Roland

FA 06 FA 07 FA 08

Quick Start

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📖 Printed Manual

- **Quick Start (this document)**
  This explains basic operation.

- **Using the Unit Safely (separate leaflet)**
  Read this first. It contains precautions that you must observe in order to use the unit safely.

📑 To obtain the PDF manual

1. **Enter the following URL in your computer.**
   http://roland.cm/om
   ▼
2. **Choose "FA-06," "FA-07," or "FA-08" as the product name.**

📑 PDF Manual (download from the Web)

The PDF manual lets you quickly search for a term, and view a section of interest simply by clicking a link.

- **Reference Manual**
  This explains all functions of the unit.

- **Parameter Guide**
  This explains parameters of the unit.

- **Sound List**
  This lists the sounds that are built into the unit.

- **Application Guide**
  This explains specific ways to play and use the unit.

- **MIDI Implementation**
  This is detailed reference material regarding MIDI messages.

Before using this unit, carefully read the sections entitled "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Quick Start (p. 27)). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature of your new unit, read Quick Start in its entirety. This Quick Start should be saved and kept on hand as a convenient reference.

Taking the "Work" Out of the Music Workstation

Workstations play an important role in a wide range of creative activity including performance on stage and music production in the studio, and are used by numerous musicians and creative people.

Not content with simply making a convenient product that lets you do a variety of things, Roland has rethought and redesigned a new workstation with a new philosophy: regardless of how times and technologies may change, deliver maximum support for creating new music, with creativity as the top priority. That's the FA-06/07/08.

In developing the FA-06/07/08, the first thing we wanted to do was to shorten the start-up time. Even if you turn on the power the moment you want to play, your musical ideas might disappear if it takes your instrument several minutes to get ready. If this has ever happened to you, you'll appreciate the value of quick startup.

The sampler is designed to read directly from the SD card, so you won't have to wait for data to be loaded into memory. Operation is simple; just tap a pad to play sounds. It's an ideal match for most music scenes today.

The high-quality sounds inherited directly from the flagship INTEGRA-7 sound module are ample for live performance or production, and have expressive power that will spark your inspiration even during casual everyday playing. The SuperNATURAL synth tones are compatible with the INTEGRA-7, allowing you to add sounds from the incredible variety available on the Axial sound library site. Sounds in internal wave memory can also be replaced with your own favorites. By supporting a stupendous library, our goal has been to create an instrument that you'll use for years to come.

By simplifying the steps required for track-making, the non-stop recording feature is an indispensable sequencer function for today's workstation; it lets you immerse yourself in song production without interrupting your creative flow.

So that your musical ideas and phrases can be smoothly moved to your DAW, there's a multi-track export function that lets you individually export MIDI track as audio data. Of course you can also export as a two-channel mix or as SMF data.

To integrate smoothly into a DAW-based music production system, the FA-06/07/08 connects easily to your computer, and provides a DAW controller function that lets you use it as a sound module, controller, and interface.

You want to be able to create new music from a blank slate. That's why we've left behind the production workflow of the past, and redesigned this system for a new workflow that integrates with your DAW.

The FA-06/07/08 is the workstation that's been newly reborn from zero.

We hope that your inspirations born from zero will give birth to new music with your FA-06/07/08.

The FA-06/07/08 development team

*1 Axial is a sound library site from which you can download additional sounds for Roland synthesizers.
http://axial.roland.com/

Axial

Main Features

The Sound Engine of the Flagship Model

- A top-class sound engine is built in, providing the latest SuperNATURAL Acoustic, SuperNATURAL Synth, and PCM sounds, as well as support for expansion slots to accommodate Wave expansion sounds.
- The SuperNATURAL synth tones are completely compatible with the INTEGRA-7. Tone import is also supported, and you can take advantage of an enormous sound library including sounds provided via the Axial sound library site.
- The SuperNATURAL acoustic tones have been selected mainly from piano, electric piano, organ, bass, guitar, strings, and drums. They bring cutting-edge expressive power to your live performances and music productions.

Powerful Effect System with MFX on All Parts

- Giving you freedom for dynamic sound editing, MFX (multi-effect) is provided on all 16 parts.
- At the final stage of the sound, there's a "TFX" (total effect) that lets you enhance your performance by adding an effect such as DJ FX Looper or Isolator.
- You can use the SOUND MODIFY knobs to control the versatile effects in real time.
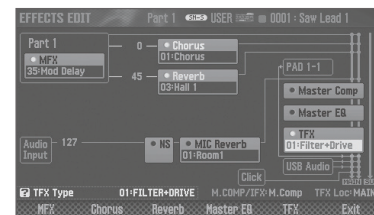
Use the Sample Pads to Freely Manipulate Vocals, Drums, Loops and Other Audio

- You can use the 16 pads to play audio samples.
- This is a great way to dramatically expand your possibilities for live performance or music production; you can create remixes using vocal material, perform backed by audio loops, or include drum, guitar, or sound effects in your performance.
- Use the clip board to rapidly rearrange your samples as needed for each live performance.
- Samples can also be triggered from the sequencer; this is a great way to use audio material for music production as well as for performance.
- You can sample sound from a microphone or guitar. Sample editing is supported, and it's easy to make quick adjustments to the playback position or level of a sample.
- You can use existing audio material by importing WAV, AIFF, or MP3 data (for export, only WAV format is supported).
- In addition to sample playback, you can use the pads to control numerous functions. For example, you can use the pads as quick controllers to mute specific parts while you perform, or to enter numeric values directly (PAD UTILITY).
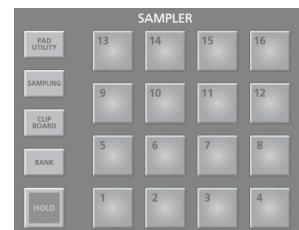
New Sequencer Lets You Record Without Interrupting Your Imagination

- From any state of playing, you can press the record button to start recording the moment inspiration strikes. This recording system ensures that your ideas will never be lost.
- Also provided is non-stop recording that minimizes the actions necessary for loop recording. This is a fast way to create tracks that lets you generate ideas and phrases in rapid succession.
- Master effects such as reverb, chorus, and compressor are also provided, allowing you to bring your song to an essentially complete state without needing to use any equipment other than this unit.

Music Production Linked with Your DAW; a Total Package of Sound Engine, Controllers, and Audio Interface

- You can control your DAW from this unit (DAW control maps are provided).
  You can also use the keyboard and knobs to play a software synthesizer or the internal sound generator.
- MIDI tracks you've created on this unit can be quickly transferred to your DAW. You can also use multi-track export to convert individual tracks to WAV format. Of course, this unit also lets you export as a two-track mix or as SMF data.
- This unit can be used as an audio interface; a microphone or guitar connected to this unit can be recorded into your DAW.
- Playback of the audio from your DAW is also supported.
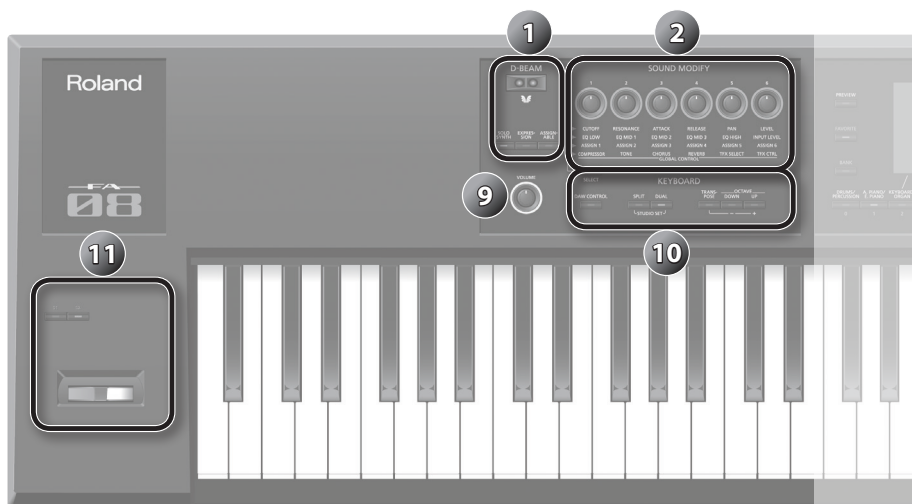
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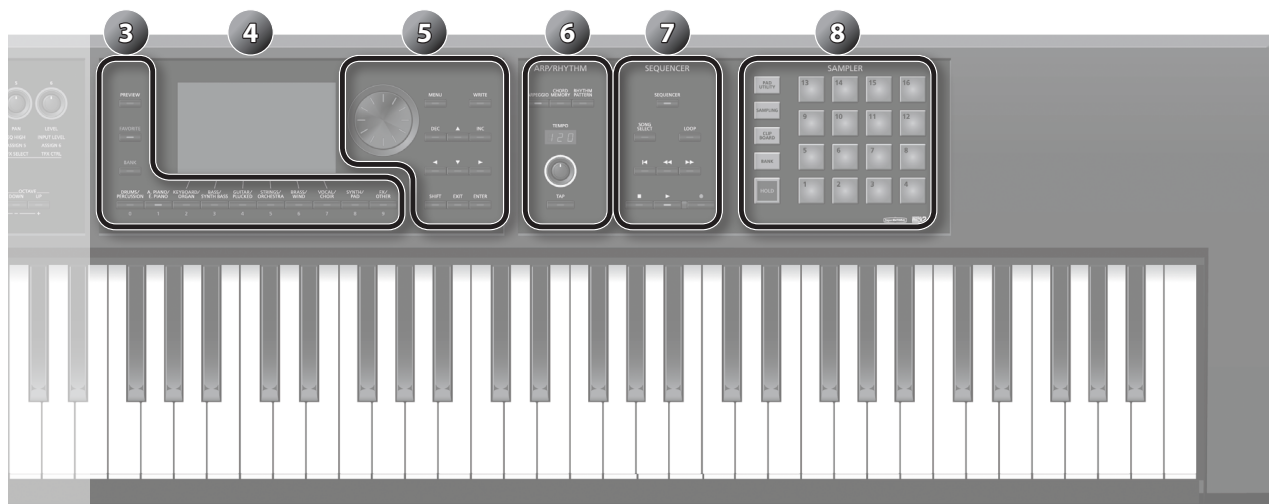Italiano
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Getting Ready

