

# Addendum

The following functions were added in BK-9 starting from version 1.06.

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### Check the version

If your BK-9 version is earlier than 1.06, download the update from the support page (<http://www.roland.com/support/>) → Downloads → product name (BK-9) → BK-9 System Program Version 1.06, and update your BK-9.

\* If this addendum was included with the BK-9 you purchased, your instrument has already been updated to version 1.06 or later; you do not need to update.

#### How to check the version

Press [MENU] button → "Global" → "Utility" → "Version Info"

## Copying Performances

Now you can copy one, several or all Performances from one Performance list to another. You can also copy and paste Performance memories to different locations within their original Performance List. And finally, you can copy "Music Assistant" memories to one of your Performance lists.

Whenever the display shows all Performance memories to which the selected List refers, you can press the [QUICK MENU] button to edit the memories. The "Edit" option allows you to do the following:

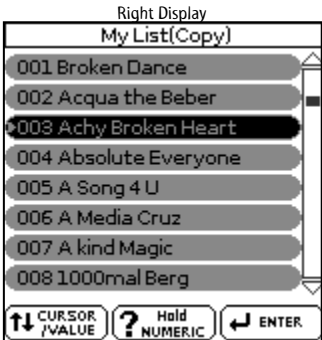
Function	Explanation
Delete Performance	Deletes the selected Performance memory from the active list.
Move Performance	Allows you to change the order in which the Performance memories appear in the selected Performance List.
Rename Performance	Rename the selected Performance memory.
<b>Copy Performances</b>	<b>You can copy one or several Performance memories from one Performance List to another.</b>
Save Performance List	Allows you to save the edited list.

1. Select the Performance memory you want to start to copy from the list.
2. Press the [QUICK MENU] button.



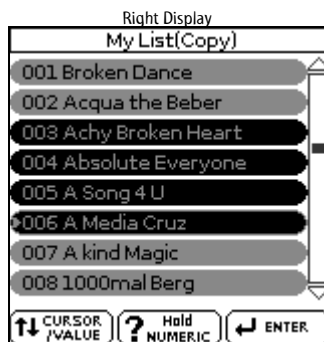
3. Rotate the dial to select "Copy Performances", then push the dial.

The right display changes to:



4. Rotate the dial to select one or several Performance memories that you want to copy.  
The selected Performances are displayed in reverse.

## Importing User Programs from G-/VA-/E-series



You can only select adjacent memories (either before or after the Performance memory selected in step (1) above).

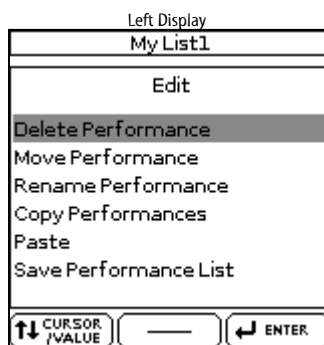
5. Press the dial to confirm your selection.
6. Select the Performance List to which you want to copy the selected Performance memory/memories.

To load another performance press the [LIST] button and select another Performance list. See "Loading a Performance/Music Assistant"/"Factory Songs' List" in the BK-9 owner's manual

### MEMO

You can choose to paste the selected Performances in the same Performance List.

7. Select the Performance memory that should contain (the first) Performance memory you copied.
8. Press the [QUICK MENU] button to select the paste function.



Note the "Paste" option in the "Edit" list, which wasn't there before you started copying Performance memories.

9. Rotate the dial to select "Paste", then press it.
- The Performance memories you copied are pasted to the location you selected. If you copied several memories, they will be pasted to subsequent locations.
- A message confirms the operation.
- A "\*" is shown in the first row, to the left of the Performance List name to indicate that the list has been edited.
- See "Saving the edited Performance List" in the owner's manual to save the edited Performance list.

## Importing User Programs from G-/VA-/E-series

Using this function you can import User Program Sets (Performance Lists) created for previous Roland backing keyboards.

You can import User Program data from the G-/VA-/E-series.

You can import the following data:

Files Type	File Extension	Explanation
User Program Set	.UPS	User Program Set of G/E-series
	.UVA	User Program Set of VA-series

### Before importing data

1. In your computer, copy the folder that contain the User Programs to be imported into an optional USB memory (.UPS, .UVA).

