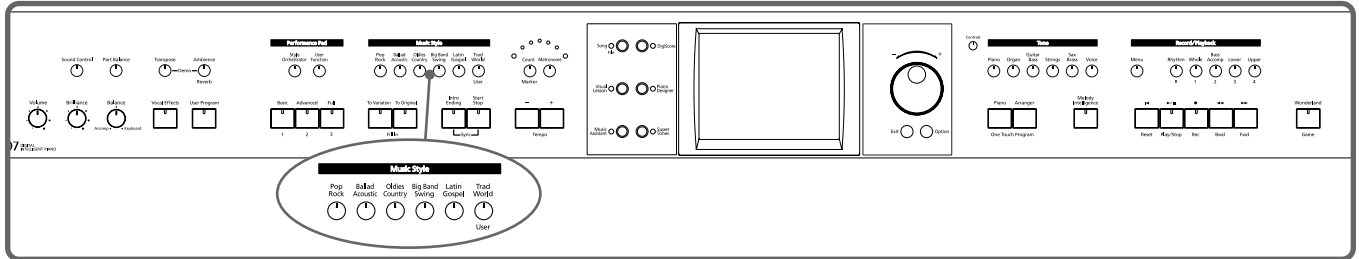


Selecting Music Styles (Music Style Buttons)

You can select a variety of different Music Styles by pressing the Music Style buttons.

Four different preset styles are assigned to the Music Style.



1. Press the One Touch Program [Arranger] button.
2. Press one of the Music Style buttons to select the Music Style group.

Watch the indicator button light up.

Five of the Music Styles included in that group are displayed on the screen.



This screen is called the “Style Selection screen”.

Touch and drag up and down in the scroll bar to scroll through the screen and display other styles.

Touch the page icons to change pages.

You can listen to the Music Style by touching <Audition>.

You can touch <Search> to find Styles that match the selected criteria (p. 52).

3. Touch a Music Style name to select the Music Style.
4. Touch Preset <A>, , <C>, or <D> in the lower part of the screen.

You can use the dial to automatically switch pages and select Styles.

When the Music Style is selected, Preset A is selected.

When any of the Presets from <A> through <D> are selected, the Music Style tempo, right-hand Tone, Style Orchestrator settings (p. 58) and other settings change.

For more on the Music Style names, refer to the “Music Style List” (p. 177, p. 193).

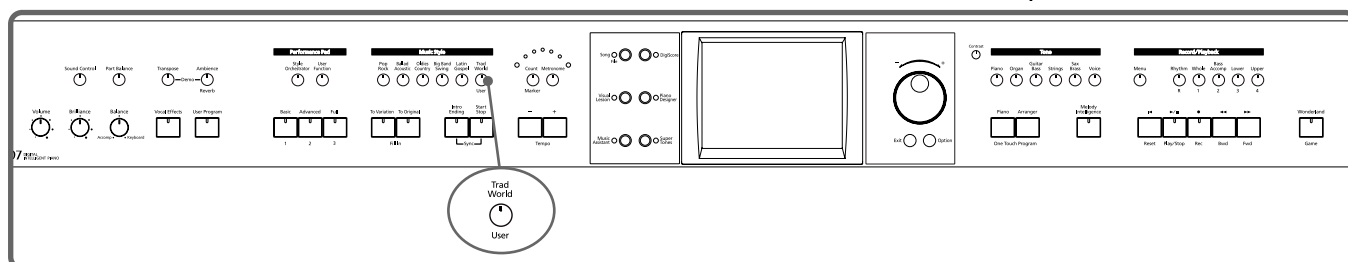
5. Press the [Exit] button.

The display returns to the Basic screen.

When you play a chord in the left-hand part of the keyboard, the selected Music Style is automatic.

■ Selecting Music Styles on External Memories

You can play other User Styles saved to external memories or User memory (p. 134).



1. Press the Music Style [User] button.



2. Touch <User> in the lower part of the screen.

When you touch <User> on the lower part of the screen, the screen for selecting user memory or disk Styles appears.

When you touch <Preset>, the screen for selecting “Trad/Kids” Music Styles appears.

3. Touch < ** > < ** > to select the storage media to which the accompaniment Style is saved.

The names of the accompaniment styles stored on the selected storage media are displayed.

4. Select a Music Style, and touch the Music Style name.

5. Press the One Touch Program [Arranger] button.

You can now perform in the selected Music Style.

Music Styles selected from external memories are stored until the power is turned off. Even after ejecting the external memory, by pressing the Music Style [User] button, you can perform using the most recently selected Music Style.



You can save multiple user Styles to user memory. Take a look at “Saving a User Style” (p. 134).

■ Using Keywords to Search for Music Styles (Style Search)

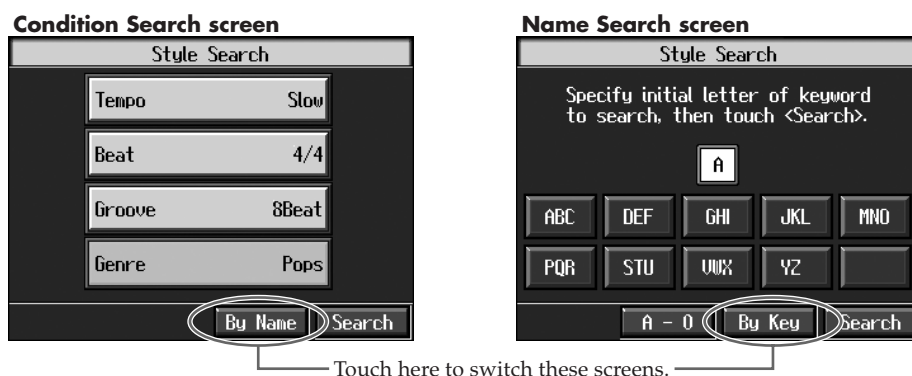
You can search for Music Styles that match the tempo of the song, musical genre, or other criteria you set.

You can also search Music Styles using the first character of the Style names.

1. Press one of the Music Style buttons.

2. Touch <Search>.

The following “Style Search screen” appears.



○ Searching by Conditions

3. Touch the parameter you want to set, then use the [-] [+] buttons and the dial to select the search conditions.

4. Touch <Search>.

The search results appear in the display.

Touch a Music Style name to select a Music Style.

Press the [Exit] button to return to the Style Search screen.

○ Searching by Music Style name

3. Touch <By Name>.

Touch <By Key> to return to the Condition Search screen.

4. Decide which character you'll use for the search.

The selected character appears in the middle of the screen.

Enter the character you are searching for. For example, touching <ABC> in succession cycles you through the available choices in that character group (“A”→“B”→“C”...).

Touch <A-0> to toggle between alphabets and numerals.

5. Touch <Search>.

The search results appear on the display.

Touch a Music Style name to select a Music Style.

Press the [Exit] button several times to return to the Basic screen or the previous screen.



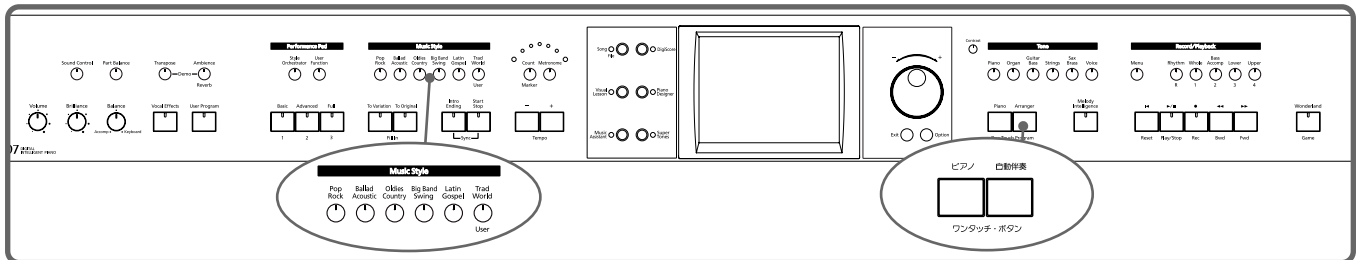
Only the KR's internal Music Styles are searchable.



In a condition search, the KR looks for Music Styles satisfying all of the selected search criteria.

Playing Only Music Style Rhythm Patterns

You can also play only the rhythm patterns of Music Styles.

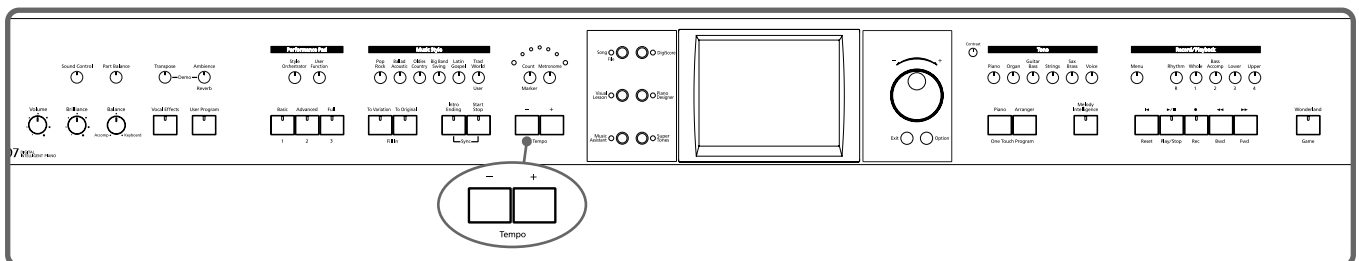


1. Select a Music Style (p. 50).
2. Press the One Touch Program [Piano] button.
The performance is set so that only the rhythm patterns are played.
3. Press the [Intro/Ending] button.
The Rhythm part of accompaniment begins, starting from the Intro.
Just as with regular Automatic Accompaniment, you can add intros and endings by pressing the [Intro/Ending] button, and make changes to the rhythm patterns with the Fill In button (p. 57).

NOTE

Some Music Styles do not include rhythm patterns. When you select these Style patterns, no rhythm patterns are played, even when you play on the left side of the keyboard.

Adjusting the Accompaniment Tempo



When the Basic screen is displayed, you can use the Tempo [-] [+] buttons or the dial to change the tempo.

The tempo is indicated on the upper left of the screen.



Pressing the Tempo [-] [+] buttons simultaneously returns the selected Music Style or song to the basic tempo.

You can change the tempo of Automatic Accompaniment even while the accompaniment is playing.

○ Starting at the press of a button

1. Press the [Intro/Ending] button and [Start/Stop] button simultaneously, and the indicators lights go out.

The Sync Start function is cancelled.

2. Play a chord on the lower part of keyboard.

Choose the chord to be played when the accompaniment begins playing.

3. Press the [Intro/Ending] button or the [Start/Stop] button.

When you press the [Intro/Ending] button, the intro plays, and the accompaniment starts. When you press the [Start/Stop] button, the accompaniment starts without the intro.

When you touch Intro <2> on the Basic screen, a short intro plays.

Chord Tones and Bass Tones

When you play the keys in the left-hand side of the keyboard while the [Start/Stop] button's indicator is not lit, chords play. This note is called the "Chord Tone," and the root of the chord being played at the same time is called the "Bass Tone."



You can change the sound of the chord tone and bass tone. Take a look at "Changing How Chords Are Played and Specified (Arranger Config)" (p. 138).

