## Roland

# ATELIER

Upgrade/Expansion AT  $900\,\mathrm{AT}\,900\,\mathrm{C}\,\mathrm{AT}\,800\,$ 

#### Owner's Manual

#### NOTE

#### Don't format the included USB memory!

The included USB memory contains the update program; do not format it or delete any of the files it contains.



It will take approximately 2 hours to carry out the update!

Before using this product, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (p. 2; p. 3). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

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# **USING THE UNIT SAFELY**

#### INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

#### About A WARNING and ACAUTION Notices

or pets.

<b>≜WARNING</b>	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used

\* Material damage refers to damage or

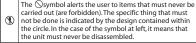
furnishings, as well to domestic animals

other adverse effects caused with

respect to the home and all its

#### About the Symbols

The △symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is
--



The symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

#### **ALWAYS OBSERVE THE FOLLOWING**

### **WARNING**

#### Do not disassemble or modify by yourself

Do not open or perform any internal modifications on the product.



# Do not use or store in the following types of locations

- Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
- equipment); or are

  Damp (e.g., baths, washrooms, on wet floors): or are
- · Exposed to steam or smoke; or are
- · Subject to salt exposure; or are
- · Humid; or are

**A** CAUTION

- · Exposed to rain; or are
- · Dusty or sandy; or are
- Subject to high levels of vibration and shakiness.

#### Don't allow foreign objects or liquids to enter product

Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product.



# WARNING Divide supervision in place

# Adults must provide supervision in places where children are present

When using the product in locations where children are present, be careful so no mishandling of the product can take place. An adult should always be on hand to provide supervision and guidance.



#### Do not drop or subject to strong impact

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



## **A** CAUTION

# Avoid stepping the product, or placing heavy objects on it

Never step on top of, nor place heavy objects on the product.



#### Keep small items out of the reach of children

To prevent accidental ingestion of the product (USB memory), always keep them out of the reach of small children.



# **IMPORTANT NOTES**

#### **Placement**

- Do not expose the product to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the product.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the product. Damage or malfunction may result if you attempt to use the product in this condition. Therefore, before using the product, you must allow it to stand for several hours, until the condensation has completely evaporated.

#### Maintenance

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

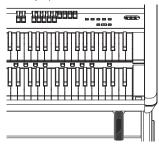
#### **Additional Precautions**

- Unfortunately, it may be impossible to restore the contents of data that was stored in the AT-900/900C/800's memory and this product once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the product. Rough handling can lead to malfunctions.
- This product was designed solely for the purpose of carrying out the update. Roland accepts no responsibility for any problems that may occur if this product is used for any purpose other than performing the update.

#### **Before Using External Memories**

#### **Using External Memories**

 Carefully insert the USB memories all the way in—until it is firmly in place.



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

<sup>\*</sup> In the interest of product improvement, the specifications and/or appearance of this product are subject to change without prior notice.

# Updating

# Back Up the AT-900/900C/800's Data

If this update occurs normally, user data such as the settings and songs stored in the AT-900/900C/800 will not be lost. However, as a safeguard against unexpected accidents, we recommend that you make a note of these settings or save them to USB memory before you perform the update.

Before you perform the update, save the following data to USB memory (refer to the AT-900/900C/800 Owner's Manual).

#### ■ Rhythms

Procedure: "Copying Rhythms (Copy Rhythm)"

#### ■ Registrations

Procedure: "Copying Registrations (Copy Registration)"

#### ■ Performance songs

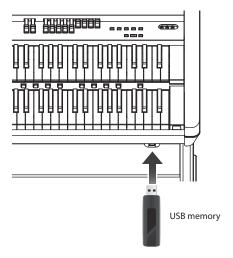
Procedure: "Copying Performance Song (Copy Song)"

\* The included USB memory contains the update program. Do not format (initialize) this USB memory or delete any of the files it contains.

# Update the AT-900/AT-900C/AT-800

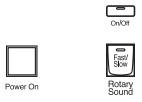
#### NOTE

- Never turn off the power during the installation!
- It will take approximately 2 hours to carry out the update.
- If a problem, such as the power being turned off, occurs during this operation, the AT-900/900C/800's system may be destroyed, rendering it inoperable. If this occurs, please contact your dealer.
- 1. Switch off the AT-900/900C/800's power.
- 2. Connect the USB memory containing the update-use program to the External Memory connector.



\* Carefully insert the USB memories all the way in-until it is firmly in place.

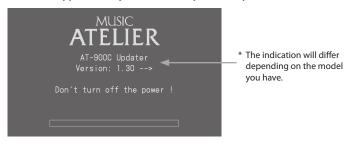
**3.** Turn AT-900/900C/800 on, while holding down the Rotary Sound [On/Off] and Rotary Sound [Fast/Slow] buttons.



When the following screen appears, release the Rotary Sound [On/Off] and Rotary Sound [Fast/Slow] buttons. The update will begin.

#### NOTE

It will take approximately 2 hours to carry out the update.



- \* Do not disconnect/reconnect the USB memory before the update has been completed. Otherwise, you risk losing the data in the AT-900/900C/800, as well as the data on the USB memory.
- 4. If "Finished." is displayed, the update process has finished successfully. Turn AT-900/900C/800 off.



# Introduction

## **About this Manual**

This document explains functions that have been added to the AT-900/900C/800, and changes (improvements) that have been made in the functions and operations described in the "AT-900/900C/800 Owner's Manual."

# **New Functions Explained in This Manual**

## SuperNATURAL voices

"Articulation voices" have been renamed as "SuperNATURAL voices." New SuperNATURAL voices have also been added.

#### What are SuperNATURAL Voices?

Taking advantage of Behavior Modeling Technology, SuperNATURAL is Roland's exclusive sound set that achieves a new level of realism and expression that were difficult to realize with previous sound generators. SuperNATURAL

#### **Behavior Modeling Technology**

Not only physical modeling of the instruments, Roland takes it a step further by modeling the instrument's distinctive behavior that responds to how the performer plays, resulting in true-to-life, expressive sounds in realtime.

