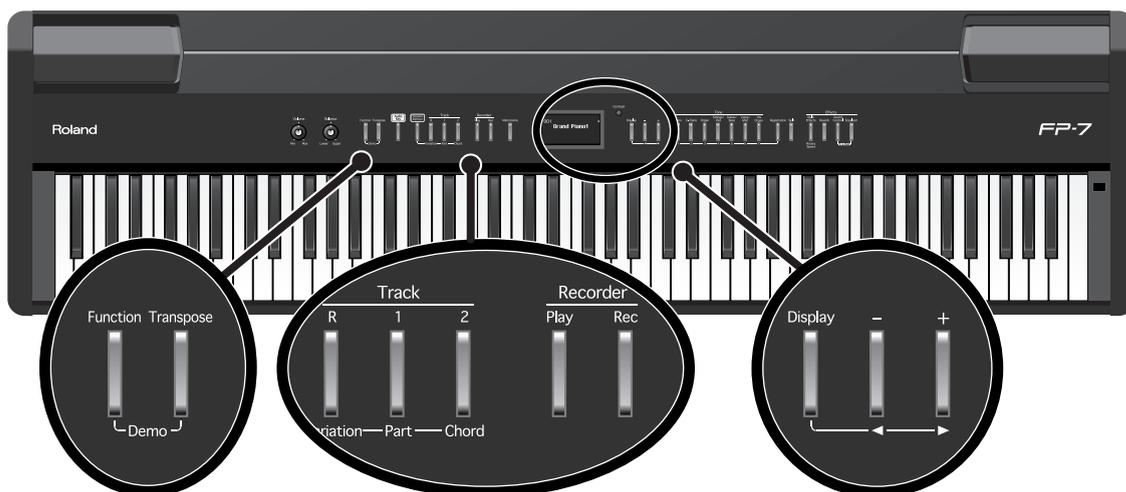
1. Connect your USB memory to the external memory connector (p. 23).

2. Press the [Function] button.

3. Press the Track [R] button.

The Registration File screen appears.

4. While holding down the [Display] button, use the [-] [+] buttons to select
"Copy."
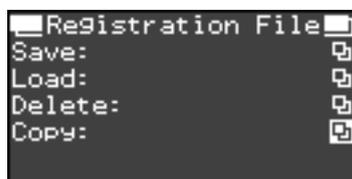
If no registration set has been saved in internal
memory, or if USB memory is not connected, the
"▨" icon will be shown for the Copy field.

5. Press the [Display] button.

The Copy Registration screen appears.
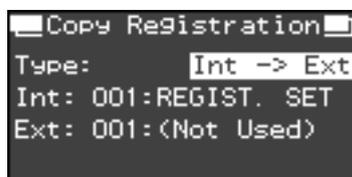
6. While holding down the [Display] button, use the [-] [+] buttons to select "Type."

7. Use the [-] [+] buttons to select the direction of the copy operation.

Setting	Description
Int –> Ext	Copies registration sets from internal memory to USB memory.
Ext –> Int	Copies registration sets from USB memory to internal memory.

8. While holding down the [Display] button, use the [-] [+] buttons to select "Int" (internal memory).

If the copy type is "Int -> Ext," this indicates the registration set number to be copied.
If the copy type is "Ext -> Int," this indicates the destination to which the registration set will be copied.

```
■Copy Registration■
Type:      Int -> Ext
Int: 001:REGIST. SET
Ext: 001:(Not Used)
```
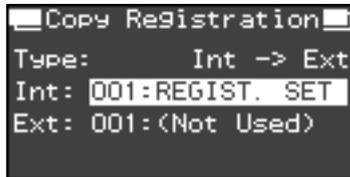
9. Use the [-] [+] buttons to change the setting as desired.

If you select "All," all registration sets will be copied.
If you select a number in which a registration set has already been saved, then execute the copy, the previously saved registration set will be deleted. If you don't want to delete the saved registration set, select a number for which "Not Used" is shown, then carry out the copy.
You won't be able to execute the copy if the save-destination memory is full. Delete unneeded data before you execute the copy.

10. While holding down the [Display] button, use the [-] [+] buttons to select "Ext" (USB memory).

If the copy type is "Int -> Ext," this indicates the destination to which the registration set will be copied.
If the copy type is "Ext -> Int," this indicates the registration set number to be copied.

```
■Copy Registration■
Type:      Int -> Ext
Int: 001:REGIST. SET
Ext: 001:(Not Used)
```
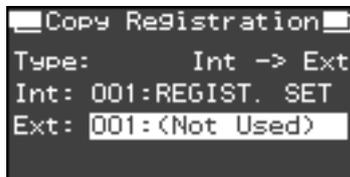
11. Use the [-] [+] buttons to change the setting as desired.

Copying the Registration Set(s)

12. Press the [Rec] button.

The registration set(s) will be copied.

NOTE Never turn off the power while settings are being copied. If you do so, the FP-7's internal memory will be destroyed, rendering it unusable.

Using a Pedal to Switch Registrations

You can assign a pedal to successively switch registrations. Each time you press the pedal, you will switch to the next registration. Before a concert or other performance, you can save the appropriate registrations in the order in which you'll use them, and then step smoothly through the registrations while you play.

MEMO For details on handling USB memory, refer to "Using USB Memory" (p. 23).
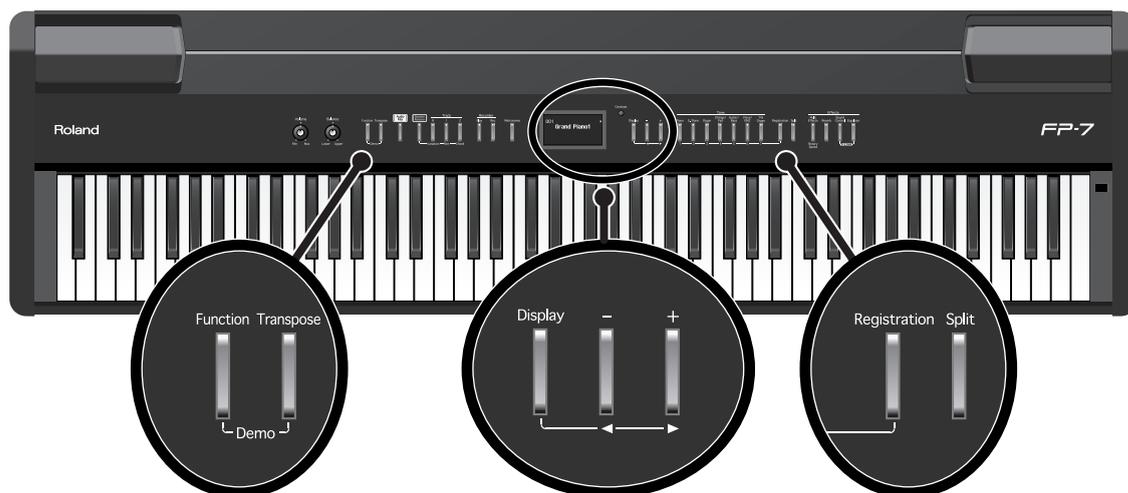
1. **Press the [Function] button.**

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

The Registration screen appear.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Shift."**


```
━━━Registration━━━
Shift:              Off
Bank Select MSB:      0
Bank Select LSB:      0
Program Change:       1
Tx Channel:         Off
```
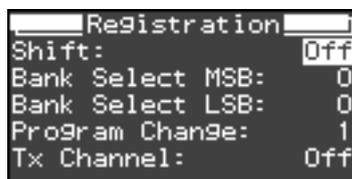
4. **Use the [-] [+] buttons to change the setting.**

Setting	Description
Off	Pressing a pedal connected to the FC2 connector or FC1 connector will not switch registrations. The functions assigned to the FC2 jack and FC1 jack will be available for use (p. 118).
FC 2	The pedal connected to the FC2 jack can be used only for switching registrations. In this case, the function assigned to the FC2 jack cannot be used.
FC 1	The pedal connected to the FC1 jack can be used only for switching registrations. In this case, the function assigned to the FC1 jack cannot be used.

Recording

You can easily record your performances.
You can play back a performance you have recorded to check what and how you played, and play melodies on the keyboard along with prerecorded accompaniment using the Rhythm.

Memo

- The song you record will disappear when you turn off the power of the FP-7.

  You should save your important performances in internal memory or on external memory, such as separately available USB memory.

  → "Saving the Songs You Record" (p. 105)

- With second or later recordings, the previously recorded song is erased as the new material is recorded. When recording a new performance, it is probably a good idea to erase the previously recorded performance first (p. 103).

- About the Track Buttons

Track buttons	Description
Blinking	The performance will be recorded. If performance data already exists, the existing performance will be erased and replaced as the new recording proceeds.
Lit	The performance will not be recorded. During recording, the performance located at this track button will play back.
Unlit	The performance will not be recorded. This track does not contain performance data.

If the Following Display Appears

If there is a song you've recorded but not saved, a screen like the following will appear if you attempt to select a different song.

```
OK to erase Song?

  Are you sure?

Cancel      OK
```
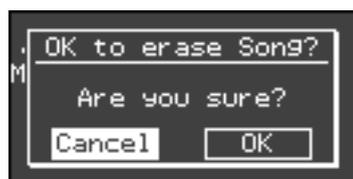
You can't play back an internal preset song or song saved on USB memory if you have not yet saved the song you recorded. If it is OK to erase the song, hold down the [Display] button and press the [+] button to select "OK," then press the [Rec] button. If you don't want to erase the song, select "Cancel" and press the [Rec] button. Save the song in USB memory or internal memory (p. 105).

Recording a New Song

Here's how to record just your own keyboard performance without using Session Partner or an internal song.
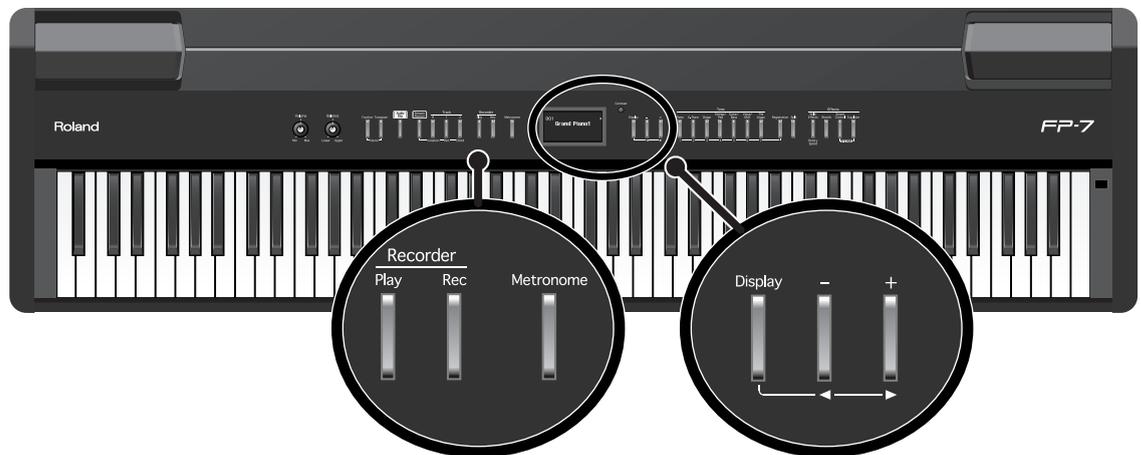
Settings for Recording

If there is already a recorded song, delete the recorded song before you proceed (p. 103).

1. Press the [Display] button several times so it's lit in green.

2. Press the [-] button several times to select "New Song."
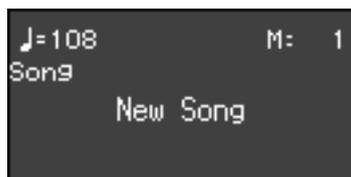
3. Press the [Rec] button.

The [Rec] button lights, the [Play] button begins flashing, and the FP-7 is put into recording standby.
If you decide not to record, press the [Rec] button once again.

Starting Recording

4. Press the [Play] button.

After two measures of count sound, recording begins.
Recording starts when you start playing the keyboard (without pressing the [Play] button). In this case, a count is not sounded.
When recording begins, the [Rec] button and [Play] button will light.

MEMO   During the count-in, the count measure is indicated in the display as "-2" then "-1."

Stopping Recording

5. Press the [Play] button.

Recording will stop.

When you stop recording, the "Song" indication in the song select screen will change to "Modified."

The "Modified" indication shows that there is already a previously recorded performance.

Listening to the Recorded Performance

6. Press the [Play] button.

The recorded performance will play back.

7. Press the [Play] button once again to stop playback.

NOTE The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or on USB memory. Refer to "Saving the Songs You Record" (p. 105).

You can change the tone used in recording.
→ "Performing with a Variety of Sounds" (p. 35)

You can change the tempo and set the beat for the song.
→ "Changing the Tempo" (p. 55)
→ "Changing the Beat of Metronome" (p. 134)

You can use the FP-7's metronome function.
In this case, the metronome sound is not recorded.
→ "Performing with the Metronome" (p. 54)

Track Button Assignments for the Recorded Performance

When you record only a keyboard performance, the performance will be assigned to the track buttons as follows.

Normal performance (playing a single sound from the entire keyboard)	The performance is recorded to the Track [2] button.
Dual performance (p. 41)	The performance is recorded to the Track [2] button.
Split performance (p. 43)	The Lower Tone is recorded to the Track [1] button, and the Upper Tone to the Track [2] button.

Recording Your Playing Along with a Song

Here's how you can play along with an internal song and record your performance. The song being played back will be recorded together with the performance you play on the keyboard. The FP-7 is able to record your playing along with an internal piano song. For example, you could listen to the left-hand part while you record the right-hand part.

MEMO If you select a track button and then record, the sound of the selected track button will not be heard during recording.
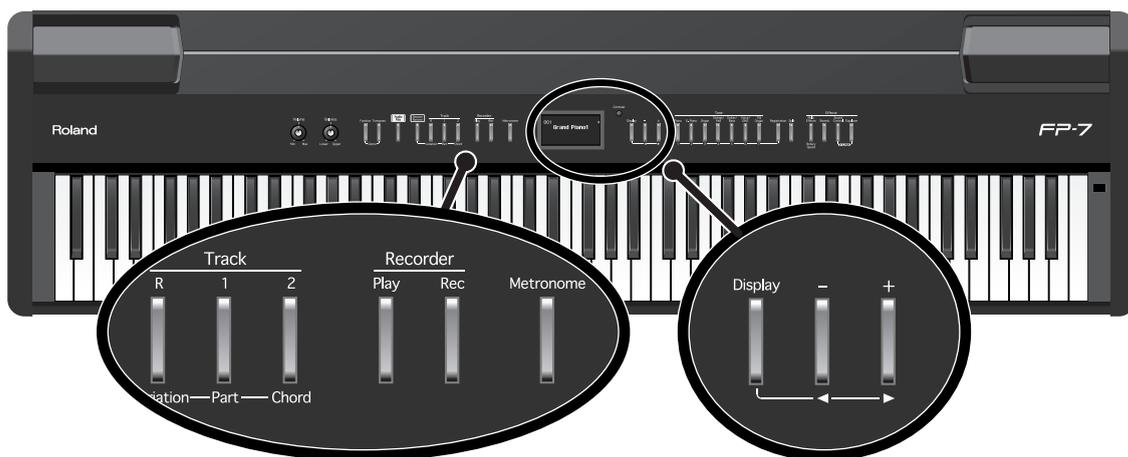
Performance Settings

. . . .

1. Select a song.

For details on how to select a song, refer to "Listening to Songs" (p. 24).
If you are recording along with a song from USB memory, you'll need to connect the USB memory beforehand (p. 23).
You can change the tone used in performances (p. 35) and change the tempo at which songs are played back (p. 55). You can also play the metronome sound while recording (p. 54).

Settings for Recording

. . . .

2. Press the [Rec] button.

The following screen appears.

```
Recording a Song

New Song    Add On
   ▼           ▼
 [Play]      [Rec]
```

If you want to record your playing along with the song, press the [Rec] button.
If you want to record a new song, press the [Play] button.

3. **Press the [Rec] button once again.**

The following screen appears.

```
 .| Selects a track |.
P|                  |
 |Press a track     |
 |button to select  |
 |a recording track.|
```
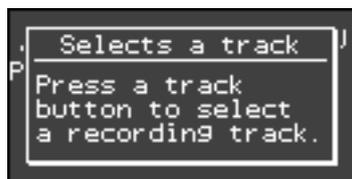
4. **Press the button of the track you want to record, so the button is blinking.**

This setting lets you record while listening to the selected song.
The [Rec] button will light, the [Play] button will blink, and the instrument will enter recording standby mode.
If you decide not to record, press the [Rec] button once again.

Track button	Description
Blinking	The performance will be recorded. If performance data already exists, the existing performance will be erased and replaced as the new recording proceeds.
Lit	The performance will not be recorded. During recording, the performance located at this track button will play back.
Unlit	The performance will not be recorded. This track does not contain performance data.

How the track buttons correspond to an internal song's performance parts

Track button	Performance part
Track [1] button	Left-hand part
Track [2] button	Right-hand part
Track [R] button	For internal song numbers 1–5, this track contains performance data other than the right-hand part and left-hand part. For internal song numbers 6–65, this track does not contain performance data.

Starting Recording

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

After two measures of count sound, recording begins.
Recording starts when you start playing the keyboard (without pressing the [Play] button). In this case, a count is not sounded.
When recording begins, the [Rec] button and [Play] button will light.

MEMO During the count-in, the count measure is indicated in the display as "-2" then "-1."

Stopping Recording

6. Press the [Play] button.

Recording will stop.

Listening to the Recorded Performance

7. Press the [-] button to return to the beginning of the song you recorded.

8. Press the [Play] button.

The recorded performance will play back.

9. Press the [Play] button once again to stop playback.

NOTE The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or on USB memory. Refer to "Saving the Songs You Record" (p. 105).

MEMO The tempo of the performance you recorded will be stored as the tempo of the song you selected when recording.
If you record your performance while playing along with a song, it will be recorded with the time signature of that song.

Recording Your Performance with Session Partner

You can easily record session performances to the session partner.
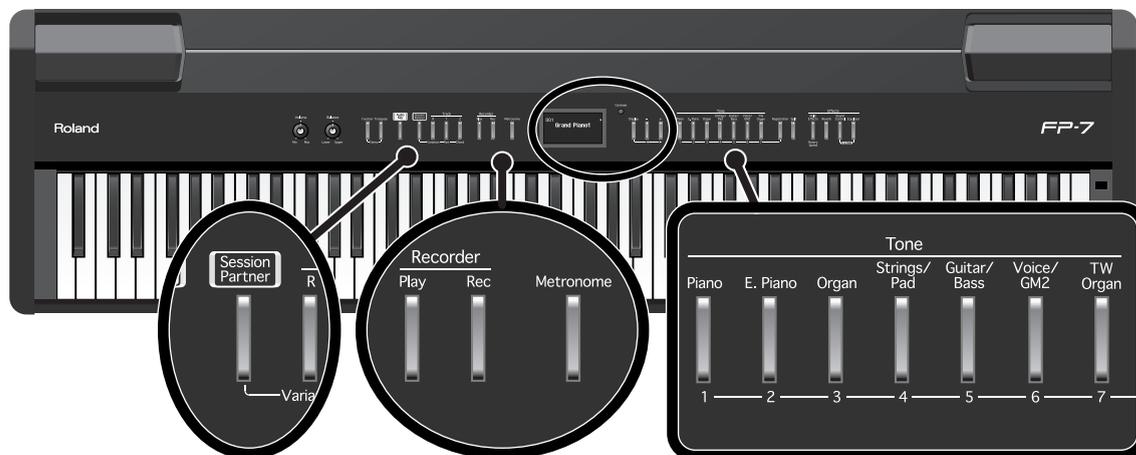
The Session Partner performance can be recorded only to the Track [R] button.

Performance Settings

1. Select the Tone to be played (p. 35).

2. Make the desired settings for Session Partner (p. 66).

Settings for Recording

If there is already a recorded song, delete the recorded song before you proceed (p. 103).

3. Select the "New Song."

Press the [Display] button several times so it's lit in green to display the Song Select screen.
Press the [-] button several times to select "New Song."
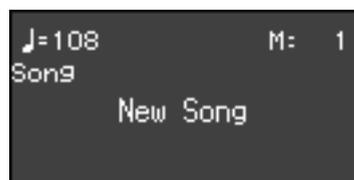
4. Press the [Rec] button.

The [Rec] button will light, the [Play] button will blink, and the instrument will enter recording standby mode.
If you decide not to record, press the [Rec] button once again.

Starting Recording

5. **Start the Session Partner performance (p. 67, p. 73).**

The Rhythm starts to play, while simultaneously recording begins.
When recording begins, the [Rec] button and [Play] button will light.

> **MEMO** For more information on the different Rhythm and Chord progression pattern, refer to the "Rhythm List" (p. 163) and "Chord Progression Pattern List" (p. 164).

> **MEMO** If you want to record with the chord progression specified (p. 73), the chord is specified with a key in the left part of the keyboard, and recording begins.

Stopping Recording

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

Recording will stop.
When you stop recording, the "Song" indication in the song select screen will change to "Modified."
The "Modified" indication shows that there is already a previously recorded performance.

Listening to the Recorded Performance

7. **Press the [-] button to return to the beginning of the song you recorded.**

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

The recorded performance will play back.

9. **Press the [Play] button once again to stop playback.**

> **NOTE** The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or on USB memory. Refer to "Saving the Songs You Record" (p. 105).

Track Button Assignments for the Recorded Performance

Session Partner performance	The performance is recorded to the Track [R] button.
Normal performance (playing a single sound from the entire keyboard)	The performance is recorded to the Track [2] button.
Dual performance (p. 41)	The performance is recorded to the Track [2] button.
Split performance (p. 43)	The Lower Tone is recorded to the Track [1] button, and the Upper Tone to the Track [2] button.

Recording Selected Track Buttons

FP-7's Recorder has three Track buttons.

You can play each hand of your performance separately, for example recording the left-hand part on the Track [1] button and the right-hand part on the Track [2] button. You can also re-record just a specific part of a previously recorded performance.
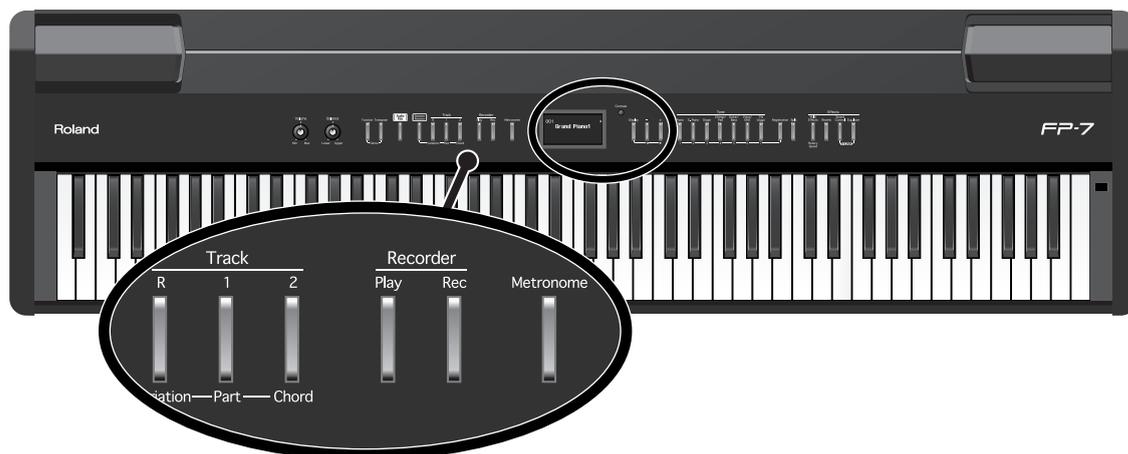
If you're recording a new song, select "New Song" as described in steps 1–2 of "Recording a New Song" (p. 93). If you decide to re-record an existing song, select that song.

Performance Settings

. . . .

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

The following screen appears.

If you want to record along with the song or recorded performance, press the [Rec] button.
If you want to record a new song, press the [Play] button.

2. **Press the [Rec] button once again.**

The following screen appears.
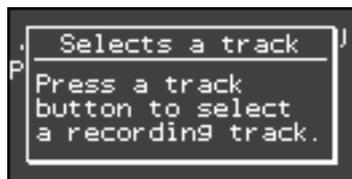
3. **Press the button of the track you want to record, so the button is blinking.**

This setting lets you record while listening to the selected song.

| Track buttons	Description
Blinking	The performance will be recorded. If performance data already exists, the existing performance will be erased and replaced as the new recording proceeds.
Lit	The performance will not be recorded. During recording, the performance located at this track button will play back.
Unlit	The performance will not be recorded. This track does not contain performance data.

The [Rec] button will light, the [Play] button will blink, and the instrument will enter recording standby mode.
If you decide not to record, press the [Rec] button once again.

