

# HPi-6

Roland Digital Piano



Owner's Manual

Roland®

**WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

  
<b>ATTENTION:</b> RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR
<b>CAUTION:</b> TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

**INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.**

# IMPORTANT SAFETY INSTRUCTIONS

## SAVE THESE INSTRUCTIONS

**WARNING** - When using electric products, basic precautions should always be followed, including the following:

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



**For the U.K.**

**IMPORTANT:** THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL  
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

# HP*i*-6

## Roland Digital Piano

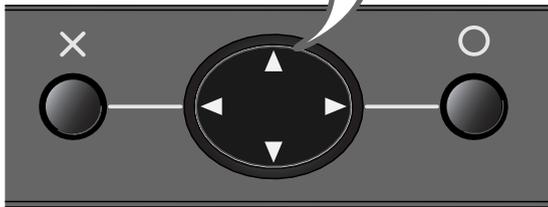
**Before using this unit, carefully read the sections entitled: “IMPORTANT SAFETY INSTRUCTIONS” (p. 2), “USING THE UNIT SAFELY” (p. 6), and “Important Notes” (p. 9). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you 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.**

# Look at All You Can

## Easy Operation with the Cursor Button → p. 23

Most tasks are carried out by pressing the button for the function you want to use, then using the  cursor button and the [X] and [O] buttons at the panel center.

This allows you to enjoy a wide variety of performances with simple operations.



## Read Notations as You Perform → p. 24

You can show notations in the display and follow the notes as you play. You can turn the pages in the notation with the pedals, and display lyrics and fingering number as well. You can display the notation not just for the internal songs, but also for songs you record yourself. Try checking out the notations as you perform.



### Enjoy Listening to Songs

## Listening

### To Learn What Kinds of Songs are Included → p. 38

The HPI-6 features over 170 internal songs in a wide range of musical genres, from piano practice songs to pops.

### Listen to Phrases with a Variety of Instrument Sounds → p. 45

You can listen to phrases (brief performances) using a variety of sounds to learn which tones are suited to each kind of performance.

### Listen to Music Files → p. 41

You can enjoy listening to SMF music files.

♩=138 Sopate No.15 4/4 M: 1

1 3 2 1 3 3 2 4 3 3 2 4 5

### Perform On Your Own

## Playing

### Change the Keyboard Touch → p. 47

You can change the sense of heft in the keys (the touch), making it lighter or heavier to match the player's finger strength.

### Use the Pedals → p. 27

Enjoy authentic piano performances using the pedals.

### Perform in Singer's Ranges → p. 62

When accompanying vocal performances, you can transpose the keyboard to match the vocalist's register, simply and easily with the score (the actual keys played) unchanged. You can also change songs in difficult keys to simpler key signatures.

### Perform with a Variety of Sounds → p. 45

Not only can you perform using piano sounds, you can also select other sounds suited to the material you are playing.

### Layer Two Sounds as You Play → p. 51

You can perform with two different sounds, for example piano and strings, layered together. Layering lets you give the sound greater substance.

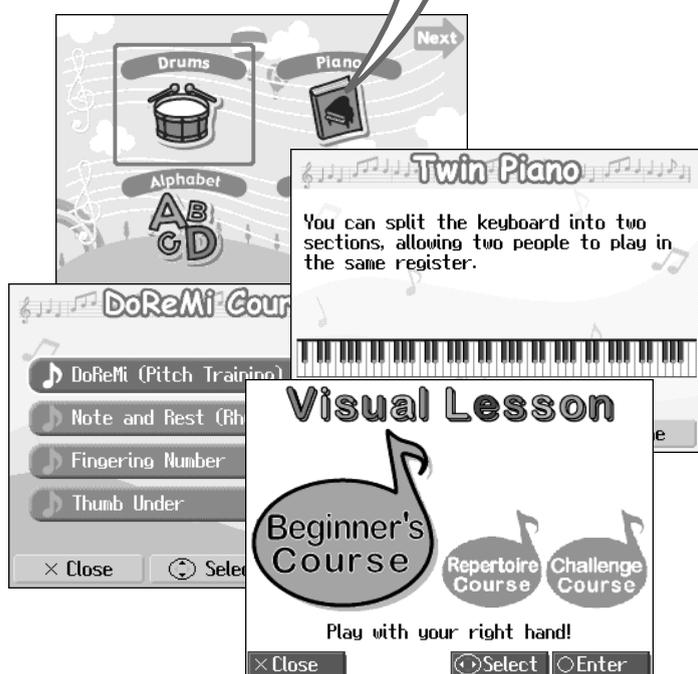
### Play Different Sounds in the Left and Right Hands → p. 52

You can split the keyboard into two sections and perform using two different tones with the left and right hands.