■ Stopping Automatic Accompaniment

○ Stopping with an added ending

1. Press the [Intro/Ending] button.

An ending plays and the Automatic Accompaniment stops.

○ Stopping at the same time the button is pressed

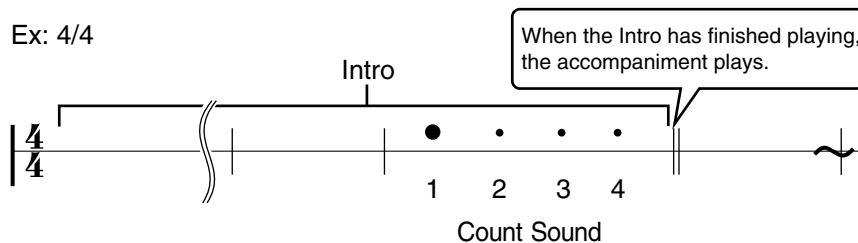
1. Press the [Start/Stop] button.

The Automatic Accompaniment stops as soon as you press the button.

■ Having a Count Sound Play at the End of the Intro (Countdown)

If an intro plays before your performance, you can have a count-in sound played to the end of the intro, helping you hear when to start playing.

Ex: 4/4



1. Press the [Count/Marker] button and watch the indicator light up.

The following "Countdown settings screen" appears.



2. Touch <Count Mode>   to set this to "Count Down."

When you press the One Touch Program [Arranger] button, the performance starts, and the countdown sound plays at the end of the intro.

○ Cancelling the countdown

3. Press the [Count/Marker] button and the indicator light goes out.



For more about settings on the Countdown screen, refer to "Settings for the Countdown" (p. 161).

Modifying an Accompaniment

When you use Automatic Accompaniment, you can easily add Fill Ins to the accompaniment patterns, change arrangements, and make other changes.

■ Changing the Accompaniment Pattern (Fill In Buttons)

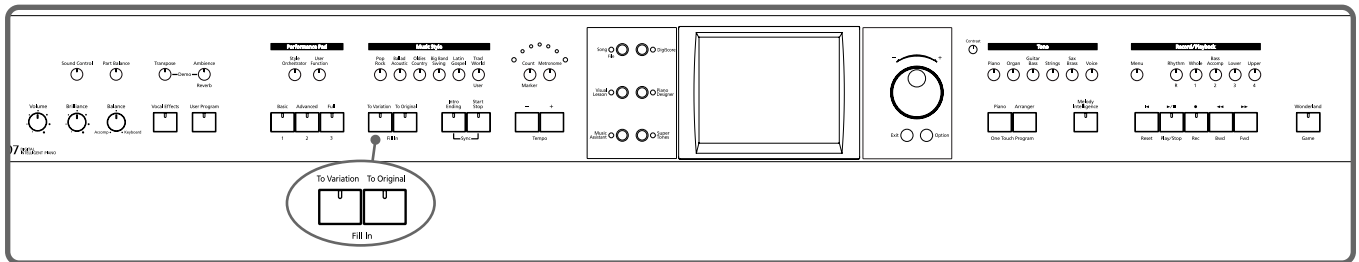
There are two accompaniment patterns: the Original, and a Variation. In addition, a fill-in (or short phrase) is added at the points where the accompaniment patterns change, which adds more interest to the song. It can be effective to use the simpler original pattern for the first half of the song, and the variation pattern for the second half.

What's a "Fill In"?

A short improvisational phrase inserted at the bar line is called a "Fill In." The KR automatically plays the appropriate phrase for the selected Music Style.



You can add variation to the Automatic Accompaniment by assigning different functions to the Performance Pads and pedals. For more information, see "Assigning Functions to Pedals and Performance Pads (Pedal Setting/User Functions)" (p. 142).



Press the Fill In [Variation] button and watch the indicator light up.

The instrument is set so that the variation performance pattern is played.

Press the Fill In [Original] button and watch the indicator light up.

The instrument is set so that the original performance pattern is played.

Pressing these buttons during a performance inserts a one-bar fill-in at the appropriate place and time.

Adding a fill-in without changing the accompaniment pattern

You can play only the fill-in, without changing the accompaniment pattern. Press the lit [Original] or [Variation] Fill In button during the performance.

■ Changing Accompaniment Patterns in the Screen

You can change accompaniment patterns in intros, fill-ins, endings, and so on by touching the screen. This lets you enjoy even more advanced performances.

1. Press the One Touch [Automatic Accompaniment] button.

The Automatic Accompaniment basic screen is displayed.

2. Touch <Arranger>.

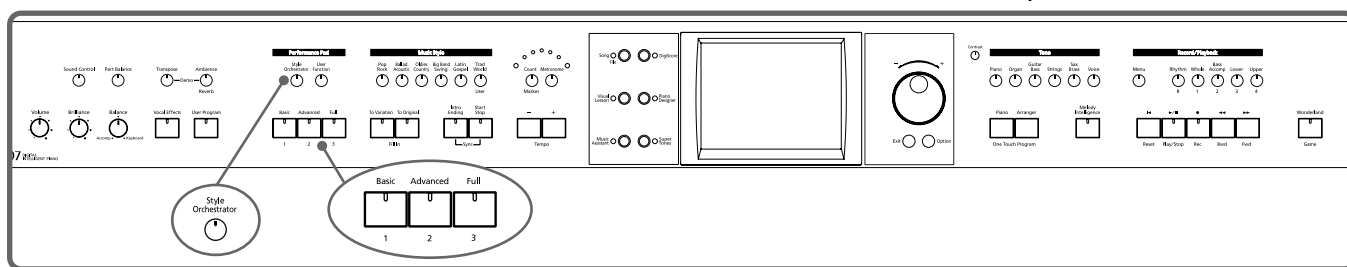
The following screen appears.



Touch the screen to change the accompaniment pattern.

■ Changing the Instrumental Makeup of Music Styles (Style Orchestrator)

You can change the arrangement of an accompaniment. This function is called “Style Orchestrator.” Each Music Style has four different accompaniment arrangements.



1. Press the [Style Orchestrator] button and watch the indicator light up.

The instrument is set to allow you to change the arrangement with the Performance Pads.

2. Press Performance Pad [1]–[3] to change the arrangement for the accompaniment.

Watch the indicator of the button you pressed light up.

Display	Explanation
1	This is the simplest arrangement.
2	This is a more involved arrangement.
3	This is the most elaborate arrangement.

MEMO

When you press the [Phrase] button or [User Function] buttons, the [Style Orchestrator] button's indicator goes out, and the function of the Performance Pads changes. For details refer to p. 72 and p. 142.

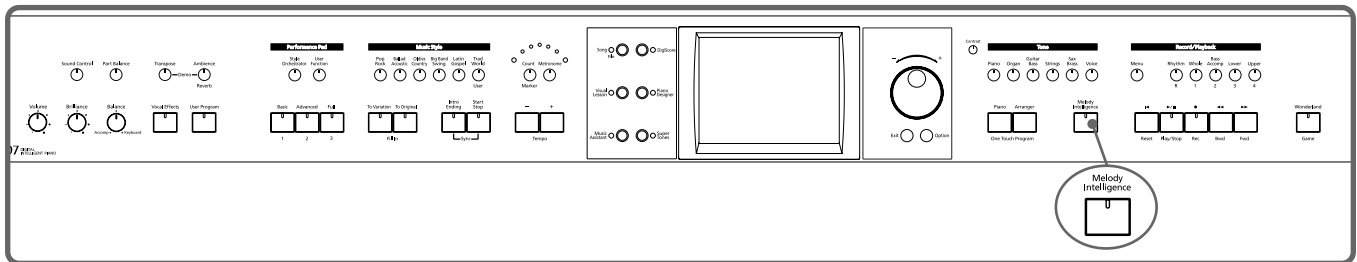
NOTE

When simple Music Styles are selected, there may be no change in the arrangement even when you use the Style Orchestrator function.

Adding Harmony to the Right-Hand Part (Melody Intelligence)

You can add harmony to the notes you play on the keyboard.

While an Automatic Accompaniment is playing, the matching harmony is automatically added to the notes you are playing with the right hand. This function is called “Melody Intelligence.”



1. Press the [Melody Intelligence] button and watch the indicator light up.

When you play something on the right-hand section of the keyboard, harmony is added.

The following “Melody Intelligence screen” appears.



2. Select and touch a harmony type.

Then when you play a melody on the keyboard, a harmony style is automatically added.

When you press the [Exit] button, you’re returned to the previous screen, while the Melody Intelligence function remains selected.

3. Press the [Melody Intelligence] button once more and the indicator light goes out.

The Melody Intelligence function is cancelled.



With some harmonies, Tones may change automatically. Also, when you play several keys at the same time, in some cases harmony may be added to one note.

Playing Sounds in the Left Hand During a Performance (Lower Tone)

Normally, when using Automatic Accompaniment in a performance, sounds are not produced by playing the left-hand part of the keyboard. When you touch the <Lower 1> or <Lower 2> icon, you can have Tones from the left side of the keyboard play simultaneously with the Automatic Accompaniment.

1. Press the One Touch Program [Arranger] button.

This sets the Automatic Accompaniment.

2. On the Basic screen, touch <Lower 1>.

Now when you play a chord in the left-hand keyboard area, the notes you play will sound, and the accompaniment chord changes.

In the same manner, you can play the left-hand tone by touching <Lower 2>.

By touching both <Lower 1> and <Lower 2>, you can get a Layer performance for the left-hand.



Stopping the sound in the left-hand

3. Touch <Lower 1>.

The <Lower> icon returns to the original color.

To have <Left 2> play as well, also touch <Left 2>.

The left-hand Tones stop playing.

Playing the Piano with Accompaniment Added (Piano Style Arranger)

Usually with Automatic Accompaniment, you play chords on the left-hand side of the keyboard and the melody on the right-hand side. Chords can also be recognized over the entire keyboard, allowing you to perform using Automatic Accompaniment without splitting the keyboard. This function is called “Piano Style Arranger.”

This makes it possible to add an accompaniment automatically as you play a song by playing chords in the ordinary way, without giving any thought to the location of a keyboard split.

1. Press the One Touch Program [Arranger] button.
2. Touch <Split> to turn the Split function off.



3. Select a Music Style (p. 50).
4. Play the keyboard.

The accompaniment starts when you play a chord anywhere on the keyboard.

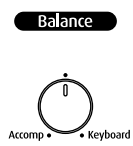
Adjusting the Volume Balance for Each Part (Balance)

You can adjust the volume balance between the accompaniment and the keyboard, and the volume balance for each of the parts in a Music Style.

■ Changing the Volume Balance between the Accompaniment and the Keyboard (Balance Knob)

You can change the volume balance between a song and accompaniment and the notes you play on the keyboard.