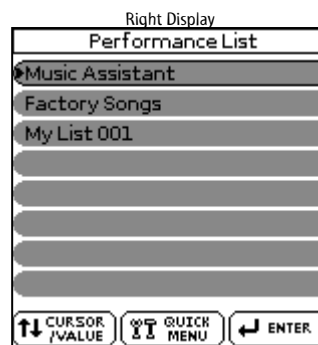
### NOTA

Before you import the User Programs created for previous Roland Backing keyboard you need to copy, in the optional USB memory, the folder with all the User Programs it contains.

### Importing data

2. Connect the USB memory to your BK-9.
3. Press the PERFORMANCE [LIST] button.

The display now shows all Performance Lists on the connected USB memory.



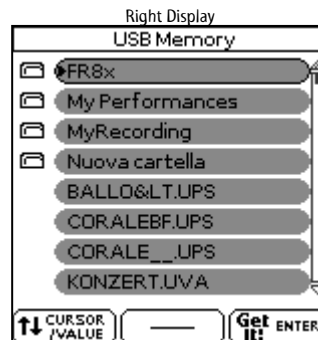
4. Press the [QUICK MENU] button.

The left display now changes to a page like this:



5. Rotate the dial to select 'Import G/VA/E-Series Set' function, then push the dial.

The display shows the contents of the USB memory:



6. Rotate the dial to select the desired file to be imported and push it.

The file is processed and saved with the same file name as the imported file into the "My Performances" USB memory folder. The display briefly confirms and then the imported Performance List is showed.

**NOTE**

If the file name of the Performance List already exists, the BK-9 displays the following message: "A file having this name already exists Overwrite? ". Select "YES" to replace the file. Select "NO" to reject the import operation.

**7. Press the PERFORMANCE [LIST] button.**

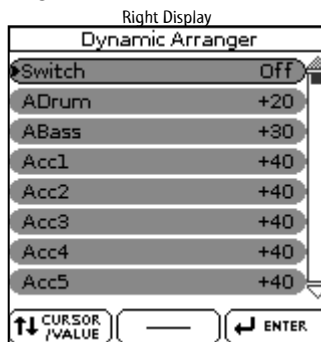
The Performance List imported is already selected.

**8. Push the dial to view the single Performances.**

## Dynamic Arranger Function

The DYNAMIC ARRANGER function allows you to control the volume of the accompaniments parts via the way you strike the keys in the chord recognition area (velocity sensitivity).

It can be selected using [MENU] button → "Performance Edit" → "Dynamic Arranger".



The following parameters can be edited:

Parameter	Setting	Explanation
Switch	Off, On	Enable or disable the Dynamic Arranger function.
ADrum	-127 ~ +127	There are eight accompaniment parts: ADrum (the drums), ABass (the bass) and ACC1~6 (the melodic accompaniment parts). Set the desired value with the dial or the [DEC]/[INC] buttons. You can specify positive and negative sensitivity values. Positive values mean that the volume of the part in question increases when you strike the chord recognition area keys harder, while negative values mean that the volume of the selected accompaniment part increases as your velocity becomes softer. You could use extreme positive/negative "Acc" pairs (i.e. "127" and "-127") to alternate between those two lines simply by varying your velocity. One part would then only be audible when you strike the keys softly, while the other would only be triggered by high velocity values. Choose "0" for parts whose volume should not be affected by your velocity values.
Abass		
Acc1		
Acc2		
Acc3		
Acc4		
Acc5		
Acc6		

## Using the "Mark & Jump" function (only for SMF)

The BK-9 gives you the possibility to "mark" (memorize) up to 4 locations of the current song (SMF) and "jump" to any of the marked location. In addition, if you save the song, the four "Mark & Jump" locations are stored within the song.

The four "Mark & Jump" locations can be selected by pressing the VARIATION [1]~[4] buttons.

When you select a song that contains such markers, the indicators of the VARIATION [1]~[4] buttons light. For songs that do not contain these indications, the indicators remain dark.

Editing and programming "Mark & Jump" locations can be carried out as follows:

## Creating "Mark" locations

**1. Load an SMF song.**

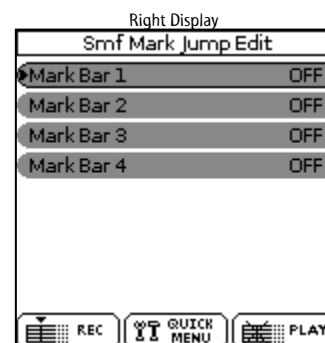
See "Selecting a Song or Rhythm on a USB Memory" in the BK-9 owner's manual.