Starting Recording

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

After two measures of count sound, recording begins.
Recording starts when you start playing the keyboard (without pressing the [Play] button). In this case, a count is not sounded.
When recording begins, the [Rec] button and [Play] button will light.

MEMO During the count-in, the count measure is indicated in the display as "-2" then "-1."

Stopping Recording

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

Recording will stop.

NOTE If you record without erasing the existing song, the song tempo, time signature, and metronome settings will remain as they were for the first recording.

Listening to the Recorded Performance

6. **Press the [-] button to return to the beginning of the song you recorded.**

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

The recorded performance will play back.

8. **Press the [Play] button once again to stop playback.**

NOTE The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or on USB memory. Refer to "Saving the Songs You Record" (p. 105).

Correspondence Between Recorded Performance and Track Buttons

A recorded performance will be assigned to the Track buttons as follows.

●Session Partner performances, and Upper and Lower tones during Split performance

Track button	Performance recorded
Track [R] button	Session Partner (p. 66)
Track [1] button	Lower Tone in Split play (p. 43)
Track [2] button	Upper Tone in Split play (p. 43)

●Normal performance (playing a single tone from the entire keyboard) and Dual performance

- **When you record without specifying a recording track**

  If none of the track buttons ([R] [1] [2] buttons) has performance data, the data will be recorded to button [2]. If any of the track buttons have performance data, the data will be recorded in the order of button [2] → button [1] → button [R].

- **When you record with a specified recording track**

  Your performance will be recorded on the track you've specified.

Erasing Recorded Performances

You can erase recorded performances.
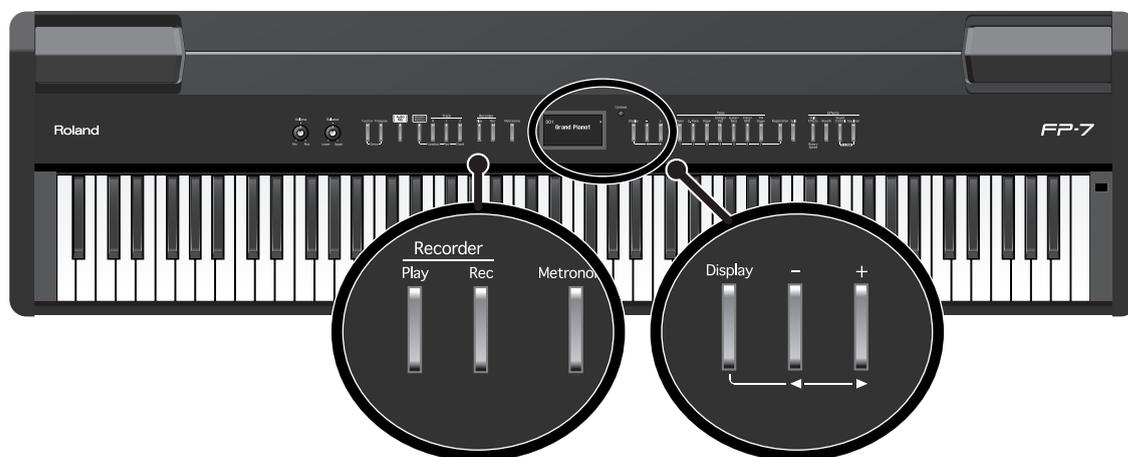
1. Hold down the [Display] button and press the [Rec] button.

A following screen appears.
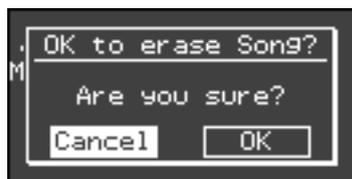
If you decide not to erase your song, select "Cancel" then press the [Rec] button.

2. Hold down the [Display] button and press the [+] button to select "OK."

3. Press the [Rec] button.

The recorded performance is erased.

> **MEMO** After playing back a song, you can hold down one of the track buttons and press the [Rec] button to erase the performance of only that track. If you erase the performance from all tracks, the display will indicate "New Song."

> **MEMO** A performance you recorded will be erased automatically when you turn off the power.

Saving a Performance

About Saving and Copying

A song you've recorded can be saved in internal memory or to USB memory.

A song you've saved in internal memory can also be copied to USB memory or other external memory.

FP-7

| Recorded Song |

Save   Save

1 ▪ ▪ ▪ ▪ ▪ ▪ ▪
2 ▪ ▪ ▪ ▪ ▪ ▪ ▪
3 ▪ ▪ ▪ ▪ ▪ ▪ ▪
4 ▪ ▪ ▪ ▪ ▪ ▪ ▪

Copy →

← Copy

FP-7's internal memory

**USB memory
(Sold Separaterly)**
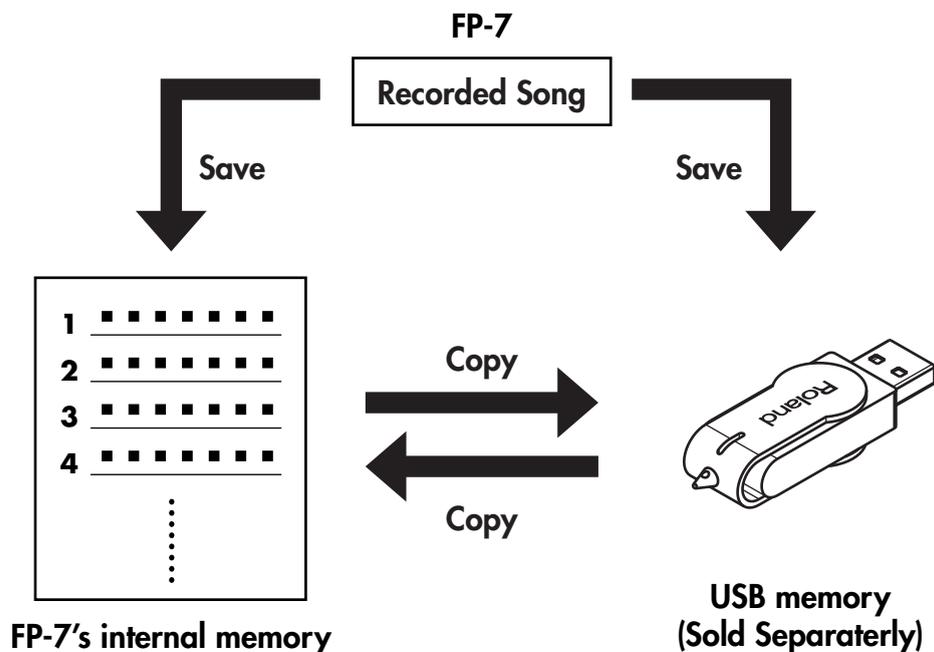
Saving a recorded song in internal memory

- You can save a recorded song so it will be preserved even while the FP-7's power is turned off. The songs you record will be lost if you simply turn off the power. However, once they're saved in internal memory, your songs won't be discarded; the next time you turn the power on, you'll be able to play them back and listen to your performance.

Saving a recorded song to USB memory

- You can save a recorded song to USB memory as a backup.
  It's a good idea to save important performance data to USB memory.

Saving favorite songs to internal memory

- You can save songs you're practicing to internal memory.
  If you connect separately sold USB memory or a CD drive, and copy SMF music files from the USB memory or a CD-ROM into the FP-7's internal memory, it will be easy to select these songs.

NOTE You can't copy a Wav file into internal memory.

Saving the Songs You Record

A song you've recorded can be saved in internal memory or to USB memory.

If you record a song and then turn off the power of the FP-7 without saving the song, your recorded song will disappear. Songs that you've saved in internal memory or to USB memory will not disappear even if you turn off the power; if you want to keep a song, you should save it in internal memory or to USB memory.
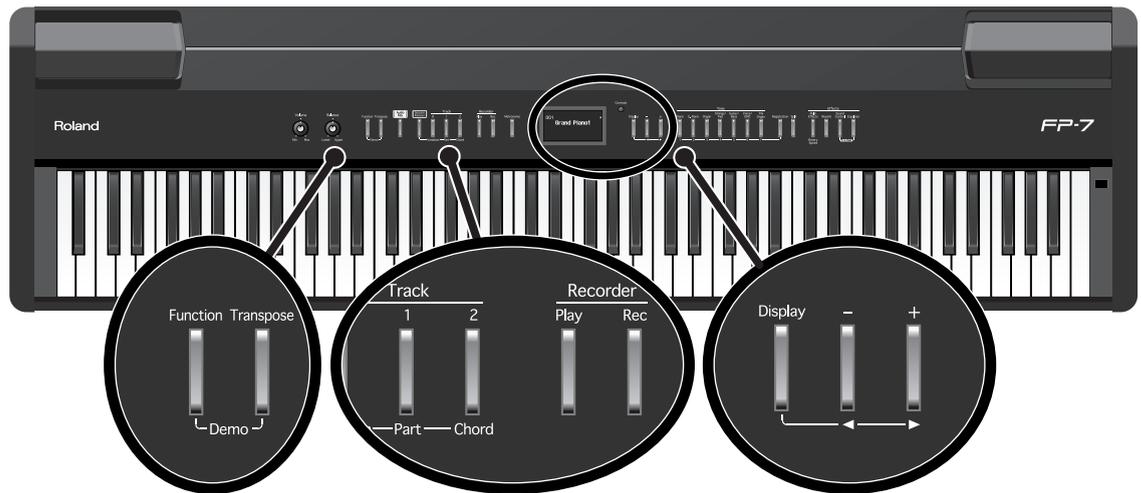
1. Record your performance (p. 93, p. 95, p. 98, p. 100).

2. Press the [Function] button.

3. Press the Track [1] button.

The Song File screen appears.
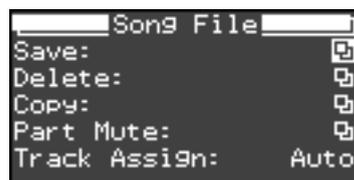
4. While holding down the [Display] button, use the [-] [+] buttons to select "Save."

5. Press the [Display] button.

The Save Song screen appears.
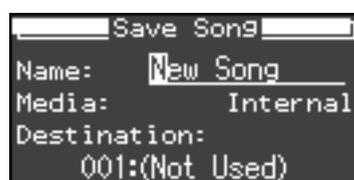
Changing the Name of a Song

6. Hold down the [Display] button and use the [-] [+] buttons to select the character that you want to change.

7. Use the [-] [+] buttons to select the desired character.

Selecting the Save Destination for Song

8. While holding down the [Display] button, use the [-] [+] buttons to select "Media."
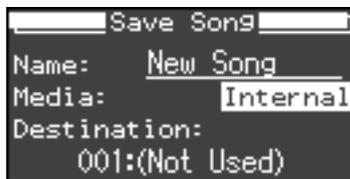
```
┌─────Save Song─────┐
│Name:    New Song    │
│Media:        Internal│
│Destination:         │
│   001:(Not Used)    │
└─────────────────────┘
```

9. Use the [-] [+] buttons to select the save-destination media.

Setting	Description
Internal	Internal memory
External	USB memory

10. While holding down the [Display] button, use the [-] [+] buttons to select "Destination."

```
┌─────Save Song─────┐
│Name:    New Song    │
│Media:        Internal│
│Destination:         │
│   001:(Not Used)    │
└─────────────────────┘
```
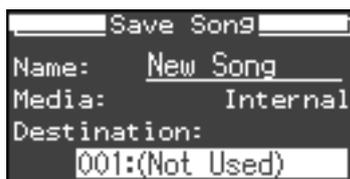
11. Use the [-] [+] buttons to select the save destination.

If a song name is displayed for a number, a song has already been saved at that number.
If you select a number in which a song has already been saved, and save to that number, the previously saved song will be deleted. If you don't want to delete a previously saved song, select a number for which the save-destination field indicates "(Not Used)."

Saving the Song

12. Press the [Rec] button.

The song will be saved.

NOTE Never turn off the power while data is being saved. If you do so, the internal memory will be destroyed, rendering it unusable.

Using USB Memory

Songs you've recorded on the FP-7 and your favorite performance settings (Registration) can be copied to USB memory (sold separately) for safekeeping (p. 89, p. 111).

You can also play back SMF music files you've saved on USB memory (p. 33), and play back audio files from USB memory (p. 59).

NOTE Use USB memory available from Roland. Proper functioning cannot be guaranteed if other external memory products are used.

MEMO About the connecting a USB memory, please refer to "Connecting USB Memory" (p. 23).

Initializing USB Memory

"Initialization" (formatting) is an operation that prepares USB memory so that it can be used with the FP-7.

If the USB memory is not formatted correctly for the FP-7, it cannot be used.

If you're using the USB memory for the first time, you must initialize (format) it on the FP-7.

NOTE Formatting the USB memory will erase all the content stored on that USB memory. If you intend to format and reuse USB memory that has previously been used, you must make sure that it doesn't contain important data you need to keep.
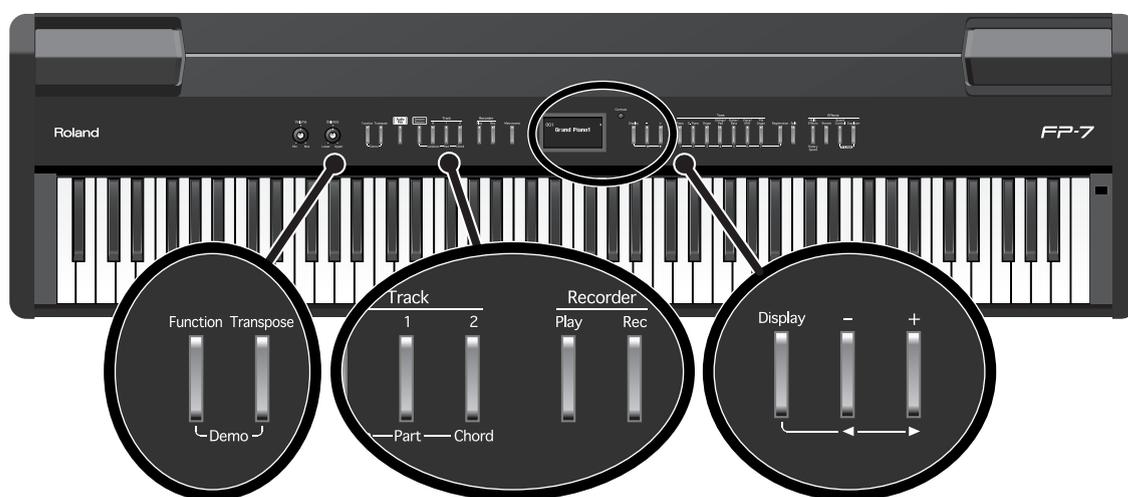
1. Press the [Function] button.
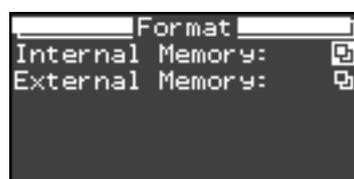
2. Press the Track [2] button.

The Format screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "External Memory."

```
╔══════════Format══════════╗
Internal Memory:         🗗
External Memory:         🗗


```

4. Press the [Display] button.

A confirmation message will appear.

```
╔════════Format════════╗
│ Format Ext Memory    │
│                      │
│    Are you sure?     │
│ ┌──────┐  ┌────────┐ │
│ │Cancel│  │   OK   │ │
│ └──────┘  └────────┘ │
```

> **MEMO** If you want to return to the previous screen without formatting, hold down the [Display] button, use the [-] [+] buttons to select "Cancel," then press the [Rec] button.

5. While holding down the [Display] button, use the [-] [+] buttons to select "OK."

```
╔════════Format════════╗
│ Format Ext Memory    │
│                      │
│    Are you sure?     │
│ ┌──────┐    OK       │
│ │Cancel│             │
│ └──────┘             │
```
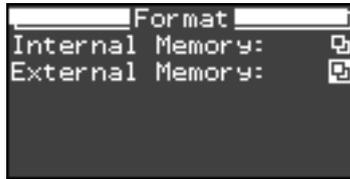
6. Press the [Rec] button.

Formatting begins.
When formatting is complete, you're returned to the previous screen.

> **NOTE** Never turn off the power while the screen indicates "Executing…" Doing so will destroy the USB memory, rendering it unusable.

> **NOTE** Don't remove the USB memory until formatting is completed.

> **NOTE** This operation will not initialize any settings other than the contents of USB memory. If you want to return settings other than the contents of USB memory to the factory-set state, please execute Factory Reset (p. 135) and Initializing User Memory (p. 132).

Deleting a Saved Song

Here's how to delete a song you've saved in internal memory or USB memory.

MEMO For details on handling USB memory, refer to "Using USB Memory" (p. 23).

1. **If you want to delete a song from USB memory, connect your USB memory to the external memory connector (p. 23).**

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

3. **Press the Track [1] button.**

   The Song File screen appears

4. **While holding down the [Display] button, use the [-] [+] buttons to select "Delete."**
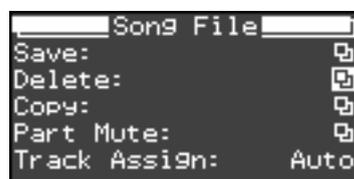
5. **Press the [Display] button.**

   The Delete Song screen appears
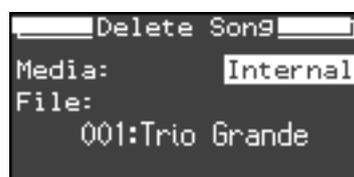
6. While holding down the [Display] button, use the [-] [+] buttons to select "Media."

```
┌──────Delete Song──────┐
│Media:        │Internal│
│File:         └────────┘
│    001:Trio Grande
└───────────────────────┘
```
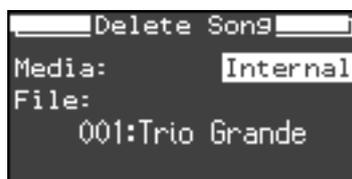
7. Use the [-] [+] buttons to select the media from which you want to delete a song.

Setting	Description
Internal	Internal Memory
External	USB Memory

8. While holding down the [Display] button, use the [-] [+] buttons to select "File."

```
┌──────Delete Song──────┐
│Media:        Internal  │
│File:         ┌────────────┐
│              │001:Trio Grande│
└──────────────└────────────┘┘
```

9. Use the [-] [+] buttons to select the song that you want to delete.

Deleting the Song

10. Press the [Rec] button.

The selected song will be deleted.

NOTE Never turn off the power while a song is being deleted. If you do so, the FP-7's internal memory will be destroyed, rendering it unusable.

Copying a Song

Copying a Song from Internal Memory to USB Memory

Here's how you can copy a song saved in internal memory to USB memory.

In this way, songs you've recorded on the FP-7 and saved in internal memory can be copied to USB memory.
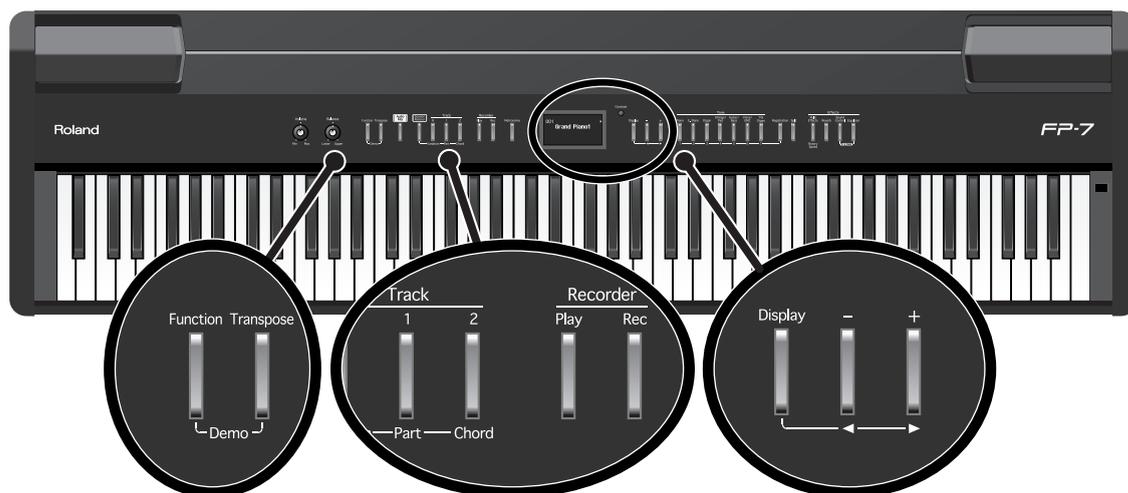
Preparations for Copying

1. **To the external memory connector, connect the USB memory to which you want to copy the song (p. 23).**

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

3. **Press the Track [1] button.**

   The Song File screen appears.

4. **While holding down the [Display] button, use the [-] [+] buttons to select "Copy."**

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

   The Copy Song screen appears.

6. While holding down the [Display] button, use the [-] [+] buttons to select "Type."

```
┌────────Copy Song────────┐
│ Type:        Int -> Ext │
│ Int: 001:Trio Grande    │
│ Ext: 001:(Not Used)     │
└─────────────────────────┘
```
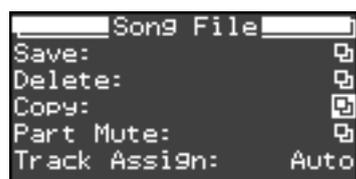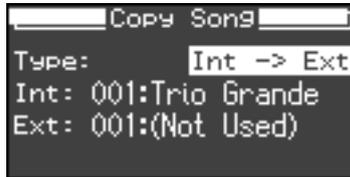
7. Use the [-] [+] buttons to select the direction of the copy operation.

Choose "Int -> Ext."

8. While holding down the [Display] button, use the [-] [+] buttons to select "Int" (internal memory).

The number and name of the song to be saved will appear.
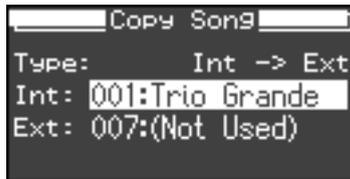
```
┌────────Copy Song────────┐
│ Type:        Int -> Ext │
│ Int: 001:Trio Grande    │
│ Ext: 007:(Not Used)     │
└─────────────────────────┘
```

9. Use the [-] [+] buttons to select the song(s) that you want to copy.

If you select "All," all songs will be copied.

10. While holding down the [Display] button, use the [-] [+] buttons to select "Ext" (USB memory).
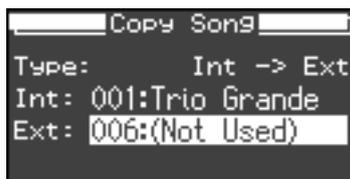
```
┌────────Copy Song────────┐
│ Type:        Int -> Ext │
│ Int: 001:Trio Grande    │
│ Ext: 006:(Not Used)     │
└─────────────────────────┘
```

The screen will show the save-destination song number and song name.
If you select a number in which a song has already been saved, the song that was previously saved at the copy destination will be erased. If you don't want to erase a previously saved song, select a number for which the display indicates "(Not Used)."

11. Use the [-] [+] buttons to select the copy destination.

Copying the Song(s)

12. Press the [Rec] button.

The selected song(s) will be copied to USB memory.

Copying a Song from USB Memory to Internal Memory

Here's how you can copy a song saved on USB memory to internal memory.
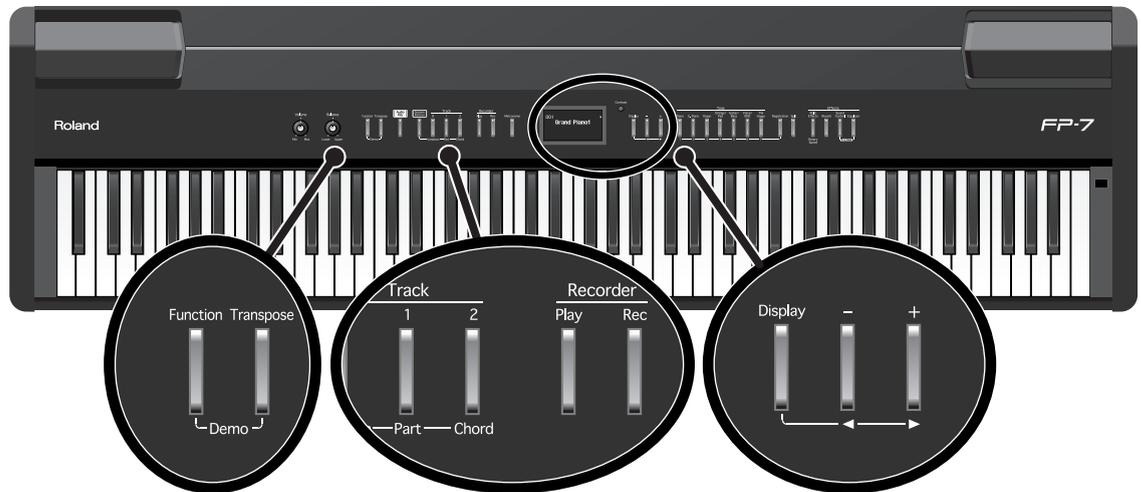
Preparations for Copying

1. Prepare the songs that you want to copy to internal memory.

2. Connect the USB memory (p. 23).

3. Press the [Function] button.

4. Press the Track [1] button.

The Song File screen appears.