# Do with the HPi-6

## Provides Support for Your Lessons at Home!

- 🎵 To Learn the Sounds and Instruments Through Games and Activities → **Wonderland** p. 28
- 🎵 To Grasp the Fundamentals of Notations and the Keyboard → **DoReMi Course** p. 30
- 🎵 To Master One Song Suited to Your Level of Ability → **Visual Lesson** p. 34
- 🎵 To Split the Keyboard Into Two Sections For Two-Person Performances → **Twin Piano** p. 32



## Convenient Functions

### Functions

- 🎵 **Output Your Own Performances as Notations** → p. 94  
You can save the notations as image data to external memory (optional) and use your own computer and printer to print out these notations.
- 🎵 **Prevent Settings from being Changed During Performances** → p. 88  
You can prevent your settings from being changed as you play, even when buttons are pressed accidentally.
- 🎵 **Restore the Settings Programmed at the Time of Purchase** → p. 87  
You can restore the HPi-6's settings after changing them, returning the settings to their original state at the time the instrument was purchased.

## Use the Practice Features

### Practice

- 🎵 **Perform Using the Metronome** → p. 57  
The HPi-6 includes a metronome function. You can adjust the metronome volume level and change the tones used for the metronome sound.
- 🎵 **Practice at Different Tempos** → p. 56  
When practicing songs written with rapid tempos, you can practice at reduced tempos that are easier to handle.
- 🎵 **Practice Just the Left or Right Hand** → p. 54  
You can practice each hand's part individually, for example, following the song's right-hand part with your own right hand, or playing the left-hand part in time with the song's right-hand part.

## Save and Record

### Recording

- 🎵 **Record Your Own Performances** → p. 64  
You can record the performances you play. You can then play back the recordings afterwards to check how you've done.
- 🎵 **Record Along with Songs** → p. 67  
You can record while a song is played, allowing you to record your own performances along with songs.
- 🎵 **Save Your Recorded Performances to the HPi-6** → p. 74  
After recording your own performance, you can then save it within the HPi-6's internal memory. This is convenient, as the saved performances are not deleted even when the HPi-6's power is turned off. You can also easily select performances that have been saved in the piano.

# USING THE UNIT SAFELY

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

About  WARNING and  CAUTION Notices

 <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.
 <b>CAUTION</b>	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

	The  symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The  symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The  symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

### ALWAYS OBSERVE THE FOLLOWING

#### WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual. 
- Do not open or perform any internal modifications on the unit. 
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 
- Never use or store the unit in places that are:
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are 
  - Damp (e.g., baths, washrooms, on wet floors); or are 
  - Humid; or are
  - Exposed to rain; or are
  - Dusty; or are
  - Subject to high levels of vibration.
- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces. 
- The unit should be connected to a power supply only of the type described in the operating instructions, or as marked on the bottom of unit, at the rear. 

#### WARNING

- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. 
- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! 
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. 
- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.   


### WARNING

- Immediately turn the power off, remove the power cord from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the “Information” page when:
  - The power-supply cord, or the plug has been damaged; or
  - If smoke or unusual odor occurs
  - Objects have fallen into, or liquid has been spilled onto the unit; or
  - The unit has been exposed to rain (or otherwise has become wet); or
  - The unit does not appear to operate normally or exhibits a marked change in performance.

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- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

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

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- Do not force the unit’s power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord’s outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

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- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the “Information” page.

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- DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.

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- Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

### CAUTION

- The unit should be located so that its location or position does not interfere with its proper ventilation.

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- Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.

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

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- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

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- Never climb on top of, nor place heavy objects on the unit.

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

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- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  - Check to make sure the screws securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
  - Disconnect the power cord.
  - Disconnect all cords coming from external devices.
  - Raise the adjusters on the stand (p. 27).
  - Close the lid.
  - Remove the music stand.

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- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 17).

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- Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.

## USING THE UNIT SAFELY

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### CAUTION

- Be careful when opening/closing the lid so you do not get your fingers pinched (p. 18). Adult supervision is recommended whenever small children use the unit.



- When using the bench, please observe the following points:



- Do not use the bench as a toy, or as a stepping stool.
- Do not allow two or more persons to sit on the bench.
- Do not adjust the height while sitting on the bench.
- Do not sit on the bench if the bolts holding the bench legs are loose. (If the bolts are loose, immediately re-tighten them using the supplied tool.)
- Never insert your hand into the gap (the metal height adjustment mechanism) under the seat lid. Doing so may cause your hand to be pinched or injured.



- Always keep the following parts including with the HPi-6 and small components that may be removed out of the reach of small children to avoid accidental ingestion of these parts.