**2. Open the "Smf Mark Jump Edit" page:**

You have two ways to do it:

**a. Press the VARIATION [1]~[4] button whose indicator is dark ("mark" location empty).****NOTE**

The "Smf Mark Jump Edit" page will not open if you select a VARIATION [1]~[4] button whose indicator lights ("mark" location already set).

**b. Press [MENU] button and by the dial select the "Smf Mark Jump Edit" page.**

As you can see there are four fields ("Mark Bar 1"~"Mark Bar 4"):

Parameter	Value	Explanation
Mark Bar 1	OFF, 1 ~ song length in Bars	• "OFF"
Mark Bar 2		Empty "mark" location (the corresponding VARIATION [1]~[4] is dark)
Mark Bar 3		• "song length in Bars"
Mark Bar 4		It contains the indication of the number of the bar where you want to jump.

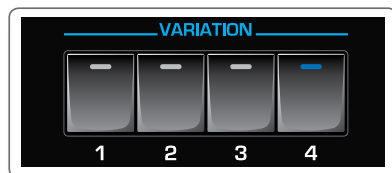
The following operation can be performed whether the song is

## Using the “Mark & Jump” function (only for SMF)

playback or not.

### Memorizing a “Mark Bar” location

3. Select the “Mark” location by pressing the VARIATION [1]~[4] buttons or using the dial to move the cursor on the “Mark Bar” field.



4. Press the [▶/II] button to start the song playback and listen to the song until you reach the point where you want to insert the “mark”.
5. Press the CHORD LOOP [REC] button. This inserts the number of the current measure in the “Mark Bar” field.



The corresponding button (VARIATION [1]~[4]) indicator lights and the next “Mark Bar” field is selected.

To select a different “Mark Bar” field you can either press a button (VARIATION [1]~[4]) whose indicator is off or use the dial.

6. If you want you can press again the CHORD LOOP [REC] button to program the next “Mark Bar” location and so on.

#### MEMO

You may also overwrite a previous “Mark Bar” location by positioning the cursor on the “Mark Bar” field and pressing the CHORD LOOP [REC] button to set the location again.

7. Press the [■] button to stop the song playback.

### Deleting a “Mark Bar” location

8. Press the VARIATION [1]~[4] buttons or use the dial to select “Mark Bar” field you want to delete and press the CHORD LOOP [PLAY] button.



The corresponding button (VARIATION [1]~[4]) indicator goes off.

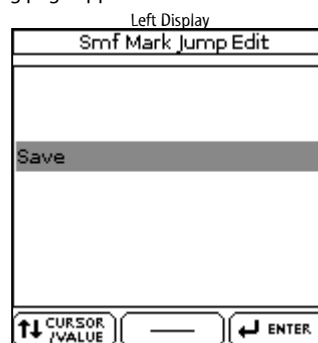
## Saving the Song with the “Mark” locations inside

1. Program the “Mark” location you need in your song.

See “Creating “Mark” locations” (p. 3).

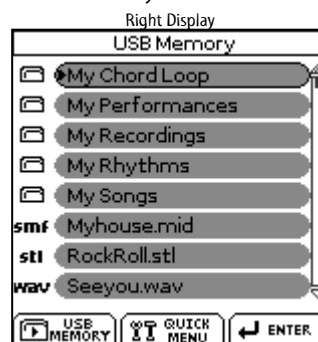
2. Press the [QUICK MENU] button.

The following page appears:



3. Push the dial to select “Save”.

The [WRITE] indicator flashes and the right display shows the contents of the USB memory.

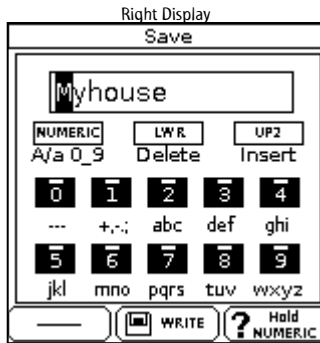


4. If necessary use the dial to select the folder where you want to save the song with marker.

To return to a lower hierarchical level, you can press the [EXIT] button.