## "Pipe organ" voices

- High-quality pipe organ voices have been added. You'll be able to play classic pipe organ pieces with realistic sound.
- A pipe organ group has been added to Quick Registration, allowing you to select voice settings suitable for pipe organ performance.

## Vintage organ "Flute"

You can now apply overdrive while performing.

#### **D-BEAM**

More functions and effects can now be controlled using the D-BEAM controller.

## Rhythm

- We have added new rhythms that are easy to use with organ performances. Some of the drum sets have improved sounds that offer greater realism and power. For details on the rhythms that have been added, refer to "List of Added Rhythms."
- You can now adjust the volume balance for each accompaniment part.

## Recording and playback

- In addition to the existing recording method (SMF), songs can now be recorded in the form of audio data.
- Such audio recordings can be burned to a CD-R and finalized to create a music CD.
- The song tempo (playback speed) can now be changed.

## Various other settings

- We have added various settings related to sound and images, as well as functions that change the operation of buttons.
- Now you can also select the language shown in the screen.

## Demo songs

We have added the following three songs that take advantage of the SuperNATURAL voices and the expressive power of the pipe organ.

Song Title	Composer	Player	Copyright
Pipe Sounds	Hector Olivera	Hector Olivera	© 2012 Roland Corporation
NATURAL Jazz	Ralf Schink	Ralf Schink	© 2012 Roland Corporation
Choral BWV731	J.S.Bach	Hector Olivera	© 2012 Roland Corporation

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  party's copyrighted work (musical work, video work, broadcast, live performance, or other
  work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without
  the permission of the copyright owner.
- Do not use this product for purposes that could infringe on a copyright held by a third party. We
  assume no responsibility whatsoever with regard to any infringements of third-party copyrights
  arising through your use of this product.
- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.
- Purchasers of this product are permitted to utilize said content for the creating, performing, recording and distributing original musical works.
- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.
- · You cannot save song data that is copyrighted.
- Unauthorized use of the exported notation data for purposes other than personal enjoyment without permission from the copyright holder is forbidden by law.
- MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.
- XGlite (XG) is a registered trademark or a trademark of Yamaha Corporation.
- Roland, GS, SuperNATURAL, Digi Score, VIMA, VIMA TUNES, D-BEAM are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.
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# Performance

# Screen Shown When Voice Select Button Is Pressed

For each part, the Others Voice screen will appear even if you press a voice select button other than the [Others] button. Since the voices are shown in a list, it will be easier to select voices of the same group.

When you select a voice, the indicator of the [Others] button will light.

(Example) When you press the Upper Orchestral [A.Guitar] button



# Selecting a SuperNATURAL Voice

#### MEMO

In conjunction with the change from "Articulation voices" to "SuperNATURAL voices," the voice name indications have also changed.

	Articulation voices	SuperNATURAL voices	
Voice name	Art.*** (e.g., Art.Violin)	N.*** (e.g., N.Violin)	

\* SuperNATURAL voices can only be selected using the [Others] buttons of the Solo and Lower Orchestral parts.

1. Press the [Others] button of the part on which you want to play a SuperNATURAL voice.



2. Touch a button that shows a sound group.

A sub-window will appear, allowing you to select a voice group.



**3.** In the sub-window, touch < SuperNATURAL>.

"SuperNATURAL" will be selected as the voice group.

**4.** Touch < > > to switch screens, and touch a voice name.

A SuperNATURAL voice will be selected.



# Optimal Settings for Playing a SuperNATURAL Voice

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

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

#### MEMO

Due to the change from "Articulation voices" to "SuperNATURAL voices," the displayed function names have also changed.

	Articulation voices	SuperNATURAL voices
Function name	ART.CONTROL 1, 2	N.CONTROL 1, 2

#### 1. In the SuperNATURAL voice selection screen, touch <Auto Set>.

The following message will appear.



If you want to cancel the change, touch <Cancel>.

#### 2. Touch <OK>.

The setting will be changed. The following settings are changed.

Parameter	Value set	Description	
After Touch	ON	AG. day the St. Land of Colors of	
Solo Mode	POLYPHONIC	Aftertouch will be applied to the Solo part.	
L Foot Switch	N.CONTROL1		
R Foot Switch	N.CONTROL2		

# Playing a SuperNATURAL Voice

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

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

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

#### MEMO

If you assign the "Pitch Up" function to the D-BEAM, you'll be able to smoothly raise the pitch for conventional voices. However, with the following SuperNATURAL voices, you'll obtain a more specialized effect.

- \* This is effective with respect to notes played on the upper keyboard.
- Wind instruments such as N.Trumpet, N.Alto Sax, and N.Flute
  The effect will raise the pitch one octave in smoothly connected steps; this is the opposite of the Fall effect.
- N.Harmonica

The sound will be muted, much like the sound produced when the player's hands are wrapped around the harmonica.

## Characteristics of the SuperNATURAL voices

W-1	Characteristics	Foot switch effect	
Voice name		N.CONTROL 1	N.CONTROL 2
N.Violin	A sound with beautifully applied		
N.Violin NV	portamento and vibrato.	Portamento P	Pizzicato
N.Cello	N.Violin NV adds vibrato only when you apply aftertouch.	rortamento	1 IZZICACO
N.Er Hu	This is characterized by the porta- mento and ornaments distinctive to the Er Hu.	Portamento	Ornament
N.VintageEP1	A classic electric piano sound.	Hold	Hold