#### **Included Parts**

- Stand assembly screws
  - Music rest attachment screws
  - Headphone hook wing nut
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# Important Notes

In addition to the items listed under “IMPORTANT SAFETY INSTRUCTIONS” and “USING THE UNIT SAFELY” on pages 2 and 6, please read and observe the following:

## Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.
- Although the LCD and LEDs are switched off when the POWER switch is switched off, this does not mean that the unit has been completely disconnected from the source of power. If you need to turn off the power completely, first turn off the POWER switch, then unplug the power cord from the power outlet. For this reason, the outlet into which you choose to connect the power cord’s plug should be one that is within easy reach and readily accessible.

## Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.

- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow rubber, vinyl, or similar materials to remain on the unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.

## Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.
- The pedals of this unit are made of brass. Brass eventually darkens as the result of the natural oxidization process. If the brass becomes tarnished, polish it using commercially available metal polisher.

## Repairs and Data

- Please be aware that all data contained in the unit’s memory may be lost when the unit is sent for repairs. Important data should always be backed up external memory, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

## Important Notes

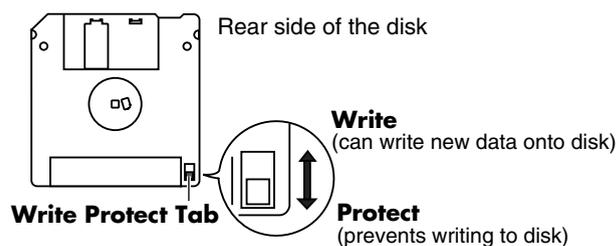
### Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on an external memory.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory and external memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.
- Do not apply undue force to the music rest while it is in use.
- Use a cable from Roland to make the connection. If using some other make of connection cable, please note the following precautions.
  - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.
- Before opening or closing the keyboard lid, always make sure that no pets or other small animals are located on top of the instrument (in particular, they should be kept away from the keyboard and its lid). Otherwise, due to the structural design of this instrument, small pets or other animals could end up getting trapped inside it. If such a situation is encountered, you must immediately switch off the power and disconnect the power cord from the outlet. You should then consult with the retailer from whom the instrument was purchased, or contact the nearest Roland Service Center.

### Before Using Floppy Disks

#### Handling the Floppy Disk Drive (Using Optional Floppy Disk Drive)

- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50°C (50 to 122°F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
- Floppy disks have a "write protect" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.
- Disks containing performance data for this unit should always be locked (have their write protect tab slid to the "Protect" position) before you insert them into the drive on some other unit (except the PR-300, or a product in the HP-G, MT, KR, or Atelier families), or into a computer's drive. Otherwise (if the write protect tab remains in the "Write" position), when you perform any disk operations using the other device's disk drive (such as checking the contents of the disk, or loading data), you risk rendering the disk unreadable by this unit's disk drive.

### Handling CD-ROMs

- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.

### Before Using External Memory

#### Using External Memory

- Never touch the terminals of the External memory. Also, avoid getting the terminals dirty.
- When connecting external memory, make sure to press it until it is fully inserted.
- External memories are constructed using precision components; handle the cards carefully, paying particular note to the following.
  - To prevent damage to the cards from static electricity, be sure to discharge any static electricity from your own body before handling the cards.
  - Do not touch or allow metal to come into contact with the contact portion of the cards.
  - Do not bend, drop, or subject cards to strong shock or vibration.
  - Do not keep cards in direct sunlight, in closed vehicles, or other such locations (storage temperature: 0 to 50° C).
  - Do not allow cards to become wet.
  - Do not disassemble or modify the cards.
- Insert the external memory in the External Memory connector evenly and without undue force. Forcing the external memory may damage the External Memory connector.
- Do not insert any object other than the external memory (e.g., wires, coins, other types of disks, etc.) in the External Memory connector. This may damage the External Memory connector.
- Do not subject the connected External memory to excessive stress.
- Close the external memory cover when using the External memory for extended periods.

\* GS (  ) is a registered trademark of Roland Corporation.

\* XG lite (  ) is a registered trademark of Yamaha Corporation.

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

# Introduction

Thank you, and congratulations on your choice of the Roland Digital Piano HPi-6.

In order to enjoy reliable performance of your new keyboard for many years to come, please take the time to read through this manual in its entirety.

## How To Use This Manual

The HPi-6 Owner's Manual consists of two volumes, **Owner's Manual**, and the **USB Installation Guide**.

Please start out by reading "**Before You Begin Playing**" in the **Owner's Manual (this volume)**. This explains how to connect the HPi-6's power cord and how to turn on the HPi-6's power.

After turning on the HPi-6's power, please continue by reading **Owner's Manual**.

This **Owner's Manual** describes procedures covering everything from mastering the basic operations used for the HPi-6's performance functions to more advanced procedures, which allow you to create songs on the HPi-6.