Panel Descriptions

Top Panel

Number	Area	Name	Explanation	Page
1	D-BEAM	D-BEAM controller	By positioning your hand over the D-BEAM, you can apply various effects to the sound.	p. 14
		[SOLO SYNTH] button	Lets you play monophonic synthesizer sounds by moving your hand above the D-BEAM controller.	
		[EXPRESSION] button	Lets you use the D-BEAM controller to control the volume.	
		[ASSIGNABLE] button	Lets you assign various parameters of functions that modify the sound in real time.	
2	SOUND MODIFY	[1]–[6] knobs	Control the parameters that you've selected by the [SELECT] button.	p. 15
		[SELECT] button	Selects the group of parameters that is controlled by the [1]–[6] knobs.	
3		[PREVIEW] button	Auditions the currently selected tone while this button is held down.	p. 11
		[FAVORITE] button	Lets you register your favorite tones or studio sets to the [0]–[9] buttons.	p. 16
		FAVORITE [BANK] button		
		Tone buttons ([0]–[9])	Select tone category groups. If the [FAVORITE] button or [BANK] button is lit, these buttons operate as [0]–[9] buttons. When executing functions that are displayed at the bottom of the screen, these buttons operate as function buttons ([2]–[7] buttons).	p. 11
4	Display	Display	Shows various information depending on operation.	–
5		Dial	Changes a value. If you hold down the [SHIFT] button and turn the dial, the value changes more greatly.	p. 10
		[MENU] button	Lets you make detailed settings for various functions.	p. 26
		[WRITE] button	Saves a studio set, tone or song.	p. 18
		[DEC] [INC] buttons	Changes a value. If you press one of these buttons while holding down the other, the value changes more rapidly. If you press one of these buttons while holding down the [SHIFT] button, the value changes more greatly.	p. 10
		[▲] [▼] [◄] [►] buttons	Move the cursor position up/down/left/right.	p. 10
		[SHIFT] button	Accesses the corresponding edit screen when pressed together with another button.	p. 10
		[EXIT] button	Returns to the previous screen or closes the open window.	p. 10
		[ENTER] button	Used to confirm a value, execute an operation, or view lists of tones or other items.	p. 10
6	ARP/RHYTHM	[ARPEGGIO] button	Turns the arpeggiator on/off.	p. 13
		[CHORD MEMORY] button	Turns the chord memory function on/off.	p. 13
		[RHYTHM PATTERN] button	Accesses the RHYTHM PATTERN screen.	p. 13
		TEMPO indicator	Indicates the tempo.	
		[TEMPO] knob	Adjusts the tempo.	p. 13
		[TAP] button	Sets the tempo to the interval at which you repeatedly press the button.	

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Rear Panel (Connecting Your Equipment)

SD card slot

This unit is shipped from the factory with the included SD card inserted and the SD card protector secured with screws. To remove the SD card, remove the screws.

The SD card stores various data of this unit (e.g., settings, sounds, samples).

MIDI connectors

Connect an external MIDI device here.
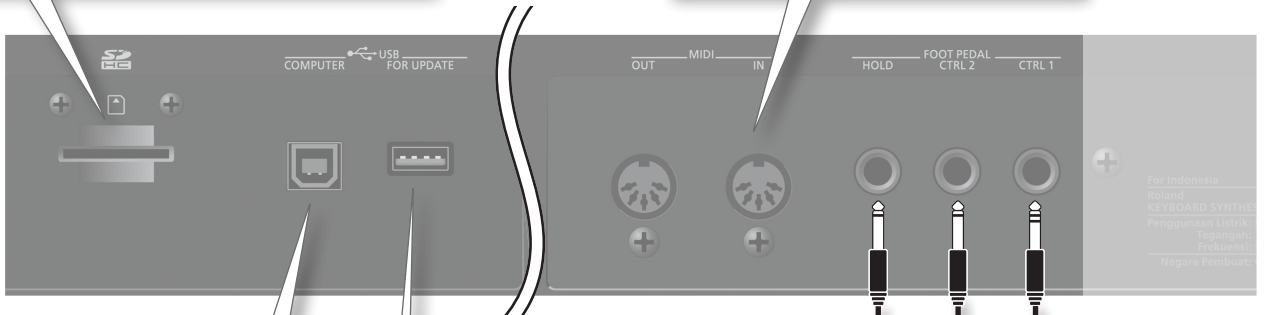
USB COMPUTER port

Use a commercially available USB 2.0 cable to connect this unit to your computer.

USB FOR UPDATE port

You can update the system program by connecting a USB flash drive here.

* Use a commercially available USB flash drive or a USB flash drive sold by Roland. However, we cannot guarantee that all commercially available USB flash drives will work with this unit.

FOOT PEDAL jacks

HOLD jack

You can connect a pedal switch (DP series; sold separately) and use it as a hold pedal.

CTRL 1, CTRL 2 jacks

You can connect an expression pedal (EV-5; sold separately) or pedal switch (DP series; sold separately) here and use them to control various parameters or functions.

* 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.

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

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

MAIN OUTPUT jacks

Connect your speakers here. If outputting in monaural, connect the L/MONO jack.

* This instrument is equipped with balanced (TRS) type jacks. Wiring diagrams for these jacks are shown below. Make connections after first checking the wiring diagrams of other equipment you intend to connect.

```
TIP:     HOT
RING:    COLD
SLEEVE:  GND
```

DC IN jack, Cord hook

Connect the included AC adaptor here.

DC IN
USE ROLAND PSB-1U ADAPTOR ONLY

AC outlet   Indicator

* 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 DC IN jack, anchor the power cord using the cord hook, as shown in the illustration.
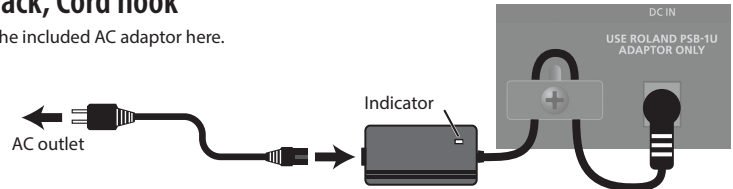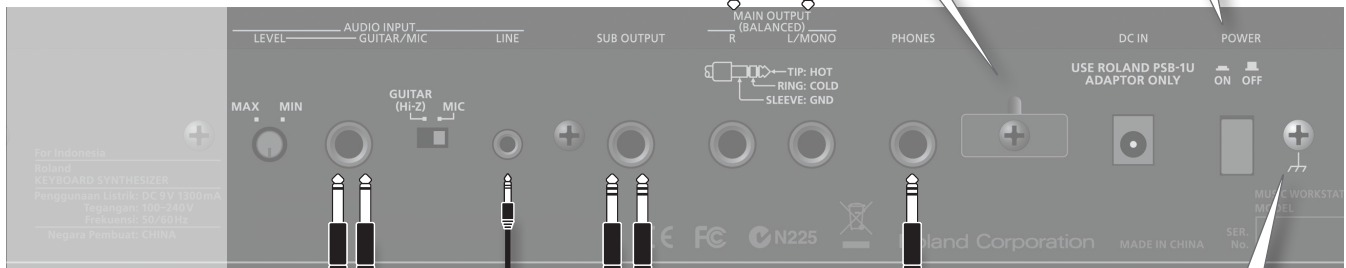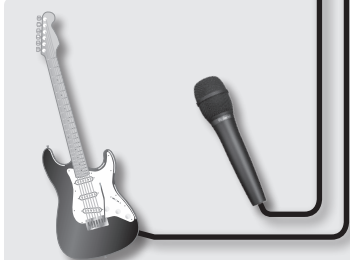
* Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

[POWER] switch

Press this switch to turn it on/off.

```
        AUDIO INPUT
LEVEL      GUITAR/MIC      LINE      SUB OUTPUT      MAIN OUTPUT      PHONES          DC IN          POWER
                                                    (BALANCED)
                                                    R      L/MONO
                                              TIP: HOT                      USE ROLAND PSB-1U      ON      OFF
                                              RING: COLD                    ADAPTOR ONLY
MAX  MIN      GUITAR                           SLEEVE: GND
             (Hi-Z)  MIC
```

AUDIO INPUT jacks

GUITAR/MIC jack

Connect your guitar or microphone here.

Use the [LEVEL] knob to adjust the input level.

```
          AUDIO INPUT
LEVEL        GUITAR/MIC

                    GUITAR
MAX  MIN            (Hi-Z)  MIC
```
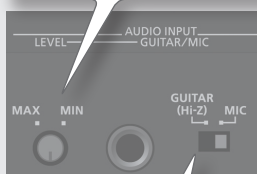
Set this to "GUITAR" if you've connected a guitar, or to "MIC" if you've connected a microphone.

LINE jack

Connect your digital audio player or audio device here.

Use a stereo mini-plug cable (commercially available) to make connections. Adjust the volume using the controls of the device you've connected.

Ground terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. 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)

PHONES jack

Connect you headphones (sold separately) to this jack.

SUB OUTPUT jack

Connect separately sold headphones or speakers here.
Sounds such as the metronome or a specific part can be specified for individual output.
Lets you synchronize your tempo with other players when performing in a band.

* The top panel [VOLUME] knob does not adjust the volume of this output.

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An Overview of This Unit
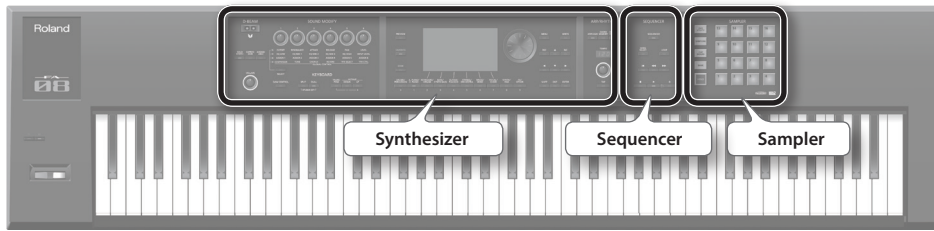
Broadly speaking, this unit consists of three sections: synthesizer, sequencer, and sampler.

Synthesizer Sequencer Sampler

Synthesizer

This unit provides 16 parts, allowing you to play multiple tones simultaneously. These 16 parts are collectively called a "studio set." One tone can be assigned to each part of a studio set.

Normally, you'll perform using the tone of part 1 (single play).

When using the sequencer to create a song, you'll use all 16 parts of the studio set (multi part play).

You can also use the tones of part 1 and part 2 for dual play or split play.