1. Adjust the volume balance with the Balance knob.

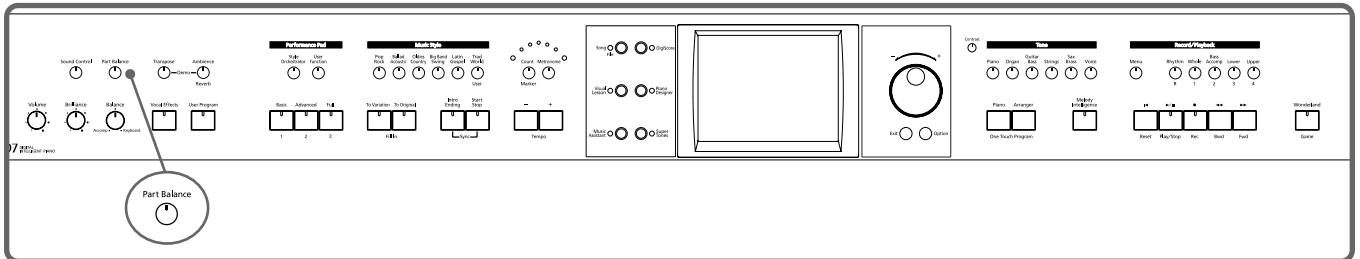


NOTE

When this knob is turned completely to the Accompaniment side, no sounds from the keyboard are audible, even when the keys are pressed. You can usually leave the knob at the center position.

■ Adjusting the Volume Balance for Each Performance Part (Part Balance)

You can adjust the volume of each performance part in a Music Style, and the balance between parts when playing multiple Tones on the keyboard.



1. Press the [Part Balance] button and watch the indicator light up.

The following "Part Balance screen" appears.

Touch to switch the screens.

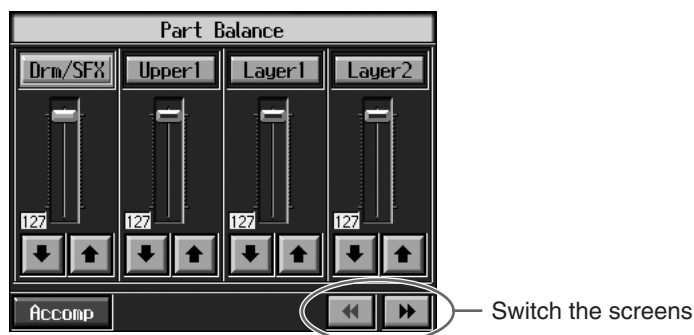


— Switch the screens

The volume balance between the performance parts in the Music Style is indicated.

Display	Performance part
Rhythm	Music Style Rhythm Part
Bass	Bass Tone (p. 55)
Accomp	Accompaniment 1, Accompaniment 2, Accompaniment 3, Chord Tone (p. 55)

This shows the volume balance between the keyboard's Tones when either layer performance (p. 25) or split performance (p. 26) are used, or the volume balance when using the keyboard to play percussion instruments or sound effects (p. 23).



Displayed	Tone Part
Drums	Percussion instruments or sound effects played with the keys
Lower 1	Left-hand Tone 1
Lower 2	Left-hand Tone 2
Layer 1	Layer Tone 1
Layer 2	Layer Tone 2
Upper	Right-hand Tone

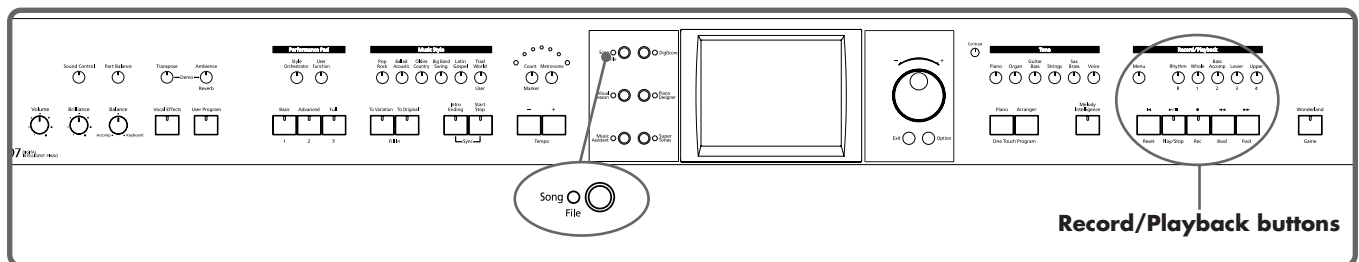
Chapter 3 Song Playback

Playing a Song

Now, let's try practicing while playing back internal songs, commercial music files, and songs saved to floppy disks.

You can use rewind or fast-forward to go to any desired measure, and play back from that point.

You can also play audio files.



Selecting the song

When playing back songs on optional external memory, first connect the external memory to the external memory port.

1. Press the [Song] button.

The following "Song Selection screen" appears.



Touch and drag up and down in the scroll bar to scroll through the screen and display other songs.

Touch the page icons to change pages.


Finger : The fingering is included in the score.




Chord : The chords are indicated in the score.

Lyric : You can display song lyrics.

Audio : For audio files.

When you touch , songs selected from all of the internal songs are played in random order.

When you touch , all of the songs in the genre you have selected are played in order, starting from the selected song. When the last song is finished, playback resumes from the initial song.

: The selected song is played back. This changes to  while the song is played back; playback stops when you touch .

By touching the [Setting] button, you can then view information about the song (p. 153) and save songs to external memory (p. 101).

< [Left Arrow] > [Right Arrow]: The song genre changes.

2. Touch the name of the song to be played back.

You use and the dial to select songs.

Playing back

3. Press the [▶/■ (Play/Stop)] button.

The button indicator lights up, and playback of the song begins.

Stopping the Song

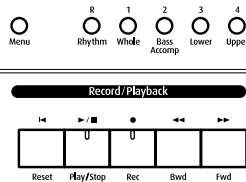
4. Press the [▶/■ (Play/Stop)] button once again.

The button indicator light goes out, and the song stops.

When the song is finished, playback stops automatically.

Press the [◀ (Reset)] button to return to the beginning of the song.

Record/Playback Buttons



Track buttons:

Each performance part of the song being played back is assigned to a track button. Use these buttons to select the performance parts that are muted or played. For more detailed information, refer to p. 83.

[◀ (Reset)] button: Returns to the beginning of the song.

[▶/■ (Play/Stop)] button:

Plays back the song, or if the song is currently being played, it stops the song.

[● (Rec)] button: Records the performance. For more detailed information, refer to p. 89.

[◀◀ (Bwd)] button: Moves back the playback position of the song one measure each time the button is pressed. Moves back the playback position of the song one second each when an audio file is being played back. When held down, the song “rewinds” continuously.

[▶▶ (Fwd)] button: Advances the playback position of the song one measure each time the button is pressed. Advances the playback position of the song one second each when an audio file is being played back. When held down, the song is forwarded continuously.

Holding down the [▶/■ (Play/Stop)] button and pressing the [▶▶ (Fwd)] button moves you to the end of the song.

MEMO

If there is recorded song data, the “Delete song” screen appears.



If it’s okay to delete the song, touch <OK>. If you do not want to delete the song, touch <Cancel>, and either save the song to a floppy disk (p. 101) or register the song to the Favorites (p. 68).


NOTE

When you start playback of songs, the measure number on the Basic screen appears in reverse video. The performance data is being loaded while the indication is highlighted; please wait a few moments for this to be completed.

NOTE

When using markers to specify a section to be repeated (p. 86), you can rewind and fast forward only within the range between Marker A and Marker B.

When Selecting Songs in Folders

1. Touch the folder name.
2. Touch <  > at the bottom left of the screen.
After a moment, a list of songs in the folder is displayed.
You can also use the remote control's [◀◀ (Bwd)] [▶▶ (Fwd)] buttons and dial to select songs, then press [▶/■ (PLAY)] button to open the folder.
3. Touch a song from the list that appears to select the song you want to play back.

* *Depending on the number of songs contained in a folder, this may take some time.*

About Audio Files

Audio files in the following format can be played back:

- “.WAV” extension
- 16bit linear
- Sampling rate of “44.2 kHz”
- Stereo

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

- Marker (p.**)
- Displaying lyrics (p.**)
- Registering “Favorites” (p.**)
- Transposing (p.**)
- Changing tempos (p.**)
- Track Mute (p. **)
- Recording (p.**)
- Search (p.**)

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

■ Using Keywords to Search for Songs (Song Search)

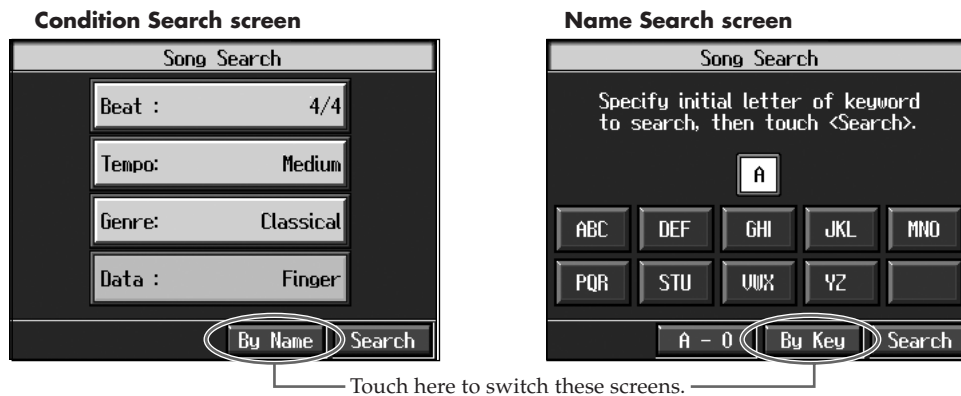
You can search for songs that match the conditions you set regarding the song tempo or genre.

You can also search the songs using the first character of the song name.

1. Press the [Song] button.

2. Touch <Search>.

The following “Song Search screen” appears.



○ Searching by conditions

3. Touch the parameter you want to set, then use the [-] [+] buttons and the dial to select the search conditions.

With <Data>, songs are searched according to data included in the internal songs.

You can use four different criteria in searches: “Chords,” “Lyrics,” “Fingering” (fingering numbers), and “Any.” By selecting a song containing any of this data, then displaying it in the KR’s notation, you can display information about the selected data.

4. Touch <Search>.

The search results appear in the display.

Touch the song name to select the song.

Press the [Exit] button to return to the Song Selection screen.

○ Searching by song name

3. Touch <By Name>.

Touch <By Key> to return to the Condition Search screen.

4. Decide which character you will use for the search.

The selected character appears in the middle of the screen.

Enter the character you are searching for. For example, touching <ABC> in succession cycles you through the available choices in that character group (“A”→“B”→“C”...).

Touch <A-0> to toggle between alphabets and numerals.

5. Touch <Search>.

The search results appear in the display.

Touch the song name to select the song.

Press the [Exit] button several times to return to the previous screen.



Only the KR’s internal songs are searchable.

Registering the Songs You Like (Favorites)

You can register songs you are currently practicing or enjoy playing to “Favorites,” allowing you to select these songs easily.

Selecting the Song

1. Press the [Select/Listen to a Song] button.

The Song Selection screen appears (p. 64).

2. Touch the song name to select the song to be registered.

Registering to Favorites

3. Touch <Add>.

A screen like the one shown below appears.



4. Touch <OK>.

The selected song is registered to Favorites.

Now you can select the registered song by selecting Favorites for the genre in the Song Selection screen.



You can also register songs on external memory to the Favorites. For details, refer to “Copying Songs on External Memories to Favorites” (p. 105).