5. While holding down the [Display] button, use the [-] [+] buttons to select "Copy."
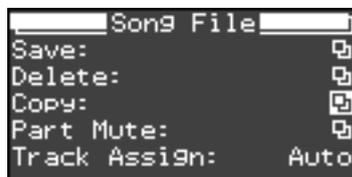
6. Press the [Display] button.

The Copy Song screen appears.
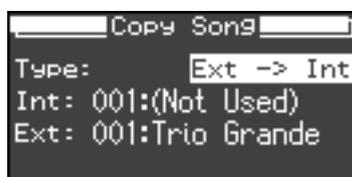
7. While holding down the [Display] button, use the [-] [+] buttons to select "Type."

8. Use the [-] [+] buttons to select the direction of the copy operation.

Choose "Ext -> Int."

9. While holding down the [Display] button, use the [-] [+] buttons to select "Ext" (USB memory).

The number and name of the song to be saved will appear.
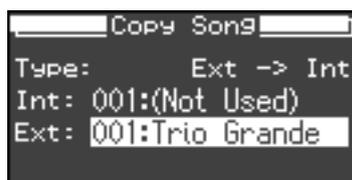
```
┌──────Copy Song──────┐
│                     │
│Type:      Ext -> Int│
│Int: 001:(Not Used)  │
│Ext: [001:Trio Grande]│
└─────────────────────┘
```

10. Use the [-] [+] buttons to select the song(s) that you want to copy.

If you select "All," all songs will be copied.

11. While holding down the [Display] button, use the [-] [+] buttons to select "Int" (internal memory).
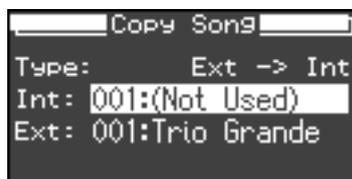
```
┌──────Copy Song──────┐
│                     │
│Type:      Ext -> Int│
│Int: [001:(Not Used)]│
│Ext: 001:Trio Grande │
└─────────────────────┘
```

The screen will show the save-destination song number and song name.
If you select a number in which a song has already been saved, the song that was previously saved at the copy destination will be erased. If you don't want to erase a previously saved song, select a number for which the display indicates "(Not Used)."

12. Use the [-] [+] buttons to select the copy destination.

Copying the Song(s)

13. Press the [Rec] button.

The selected song(s) will be copied to internal memory.

NOTE Never turn off the power while data is being copied.

NOTE You can save up to 99 songs in internal memory. However, if there is insufficient capacity remaining, the indication "Error: 11" will appear (p. 157), and you won't be able to save the song even though there are fewer than 99.

MEMO You can erase all of the content saved in internal memory and restore it to the factory-set condition. Refer to "Initializing Internal Memory" (p. 132)

NOTE You can't copy a Wav file into internal memory.

Various Settings

You can make a variety of performance- and recording-related settings in "Function Mode."

Tuning Settings

Matching the Pitch with Other Instruments (Master Tune)

When playing ensemble with other instruments and in other such instances, you can match the standard pitch to another instrument.

The standard pitch generally refers to the pitch of the note that's played when you finger the middle A key. For a cleaner ensemble sound while performing with one or more other instruments, ensure that each instrument's standard pitch is in tune with that of the other instruments. This tuning of all the instruments to a standard pitch is called "master tune."

1. Press the [Function] button.

2. Press the [Piano] button.

The Tuning screen appears.

```
┌─────Tuning─────┐
Master Tune:   440.0Hz
     Backup:        ⊡
Temperament Key:      C
      Type:      Equal
```
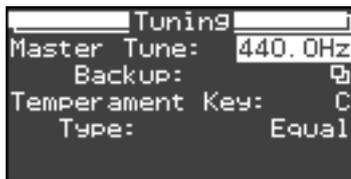
3. While holding down the [Display] button, use the [-] [+] buttons to select "Master Tune."

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

Setting
415.3 Hz–440.0 Hz–466.2 Hz

When the instrument is shipped from the factory, this is set to "440.0 Hz."

Storing the Master Tuning Setting in Internal Memory

After adjusting the master tuning setting, you can store that setting to internal memory.

If you've stored the master tuning setting, it will be preserved even when the power is turned off.

5. While holding down the [Display] button, use the [-] [+] buttons to select "Backup."

```
┌─────Tuning─────┐
Master Tune:   440.0Hz
     Backup:        ⊡
Temperament Key:      C
      Type:      Equal
```

6. Press the [Display] button.

The following screen appears.

```
┌─────Tuning─────┐
│BackupMasterTune│
│  Are you sure? │
│┌──────┐ ┌────┐ │
││Cancel│ │ OK │ │
│└──────┘ └────┘ │
```
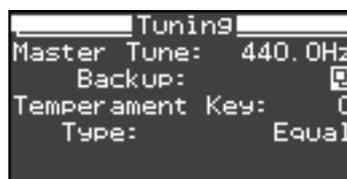
If you decide to cancel the operation, select "Cancel" and press the [Rec] button.

7. While holding down the [Display] button, use the [-] [+] buttons to select "OK."

```
┌─────Tuning─────┐
│BackupMasterTune│
│  Are you sure? │
│┌──────┐ ┌────┐ │
││Cancel│ │ OK │ │
│└──────┘ └────┘ │
```

8. Press the [Rec] button.

The master tuning setting will be stored to internal memory.

Adjusting the Tuning (Temperament)

You can play classical music such as baroque pieces using their original tuning.

Most modern songs are composed and played with the assumption that equal temperament (the most common tuning in use today) will be used, but when classical music was composed, there were a wide variety of other tuning systems in existence. Playing a composition with its original tuning lets you enjoy the sonorities of the chords that the composer originally intended.

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

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

   The Tuning screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Type."**

```
┌──────Tuning──────┐
│Master Tune:  440.0Hz│
│    Backup:        ⤴│
│Temperament Key:    C│
│    Type:       Equal│
└────────────────────┘
```
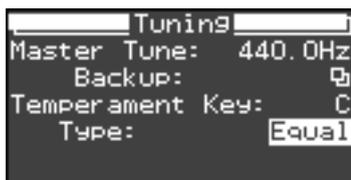
4. **Use the [-] [+] buttons to change the temperament setting.**

   You can choose from among the seven tunings described below.

Temperament	Description
Equal	In this tuning, each octave is divided into twelve equal steps. Every interval produces about the same amount of slight dissonance. This setting is in effect when you turn on the power.
Just Major	This tuning eliminates ambiguities in the fifths and thirds. It is unsuited to playing melodies and cannot be transposed, but is capable of beautiful sonorities.
Just Minor	The Just tunings differ from major and minor keys. You can get the same effect with the minor scale as with the major scale.
Kirnberger	This is an improvement of the Meantone and Just tunings that provides a high degree of freedom of modulation. Performances are possible in all keys (third method).

Temperament	Description
Meantone	This scale makes some compromises in just intonation, enabling transposition to other keys.
Pythagorean	This tuning, devised by the philosopher Pythagoras, eliminates dissonance in fourths and fifths. Dissonance is produced by third-interval chords, but melodies are euphonious.
Werckmeister	This temperament combines the Mean Tone and Pythagorean tunings. Performances are possible in all keys (first method, number three).

Specifying the Keynote

When playing with tuning other than equal temperament, you need to specify the keynote for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key).

If you choose an equal temperament, there's no need to select a keynote.

5. **While holding down the [Display] button, use the [-] [+] buttons to select "Temperament Key."**

```
┌──────Tuning──────┐
│Master Tune:  440.0Hz│
│    Backup:        ⤴│
│Temperament Key:    C│
│    Type:       Equal│
└────────────────────┘
```
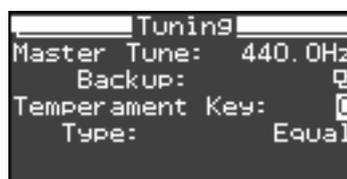
6. **Use the [-] [+] buttons to change the keynote.**

Setting
C, C♯, D, E♭, E, F, F♯, G, A♭, A, B♭, B

NOTE When performing in ensemble with other instruments, be aware that depending on the key, there may be some shifting of the pitch. Tune the FP-7 to the fundamental pitch of the other instruments.

Pedal Settings

Changing How the Pedal Effects Are Applied

When the pedal is pressed in Dual Play (p. 41) or Split Play (p. 43), the pedal's effect is applied to both the Upper Tone and the Lower Tone, but you can change the settings for the tone to which the effect is applied.

Setting	Description
Upr&Lwr	All enabled
Upper	Applied only to the Upper Tone
Lower	Applied only to the Lower Tone

How the Damper Pedal Effects are Applied

1. Press the [Function] button.

2. Press the [E.Piano] button.

The Pedal screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Damper Part."

```
┌────────Pedal────────┐
Damper Part:    Upr&Lwr
FC1 Part:       Upr&Lwr
FC1 Func:      Sostenuto
FC2 Part:       Upr&Lwr
FC2 Func:          Soft
```
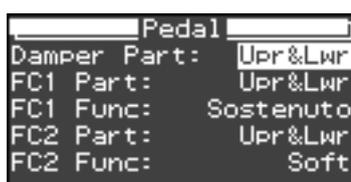
4. Use the [-] [+] buttons to specify the part(s) to which the pedal will apply.

How the Sostenuto Pedal (FC1) Effects are Applied

1. Press the [Function] button.

2. Press the [E.Piano] button.

The Pedal screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "FC1 Part."

```
┌────────Pedal────────┐
Damper Part:    Upr&Lwr
FC1 Part:       Upr&Lwr
FC1 Func:      Sostenuto
FC2 Part:       Upr&Lwr
FC2 Func:          Soft
```
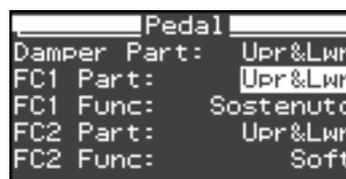
4. Use the [-] [+] buttons to specify the part(s) to which the pedal will apply.

How the Soft Pedal (FC2) Effects are Applied

1. Press the [Function] button.

2. Press the [E.Piano] button.

The Pedal screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "FC2 Part."

```
┌────────Pedal────────┐
Damper Part:    Upr&Lwr
FC1 Part:       Upr&Lwr
FC1 Func:      Sostenuto
FC2 Part:       Upr&Lwr
FC2 Func:          Soft
```
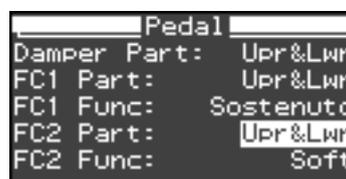
4. Use the [-] [+] buttons to specify the part(s) to which the pedal will apply.

Changing How the Pedals Work

A pedal connected to the Soft/(FC2) jack normally functions as a soft pedal (p. 21). A pedal connected to the Sostenuto/ (FC1) jack normally functions as a sostenuto pedal (p. 21). It can also be set to function as an another works.

NOTE If a pedal connected to the FP-7 is assigned to switch registrations, that pedal will operate only to switch registrations. The function assigned to the pedal will not operate.

You can select from the following pedal functions.

Setting	Description
Damper	Sets function to damper pedal.
Soft	Sets function to soft pedal.
Sostenuto	Sets function to sostenuto pedal.
Expression	Allows control of the volume. You will find it convenient to connect a separately sold expression pedal (EV-5). You cannot change volume of the Session Partner or recorder.
Song Play	You can play/stop the song by pressing the pedal instead of pressing [Play] button.
Audio Key Sw	Audio Key can be switched on by pressing the pedal instead of pressing [Audio Key] button.
Session Sw	You can start/stop Session Partner by pressing the pedal instead of pressing [Session Partner] button.
Leading Bass	Allows control the on/off of leading bass function*. It is turned on while having stepped on the pedal.
Effect Sw	Effects can be switched on/off by pressing the pedal instead of pressing the [Multi Effects] button. When effect type is rotary, you can control the slow/fast of spinning.
Bend Up	Pitch rises by pressing the pedal.
Bend Down	Pitch lowers by pressing the pedal.
Modulation	Vibrato is added by pressing the pedal.

* What is the leading bass function?
The function that sounds the lowest note of a fingered chord as the bass tone is called "Leading Bass."

NOTE With certain sounds, the function may not work.

NOTE Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

NOTE This may not work correctly if you connect a pedal other than an expression pedal or a half-damper compatible pedal.

NOTE Be sure to switch off the power to the unit before attempting to disconnect or connect a pedal cord.

Changing the Works of the Sostenuto Pedal (FC1)

When the instrument is turned on, this is set to function as a sostenuto pedal.

1. Press the [Function] button.

2. Press the [E.Piano] button.
The Pedal screen appears.

**3.** While holding down the [Display] button, use the [-] [+] buttons to select "FC1 Func."

```
             Pedal
Damper Part:    Upr&Lwr
FC1 Part:       Upr&Lwr
FC1 Func:     Sostenuto
FC2 Part:       Upr&Lwr
FC2 Func:          Soft
```
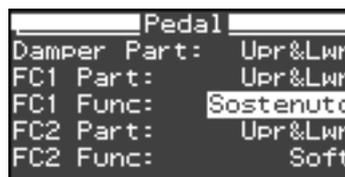
4. Use the [-] [+] buttons to select the pedal function.

Changing the Works of the Soft Pedal (FC2)

When the instrument is turned on, this is set to function as a soft pedal.

1. Press the [Function] button.

2. Press the [E.Piano] button.

The Pedal screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "FC2 Func."

```
┌──────Pedal──────┐
Damper Part:   Upr&Lwr
FC1 Part:      Upr&Lwr
FC1 Func:      Sostenuto
FC2 Part:      Upr&Lwr
FC2 Func:      Soft
```
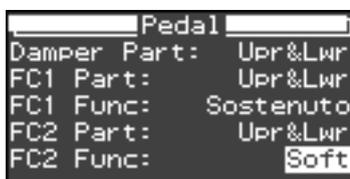
4. Use the [-] [+] buttons to select the pedal function.

Effect Settings

Changing the Effect Type

Here's how to select the effect that will be applied when you press the [Multi Effects] button.

1. Press the [Function] button.

2. Press the [Multi Effects] button.

The Effects screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Type."

```
┌──────Effects──────┐
Type:Damper Resonance
Depth:              50
Damper Offset:       0
Source:          Upper
```
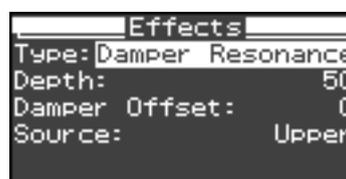
4. Use the [-] [+] buttons to select the effect type.

MEMO For details on the effect types and the settings for each effect, refer to "Effects List" (p. 172).

Editing the Effect Settings in Detail

You can make detailed changes for each effect, such as adjusting the effect depth.

5. Select the item that you want to edit.

While holding down the [Display] button, use the [-] [+] buttons to select the item that you want to edit (the second and third lines from the top in the Effects screen).

```
┌──────Effects──────┐
Type:Damper Resonance
Depth:              50
Damper Offset:       0
Source:          Upper
```

```
┌──────Effects──────┐
Type:Damper Resonance
Depth:              50
Damper Offset:       0
Source:          Upper
```
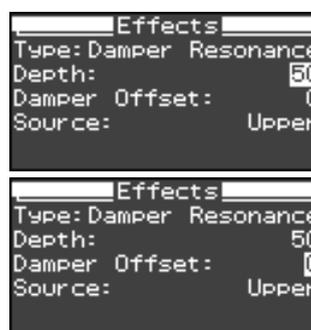
The item in the second line from the top of the Effects screen can be changed by holding down the [Multi Effects] button and using the [-] [+] buttons, without your having to open this screen.

6. Use the [-] [+] buttons to edit the setting.

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Setting the Part to Which Effects Are Added

This specifies which part is to have priority when the effects assigned to the Upper Tone and Lower Tone differ in Dual Play (p. 41) or Split Play (p. 43).

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

2. **Press the [Multi Effects] button.**

The Effects screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Source."**

```
┌─────────┤Effects├──────────┐
│Type:Damper Resonance│
│Depth:              50│
│Damper Offset:        0│
│Source:        Upper │
└────────────────────────────┘
```
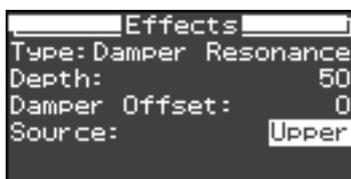
4. **Use the [-] [+] buttons to select the part to which you want to apply effects.**

Setting	Description
Upper	The effect will be preferentially applied to the Upper tone.
Lower	The effect will be preferentially applied to the Lower tone.

MEMO — If same effects are assigned to the Upper Tone and Lower Tone, the same effects are added to both of Tones.

System Settings

Disabling Automatic Selection of VIMA TUNES Recommended Tones

You can connect a commercially available USB CD drive to the FP-7, and play back separately sold CD-ROMs created for the VIMA (VIMA TUNES).

Songs on VIMA CD-ROM (VIMA TUNES) are programmed with "recommended tones" suitable for each song.

When you select a song from a VIMA CD-ROM (VIMA TUNES), recommended tones will be assigned to the FP-7's [Strings/Pad], [Guitar/Bass], and [Voice/GM2] tone buttons, and these three tone buttons will blink.

When you press a flashing Tone button, the recommended tone is then selected, enabling you to perform the selected song using a tone matched to that song as it plays back.

You can set the FP-7 so that the recommended tones are automatically assigned or not assigned.

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

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

The System screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Recommended Tone."**

```
┌─────────┤System├──────────┐
│Recommended Tone:   On│
│Lyrics:             On│
│SongLanguage: English│
│PwrOnSoundCtrl:    Off│
│Pwr On Equalizer: Off│
└────────────────────────────┘
```
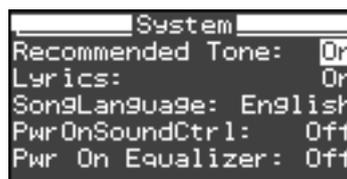
4. **Use the [-] [+] buttons to change the setting.**

Setting	Description
On	When you select a song from a VIMA CD-ROM (VIMA TUNES), recommended tones will automatically be assigned to the FP-7's [Strings/Pad], [Guitar/Bass], and [Voice/GM2] tone buttons.
Off	When you select a song from a VIMA CD-ROM (VIMA TUNES), recommended tones are not used, and only the FP-7's internal tones can be selected.

With the factory settings, this is "On."

Switching Lyric Display On/off

Some SMF music files created for karaoke contains lyric data. You can make this data appear automatically in the lyric screen when such a song is played back. If you want the lyric screen to appear automatically, turn this setting "On."
When the FP-7 is shipped from the factory, lyric display is "On."

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

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

The System screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Lyrics."**

```
╔════════System════════╗
Recommended Tone:   On
Lyrics:            [On]
SongLanguage: English
PwrOnSoundCtrl:    Off
Pwr On Equalizer: Off
```
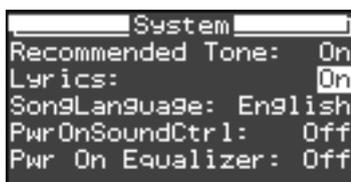
4. **Use the [-] [+] buttons to change the setting.**

Setting	Description
On	The lyric screen will appear automatically when you play back song that contains lyric data.
Off	The lyric screen will not appear when you play back song that contains lyric data.

Switching the Language for Lyric Display

When SMF music files containing lyrics is played back on the FP-7, English lyrics will be displayed in English, and Japanese lyrics will be displayed in Japanese.
However, if you play back a song that does not have the language information of the lyrics, Japanese will not be displayed even if the song contains Japanese lyrics.
In such cases, you can switch the language as follows.

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

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

The System screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "SongLanguage."**

```
╔════════System════════╗
Recommended Tone:   On
Lyrics:             On
SongLanguage: [English]
PwrOnSoundCtrl:    Off
Pwr On Equalizer: Off
```
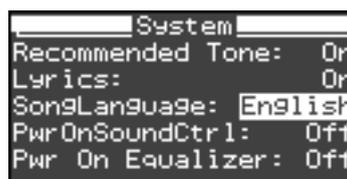
4. **Use the [-] [+] buttons to change the setting.**

Setting	Description
English	The lyrics are displayed in English.
Japanese	The lyrics are displayed in Japanese. The song title is also displayed in Japanese.

MEMO If this setting is "English," the characters may not be shown correctly when displaying Japanese lyrics or song titles. Conversely, if this setting is "Japanese," the display of English lyrics or song titles may be incorrect.

Specifying the Sound Control Setting at Power-on

You can change the Sound Control type that is selected when you turn on the power of the FP-7.

You can also specify that Sound Control be off when you turn on the power.

1. Press the [Function] button.

2. Press the [Reverb] button.

The System screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "PwrOnSoundCtrl."

```
┌──────System──────┐
Recommended Tone:   On
Lyrics:             On
SongLanguage: English
PwrOnSoundCtrl:    Off
Pwr On Equalizer: Off
```
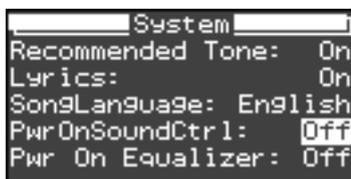
4. Use the [-] [+] buttons to change the setting.

Setting	Description
Sharp	When you turn on the power, the [Sound Control] button will be on, and the "Sharp" Type Sound Control setting will be selected.
Clear	When you turn on the power, the [Sound Control] button will be on, and the "Clear" Type Sound Control setting will be selected.
Power	When you turn on the power, the [Sound Control] button will be on, and the "Power" Type Sound Control setting will be selected.
Off	When you turn on the power, the [Sound Control] button will be off.

MEMO About the type of the Sound Control, refer to "Adding Liveliness to the Sound (Sound Control)" (p. 56).

Specifying the Equalizer Setting at Power-on

You can specify that the equalizer be on when you turn on the power.

You can also specify the equalizer type that will be selected if the equalizer is on when you turn on the power of the FP-7.

1. Press the [Function] button.

2. Press the [Reverb] button.

The System screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Pwr On Equalizer."

```
┌──────System──────┐
Recommended Tone:   On
Lyrics:             On
SongLanguage: English
PwrOnSoundCtrl:    Off
Pwr On Equalizer: Off
```
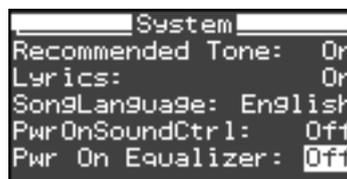
4. Use the [-] [+] buttons to change the setting.

Setting	Description
1	When you turn on the power, the [Equalizer] button will be on, and the Type 1 Equalizer setting will be selected.
2	When you turn on the power, the [Equalizer] button will be on, and the Type 2 Equalizer setting will be selected.
3	When you turn on the power, the [Equalizer] button will be on, and the Type 3 Equalizer setting will be selected.
4	When you turn on the power, the [Equalizer] button will be on, and the Type 4 Equalizer setting will be selected.
Off	When you turn on the power, the [Equalizer] button will be off.

MEMO About the type of the Equalizer, refer to "Changing the Equalizer Type" (p. 58).

Adjusting the Volume (Master Gain)

If you've connected an external device to the Input jacks and want to listen to the sound from it, the sound from the external device may not be loud enough even if you've turned the FP-7's volume knob to the maximum position. In such cases, you can adjust the master gain setting as follows.

Adjusting the master gain will also affect the volume of the internal speakers and headphones.

NOTE The sound may distort if you increase the volume excessively.

1. Press the [Function] button.

2. Press the [Reverb] button.

The System screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Master Gain."

```
┌──────System──────┐
Master Gain:      0dB
External Memory:Mode2
USB Driver:   Generic
```
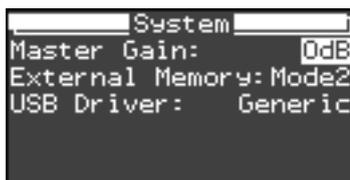
4. Use the [-] [+] buttons to change the setting.

Setting
-10 dB–0 dB–10 dB

Equalizer Settings

Changing the Equalizer Settings

You can make fine, detailed changes to the equalizer settings.

Before you make detailed adjustments to the equalizer settings, select the equalizer type that you want to edit (p. 58).

1. Press the [Function] button.

2. Press the [Equalizer] button.

The Equalizer screen will appear.
There are three Equalizer screens.

```
┌──────Equalizer──────┐
EQNumber:           1
```

```
┌──────Equalizer──────┐
Low Gain:          0dB
Low Freq:        100Hz
Low Mid Gain:      0dB
Low Mid Freq:    500Hz
Low Mid Q:         2.0
```

```
┌──────Equalizer──────┐
High Mid Gain:     0dB
High Mid Freq:1.25kHz
High Mid Q:        2.0
High Gain:       +12dB
High Freq:      8.0kHz
```
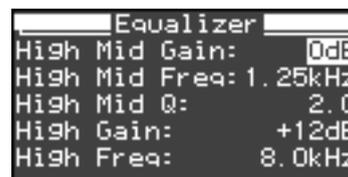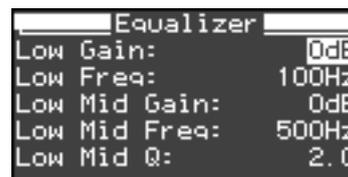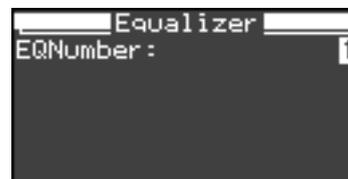
3. While holding down the [Display] button, use the [-] [+] buttons to select the item you want to edit.