When connecting a computer to the USB connector, be sure to read the **USB Installation Guide**. This describes the procedure for installing the driver needed to connect via USB.

\* For more on system requirements, refer to the "USB Installation Guide." However, note that the HPi-6 is not compatible with Mac OS 9.

## ■ Conventions Used in This Manual

This manual uses the following conventions in the interest of simpler, more concise instructions.

- Button names are enclosed in square brackets "[ ]", as in [Reverb] button.
- For easier readability, some screens and colors used here may differ in part from actual screens and colors.
- On screen text is enclosed in angled brackets "< >", as in <Close>.
- An asterisk (\*) or a **NOTE** at the beginning of a paragraph indicates a note or precaution. These should not be ignored.
- (p. \*\*) refers to pages within the manual.

## ■ Checking the Included Items

The following items are included with the HPi-6.

If any items are missing, please contact the dealer where you purchased this unit.

- |   |   |
|---|---|
| <input type="checkbox"/> HPi-6                            | <input type="checkbox"/> Owner's Manual (this document)           |
| <input type="checkbox"/> Piano Stand                      | <input type="checkbox"/> Roland 60 Classical Piano Masterpieces   |
| <input type="checkbox"/> Power Cord                       | <input type="checkbox"/> USB Installation Guide                   |
| <input type="checkbox"/> Music Rest                       | <input type="checkbox"/> CD-ROM (Roland Digital Piano USB Driver) |
| <input type="checkbox"/> Music Rest attachment screws x 2 |   |
| <input type="checkbox"/> Headphone Hook                   |   |
| <input type="checkbox"/> Headphone Hook Wing Nut          |   |

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# Before You Begin Playing

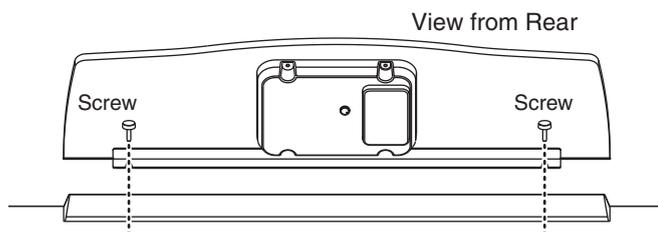
## Setting Up for Performing

### ■ Attaching the Music Rest

The music rest of the HPi-6 contains a liquid crystal display screen. Use the following procedure, and handle the music rest with care.

1. Secure the music rest in place by turning the included screws (at two points).

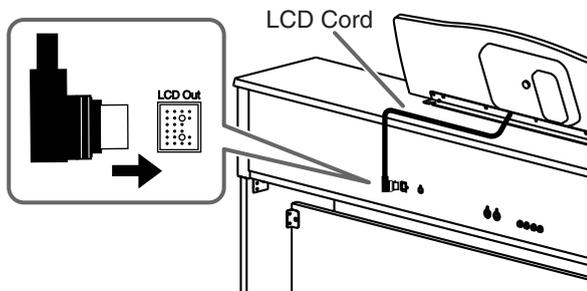
When attaching the music rest, support it firmly with one hand to make sure that you don't drop it. Be careful, so you don't get your fingers pinched.



2. Connect the LCD cord of the music rest to the LCD Out connector on the rear panel of the HPi-6.

#### NOTE

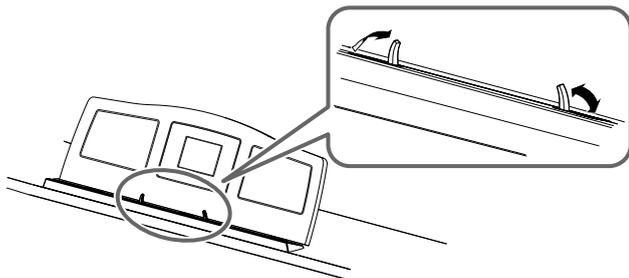
The power must be off when connecting the cable of the music rest.



### ■ Using the Music Holders

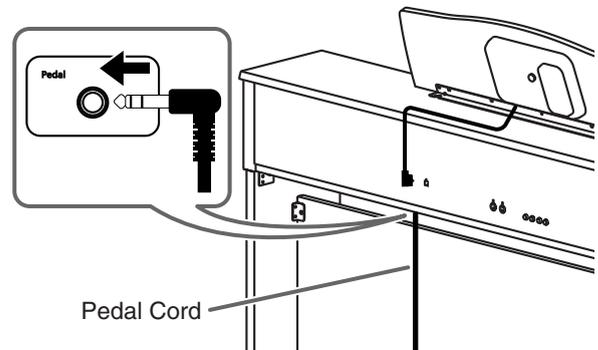
You can use the holders to hold pages in place.

When not using the holders, leave them folded down.