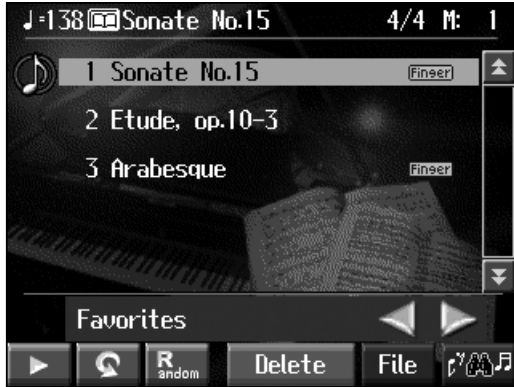


You cannot register audio files to the Favorites.

■ Removing Songs from Favorites

This deletes registered songs for Favorites.

1. In the Song Selection screen, select Favorites for the genre.



2. Touch the name of the song to be deleted.
3. Touch .

A screen like the one shown below appears.



4. Touch <OK>.

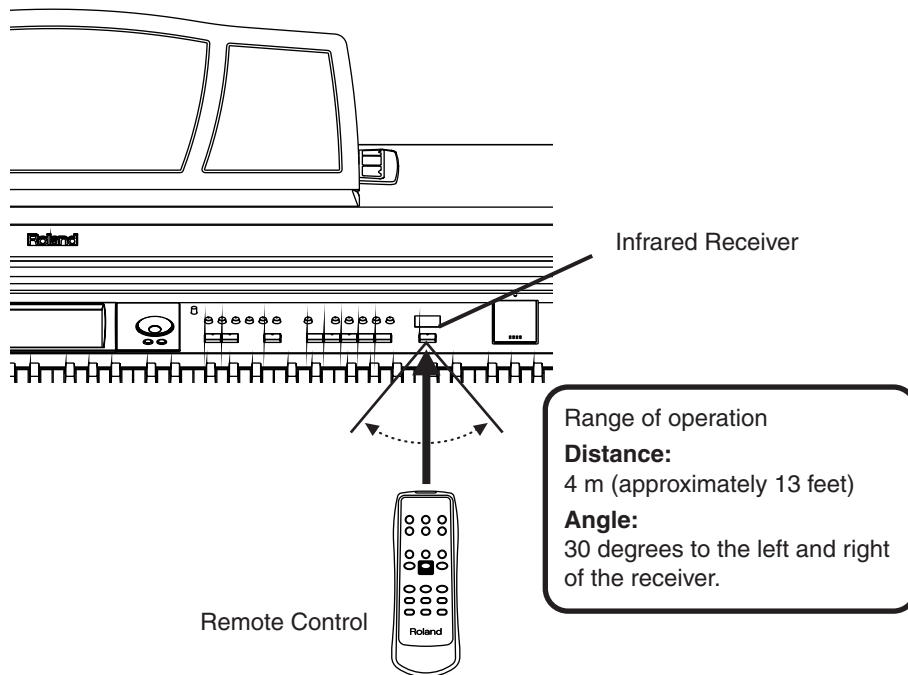
The song is deleted.

Using the Remote Control

You can use the included remote control to easily start and stop performances and switch songs.

■ How to Use the Remote Control

When using the remote control, aim the remote control at the infrared receiver, keeping in mind the range of operation (below).



Precautions Concerning Use of the Remote Control

- The remote control is able to transmit only one operation at a time.
- The remote control may not operate even within the range of operation if there is an obstacle between it and the main unit.
- Using the remote control near other equipment that uses remote control systems may result in operational errors.
- The life of the battery depends on the amount and conditions of use. If the operational range of the remote control decreases, change the batteries.
- If you will not be using the remote control for a long period of time, remove the batteries.
- The remote's response may suffer if the remote's sensor is situated under spotlights or exposed to other such strong lighting.

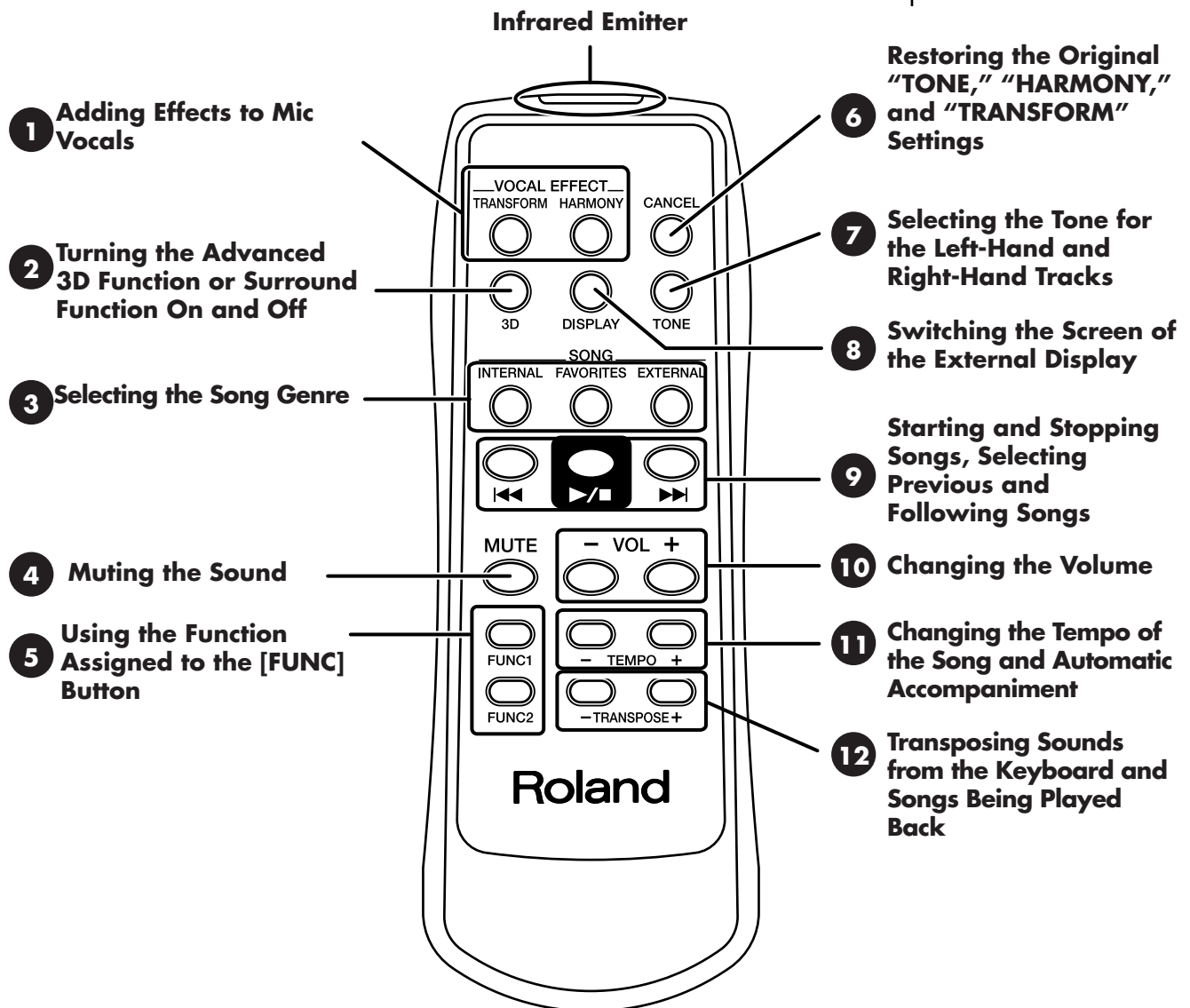
MEMO

+++.

MEMO








Information from the remote is not received when Remote Sensor setting is switched off. Refer to p. 152.

■ About the Remote Control



You can also switch the functions for the [▶/■] (Play/Stop) button, the [FUNC 1] [FUNC 2] button, the TEMPO [-] [+] button, and the TRANSPOSE [-] [+] button. Please refer to "Changing the Functions of the Remote Control's Buttons" (p. 148).

Chapter 3 Song Playback

	Button	Explanation
1	TRANSFORM	This changes the vocals from the mic. The setting switches each time you press the button, cycling through male, female, child, and normal voice settings.
	HARMONY	This adds harmonies to the mic vocals. The harmony setting switches each time you press the button, cycling through Music Files (p. 41), Oct-Up (p. 38), Oct-Down (p. 38), and normal voice settings.
2	3D	This adds greater breadth to the sound. When the [Ambience/Reverb] button is set to "Advanced 3D," pressing this button toggles the Advanced 3D effect on and off. When the [Ambience/Reverb] button is set to "Surround," each press of this button takes you to the next choice among the available selections, which are: Surround Effect off, Surround Accompaniment, and Surround Reverb.
3	INTERNAL	This switches the genres of the internal songs.
	FAVORITES	Selects songs in the "Favorites."
	EXTERNAL	When you press the button with external memory or a disk connected, the connected storage media is selected.
4	MUTE	This mutes all of the sounds.
5	FUNC1, FUNC2	You can use the function assigned to this button. You can also change the function assigned to the button (p. 148).
6	CANCEL	The left and right tracks switch to a piano tone.
7	TONE	Pressing the button toggles you between the Tones for the left-hand track and the right-hand track.
8	DISPLAY	Each press of the button takes you to the next selection among the available choices, which are, in order: song list, lyrics, notation, notation + keyboard, display, and user screen image. You can press the [DISPLAY] button while the Tempo screen or Volume screen is displayed to clear the Tempo screen or Volume screen. * Some songs may not feature screens with lyrics or notations.
9		When you press the [] button while the song is stopped, the previous song is selected. Pressing the [] button while a song is playing returns you to the beginning of that song.
		This starts and stops playback of the song. Playback alternately starts and stops each time you press the [] button. You can also assign functions to the button (p. 148).
		When you press the [] button, the next song is selected.
10	VOL - + (Volume)	You can adjust the volume.
11	TEMPO - +	This adjusts the tempo. You can also assign functions to the button (p. 148).
12	TRANSCOPE - +	This adjusts the tempo. You can also assign functions to the button (p. 148).

Chapter 4 Practice Functions

With the KR-107, you can enjoy practice using a variety of functions.

Displaying the Notation

The KR can display notations not only for the internal songs, but for music files and performances recorded with the KR. This is very convenient for performing while reading the music and for checking songs that have been recorded. When you play back a music file with lyrics, the lyrics appear on screen.

Selecting the song

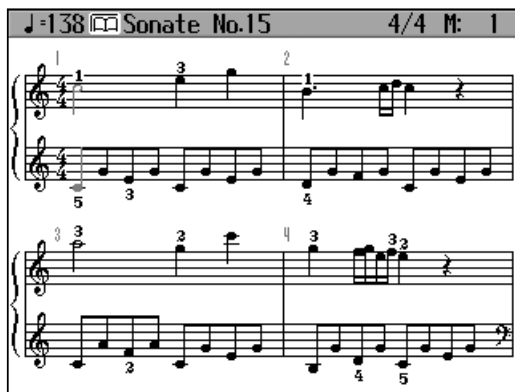
When playing back songs on external memories, first connect the external memory to the external memory port.

1. Press the [Song] button to select a song.

For details refer to “Playing a Song” (p. 64).

2. Press the [DigiScore] button.


The “Notation screen” appears.



3. Press the [▶/■] (Play/Stop) button.

Playback of the song begins, and the notation advances along with the progression of the performance.