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

MEMO The FP-7 remembers the settings even while its power is turned off.

Setting	Setting	Description
Low Gain	-12 dB–+12 dB	Adjusts the level of the low-frequency range.
Low Freq	100 Hz–1.0 kHz	Frequency point in the low-frequency range. Generally, this changes the level at and below this frequency.
Low Mid Gain	-12 dB–+12 dB	Adjusts the level of the low-frequency range to midrange.
Low Mid Freq	16 Hz–16.0 kHz	Frequency point in the low-frequency range to midrange. This changes the level of the specified bandwidth centered on this frequency.
Low Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the low-frequency range to midrange. The bandwidth affected by the controls narrows as the value increases.
High Mid Gain	-12 dB–+12 dB	Adjusts the level of the mid- to high-frequency range.
High Mid Freq	16 Hz–16.0 kHz	Frequency point in the mid-to high-frequency range to midrange. This changes the level of the specified bandwidth centered on this frequency.
High Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the mid- to high-frequency range. The bandwidth affected by the controls narrows as the value increases.
High Gain	-12 dB–+12 dB	Adjusts the level of the high-frequency range.
High Freq	12.5 kHz–16.0 kHz	Frequency point in the high-frequency range. Generally, this changes the level at and over this frequency.

NOTE Sounds may become distorted as the Gain level increases.

MEMO The equalizer will be turned on when you access the Equalizer screen.

Keyboard Settings

Specifying What the Transpose Button will Affect (Transpose)

This setting specifies what the [Transpose] button will affect. You can use the [Transpose] button to change the pitch of both the song and the keyboard, the pitch of only the song, or the pitch of only the keyboard.

→ "Transposing the Key of the Keyboard or Song Playback (Transpose)" (p. 52)

1. Press the [Function] button.

2. Press the [Transpose] button.

The Keyboard screen appears.


```
╔════════Keyboard════════╗
Transpose:          Both
Key Touch:        Medium
Key Touch Offset:      0
Fix Velocity:        100
Lower Octave Shift:    0
```
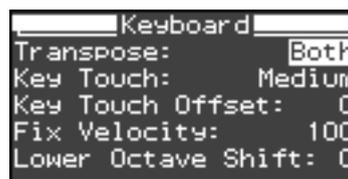
3. While holding down the [Display] button, use the [-] [+] buttons to select "Transpose."

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

Setting	Description
Keyboard	Keyboard notes
Song	Song playback
Both	Keyboard notes and song playback

Changing the Keyboard Touch (Key Touch)

You can adjust the sensitivity with which the keyboard responds to your playing.

1. Press the [Function] button.

2. Press the [Transpose] button.

The Keyboard screen appears.

**3.** While holding down the [Display] button, use the [-] [+] buttons to select "Key Touch."

```
┌──────Keyboard──────┐
Transpose:       Both
Key Touch:     Medium
Key Touch Offset:   0
Fix Velocity:     100
Lower Octave Shift: 0
```
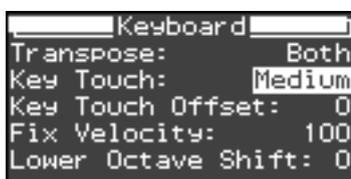
4. Use the [-] [+] buttons to change the setting.

Setting	Description
Off	With this setting, all notes will sound at a fixed volume regardless of how strongly you play the keyboard.
Super Light	This setting produces the lightest keyboard touch.
Light	This setting allows you to produce fortissimo (ff) sounds without having to play so strongly, giving you the sensation that the keyboard is lighter. A child whose hand strength is not yet developed will find it easy to play using this setting.
Medium	This setting offers the most natural-feeling touch, and is closest to the sensitivity of an acoustic piano.
Heavy	This setting requires that you play more strongly in order to produce fortissimo (ff) sounds, giving you the sensation that the keyboard is heavier. With this setting, you'll have greater expressive range when you play dynamically.
Super Heavy	This setting produces the heaviest keyboard touch.

MEMO You can specify the loudness at which each note will sound when the "Off" keyboard touch is selected. Refer to "Changing the Velocity When the Key Touch is Set to "Off"" (p. 126).

Making Fine Adjustments to the Keyboard Touch Sensitivity

You can make fine adjustments to the touch sensitivity of the keyboard.

You can adjust the keyboard touch in even greater detail than specified by the Key Touch setting (see preceding section).

1. Press the [Function] button.

2. Press the [Transpose] button.

The Keyboard screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Key Touch Offset."

```
┌──────Keyboard──────┐
Transpose:       Both
Key Touch:     Medium
Key Touch Offset:   0
Fix Velocity:     100
Lower Octave Shift: 0
```
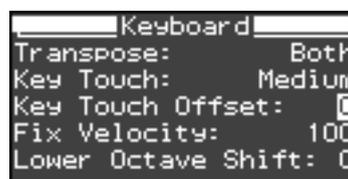
4. Use the [-] [+] buttons to change the setting.

Setting
-10–0–9

Changing the Velocity When the Key Touch is Set to "Off"

This sets the velocity the sound will have when the keyboard touch is set to "Off."

If you turn the keyboard's touch sensitivity "Off," all notes will sound at a fixed loudness regardless of how strongly you play the keyboard. The setting described below specifies the loudness in this case.

1. Press the [Function] button.

2. Press the [Transpose] button.

The Keyboard screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Fix Velocity."

```
┌────────Keyboard────────┐
Transpose:          Both
Key Touch:        Medium
Key Touch Offset:      0
Fix Velocity:        100
Lower Octave Shift: 0
```
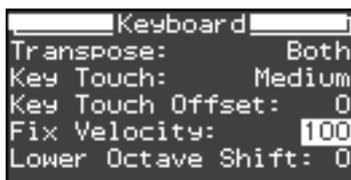
4. Use the [-] [+] buttons to change the setting.

Setting
1–127

Changing the Pitch of the Lower Tone in Octave Steps (Octave Shift)

You can change the pitch of the Lower Tone in Dual Play (p. 41) and Split Play (p. 43) an octave at a time.

Altering the pitch in one-octave units in this way is called "Octave Shift."

For example, you can raise the pitch of the Lower Tone to the same pitch of the Upper Tone in Split Play.

1. Press the [Function] button.

2. Press the [Transpose] button.

The Keyboard screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Lower Octave Shift."

```
┌────────Keyboard────────┐
Transpose:          Both
Key Touch:        Medium
Key Touch Offset:      0
Fix Velocity:        100
Lower Octave Shift:   0
```
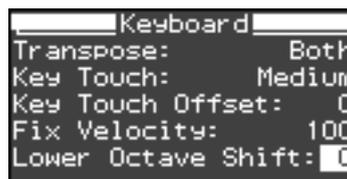
4. Use the [-] [+] buttons to specify the pitch of the notes.

The range of available pitch change spans from two octaves higher to two octaves lower.

The pitch is lowered one octave each time the [-] button is pressed, while each press of the [+] button raises the pitch by one octave.

To return to the original pitch, press the [-] and [+] buttons simultaneously.

Setting
-2–0–+2

Audio Key Settings

Selecting an Audio File Set

From the sets of audio files saved on USB memory (sold separately), here's how to select the set of audio files that you'll play from the keyboard using the FP-7's Audio Key function.

If you install the included "Audio Key Utility" in your computer, you'll be able to easily prepare sets of audio files to be played back using the FP-7's Audio Key function.

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

2. **Press the [Audio Key] button.**

The Audio Key screen appears.

```
┌──────Audio Key──────┐
│SetName:│Internal Demo│
│Assign:            ⊡│
│                     │
│                     │
└─────────────────────┘
```

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Set Name."**

4. **Use the [-] [+] buttons to select the audio file set that you want to play using the Audio Key function.**

If no audio file sets are saved in USB memory, the names of the audio file sets saved in the FP-7 will be displayed.

Changing the Audio File Settings

Here's how you can edit the audio file settings, such as changing the audio file played by each key, or specifying whether the file will be played repeatedly.

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

2. **Press the [Audio Key] button.**

The Audio Key screen appears.

```
┌──────Audio Key──────┐
│SetName:│Internal Demo│
│Assign:            ⊡│
│                     │
│                     │
└─────────────────────┘
```

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Assign."**

The Audio Key Assign screen appears.

```
┌──────Audio Key──────┐
│SetName: Internal Demo│
│Assign:            ⊡│
│                     │
│                     │
└─────────────────────┘
```

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

The following screen appears.

```
┌─────────────────────┐
│▽│ │O│ │L│L│ │ │O│L│L│ │
│S│ │ │ │W│W│ │ │W│ │ │ │
│T│ │L│L│L│L│L│ │L│L│L│L│
│O│ │W│W│W│W│W│ │ │ │ │ │
│P│                   │
└─────────────────────┘
```

5. **Press the key whose settings you want to change.**

```
┌─────────────────────┐
│▽│ │O│ │L│L│ │ │O│L│L│ │
│S│ │ │ │W│W│ │ │W│ │ │ │
│T│ │L│L│L│L│L│ │L│L│L│L│
│O│ │W│W│W│W│W│ │ │ │ │ │
│P│                   │
│   Bass Solo 2.wav   │
│      Loop Wait      │
└─────────────────────┘
```

6. **Use the [-] [+] buttons to select the audio file that will be played by the specified key.**

MEMO If you press the [-] [+] buttons simultaneously, the audio file assigned to that key will be cleared.

No playback mode indication is shown on the graphic for keys to which no audio file is assigned, and the audio file name field will indicate "No Assign."

7. **While holding down the [Display] button, press the [+] button to select the playback status (Play Mode) indication.**

8. **Use the [-] [+] buttons to select the playback status (Play Mode).**

Indication	Description
One-shot Now	When you press the key, the audio file will play only once. The audio file will play immediately when you press the key.
One-shot Wait	When you press the key, the audio file will be played once when the currently playing audio file finishes playing.
Loop Now	When you press the key, the audio file will play repeatedly. The audio file will play immediately when you press the key.
Loop Wait	When you press the key, the audio file will be played repeatedly when the currently playing audio file finishes playing.

9. **Press the [Display] button to complete the setting.**

The following screen appears

If you want to overwrite the settings using the changes you made, holding down the [Display] button and press the [+] button to select "OK," then press the [Rec] button. If you decide not to apply the changes you made, holding down the [Display] button and press the [-] button to select "Cancel," then press the [Rec] button.

If you've modified the audio file settings but have not written your changes onto the settings, the following screen will appear when you attempt to access the Audio Key Assign screen.

If you want to select the audio file from before you made the changes, holding down the [Display] button and press the [+] button to select "OK," then press the [Rec] button.

If you want to recall the changes you made, holding down the [Display] button and press the [-] button to select "Cancel," then press the [Rec] button.

Session Partner Settings

Setting the Intro and Ending On or Off

This sets session partner Intro and Ending on or off. When set to "Off," pressing the [Session Partner] button causes the Intro and Ending not to be played.

1. Press the [Function] button.

2. Press the [Session Partner] button.

The Session Partner screen appears.

```
■■Session Partner■■
Intro/Ending:      On
ChordProg.:        16
        Root:       F
Auto Chord Prog.:  On
```
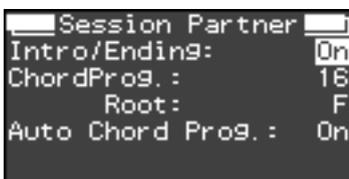
3. While holding down the [Display] button, use the [-] [+] buttons to select "Intro/Ending."

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

Setting	Description
On	Pressing the [Session Partner] button causes the Intro and Ending to be played.
Off	Pressing the [Session Partner] button causes the Intro and Ending not to be played.

Selecting a Chord Progression Pattern

Here's how to select the chord progression pattern for the currently selected rhythm used when Session Partner plays.

1. Press the [Function] button.

2. Press the [Session Partner] button.

The Session Partner screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Chord Prog."

```
■■Session Partner■■
Intro/Ending:      On
ChordProg.:        16
        Root:       F
Auto Chord Prog.:  On
```
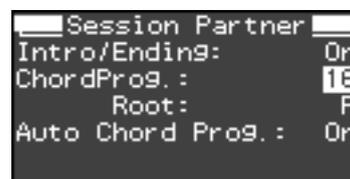
4. Use the [-] [+] buttons to change the setting.

Setting
User Chord, 1–56

MEMO "User Chord" is a chord progression pattern you yourself recorded.

"User Chord" is shown only if there is a chord progression pattern that you created (p. 76).

Selecting the Root Note of the Chord Progression

Here's how to specify the root note of the first chord of currently Session Partner's chord progression.

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

2. **Press the [Session Partner] button.**

 The Session Partner screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Root."**

```
▂▂Session Partner▂▂
Intro/Ending:        On
ChordProg.:          16
        Root:         F
Auto Chord Prog.:    On
```
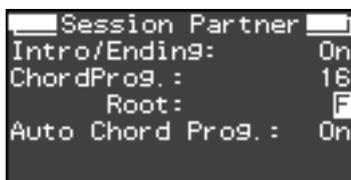
4. **Press the [-] [+] buttons or the key corresponding to the root note.**

Setting
C, C♯, D, E♭, E, F, F♯, G, A♭, A, B♭, B

Fixing a Set Chord Progression

Session Partner contains chord progression pattern data that is suitable for each rhythm.

Here you can specify whether a chord progression suitable for the rhythm will be automatically selected when you switch the rhythm of the Session Partner function.

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

2. **Press the [Session Partner] button.**

 The Session Partner screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "Auto Chord Prog."**

```
▂▂Session Partner▂▂
Intro/Ending:        On
ChordProg.:          16
        Root:         F
Auto Chord Prog.:    On
```
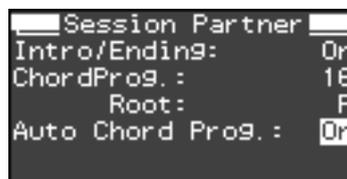
4. **Use the [-] [+] buttons to change the setting.**

Setting	Description
On	When you change rhythms, the chord progression pattern will switch to the pattern that is most suitable for the selected rhythm.
Off	When the rhythm changes, the chord progression pattern does not change.

Settings for Song Playback

Muting a Specific Part (Part Mute)

Here's how you can mute a specific part so that it will not be heard when the song plays.
You can also make settings so that only a specific part will be heard.

1. Press the [Function] button.

2. Press the Track [1] button.

The Song File screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Part Mute."
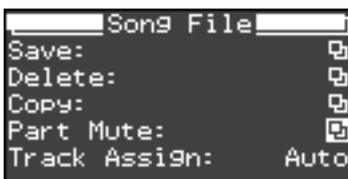
```
████████Song File████████
Save:                    🗀
Delete:                  🗀
Copy:                    🗀
Part Mute:               🗀
Track Assign:        Auto
```

4. Press the [Display] button.

The following screen appears.

```
█████████Part Mute████████
         No Data
│-│-│-│-│-│-│-│-│
│1│2│3│4│5│6│7│8│
│-│-│-│-│-│-│-│-│
│9│10│11│12│13│14│15│16│
```
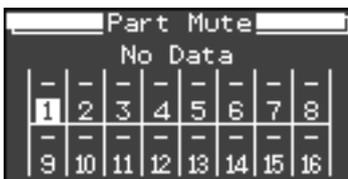
5. While holding down the [Display] button, use the [-] [+] buttons to select the part that you want to mute.

```
█████████Part Mute████████
       Grand Piano1
│-│-│-│-│-│-│-│-│
│1│2│3│4│5│6│7│8│
│-│-│-│-│-│-│-│-│
│9│10│11│12│13│14│15│16│
```

6. Use the [-] [+] buttons to mute the specified part.

Muted (silenced) parts are indicated by "M."

```
█████████Part Mute████████
       Grand Piano1
│-│-│-│M│-│-│-│-│
│1│2│3│4│5│6│7│8│
│-│-│-│-│-│-│-│-│
│9│10│11│12│13│14│15│16│
```

If you use the [-] [+] buttons several times to make the "S" indication appear, only that part will be played (i.e., that part will be soloed).

```
█████████Part Mute████████
       Grand Piano1
│-│-│-│S│-│-│-│-│
│1│2│3│4│5│6│7│8│
│-│-│-│-│-│-│-│-│
│9│10│11│12│13│14│15│16│
```

Most commercially available SMF music files consists of sixteen channels (parts).
Each channel contains a separate performance; for example, channel 1 might contain strings and channel 2 bass, with the drums on channel 10. The song data consists of these sixteen channels of performances, played back simultaneously.

Channel 1	**Strings**
Channel 2	**Bass**
:	**:**
Channel 10	**Drums**
:	**:**
Channel 16	**Guitar**

Changing the Parts Assigned to the Track Buttons During SMF Music Files Playback (Track Assign)

Normally, when you play back SMF music files that is compatible with Roland Piano Digital (p. 170), the left-hand part is assigned to the Track [1] button and the right-hand part is assigned to the Track [2] button. However, some SMF music files assigns the right-hand part and left-hand part to the track buttons in a different way. If this setting is "Auto," and you are unable to use the track buttons (p. 30) to control the right-hand part or left-hand part as you expect, you can change the setting to "2/1 Part" or "3/4 Part."

NOTE | This setting applies to SMF format songs from USB memory. It does not affect the internal presets songs or songs that are stored in internal memory.

1. Press the [Function] button.

2. Press the Track [1] button.

The Song File screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Track Assign."

```
┌──────Song File──────┐
│Save:              ▯│
│Delete:            ▯│
│Copy:              ▯│
│Part Mute:         ▯│
│Track Assign:   Auto│
└─────────────────────┘
```
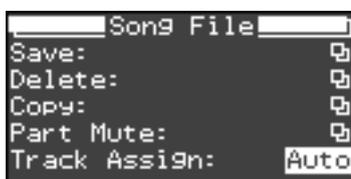
4. Use the [-] [+] buttons to change the setting.

Setting	Description
Auto	The assignment of parts to tracks will be done automatically according to the song data.
2/1 Part	Part 1 is assigned to the Track [2] button, part 2 to the Track [1] button, and the remaining parts to the Track [R] button.
3/4 Part	Part 4 is assigned to the Track [2] button, part 3 to the Track [1] button, and the remaining parts to the Track [R] button.

Initializing (Formatting) Memory

Initializing Internal Memory

The FP-7 contains a storage area in which you can save your recorded performances or your registration sets. This area is called "internal memory."

If you want to erase the entire contents of internal memory and restore it to the factory-set condition, execute the following procedure.

1. Press the [Function] button.

2. Press the Track [2] button.

The Format screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Internal Memory."

```
┌──────Format──────┐
│Internal Memory:   ▯│
│External Memory:   ▯│
│                    │
│                    │
└────────────────────┘
```

4. Press the [Display] button.

A confirmation message will appear.

```
┌─────Format─────┐
│ Format Int Memory │
│                   │
│   Are you sure?   │
│                   │
│ Cancel     OK    │
└───────────────────┘
```

If you want to return to the previous screen without formatting, hold down the [Display] button, use the [-] [+] buttons to select "Cancel," then press the [Rec] button.

5. While holding down the [Display] button, use the [-] [+] buttons to select "OK."

```
┌─────Format─────┐
│ Format Int Memory │
│                   │
│   Are you sure?   │
│                   │
│ Cancel     OK    │
└───────────────────┘
```

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

Initialization will begin.

The entire contents of internal memory will be erased.

> * *Never turn off the power while the screen indicates "Executing." Doing so may destroy the FP-7's memory, rendering it unusable.*

NOTE | This operation will not initialize any settings other than the contents of internal memory. If you want to return settings other than internal memory to the factory-set state, please execute Factory Reset (p. 135) or Initializing USB memory (p. 133).

Initializing USB Memory

You can initialize (format) USB memory that's connected to the FP-7. If you want to erase the entire contents of USB memory and return it to the condition in which you purchased it, execute the following procedure.

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

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

The Format screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "External Memory."**

```
┌──────Format──────┐
│Internal Memory:   ⊡│
│External Memory:   ⊡│
│                    │
│                    │
└────────────────────┘
```

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

A confirmation message will appear.

```
┌────Format────┐
│ Format Ext Memory │
│                    │
│   Are you sure?    │
│ ┌──────┐           │
│ │Cancel│    OK     │
└────────────────────┘
```

If you want to return to the previous screen without formatting, hold down the [Display] button, use the [-] [+] buttons to select "Cancel," then press the [Rec] button.

5. **While holding down the [Display] button, use the [-] [+] buttons to select "OK."**

```
┌────Format────┐
│ Format Ext Memory │
│                    │
│   Are you sure?    │
│ ┌──────┐ ┌──────┐  │
│ │Cancel│ │  OK  │  │
└────────────────────┘
```

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

Initialization will begin.

The entire contents of USB memory will be erased.

> * *Never turn off the power while the screen indicates "Executing." Doing so may destroy the USB memory, rendering it unusable.*

NOTE | Don't remove the USB memory until formatting is completed.

NOTE | This operation will not initialize any settings other than the contents of USB memory. If you want to return settings other than USB memory to the factory-set state, please execute Factory Reset (p. 135) or Initializing internal memory (p. 132).

Metronome Settings

Changing the Beat of Metronome

You can specify the time signature at which the metronome will sound.

When you record your own performance, it will be recorded with the time signature you specify here.

1. Press the [Function] button.

2. Press the [Metronome] button.

The Metronome screen appears.

```
┌──────Metronome──────┐
│Beat:            4/4 │
│Type:         Normal │
│                     │
└─────────────────────┘
```
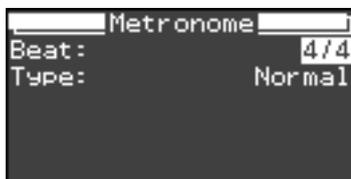
3. While holding down the [Display] button, use the [-] [+] buttons to select "Beat."

The currently selected time signature will be displayed.

4. Press the [-] [+] buttons to select the beat.

Setting
2/2, 0/4 (Weak beats only), 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8

MEMO When you change the rhythm or the Internal song, the beat of metronome is changed.

NOTE You cannot change the metronome beat while a song or Rhythm is being played.

Changing the Way in which the Metronome Marks the Beat

You can make the metronome sound each beat in greater detail.

1. Press the [Function] button.

2. Press the [Metronome] button.

The Metronome screen appears.

```
┌──────Metronome──────┐
│Beat:            4/4 │
│Type:         Normal │
│                     │
└─────────────────────┘
```
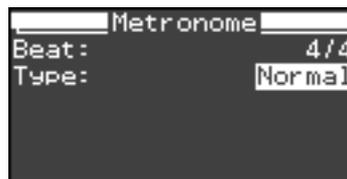
3. While holding down the [Display] button, use the [-] [+] buttons to select "Type."

The display will indicate how beats are currently being marked.

4. Use the [-] [+] buttons to select how the beats are to be marked.

Setting	Beat	Setting	Beat
Normal	Usual sound	♪	Eighth-note intervals
♩.	Dotted half-note intervals	♬	Sixteenth-note intervals
♩	Half-note intervals	**Double**	Single back beat added
♪.	Dotted quarter-note intervals	**Triplet**	Triplet rhythm added
♩	Quarter-note intervals	**Shuffle**	Shuffle rhythm added
♪	Dotted eighth-note intervals		

Other Settings

Restoring the Factory-set Condition (Factory Reset)

You can restore the settings you've changed on the FP-7 to their factory-set condition. This operation is called "Factory Reset."

NOTE When you perform a Factory Reset, all the settings you have stored will be erased, and the FP-7 will return to the factory-set condition. This operation will not restore the contents of internal memory to the factory-set condition.
Refer to "Initializing Internal Memory" (p. 132).

1. **Turn the volume to the minimum, and press the [Power] switch to turn off the power.**

2. **Hold down the [Function] button, and press the [Power] switch to turn on the power.**
Continue pressing the [Function] button until the following display appears.

```
┌─────────────────────┐
│  Factory Reset   │ ▶
│                  │
│  Completed.      │
└─────────────────────┘
```
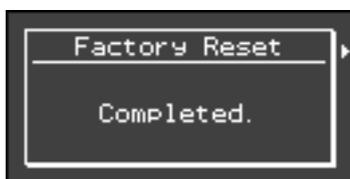
When the Factory Reset is completed, the Tone screen will appear.

```
001                   ▶
    Grand Piano1
```
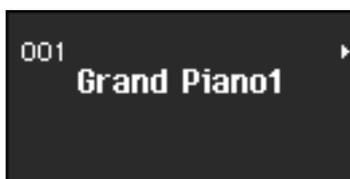
Disabling the Buttons (Panel Lock)

If you activate the Panel Lock function, buttons will not operate when they are pressed. You can use this to prevent children from inadvertently changing the settings by pressing buttons.