5. Press the [WRITE] button.

The BK-9 suggests the name of the song you loaded.



- Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" in the BK-9 owner's manual.

- Press the [WRITE] button to save the song.

The display briefly confirms the operation and then returns to the "Smf Mark Jump" page.

If the USB memory already contains a file of the name you have entered, the display asks you whether it is OK to overwrite it.

In that case, select "YES" to replace the file with the one whose name you changed. (Select "NO" to return to the page where you can change the name. Then, push the dial.

## Play using the "Mark" location

- Load an SMF song that contains such marker location.

See "Selecting a Song or Rhythm on a USB Memory" in the BK-9 owner's manual.

- Open the "Smf Mark Jump Edit" page:

You have two ways to do it:

- Press the VARIATION [1]~[4] buttons whose indicator is dark ("mark" location empty).

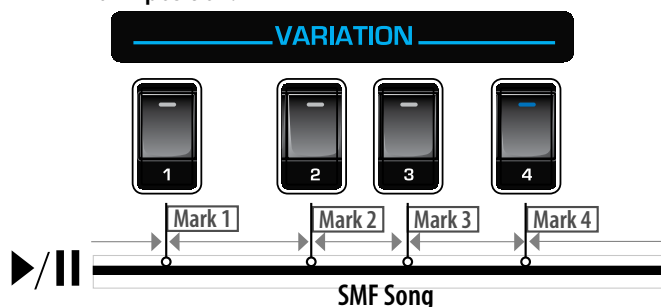
### NOTE

The "Smf Mark Jump Edit" page will not open if you select a VARIATION [1]~[4] buttons whose indicator lights ("mark" location already set).

- Press [MENU] button and by the dial select the "Smf Mark Jump Edit" page.

- Press the [▶/II] button to start the song playback.

- Press the VARIATION [1]~[4] button to jump to the related "Mark" position.



### MEMO

You can position the song pointer before playing. Press a VARIATION [1]~[4] button that contains a marker position and then press the [▶/II] button. The song will start from your desired point.

- Press another VARIATION [1]~[4] button to make the song pointer jump to the related memorized location.
- Press the [■] button to stop the playback.

## User Drum Kit

Added the possibility to edit some parameters that characterize the sound of a drum instrument.

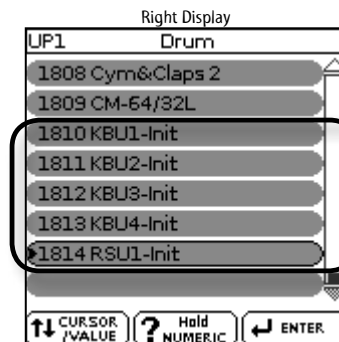
## Editing the Single Drum Instrument

When creating a new Drum Kit, the BK-9 gives you the possibility to edit the patch of some parameters, that characterize the sound of a drum instrument.

- Select only one real-time keyboard part (e.g. UP1).
- Press the TONE [DRUM] button to list all Drum Kits.  
The whole preset Drum Kit list is shown in the right display.
- Rotate the dial to scroll the list till the end, where you will find the five additional User Drum Kits (KBU1, KBU2, KBU3, KBU4 and RSU1).

### TIPS

You can press the TONE [DRUM] button twice to directly view the five available User Drum Kits.



- Push the dial to select the User Drum Kit (KBU1~4, RSU1), you wish to edit.

## Editing the User Drum Kit

- Press the [QUICK MENU] button, that is flashing.

The right display shows the page that allows you to edit the selected Drum Kit:



### NOTE

If you wish you can rename the selected User Drum Kit.

To do it, rotate the dial to select the current "Destination Drum

Kit" name and push the dial to jump to the rename page.  
For details see "How to type a name in BK-9" in the BK-9 owner's manual.

6. Play the note in the keyboard, whose drum sound you want to change.

You will hear the current drum sound corresponding to that note and the display will show its name in the Destination Drum Kit note field.

7. Rotate and push the dial to select the "Source Drum Kit" field, where you want to take your desired drum instruments from.

8. Rotate the dial to choose the desiderate Drum Kit and push it.

NOTE

At the end of the Drum Kit list that came with the BK-9, you will find some virtual Drum Kits created for your convenience. These additional Drum Kits contain the Drum Instruments grouped by category. See "Additional "Virtual" Drum Kits" (p. 7).