Notes Regarding the Notation Display

- When playback of a song begins,  appears in the Notation screen. While this symbol is displayed, performance data is being loaded from external memory or internal memory. It may take thirty seconds to a minute or more to read the data. Please wait.
- The displayed notations are based on music files. Priority is placed on the readability of the displayed music, not on the accurate rendition of difficult, high-level performances. Thus, there may be discrepancies seen when compared with commercially available printed music. The display is not intended for viewing advanced songs requiring precisely detailed notations, or complex songs.
- On the notation display screen, lyrics and notes may extend beyond the range displayed on the screen and may not be visible.
- Playback may start over from the beginning if you display the notation or change the displayed part during playback of the song.



Using “Visual Lesson,” you can select practice songs suited to your skill level.

Additionally, you can have the results your performance indicated in points and check the content in the score. Refer to the Quick Start.



In some internal songs, the fingering is displayed. The fingering numbers shown in the screen indicate one possible fingering.



Chord names can be displayed in some of the internal songs and recorded performances using the KR's Chord Sequencer (p. 120).



You can make more advanced settings for the score by pressing the [Setting] button.



No notes are shown in the notation if the selected part contains no data. To change the part being displayed, refer to “Making Detailed Settings for the Notation Display” (p. 75).

■ Touching Notes to Confirm the Sounds

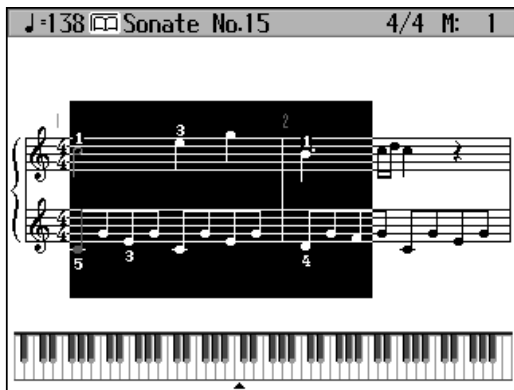
(Touch the Notes)



In the Notation screen, you can have notes played by touching the notes on the screen.

When you display the keyboard in the screen (p. **), the keys on the keyboard for the notes you touch are then shown in the display. This allows you confirm notes by sight, sound, and touch.

In addition, when you trace part of the notation with your finger, the traced segment is played back. This allows you to easily play back phrases you like.



■ Scrolling the Notation Along with the Performances (Auto Sync DigiScore)

You can have the notation displayed in the screen scroll automatically as you play, even when the song is not being played back. No more frantically trying to turn to the next page in the notation while you are performing.

This also lets you play difficult passages more slowly and otherwise practice at your own pace.

- * *Auto Sync DigiScore is linked to the performance of the part shown in the screen. The notation does not scroll if you are playing a part that is not currently displayed.*

When the bouncing ball is blue

Start playing at the point where the ball is bouncing.

The bouncing ball follows along and the notation scrolls as you play.

When the bouncing ball is red.

If nothing is played for a short while, the bouncing ball turns red. At this time, if you play a phrase near the position of the bouncing ball, the ball automatically moves to the point in the notation where you are playing.

NOTE

You can change the automatic scrolling settings. Refer to p. 75.

When you play four or more notes while the bouncing ball is red, the ball moves to the point where you are playing.

When you play fewer than four notes, the bouncing ball does not jump to the new position, and the notation does not scroll.

The bouncing ball will move within the range of the notation displayed on the external display or television. If you start playing at a point that is not currently shown in the external display or television, the bouncing ball does not jump to the new position, and the notation does not scroll.

■ Making Detailed Settings for the Notation Display

You can change the part appearing on the notation display and change the manner in which the notation is displayed.

1. Press the [DigiScore] button to display the Notation screen.
2. Press the [Option] button.

A screen like the one shown below appears.



Switch the screens

You can select the parts to be displayed in the notation by touching the four icons at the lower left of the screen.

	The right-hand part and left-hand part are displayed.
	The right-hand part is displayed.
	The left-hand part is displayed.
	The User part is displayed.

You can also touch <BMP> to save the score as an image file (p. 77).

3. Touch for the parameter being set to select the value.

Press the [Exit] button to return to the Notation screen.

NOTE

You can change the parts to be displayed when you touch each of the icons.

Chapter 4 Practice Functions

Item	Setting	
Zoom Sets whether or not the enlarged notation is displayed.	ON	Displays an enlarged notation.
	OFF	Displays the notation at the normal size.
Keyboard Sets whether the keyboard is displayed beneath the notation.	ON	Displayed.
	OFF	Not displayed.
AutoSync DigiScore Sets the function whereby the notation screen scrolls automatically as you play, even if the song is not played back.	OFF	The notation screen does not scroll automatically.
	JUMP	The notation screen scrolls automatically. When the bouncing ball is blue, playback begins from the point in the notation where the ball is set. When the bouncing ball is red, and you start playing a phrase at a point in the notation close to where the ball is located, the ball moves to the point where you are playing. This position is determined after you play at least four notes of the phrase.
	NOTE	The notation screen scrolls automatically from the current position in the song as you play.
Pedal Sets the left pedal function.	BASIC	Functions as a soft pedal.
	REPLAY	You can start and stop playback of song data with the pedal. Pressing the pedal in rapid succession moves you back in the song the number of measures equal to the number of times you press the pedal, after which playback resumes. This allows you to use the pedal to rewind quickly, a useful feature when, for example, you want to repeatedly listen to a difficult phrase.
	PAGE1	Advances the notation screen in the KR-107's display to the next page.
	PAGE2	Advances the notation screen in the external display to the next page.
Resolution Sets the minimum note length indicated in the notation.	16	Notes down to sixteenth notes are indicated.
	32	Notes down to thirty-second notes are indicated.
Bouncing Ball This setting determines whether or not the animated ball is shown bouncing in time with the song as it is played back.	ON	Displayed.
	OFF	Not displayed.
Color Notation This settings determines whether or not the note in the current position is colored.	ON	The note is displayed in color.
	OFF	Not displayed.

Item	Setting	
Lyrics This setting determines whether or not lyrics in songs that contain lyrics data appear in the notation.	ON	The lyrics are displayed.
	OFF	Not displayed.
Finger Numbers This setting determines whether or not the fingering in songs that contain fingering data appears in the notation.	ON	The fingering is displayed.
	OFF	Not displayed.
Chords This setting determines whether or not chord names in songs that contain chord data appears in the notation.	ON	The chord names are displayed.
	OFF	Not displayed.
Pitches Sets whether or not the note names appear in the music when the notation is expanded.	OFF	Not displayed.
	C, D, E	The pitch names (C, D, E) are displayed.
	Do, Re, Mi (Fixed)	The pitch names (fixed Do) are displayed.
	Do, Re, Mi (Movable)	The syllable names (movable Do) are displayed.
Clef L Determines whether a treble or bass clef is shown in the notation for the left-hand part.	Auto	Display is switched automatically.
	G Clef	G (treble) clef is displayed in the notation.
	F Clef	F (bass) clef is displayed in the notation.
Clef R Determines whether treble or bass clef is shown in the notation for the right-hand part.	Auto	Display is switched automatically.
	G Clef	G (treble) clef is displayed in the notation.
	F Clef	F (bass) clef is displayed in the notation.
Key Notation is displayed in the specified key.	Auto	Key is switched automatically.
	b x 5-0- # x 6	Notation is displayed in the specified key.

Item	Setting
User Part Selects the part to display when "User" is selected as the part to be displayed.	User Track, Parts 1-16
Lower Part Selects the part to display when "Lower" is selected as the part to be displayed.	Lower Track, Parts 1-16
Upper Part Selects the part to display when "Upper" is selected as the part to be displayed.	Upper Track, Part 1-16



In some internal songs, the fingering is displayed. The fingering numbers shown in the screen indicate one possible fingering.



Chord names can be displayed in some of the internal songs and recorded performances using the KR's Chord Sequencer (p. 120).

■ Saving Notations as Image Data

You can take notations that are displayed on the KR and save them to external memories. You can also use saved image data to your computer.

1. Insert the external memory onto which you want to save the image data in the KR's external memory port.

2. Record the performance (p. 90). Alternatively, press the [Song] button to select a song.

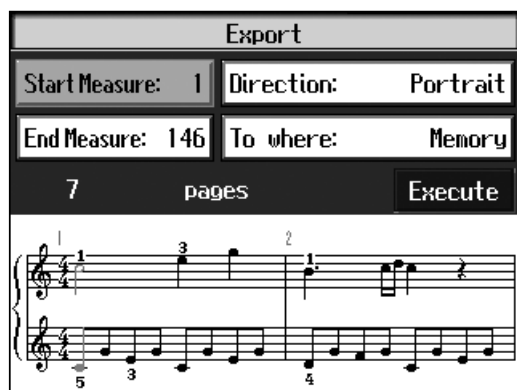
3. Press the [DigiScore] button.

The Notation screen appears.

4. Press the [Option] button.

5. Touch <Export>.

A screen like the one shown below appears.



6. Touch   for each parameter to set the range of the image data.

Start measure	1, 2-	Selects the measure at which output begins.
End Measure	- song end	Selects the measure at which output ends.
Media		Selects the media for the save destination.
Layout		Sets the orientation of the score being output.

7. Touch <Execute>.

The notation is saved to the external memory as image data in BMP (bitmap) format.

* You cannot save copyrighted song data.

* Other than for your own personal enjoyment, use of the notations that are output without the permission of the copyright holder is prohibited by law.

NOTE

Other than for your own personal enjoyment, use of the notations that are output without the permission of the copyright holder is prohibited by law.

NOTE

Do not remove the external memory while "save" is in progress.

Saving Your Visual Lesson Performance Results

When you practice with Visual Lesson, the notation showing the model performance appears in the screen above the score for your own performance. You can save these notation in BMP (bitmap) format.

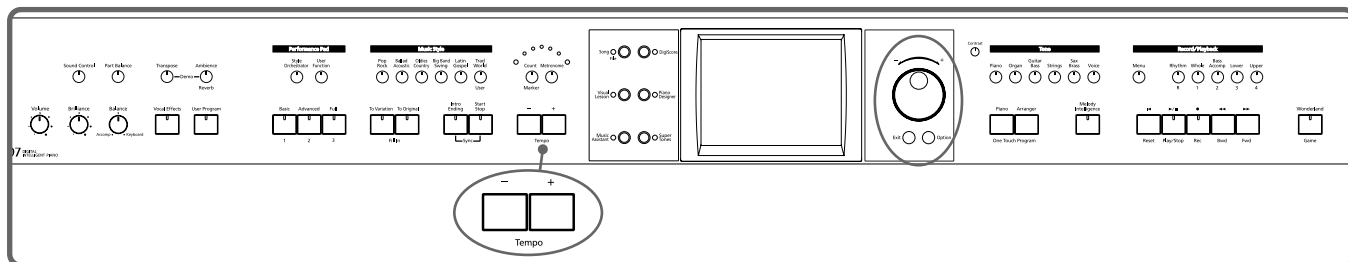
1. While in the “performance results confirmation screen” in Visual Lesson, press the [Setting] button.
2. Touch the parameter whose setting you want to change.
3. Set the value with the dial.
4. Touch <OK>.

Adjusting the Tempo

This changes the song and Music Style tempos.