1. **Hold down the [Function] button and press the [Equalizer] button.**
A lock symbol will appear in the screen as follows.

```
001                  🔑
    Grand Piano1
```
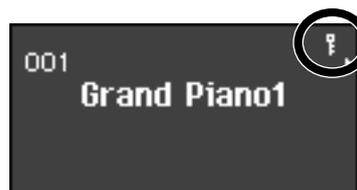
Releasing the Panel Lock

1. **Hold down the [Function] button and press the [Equalizer] button.**
The lock symbol will disappear from the screen.

```
001                   ▶
    Grand Piano1
```
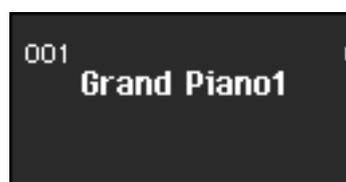
MEMO If you have pressed a Tone button to select a tone before you activate Panel Lock, you'll be able to play the specified tone. You can't change tone while Panel Lock is active.

Using the V-LINK Function

Connecting the FP-7 to a V-LINK compatible image device allows you to control the images with the FP-7.

NOTE 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.

V-LINK

V-LINK (**V-LINK**) is functionality promoted by Roland that allows linked performance of music and visual material. By using V-LINK-compatible video equipment, visual effects can be easily liked to, and made part of the expressive elements of a performance.

How to Use the V-LINK

1. **Hold down the [Sound Control] button and press the [Equalizer] button.**

The FP-7 switches to Image Control mode.
A V-LINK symbol will appear in the screen.
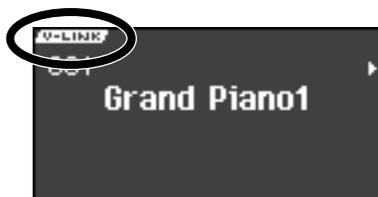
You can control images using the twelve keys at the left end of the keyboard.
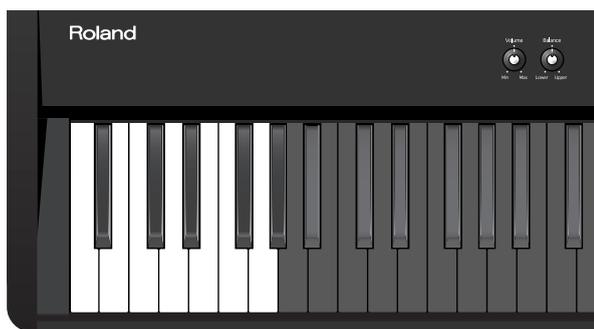
A0–A♭1 (lowest twelve keys)

NOTE While V-LINK is switched on, no sound is produced when you press any of the twelve keys at the left end of the keyboard.

To deactivate the V-LINK function, hold down the [Sound Control] button and press the [Equalizer] button.

Changing the External Memory Setting

In some cases, when USB memory is connected to the external memory connector, it may take longer for data to be loaded, or data may fail to be loaded successfully. If this occurs, you may be able to solve the problem by changing the external memory setting.

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

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

The System screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select "External Memory."**
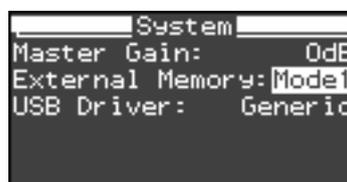
4. **Use the [-] [+] buttons to change the setting.**

Setting
Mode1, Mode2

5. **Turn on the power once again.**

Connecting Other Equipment

Connecting Audio Equipment

By connecting audio equipment to the FP-7, you can listen to its sound from the speakers of your audio system, or listen to sound from your audio system via the FP-7's speakers. To make connections, use audio cables with 1/4" phone plugs.

[NOTE] 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.

[NOTE] 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.

Sending the Sound to External Speakers

If you'll be playing the FP-7 in a larger space, such as in a concert, you can connect amplified speakers to make the sound louder.

Make connections as shown below.

Output jacks

Speaker switch

Amplified Speakers, etc.
Input (Line In) jacks
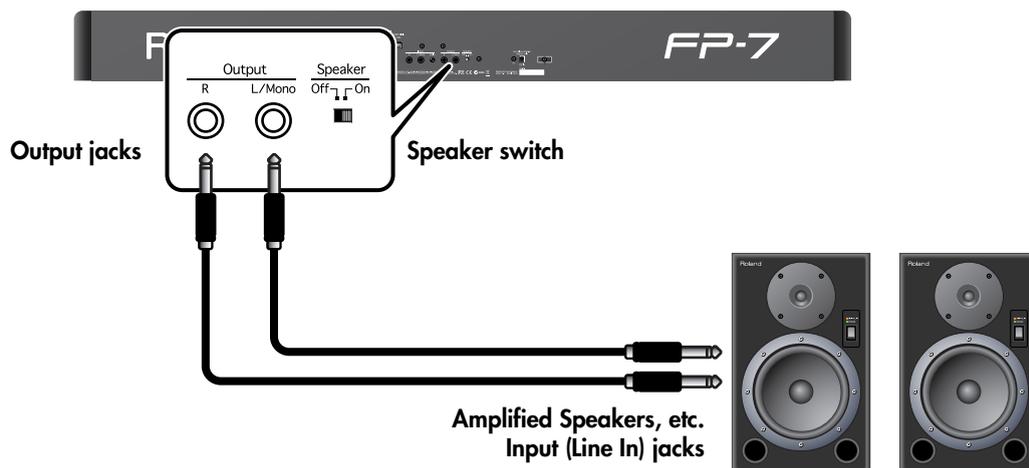
- Sound will still be heard from the FP-7's internal speakers even if you connect external speakers.
  If you don't want to hear the internal speakers, turn the [Speaker] switch "Off" so that sound will be heard only from the external speakers.

- The FP-7 is designed so that when you connect headphones, the sound is optimized for listening through headphones. For this reason, the sound heard from speakers connected to the FP-7 will be different depending on whether or not headphones are connected.

* If you connect the FP-7 to an external device (such as an external speaker) in monaural, it may sound differently than when using a stereo connection.

Listening to a CD from the FP-7's Speakers

If you connect your CD player or cassette tape player to the FP-7 so that the sound is heard from the FP-7's speakers, you can perform on the FP-7 while you listen to the accompaniment provided by the song of the cassette tape or CD.

Make connections as shown below.

Input jacks

CD Player, etc.
Output jacks
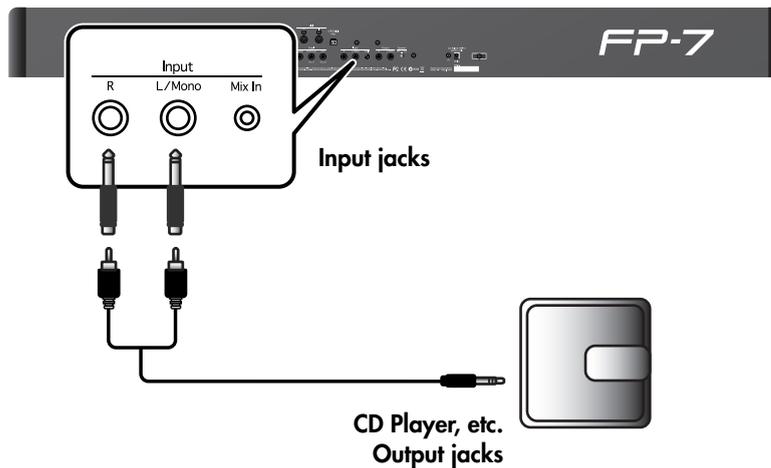
* If you need to change the volume of the CD, adjust the volume on the connected CD player.

You can also connect your portable audio player and listen to it from the FP-7's speakers. Connect your portable audio player to the FP-7's Mix In jack.

Mix In jacks

Portable Audio Player, etc.
Output jacks

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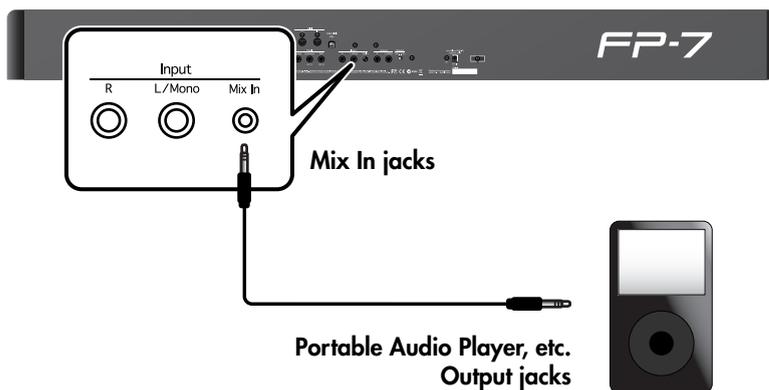
Recording an FP-7 Performance to an External Device

NOTE 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.

Recording an FP-7 Performance to a CD or Cassette Tape, etc.

Using the Roland CD-2 or Other Dedicated Unit to Create a CD

By using a Roland CD-2, you can record your FP-7 performance directly to a CD without using a computer.

Roland CD-2, etc.
Input (LINE IN) jacks
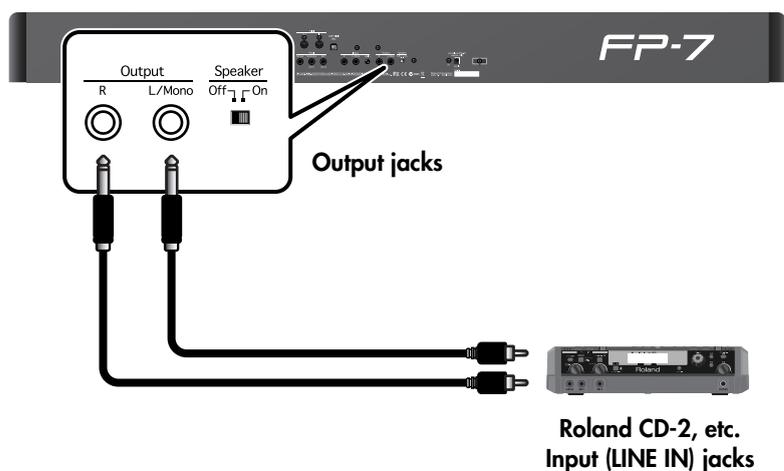
Recording an FP-7 Performance to an Cassette Tape

You can record an FP-7 performance on cassette tape. This is a convenient way for you to check the results of your practicing or to let a friend hear your performance.
Make connections as shown below.

Cassette Tape recorder, etc.
Input (Line In) jacks
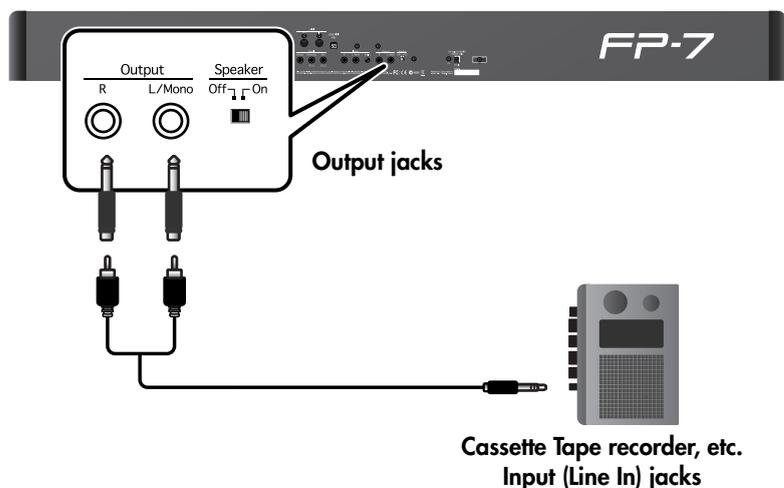
Using Your Computer to Create a CD

In order to use your computer to record a performance from the FP-7, you'll need a drive that can write CDs, and software such as "Windows Media Player" (in Windows) or "iTunes" (in Mac OS).

NOTE: These requirements are met by most computers today, but some versions are unable to create a CD. For details, refer to the owner's manual or online help for your software.

FP-7	Output jacks	Input jacks	USB Audio Interface (UA-1EX, etc.)	Computer	
				Use audio recording software to create ".wav files."	Use software such as "Windows Media Player," "iTunes," etc. on your computer to write the files to a CD.

FP-7	Output jacks	LIne IN jacks R-09		Computer	
		Transmit the audio file (.WAV) from the R-09 to your computer via the USB connection.			Use software such as "Windows Media Player," "iTunes," etc. on your computer to write the files to a CD.

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Connecting the USB Memory (Sold Separately)

You can use USB memory in the following ways on the FP-7.

What you can do	Page
Save a song you've recorded A performance you've recorded can be saved to USB memory as a backup.	p. 105
Save a registration set The twenty-eight registrations saved in [Registration] button can be saved together to USB memory as a registration set. A registration set saved to USB memory can be loaded into the FP-7's [Registration] button and used.	p. 83 p. 85
Play back songs from USB memory You can listen to songs, such as SMF music files, saved on USB memory.	p. 33
Play back audio files from USB memory You can play back audio files saved on USB memory. You can also enjoy performing on the keyboard while an audio file plays.	p. 34
Use the Audio Key function to play audio file sets from USB memory You can enjoy using the Audio Key function with an audio file set you've prepared. By playing human voices or brief phrases, you can add a "live" feel to your performances.	p. 59

Connecting to a Computer

Connecting to a Computer via the USB (MIDI) Connector

If you use a USB cable (commercially available) to connect the USB (MIDI) connector located on the FP-7's rear panel to the USB connector of your computer, you'll be able to do the following things.

- Use the FP-7 to play SMF music files played back by MIDI-compatible software.
- By transferring MIDI data between the FP-7 and your sequencer software, you'll be able to enjoy a wide range of possibilities for music production and editing.

Connect the FP-7 to your computer as shown below.
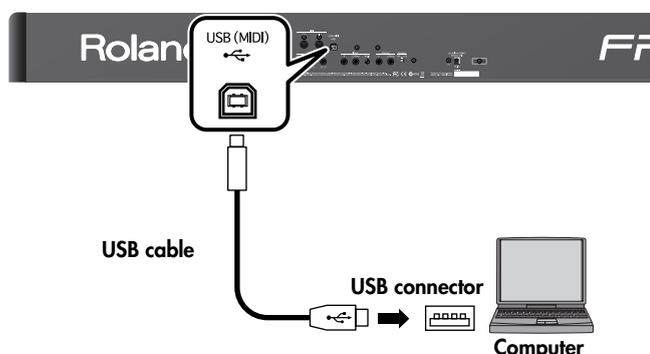
* Refer to the Roland website for system requirements.
  Roland website: http://www.roland.com/

If connection to your computer is unsuccessful...

Normally, you don't need to install a driver in order to connect the FP-7 to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.
For details on downloading and installing the Roland original driver, refer to the Roland website.
Roland website:http://www.roland.com/

Specify the USB driver you want to use, and then install the driver. For details, refer to "Changing the USB Driver Settings" (p. 143).

Caution

- To avoid the risk of malfunction and/or speaker damage, always make sure to turn the volume all the way down and turn off the power on all equipment before you make any connections.
- Only MIDI data can be transmitted and received via USB.
- A USB cable is not included. If you need to obtain one, ask the dealer where you purchased the FP-7.
- Switch on power to the FP-7 before you start up the MIDI application on your computer. Don't turn the FP-7's power on/off while your MIDI application is running.

Changing the USB Driver Settings

1. Press the [Function] button.

2. Press the [Reverb] button.

3. While holding down the [Display] button, use the [-] [+] buttons to select "USB Driver."
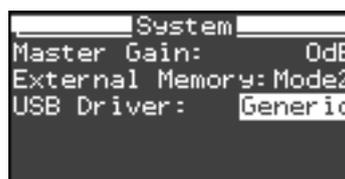
4. Press the [-] or [+] button to select the USB driver you want to use.

Setting	Description
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	Choose this if you want to use a USB driver downloaded from the Roland website.

5. Turn the power off, then on again.

Connecting a CD Drive (Sold Separately)

By connecting a commercially available CD drive that is USB-compatible, you can use the FP-7 to play back ordinary music CDs or songs from a CD-ROM that contains SMF music files. The FP-7 provides a range of performance possibilities, such as a "Center Cancel" function, which minimizes the vocal portion of commercially available CDs so that you can sing the vocal yourself, and a "Melody Guide" function, which mutes the melody portion of SMF music files so that you can play it yourself.

Cautions when Using a CD

- CD-R/RW discs containing music tracks, or CDs that contain both music tracks and data will not play correctly.
- For playback of commercially available CDs, this device supports playback only for discs bearing the "COMPACT disc DIGITAL AUDIO" logo, which indicates the official CD standard.
- We cannot guarantee that this device will correctly play discs that do not comply with the CD standard, such as music discs that use copy-protection technology.
  For details on music discs that use copy-protection technology, please contact the distributor of the disc.
- You cannot save songs on a CD or delete a song from a CD, nor can you format a CD.
- For details on turning the power of the CD drive on or off, inserting and removing CDs, and the types of media that are recommended, refer to the owner's manual of your CD drive.
- "USB bus powered" units are not supported.
- CD drive models that have been verified to operate correctly with the FP-7 are listed on the Roland website. (www.roland.com)

If you're unable to remove the CD

Proceed as follows.
If you are still unable to remove the CD, refer to the owner's manual of the CD drive.
1. Power off all devices.
2. Power off the FP-7.
3. Switch on the CD drive's power.
4. Wait for a while after the power has turned on, and then firmly press the eject button.

Making the Connections

1. **Power off the FP-7 and the CD drive that you'll be connecting.**

2. **Using the USB cable included with the CD drive, connect the CD drive's USB connector to the FP-7's external memory connector.**

External Memory Connector

USB Cable

USB or USB Mini Connector

CD Drive (Sold Separately)
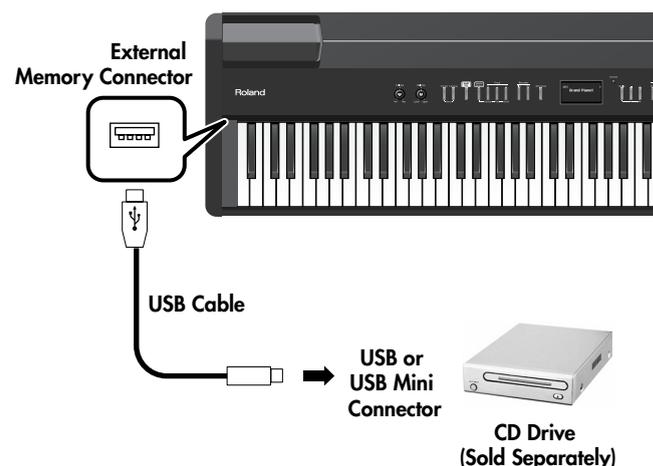
3. **Switch on the FP-7's power.**

4. **Switch on the power to the connected CD drive.**

5. **Into the CD drive, insert a music CD or a CD-ROM that contains SMF music files.**
   Go ahead and try playing SMF music files, songs from a music CD, or audio files.

Turning the Power Off

If a song is playing, stop the song before you turn off the power.

1. **Remove the CD from the CD drive.**
   * Firmly press the eject button of the CD drive.
   * It may take some time for the CD to be ejected.

2. **Minimize the volume of the FP-7, and turn off the power (p. 19).**

3. **Power off the CD drive.**
   * Make sure that all power is switched off before you unplug the CD drive cable.

Playing Back Songs from a CD

Here's how to play back commercially available music CDs, CD-ROMs containing SMF music files, or the CD-ROMs made for the VIMA (VIMA TUNES).

Selecting a Song from CD

1. **Into the CD drive, insert a music CD or a CD-ROM that contains SMF music files.**

2. **Press the [Display] button several times to make the button light in green.**

A screen like the following will appear.

```
♩=108              M:   1
Song
          New Song
```
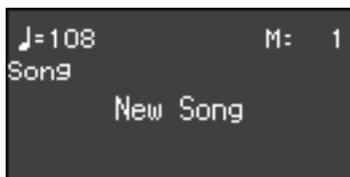
3. **Use the [-] [+] buttons to select the song.**

If a song from CD is selected, the screen will indicate "CD" or "Music CD."

```
♪=128              M: PU
CD           001
        Für Elise
```

```
                 00' 00"
Music CD     001 Audio
     Track 1 (02'50")
```
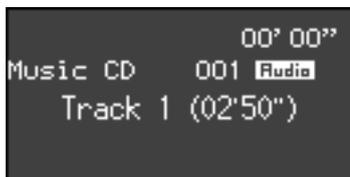
Playing the Song from a CD

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

The selected song will play.

If a song is playing while the song select screen is displayed, you can rewind the song by holding down the [-] button, or fast-forward the song by holding down the [+] button.

| NOTE | For details on adjusting the volume of the CD, refer to "Changing the Volume of the Song" (p. 28).

If the CD won't play

In some cases, it may take some time after inserting the CD into the CD drive before playback can occur. Please wait for a while, and then try playing the song again.

If you are still unable to play back the CD, remove the CD, turn off the power (p. 19), switch on power to the FP-7 and the CD drive once again, and re-insert the CD.

Stopping the Song

1. **Press the [Play] button once again.**

2. **Remove the CD from the disc tray.**

Performing along with a Music CD (Center Cancel)

You can reduce the volume of the vocal portion of a commercially available music CD or an audio file, and perform that part yourself. This is a convenient way to perform using a favorite music CD.

1. **Into your CD drive, insert the music CD that you want to play, and select the song that you want to play (p. 145).**
The Track [2] button will light.

2. **Press the [Play] button to play back the song.**

3. **Press the Track [2] button to turn off its illumination.**
The sound of the melody or vocal will be minimized. Play the melody yourself while listening to the other parts of the song.

NOTE For some songs, the vocal sound may not be eliminated completely.

4. **Press the Track [2] button to make the button light once again.**
The melody or vocal will return to its original volume.

5. **Press the [Play] button to stop the song playback.**

Performing while You Listen to the Melody of the Music Files

You can mute (silence) the melody portion of SMF music files, or play it at a reduced volume. You may find it convenient to practice while listening to the melody at a reduced volume, and then mute the melody completely when you've learned it.

1. **Into your CD drive, insert the CD containing SMF music files, and select the song that you want to perform (p. 145).**
The track buttons will light.

2. **Press the [Play] button to play back the song.**

3. **Press a track button so its illumination is turned off.**
The sound assigned to that track button will be muted. Now you can practice while listening to the accompaniment of the other tracks.

4. **Hold down a track button and use the [-] [+] buttons to specify the volume that the track will have when its playback is muted.**
The volume for when the playback is muted will be shown while you hold down the track button.
The track mute volume can be set to any value from 0 to 80.
While listening to the song, play along with the melody. The melody will be heard at a lower volume, so you can use it as a guide.

5. **Press the track button to make it light once again.**
The volume will return to its original level.

6. **Press the [Play] button to stop the song playback.**

Connecting to MIDI Devices

The FP-7 provides MIDI connectors so that performance data can be transferred between it and other devices. By using these connectors to connect other devices with the FP-7, you can take advantage of a wide range of possibilities.

What's MIDI?

"MIDI" stands for "Musical Instrument Digital Interface." It is a universal standard that allows performance data to be exchanged among electronic musical instruments and computers. The FP-7 contains a General MIDI 2 compatible sound generator.

General MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2

The upwardly compatible General MIDI 2 recommendations pick up where the original General MIDI left off, offering enhanced expressive capabilities, and even greater compatibility. Issues that were not covered by the original General MIDI recommendations, such as how sounds are to be edited, and how effects should be handled, have now been precisely defined. Moreover, the available sounds have been expanded. General MIDI 2 compliant sound generators are capable of reliably playing back music files that carry either the General MIDI or General MIDI 2 logo.

In some cases, the conventional form of General MIDI, which does not include the new enhancements, is referred to as "General MIDI 1" as a way of distinguishing it from General MIDI 2.

Connectors
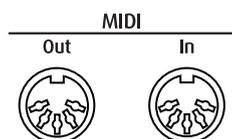
MIDI
Out   In

MIDI Out Connector
Sends data about what is being played on the keyboard and other performance data.
Connect to the MIDI In connector on the external MIDI device.

MIDI In Connector
Receives messages sent from external MIDI devices.
Connect to the MIDI Out connector on the external MIDI device.

Making the Connections

NOTE 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.

NOTE MIDI cables are not included. Consult your Roland dealer if you need to purchase.

1. Turn the volume all the way down on the FP-7 and the device you're about to connect.

2. Turn off the power to the FP-7 and the device being connected.

3. Connect a MIDI cable (sold separately) between the MIDI connectors on each device.

4. Switch on the power to the FP-7 and the connected device.

5. Adjust the volume level on the FP-7 and the connected device.

6. You should also set the MIDI settings as needed.
You may need to set things such as the MIDI transmit channel (p. 148) and the Local on/off setting (p. 149).