Studio set

Part 1 | Part 2 | Part 3 | Part 4 | Part 10 | Part 16
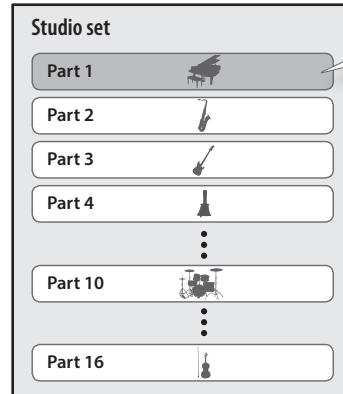
Normally you'll play the tone that's assigned to part 1.

What is a tone?

Each sound that you can play on this unit is called a "tone." Press a tone button to select a tone.

* Part 10 is dedicated to drum tones.

Sequencer

You can use the 16-track MIDI sequencer to create songs.

You can record 16 tracks using the tones of the studio set's 16 parts.

What is a song?

A "song" is performance data for one song.

A song contains the performance data, tempo data, and the studio set that you used. Sample banks are also remembered for each song.

Studio set

Part 1 → Track 1
Part 2 → Track 2
Part 3 → Track 3
Part 4 → Track 4
Part 10 → Track 10
Part 16 → Track 16

Song
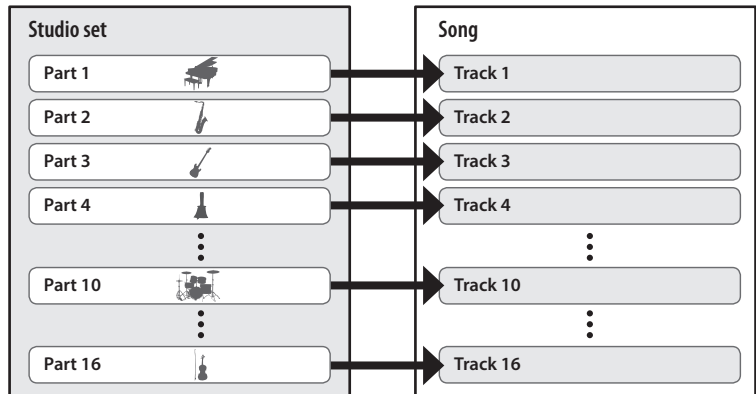
Sampler

Using the sampler section, the sound of your keyboard performance or the sound that's input from a connected audio device or microphone can be recorded (sampled) to an SD card as audio.

Samples that you've sampled to an SD card can be played by pressing the pads.
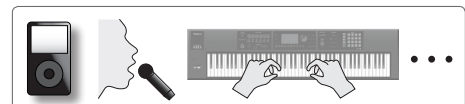
What is a sample?

A sample is a sampled sound together with loop data and other settings, that is assigned to one of the 16 pads.

📖 For details, refer to "Reference Manual" (PDF)

For a more detailed explanation of this unit, refer to "Overview" in "Reference Manual" (PDF).

Turning the Power On/Off

Once everything is properly connected (p. 6), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

Turning the Power On

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

1. Turn the power on in the following order: this unit → connected devices.

On

Off
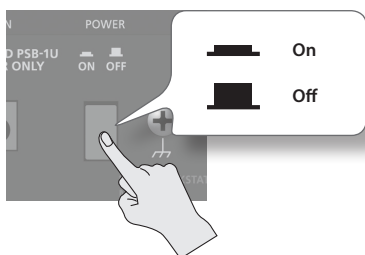
2. Turn the [VOLUME] knob to adjust the volume.

Turning the Power Off

1. Turn the power off in the following order: connected devices → this unit.

Concerning the Auto Off function

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

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

• To restore power, turn the power on again.

Making the power turn off automatically after a certain time (Auto Off)

1. Press the [MENU] button.

2. Use the cursor buttons to select "System," and press the [ENTER] button.

**3.** Use the cursor [◄] [►] buttons to choose the "General" tab.

4. Move the cursor to "Auto Off," and use the dial to change the setting.

Value	Explanation
OFF	The Auto Off function is not used.
30 [min]	The power turns off 30 minutes after this unit was last played or operated.
240 [min] (factory setting)	The power turns off four hours after this unit was last played or operated.

5. Press the [6] (System Write) button.

The setting is saved; the saved setting takes effect the next time the power is turned on.

Playing the Demo Songs

The SD card included with this unit contains demo songs.

1. Press the [►] button.
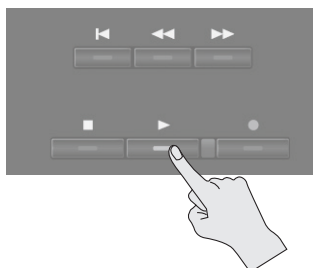
Demo song playback starts.

2. Press the [■] button to stop.

MEMO

For details on how to select a demo song, refer to "Selecting/ Playing a Song" (p. 21).

* Use of the demo songs for any purpose other than personal enjoyment without permission from the copyright holder is prohibited by law.

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Basic Operation

This section explains the basic button and dial operations you'll use to operate this unit.

Cursor Buttons

One screen or window can contain multiple parameters (items to set) or selections. To change the setting of a parameter, move the cursor to the value of that parameter.

If you hold down a cursor button, the cursor continues to move.

If you hold down the cursor button of a certain direction and then press the cursor button of the opposite direction, the cursor moves faster.
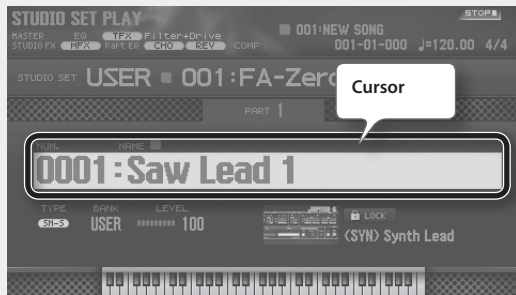
Changing a Value

To change the value that's highlighted by the cursor, use the dial or the [DEC] [INC] buttons.
If you hold down the [SHIFT] button while performing this operation, the value will change more greatly.

Dial

Turning the dial to the right increases the value; turning it toward the left decreases the value.

[DEC] [INC] buttons

Press the [INC] button to increase the value; press the [DEC] button to decrease the value.

If you hold down one button and press the other button, the value will change faster.

[MENU] Button

This button accesses detailed settings for various functions, such as overall settings that affect the entire this unit (p. 26).
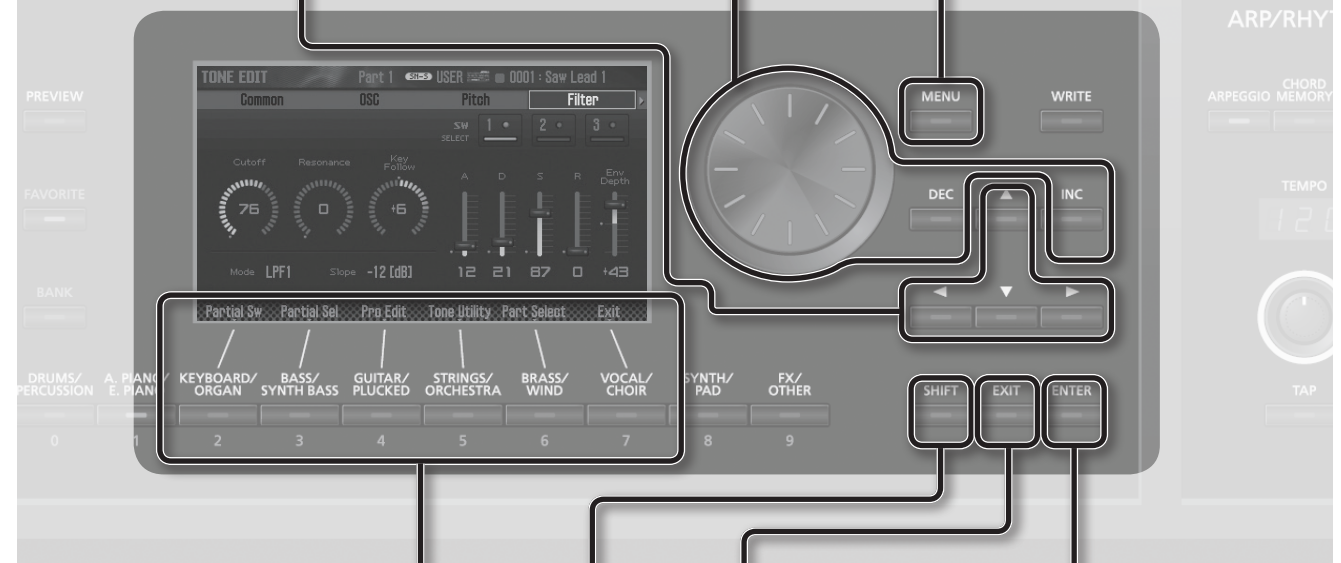
Function Buttons

Normally these operate as tone buttons. However in some screens, they operate as function buttons ([2]–[7]) to execute functions. The function names are shown at the bottom of the screen.

In some screens, holding down the [SHIFT] button makes different functions appear.

[ENTER] Button

Use this button to confirm a value or execute an operation.

MEMO

If you move the cursor to a tone or parameter and press the [ENTER] button, a list appears, allowing you to change the setting.

[SHIFT] Button

By holding down the [SHIFT] button and pressing another button, you can move to the setting screen for the button you pressed (shortcut).

[EXIT] Button

This button returns to the previous screen, or closes the open window.

Synthesizer (Performing)

Selecting a Tone

Category group	Explanation
DRUMS/PERCUSSION	Rhythm instruments
A. PIANO/E. PIANO	Piano
KEYBOARD/ORGAN	Keyboard/organ
BASS/SYNTH BASS	Bass
GUITAR/PLUCKED	Guitar
STRINGS/ORCHESTRA	Strings/orchestral
BRASS/WIND	Brass/woodwinds
VOCAL/CHOIR	Vocal/choir
SYNTH/PAD	Synthesizer/pads
FX/OTHER	Sound effects/other

1. **Press a tone button.**

2. **Turn the dial to select the tone you want.**

Play the keyboard.

> **MEMO**
> • While you hold down the [PREVIEW] button, this unit will play a demo using a phrase that's appropriate for the selected tone.
> • If you press the [ENTER] button, the TONE LIST screen appears. Here you can choose a tone from the list.

About the types of tone

This unit has SuperNATURAL tones and PCM tones.