If songs seem difficult to play at their original speed, you may find it helpful to first practice with the tempo slowed down. Then, after becoming more familiar with the song, you can practice it at a gradually faster tempo.

Changing the tempo has no effect on the pitch of the notes. And you can change the tempo even when the song is in progress.



Adjusting the tempo with the Tempo [-] [+] buttons

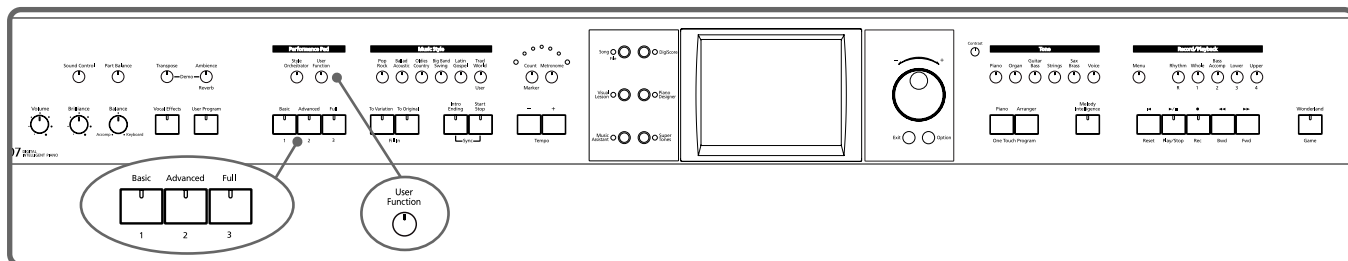
Pressing the [+] button once increases the tempo by one unit. Holding down the button makes the tempo increase continuously.

Pressing the [-] button once decreases the tempo by one unit. Holding down the button makes the tempo decrease continuously.

Pressing the [-] [+] buttons simultaneously returns the selected Music Style or song to the basic tempo.

■ Setting the Tempo by Pressing the Button in Time (Tap Tempo)



You can also set the tempo by pressing the Performance Pad. This feature is called "Tap Tempo." By using the Tap Tempo function, you can quickly set the tempo you are thinking of, without specifying the tempo in numerical terms.



Assigning functions to the Performance Pads

1. Press the [User Function] button and watch the indicator light up.



2. Touch   for the Performance Pad to which the function is assigned, then select "Tap Tempo."
3. Press the [Exit] button; the tempo is indicated in the upper left of the screen.

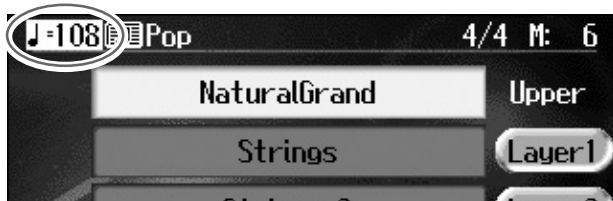
Specifying the Tempo

4. Press the Pad to which "Tap Tempo" is assigned at least twice.
The tempo is set to the rhythm you used when tapping the button.

■ Playing Back at a Fixed Tempo (Tempo Mute)

If a song has tempo changes, it helps to practice the song first at a steady tempo. Overriding tempo changes is called "Tempo Muting."

1. Hold down the [▶/■ (Play/Stop)] button and press one of the Tempo [-] [+] buttons.
When tempo muting is in effect, the tempo display appears in reverse video.



When you play back the song, it will play at a constant tempo.

Cancel the tempo mute setting

1. Hold down the [▶/■ (Play/Stop)] button and press one of the Tempo [-] [+] buttons.
Tempo muting is canceled.
Tempo Mute will also be cancelled when you select a different song.



You can also assign the Tap Tempo function to the pedal, and use the pedal to specify the tempo. For details, refer to "Assigning Functions to Pedals and Performance Pads (Pedal Setting/User Functions)" (p. 142).

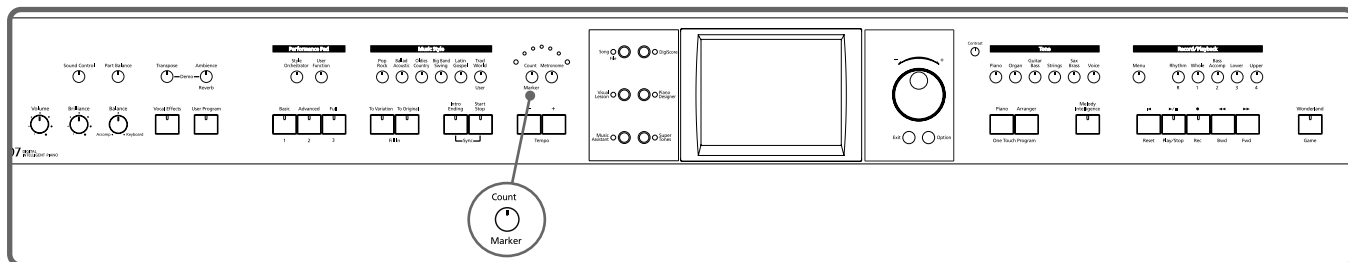


You can start the song by giving the count through the microphone. For more detailed information, refer to "Enabling the start of songs and automatic accompaniment with the sound of your voice (Vocal Count-In)" (p. 39).

Match the Tempo Before You Begin Playing (Count)

When you're playing along with a song, you can listen to the tempo before you start playing by adding a count-in.

This audible count before the song playback is called a "Count-In."



1. Press the [Count/Marker] button and watch the indicator light up.

The following "Count In settings screen" appears.



2. Touch <Count Mode>   to set this to "Count In."




With this setting, two measures count down before the song playback starts.

Cancelling the Count In

1. Press the [Count/Marker] button so its indicator is turned off.

By pressing [Back] instead of the [Count/Mark] button, you can close the Count settings screen without cancelling the count.



You can have a count sound be played before the song starts playing back by holding down the [ (Reset)] button while you press the [( / )] Play/ Stop] button. The status of the Count settings won't be affected by your use of this procedure.

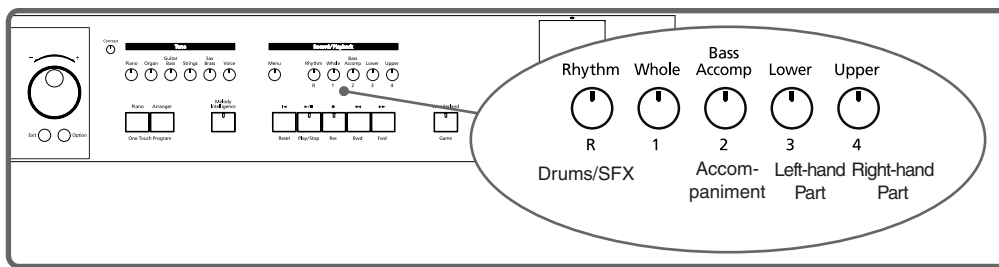


For more about other settings on the Count settings screen, refer to "Changing the Settings for the Count" (p. 140).

Muting Some Parts Before Playing (Track Buttons)

With commercially available music files for piano lessons, the part for each hand can be played back independently. This makes it easy to practice hands separately. For example, you can follow along with your right hand while you listen to that same right-hand part be played, or you can practice the left-hand part while the right-hand part plays.

A music file for piano lessons may be assigned to the five Track buttons as shown below.



By using these Track buttons, you can eliminate the sound of specific parts. This is referred to as “muting.”

By recording your own performances to the Track Buttons in this fashion, you can mute parts the same way. For details, refer to “Recording While Selecting the Track Buttons (Redoing Recordings)” (p. 95).

1. Select the song that you wish to play back (p. 64).

Selecting the part that you’ll be playing

2. Press any one of the Track buttons to make the button’s indicator light go dark.

The sound for the selected part no longer plays.

For example, when practicing the right hand, press the [4/Upper] button.

When you play back the song, the right-hand performance will not sound. Practice your right-hand performance along with the left-hand playback.

Playing back a song

3. Press the [▶/■ (Play/Stop)] button.

The song will begin playing back.

The part you selected in step 2 will not sound.

Once again press the button you selected in step 2. The button’s indicator will light up, and the part will be heard once again.

Even while the song is playing, you can press the track buttons to mute or un-mute the sound.

Stopping the song

4. Press the [▶/■ (Play/Stop)] button.

The song will stop.



For more on music files, refer to “Music Files That the KR Can Use” (p. 183).



You cannot mute individual parts separately in audio files.



If a single Track button includes more than one instrument and you want to mute just one of those instruments, take a look at “Modifying the Settings of Each Part” (p. 114).



When a single Part is not played, it is called “Minus One.” Using Minus One, you can mute out a particular instrument and play the part yourself.



When playing back SMF files for Roland Piano Digital series instruments, and the [3/Lower] button and [4/Upper] button do not correctly control the left/right-hand performances, please change the “Track Assign” settings. Please refer to “Changing the Parts Assigned to the Track Buttons During SMF Playback (Track Assign)” (p. 153).



You can adjust the balance between the keyboard and song volume levels. Check out “Adjusting the Volume Balance for Each Performance Part (Part Balance)” (p. 62).

Setting Markers for Repeated Practice (Marker)

By setting markers at points in a song that you want to practice repeatedly, you can then easily go to and repeat play back of the selected measures.

■ Placing a Marker within a Song

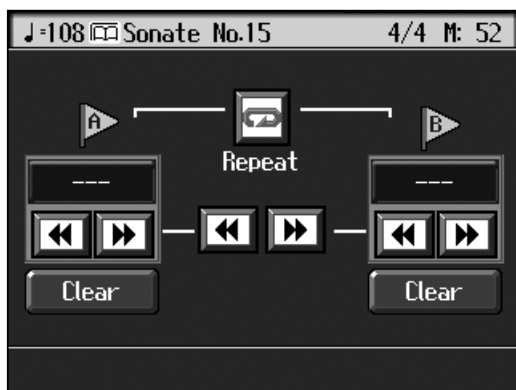
You can place two separate markers (Marker A and Marker B) in one song. These markers are placed at the beginning of a measure to make the beginning and end of a section of music. Placing markers is a handy way to start playback at the same place as many times as you like. You can add markers or move to a marker even while playback is in progress.

Access the Marker screen

First, select the song in which you'll set the markers (p. 64).

1. Press the [Count/Marker] button.
2. Touch <Marker>.

The Marker screen appears.



Placing Markers

3. Go to the measure where you want to set a marker using the [◀◀ (Bwd)] and [▶▶ (Fwd)] buttons.
4. Touch <- -> for Marker A.
Marker A is placed at the beginning of the measure you selected.
"- - -" on the screen will change to the number of the measure where you placed the marker.
5. In the same way, touch the Marker B <- -> to set Marker B.

It is not possible to assign marker B to the same location or a measure before marker A.



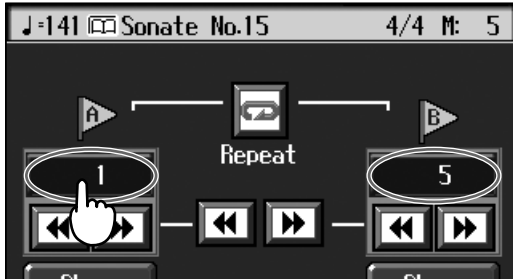
You cannot place markers in audio files.