### ■ Connecting the Pedal Cord

1. Insert the end of the pedal cord extending from the piano stand to the Pedal jack located at the lower part of the HPi-6's rear panel.

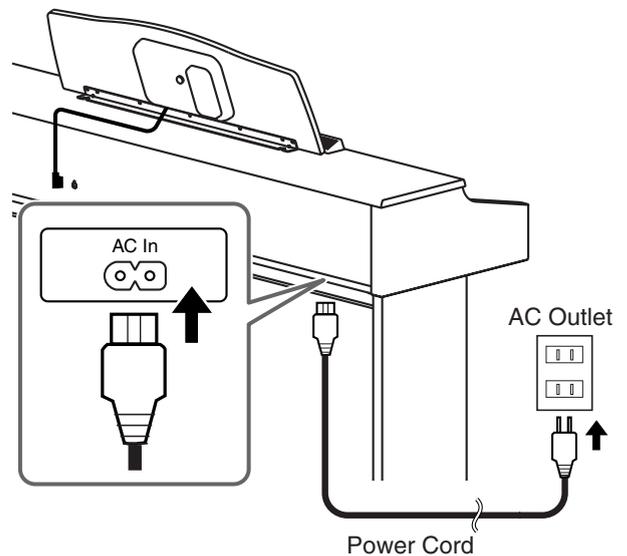


### ■ Connecting the Power Cord

1. Insert the included power cord into the AC inlet located on the rear bottom of the HPi-6, then plug the other end of the cord into a AC outlet.

#### NOTE

Use only the included power cord.

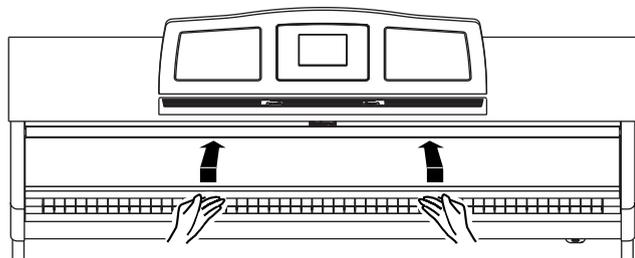


## Before You Begin Playing

### ■ Opening and Closing the Lid

#### Opening the Lid

1. Use both hands to lift the lid lightly, and slide it away from yourself.



#### Closing the Lid

1. Pull the lid gently toward yourself, and lower it softly after it has been fully extended.

#### NOTE

Be careful not to get your fingers pinched when opening or closing the lid. If small children will be using the HPi-6, adult supervision should be provided.

#### NOTE

To prevent accidents, the lid must be closed when transporting the piano.

### ■ Turning the Power On/Off

#### NOTE

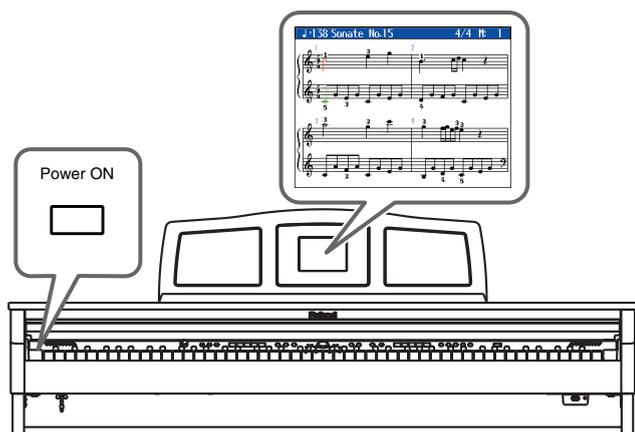
Once the connections have been completed (p. 17), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

#### Turning On the Power

1. To turn the power on, turn the [Volume] knob all the way down, and then press the [Power ON] switch.

After the power comes on, the opening animation appears in the screen within the music rest, followed by the Notation screen.

After a few seconds, you will be able to play the keyboard to produce sound.



2. Use the [Volume] knob to adjust the volume (refer to the next section).

#### NOTE

This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

#### Turning Off the Power

1. Turn the [Volume] knob all the way down.
2. Press the [Power ON] switch.

The screen display goes blank, and the power is turned off.

\* If you need to turn off the power completely, first turn off the [Power ON] switch, then unplug the power cord from the power outlet. Refer to "Power Supply" (p. 9).

### ■ Adjusting the Volume of the Sound

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

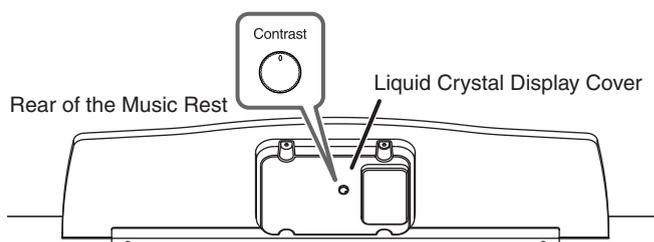
Adjust the volume level as you play the keyboard and listen to the sound.