SuperNATURAL tone

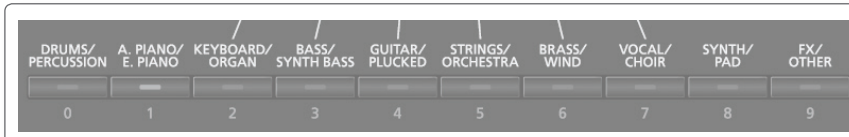| Type	Explanation
SuperNATURAL acoustic tones (SN-A)	These tones reproduce not merely the sounds of acoustic instruments, but also the differences arising from the phrase, chord, or melodic performances of the player, giving you the expressive power that is distinctive of that acoustic instrument.
SuperNATURAL synth tones (SN-S)	Each tone components: OSC (oscillator), FILTER (filter), and AMP (amp). Powerful synth sounds can be produced by a single tone.
SuperNATURAL drum kits (SN-D)	These are drum sounds that reproduce the natural tonal change from soft to strong strikes, and the way in which the sound responds to repeated strikes.

PCM tone

Type	Explanation
PCM synth tones (PCMS)	These are sounds that were called "patches" on Roland synthesizers of the past, and have been tuned for this unit. You can combine up to four partials (waves) in one PCM synth tone.
PCM drum kits (PCMD)	These are sounds that were called "rhythm sets" on Roland synthesizers of the past, and have been tuned for this unit. A drum kit is a group containing multiple percussion instrument sounds so that different percussion instrument sound are heard depending on the key (note number) you play.

About the screen
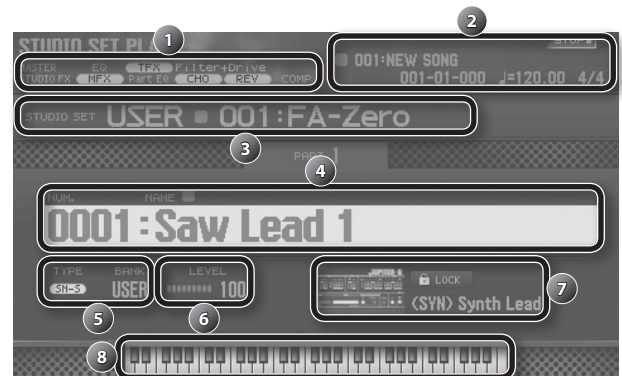
Number	Explanation
1	Effect information and status
2	Song information
3	Bank, number, and name of the studio set
4	Tone number and name
5	Type and bank of tone
6	Tone level
7	Category name
8	Keyboard status (active region, dual, split, etc.)

Save your selection

Your selection of tone is temporary. If you turn off the power or choose a different studio set, your tone selection disappears. If you want this unit to remember the tone you selected, save the studio set (p. 18).

You can add tones

A wide range of tones from the Axial sound library site can be added to this unit.

For details, refer to the Axial site.

http://axial.roland.com/

Axial

Performance Settings

Raising/Lowering the Key Range in Semitones (Transpose)

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

   MEMO

   You can change this setting in a range of -5–+6 semitones.

Raising/Lowering the Key Range in Octaves (Octave)

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

   MEMO

   • You can change this setting for a maximum of ±3 octaves.

   • To restore the original setting, press the OCTAVE [DOWN] button and [UP] button simultaneously.
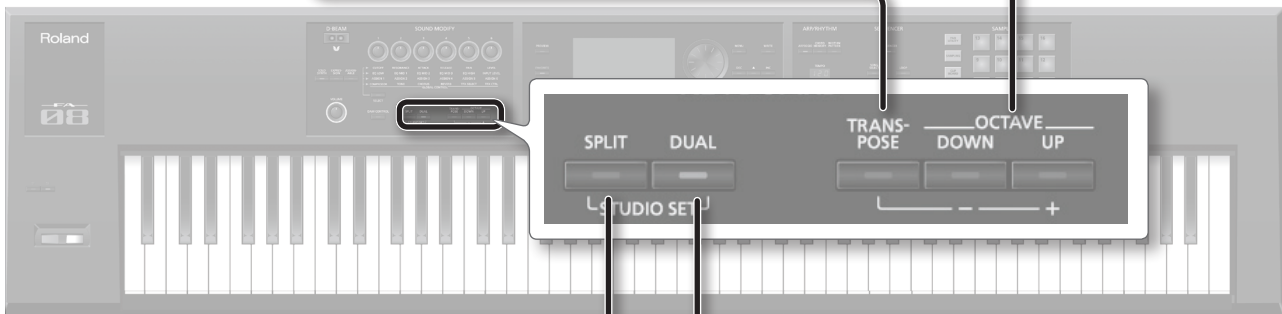
Playing Different Tones in the Right and Left Hands (Split)

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

   The split screen appears.

   Divided at the split point, the right-hand keyboard region plays the upper tone, and the left-hand keyboard region plays the lower tone.

   Lower tone   Upper tone

   Split point
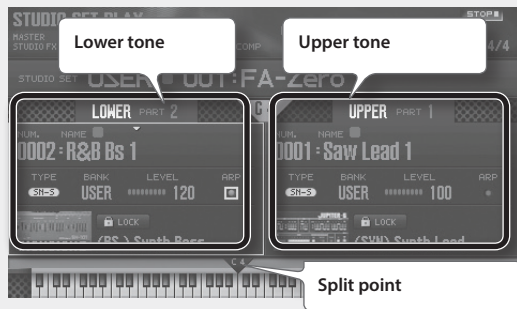
2. **To cancel split, press the [SPLIT] button to make it go dark.**

Switching tones

1. **Move the cursor to the tone that you want to switch, and use the dial to select a different tone.**

   MEMO

   You can also switch tones by pressing a tone button.

Changing the Keyboard Split Point (Split Point)

1. **Hold down the [SPLIT] button and press the key that you want to be the new split point.**

   The key you press becomes the split point.

   The split point key is included in the upper region.

Layering Two Tones (Dual)

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

   The dual screen appears.

   The upper tone and lower tone are heard layered together.

   Upper tone

   Lower tone

2. **To cancel dual, press the [DUAL] button to make it go dark.**

Switching tones

1. **Move the cursor to the tone that you want to switch, and use the dial to select a different tone.**

   MEMO

   You can also switch tones by pressing a tone button.

Using Performance Functions

Playing Arpeggios

The arpeggiator is a function that automatically produces an arpeggio based on the keys that you press.

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

2. **Play a chord on the keyboard.**

An arpeggio consisting of the notes you hold down starts playing.

3. **To turn off this function, press the [ARPEGGIO] button once again to make it go dark.**

MEMO

By using this in conjunction with the chord memory function, you can easily play a variety of arpeggio sounds using just one finger.

Playing Chords (Chord Memory)

Chord memory is a function that sounds a pre-registered chord form when you play a single note on the keyboard.

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

2. **Play the keyboard.**

A chord sounds according to the currently selected chord form.

3. **To turn off this function, press the [CHORD MEMORY] button once again to make it go dark.**
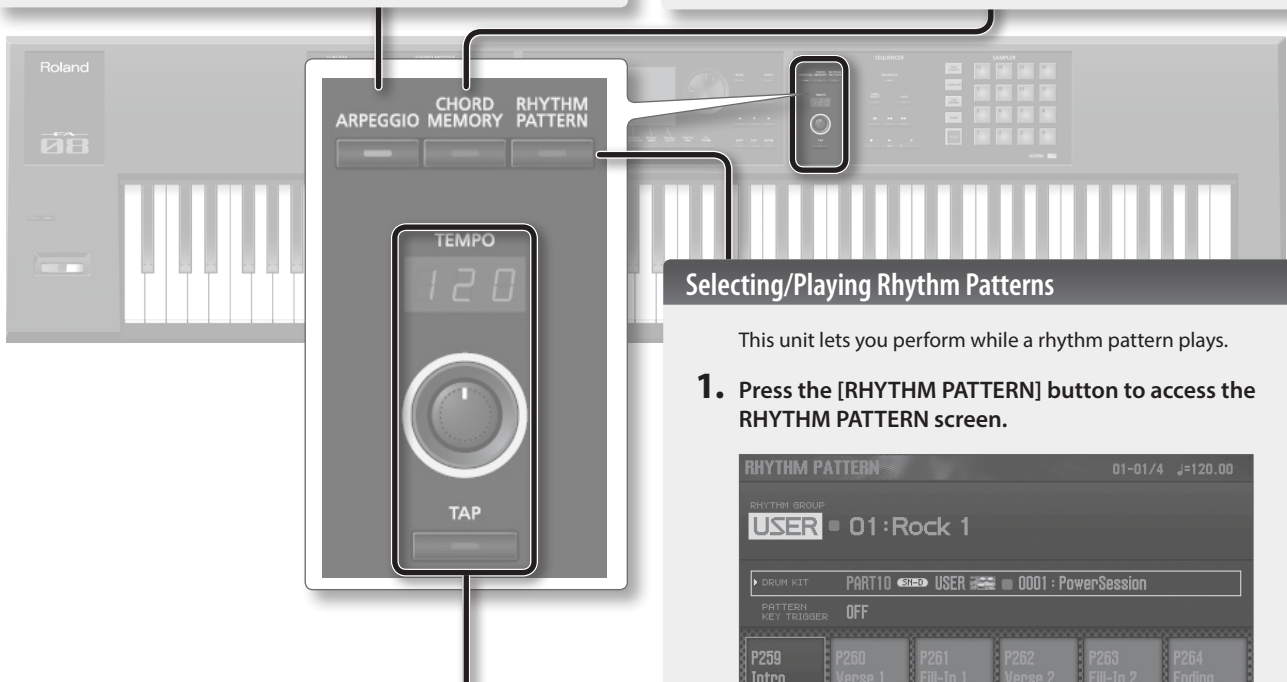
Changing the Tempo

You can change the tempo of the arpeggiator or rhythm pattern.

1. **Turn the [TEMPO] knob.**

MEMO

• You can set the tempo by pressing the [TAP] button at the desired interval (tap tempo). Press the button three or more times at quarter-note intervals of the tempo you want.

• When you press the [TAP] button, the Tempo window appears. In this state, you can hold down the [SHIFT] button and turn the dial to adjust the value in units below the decimal point.

Selecting/Playing Rhythm Patterns

This unit lets you perform while a rhythm pattern plays.