Using the FP-7 to Play Another MIDI Sound Module

You can use the FP-7 to play sounds on another connected MIDI sound generating device (a sound module or instrument that supports the MIDI specification). This lets you layer sounds to create a richer performance, or play sounds on an external sound module that does not have a keyboard.

In order to use this type of connection, you must set the FP-7's transmit channel to match the receive channel of your external MIDI equipment (p. 148).

Connection Example: Connection to a MIDI Sound Module

MIDI Out connector

MIDI cable

MIDI IN connector

MIDI Sound Module
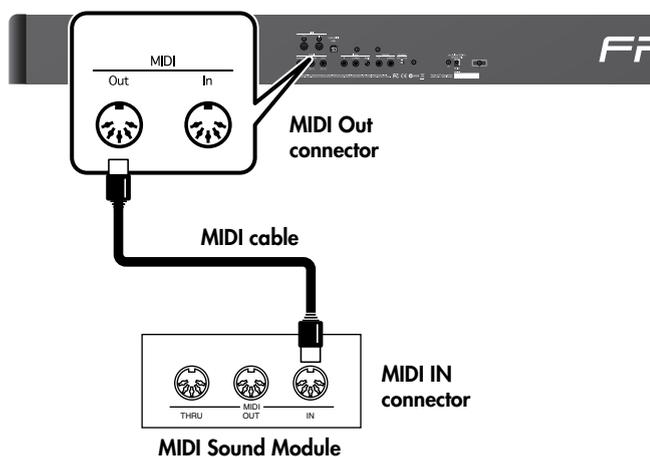
MIDI Settings

Matching the Channels of the FP-7 and the Connected Device (MIDI Transmit Channel)

This setting specifies the MIDI channel on which the FP-7 will transmit.

MIDI uses sixteen "MIDI channels," which are numbered 1 through 16. By connecting MIDI devices and specifying the appropriate MIDI channel for each device, you can play or select sounds on those devices.

The FP-7 will receive all sixteen channels (1–16).

1. Press the [Function] button.

2. Press the [Sound Control] button.

The MIDI screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Upper Tx Ch" or "Lower Tx Ch."
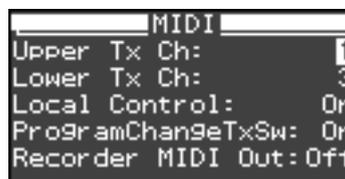
Item	Description
Upper Tx Ch	MIDI transmit channel of the Upper tone
Lower Tx Ch	MIDI transmit channel of the Lower tone

4. Press the [-] or [+] button to select the transmission channel.

Setting (Channel)
Off, 1–16

NOTE
If you choose the "Off" setting, MIDI data will not be transmitted.

MEMO
For details on connecting MIDI devices, refer to "Making the Connections" (p. 147).

Preventing Doubled Notes When Connected to a Sequencer (Local Control)

When you have a MIDI sequencer connected, set this parameter to Local Off.

Since the Thru function of your sequencer will normally be turned on, notes played on the keyboard or played back by the recorder will be transmitted to the sound generator by the two routes (1) and (2) shown in the illustration, causing notes to be sounded in duplicate or to be cut off unnaturally. To prevent this, the setting called "Local Off" is used to disconnect the route in (1).
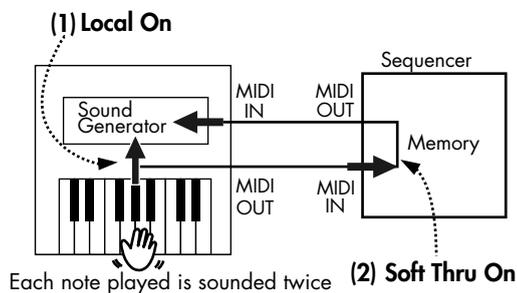
Local On: The keyboard and recorder are connected to the internal sound generator.
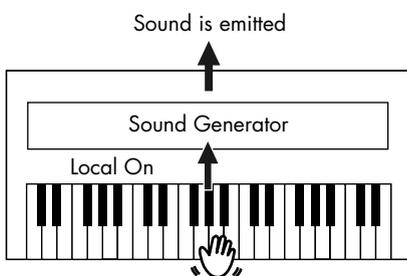
Local Off: The keyboard and recorder are not connected to the internal sound generator. No sound will be produced by the keyboard when it is played.
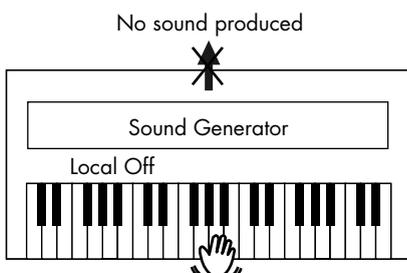
MEMO When a Roland MT series instrument is connected, it is not necessary to make the Local Off setting. The MT transmits a Local Off message when the power is turned on. If you turn on the power in the order of the FP-7 → MT series, Local Off will be set automatically.

1. Press the [Function] button.

2. Press the [Sound Control] button.

The MIDI screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Local Control."

```
            MIDI
Upper Tx Ch:          1
Lower Tx Ch:          3
Local Control:       On
ProgramChangeTxSw:   On
Recorder MIDI Out:Off
```
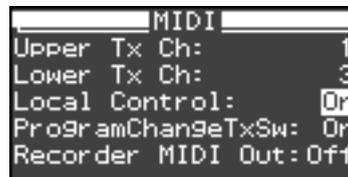
4. Press the [-] or [+] button to change the settings.

Setting	Description
On	The Local Control is set to On. The keyboard and recorder are connected to the internal sound generator.
Off	The Local Control is set to Off. The keyboard and recorder are not connected to the internal sound generator. Playing the keyboard or playing back a song will not produce sound.

Transmitting Tone Change Data (Program Change Transmit Switch)

You can specify whether a tone selection message will be transmitted to the MIDI device connected to the FP-7 when you switch tones on the FP-7.

1. Press the [Function] button.

2. Press the [Sound Control] button.

The MIDI screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "ProgramChangeTxSw."

```
┌──────┤MIDI├──────┐
Upper Tx Ch:        1
Lower Tx Ch:        3
Local Control:     On
ProgramChangeTxSw: On
Recorder MIDI Out:Off
```
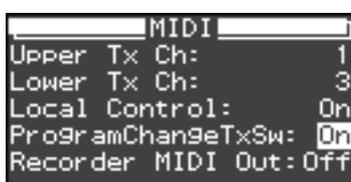
4. Press the [-] or [+] button to change the settings.

Setting	Description
On	Tone selections you make on the FP-7 will be transmitted to the MIDI device connected to the FP-7.
Off	Tone selections you make on the FP-7 will not be transmitted to the MIDI device connected to the FP-7.

Transmitting a Recorded Performance (Recorder MIDI Out)

A performance you've recorded on FP-7 can be transmitted to an external MIDI device or computer, allowing you to save the performances you record.

1. Press the [Function] button.

2. Press the [Sound Control] button.

The MIDI screen appears.

3. While holding down the [Display] button, use the [-] [+] buttons to select "Recorder MIDI Out."

```
┌──────┤MIDI├──────┐
Upper Tx Ch:        1
Lower Tx Ch:        3
Local Control:     On
ProgramChangeTxSw: On
Recorder MIDI Out: On
```
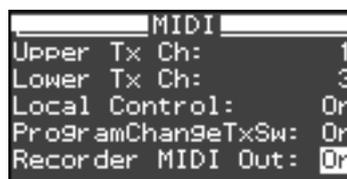
4. Press the [-] or [+] button to change the settings.

Setting	Description
On	When you play back a performance that you recorded on the FP-7, the recorded performance will be transmitted to an external MIDI device or computer.
Off	Even if you play back a performance that you recorded on the FP-7, the recorded performance will not be transmitted to an external MIDI device or computer.

NOTE You cannot transmit a performance to an external MIDI device by playing back an audio file.

If you want your recorded performance to be saved on a MIDI sequencer such as an MT-series unit (except for the MT-90s), proceed as follows.

In this case, turn off the MIDI Thru setting of your external MIDI sequencer. For details, refer to the owner's manual of your MIDI sequencer.

1. **Make the appropriate connections for your MT-series or other MIDI sequencer.**

2. **Record your performance on the FP-7 (p. 92).**

3. **Turn on the "Recorder MIDI Out" setting (p. 150).**

4. **Start recording on your connected MIDI sequencer.**

5. **Play back the performance that you recorded on the FP-7.**

6. **When playback is finished, stop recording on your MIDI sequencer.**

7. **On the connected MIDI sequencer, save the performance data that was transmitted from the FP-7.**

Transmitting Program Changes Simultaneously with Registration Changes

You can cause program changes (PC) to be transmitted to an external MIDI device each time you switch registrations (favorite performance settings) on the FP-7 (p. 78).

The program change setting will be stored as part of each registration, together with the other button settings, etc.

A Program Change is a MIDI message that means "change to the Tone of the specified number." The device that receives this changes to the Tone of the corresponding number.

When you choose a Program Change message (Program Number), the Program Number will be transmitted to the MIDI device connected to the FP-7. The MIDI device that receives the Program Number changes the tone to the corresponding Program Number.

Normally, the Tone is selected from the 128 Tones available. Some MIDI devices, however, have more than 128 Tones. With such devices, the Tone is selected through a combination of Program Change messages and Bank Select messages. There are two parts of a Bank Select message: the MSB (Controller 0, with a value of 0–127) and the LSB (Controller 32, with a value of 0–127).

* Some MIDI instruments can't handle Bank Select messages. Others can handle Bank Selects, but do not recognize the LSB part.

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

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

   The Registration screen appears.

3. **While holding down the [Display] button, use the [-] [+] buttons to select the item.**

```
    ___Registration___
Shift:             Off
Bank Select MSB:     0
Bank Select LSB:     0
Program Change:      1
Tx Channel:        Off
```

Item	Description
Bank Select MSB	Specifies the Bank Select MSB that will be transmitted.
Bank Select LSB	Specifies the Bank Select LSB that will be transmitted.
Program Change	Specifies the Program Change number that will be transmitted.

4. **Press the [-] or [+] button to change the settings.**

Item	Setting
Bank Select MSB	0 (00h)–127 (7Fh)
Bank Select LSB	0 (00h)–127 (7Fh)
Program Change	1 (00h)–128 (7Fh)

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

Setting the Transmit Channel

Here's how to specify the channel on which a PC (program change) message will be transmitted to an external MIDI device when you switch registrations on the FP-7.

6. **While holding down the [Display] button, use the [-] [+] buttons to select "Tx Channel."**

```
    ▄▄▄▄Registration▄▄▄▄
Shift:               Off
Bank Select MSB:       0
Bank Select LSB:       0
Program Change:        1
Tx Channel:            1
```
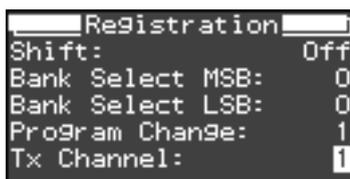
7. **Press the [-] or [+] button to select the transmission channel.**

Setting (Channel)
Off, 1–16

NOTE If you choose the "Off" setting, program change will not be transmitted.

8. **Save the setting in the registration (p. 80).**

Troubleshooting

If you think there's a problem, read this first.

Symptom	Cause/Action	Page
Power does not turn on	Is the power cord connected correctly?	p. 18
The button doesn't work	Is Panel Lock activated? Hold down the [Function] button and press the [Equalizer] button to turn off the Panel Lock function.	p. 135
Nothing appears in the screen	Since the FP-7 uses a liquid crystal screen, it may happen that no text or graphics appear in the screen if the temperature is below zero degrees Celsius (32 degrees Fahrenheit).	—
Vertical lines appear in the screen/ Color is "washed out" at the edges of the screen	These occur due to the nature of a liquid crystal display, and do not indicate a malfunction. They can be minimized by adjusting the contrast of the screen.	—
Pedal does not work, or is "stuck"/ Pedal does not operate correctly	Is the pedal connected correctly? Plug the cord firmly into the pedal jack.	p. 21
	Are you using a pedal made by another manufacturer? Use the pedal included with the FP-7 or an optional DP Series or similar pedal.	—
	Unplugging a pedal cord from the FP-7 while the power is on may cause the pedal's effect to be applied nonstop. Be sure to switch off the power to the FP-7 before attempting to disconnect or connect a pedal cord.	—
	If you've assigned the soft pedal or sostenuto pedal as a registration select switch, or assigned it to some other function, the pedal won't operate as a soft pedal or sostenuto pedal.	p. 91 p. 118
Can't read or write USB memory successfully	Are you using (optional) Roland USB memory? Reliable performance cannot be guaranteed if you use non-Roland USB memory products.	—
	If you are unable to read or write USB memory successfully, change the External Memory setting.	p. 136
"Buzz" is heard from external devices	Are the external devices connected to more than one AC power outlet? If you connect external devices, be sure to connect them to the same AC outlet.	—
Device connected to the Input jacks has insufficient volume	Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor.	—
No sound		
No sound	Could the FP-7's volume or the volume of the connected equipment be turned down?	p. 20
	Could headphones be connected? Could there be a plug inserted in a headphone jack? The speakers will not produce sound if headphones or plug are connected to the headphone jacks.	p. 22
	Could the [Balance] knob be set all the way toward "Lower" or "Upper"?	p. 47
	Is the Speaker switch to "Off"? Turn it on with the Speaker switch.	p. 16
	Is Local Off set to Off? When Local Control is set to Off, no sound is produced by playing the keyboard. Set Local Control to "On."	p. 149

Symptom	Cause/Action	Page
Can't hear the recorder song	Could the local control setting be turned "Off"? If the local control setting is "Off" when you play back a song, you won't hear sound from the speakers of the FP-7.	p. 149
	Could the song volume be set to "0"?	p. 28
No sound from the leftmost notes of the keyboard	Is V-LINK switched on? When V-LINK is switched on, the twelve keys at the left end of the keyboard are used to control images, and no sounds are played with these keys.	p. 136
No sound (when a MIDI device is connected)	Are all devices powered on?	p. 147
	Are the MIDI cables connected correctly?	p. 147
	Do the MIDI channels of the FP-7 and the connected device match?	p. 148
Not all the notes you play are sounded	The maximum simultaneous polyphony is 128 notes. If you are playing along with a song and making heavy use of the damper pedal, the number of notes the FP-7 is attempting to produce may exceed the maximum polyphony, meaning that some of the notes will drop out.	—
Notes don't sound right		
Pitch of the keyboard or song is incorrect	Could you have made transpose settings?	p. 52
	Is the Master Tune setting appropriate?	p. 115
	Are the settings for the Temperament correct?	p. 116
Two sounds are produced when the keyboard is played	Is the FP-7 in Dual Play?	p. 41
	When the FP-7 is connected to an external sequencer, set it to the Local Off mode. Alternatively, set SOFT THRU on the sequencer to "Off."	p. 149
The wrong instrument is selected when you press the [Strings/Pad], [Guitar/Bass], or [Voice/GM2] button	Tone buttons [Strings/Pad] [Guitar/Bass] [Voice/GM2] also operate as buttons that select "Recommended Tones." With the factory settings, connecting a commercially-available CD-ROM drive to the external memory connector and selecting a song from a CD-ROM produced for the VIMA (VIMA TUNES) will automatically cause sounds appropriate for that song to be assigned to the [Strings/Pad], [Guitar/Bass], or [Voice/GM2] Tone buttons, so that you can select "recommended" tones by pressing one of these buttons. You can also make settings so that "recommended" tones are not automatically assigned.	p. 120
Effect does not apply	You can specifies which part is to have priority when the effects assigned to the Upper Tone and Lower Tone differ in Dual Play or Split Play.	p. 120
Reverberation remains even if you defeat the Reverb effect	The FP-7's piano sound faithfully simulates the depth and resonance of an acoustic piano, and this may give the impression of reverberation even if you've defeated the Reverb effect.	—
The sound of the higher notes suddenly changes from a certain key	On an acoustic piano, the approximately one and a half octaves of notes at the top of the keyboard will continue sounding regardless of the damper pedal. These notes also have a somewhat different tonal character. FP-7 faithfully simulate this characteristic of acoustic pianos. On the FP-7, the range that is unaffected by the damper pedal will change according to the key control setting.	—

Symptom	Cause/Action	Page
High-pitched ringing is heard	If you hear this in headphones: Piano sounds that have a brilliant and crisp character contain substantial high-frequency components that may sound as though a metallic ringing has been added. This is because the character of an actual piano is being faithfully reproduced, and is not a malfunction. This ringing is more obtrusive if the reverb effect is applied heavily, so you may be able to minimize it by decreasing the reverb. If you don't hear this in headphones: It is likely that there is some other reason (such as resonances within the unit). Please contact your dealer or a nearby Roland service center.	—
Low notes sound wrong, or are buzzy	If you don't hear this in headphones: Performing at high volumes may cause the speakers or objects near the FP-7 to resonate. Fluorescent lights or glass doors may also resonate sympathetically. In particular, this is more likely to occur for lower notes and higher volumes. You can take the following measures to minimize resonances. • Locate the speakers 10–15 cm away from walls or other surfaces. • Keep the volume down. • Move away from the objects that are resonating. If you hear this in headphones: It is likely that there is some other reason. Please contact your dealer or a nearby Roland service center.	—
	With certain tones, the sounds may seem to be distorted. Turn down the volume. Alternatively, lower the master gain setting.	p. 123

Song does not play correctly

Symptom	Cause/Action	Page
Song won't play	Does "OK to erase Song?" appear in the display? You cannot play back an internal preset song if memory contains an unsaved song. Try playing back the song after deleting the performance data.	p. 92
Only the sound of a particular instrument in a song does not play	Is Track Mute on? The track mute volume is set to "0," the music on that track is not heard.	p. 30
	Could the Part Mute setting be active? Muted parts will not be heard.	p. 131
Can't rewind or fast-forward	You can not rewind or fast-forward while music files is being read in. Wait until processing finishes.	—
	If you attempt to play back performance data that contains more data than the entire capacity of the FP-7's memory, you may find that operations other than playback (such as rewind or fast forward) become unavailable.	—
Songs in USB memory are not played immediately	SMF music files comes in two types; Formats 0 and 1. In the case of format 1 data, it may take a certain amount of time for playback to begin. The format type is indicated on the booklet for the music files you're using.	—
Lyrics are not indicated properly in the display	With some music files, the lyrics cannot be displayed correctly.	—
Song tempo becomes unstable	When playing a song from USB memory, the tempo may become unstable if there is an excessive amount of performance data.	—
Can't play back a song saved in USB memory	The song name will not be shown if the song information in the file is empty or consists only of spaces.	—
	Is the filename extension "MID"? Files with other filename extensions cannot be handled as song data.	—

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Troubleshooting

Symptom	Cause/Action	Page
Can't record / play back		
Can't record	Has one of the track buttons for recording been selected?	p. 95 p. 100
The recorded performance disappeared	Your recorded performance will disappear if you switch off the FP-7's power or select a song. There is no way to recover the lost performance. Before you turn off the power, save your recorded performance in internal memory.	p. 105
Tempo of recorded song or metronome is off	If you select an internal song in which the tempo changes during the song, and then record, the tempo will change in the same way for the performances that are recorded on the other tracks. The tempo of the metronome will also change in the same way.	—
	If you record additional material without erasing the previously recorded song, the song will be recorded at the first-recorded tempo. Please erase the previously recorded song before you re-record.	p. 103
About the Audio Key		
Can't play back an audio file	Is the audio file in a format supported by the FP-7? Audio files of the following format can be played back. • File extension "WAV" • 16-bit linear • "44.1 kHz" sampling rate	p. 34
Can't record along with an audio file / Can't copy an audio file into internal memory	The FP-7 can't record using audio files or copy them into internal memory.	—
About the audio file		
Can't use the Audio Key function	Could you be using Session Partner? You can't use the Audio Key function while using the Session Partner function.	—
	You can't use the Audio Key function while playing or recording a song.	—
Audio Key settings you made are not saved in USB memory	If you're using the Audio Key function with the FP-7's built-in audio files, the audio key settings you modify cannot be saved to USB memory.	—
	When using audio files from USB memory Edited audio key settings can be saved in USB memory only for audio file sets that were created using the Audio Key Utility installed in your computer.	—

Error Messages

Indication	Meaning
Error: 1	You can only read the music file. It can not be saved.
Error: 2	An error occurred during writing. The external media's protect tab may be in the "Protect" (writing prohibited) position, or the external media may not yet be initialized.
Error: 10	No external media is inserted. Insert the external media and try again.
Error: 11	There is not sufficient free memory in the save destination. Delete unneeded files (Songs or Registration Sets) you've saved in internal memory and try again.
Error: 14	An error occurred during writing. The external media may be corrupted. Insert other external media and try again. Alternatively, you can initialize the external media.
Error: 15	The file is unreadable. The data format is not compatible with the FP-7.
Error: 16	Data was not called up in time for playback of the song. After waiting several seconds, you may be able to play back the song by pressing the [Play] button again.
Error: 18	This audio format is not supported. Please use 44.1 kHz 16-bit linear WAV format audio files.
Error: 30	The internal memory capacity of the FP-7 is full.
Error: 40	The FP-7 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the FP-7.
Error: 41	A MIDI cable has been disconnected. Connect it properly and securely.
Error: 43	A MIDI transmission error has occurred. Check the MIDI cable and connected MIDI device.
Error: 51	There may be a problem with the system. Repeat the procedure from the beginning. If it is not solved after you have tried several times, contact the Roland service center.
Error: 65	The External Memory connector was subjected to excessive current. Make sure that there is no problem with the external media, then turn the power off, then on again.

* External Media: USB memory, etc.

* Press [Display] button, and you can cancel the error message.

Tone List

Piano

001	Grand Piano1
002	Piano + Str.
003	Grand Piano2
004	Piano + Pad
005	Grand Piano3
006	MagicalPiano
007	Rock Piano
008	Piano+Choir
009	Honky-tonk
010	Harpsichord
011	Coupled Hps.

E.Piano

001	Vintage EP
002	Pop E.Piano
003	'60s E.Piano
004	FM E.Piano
005	'70s E.Piano
006	Stage Phaser
007	E.Grand
008	Clav.
009	Vibraphone
010	Marimba
011	Celesta
012	Mallet Isle
013	Morning Lite
014	EP Belle
015	Ballad Bells

Organ

001	Combo Jz.Org
002	Ballad Organ
003	Gospel Spin
004	Full Stops
005	Mellow Bars
006	Light Organ
007	Lower Organ
008	Purple Spin
009	'60s Organ
010	ChurchOrgan1
011	ChurchOrgan2
012	Nason flt 8'
013	Accordion

Strings/Pad

001	Rich Strings	
002	OrchestraStr	
003	Velo Strings	
004	DecayStrings	*1
005	SynthStrings	
006	Soft Pad	
007	Glass Pad	
008	Silky Way	
009	Lunar Strngs	
010	Dcy ChoirPad	*1
011	Orchestra	
012	OrchestraBrs	
013	Harp	

Guitar/Bass

001	Nylon-str.Gt
002	Steel-str.Gt
003	Clean Guitar
004	Jazz Guitar
005	Overdrive Gt
006	AcousticBass
007	A.Bass+Cymbl
008	FingeredBass
009	FretlessBass
010	Slap Bass
011	Synth Bass
012	Thum Voice

Voice/GM2

001	Aerial Choir	
002	Jazz Scat	
003	Female Aahs	
004	Angels Choir	
005	Beauty Vox	
006	Male Aahs	
007	Harpvox	
008	Decay Choir	*1
009	Alto Sax	
010	Tenor Sax	
011	BrassSection	
012	Flute	
013	ChamberWinds	

GM2

014	STANDARD Set
015	ROOM Set
016	POWER Set
017	ELEC.Set
018	ANALOG Set
019	JAZZ Set
020	BRUSH Set
021	ORCH.Set
022	SFX Set

* 014–022 are drum/SFX sets. Refer to p. 160–p. 162 for details on the sounds in the drum/SFX sets.