#### Performance

Waterman	Characteristics	Foot switch effect	
Voice name		N.CONTROL 1	N.CONTROL 2
N.NylonStrGt	This sound is distinguished by a Hold effect that sustains the notes, and by sound effects in the low-frequency range.		
N.FlamencoGt	Play chords to produce a strummed sound.	Hold	Harmonics
N.SteelStrGt	A harmonics effect allows for the sounding of just the harmonic content of the string's sound.		
N.Harp	If you hold down one note and play a second note, the notes between the two you played will be sounded as a glissando.	Glissando	Nail
N.Koto	The distinctive character of a koto is produced by the tremolo effect of repeatedly picking a string, and by the characteristic ornamentation that applies a pitch change at the beginning of the note.	Tremolo	Ornament
N.Tsugaru	This is the sound of a Tsugaru shamisen. The strum effect lets you produce the typical phrases of repeated notes.	Portamento	Strum
N.Trumpet	It is especially effective to utilize the fall technique in which the trumpet's pitch descends through the overtone series.	Glissando	Fall
N.Trombone	This sound is distinctive for its smooth glissando, which is characteristic of the trombone.		
N.Alto Sax	This is notable for its beautifully		
N.Tenor Sax	supple tone and its growl playing technique.	Glissando	Growl
N.Flute	This is a realistic flute voice that includes the sound of the air that escapes when the instrument is blown.	Staccato	Growl

#### Performance

Voice name	Characteristics	Foot switch effect	
voice name		N.CONTROL 1	N.CONTROL 2
N.EnglishHrn	The ability to sustain long notes and the beautiful vibrato make this voice special.	- Staccato	Hold
N.Bassoon	This voice is distinguished by a deep- sounding low range and a crispness when played staccato.		
N.Clarinet	This sound delivers the warm tone typical of a clarinet and a distinctive sense of pitch when a glissando is played.	Glissando	Staccato
N.Ocarina	Although its sound is simple and unaffected, this voice has a certain timelessness. Glissando	Glissando	Ornament
N.Shakuhachi	You can use ornaments in a way that is unique to the shakuhachi.		
N.Harmonica	The effect of the growl performance technique faithfully simulates the distinctive characteristics of the harmonica's sound.	Glissando	Growl
N.FingeredBs	By skillfully using the slap effect you can add accents to your bass phrases.	Slap	Harmonics
N.Marimba	When a chord is played, the marimba's distinctive tremolo effect will repeat the notes in alternation.	Glissando	Tremolo
N.Timpani	If you play strongly while using the roll effect, an emphasized note will be sounded loudly when you release the keyboard.	Flam	Roll

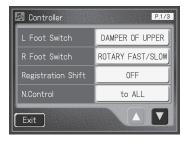
## **Foot switch effects**

Effect	Description
Portamento, Glissando	These performance techniques connect one note with the next. Depending on the construction of the instrument, the pitch transition can be smooth or stepwise.
Pizzicato	In this performance technique, the strings of the violin are plucked with the fingers rather than bowed with the bow, producing sharply defined notes.
Ornament	This performance technique produces a rapid change in pitch at the beginning of the note, in a way that is distinctive of that particular instrument.
Tremolo	This is the technique of rapidly repeating a single note, or rapidly alternating between multiple notes.
Hold	This effect lets you press the damper pedal to sustain the note you played.
Strum	This is the technique of sweeping across the strings of a guitar or similar instrument.
Harmonics	This is a technique in which a string of the guitar is fingered lightly to sound an overtone. A pitch one octave higher than the keyboard note will be heard.
Nail	This is the technique of using the fingernails to pluck a harp or similar instrument, producing a clearer and brighter sound than when the skin of the finger plucks the string.
Fall	This is the technique of rapidly lowering the pitch of a wind instrument while simultaneously producing a decrescendo.
Staccato	On a wind instrument, this is the technique of using the tongue to articulate the notes sharply, producing a clearly defined attack.
Growl	This technique produces a powerful sound by simultaneously breathing and growling into a wind instrument.
Flutter	On a wind instrument, this is the technique of blowing while fluttering the tongue to produce a tremolo-like effect.
Slap	This is the technique of vigorously playing the strings of a bass so that they strike the fingerboard. Compared to conventional playing, this produces a brighter sound with a more pronounced attack.
Tremolo Switch	This is the switch for the electric motor that rotates a fan mounted above the resonators, making the sound waver.
Flam	On percussion instruments, this technique adds an ornamental note slightly before the actual note.
Roll	This is the technique of playing consecutively repeated notes on a percussion instrument.

# Selecting the Part to Control

If N.CONTROL 1 or N.CONTROL 2 is assigned to the foot switch, you can specify the part(s) to which the effect will be applied.

- 1. Touch <Sound/KBD> on the Main screen.
- 2. Touch <Controller>.
- **3.** Touch <**△**> <**▽**> to display the N.Control.



- 4. Touch the setting.
- **5.** Touch < -> < +> to change the setting.

Setting	Description
to ALL	The effect will be applied to SuperNATURAL voices of all parts.
to LOWER	The effect will be applied to the SuperNATURAL voice of the LOWER part.
to SOLO	The effect will be applied to the SuperNATURAL voice of the SOLO part.

# "Pipe organ" voices

High-quality pipe organ voices have been added. You'll be able to play classic pipe organ pieces with realistic sound.

Organ
Cornet V
Cornet V Tr
BachPrinc 8
Bourdon 16'
Nasat 2-2/3
Tierce1-3/5
Fugara 8'
2ndFltHarm8
2ndTrompet8
2ndTrom8'Tr
Cromorne 8'
Baryton 8'
Baryton8'Tr
Violone 16
Bass
Posaune 16'

# Selecting a Pipe Organ in Quick Registration

1. Touch < Quick Registration > on the Main screen.



The Quick Registration screen appears.



**2.** Touch a button that shows a Quick Registration group.

A sub-window appears, allowing you to select a Quick Registration group.



#### Performance

3. Touch the Pipe Organ.

The sub-window closes, and the Quick Registration screen returns to the display.

**4.** Touch <Upper>, <Lower>, or <Pedal>, switching the respective button's indicator on or off, to select the keyboard to which the voice is to be assigned.



**5.** Touch < > > to switch pages, and touch the desired keyword.

The voice will be assigned to the selected keyboard.