1. **Press the [RHYTHM PATTERN] button to access the RHYTHM PATTERN screen.**
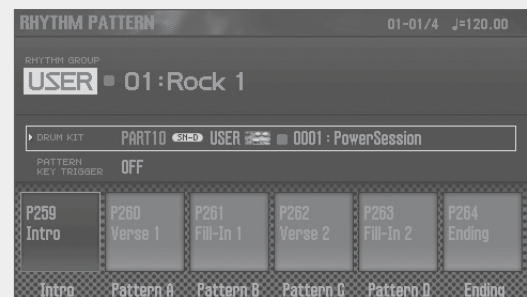
2. **Select a rhythm group and drum kit.**

1. Move the cursor to "RHYTHM GROUP" or "DRUM KIT."
2. Turn the dial to select a drum kit or a rhythm group.

3. **Press one of the [2] (Intro)–[7] (Ending) buttons to select the rhythm pattern that you want to play.**

The rhythm pattern plays.

MEMO

To stop, press the button of the rhythm pattern that's sounding.

Modifying the Sound in Real Time

Modifying the Sound by Moving Your Hand (D-BEAM Controller)

1. **Press a button to select the effect that the D-BEAM controller will have.**

Button	Explanation
[SOLO SYNTH]	Play a monophonic synthesizer by moving your hand above the D-BEAM controller.
[EXPRESSION]	Use the D-BEAM controller to control volume.
[ASSIGNABLE]	Various parameters and functions can be assigned. The effect that's most appropriate for each tone is applied. Hold down the [SHIFT] button and press this button to access a screen where you can assign a function. You can also assign a parameter by holding down the [ASSIGNABLE] button and turning the SOUND MODIFY knob or pressing a pad.
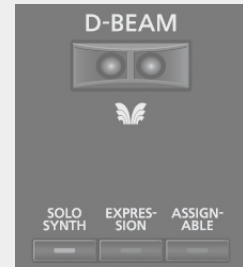
2. **While playing the keyboard, place your hand above the D-BEAM controller.**
An effect is applied according to the button that you pressed.
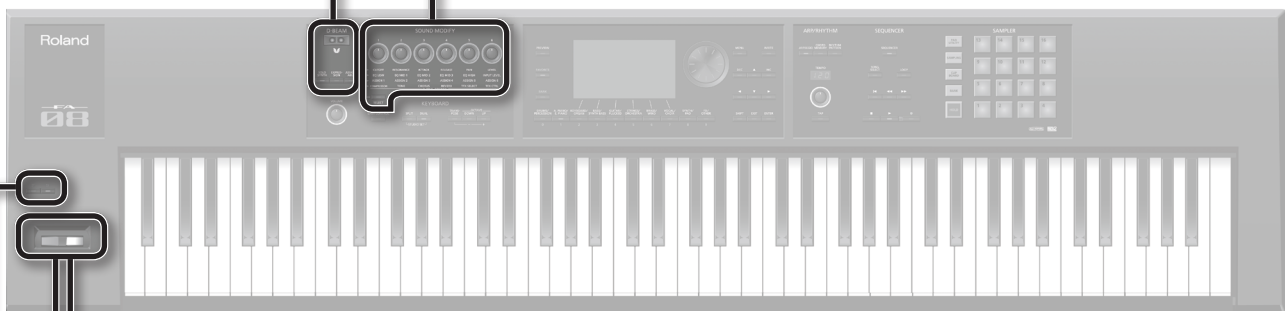
Changing the Pitch in Real Time (Pitch Bend)

1. **Move the pitch bend/modulation lever to left or right.**

While playing the keyboard, move the lever toward the left to lower the pitch, or toward the right to raise the pitch.

Adding Vibrato or Dynamics (Modulation)

1. **Move the pitch bend/modulation lever away from yourself.**

Moving the lever away from yourself applies vibrato or dynamics.

Using an Assigned Function to Vary the Sound ([S1] [S2] buttons)

1. **While playing the keyboard, press the [S1] [S2] buttons.**
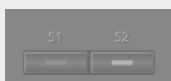
The sound changes according to the functions that are assigned to the [S1] [S2] buttons.

Using the SOUND MODIFY Knobs to Vary the Sound

You can use the SOUND MODIFY knobs to control the sound in real time.

You can control a total of 24 parameters, organized as four groups each containing six parameters.

Group that is controlled (lit)
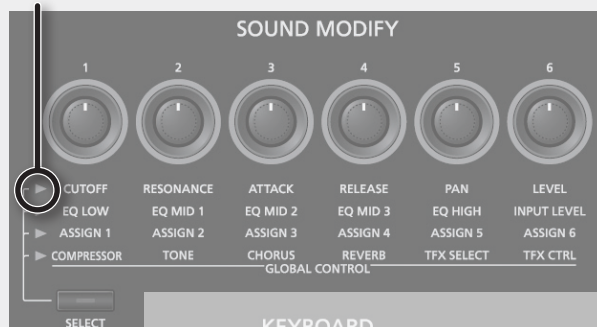
1. **Press the [SELECT] button to select the group of parameters that you want to control.**

2. **Turn knobs [1]–[6].**

   The sound will change according to the knob that you turn.

Changing the tonal character of the part (CUTOFF, RESONANCE)

The filter parameters affect the character of the sound and how it will be heard.

Depending on the frequencies that make up the sound, you can boost or attenuate different regions to change its character.

Changing how the volume will vary of the part (ATTACK, RELEASE)

You can adjust how quickly the sound will begin when the key is played, and how quickly it will disappear when the key is released.

Changing the stereo position of the sound of the part (PAN)

You can change the pan (stereo position) of the part.

Adjusting the volume of the part (LEVEL)

You can adjust the volume of the part.

Adjusting the level of the high, mid, and low-frequency regions (EQ)

You can adjust the equalizer (EQ) that is applied to the overall sound.

Adjusting the input volume (INPUT LEVEL)

You can adjust the input volume of the AUDIO INPUT jack.

Applying an assigned function (ASSIGN)

You can assign various parameters to ASSIGN 1–6.

MEMO

- For details on using the SOUND MODIFY knobs, refer to "Using the SOUND MODIFY Knobs to Vary the Sound" in "Reference Manual" (PDF).
- For details on the parameters of the total effects, refer to "Parameter Guide" (PDF).

Applying effects conveniently (GLOBAL CONTROL)

This unit provides "global control" that lets you apply effects conveniently.

"Global control" is technology that lets you optimize multiple parameters of an effect simply by turning a single knob.

Knob	Explanation
[1] (COMPRESSOR)	If you turn the knob all the way to the left, no compressor effect will be applied.
	Turning the knob toward the right will smooth out the overall volume, making your sound more consistent.
[2] (TONE)	Turning the knob toward the left will boost the mid-range, making the sound punchier. This is appropriate when playing in a band.
	Turning the knob toward the right will boost the low and high-frequency ranges, producing a more colorful sound. This is appropriate for solo performances.
[3] (CHORUS)	If you turn the knob all the way to the left, no chorus effect will be applied.
	Turning the knob toward the right will make the chorus deeper.
[4] (REVERB)	If you turn the knob all the way to the left, no reverb effect will be applied.
	Turning the knob toward the right will make the reverb deeper.
[5] (TFX SELECT)	Selects the type of total effect.
	You can choose one of 29 types of total effect to be applied.
[6] (TFX CTRL)	Controls the parameters of the total effect you selected.

Registering/Recalling Favorite Sounds (Favorites)

Sounds (tones or studio sets) that you frequently use in live performance can be registered as "favorites" for instant recall.

You can register ten sounds in each bank; ten such banks (0–9) can be created.

For example, sounds for the songs you play in a live performance could be registered in the order in which you'll play them.

Bank 9

Bank 0

Favorite 9
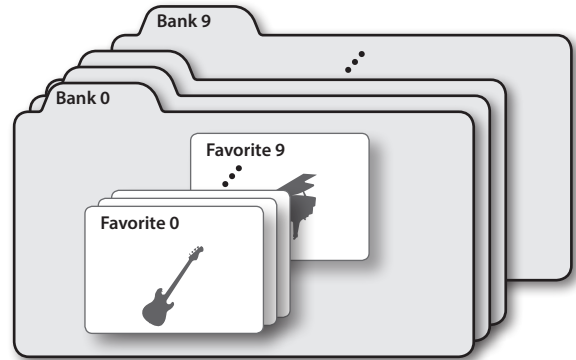
Favorite 0

Registering a Sound as a Favorite

Here's how to register a sound as a favorite.

1. **Select the sound (tones or studio sets) that you want to register.**

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

FAVORITE

3. **Select the bank in which you want to register the favorite.**

BANK

1. Press the FAVORITE [BANK] button.

2. Press a button ([0]–[9] button) to specify the bank number.

4. **Hold down the [FAVORITE] button and press a button ([0]–[9] buttons) to specify the number in which the favorite will be stored.**

The sound has been registered.

MEMO

The content that is registered as a favorite will depend on the performance state.

Performance state	Registered content
Single play	The tone of part 1
Dual play	The studio set
Split play	
Multi part play	

Recalling a Favorite

If you leave the [FAVORITE] button turned on, you can successively recall favorites simply by pressing the [0]–[9] buttons.

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

Now you can use the [0]–[9] buttons to recall favorites.

2. **Select the bank you want to recall.**

1. Press the FAVORITE [BANK] button.

2. Press the button ([0]–[9] buttons) of the bank number that you want to select.

MEMO

You can change the favorite bank even when the [FAVORITE] button is off.

3. **Use the [0]–[9] buttons to select a favorite.**

The favorite will be recalled.

Removing a Favorite

Here's how to remove a favorite that you registered.

1. **Hold down the [SHIFT] button and press the [FAVORITE] button.**

The FAVORITE LIST screen appears.

Favorite number   Bank number

BANK 0   BANK 1   BANK 2   BANK 3

0	Tone	USER	0001:Saw Lead 1
1	Tone	PRST	0001:Full Grand 1
2	Studio Set	USER	001:FA-Zero
3	Tone	PRST	0050:B3 Jazz 1
4	Tone	PRST	0089:StringsSect1
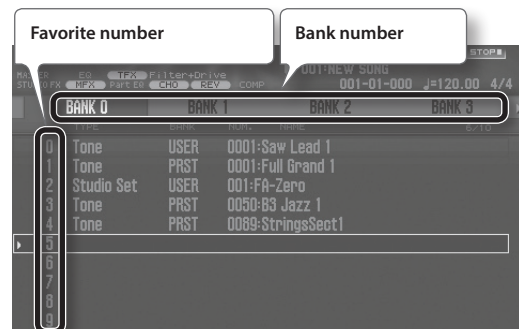
2. **Use the cursor [◄] [►] buttons to choose the bank.**

3. **Use the cursor [▲] [▼] buttons or the [DEC] [INC] buttons to choose a favorite.**

4. **Hold down the [SHIFT] button and press the [2] (Remove) button.**

The favorite is removed.