023	Piano 1
024	Piano 1w
025	Piano 1d
026	Piano 2
027	Piano 2w
028	Piano 3
029	Piano 3w
030	Honky-tonk
031	Honky-tonk w
032	E.Piano 1
033	Detuned EP 1
034	Vintage EP
035	'60s E.Piano
036	E.Piano 2
037	Detuned EP 2
038	St.FM EP
039	EP Legend
040	EP Phase
041	Harpsichord
042	Coupled Hps.
043	Harpsi.w
044	Harpsi.o
045	Clav.
046	Pulse Clav.
047	Celesta
048	Glockenspiel
049	Music Box
050	Vibraphone
051	Vibraphone w
052	Marimba
053	Marimba w
054	Xylophone
055	TubularBells
056	Church Bell
057	Carillon
058	Santur
059	Organ 1
060	TremoloOrgan
061	'60s Organ
062	Organ 2
063	Perc.Organ 1
064	Chorus Organ
065	Perc.Organ 2
066	Rock Organ
067	Church Org.1
068	Church Org.2
069	Church Org.3
070	Reed Organ
071	Puff Organ
072	Accordion 1
073	Accordion 2
074	Harmonica
075	Bandoneon
076	Nylon-str.Gt
077	Ukulele
078	Nylon Gt o
079	Nylon Gt 2
080	Steel-str.Gt
081	12-str.Gt
082	Mandolin
083	Steel+Body
084	Jazz Guitar
085	Hawaiian Gt
086	Clean Guitar
087	Chorus Gt 1
088	Mid Tone Gt
089	Muted Guitar
090	Funk Guitar1
091	Funk Guitar2
092	Chorus Gt 2
093	Overdrive Gt
094	Guitar Pinch
095	DistortionGt

096	Gt Feedback1	148	Tuba	200	Bowed Glass	252	Bird 2
097	Dist.Rtm Gt	149	MuteTrumpet1	201	Metallic Pad	253	Telephone 1
098	Gt Harmonics	150	MuteTrumpet2	202	Halo Pad	254	Telephone 2
099	Gt Feedback2	151	French Horn1	203	Sweep Pad	255	DoorCreaking
100	AcousticBass	152	French Horn2	204	Ice Rain	256	Door
101	FingeredBass	153	Brass 1	205	Soundtrack	257	Scratch
102	Finger Slap	154	Brass 2	206	Crystal	258	Wind Chimes
103	Picked Bass	155	Synth Brass1	207	Synth Mallet	259	Helicopter
104	FretlessBass	156	Synth Brass3	208	Atmosphere	260	Car Engine
105	Slap Bass 1	157	AnalogBrass1	209	Brightness	261	Car Stop
106	Slap Bass 2	158	Jump Brass	210	Goblins	262	Car Pass
107	Synth Bass 1	159	Synth Brass2	211	Echo Drops	263	Car Crash
108	WarmSyn.Bass	160	Synth Brass4	212	Echo Bell	264	Siren
109	Synth Bass 3	161	AnalogBrass2	213	Echo Pan	265	Train
110	Clav.Bass	162	Soprano Sax	214	Star Theme	266	Jetplane
111	Hammer	163	Alto Sax	215	Sitar 1	267	Starship
112	Synth Bass 2	164	Tenor Sax	216	Sitar 2	268	Burst Noise
113	Synth Bass 4	165	Baritone Sax	217	Banjo	269	Applause
114	RubberSyn.Bs	166	Oboe	218	Shamisen	270	Laughing
115	Attack Pulse	167	English Horn	219	Koto	271	Screaming
116	Violin	168	Bassoon	220	Taisho Koto	272	Punch
117	Slow Violin	169	Clarinet	221	Kalimba	273	Heart Beat
118	Viola	170	Piccolo	222	Bagpipe	274	Footsteps
119	Cello	171	Flute	223	Fiddle	275	Gun Shot
120	Contrabass	172	Recorder	224	Shanai	276	Machine Gun
121	Tremolo Str.	173	Pan Flute	225	Tinkle Bell	277	Laser Gun
122	PizzicatoStr	174	Bottle Blow	226	Agogo	278	Explosion
123	Harp	175	Shakuhachi	227	Steel Drums		
124	Yang Qin	176	Whistle	228	Woodblock		
125	Timpani	177	Ocarina	229	Castanets		
126	Strings	178	Square Lead1	230	Taiko		
127	Orchestra	179	Square Lead2	231	Concert BD		
128	'60s Strings	180	Sine Lead	232	Melodic Tom1		
129	Slow Strings	181	Saw Lead 1	233	Melodic Tom2		
130	Syn.Strings1	182	Saw Lead 2	234	Synth Drum		
131	Syn.Strings3	183	Doctor Solo	235	TR-808 Tom		
132	Syn.Strings2	184	Natural Lead	236	Elec.Perc.		
133	Choir 1	185	SequencedSaw	237	Reverse Cym.		
134	Choir 2	186	Syn.Calliope	238	Gt FretNoise		
135	Voice	187	Chiffer Lead	239	Gt Cut Noise		
136	Humming	188	Charang	240	BsStringSlap		
137	Synth Voice	189	Wire Lead	241	Breath Noise		
138	Analog Voice	190	Solo Vox	242	Fl.Key Click		
139	OrchestraHit	191	5th Saw Lead	243	Seashore		
140	Bass Hit	192	Bass+Lead	244	Rain		
141	6th Hit	193	Delayed Lead	245	Thunder		
142	Euro Hit	194	Fantasia	246	Wind		
143	Trumpet	195	Warm Pad	247	Stream		
144	Dark Trumpet	196	Sine Pad	248	Bubble		
145	Trombone 1	197	Polysynth	249	Bird 1		
146	Trombone 2	198	Space Voice	250	Dog		
147	Bright Tb	199	Itopia	251	Horse Gallop		

TW Organ

001	TW-Organ 1
002	TW-Organ 2
003	TW-Organ 3
004	TW-Organ 4
005	TW-Organ 5
006	TW-Organ 6

Tones indicated by "＊1" are suitable for playing layered with a piano tone.

In the tone group "Voice/ GM2" when you hold down the [-] or [+] button to switch tone in succession, the tones will stop changing at number 014 and number 023. To select the next sound, release the [-] or [+] button, then press it again.

159

Tone List

Note	STANDARD Set	ROOM Set	POWER Set	ELEC.Set
27	High-Q	High-Q	High-Q	High-Q
28	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Kick Drum 2	Room Kick 2	Room Kick 1	Power Kick
C2 36	Kick Drum 1	Room Kick 1	Power Kick	Electric Kick
37	Side Stick	Side Stick	Side Stick	Side Stick
38	Snare Drum	Room Snare	Power Snare	Electric Snare 1
39	Hand Clap	Hand Clap	Hand Clap	Hand Clap
40	Electric Snare 3	Electric Snare 4	Electric Snare 5	Electric Snare 2
41	Low Tom 2	Room Low Tom 2	Power Low Tom 2	Electric Low Tom 2
42	Closed Hi-Hat 1 [EXC1]	Closed Hi-Hat 2 [EXC1]	Closed Hi-Hat 2 [EXC1]	Closed Hi-Hat 2 [EXC1]
43	Low Tom 1	Room Low Tom 1	Power Low Tom 1	Electric Low Tom 1
44	Pedal Hi-Hat 1 [EXC1]	Pedal Hi-Hat 2 [EXC1]	Pedal Hi-Hat 2 [EXC1]	Pedal Hi-Hat 2 [EXC1]
45	Mid Tom 2	Room Mid Tom 2	Power Mid Tom 2	Electric Mid Tom 2
46	Open Hi-Hat 1 [EXC1]	Open Hi-Hat 2 [EXC1]	Open Hi-Hat 2 [EXC1]	Open Hi-Hat 2 [EXC1]
47	Mid Tom 1	Room Mid Tom 1	Power Mid Tom 1	Electric Mid Tom 1
C3 48	High Tom 2	Room High Tom 2	Power High Tom 2	Electric High Tom 2
49	Crash Cymbal 1	Crash Cymbal 3	Crash Cymbal 3	Crash Cymbal 3
50	High Tom 1	Room High Tom 1	Power High Tom 1	Electric High Tom 1
51	Ride Cymbal 1	Ride Cymbal 3	Ride Cymbal 3	Ride Cymbal 3
52	Chinese Cymbal 1	Chinese Cymbal 2	Chinese Cymbal 2	Reverse Cymbal
53	Ride Bell 1	Ride Bell 2	Ride Bell 2	Ride Bell 2
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	Cowbell	Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 4	Crash Cymbal 4	Crash Cymbal 4
58	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59	Ride Cymbal 2	Ride Cymbal4	Ride Cymbal4	Ride Cymbal4
C4 60	High Bongo 1	High Bongo 2	High Bongo 2	High Bongo 2
61	Low Bongo 1	Low Bongo 2	Low Bongo 2	Low Bongo 2
62	Mute High Conga 1	Mute High Conga 2	Mute High Conga 2	Mute High Conga 2
63	Open High Conga	Open High Conga	Open High Conga	Open High Conga
64	Low Conga	Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas	Maracas
71	Short High Whistle [EXC2]	Short High Whistle [EXC2]	Short High Whistle [EXC2]	Short High Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves	Claves
76	High Woodblock	High Woodblock	High Woodblock	High Woodblock
77	Low Woodblock	Low Woodblock	Low Woodblock	Low Woodblock
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bar Chimes	Bar Chimes	Bar Chimes	Bar Chimes
85	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	-----	-----	-----	-----

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

Note	ANALOG Set	JAZZ Set	BRUSH Set	ORCH.Set
27	High-Q	High-Q	High-Q	Closed Hi-Hat 2 [EXC1]
28	Slap	Slap	Slap	Pedal Hi-Hat 2 [EXC1]
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Open Hi-Hat 2 [EXC1]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Ride Cymbal 3
31	Sticks	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	TR-808 Kick 2	Room Kick 2	Room Kick 2	Concert Bass Drum 2
C2 36	TR-808 Kick 1	Jazz Kick	Jazz Kick	Concert Bass Drum 1
37	TR-808 Rim shot	Side Stick	Side Stick	Side Stick
38	TR-808 Snare	Jazz Snare	Brush Tap	Concert Snare Drum
39	Hand Clap	Hand Clap	Brush Slap1	Castanets
40	Electric Snare 6	Electric Snare 7	Brush Swirl	Concert Snare Drum
41	TR-808 Low Tom 2	Jazz Low Tom	Brush Low Tom 2	Timpani F
42	TR-808 Closed Hi-Hat 1 [EXC1]	Closed Hi-Hat 2 [EXC1]	Brush Closed Hi-Hat [EXC1]	Timpani F#
43	TR-808 Low Tom 1	Low Tom 1	Brush Low Tom 1	Timpani G
44	TR-808 Closed Hi-Hat 2 [EXC1]	Pedal Hi-Hat 2 [EXC1]	Brush Pedal Hi-Hat [EXC1]	Timpani G#
45	TR-808 Mid Tom 2	Mid Tom 2	Brush Mid Tom 2	Timpani A
46	TR-808 Open Hi-Hat [EXC1]	Open Hi-Hat 2 [EXC1]	Brush Open Hi-Hat [EXC1]	Timpani A#
47	TR-808 Mid Tom 1	Jazz Mid Tom	Brush Mid Tom 1	Timpani B
C3 48	TR-808 High Tom 2	Jazz High Tom 2	Brush High Tom 2	Timpani C
49	TR-808 Crash Cymbal	Crash Cymbal 3	Jazz Crash Cymbal	Timpani C#
50	TR-808 High Tom 1	Jazz High Tom 1	Brush High Tom 1	Timpani D
51	Ride Cymbal 3	Ride Cymbal 3	Jazz Ride Cymbal 1	Timpani D#
52	Chinese Cymbal 2	Chinese Cymbal 2	Chinese Cymbal 2	Timpani E
53	Ride Bell 2	Ride Bell 2	Jazz Ride Cymbal 2	Timpani F
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	TR-808 Cowbell	Cowbell	Cowbell	Cowbell
57	Crash Cymbal 4	Crash Cymbal 4	Crash Cymbal 4	Concert Cymbal 2
58	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59	Ride Cymbal4	Ride Cymbal4	Ride Cymbal4	Concert Cymbal 1
C4 60	High Bongo 2	High Bongo 2	High Bongo 2	High Bongo 2
61	Low Bongo 2	Low Bongo 2	Low Bongo 2	Low Bongo 2
62	TR-808 High Conga	Mute High Conga 2	Mute High Conga 2	Mute High Conga 2
63	TR-808 Mid Conga	Open High Conga	Open High Conga	Open High Conga
64	TR-808 Low Conga	Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	TR-808 Maracas	Maracas	Maracas	Maracas
71	Short High Whistle [EXC2]	Short High Whistle [EXC2]	Short High Whistle [EXC2]	Short High Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves	Claves
76	High Woodblock	High Woodblock	High Woodblock	High Woodblock
77	Low Woodblock	Low Woodblock	Low Woodblock	Low Woodblock
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bar Chimes	Bar Chimes	Bar Chimes	Bar Chimes
85	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	-----	-----	-----	Applause

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

SFX Set

Note	Number	Sound
	27	-----
28		-----

29		-----
	30	-----
31		-----
	32	-----
33		-----
	34	-----
35		-----
C2 36		-----
	37	-----
38		-----
	39	High Q
40		Slap
		Scratch Push [EXC7]
41	42	Scratch Pull [EXC7]
43		Sticks
	44	Square Click
45		Metronome Click
	46	Metronome Bell
47		Guitar Fret Noise
C3 48		Guitar Cutting Noise Up
	49	Guitar Cutting Noise Down
50		String Slap of Double Bass
	51	Fl.Key Click
52		Laughing
		Screaming
53	54	Punch
55		Heart Beat
	56	Footsteps 1
57		Footsteps 2
	58	Applause
59		Door Creaking
C4 60		Door
	61	Scratch
62		Wind Chimes
	63	Car-Engine
64		Car-Stop
		Car-Pass
65	66	Car-Crash
67		Siren
	68	Train
69		Jet Plane
	70	Helicopter
71		Starship
C5 72		Gun Shot
	73	Machine Gun
74		Laser Gun
	75	Explosion
76		Dog
		Horse-Gallop
77	78	Birds
79		Rain
	80	Thunder
81		Wind
	82	Seashore
83		Stream
C6 84		Bubble
	85	-----
86		-----
	87	-----
88		-----

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

Rhythm List

No.	Style Name	Chord Progression	Tempo		No.	Style Name	Chord Progression	Tempo
1	8-Beat Funk	16	108		41	S.8-Bt Rock3	29	140
2	Guitar Funk	19	104		42	16-BeatRock1	53	142
3	8-Beat Pop 1	26	108		43	16-BeatRock2	54	86
4	Street Pop	51	94		44	Bounce Rock	11	105
5	8-Beat Rock1	52	128		45	S.BounceRock	11	105
6	Loose Rock	13	174		46	Gt Ballad	12	80
7	Ballad	39	82		47	S.Gt Ballad	12	80
8	R&B Ballad	41	60		48	E.Piano Bld	40	67
9	Fast Jazz 1	36	128		49	808 Ballad	42	65
10	Jazz	35	136		50	New Age Bld	43	66
11	8-Bt Fusion1	23	113		51	S.NewAge Bld	43	66
12	Fusion	21	95		52	6/8 Ballad	44	178
13	Latin Fusion	48	125		53	Piano Ballad	55	64
14	Latin Pop	47	150		54	Piano Waltz	50	90
15	16-BeatFunk1	24	120		55	Jazz Brush	37	60
16	16-BeatFunk2	38	110		56	S.Jazz	35	136
17	Slow Funk	33	85		57	Fast Jazz 2	34	220
18	Y2K Funk	16	103		58	W Time Feel	36	140
19	Cutting Gt	20	100		59	S.WTime Feel	36	140
20	'70s Soul	22	96		60	Scat Swing	37	120
21	16-Beat Pop	14	116		61	Piano Jazz	38	110
22	8-Bt Shuffle	28	96		62	Jazz Waltz	56	90
23	S.Street Pop	51	94		63	8-Bt Fusion2	25	112
24	Pop	17	100		64	16-Bt Fusion	21	124
25	S.Pop	17	100		65	Fast Bossa	47	110
26	Contemporary	23	93		66	Bossa Nova	48	125
27	Medium Pop	24	86		67	Salsa	45	92
28	S.Medium Pop	24	86		68	Latin	46	116
29	8-Beat Pop 2	14	126		69	S.Latin	46	116
30	S.8-Bt Pop 2	14	126		70	Mambo	45	92
31	Piano Pop	52	116		71	Beguine	49	105
32	S.Piano Pop	52	116		72	Hip Hop	18	98
33	Guitar Pop	26	132		73	808 Hip Hop	25	102
34	Country Pop	27	98		74	S.808 HipHop	25	102
35	Shuffle	28	116		75	Euro Dance	15	135
36	S.Shuffle	28	116		76	Honky Pop	32	185
37	Smooth Pop	53	88		77	S.Honky Pop	32	185
38	8-Beat Rock2	19	106		78	Boogie	33	170
39	S.8-Bt Rock2	19	106		79	Gospel	30	120
40	8-Beat Rock3	29	140		80	Gospel Shout	31	150

It is the Chord Progression Pattern List by each measure. These are basic chord progression pattern from No. 1 to No. 10, and these are suitable chord progression for the internal rhythm from No. 11 to No. 56.

No.	Rhythm Pattern	Chord Progression															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	Orig/Vari	C	Am	Dm7	G7	C	Am	Dm7	G7								
2	Orig/Vari	Am	G	F	E7	Am	G	F	E7								
3	Orig/Vari	CM7	Am7	Dm7	G7	CM7	Am7	Dm7	G7								
4	Orig/Vari	Dm7	G7	CM7	Am7	Dm7	G7	CM7	A7								
5	Orig/Vari	C	Bm7	Em7	Am	F	G	Csus4	C								
6	Orig/Vari	Dm7	G7	CM7	FM7	Bm7♭5	E7	Am7	A7								
7	Orig/Vari	C7	F7	C7	→	F7	→	C7	→	G7	F7	C7	G7				
8	Orig/Vari	CM7	→	Cdim	→	Dm9	G7	CM7	Dm9	CM7	→	Cdim	→	Dm9	G7	CM7	→
9	Orig/Vari	C	→	Am7	→	Dm7	→	G7sus4	→								
10	Orig/Vari	C	C/B	Am	Am/G	F	G	C	→								
11	Orig	C	C7sus4	F	B♭7sus4	C	C7sus4	F	Fm6								
	Vari	Am	E7	C7	F	Fm6	Em7	F	G								
12	Orig	Dm	G7	C	A7	Dm	G7	Am	D7								
	Vari	F	G	C	C7sus4	F	G	Am	A7								
13	Orig	Am	→	G	Am	→	→	F	D								
	Vari	D	→	C	D	→	→	F	G								
14	Orig	C	→	E♭7	F7	C	→	E♭7	B♭								
	Vari	C7sus4	C7	B♭7sus4	B♭7	C7sus4	C7	A♭7sus4	B♭7sus4								
15	Orig	Am	→	D	→	Am	→	G	→								
	Vari	C	→	B♭	→	C	→	E♭	G								
16	Orig	F	→	B♭	→	F	→	B♭	→								
	Vari	Dm	C	Dm	C	B♭	→	Gm	C								
17	Orig	C	Gm7	FM7	B♭7	C	Gm7	F	F/G								
	Vari	FM9	F/G	C	Am7	FM9	F/G	B♭7	F/G								
18	Orig	C	B♭	C	Gm7	C	B♭	C	Gm7								
	Vari	C	G7	C	G7	C	G7	C	B♭								
19	Orig	C	Am7	Dm7	G7	C	Am7	Dm7	G7								
	Vari	FM7	→	CM7	Am7	FM7	Fm7	F/G	→								
20	Orig	Am7	D7	Am7	D7	Am7	D7	Am7	F/G								
	Vari	C	→	Am7	→	C	→	F/G	→								
21	Orig	CM9	A♭M7	CM9	A♭M7	CM9	A♭M7	FM9	F/G								
	Vari	A♭M9	→	B♭9	→	A♭M9	→	B♭9	→								
22	Orig	CM9	→	Am9	→	CM9	→	Am9	→	FM9	→	G6	→				
	Vari	FM9	G6	FM9	G6	FM9	G6	FM9	G6	CM9	→	F/G	→				

No.	Rhythm Pattern	Chord Progression															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
23	Orig	C	→	FM7	→	C	→	F/G	→								
	Vari	Dm7	G7	C	Am7	Dm7	G7	C	→								
24	Orig	C	→	G	→	G7	→	C	C7	F	→	C	Am7	Dm7	G	C	C7
	Vari	FM7	→	G	→	FM7	→	G	→	FM7	→	G	G7	C	→	→	F/G
25	Orig	Am7	D7	Am7	D7	Gm7	C7	Gm7	E7♯9								
	Vari	Am7	D7sus4	Am7	D7	FM7	E7♯9	Am7	B♭M7								
26	Orig	CM7	→	Am7	→	Dm7	→	G7	→								
	Vari	C	→	F	→	Dm	→	G	→	C	→	F	→	G	→	C	→
27	Orig	C	Am	C	Am	C	Am	F	G								
	Vari	C	G	F	G	C	G	F	G7								
28	Orig	C	→	→	→	F7sus4	F7	G7sus4	G7								
	Vari	FM7	G7	C	→	FM7	G7	C	→								
29	Orig	C	→	G	→	C	→	G	→								
	Vari	F	Am	G7	Dm7	F	Am7	G7	→								
30	Orig	C	→	Fm7	→	C	C♯dim	Dm7	G7								
	Vari	F	F♯dim	C/G	A7	D7	→	G7	→								
31	Orig	C	→	→	→	→	→	→	→	F	C	F	C	F	C	G7	→
	Vari	C	→	→	→	→	→	C7	→	G	→	F7	→	G7	→	F7	G7
32	Orig	C	→	→	→	F	→	G	→								
	Vari	F	→	C	→	F	→	G	→								
33	Orig	A7	D7	A7	→	D7	→	A7	→	E7	D7	A7	E7				
	Vari	C	F	C	C7	F7	→	C	A7	D7	G7	C	G7				
34	Orig	F	C7	Am7	C7	F7	B♭7	F/C	C7								
	Vari	A7	→	D7	→	G7	→	C7	→								
35	Orig	C6	→	Dm7	G7	Dm7	G7	C6	→	Am	Am9	Dm7	→	G(11)	→	C6	F/G
	Vari	C6	→	Dm7	G7	Dm7	G7	C6	→	Am	A♭aug	Dm7	→	G(11)	→	C6	C6
36	Orig	C	→	→	C7	F	→	C	→	G7	F7	C	G7				
	Vari	C	F	C	C7	F7	→	C	A7	D7	G7	C	G7				
37	Orig	C	→	F	→	C	→	F	→								
	Vari	Em7	A7♭9	Dm7	G7	Em7	C♯dim	Dm7	G7								
38	Orig	CM9	→	F/G	→	CM9	C9	FM9	F/G								
	Vari	FM9	F/G	CM9	Am9	Dm7♭5	G7♭9	CM7	F/G								
39	Orig	C	→	Gm7	→	C	→	Gm7	→								
	Vari	F	G7	C	C7	F	G7	Am	F/G								
40	Orig	CM7	C♯dim	Dm7	G7	CM7	C♯dim	Dm7	G7								
	Vari	FM7	G7	CM7	→	FM7	G7	C	C7								
41	Orig	Cm7	Fm7	Cm7	Fm7	Cm7	Fm7	Cm7	Fm7								
	Vari	Ddim	G7♭9	Ddim	G7♭9	Ddim	G7♭9	Ddim	G7♭9								

No.	Rhythm Pattern	Chord Progression															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
42	Orig	Gm	→	Am7♭5	D7	Gm	→	Am7♭5	D7								
	Vari	E♭6	D7	Gm7	C7	E♭M7	D7	Gm	Gm								
43	Orig	C	Dm	Dm7/G	C	F	Em7	E♭	D								
	Vari	C	Bm7	Em9	A7	Am	D7	Dm9	G7sus4								
44	Orig	C	Am	F	G	C	Am	F	G								
	Vari	F	→	Em	→	Dm	→	C	→	Em	→	Am	→	F	→	F/G	G7
45	Orig	C	G7	→	C	→	G7	→	C								
	Vari	F	C	G7	C7	F	C	G7	C								
46	Orig	Am	E7	Am	E7	Am	E7	Dm7	E7								
	Vari	Am	E7	Am	E7	Dm7	G7	Bm7	E7								
47	Orig	DM7	→	CM7	→	F♯m9	F9	Em9	E♭9								
	Vari	DM7	C♯m7♭5	Bm7	Am7	GM7	Fm7♭5	Em9	A7								
48	Orig	C	→	D6	→	Dm7	G7	C	→								
	Vari	F	Fm	C	→	F	Fm	G7sus4	G7								
49	Orig	C	→	→	→	→	→	G	→	G7	→	G	→	G7	→	C	→
	Vari	C	→	G7	→	→	→	C	→	→	→	G7	→	Dm7	G7	C	→
50	Orig	C	→	CM7	→	C7	→	F	→	→	→	CM7	C♯dim	Dm7	Fm	C	→
	Vari	Dm	E♭dim (D♯dim)	Em7	A7	Dm7	G7	C	→								
51	Orig	C	G7	A♭	F	C	G7	A♭	F								
	Vari	C	G7	E♭	D7	C	G7	E♭	G7								
52	Orig	C	→	Am	→	C	→	Am	→								
	Vari	FM7	C	FM7	C	E♭	C	G7	→								
53	Orig	Cm	CmM7	Cm7	F7	Cm	A♭7	G7	→								
	Vari	Cm	CmM7	Cm7	F7	A♭7	G7	Cm	F7								
54	Orig	D	C/D	G/D	B♭/D	D	C/D	G/D	B♭/D								
	Vari	F♯m7	Bm	D	C♯7	F♯m7	Bm	G	A7								
55	Orig	C	F	C	F	C	F	C	F/G								
	Vari	F	C	F	C	F	C	Dm7	F/G								
56	Orig	Fm7	B♭7	Fm7	B♭7	Fm7	B♭7	C♯7 (D♭7)	C7	Fm7	B♭7	Fm7	B♭7	Fm7	B♭7	C7	Fm
	Vari	B♭m7	E♭7	A♭	C♯ (D♭)	F♯	B	Gm7♭5	C7								

Orig: Original
Vari: Variation

Chord Fingering List

● symbol: indicates the constituent notes of chords.