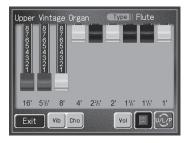
If you want to continue changing the voice settings, repeat steps 2–5.

# Vintage Organ "Flute"

# **Personalizing Your Organ Sound**

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

The Vintage Organ screen appears.



2. Touch < > (Utility) on the Vintage Organ screen.

The Vintage Flute Options screen appears.



- **3.** Touch <  $\triangle$  > <  $\triangleright$  to access the setting that you want to edit.
- **4.** Touch the setting.

#### Performance

**5.** Touch  $\langle - \rangle \langle + \rangle$  to change the setting.

Setting	Setting value	Description
Overdrive	0–12	Specifies the depth of the overdrive effect.
Vib/Cho Part	UPPER+LOWER, UPPER, LOWER	Selects the part(s) to which the vibrato or chorus effect will be applied.

# Adjusting the Volume of the Vintage Organ (VintageOrgan Volume)

You can change the volume of the vintage organ to adjust its volume balance relative to other voices.

\* This setting applies to all vintage organs (Flute, Pipe, Theater).

1. Touch <Vol> on the Vintage Organ screen.



**2.** Touch < - > < + > to change the setting.

Setting	Description
0-12	Higher values make the vintage organ louder.

Here's another way to adjust the volume of the vintage organ.

- 1. Touch <Sound/KBD> on the main screen. The Sound/Keyboard screen appears.
- 2. Touch <effect>.
- **3.** Touch  $\langle \mathbb{A} \rangle \langle \mathbb{T} \rangle$  to display the VintageOrgan Volume.
- 4. Touch the VintageOrgan Volume setting.
- **5.** Touch < -> < +> to change the setting.

# Switching the D-BEAM Function

We have added more functions and sound effects that can be controlled by the D-BEAM controller.

## Turning on/off functions and effects that have been added

 Simultaneously press the D-BEAM [Pitch] and [Volume] buttons so that the [Pitch] [Filter] [Volume] buttons are all lit orange.

D-BEAM Assign is now on.

Press the D-BEAM [Pitch], [Filter], or [Volume] button, so its indicator goes out.

D-BEAM Assign is now off.

## Switching functions or sound effects

 Simultaneously press the D-BEAM [Pitch] and [Volume] buttons so that the [Pitch] [Filter] [Volume] buttons are all lit orange.

The D-BEAM Assign screen appears.



Select the function or sound effect that you want to control with the D-BEAM.

Setting	Description	
Modifying the sound		
Rotary Fast/Slow	Switch the rotation speed of the rotary speaker between "Fast" and "Slow."	
Wheel Brake	This simulates the way in which the tone wheels stop rotating when you switch off the power on a tone wheel organ. This effect is valid for Vintage organ "Flute."	
Pitch Up	The notes played on the upper keyboard will rise in pitch as you move your hand toward the D-BEAM.  * The Pitch Up effect will not be applied to the vintage organ "Flute."	
Modulation	The vibrato effect is added to the voices played on the Upper keyboard.  * Please note that only the appropriate voices will allow vibrato to be added, refer to "Voice List" (Appendix: separate booklet).	
Fill In	Inserts a fill-in into the Rhythm.	
Break	Stop the Rhythm at the end of that measure (Break).	
N.Control 1	Produce the same effect as the foot switch assignment for the	
N.Control 2	SuperNATURAL voice.	
Sound effects		
Crash Cymbal	The sound of a cymbal played with a stick.	
Concert Cymbal	A pair of orchestral cymbals played with both hands.	
Concert BD	An orchestral bass drum.	
Church Bell	The sound of a church bell, with a slight echo.	
Big Gong	The sound of a gong.	
Wind chime Down	The sound of a wind chime played from high to low notes.	
Triangle	The sound of a triangle.	
Vibra Slap	The sound of a vibraslap; an instrument with a wooden resonator struck by a vibrating arm.	
Wind Whistle	A comical-feeling whistle with a changing pitch.	
Big Shot	The sound of a cannon shot.	
Smash Glass	The sound of breaking glass.	

#### MEMO

- While D-BEAM Assign is on, you can hold down the D-BEAM [Pitch], [Filter], or [Volume] button for a number of seconds to display the D-BEAM Assign screen, where you can check which function is assigned.
- The volume of the effect is linked with the volume of the manual percussion. For details on adjusting the manual percussion volume, refer to "Adjust the Volume Balance" (AT-900/900C/800 Owner's Manual).

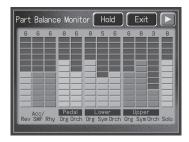
# Rhythm

# Adjusting the Volume Balance of the Arranger (Accomp Part Balance)

Here's how to adjust the volume balance for each of the arranger's accompaniment parts.

#### 1. Press one of the part balance buttons.

The Part Balance Monitor screen appears.



### **2.** Touch < ▶>.

The Accomp Part Balance screen appears.



3. Touch the part that you want to adjust.

### **4.** Touch < **△** > < **▽** > to adjust the volume.

\* You can also use the [Value] dial to adjust the volume.

You can also access the Accomp Part Balance screen as follows.

**1.** Touch <Rhythm> on the Main screen. The Rhythm screen appears.

**2.** Touch < > (Utility). The Utility screen appears.

**3.** Touch <Part Balance>.

The Accomp Part Balance screen appears.

# Recording and Playback

The AT-900/900C/800 lets you record your own performances. You can record yourself playing along with a song, or play back your recorded performance and listen to it.

The AT-900/900C/800 lets you record in the following ways.

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

#### Types of audio files that the AT-900/900C/800 can play

Sampling Frequency	44.1kHz
Bit Depth	16-bit
File Extension	.WAV

# **SMF Recording**

- 1. Make the panel settings that you want to use for recording.
- 2. Press the [Rec] button.
  - \* If you decide not to record, touch <Cancel>.
- **3.** Touch <SMF> to select SMF recording.