9. Rotate the dial to select the Source Drum Kit Note field and push it.

10. Rotate the dial to start scrolling the drum instruments available in the chosen source drum kit, while playing the note you want to change in your keyboard.

This way the note (drum instrument) is automatically changed and you can hear it directly from the keyboard.

The destination Drum Kit note field now shows the newly chosen drum instrument name for the note key you have just pressed.

Editing the Single Drum Instrument

11. Press the [QUICK MENU] button, that is flashing.

The BK-9 shows the following page:



12. Use the dial to select the "Rhythm Tone Edit" function.

The following page is shown:

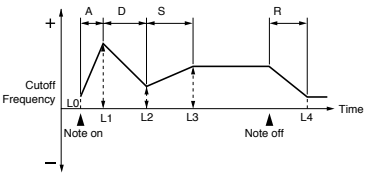


The first row shows the name of selected Drum instrument.

13. Press a note in the keyboard or use the dial to select the Drum instrument to edit.

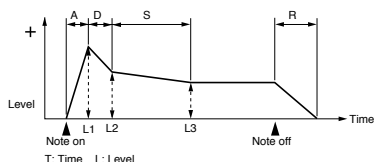
The name of the Drum instrument corresponding to the played note is shown in the first row.

14. Use the dial to edit the following parameters:

Parameter	Value	Explanation
Pitch Fine	-50~0~+50	This parameter allows you to set the fine tune of the selected Drum Instrument.
Pitch Coarse	0~127	This parameter allows you to set the coarse tune of the selected Drum Instrument.
Chorus Send	0~127	Use this parameter to set the chorus send level of the selected Drum Instrument.
Reverb Send	0~127	Use this parameter to set the chorus send level of the selected Drum Instrument.
TVF Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3,	<p>Selects the type of filter. A filter modifies the brightness or thickness of the sound by cutting a specific frequency range:</p> <ul style="list-style-type: none"><li>• "OFF": No filter used</li><li>• "LPF": Low Pass Filter. This reduces the volume of all frequencies above the cutoff frequency (Cutoff Freq) in order to round off, or un-brighten the sound. This is the most common filter used in synthesizers.</li><li>• "BPF": Band Pass Filter. This leaves only the frequencies in the region of the cutoff frequency (Cutoff Freq), and cuts the rest. This can be useful when creating distinctive sounds.</li><li>• "HPF": High Pass Filter. This cuts the frequencies in the region below the cutoff frequency (Cutoff Freq). This is suitable for creating percussive sounds emphasizing their higher tones.</li><li>• "PKG": Peaking Filter. This emphasizes the frequencies in the region of the cutoff frequency (Cutoff Freq). You can use this to create wah-wah effects by employing an LFO to change the cutoff frequency cyclically.</li><li>• "LPF2": Low Pass Filter 2. Although frequency components above the Cutoff frequency (Cutoff Freq) are cut, the sensitivity of this filter is half that of the LPF. This makes it a comparatively warmer low pass filter. This filter is good for use with simulated instrument sounds such as the acoustic piano.</li><li>• "LPF3": Low Pass Filter 3. Although frequency components above the Cutoff frequency (Cutoff Freq) are cut, the sensitivity of this filter changes according to the Cutoff frequency. While this filter is also good for use with simulated acoustic instrument sounds, the nuance it exhibits differs from that of the LPF2, even with the same TVF Envelope settings</li></ul>
TVF Cutoff	0~127	Selects the point at which the filter begins to have an effect on the waveform's frequency components.
TVF Resonance	0~127	Emphasizes the portion of the sound in the region of the cutoff frequency, adding character to the sound. Excessively high settings can produce oscillation, causing the sound to distort.
TVF Env Depth	-63~0~+63	Specifies the depth of the TVF envelope. Higher settings will cause the TVF envelope to produce greater change. Negative (-) settings will invert the shape of the envelope.
TVF Env A	0~127	<p>Specify the TVF envelope times (Time A~Time R). Higher settings will lengthen the time until the next cutoff frequency level is reached</p> 
TVF Env D		
TVF Env S		
TVF Env R		
TVA Pan	-63~+64	Set the pan of the tone.