Synthesizer (Editing)

Editing a Studio Set

Here's how to edit a studio set.

Overall Settings for the Studio Set

Here's how to make overall settings for the studio set.

1. **Hold down the [SHIFT] button and press the [5] (Studio Common) button.**

The STUDIO SET COMMON screen appears.
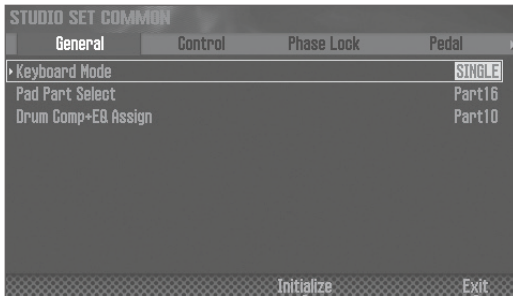
MEMO

You can also access the STUDIO SET COMMON screen from the menu (p. 26).

2. **Use the cursor buttons to select an item, and use the dial to change its value.**

You can switch tabs by holding down the [SHIFT] button and using the cursor [◀] [▶] buttons.

NOTE

The edits that you make to the studio set are temporary. If you turn off the power or select another studio set, your changes will be lost. If you want to keep your changes, save the studio set (p. 18).

MEMO

For details on the parameters, refer to "Parameter Guide" (PDF).

Editing the Part Settings

A studio set has 16 parts, and you can adjust settings such as volume (Level), equalizer (EQ), and key range (KBD) for each part.

1. **Hold down the [SHIFT] button and press the [4] (Part View) button.**

The PART VIEW screen appears.

MEMO

You can also access the PART VIEW screen from the menu (p. 26).

2. **Use the cursor buttons to select a parameter, and use the dial to change its value.**

You can switch tabs by holding down the [SHIFT] button and using the cursor [◀] [▶] buttons.

Editing a Tone

Here's how to edit a tone.

1. **Hold down the [SHIFT] button and press the [2] (Tone Edit) button.**

The TONE EDIT screen appears.

MEMO

- The TONE EDIT screen differs depending on the type of tone.
- You can also access the TONE EDIT screen from the menu (p. 26).

2. **Use the cursor buttons to select a parameter, and use the dial to change its value.**

You can switch tabs by holding down the [SHIFT] button and using the cursor [◀] [▶] buttons.

NOTE

The edits that you make to a tone are temporary. If you turn off the power or select another tone, your changes will be lost. If you want to keep your changes, save a tone (p. 18).

MEMO

For details on the parameters, refer to "Parameter Guide" (PDF).

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Editing the Effects

Here's how to edit the effects.

1. **Hold down the [SHIFT] button and press the [3] (Effects Edit) button.**

The EFFECTS EDIT screen appears.
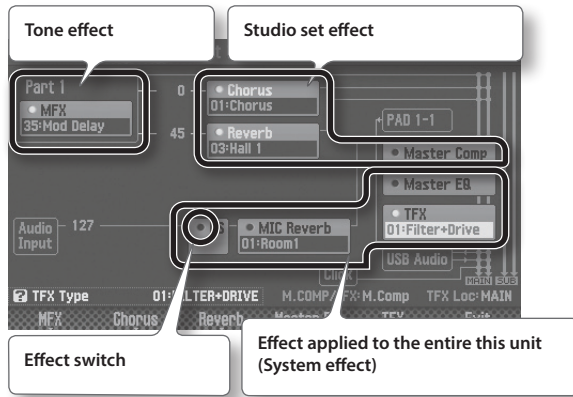

Tone effect

Studio set effect

Effect switch

Effect applied to the entire this unit (System effect)

> **MEMO**
>
> You can also access the EFFECTS EDIT screen from the menu (p. 26).

Turning the effect on/off

1. **Use the cursor buttons to select the effect switch, and use the dial to turn it on/off.**

Editing the effect parameters

1. **Press a function button to enter the edit screen for each effect.**

2. **Use the cursor buttons to select a parameter, and use the dial to change its value.**

To return to the EFFECTS EDIT screen, press the [EXIT] button.

> **NOTE**
>
> The edits that you make to the effect settings are temporary. If you turn off the power or select a different studio set or tone, your changes will be lost. If you want to keep the changes you made, save the tone, studio set, or system settings respectively.

> **MEMO**
>
> For details on the parameters, refer to "Parameter Guide" (PDF).

Saving the system effect

The edits that you make to the system effect will be lost when you turn off the power. If you want to keep the changes you made, save them as follows.

1. **In the system effect edit screen, press the [6] (System Write) button.**

Saving a Studio Set, Tone, or Song

The edits that you make to a studio set, tone, or a recorded song are temporary. Your changes will be lost if you turn off the power, or if you select another studio set, tone, or song. If you want to keep the edited content or the recorded song, you must save the respective data.

Studio Sets and tones that you save are saved in this unit's memory; songs are saved on the SD card.

> **NOTE**
>
> • When you save, the data that was previously in the save-destination is overwritten.
>
> • In addition to the performance data, a song also contains information specifying the studio set. This means that if you edit the studio set or
>
>   tones that are used in the song, the song will no longer sound the same.

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

2. **Use the cursor buttons to select the item that you want to save, and press the [ENTER] button.**

3. **Press the [2] (Rename) button and assign a name.**

Controller	Explanation
Dial or [DEC] [INC]	Specify the character that you want to enter.
[◀] [▶]	Move the cursor.
[▲] [▼]	Switch between uppercase and lowercase alphabetical characters.
[4] (Delete)	Deletes the character at the cursor location.
[5] (Insert)	Inserts a space (blank) at the cursor location.
[6] (Cancel)	Cancels input and exits the naming screen.
[7] (OK)	Confirms the name.

4. **Press the [7] (OK) button.**

5. **Use the dial or the [DEC] [INC] buttons to select the save-destination.**

6. **Press the [7] (Write) button.**

A confirmation message appears.

If you decide to cancel, press the [7] (Cancel) button.

7. **Press the [6] (OK) button.**

The data is saved.

📖 For details, refer to "Reference Manual" (PDF)

The data is saved on this unit's memory or the SD card.
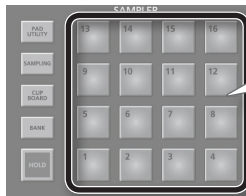
For more about the memory structure of this unit, refer to "Overview" in "Reference Manual" (PDF).

Sampler (Recording)

Playing Samples

This unit lets you play back samples that are assigned to pads [1]–[16].

1. Press a pad [1]–[16].

> While a sample is playing, its pad is blink.
> You can press multiple pads to play them simultaneously.

A sample plays.

Playing a Sample Continuously (Hold)

1. While pressing the pad, press the [HOLD] button.

The sample continues playing even after you release your finger from the pad.

To stop the sample, press the pad once again.

Switching Banks

A bank is a set of 16 samples assigned to the pads. This unit has four banks, 1–4.

1. Press the [BANK] button.

2. Press a pad [1]–[4] to select a bank.

Moving/Copying Samples

You can move or copy a sample to another pad.

Moving a sample

1. Hold down the pad of the sample that you want to move, and press the [CLIP BOARD] button.
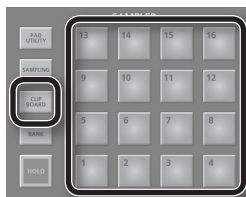
2. Hold down the [CLIP BOARD] button, and press the move-destination pad.

The sample is moved.

* If there is a sample in the move-destination pad, the message "Overwrite OK?" appears. Press the [ENTER] button to overwrite, or press the [EXIT] button to cancel.

Copying a sample

1. Hold down the pad of the sample that you want to copy and the [SHIFT] button; then press the [CLIP BOARD] button.

2. Hold down the [CLIP BOARD] button and press the copy-destination pad.

The sample is copied.

* If there is a sample in the copy-destination pad, the message "Overwrite OK?" appears. Press the [ENTER] button to overwrite, or press the [EXIT] button to cancel.

Assigning convenient functions to the pads (PAD UTILITY)

In addition to using the pads to play samples, you can also use the pads as numeric keys or to mute parts.

1. Press the [PAD UTILITY] button.

2. Press the [6] (Pad Mode) button.

3. Press a pad [1]–[7] to select a function.

A setting screen appears according to the function you select.

Pad	Function	Explanation
[1]	SAMPLE PAD	The pads play samples.
[2]	PART SELECT	The pads select parts.
[3]	PART MUTE	The pads turn part mute on/off.
[4]	PART SOLO	The pads turn part solo on/off.
[5]	NUMERIC	The pads operate as numeric keys.
[6]	PARTIAL SW/SEL	The pads select partial or turn them on/off.
[7]	KBD SW	The pads turn the keyboard switch on/off.

MEMO

For details on each function, refer to "Using the Pads" in "Reference Manual" (PDF).

If you experience stuck notes!

Press the [HOLD] button four times in rapid succession. This stops all sounds that are being played by the pads.

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Sampling

This unit lets you sample the following sounds. Samples you've recorded can be played using the pads.

- Keyboard performance
- Input from the AUDIO INPUT jacks (audio device, microphone, guitar)

1. Connect the device that you want to sample (audio device or microphone) to one of the AUDIO INPUT jacks.

MEMO

For more about connections, refer to "Rear Panel (Connecting Your Equipment)" (p. 6).

2. Press the [SAMPLING] button to make it light.

Pads that don't contain a sample are blinking.

NOTE

If you sample into a pad that already contains a sample, the existing sample is overwritten.

3. Press the sampling-destination pad to make it light.

The SAMPLING STANDBY screen appears.

4. Turn the dial to select the sampling mode.

Parameter	Explanation
KBD+INPUT	The input from the keyboard and the AUDIO INPUT jacks is sampled.
KBD	The keyboard performance is sampled.
INPUT	The input from the AUDIO INPUT jacks is sampled.

5. Adjust the volume at which you want to sample.

Adjust the volume as high as possible without allowing the level meter to reach the maximum.

Device to sample	Explanation
Audio device	Adjust the volume on your audio device.
Microphone or guitar	Adjust the rear panel [LEVEL] knob.

Level meter

6. Make sampling settings.

Use the cursor buttons to select a parameter, and use the dial to change its value.