- 4. Press the [Play/Stop] button to start recording.
- **5.** Press the [Play/Stop] button when you have completed your recording.



For detail, refer to "Recording Performance" (AT-900/900C/800 Owner's Manual).

# **Audio Recording**

#### NOTE

USB memory is required for audio recording.

Since audio recording writes the data directly to USB memory, you can't record unless USB memory is connected to the External Memory connector. You must connect your USB memory to the External Memory connector before recording.

## **Settings for Recording Performances**

- Select a song. If you wish to record a new song, proceed to step 2.
   For detail, refer to "Loading Performance Songs Into the ATELIER" (AT-900/900C/800 Owner's Manual).
- 2. Set the panel so you have everything the way you want for your recording.

## **Recording Settings**

- 3. Press the [Rec] button.
  - \* If you decide not to record, touch <Cancel>.
- 4. Touch < Audio > to select audio recording.



## Start recording

5. Press the [Play/Stop] button.

When recording starts, the [Play/Stop] and [Rec] buttons' indicators light up.

## Stop recording

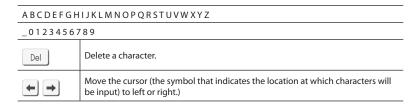
**6.** Press the [Play/Stop] button.

Recording will stop, and the rename screen appears.



- \* If you don't need to change the name of the song, proceed to step 10.
- 7. Touch the character select button ( ABC/123 ) to switch between letters and numerals.
- **8.** Touch the screen to specify the desired character.

The following characters can be selected.



9. When you're done making the settings, touch < OK>.

The recorded song will be saved to USB memory.

## Play Back the Recorded Performance

#### 10. Touch <Play> to begin playback.

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

#### MEMO

You can also begin playback by pressing the Composer [Play/Stop] button.

#### **11.** To stop playback at any point, touch <Stop>.

#### MEMO

You can also stop playback by pressing the Composer [Play/Stop] button.

# Adjusting the Audio Recording Level (Audio Rec Gain)

This adjusts the recording level for audio recording.

1. Touch <Rec/Play> on the Main screen.

The Rec/Play screen appears.

**2.** Touch < (Utility).

The Utility screen appears.

3. Touch <Options>.

The Rec/Play Options screen appears.

**4.** Touch <**△**> <**▽**> to display the Audio Rec Gain.



- 5. Touch the Audio Rec Gain setting.
- **6.** Touch  $\langle \rangle \langle + \rangle$  to change the setting.



7. Touch <Exit>.

# **Creating a Music CD**

Here's how you can create a music CD by writing audio-recorded songs to a CD-R disc. After you've finished writing the songs, carry out the "Finalize" process to complete your music CD.

#### NOTE

We cannot guarantee that a music CD created on the AT-900P will play on all CD players. Depending on your CD player's support for CD-R discs, music CDs you create may not play correctly.

## Note when creating a music CD

- · You can't write SMF format songs to a CD-R.
- A song that's shorter than four seconds cannot be written to CD-R.

Usable discs	Unused CD-R, or un finalized CD-R
Maximum recording time	650 MB: approximately 74 minutes, 700 MB: approximately 80 minutes
Number of recordable songs	Maximum of 99 songs

#### What's finalization?

Finalization is the process of writing final information (the number of songs, the song numbers, the playback times, etc.) to a CD-R disc. When you "finalize" a CD-R disc that was recorded or written by the AT-900/900C/800, that disc will be playable as a music CD in another CD player.

After finalization, it will no longer be possible to record or write additional material to that disc. You should finalize the disc when you have completed your music CD and don't need to write or record any more data.

## Writing songs to a CD-R Disc

- Connect the USB memory containing the audio-recorded songs to the External Memory connector.
- 2. After connecting a CD drive to the Ext Drive connector, insert an unused CD-R disc or an un finalized CD-R disc into the CD drive.
- 3. Touch <Rec/Play> on the Main screen.

The Rec/Play screen appears.

**4.** Touch < | > (Utility).

The Utility screen appears.

**5.** Touch <Song Select>.

The Song Select screen appears.

**6.** Touch <File Edit>.

The Song File Edit screen appears.



- 7. Select the audio format song that you want to write to the CD-R.
- **8.** Touch <Write to CD>.

A confirmation screen will appear.



If a CD-R disc is inserted in the CD drive, and you select a song that's less than four seconds in length and touch <Write to CD>, the message will appear.

If this occurs, touch <OK> and then re-select a song that can be written to disc.



\* If you decide not to write, touch <Cancel>.

#### **9.** Touch < OK>.

The song will be written to the disc.

#### NOTE

Never turn off the power while the "Writing..." indication is shown.

When writing has been completed, the confirmation screen appears.



#### **Recording and Playback**

ок	When writing is finished, the disc will be finalized to complete the music CD.  No further data can be written to a CD-R disc that has been finalized, even if space remains on the disc.
Cancel	The disc will not be finalized when writing is finished.  After the tracks have been written, you will still be able to add more tracks if space remains on the disc.

#### 10. Touch <OK> or <Cancel>.

If you touch <OK>, finalization will begin, and when it is completed you will return to the Song File Edit screen.

#### NOTE

Never turn off the power while the "Executing..." indication is shown.

\* If you touch <Cancel>, you will return to the Song File Edit screen.

### If you want to write additional songs to the disc

#### **11.** Repeat steps 7–11 as necessary.

# Preparing a CD-R Disc for Playback on Another CD Player (Finalize)

After you've written the desired songs to a CD-R, you'll need to perform the following "Finalize" operation so that the CD can be played by a conventional CD player as a music CD.

- After connecting a CD drive to the Ext Drive connector, insert an un finalized CD-R disc into the CD drive.
- **2.** Touch <Rec/Play> on the Main screen. The Rec/Play screen appears.
- **3.** Touch < > (Utility). The Utility screen appears.
- 4. Touch <Song Select>.
  The Song Select screen appears.
- 5. Touch <File Edit>.
  The Song File Edit screen appears.