Parameter	Value	Explanation
TVA Level	0~127	Sets the volume of the tone. This setting is useful primarily for adjusting the volume balance between tones.
TVA A	0~127	Specify the TVA envelope levels (Level A~Level R). These settings specify how the volume will change at each point, relative to the standard volume (the Tone Level value specified in the TVA screen).
TVA D		
TVA S		
TVA R		



**15.** While you edit the parameter value you can play the note in the keyboard and listen the result of the variation.

**16.** To change another drum sound, play another note in the keyboard and keep on rotating the dial, so that you can hear and choose any other available drum sound belonging to the selected source drum kit.

To create your own drum kit you can also pick drum sounds belonging to different preset (source) drum kits.

**17.** Repeat from step 6 to change other drum sounds.

Of course, you can bypass the steps 7-8 if you don't need to change the source drum kit.

## Saving the User Drum Kit

**18.** Press the [QUICK MENU] button, that is flashing.

If you selected a User Drum Kit related to real time keyboard parts (KBU1,2,3,4), the left display shows:



**19.** Use the dial to select the proper save option and your changes will be stored in your BK-9.

The right display shows “Operation Complete”.

If you selected a User Drum Kit related to rhythm (RSU1), the left display shows:



If you selected a User Drum Kit (RSU1) related to a song (SMF) the left display shows:



In these cases you have to choose the location in the USB memory where you wish to save your files. Therefore simply execute steps 5~8 described in “Exporting and Importing a User Drum Kit” in the BK-9 owner’s manual.

At the end the right display shows “Operation Complete”.

### MEMO

If you have made some note changes and have forgotten to save them in your BK-9, when pressing the EXIT button, a message will appear asking you to save your new User Drum Kit (whether it is a mere Drum Kit, a Rhythm or a Song/SMF).

So, simply use the dial to choose either “YES” or “NO”.

If you choose “YES”, your new User Drum Kit will be permanently saved in your BK-9.

If you choose “NO”, it will be kept in your BK-9 only temporarily, as it will be erased once you have turned your BK-9 off.

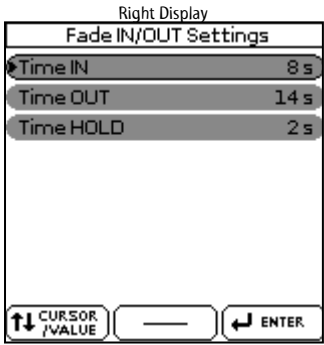
## Additional “Virtual” Drum Kits

At the end of the Drum Kit list that came with the BK-9, you will find some virtual Drum Kits created for your convenience. These additional Drum Kits contain the BK-9 Drum Instruments grouped by category. See also “Editing the Single Drum Instrument” (p. 5).

Additional Drum Kits	Additional Drum Kits
M_Kick_Pop	M_Perc_Acou8
M_Kick_Rock	M_Perc_Acou9
M_Kick_Jazz	M_Perc_Acu10
M_Kick_Elec1	M_Perc_Elect
M_Kick_Elec2	M_Orchestral
M_Snare_Pop	M_Phrases
M_Snare_Rock	M_Voices1
M_Snare_Jazz	M_Voices2
M_Snare_Ele1	M_FX1
M_Snare_Ele2	M_FX2
M_HiHat_Acou	M_FX3
M_HiHat_Elec	M_FX4
M_Tom_Acou1	M_FX5
M_Tom_Acou2	M_FX6
M_Tom_Elect	
M_Cymb_Acou1	
M_Cymb_Acou2	
M_Cymb_Elect	
M_Perc_Acou1	
M_Perc_Acou2	
M_Perc_Acou3	
M_Perc_Acou4	
M_Perc_Acou5	
M_Perc_Acou6	
M_Perc_Acou7	

# Fade IN/OUT Setting

Now you can set the Fade In and Fade Out time duration.  
These parameters can be selected using [MENU] button → “Global” → “Fade IN/OUT Settings”.