★ symbol: Chords shown with an "★" can be played by pressing just the key marked with the "★".

→ *"Performing with the Chord Progression Specified in the Left Hand (Chord Progression Off)" (p. 73)*

C	C# / Db	D	Eb / D#	E	F

Cmaj7	C#maj7 / Dbmaj7	Dmaj7	Ebmaj7 / D#maj7	Emaj7	Fmaj7

C7	C#7 / Db7	D7	Eb7 / D#7	E7	F7

Cm	C#m / Dbm	Dm	Ebm / D#m	Em	Fm

Cm7	C#m7 / Dbm7	Dm7	Ebm7 / D#m7	Em7	Fm7

Cdim	C#dim / Dbdim	Ddim	Ebdim / D#dim	Edim	Fdim

Cm7 (b5)	C#m7(b5) / Dbm7(b5)	Dm7 (b5)	Ebm7(b5) / D#m7(b5)	Em7 (b5)	Fm7 (b5)

Caug	C#aug / Dbaug	Daug	Ebaug / D#aug	Eaug	Faug

Csus4	C#sus4 / Dbsus4	Dsus4	Ebsus4 / D#sus4	Esus4	Fsus4

C7sus4	C#7sus4 / Db7sus4	D7sus4	Eb7sus4 / D#7sus4	E7sus4	F7sus4

C6	C#6 / Db6	D6	Eb6 / D#6	E6	F6

Cm6	C#m6 / Dbm6	Dm6	Ebm6 / D#m6	Em6	Fm6

● symbol: indicates the constituent notes of chords.

★ symbol: Chords shown with an "★" can be played by pressing just the key marked with the "★".

→ *"Performing with the Chord Progression Specified in the Left Hand (Chord Progression Off)" (p. 73)*

F# / G♭   G   A♭/ G#   A   B♭ / A#   B

F#maj7 / G♭maj7   Gmaj7   A♭maj7 / G#maj7   Amaj7   B♭ maj7 / A#maj7   Bmaj7

F#7 / G♭7   G7   A♭7 / G#7   A7   B♭ 7 / A#7   B7

F#m / G♭m   Gm   A♭m / G#m   Am   B♭ m / A#m   Bm

F#m7 / G♭m7   Gm7   A♭m7 / G#m7   Am7   B♭ m7 / A#m7   Bm7

F#dim / G♭dim   Gdim   A♭dim / G#dim   Adim   B♭ dim / A#dim   Bdim

F#m7(♭5)/G♭m7(♭5)   Gm7 (♭5)   A♭m7(♭5)/G#m7(♭5)   Am7 (♭5)   B♭ m7(♭5)/A#m7(♭5)   Bm7 (♭5)

F#aug / G♭aug   Gaug   A♭aug / G#aug   Aaug   B♭ aug / A#aug   Baug

F#sus4 / G♭sus4   Gsus4   A♭sus4 / G#sus4   Asus4   B♭ sus4 / A#sus4   Bsus4

F#7sus4 / G♭ 7sus4   G7sus4   A♭7sus4 / G#sus4   A7sus4   B♭ 7sus4 / A#7sus4   B7sus4

F#6 / G♭6   G6   A♭6 / G#6   A6   B♭6 / A#6   B6

F#m6 /G♭m6   Gm6   A♭m6 / G#m6   Am6   B♭m6 / A#m6   Bm6

Internal Song List

1	Trio Grande
2	Wedding Song
3	Late Night Chopin
4	Preludelight
5	Blue Sky Rag
6	Sonate No.15
7	Liebesträume 3
8	Étude, op.10-3
9	Je te veux
10	Valse, op.64-1
11	Golliwog's Cakewalk
12	Fantaisie-Impromptu
13	Arabesque 1
14	An der schönen, blauen Donau
15	Auf Flügeln des Gesanges
16	Mazurka No.5
17	Gymnopédie 1
18	Étude, op.25-1
19	Clair de Lune
20	Étude, op.10-5
21	Dr. Gradus ad Parnassum
22	Grande Valse Brillante
23	La prière d'une Vierge
24	Course en Troïka
25	To The Spring
26	Valse, op.64-2
27	Radetzky Marsch
28	Träumerei
29	Moments Musicaux 3
30	Prélude, op.28-15
31	Harmonious Blacksmith
32	Ungarische Tänze 5
33	Türkischer Marsch (Beethoven)
34	Nocturne No.2
35	Frühlingslied
36	Präludium
37	Jägerlied
38	Menuet Antique

39	Für Elise
40	Türkischer Marsch (Mozart)
41	Ständchen
42	Humoreske
43	Blumenlied
44	Alpenglöckchen
45	Menuett G dur (Beethoven)
46	Venezianisches Gondellied
47	Alpenabendröte
48	Farewell to the Piano
49	Brautchor
50	Battle of Waterloo
51	Wiener Marsch
52	Le Coucou
53	Menuett G dur (Bach)
54	Spinnerlied
55	Gavotte
56	Heidenröslein
57	Zigeuner Tanz
58	La Cinquantaine
59	Csikos Post
60	Dolly's Dreaming Awakening
61	La Violette
62	Fröhlicher Landmann
63	Sonatine op.36-1 (Clementi)
64	Sonatine op.20-1 (Kuhlau)
65	Sonatine No.5 (Beethoven)

Music Files That the FP-7 Can Use

What Are Music Files?

Music files contains musical information such as how long the key for a corresponding pitch is played, the force applied to the key played, and other such information. Performance data is transmitted to the FP-7 from music files saved in USB memory, and played back without change as songs. This is different than a audio CD, since the music file does not contain a recording of the sound itself. This makes it possible to change tempos and keys freely, allowing you to use it in many different ways.

Regarding Copyright

Use of the internal songs and audio files for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.
Please be aware that if you create derivative works that are based on existing copyrighted material, such as commercially available SMF music files, such works may violate copyright law if used for any purpose other than personal enjoyment. Roland takes no responsibility for any copyright violation you may commit by creating such works.

The FP-7 Allows You To Use the Following Music Files

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.

*   This instrument (FP-7) is not able to play back VIMA TUNES images.

SMF Music Files

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

SMF with Lyrics

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When Music Files carrying the "SMF with Lyrics" logo are played back on the FP-7, the lyrics will appear in its display.

General MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2

The upwardly compatible General MIDI 2 recommendations pick up where the original General MIDI left off, offering enhanced expressive capabilities, and even greater compatibility. Issues that were not covered by the original General MIDI recommendations, such as how sounds are to be edited, and how effects should be handled, have now been precisely defined. Moreover, the available sounds have been expanded. General MIDI 2 compliant sound generators are capable of reliably playing back music files that carry either the General MIDI or General MIDI 2 logo.
In some cases, the conventional form of General MIDI, which does not include the new enhancements, is referred to as "General MIDI 1" as a way of distinguishing it from General MIDI 2.

GS Format

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus. Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive. Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind).

XG lite

XG is a tone generator format of YAMAHA Corporation, that defines the ways in which voices are expanded or edited and the structure and type of effects, in addition to the General MIDI 1 specification. XGlite is a simplified version of XG tone generation format. You can play back any XG music files using an XGlite tone generator. However, keep in mind that some music files may play back differently compared to the original files, due to the reduced set of control parameters and effects.

Registration List

The recommended settings were stored in the instrument when it shipped from the factory.

No.	Registration Name
1-1	Piano + Str.
1-2	Piano+EPiano
1-3	Gt + Harpvox
1-4	Winds + Str.

No.	Registration Name
2-1	E.Piano / Bs
2-2	Vib. / BsCym
2-3	Piano / Pad
2-4	ChorusGt/Bs

No.	Registration Name
3-1	JazzComboSes
3-2	R&B Session
3-3	MamboSession
3-4	Funk Session

No.	Registration Name
4-1	JazzPno Ses1
4-2	RockPno Ses
4-3	LatinPno Ses
4-4	JazzPno Ses2

No.	Registration Name
5-1	BossaEP Ses
5-2	'60sEP Ses
5-3	JazzEP Ses
5-4	'70sEP Ses

No.	Registration Name
6-1	TW-Org. Rock
6-2	TW-Org. Jazz
6-3	TW-Org Bossa
6-4	TW-Org. Full

No.	Registration Name
7-1	FP REGIST.
7-2	FP REGIST.
7-3	FP REGIST.
7-4	FP REGIST.

MEMO Registration from 7-1 to 7-4 include the "Basic Registration." Use this when creating registration from scratch.

Effects List

Effect Name	Parameter	Value	Description
Equalizer	Low Gain	-15– +15 dB	Gain of the low range
	High Gain	-15– +15 dB	Gain of the high range
Spectrum	500Hz	-15– +15 dB	Gain of each frequency band
	1250Hz		
Enhancer	Sens	0–127	Sensitivity of the enhancer
	Mix	0–127	Level of the overtones generated by the enhancer
Isolator	Boost/Cut Mid	-60– +4 dB	These boost and cut each of the High and Middle frequency ranges. At -60 dB, the sound becomes inaudible. 0 dB is equivalent to the input level of the sound.
	Boost/Cut High		
Low Boost	Boost Frequency	50–125 Hz	Center frequency at which the lower range will be boosted
	Boost Gain	0– +12 dB	Amount by which the lower range will be boosted
High Pass Filter	Filter Cutoff	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
	Filter Resonance	0–100	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Overdrive	Amp Type	Small, Built-In, 2-Stack, 3-Stack	Type of guitar amp Small: small amp, Built-In: single-unit type amp, 2-Stack: large double stack amp, 3-Stack: large triple stack amp
	Level	0–127	Output Level
Distortion	Amp Type	Small, Built-In, 2-Stack, 3-Stack	Type of guitar amp Small: small amp, Built-In: single-unit type amp, 2-Stack: large double stack amp, 3-Stack: large triple stack amp
	Level	0–127	Output Level
Overdrive2	Amp Type	Small, Built-In, 2-Stack, 3-Stack	Type of guitar amp Small: small amp, Built-In: single-unit type amp, 2-Stack: large double stack amp, 3-Stack: large triple stack amp
	Level	0–127	Output Level
Distortion2	Amp Type	Small, Built-In, 2-Stack, 3-Stack	Type of guitar amp Small: small amp, Built-In: single-unit type amp, 2-Stack: large double stack amp, 3-Stack: large triple stack amp
	Level	0–127	Output Level
Speaker Simulator	Sp. Type	(See the table.)	Type of speaker
	Level	0–127	Output Level
Amp Simulator (Guitar Amp Simulator)	PreAmp	JC-120, Clean Twin, MATCH Drive, BG Lead, MS1959I, MS1959II, MS1959I+II, SLDN Lead, Metal5150, Metal Lead, OD-1, OD-2 Turbo, Distortion, Fuzz	Type of guitar amp
	Sp. Type	(See the table.)	Type of speaker
Phaser	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Multi Stage Phaser	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Infinite Phaser	Speed	-100– +100	Speed at which to raise or lower the frequency at which the sound is modulated (+: upward / -: downward)
	Resonance	0–127	Amount of feedback

Effect Name	Parameter	Value	Description
Stereo Flanger	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Depth	0–127	Depth of modulation
3D Flanger	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Depth	0–127	Depth of modulation
2Band Flanger	Low Rate	0.05–10.00 Hz	Rate at which the low-range flanger sound is modulated (Hz)
	High Rate	0.05–10.00 Hz	Rate at which the high-range flanger sound is modulated (Hz)
Auto Wah	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Manual	0–127	Adjusts the center frequency at which the effect is applied.
Humanizer	Rate	note	Frequency at which the two vowels switch (note)
	Drive	0–127	Degree of distortion Also changes the volume.
Ring Modulator	Frequency	0–127	Adjusts the frequency at which modulation is applied.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Tremolo	Rate	0.05–10.00 Hz	Frequency of the change (Hz)
	Depth	0–127	Depth to which the effect is applied
Auto Pan	Rate	0.05–10.00 Hz	Frequency of the change (Hz)
	Depth	0–127	Depth to which the effect is applied
Slicer	Rate	note	Rate at which the 16-step sequence will cycle (note)
	Shuffle	0–127	Timing of volume changes for even-numbered steps (step 2, step 4, step 6…). The higher the value, the later the beat progresses.
Compressor	Threshold	0–127	Adjusts the volume at which compression begins
	Attack	0–127	Sets the speed at which compression starts
Limiter	Threshold	0–127	Adjusts the volume at which compression begins
	Ratio	1.5:1, 2:1, 4:1, 100:1	Compression ratio
Stereo Chorus	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Depth	0–127	Depth of modulation
Hexa Chorus	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Depth	0–127	Depth of modulation
Tremolo Chorus	Chorus Depth	0–127	Modulation depth of the chorus effect
	Tremolo Rate	0.05–10.00 Hz	Modulation frequency of the tremolo effect (Hz)
Space D	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Depth	0–127	Depth of modulation
3D Chorus	Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Depth	0–127	Modulation depth of the chorus effect
2Band Chorus	Low Depth	0–127	Modulation depth for the low-range chorus sound
	High Depth	0–127	Modulation depth for the high-range chorus sound
Rotary	Speed	Slow, Fast	Simultaneously switch the rotational speed of the low frequency rotor and high frequency rotor. Slow: Slows down the rotation to the Slow Rate. Fast: Speeds up the rotation to the Fast Rate.
	Separation	0–127	Spatial dispersion of the sound
Rotary2	Speed	Slow, Fast	Rotational speed of the rotating speaker
	Brake	Off, On	Switches the rotation of the rotary speaker. When this is turned on, the rotation will gradually stop. When it is turned off, the rotation will gradually resume.
Rotary Multi	Rotary Speed	Slow, Fast	Low- and high-frequency rotation speeds (Rate) Slow: (Slow Rate), Fast: (Fast Rate)
	OD Drive	0–127	Amount of distortion

Effects List

Effect Name	Parameter	Value	Description
Stereo Delay1	Feedback	0– +80 %	Adjusts the amount of the delay sound that's fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Stereo Delay2	Feedback	0– +80 %	Adjusts the amount of the delay sound that's fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Stereo Delay3	Feedback	0– +80 %	Adjusts the amount of the delay sound that's fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Stereo Delay4	Feedback	0– +80 %	Adjusts the amount of the delay sound that's fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Stereo Delay5	Feedback	0– +80 %	Adjusts the amount of the delay sound that's fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Monaural Delay	Delay Time	note	Delay time from when the original sound is heard to when the delay sound is heard (note)
	Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Modulation Delay	Depth	0–127	Depth of modulation
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Triple Tap Delay	Center Feedback	0– +80 %	Adjusts the amount of the delay sound that's fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
3D Delay	Center Feedback	0– +80 %	Adjusts the proportion of the delay sound that is fed back into the effect.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Tape Echo	Repeat Rate	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
	Echo Level	0–127	Volume of the echo sound
Reverse Delay	Delay Time	1–1270 ms	Delay time from when sound is input into the reverse delay until the delay sound is heard (Hz)
	Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Lo-Fi (LoFi Compress)	LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Telephone	Voice Quality	0–15	Audio quality of the telephone voice
	Balance	D100:0–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Gate Reverb	Type	Normal, Reverse, Sweep1, Sweep2	Type of reverb Normal: conventional gated reverb Reverse: backwards reverb Sweep1: the reverberant sound moves from right to left Sweep2: the reverberant sound moves from left to right
	Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
OD–>Chorus (Overdrive–> Chorus)	Chorus Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Cho. Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).
OD–>Flanger (Overdrive–> Flanger)	Flanger Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Fl. Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Overdrive–> Delay	Drive	0–127	Degree of distortion Also changes the volume.
	Delay Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Dist.–>Chorus (Distortion–> Chorus)	Chorus Rate	0.05-10.00 Hz	Frequency of modulation (Hz)
	Cho. Balance	D100:0W-D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).

Effect Name	Parameter	Value	Description
Dist.–>Flanger (Distortion–> Flanger)	Flanger Rate	0.05-10.00 Hz	Frequency of modulation (Hz)
	Fl. Balance	D100:0W-D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Dist.–>Delay (Distortion–> Delay)	Drive	0–127	Degree of distortion Also changes the volume.
	DelayBalance	D100:0W-D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Enhancer–> Cho (Enhancer–> Chorus)	Chorus Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Cho. Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).
Enhancer–>Fl. (Enhancer–> Flanger)	Flanger Rate	0.05–10.00 Hz	Frequency of modulation (Hz)
	Fl. Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Enhancer–> Delay	Enhancer Sens	0–127	Sensitivity of the enhancer
	Delay Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Chorus–>Delay	Cho. Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
	Delay Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Flanger–> Delay	Fl. Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
	Delay Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Chorus–> Flanger	Cho. Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
	Fl. Balance	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Damper Resonance	Depth	0–127	Depth of the effect
	Damper Offset	0–64	Volume of additional slight resonance when the damper pedal is not pressed

Type	Cabinet	Speaker	Microphone
Small 1	Small open-back enclosure	10	Dynamic
Small 2	Small open-back enclosure	10	Dynamic
Middle	Open back enclosure	12 x 1	Dynamic
JC-120	Open back enclosure	12 x 2	Dynamic
Built-In 1	Open back enclosure	12 x 2	Dynamic
Built-In 2	Open back enclosure	12 x 2	Condenser
Built-In 3	Open back enclosure	12 x 2	Condenser
Built-In 4	Open back enclosure	12 x 2	Condenser
Built-In 5	Open back enclosure	12 x 2	Condenser
BG Stack 1	Sealed enclosure	12 x 2	Condenser
BG Stack 2	Large sealed enclosure	12 x 2	Condenser
MS Stack 1	Large sealed enclosure	12 x 4	Condenser
MS Stack 2	Large sealed enclosure	12 x 4	Condenser
Metal Stack	Large double stack	12 x 4	Condenser
2-Stack	Large double stack	12 x 4	Condenser
3-Stack	Large triple stack	12 x 4	Condenser

Stored Settings

Settings Stored in a Registration

Stored Items	Page
Tone and variation selected for the Upper part and Lower part	p. 35, p. 41, p. 43
Settings for dual and split play	p. 41, p. 43
The volume balance for dual and split play	p. 47
Keyboard Touch, The velocity when the keyboard touch is set to "Off"	p. 48, p. 125, p. 126
Reverb button's on or off, and the depth of reverb	p. 49
The effect type and the settings of effects (*1)	p. 50, p. 119, p. 120
Speed of the rotary effect for organ sounds	p. 51
Transpose's on or off, its value, and Transpose mode	p. 52, p. 124
Session Partner settings	p. 66–p. 77 p. 129–p. 130
How the pedal effect is applied, and the function of the pedal	p. 117, p. 118
Setting the part to which effects are added	p. 120
Octave Shift for the Lower tone	p. 126
MIDI transmit channel	p. 148
Program Change settings	p. 151

*1: Only the selected tone and rhythm-related settings are stored.

Settings Stored While the Power is Off

Stored Items	Page
USB Driver Setting	p. 143
Equalizer Settings	p. 122
VIMA TUNES recommended tones on/off setting	p. 120
Lyrics display on/off setting, lyrics display language setting	p. 121
Sound Control's on or off, and the type of Sound Control	p. 122
Equalizer's on or off, and the type of Equalizer	p. 122
External Memory Mode	p. 136

Settings that Can be Stored by Backing Up

Stored Items	Page
Master Tuning	p. 115
Piano Designer Settings	p. 63

DIGITAL PIANO

Model FP-7

Date : Oct. 1, 2006

MIDI Implementation Chart

Version : 1.00

Function...		Transmitted	Recognized		Remarks
Basic Channel	Default	1	1–16		
	Changed	1–16	1–16		
Mode	Default	Mode 3	Mode 3		
	Messages	x	Mode 3, 4 (M=1)		* 2
	Altered	**************			
Note Number :		15–113	0–127		
	True Voice	**************	0–127		
Velocity	Note ON	O	O		
	Note OFF	O	O		
After Touch	Key's	x	O	*1	
	Ch's	x	O	*1	
Pitch Bend		O	O	*1	
Control Change	0, 32	O	O	*1	Bank select
	1	O	O	*1	Modulation
	5	x	O	*1	Portamento time
	6, 38	x	O	*1	Data entry
	7	O	O	*1	Volume
	10	x	O	*1	Panpot
	11	O	O	*1	Expression
	64	O	O	*1	Hold 1
	65	x	O	*1	Portamento
	66	O	O	*1	Sostenuto
	67	O	O	*1	Soft
	71	x	O		Resonance
	72	x	O		Release time
	73	x	O		Attack time
	74	x	O		Cutoff
	75	x	O		Decay time
	76	x	O		Vibrato rate
	77	x	O		Vibrato depth
	78	x	O		Vibrato delay
	84	x	O	*1	Portamento control
	91	O	O (Reverb)	*1	Effect 1 depth
	93	x	O (Chorus)	*1	Effect 3 depth
	98, 99	x	O	*1	NRPN LSB, MSB
	100, 101	x	O	*1	RPN LSB, MSB
Prog Change		0–127	O		
	: True Number	**************	0–127		Program number 1–128
System Exclusive		O	O		
System Common	: Song Pos	x	x		
	: Song Sel	x	x		
	: Tune	x	x		
System Real Time	: Clock	O	x		
	: Commands	O	x		
Aux Message	: All sound off	x	O (120, 126, 127)		
	: Reset all controllers	x	O		
	: Local Control	x	O		
	: All Notes OFF	x	O (123–125)		
	: Active Sense	O	O		
	: Reset	x	x		
Notes		* 1 O x is selectable by SysEx. * 2 Recognized as M=1 even if M≠1.			

Mode 1 : OMNI ON, POLY   Mode 2 : OMNI ON, MONO   O : Yes

Mode 3 : OMNI OFF, POLY   Mode 4 : OMNI OFF, MONO   X : No

Main Specifications

FP-7: Digital Piano

Keyboard	88 keys PHA II keyboard
Touch Sensitivity	100 levels, Off (velocity adjustable)
Sound Generator	GM2 system/GS/XG lite compatible
Max. Polyphony	128 voices
Tones	339 tones (include 6 Tone Wheel Organ) + 9 Drums Sets
Effects	Reverb Digital Effect (62 types) Sound Control (3 types) 4-band Digital Equalizer
Session Partner	Rhythm: 80 types x 2 variations
	Chord Progression: Automatic or input with keyboard (User Programmable)
Recorder	Tracks: 3 tracks
	Song: 1 song (Max. 99 songs to Internal Memory)
	Note Storage: Approx. 30000 notes
	Tempo: Quarter note = 10 to 500
	Resolution: 120 ticks per quarter note
Registration	28
Internal Songs	65 Songs
Demo Songs	10 Songs
Playback and Save	Media: USB Memory
	Playback file: SMF format (0/1) Audio File (WAV format, 44.1 kHz, 16 bit linear) *Audio File can be played with Audio Key Function.
	Save format: SMF format (0), Registration set

<Others>

Rated Power Output	13 W x 2
Speakers	8 cm x12cm x 2 with Speaker Box
Display	Graphic LCD 128 x 64 dots (with backlit)
Connectors	External Memory Connector Output Jacks (L/Mono, R): 1/4 inch phone type Input Jacks (L/Mono, R): 1/4 inch phone type Mix In Jack: Stereo miniature phone type Headphone Jack x 2: Stereo 1/4 inch phone type USB (MIDI) Connector MIDI Connectors (In, Out) Pedal Jacks (Damper, Soft*, Sostenuto*) * Assignable DC In Jack
Power Supply	DC 12 V (AC Adaptor)
Power Consumption	26 W

Dimensions (Including stand)	1346 (W) x 375 (D) x 137 (H) mm 53 (W) x 14-13/16 (D) x 5-7/16 (H) inches
	1346 (W) x 396 (D) x 949 (H) mm 53 (W) x 15-5/8 (D) x 37-3/8 (H) inches (FP-7 with dedicated stand and music rest)
Weight	23.9 kg / 52 lbs 12 oz
Accessories	Owner's Manual Audio Key Utility Quick Guide CD-ROM (Audio Key Utility) Information about SONAR LE CD-ROM (SONAR LE) AC Adaptor Power Cord Music Rest 2 screws for the Music Rest Pedal (available Half-damper)
Options	Dedicated Stand: KSC-44 Damper Pedal Pedal Switch Foot Switch Expression Pedal (EV-5) USB Memory

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

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MEMO

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