#### **Recording and Playback**

#### 6. Touch <Finalize CD>.



ОК	The disc will be finalized to complete the music CD. No further data can be written to a CD-R disc that has been finalized, even if space remains on the disc.	
Cancel	The disc will not be finalized when writing is finished. After the tracks have been written, you will still be able to add more tracks if space remains on the disc.	

#### **7.** Touch < OK>.

Finalization will begin, and when it is completed you will return to the Song File Edit screen.

#### NOTE

- Never turn off the power while the "Executing..." indication is shown.
- We cannot guarantee that a music CD created on the AT-900/900C/800 will play on all CD players. Depending on your CD player's support for CD-R discs, music CDs you create may not play correctly.

## Changing the Tempo (Playback Speed) of a Song

You can change the tempo of an SMF format song, and change the playback speed of a music CD or audio format song.

Changing the tempo (playback speed) will not affect the pitch. You can also change the tempo even while the song is playing.

- Press the Tempo [◄] [▶] buttons to adjust the tempo (playback speed).
   Pressing the Tempo [◄] button will make the tempo slower, and pressing the Tempo [▶] button will make the tempo faster.
  - For an SMF format song, the tempo can be adjusted in a range of  $\rfloor = 10-500$ .
  - For a music CD song or an audio format song, you can adjust the playback speed in a range of 75%–125% relative to an original playback speed of 100%.
- To return to the normal tempo (playback speed) of the song, press the Tempo [◄] and [▶] buttons simultaneously.

The "normal tempo (playback speed)" is the appropriate tempo that is pre-specified for each song.

## **Notation**

Three-staff organ notation can be saved as image data to a separately sold USB memory. You can use this saved image data on your computer.

#### Notation output sample



## **Exporting Notation Data in BMP Format**

#### NOTE

- You cannot save song data that is copyrighted.
- Unauthorized use of the exported notation data for purposes other than personal enjoyment without permission from the copyright holder is forbidden by law.
- Record a song in SMF format. Alternatively, select a song that has already been recorded.
- 2. Connect your USB memory to the external memory connector.
- **3.** Touch <Rec/Play> on the Main screen.

The Rec/Play screen appears.

**4.** Touch <DigiScore>.

The notation display screen will appear.



- **5.** Touch <Export>.
- **6.** After you've read the message, touch <OK>.

If you selected a song that is copyrighted, a screen like the following will appear.



If this screen appears, touch <OK> to return to step 1, and select a different song.

**7.** Specify the range that you want to save, and the orientation in which the notation is to be output.

Setting	Setting Value	etting Value Description	
Direction	PORTRAIT, LANDSCAPE	Sets the orientation of the notation being output.	
Start Measure	(song top) –	Selects the measure at which output begins.	
End Measure	– (song end)	Selects the measure at which output ends.	

8. Touch <Execute>.

## Various Other Settings

## Switching the Function of the [Manual] Button

Here's how to switch the function of the [Manual] registration button.

1. Touch < Registration > on the Main screen.

The Registration Load screen appears.

**2.** Touch < > (Utility).

A sub-window appears.

3. Touch < Options > .



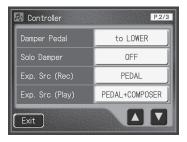
- **4.** Touch the Manual Button Assign setting.
- **5.** Touch < -> < +> to change the setting.

Setting	Description
MANUAL	If you turn the [Manual] button on (lit), the current panel settings will be registered to the [Manual] button; the registration will be automatically updated whenever you switch the panel settings.
SHIFT + Load Next	The Load Next function will be available.  The registration will change each time you press the [Manual] button.  If you press the [Manual] button again when the registration [12] button is selected, the Load Next function will operate; the next registration set saved in the USB memory will be called up.  A window asking you to confirm whether you want to load the registrations will appear in the display.  If you press the [Manual] button again, the registration set will be confirmed and the registration [1] button will be selected.
GENERAL CANCEL	All voice-related settings will be cancelled, returning the instrument to a condition in which no voice has been selected.  This function is convenient when you want to make registration settings from scratch.

# Applying the Damper Pedal to the Solo Part (Solo Damper)

If desired, you can make the damper pedal affect the Solo part as well.

- 1. Touch <Sound/KBD> on the Main screen. The Sound/Keyboard screen appears.
- 2. Touch <Controller>.
- **3.** Touch <**△**> <**▽**> to display the Solo Damper.



4. Touch the Solo Damper setting to switch between "ON" and "OFF."

Setting	Description
ON	The damper pedal effect will be applied to the Solo part.
OFF	The damper pedal effect will not be applied to the Solo part.

## Selecting the Screen Language (Language)

You can specify the language in which the demo screen messages, confirmation messages, and error messages are shown.

#### NOTE

This will not change the language in which function names or parameter names are shown

1. Touch <System> on the Main screen.

The System screen appears.

**2.** Touch  $\langle \square \rangle \langle \square \rangle$  to display the Language.



- **3.** Touch the Language setting.
- **4.** Touch < -> < +> to change the setting.

Setting

DUTCH, ENGLISH, FRENCH, GERMAN, ITALIAN, JAPANESE, PORTUGUESE, SPANISH

## **Using Visual Control (Visual Control)**

The ATELIER can be connected to a video device that supports MIDI Visual Control or V-LINK, and control images on that device.

#### What is the MIDI Visual Control?

VISUAL CONTROL

MIDI Visual Control is an internationally-used recommended practice that was added to the MIDI specification so that visual expression could be linked with musical performance. Video equipment that is compatible with MIDI Visual Control can be connected to electronic musical instruments via MIDI in order to control video equipment in tandem with a performance.

#### What is the V-I INK?



V-LINK is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy a wide range of visual effects that are linked to the expressive elements of a music performance.