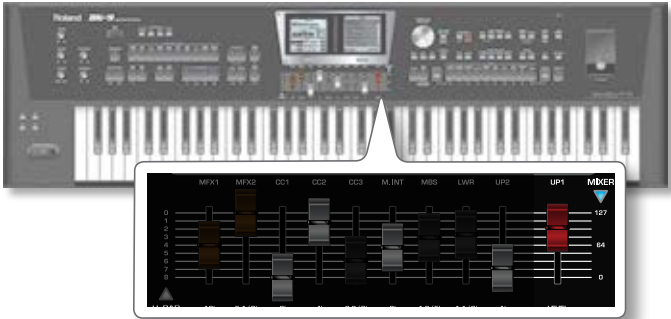


The following table shows the Fade IN/OUT settings.

Parameter	Setting	Explanation
Time IN	0~20 s	Use this parameter to change the Fade In duration.
Time OUT	0~20 s	Use this parameter to change the Fade Out duration.
Time HOLD	1~10 s	Use this parameter to set how long it takes for the volume to return to the master [VOLUME] setting after completing the fade-out.

# H.Bar Level Slider Assign (H.Bar Level)

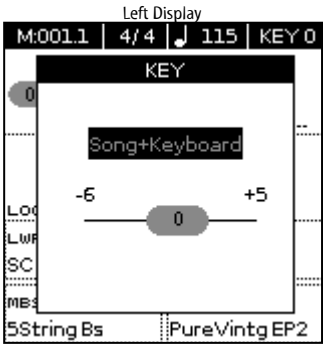
A new parameter was added in the Global functions.  
This parameter can be selected using [MENU] button → “Global” → “H.Bar Level”.  
This parameter sets the “H.BAR Level” slider (Red slider) to adjust either the overall organ volume level or the overdrive level.



Function	Value	Explanation
H:Bar Level	Volume	Set the “H.BAR Level” slider to adjust the organ Volume level
	Overdrive	Set the “H.BAR Level” slider to adjust the organ Overdrive level

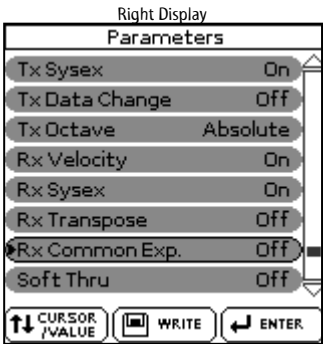
# Set the transpose to 0 in One Shot

Now you can set the transpose to 0 immediately, press the [KEY] button while the display shows the “KEY” pop-up window.



# MIDI (Rx Common Exp)

A new MIDI parameter was added in the “Parameters” group.  
This parameter can be selected using [MENU] button → “MIDI” → “Edit System” → “Parameters”.



## Rx Common Exp.

This parameter allows you to specify that Expression messages received on the channel you select here (1~16) should affect all of the BK-9's parts (except for the song parts). Select “Off” if Expression messages should only affect the part that receives on the MIDI channel used by the Expression messages.

Parameter	Setting
Rx Common Exp.	Off, 1~16

# Pedal Controller FC-7

This parameter can be selected using [MENU] button → “Global” → “Pedal Controller FC-7”.  
Now you can use the FC-7 footswitch unit Board to activate the Audio Phrases.  
The Audio Key function uses the 7 right most keys of BK-9's keyboard. If you want these keys available to play notes, you can assign the activation of the Audio Phrases to the optional FC-7 footswitch unit Board.  
The following table shows the functions added at the end of the FC-7 footswitch functions list:



Function	Expanation
Audio Key C#	The FC-7 can be used to activate the Audio Phrases instead of the 7 right most keys of BK-9's keyboard.
Audio Key D	
Audio Key Eb	
Audio Key E	
Audio Key F	
Audio Key F#	
Audio Key G	

If you press any key in the keyboard after the Audio Phrases function has been activated, the BK-9 reminds you that the activation of Audio Phrases is assigned to the FC-7.



# Assign Switches (Unlock All function)

Now you can to unlock in one shot all filters acting when changing performances.

This parameter can be selected using [MENU] button → "Performance Edit" → "Assign Switches".

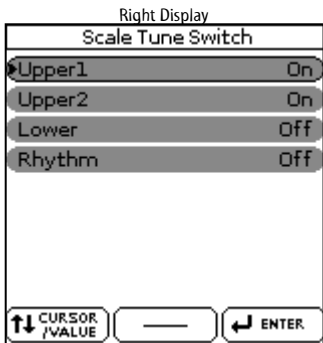
At the end of the list of the Assign Switches functions the following function was added:

Function	Explanation
Unlock All	Use this function to unlock in one shot all filters acting when changing performances. See "Filtering Performance Memories Settings (Lock function)" in the BK-9 owner's manual.