Markers can also be assigned in units of beats rather than measures. Refer to "Placing a Marker in the Middle of a Measure" (p. 140).

■ Playback from a Marker Location

1. At the marker screen, touch the measure number of the marker you want to go to.

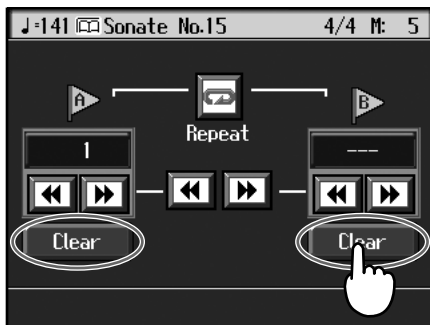


Playback will start from wherever Marker A or Marker B are set.

With the song playing back, playback will continue if you touch Marker A or Marker B on the Marker screen.

■ Erasing a Marker

1. Touch <Clear> for the marker you want to erase.

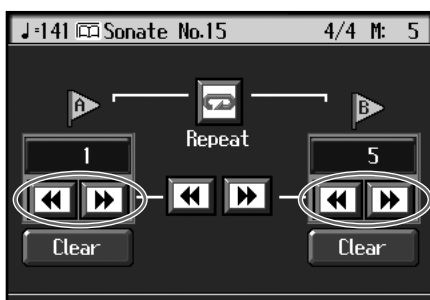



The marker disappears and the on-screen display changes to <- ->.


■ Moving a Marker

You can move a marker that has been placed in a song. You can also move the section of music defined by Markers A and B forward or back, without changing the number of measures of marked.

1. On the Marker screen, touch  or  for the marker to be moved.




When you touch , the marker is moved to a previous part of the song.


When you touch , the marker is moved to a later part of the song.

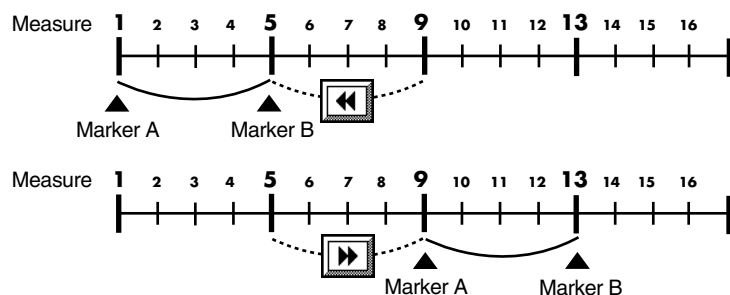
Moving Markers A and B without changing the interval between them

1. On the Marker screen, touch  or  in the middle of the screen.

For example, if you have Marker A set at the beginning of the fifth measure, and

Marker B set at the beginning of the ninth measure, when you touch , Marker A is moved to the beginning of the first measure, and Marker B is moved to the beginning of the fifth measure.

Touch  to shift Marker A to the beginning of the ninth measure and Marker B to the beginning of the thirteenth measure.

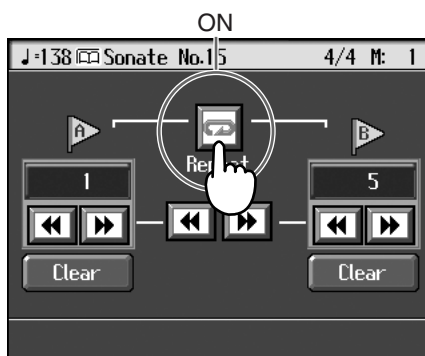
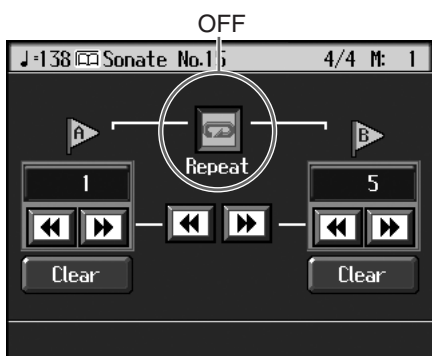


Playing Back the Same Passage Over and Over

You can play back a particular passage over and over. This is convenient when you want to focus on a passage.

1. First, set Marker A and Marker B to define the measures you want to repeat.

For instance, suppose you want to play back the passage from the fifth through eighth measures over and over. You should place Marker A at the beginning of the fifth bar and Marker B at the beginning of the ninth bar.



2. Touch <Repeat> in the Marker screen.

The setting is made for repeated playback of the passage from marker A to marker B. When you play the song, the marked section of music plays back repeatedly.

Cancelling repeat playback

3. Touch <Repeat> in the Marker screen, and the icon returns to the original color.

Repeat playback is cancelled.



When <Repeat> is On

- If neither Marker A nor Marker B is set, the song is played back from the beginning to the end.
- If you only place marker A, playback repeats from marker A to the end of the song.
- If you only place marker B, playback repeats from the beginning of the song to marker B.

Transposing Keyboard Sounds and Songs Played Back (Transpose)

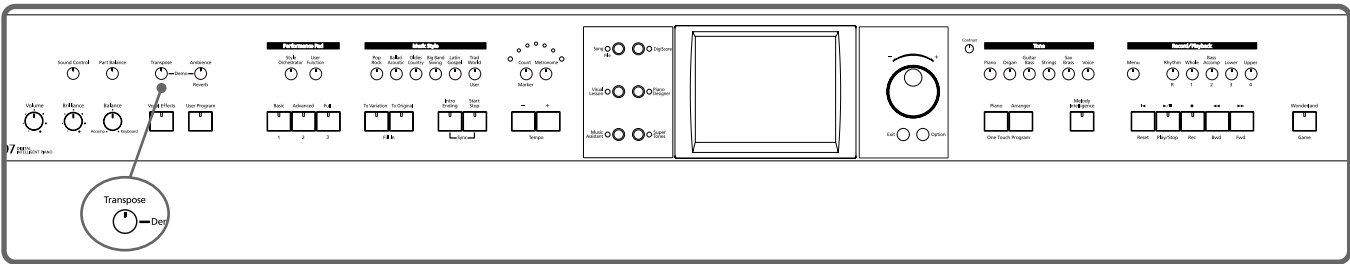
By using the “Transpose function,” you can transpose your performance without changing the notes you play. For example, even if the song is in a difficult key with many sharps (♯) or flats (♭), you can transpose it to a key that is easier for you to read and play.

You can also use this function to play back a song in a different key.

When accompanying a vocalist, you can easily transpose the pitch to a range that is comfortable for the singer, while still playing the notes as written (i.e., with the same fingering positions).



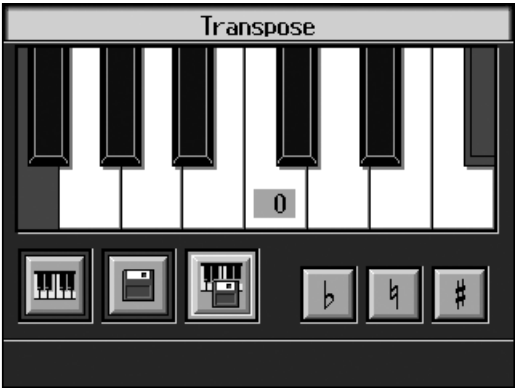
You cannot transpose audio files.



First make sure you have selected the song to be transposed (p. 64).



1. Press the [Transpose] button.



A “Transpose screen” like the one below appears.



2. Touch the Transpose icon.

Icon	Target	Settings Value
	Keyboard sound	-6-0-5
	Song to be played back	-24-0-24
	Keyboard sounds, songs being played back	-6-0-5

- 3.** Touch the screen keyboard or ,  to select the transposition value.

Each time you press  or , it transposes the key by a semitone.

When you touch , a value of “0” is set.

You can also use the dial to change the transposition value.

When you transpose a song or the keyboard, the [Transpose] button’s indicator lights up. As you play the keyboard or play back the song, the notes are transposed.

When you press the [Exit] button, the transposition remains in effect, and you’re returned to the previous screen.

Cancelling Transposition

- 4.** Press the [Transpose] button and the indicator light goes out.

Transposition is cancelled.


The next time you press the [Transpose] button, illuminating the indicator, the music is transposed by the value set here.

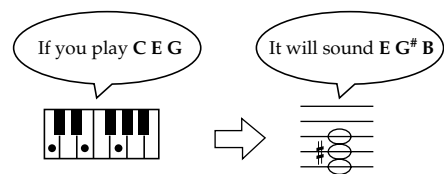


The transposition value reverts to “0” when you turn off the power or select another song.

Example: Playing a song in E major while playing the keys for C major

In this example, C is the root note in the key of C major. E, the root of E major, is the

third in C major. It is up four keys, including the black keys, so touch , then enter “4” for the setting.



Chapter 5 Recording and Saving the Performance

You can easily record performances using the five track buttons.

A recorded performance can be played back to listen to your own playing, or to add additional parts.

You can use the KR to make the following kinds of recordings.

- Recording just your own keyboard performance (→ “Recording a New Song (New Song)” (p. 90))
- Recording performances using Automatic Accompaniment (→ “Recording With Accompaniment” (p. 92))
- Recording along with the internal songs and songs on external memories (→ “Recording Along with a Song” (p. 94))
- Re-recording (→ “Recording While Selecting the Track Buttons (Redoing Recordings)” (p. 95))

○ If the following screen appears

If you’ve recorded a song or changed a song’s settings (see p. 114), the following message appears on the screen when you try to choose another song.



If it’s okay to delete the song, touch <OK>.

If you do not want to delete the song, touch <Cancel>, and either save the song to a external memory (p. 101) or register the song to the Favorites (p. 68).

NOTE

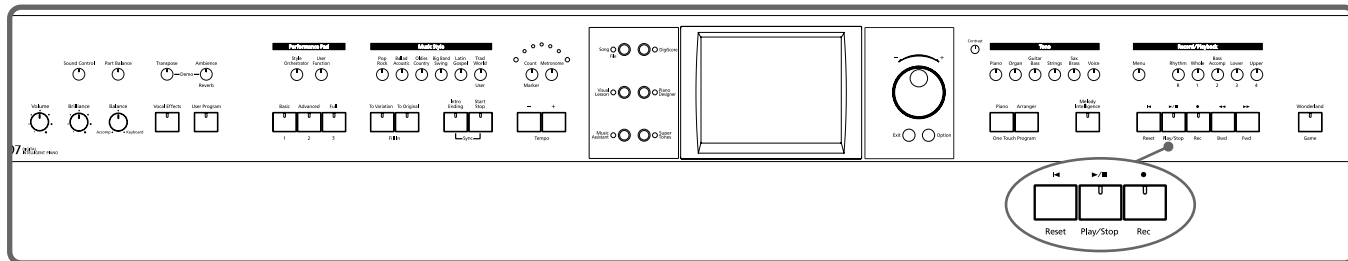
Recorded performances are discarded when another song is selected, or when the power is turned off. Be sure to save important performances on a external memory. Take a look at “Saving Songs” (p. 101).

NOTE

You cannot record while playing along with audio files.

Recording a New Song (New Song)

This records keyboard performances without the use of the internal songs or Automatic Accompaniment.



Settings for recording performances

1. Press One Touch Program [Piano] button.

This sets the KR for performance without the use of Automatic Accompaniment.

2. Decide on the tone of the performance (p. 22).

Use the Tone buttons and the touch screen to select the tone.