- **1.** Touch <System> on the Main screen. The System screen appears.
- 2. Touch <▲> <▼> to display the Visual Control.



3. Touch the Visual Control setting.

### **4.** Touch $\langle - \rangle \langle + \rangle$ to change the setting.

Setting	Description	
OFF	The Visual Control function is switched off.	
	Enables the control of MIDI Visual Control devices.	
MIDI VISUAL CTL 1	When a Registration button is pressed, "Bank Select" and "Program Change Number" messages are transmitted from the MIDI Out connector as video control messages. At this time, the Control MIDI transmit channel setting is disregarded, and the messages are transmitted via Channel 16.	
	Enables the control of MIDI Visual Control devices.	
MIDI VISUAL CTL 2	In addition to the functions of "MIDI VISUAL CONTROL 1," MIDI VISUAL CONTROL 2 also sets the device to transmit "Note messages" as video control messages from the MIDI Out connector when one of the twelve right most keys in the Lower keyboard is pressed. In this case, the Lower and Solo MIDI transmit channel settings are disregarded, and the messages are transmitted via Channel 16.	
	Enables the control of V-LINK devices.	
V-LINK 1	When a Registration button is pressed, "Bank Select" and "Program Change Number" messages are transmitted from the MIDI Out connector as video control messages. At this time, the Control MIDI transmit channel setting is disregarded, and the messages are transmitted via Channel 16.	
	Enables the control of V-LINK devices.	
V-LINK 2	In addition to the functions of "V-LINK 1, V-LINK 2 also sets the device to transmit "Note messages" as video control messages from the MIDI Out connector when one of the twelve right most keys in the Lower keyboard is pressed. In this case, the Lower and Solo MIDI transmit channel settings are disregarded, and the messages are transmitted via Channel 16.	

<sup>\*</sup> The MIDI transmit channel used for video control messages is fixed at channel 16.

#### MEMO

• The Visual Control function is turned on, and the VISUAL CONTROL icon appears in the Main screen.



• For more on switching video images, refer to the owner's manual for the connected device.

# Switching On/Off Song and Slide Show Synchronization (Slide Show Sync)

For a VIMA TUNES (CD-ROM for VIMA) song, you can specify whether images will be switched in synchronization with the song as it plays back or stops.

If you want to change the interval at which the images are switched, specify the Slide Show Interval.

**1.** Touch <System> on the Main screen.

The System screen appears.

- **2.** Touch < > (Utility).
- 3. Touch < VIMA TUNES>.
- 4. Touch <Options>.



5. Touch the Slide Show Sync setting to change the setting.

Setting	Description
ON	Images will be switched in synchronization as the song plays or stops.
OFF	Images will not be switched in synchronization as the song plays or stops. They will switch automatically.

# Adjusting the Volume of the External Speakers (Aux Out Volume)

1. Touch <System> on the Main screen.

The System screen appears.

- **2.** Touch < ✓ > < ✓ > to display the Aux Out Volume.
- 3. Touch the Aux Out Volume setting.



**4.** Touch < -> < +> to change the setting.



# Switching Between New Drum Sets and Old Drum Sets (Drum Set Mode)

For rhythms that use "Pop" or "Rock" as the drum set, the Drum Set Mode setting now allows you to specify whether the new drum set or the old drum set will be used.

For the following rhythms, you can change the Drum Set Mode setting and hear how the sound differs.

#### Rhythm group: Oldies/Contempo

Rhythm	Drum set used	
S.8-Beat	Pop	
S.Rock	Rock	

- \* For rhythms that use a drum set other than "Pop" or "Rock," changing the Drum Set Mode will not affect the sound.
- 1. Touch <Rhythm> on the Main screen.

The Rhythm screen appears.

**2.** Touch < | > (Utility).

The Utility screen appears.



#### **Various Other Settings**

- **3.** Touch <Options>.
- **4.** Touch <**△**> <**▼**> to display the Drum Set Mode.



**5.** Touch the Drum Set Mode setting to switch between "ORIGINAL" and "VARIATION."

Setting Description	
ORIGINAL	Original drum set will be used.
VARIATION	New drum set, which exudes ambience of live performance, will be used.

# Enabling Velocity Sensitivity for a Pedalboard (Initial Touch Pedal)

#### AT-900C only

If a velocity-sensitive pedalboard is connected, you can enable velocity for your performance on the pedalboard.

- 1. Touch <Sound/KBD> on the Main screen.
- The Sound/Keyboard screen appears.
- 2. Touch <pedal>.
- **3.** Touch < **◄** > **►** > to display the Initial Touch.
- 4. Touch the Initial Touch setting to switch between "ON" and "OFF."

Setting Description	
ON	Velocity sensitivity will be enabled.
OFF	Velocity sensitivity will be disabled.

## **List of Added Voices**

Bass
Posaune 16'

Organ
Cornet V
Cornet V Tr
BachPrinc 8'
Bourdon 16'
Nasat 2-2/3'
Tierce1-3/5'
Fugara 8'
2ndFltHarm8'
2ndTrompet8'
2ndTrom8'Tr
Cromorne 8'
Baryton 8'
Baryton8'Tr
Violone 16'

Strings	
DolceQuartet	
JP8 Strings1	

Human Voice
Warm Voices
Morning Star

Plano	
NaturalPiano	
Vintage EP 1	
Pro Stage 1	·
Tremolo EP	
BrillClav DB	

Guitar
Warm Drive
Gu Zheng
Lead/Pad
Big Lead
OSC SyncLd 1
Dig-n-Duke
SuperSawSlow
Attack! Pad
Ice Rain
LA Warm Pad
Pad With

Percussion
Taiko
Small Taiko
Bebarongan
Gender
Pemade
Kajar
Kelontuk Sid
Angklung