# Scale Tune Switch

The "Scale Tune" settings now can be applied to the Upper1 and Upper2 separately.

This parameter can be selected using [MENU] button → "Performance Edit" → "Scale Tune Switch".



Parameter	Setting	Explanation
Upper1	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Upper1 and Melody Intell parts.
Upper2	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Upper2.
Lower	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Lower part.
Rhythm	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the rhythm parts.

# Linking a MIDI Set to the Performance memory

Now you can link a User MIDI set to the Performance memory.

## MIDI Set Link

This parameter can be selected using [MENU] button → "Performance Edit" → "MIDI Set Link".

This parameter allows you to link a User MIDI Set to the Performance memory.

There are eight User MIDI Set memories (User1~User8). For details see "MIDI Parameters" in the BK-9 owner's manual.

If you use the BK-9 in different MIDI environments (studio, live, band), preparing a series of User MIDI Sets and linking them to the Performance memories you usually use in the studio, on stage, etc., can be a time saver.

**MEMO**

If you do not want to load a User MIDI Set when you recall a Performance memory, you can filter it using the "Performance Hold" parameter. In this way the current MIDI Set remains as is.

See "Performance Hold" in the BK-9 owner's manual.

Parameter	Setting
MIDI Set Link	Off, User1~User8

Select the User MIDI Set (User1~User8) you want to link to the Performance memory and then press the [WRITE] button to save the Performance memory. For more details see "Saving your Settings as a Performance" in the BK-9 owner's manual.

Select "Off" if you desire to break the link to the User MIDI Set. Save the Performance memory.

# Filtering a MIDI Set recalls (Performance Hold)

A MIDI Set filter was added in the Performance Hold list. This parameter can be selected using [MENU] button → "Global" → "Performance Hold".

Parameter	Setting
MIDI Set	Off, On

Select "On" if you do not want to load the User MIDI Set when you recall a Performance memory. In this way the current MIDI Set remain in use.

# Performance Hold (New filters added)

This page can be selected using [MENU] button → “Global” → “Performance Hold”.

Three new filters “Assign Switches” and “DBeam” and “MIDI Set” were added:

Parameter	Setting
Rhythm*	Off, On
Tempo*	Off, On
Expression Pedal	Off, On
Assign Switches	Off, On
DBeam	Off, On
Tone*1	Off, On
Tone Part*2	Off, On
Split	Off, On
Lower Octave	Off, On
Arr. Type	Off, On
Key*	Off, On
MIDI Set	Off, On
Bass Inversion	Off, On
Scale Tune	Off, On

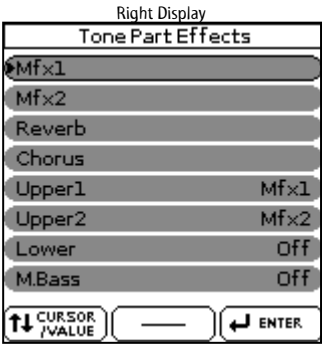
[\*1] These parameters can also be switched by pressing and holding the assigned buttons on the front panel.

[\*2] This parameter filters also the “Lower Hold” parameter .

# Tone Part Effects (New parameters added)

For your convenience, four parameters were added in the “Tone Part Effect”.

This parameter can be selected using [MENU] button → “Performance Edit” → “Tone Part Effects”.



The parameters added were:

Parameter	Setting	Explanation
Upper1	Off, Mfx1, Mfx2	For each keyboard part you can choose which MFX (Mfx1, Mfx2) processor should act. Select “Off” for parts that don’t need to be processed by this Mfx.
Upper2		
Lower		
M.Bass		

# One Touch Hold (New filters added)

This parameter can be selected using [MENU] button → “Global” → “One Touch Hold”.

Two new filters “Assign Switches” and “DBeam” were added:

Parameter	Setting
Tempo	Off, On
Tone Part*	Off, On
Intro/Ending	Off, On
Variation	Off, On
Expression Pedal	Off, On
Assign Switches	Off, On
DBeam	Off, On
Bass Inversion	Off, On
Scale Tune	Off, On

[\*] This parameter filters also the “Lower Hold” parameter.