Parameter	Value	Explanation
STEREO SW	MONO, STEREO	Choose "MONO" if you're sampling in monaural, such as from a microphone or guitar. Choose "STEREO" if you're sampling in stereo, such as from an audio device.
AUTO TRIGGER LEVEL	0–15	If Auto Trig is "ON," sampling starts when a signal that exceeds this setting is input.
Auto Trig	OFF, ON	If this is ON, sampling starts when a signal that exceeds the AUTO TRIGGER LEVEL setting is input. If this is "OFF," sampling starts immediately when you press the [7] (Start) button.

7. Produce sound on the device that's connected to this unit, and press the [7] (Start) button when you want to start sampling.

During sampling, the display indicates "NOW SAMPLING!"

If you turned Auto Trig "OFF" in step 6

Sampling starts when you press the [7] (Start) button. Produce sound on the device that's connected to this unit.

If you turned Auto Trig "ON" in step 6

Produce sound on the device connected to this unit; sampling starts when a signal exceeding the AUTO TRIGGER LEVEL setting is input.

8. When you want to stop sampling, press the [6] (Stop) button.

Sampling stops, and the sample is saved to the sample-destination pad.

MEMO

- Sample data is saved to the SD card.
- WAV, AIFF, or MP3 data from your computer can be loaded as samples. For details, refer to "Editing a Sample" in "Reference Manual" (PDF).

Deleting a Sample (Delete)

Here's how to delete a sample.

1. Press the [PAD UTILITY] button.

2. Press a pad to select the sample that you want to delete.

3. Press the [4] (Sample Delete) button.

A confirmation message appears.

If you decide to cancel, press the [7] (Cancel) button.

4. Press the [6] (OK) button.

The sample is deleted.

Sequencer (Creating Songs)

Selecting/Playing a Song

Here's how to select and play a song.

1. **Press the [SONG SELECT] button.**

The SONG SELECT screen appears.

2. **Turn the dial to select a song.**

3. **Press the [7] (Load) button.**

A confirmation message appears.

4. **Press the [6] (OK) button.**

The song is selected.

5. **Press the [▶] button.**

The song starts playing.

Button operations

Button	Explanation
[◀◀]	Returns the song position to the beginning.
[◀◀]	Rewinds the song.
[▶▶]	Fast-forwards the song.
[■]	Stops the song.

Loop-playing a Song

You can make the song play repeatedly over the region you specify (loop playback).

1. **Hold down the [SHIFT] button and press the [LOOP] button.**
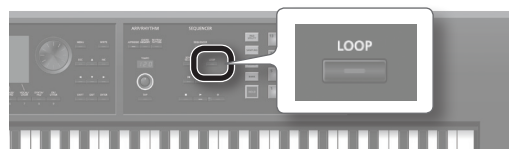
The Loop window appears.

2. **Use the cursor buttons to select a parameter, and use the dial to change the value.**

Parameter	Value	Explanation
Start Point	001–	Specifies the measure at which looping starts.
End Point	002–	Specifies the measure at which looping ends. The location specified here is not included in the loop region.

You can use the buttons to perform the following operations.

Button	Explanation
[4] (Set Start)	Specifies the current measure of the song as the start measure.
[5] (Set End)	Specifies the current measure of the song as the end measure.

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

4. **Press the [LOOP] button to make it light.**

5. **Play the song.**

Playback repeats over the region you specified.

6. **To cancel loop playback, press the [LOOP] button once again to make it go dark.**

Recording a Performance (Realtime Recording)

Realtime recording is the method in which your keyboard performance and controller operations are recorded just as you perform them.

Here we explain how to use realtime recording with two tracks.

Preparing for Recording

1. Select an empty song (p. 21).

When this unit starts up, song number 001 is loaded.

If you want to record a new song, select an empty song (INIT SONG).

2. Select the tone that you want to play (p. 11).

3. Save the studio set (p. 18).

Save the studio set so that the tone you selected for recording will be remembered.

* If you don't save the studio set that you used while recording, the song plays using the tone that had been selected before saving.

4. Turn the [TEMPO] knob to specify the tempo of the song.

Recording

This unit lets you instantly enter the record-standby state just by pressing the [●] button.

Content you record using single play (the part 1 tone) is recorded on track 1.

1. Press the [●] button.
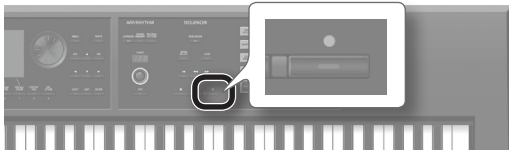
The [●] button blinks; this unit is in the record-standby state.

The Realtime Rec Standby window appears.

2. Press the [▶] button.
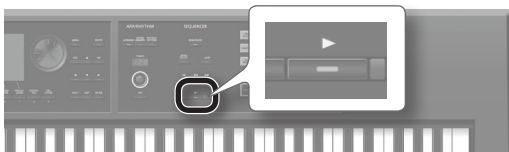
After a one-measure count, recording starts.

3. Play the keyboard.

4. When you've finished recording, press the [■] button.

The [●] button goes dark, and recording ends.

Recording on Another Track

Next, let's record your performance on another track so that the sounds will be heard together.

In this example we explain how to record on track 2.

Selecting a tone for track 2

1. Simultaneously press the [DUAL] button and the [SPLIT] button to select the multi part play state.
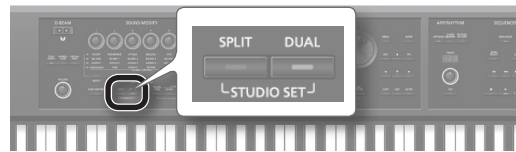
The multi part play screen appears.

MEMO

If you simultaneous press the [DUAL] button and the [SPLIT] button once again, you'll return to the single play state.

2. Move the cursor to the tone of part 2, and use the dial to select a tone.
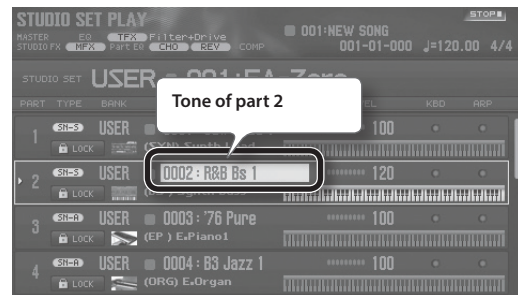
Tone of part 2

3. Save the studio set (p. 18).

Save the studio set so that the tone you selected for recording will be remembered.

* If you don't save the studio set that you used while recording, the song plays using the tone that had been selected before saving.

Recording on track 2

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

The SEQUENCER screen appears.

Track 2 is selected because you selected the part 2 tone in step 2 of "Selecting a tone for track 2" (p. 22).

2. **Press the [|◀] button.**

The song position returns to the beginning of the song.

3. **Press the [●] button.**

The [●] button blinks, and this unit is in the record-standby state.
The Realtime Rec Standby window appears.

4. **Press the [▶] button.**

After a one-measure count, recording starts.

5. **Play the keyboard.**

6. **When you've finished recording, press the [■] button.**

The [●] button goes dark, and recording ends.

Cancelling a Recording or an Edit (Undo/Redo)

You can cancel a recording or editing operation and return to the prior state (undo). You can also cancel the undo (redo).

Returning to the previous state (Undo)

1. **Hold down the [SHIFT] button and press the [6] (Undo) button.**

Undo is executed; the previous recording or editing operation is cancelled.

Cancelling the undo (Redo)

1. **Hold down the [SHIFT] button and press the [6] (Redo) button.**

Redo is executed; the previous undo operation is cancelled.

Playback

2. **Press the [|◀] button.**

The song position moves to the beginning of the song.

3. **Press the [▶] button.**

The song starts playing.

Saving the Song

The song you record is temporary. It will be lost when you turn off the power or select another song.

If you want to keep the recorded song, save it to an SD card (p. 18).

Deleting a Song

Here's how to delete a song that was saved on the SD card.

1. **Press the [SONG SELECT] button.**

2. **Turn the dial to select the song that you want to delete.**

3. **Press the [2] (Delete Song) button.**

A confirmation message appears.
If you decide to cancel, press the [7] (Cancel) button.

4. **Press the [6] (OK) button.**

The song is deleted.

More things you can do

In addition to conventional realtime recording, this unit's sequencer can also do the following.

- Switch tracks while using non-stop realtime loop recording
- Enter notes and rests one by one (step recording)
- Edit the performance data that you recorded

Recording workflow

Here's the workflow when recording a new song on this unit.

Prepare for Recording

1: Select the song that you want to record

2: Select the tone that you want to record

3: Specify the time signature of the song

4: Specify the tempo of the song

Record the Song

Realtime Recording

Step Recording

Edit the Song

Edit Performance Data for Entire Tracks (Track Modify)

Edit Individual Items of Performance Data (Microscope)

Adjust the Pan or Volume Balance (Mixer)

Save the Song

Save the Studio Set if necessary.

MEMO

For more about the sequencer, refer to "Sequencer (Creating Songs)" in "Reference Manual" (PDF).

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DAW Control

Loading a MIDI Track into a DAW Software

MIDI tracks that you created on this unit can be exported in WAV format and imported into your DAW software.

Saving MIDI Tracks in WAV Format (Multi-track Export)

Each track of the currently selected song can be exported as a WAV file in a single operation.

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

2. **Use the cursor buttons to select "Utility," and press the [ENTER] button.**

The UTILITY screen appears.

3. **Use the cursor buttons to select "Export Song," and press the [ENTER] button.**

4. **Use the cursor buttons to select "Wav (Multitrack)," and press the [ENTER] button.**

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

A confirmation message appears.

If you decide to cancel, press the [7] (Cancel) button.

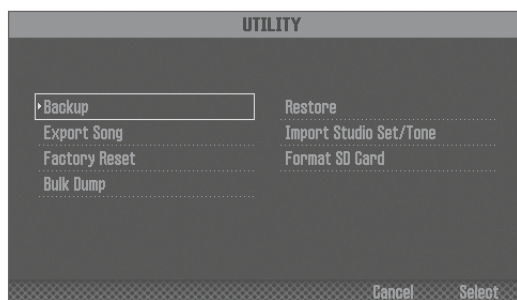**6.** **To execute, press the [6] (OK) button.**

The exported WAV files are saved in the EXPORT TRACK folder of the SD card.

> **MEMO**
>
> You can also export a two-track mix, or in SMF format.