RAL
SuperNATURAL

## List of Added Rhythms

## **Big Band/Swing**

S.Swing	
Gold Swing	
Jazz Club	

## Country/Gospel

C T	
Cajun Time	
,	

### **Oldies/Contempo**

S.8-Beat	*1
S.16-Beat	*2
S.Rock	*2
S.Funk	*1
S.Shuffl e	*1
S.Triplet	*1
Gold MedBeat	*1
GoldSlowBeat	*2
Sister Pop	*2
Ibiza Dance	
So Easy	*1
British Pop	*2
Light Pop	*1
Radio Pop	*2
MoonlightPop	
Detroit Pop	
UK Pop	*1
Groovy Pop	

Easy Groove	*1
Shuffl Fusion	*2
Feel Good	
Ladies Dance	
Dream Dance	
Ballerman	
DJ Groove	
Club House	
Cool Rap	
80sRetroDsco	*2
Big Rock	*2
Dark Rock	*2
Alternative1	
AmericanRock	
Alabama Rock	
Guitar Lady	
Rockabilly	
Gold Disco	*2 *3

#### **Ballad**

S.Ballad	*2
Soft Beat	*1
Night Pop	

#### Latin

S.Bossa Nova	
S.Samba	
LatinContemp	*1
Dream ChaCha	*1
It's Cumbia	
Caribbean	
SimpleCumbia	*4

#### Acoustic

Guitar Pop	*	2

<sup>\*3:</sup> AT-900/900C only

For the rhythms marked with \*1 and \*2, you can change the drum set. Refer to "Drum Set Mode" (P.51).

\*1: Pop Set

\*2: Rock Set

<sup>\*4:</sup> AT-800 only

## Stored Items

The following settings have been added.

### Settings that are stored after the power is turned off

Language

Drum Set Mode

Aux Out Mode

Aux Out Volume

### Settings that are stored in the registration set

Manual Button Assign

Drum Set Mode

### Settings that are stored in the individual registration buttons

Vintage Type

Overdrive

Vib/Cho Part

Leakage Level

Percussion Level

On Click Level

Off Click Level

Organ Low Gain

Organ High Gain

Rotary Type

Woofer Accel

Tweeter Accel

Woofer Slow Speed

Tweeter Slow Speed

Woofer Fast Speed

Tweeter Fast Speed

N.Control

D-BEAM button setting

Damper Pedal

Solo Damper

Initial Touch Pedal \*AT-900C only

#### Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

AFRICA

Al Fanny Trading Office 9, EBN Hagar Al Askalany Street, ARD E1 Golf, Heliopolis, TEL: (022)-417-1828

REUNION MARCEL FO-YAM San

25 Rue Jules Hermann, Chaudron - BP79 97 49 Ste Clotilde Cedex REUNION ISLAND TEL: (0262) 218-429

SOUTH AFRICA T.O.M.S. Sound & Music (Pty)L 2 ASTRON ROAD DENVER

JOHANNESBURG ZA 2195, SOUTH AFRICA TEL: (011) 417 3400

Paul Bothner(PTY)Ltd. Royal Cape Park, Unit 24 Londonderry Road, Ottery 7800 Cape Town, SOUTH AFRICA TEL: (021) 799 4900

ASIA

CHINA

Roland Shanghai Electronics Co. Ltd. SF. No.1500 Pingliang Road Shanghai 200090, CHINA

TEL: (021) 5580-0800 Roland Shanghai Electr Co.,Ltd. (BEIJING OFFICE)

3F, Soluxe Fortune Building 63 West Dawang Road, Chaoya District, Beijing, CHINA TEL: (010) 5960-2565

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Cosmos Corporation 1461-9, Seocho-Dona Seocho Ku, Seoul, KOREA TEL: (02) 3486-8855

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45-1, Block C2, Jalan PJU 1/39 Dataran Prima, 47301 Petali Jaya, Selangor, MALAYSIA TEL: (03) 7805-3263

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G.A. Yupangco & Co. Inc. 339 Gil J. Puyat Avenue Makati, Metro Manila 1200, PHILIPPINES TEL: (02) 899 9801

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VIET NAM TEL: (08) 9316540

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U. S. A. TEL: (323) 890 3700

#### For EU Countries



- This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.
- Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del 12.8g. 25 luglio 2005 n. 151.
- Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados iuntamente com o lixo doméstico.
- Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

- SP Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousiätteiden mukana.
- Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhadzovať spolu s domovým odpadom.
- See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinti produktai neturi būti išmetami kartu su buitinėmis atliekomis.
- Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.
- SI Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.
- Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγχειχομένο προϊόν πρέτει να συλλέγεται χωριστά από τα υπόλοιπα οικαικά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγχειχομένο σύμβολο δεν πρέτει να απορρίπτονται μαζί με τα οικαικά απορρίμματα.

- For China -

#### 有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。 本资料适用于2007年3月1日以后本公司所制造的产品。

#### 环保使用期限



此标志适用于在中国国内销售的电子信息产品,表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规 定期限内,产品中所含的有害物质不受引起环境污染。不会对人身、财产造成严重的不良影响。 环保使用期限仅在递照产品使用说明书,正确使用产品的条件下才有效。 不当的使用、将会导致有害物质泄漏的危险。

#### 产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外売 (売体)	×	0	0	0	0	0
电子部件(印刷电路板等)	×	0	×	0	0	0
附件(电源线、交流适配器等)	×	0	0	0	0	0

- 〇:表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。
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因根据现有的技术水平,还没有什么物质能够代替它。



This product complies with the requirements of EMC Directive 2004/108/EC.

For the USA

## FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment requires shielded interface cables in order to meet FCC class B limit.

Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

- For Canada

#### NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

#### **AVIS**

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For C.A. US (Proposition 65) -

#### WARNING

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.

-For the USA -

## **DECLARATION OF CONFORMITY Compliance Information Statement**

Model Name: ATUP-EX

Type of Equipment : USB Flash Memory Responsible Party : Roland Corporation U.S.

Address: 5100 S. Eastern Avenue, Los Angeles, CA 90040-2938

Telephone: (323) 890-3700

## Roland