When you have finished choosing the settings, press the [Exit] button to display the Basic screen.

Recording settings

3. Press the [● (Rec)] button.

You press the [● (Rec)] button and the following messages will appear, when a song has already been recorded.



Touch <New Song>.

This switches the KR to the settings required for recording a new song.

The KR is put in recording standby.

To cancel recording, press the [● (Rec)] button once more.

4. Decide on the tempo and beat.

If necessary, press the [Metronome] button to play the metronome.

When you have finished making the settings, press the [Exit] button to display the Basic screen.



If you select <New Song> when a song has already been recorded, the “OK to delete song?” prompt appears in the screen. For more detailed information, refer to “If the following screen appears” (p. 89).

Start recording

5. Press the [▶/■ (Play/Stop)] button.

A two-bar count-in plays, then recording starts.

Even without pressing the [▶/■ (Play/Stop)] button, recording starts when you play the keyboard. There is no count-in played when you start by playing rather than pushing the [▶/■ (Play/Stop)] button.

When recording starts, the [▶/■ (Play/Stop)] and [● (Rec)] buttons' indicators light up.

Stop recording

6. Press the [▶/■ (Play/Stop)] button.

Recording stops.

The performance is recorded to the [1/Whole] button.

Listening to the Recorded Performance

7. Press the [◀ (Reset)] button, then press the [▶/■ (Play/Stop)] button.

The recorded performance is played back.

When you press the [▶/■ (Play/Stop)] button, playback stops.

NOTE

Any performance that has been recorded is deleted when the power to the KR is turned off. If you do not want a performance deleted, then save it to a external memory or to Favorites. Refer to "Saving Songs" (p. 101).

Track buttons assignments for recorded performances

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

- **Normal performance (playing a single Tone from the entire keyboard)**
The performance is recorded to the [1/Whole] button.
- **Layer performance**
The performance is recorded to the [2/Accomp] button.
- **Split performance**
The left-hand part of the keyboard is recorded to the [3/Lower] button, and the right-hand part of the keyboard is recorded to the [4/Upper] button.
- **Layer performance and Split performance**
The performance played in the left side of the keyboard is recorded to the [3/Left] button, the performance in the right side to the [4/Right] button, and the Layer performance to the [2/Accompaniment] button.
- **Drum set or sound effect performance**
Recorded on the [R/Rhythm] button.

Recording With Accompaniment

Try recording a performance along with the Automatic Accompaniment.

Settings for recording performances

1. Press the One Touch Program [Arranger] button.

This chooses the setting for Automatic Accompaniment.

2. Decide on the Music Style.

When you have finished choosing the settings, press the [Exit] button to display the Basic screen.

Recording Settings

3. Press the [● (Rec)] button.

You press the [● (Rec)] button and the following messages will appear, when a song has already been recorded.



Touch <New Song>.

This switches the KR to the settings required for recording a new song.

The KR is put in recording standby.

To cancel recording, press the [● (Rec)] button once more.

4. Decide on the tempo.

Start recording

5. Play a chord on the left-hand part of the keyboard.

An Automatic Accompaniment intro starts, and recording starts at the same time.

Stop recording

6. Press the [Intro/Ending] button.

An ending plays, then the Automatic Accompaniment, and recording stop at the same time.

Listening to the recorded performance

7. Press the [⏪ (Reset)] button, then press the [▶/■ (Play/Stop)] button.

The recorded performance plays back.

When you press the [▶/■ (Play/Stop)] button, playback stops.



If you select <New Song> when a song has already been recorded, the “OK to delete song?” prompt appears in the screen. For more detailed information, refer to “If the following screen appears” (p. 89).



You can change how recording is stopped when recording a performance with Automatic Accompaniment. To learn how, see “Changing How Recording Stops” (p. 96).

Track buttons assignments for recorded performances

Performances that have been recorded using Automatic Accompaniment are assigned to the track buttons as shown below.

Track button	Performance Recorded
[R/Rhythm]	The rhythm part of an Automatic Accompaniment is recorded here. In addition, drum sets and effect sounds that are selected with the keys in a performance are recorded to this track.
[1/Whole]	When using Piano Style accompaniment (p. 61), the performance played on the keyboard is recorded here.
[2/ Bass Accomp]	The Automatic Accompaniment bass part and accompaniment part are recorded here.
[3/Lower]	When the KR is set so that sounds from performances on the left-hand side of the keyboard are played while the Automatic Accompaniment sounds (p. 60), your own performance on the left-hand side of the keyboard is recorded here.
[4/Upper]	Your own performance on the right-hand side of the keyboard is recorded here.



Music Styles are composed of eight parts. For details, refer to “Music Styles and Automatic Accompaniment” (p. 46).

Recording Along with a Song

Try recording along with internal songs and songs on external memories. Here, record your right-hand performance along with the song accompaniment.

Settings for recording performances

Select a song before you begin recording.

When you have selected the song, press the [DigiScore] button to display the notation.

For more on how to select songs, refer to p. 64; for instructions on displaying the notation, refer to p. 73.

1. Decide on the tone and tempo of the performance.

After choosing the settings, press the [Exit] button to display the Basic screen.

Recording settings

2. Press the [● (Rec)] button.

A screen like the one shown below appears.



3. Touch <Add On>.

With this setting, you can record while listening to the selected song.

Selecting the track to record

4. Press the track button for the track that you want to record (i.e., the track that you want to play yourself).

The indicator of the button you pressed will blink, and the KR enters recording-standby mode.

Since in this example we will record the right-hand performance, press the [4/Upper] button to make the button's indicator light blink.

To cancel recording, press the [● (Rec)] button once more.

Start recording

5. Press the [▶/■ (Play/Stop)] button.

A two-bar count-in plays, then recording starts.

Even without pressing the [▶/■ (Play/Stop)] button, recording starts when you play the keyboard. There is no count-in played when you start by playing the keyboard instead of pushing the [▶/■ (Play/Stop)] button.

When recording starts, the [▶/■ (Play/Stop)] and [● (Rec)] buttons' indicators light.

Stop recording

6. Press the [▶/■ (Play/Stop)] button.

Recording stops.



The song tempo is stored within the song you selected.



Only drum sets or SFX set are recorded to the [R/Rhythm] button.

Listening to the recorded performance

7. Press the [◀ (Reset)] button, then press the [▶/■ (Play/Stop)] button.

The recorded performance is played back.

When you press the [▶/■ (Play/Stop)] button, recording stops.

Recording While Selecting the Track Buttons (Redoing Recordings)

When you want to re-record, specify the Track button for the performance you want to re-record, and then record again.

When you select a previously recorded Track button and re-record, everything from the point at which you begin recording up to the point where you stop recording will be replaced by the newly re-recorded performance.

1. Use the [◀◀ (Bwd)] and [▶▶ (Fwd)] buttons to go to the measure where you want to begin recording.

2. Press the [● (Rec)] button.

A screen like the one shown below appears.



3. Touch <Add on>.
4. Press the Track button for the track you want to re-record.

The indicator for the selected Track button starts blinking.

The [▶/■ (Play/Stop)] button's indicator flashes, and the KR is put in recording standby.

To cancel recording, press the [● (Rec)] button once more.

5. Press the [▶/■ (Play/Stop)] button to begin recording.

Rerecording the accompaniment part of automatic accompaniment

When rerecording an Automatic Accompaniment performance, set Sync Start (p. 54), then specify a chord or press the [Start/Stop] button.

6. Press the [▶/■ (Play/Stop)] button to stop recording.

If you also want to rerecord the ending of the Automatic Accompaniment, press the [Intro/Ending] button.



When you want to record over again after deleting all of the previous recording, refer to "Erasing Recorded Performances" (p. 96).



The song tempo is stored within the song you selected. If you want to change the tempo of the recorded song, refer to "Changing the Tempo of Recorded Songs" (p. 127) and "Changing the Tempo Within the Song" (p. 127).

Erasing Recorded Performances

You can use the following method to delete a recorded performance.

1. Hold down the [Song] button and press the [● (Rec)] button.

A screen like the one shown below appears.



2. Touch <OK>.

This deletes the recorded song.

When you touch <Cancel>, the previous screen appears and the recorded song is not erased.

Erasing the Performance on Specific Tracks

You can select and erase performances on specific tracks.

1. Hold down the Track button for the track containing the performance you want to erase, then press the [● (Rec)] button.

The Track button's light goes dark, and the recorded music is erased.

Changing How Recording Stops

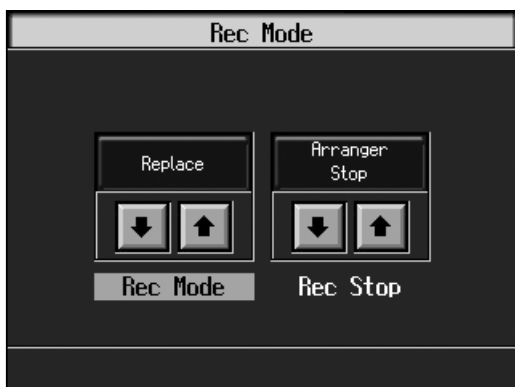
When recording an Automatic Accompaniment performance, you can change the accompaniment and the way recording mode stops.

1. Press the [Menu] button and watch the indicator light up.

The Menu screen appears.

2. Touch <Rec Mode>.

A screen like the one shown below appears.



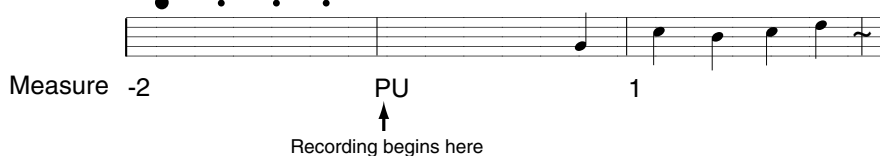
3. Touch <Rec Stop>   to switch between "Arranger Stop" and "Composer Stop."

Display	Explanation
Arranger Stop	Recording stops at the same time the Automatic Accompaniment stops.
Composer Stop	Recording does not stop, even when the Automatic Accompaniment stops. When you press the [▶/■ (Play/Stop)] button, recording stops.

Recording Songs Starting with Pickups

You can record songs that start with pickup beats (songs that start on a beat other than the measure's first beat).

Count Sound



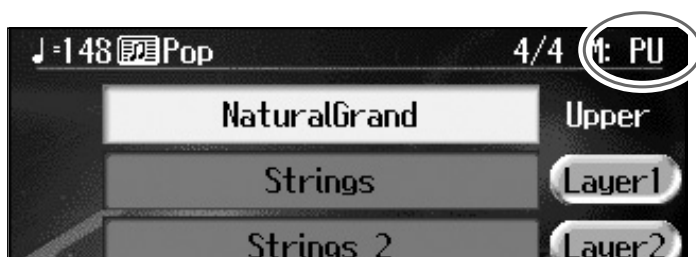
Carry out Steps 1–4 on p. 90 to prepare for recording.

If the [● (Rec)] button's indicator is not lit, press the [● (Rec)] button so the indicator is lit.

The KR is put in recording standby.

1. Press the [◀◀ (Bwd)] button one time.

The measure number in the upper right of the Basic screen changes to "PU," and the KR is set to record a song starting with a pickup.



Start recording. After a one-measure count, recording begins.