→ You can also adjust the headphone volume with the [Volume] knob.

## Adjusting the Contrast of the Screen

1. To adjust the contrast of the screen, turn the [Contrast] knob located at the back of the music rest.



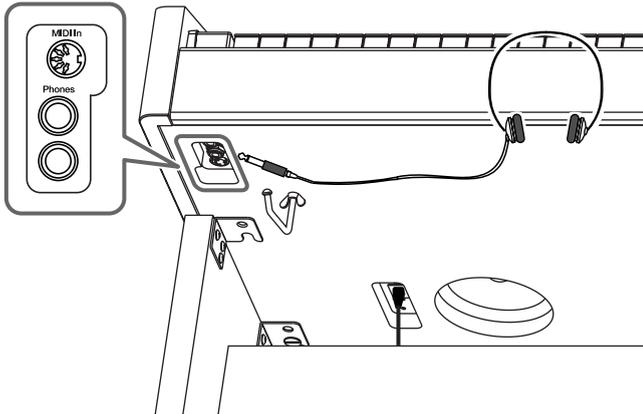
### Some Notes on Using the LCD Screen

- Never remove the liquid crystal display cover at the back of the music rest. By removing it you risk electrical shock and/or malfunction.
- You may see vertical lines in the screen, but this is due to the structure of a liquid crystal display, and does not indicate a malfunction. By using the [Contrast] knob to adjust the contrast of the screen, you can minimize these lines.
- The contrast of the screen may be affected by the temperature.

### Connecting Headphones

The HPi-6 has two jacks for plugging in headphones. This allows two people to listen through headphones simultaneously, making it very useful for lessons and when performing piano pieces for four hands. Additionally, this allows you to play without having to worry about bothering others around you, even at night.

If connecting only one pair of headphones, they can be connected to either one of the headphone jacks.



#### 1. Connect the headphones to the Phones (headphones) jack on the left underside of the HPi-6.

When you connect headphones, no sound will be output from the speakers of the HPi-6.

The headphone volume is adjusted by the [Volume] knob (p. 18) of the HPi-6.

#### NOTE

Please use stereo headphones.

#### Some Notes on Using Headphones

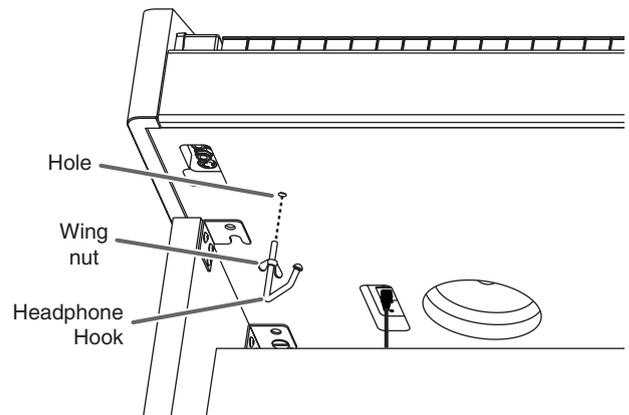
- To avoid damaging or severing the headphone cord, be sure to handle the headphones by holding the phones themselves, and grasping the plug and not the cord when pulling the headphone plug.
- To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume. Listen at appropriate levels.
- The headphones may be damaged if the volume is too high when they are plugged in. Connect the headphones only after turning the volume down completely.

### Using the Headphone Hook

Whenever you are not using the headphones, you can hang them on the headphone hook at the lower left of the HPi-6.

#### Attaching the Headphone Hook

1. Press and twist the headphone hook included with the HPi-6 into the hole in the bottom left of the HPi-6 (refer to the figure below).
2. Turn the headphone hook wing nut to secure the headphone hook.