> **NOTE**
>
> **Never turn off the power while export is in progress.**

Loading WAV Files into DAW Software

Here's how to load the exported WAV files into your DAW software.

1. **Remove the screws from the rear panel SD card protector.**

When this unit is shipped from the factory, the SD card protector screws are installed as shown in the illustration. To remove the card protector, you must first use a phillips screwdriver to remove the screws.

2. **Pull out the SD card.**

* Never turn off the power or disconnect the SD cards while the screen indicates "Processing..."

* Never remove the SD card while the writing is in progress.

3. **Insert the SD card into your computer.**

If your computer does not have an SD card slot, use a commercially available SD card reader.
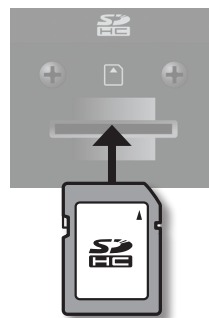
4. **From the EXPORT TRACK folder on the SD card, copy the WAV files to your computer.**

5. **Start up your DAW software, and import the WAV files.**

For details on how to handle WAV files, refer to the owner's manual for your DAW software.

6. **Close the currently selected connection, and remove the SD card from your computer.**

7. **Insert the SD card into this unit.**
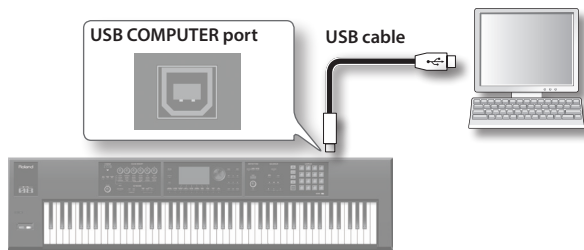
Using This Unit as a DAW Controller

You can use this unit as a controller for your DAW software.

This unit provides control maps for popular DAWs. These control maps are an easy way to make the settings that are appropriate for each DAW.

Installing the USB Driver

The USB driver is software that transfers data between your computer software and this unit.

You must install the USB driver in order to use this unit connected to your computer.

USB COMPUTER port　　**USB cable**

MEMO

For details on downloading and installing the USB driver, refer to the Roland website.

http://www.roland.com/support/

Using This Unit to Control a DAW Software

1. **Connect this unit to your computer.**

A confirmation message appears.

2. **Press the [6] (OK) button.**

DAW control mode turns on, and the DAW CONTROL screen appears.

MEMO

You can also turn DAW control mode on/off by pressing the [DAW CONTROL] button.

3. **Move the cursor to "CONTROL MAP," and use the dial to select the DAW software that you're using.**

Supported DAW software
LOGIC PRO
SONAR
CUBASE

4. **Start up your DAW software, and open the project file that you want to use.**

5. **Make the appropriate control surface settings for the DAW software you selected.**

For details, refer to "DAW" in "Reference Manual" (PDF).

6. **Use this unit to control your DAW software.**

Available controllers	Explanation
[▶] button	Start playback.
[●] button	Start recording on record-standby tracks.
[|◀] button	Return the current position to the beginning.
[◀◀] button	Rewind.
[▶▶] button	Fast-forward.
[■] button	Stop recording or playback.
The [▶] through [■] buttons emulate the Mackie Control control surface.	
Pad [1]–[8]	Emulate the Mackie Control control surface Function buttons (F1–F8).
[1]–[6] knob	Control the function that's assigned.
[S1] [S2] button	

More things you can do

In addition to controlling your DAW software, you can use this unit in the following ways.

- Use this unit as a MIDI keyboard.
- Play software instruments from this unit.
- Play this unit's sound engine from your DAW software.
- Use this unit as an audio interface.

MEMO

For details, refer to "DAW" in "Reference Manual" (PDF).

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Settings

Detailed Function Settings (Menu)

1. Press the [MENU] button.

The MENU screen appears.

2. Use the cursor buttons to select a menu item, and press the [ENTER] button.

3. Edit the settings of the menu item you selected.

MEMO

For details on the contents of each menu item, refer to "Reference Manual" (PDF).

Menu	Explanation
Tone Edit	Edit a tone (p. 17).
Effect Edit	Edit the effects (p. 18).
Part View	View a list of part settings (p. 17).
Studio Set Common	Make overall settings for the entire studio set (p. 17).
Studio Set Init	Initialize a studio set.
Tone List	View a list of tones.
Mixer	Adjust the pan and the volume balance.
System	Make overall settings for the entire this unit.
Utility	Back up data or initialize an SD card.
Wireless	Make wireless LAN settings.

Backing Up User Data (Backup/Restore)

Here's how all settings stored in this unit's internal memory can be saved to an SD card (backed up), or written back into internal memory (restored).

Backing Up to SD Card (Backup)

NOTE

If you back up using the same file name as backup data that already exists on the SD card, the existing data will be overwritten. Assign a different name if you want to make a new backup.

1. In the MENU screen, select "Utility" and press the [ENTER] button.

The UTILITY screen appears.

2. Use the cursor buttons to select "Backup," and press the [ENTER] button.

3. Press the [2] (Rename) button and assign a name to the backup file (p. 18).

4. Press the [7] (Backup) button.

A confirmation message appears.

If you decide to cancel, press the [7] (Cancel) button.

5. To execute, press the [6] (OK) button.

NOTE

Never turn off the power while the backup is in progress.

Restoring Backup Data to This Unit (Restore)

1. In the UTILITY screen, select "Restore" and press the [ENTER] button.

2. Use the cursor buttons to select the file that you want to restore, and press the [7] (Restore) button.

A confirmation message appears.

If you decide to cancel, press the [7] (Cancel) button.

NOTE

When you execute the restore operation, all settings currently saved in this unit will be lost. If you want to keep the current settings, back them up using a different name.

3. To execute, press the [6] (OK) button.

NOTE

Never turn off the power while the restore is in progress.

4. Turn the power off, and then on again (p. 9).

Restoring the Factory Settings (Factory Reset)

Here's how you can restore this unit's settings to their factory-set condition (factory reset).

NOTE

When you execute the Factory Reset operation, all data in this unit will be lost. If there is any data that you want to keep, back it up to an SD card.

1. In the MENU screen, select "Utility" and press the [ENTER] button.

2. Use the cursor buttons to select "Factory Reset," and press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [7] (Cancel) button.

3. To execute, press the [6] (OK) button.

NOTE

- Never turn off the power while the factory reset is in progress.
- Data on the SD card will not return to the factory setting.

USING THE UNIT SAFELY

⚠ WARNING

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 9).

Use only the stand that is recommended

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

Do not place in a location that is unstable

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

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the "Reference Manual" (PDF) carefully when placing this unit on a stand.

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

For details on how to place this unit on a stand, refer to "Placing This Unit on a Stand" in "Reference Manual" (PDF).

⚠ WARNING

Use only the supplied AC adaptor and the correct voltage

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

Use only the supplied power cord

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

⚠ CAUTION

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (*1) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

⚠ CAUTION

Evaluate safety issues before using stands

Even if you observe the cautions given in the "Reference Manual" (PDF), certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

Cautions when moving this unit (FA-08)

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

- Disconnect the power cord.

- Disconnect all cords coming from external devices.

Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.
- Removable Parts
  Screws (p. 24)
  SD card protector (p. 24)

Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidently be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.

*1 FA-06, FA-07: KS-18Z/KS-12, FA-08: KS-18Z/KS-12/KS-G8B

IMPORTANT NOTES

Placement

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

- 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.

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.

- Roland assumes no liability concerning the restoration of any stored content that has been lost.

- Never strike or apply strong pressure to the display.

- 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.

- The usable range of D-BEAM controller will become extremely small when used under strong direct sunlight. Please be aware of this when using the D-BEAM controller outside.

- The sensitivity of the D-BEAM controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location.

Using External Memories

- Please observe the following precautions when handling external memory devices:

  - Do not remove the device while reading/writing is in progress.

  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

  - Avoid touching the terminals and protect them from contact with metallic objects; make sure they stay clean.

  - Do not bend, drop, or apply strong force to the device.

  - Do not leave the device in locations where it may be exposed to direct sunlight, or in environments such as a tightly closed motor vehicle.

  - Prevent the device from getting wet.

  - Do not disassemble or modify the device.

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without the permission of the copyright owner.

- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.

- Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.

- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

- MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS and THOMSON.

- The SD logo ( ) and SDHC logo ( ) are trademarks of SD-3C, LLC.

- This product contains eParts integrated software platform of eSOL Co.,Ltd. eParts is a trademark of eSOL Co., Ltd. in Japan.

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Main specifications

Roland FA-06, FA-07, FA-08: Synthesizer Keyboard (Conforms to General MIDI 2 System)

	FA-06	FA-07	FA-08
Keyboard	61 keys (with velocity)	76 keys (with velocity)	88 keys (Ivory Feel-G Keyboard with Escapement)
Power Supply	AC Adaptor		
Current draw	1,300 mA		
Dimensions	1,008 (W) x 300 (D) x 101 (H) mm	1,231 (W) x 311 (D) x 107 (H) mm	1,415 (W) x 340 (D) x 142 (H) mm
	39-11/16 (W) x 11-13/16 (D) x 4 (H) inches	48-1/2 (W) x 12-1/4 (D) x 4-1/4 (H) inches	55-3/4 (W) x 13-7/16 (D) x 5-5/8 (H) inches
Weight	5.7 kg	8.5 kg	16.5 kg
	12 lbs 10 oz	18 lbs 12 oz	36 lbs 7 oz
Accessories	Quick Start		
	Leaflet "USING THE UNIT SAFELY"		
	AC Adaptor		
	Power Cord		
	SD Card (installed in the product when shipped from the factory)		
	SD Card protector (installed in the product when shipped from the factory)		
Options	Keyboard stand (*1): KS-18Z, KS-12	Keyboard stand (*1): KS-18Z, KS-12	Keyboard stand (*1): KS-18Z, KS-12, KS-G8B
	Pedal Switch: DP series		
	Expression Pedal: EV-5		
	USB Flash Drive (*2)		
	*1 When using the KS-18Z, ensure that the height of the unit is one meter or lower.		
	*2 Use a commercially available USB flash drive or a USB flash drive sold by Roland. However, we cannot guarantee that all commercially available USB flash drives will work with this unit.		

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

MEMO

For details on how to place this unit on a stand, refer to "Placing This Unit on a Stand" in "Reference Manual" (PDF).