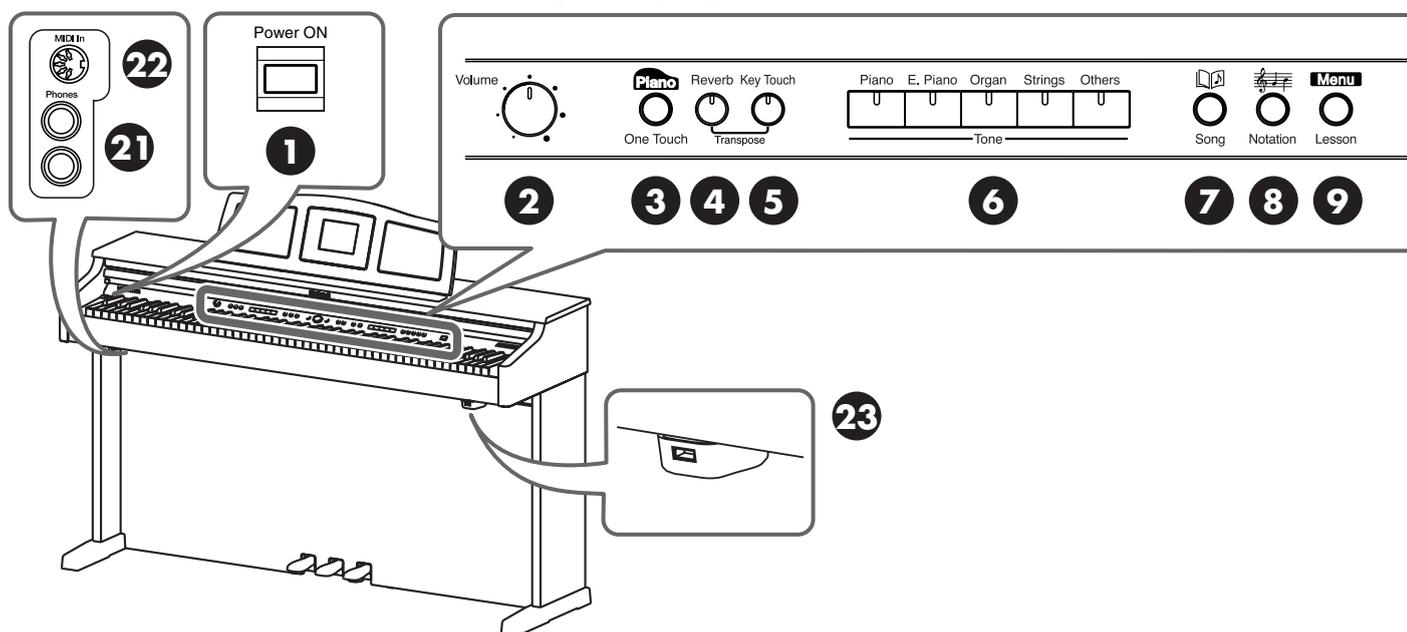


#### Some Notes on Using Headphone Hook

Do not hang anything other than headphones on the headphone hook. Doing so may damage the instrument or the hook.

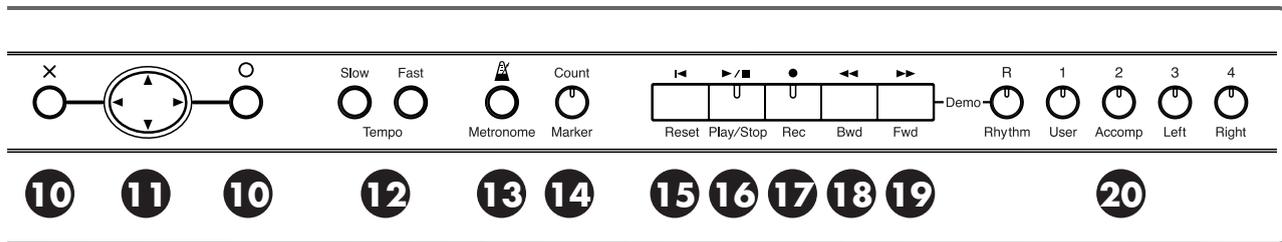
# Panel Descriptions

## Front Panel



### Front Panel

- 1. [Power ON] switch**  
Pressed to switch the power on and off (p. 18).
- 2. [Volume] knob**  
Adjusts the overall volume (p. 18).
- 3. One Touch [ Piano ] button**  
Makes the optimal settings for a piano performance (p. 44).
- 4. [Reverb] button**  
Adds reverberation to the sound (p. 48).
- 5. [Key Touch] button**  
Adjusts the touch of the keyboard (p. 47).
- 6. Tone buttons (Piano, E.Piano, Organ, Strings, Others)**  
Select the type of sound (the tone group) that will be played from the keyboard (p. 45).
- 7. [ Song ] button**  
Use this button to select internal songs or songs from external memory (p. 38–p. 43, p. 54, p. 64–p. 71).
- 8. [ Notation ] button**  
Displays the notation in the screen in the panel center (p. 24, p. 25, p. 89).
- 9. [Menu/Lesson] button**  
You can enjoy practices using the “DoReMi Course,” “Twin Piano,” “Visual Lesson,” and other lesson functions (p. 30–p. 37).  
Here you can also enjoy the “Drums,” “SFX,” and “Game,” and learn about instruments while having fun (p. 28).  
Selects various performance-related functions (p. 80–p. 95, p. 98–p. 100).
- 10. [ X ] [ O ] buttons**  
Press the [ O ] button to confirm the selections you’ve made using the [ Cursor ] button (11) (p. 23).  
The [ X ] cancels the operation, or displays the notation screen.
- 11. [ Cursor ] button**  
Used to select the item that you want to set (p. 23).  
Also used to select values in some screens.
- 12. Tempo [Slow] [Fast] buttons**  
Adjust the tempo (p. 56).  
Simultaneously pressing the [Slow] and [Fast] buttons will restore the basic tempo.
- 13. [ Metronome ] button**  
Sounds the internal metronome (p. 57).



## 14. [Count/Marker] button

This is used for setting the count (p. 58).

This allow you to add and move markers in the notation as well as repeat playback of song segments simply and easily (p. 60).

## 15. [◀ (Reset)] button

Resets the song playback-start location to the beginning of the song.

## 16. [▶ / ■ (Play/Stop)] button

This starts and stops playback and recording of songs.

## 17. [● (Rec)] button

When pressed, this button places the instrument in recording standby (p. 63–p. 71).

## 18. [◀◀ (Bwd)] button

Rewinds the song.

## 19. [▶▶ (Fwd)] button

Fast-forwards the song.

## 20. Track buttons

(R/Rhythm, 1/User, 2/Acomp, 3/Left, 4/Right)

Used to play back or record each track of a song (p. 54, p. 67, p. 69, p. 70, p. 71).

## HPi-6's Bottom Panel (Front Side)

### 21. Phones jacks

A set of headphones can be connected here (p. 19).

### 22. MIDI In connector

An external MIDI device can be connected here to receive performance data (p. 97).

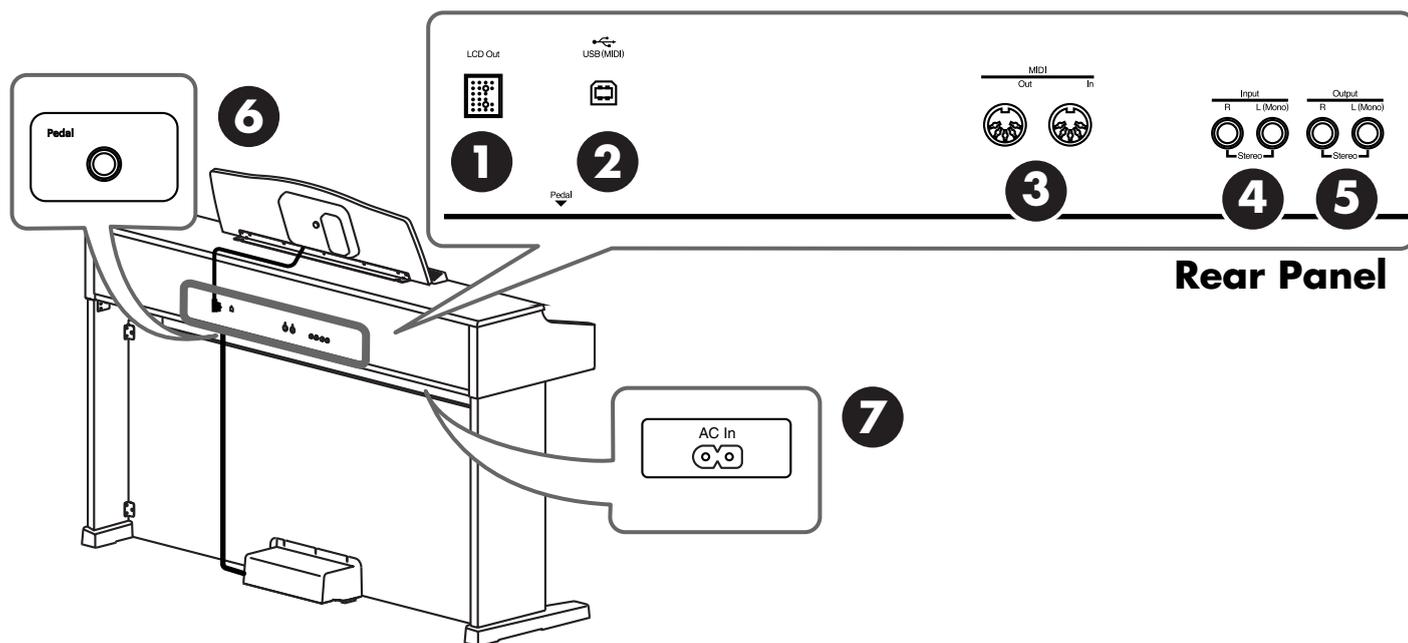
- \* There's also a MIDI In connector on the rear panel of the unit. You cannot use both MIDI In connectors at the same time. The HPi-6 will not function properly when two MIDI In connectors are used simultaneously.

### 23. External Memory Connector

Connect external memory here to play back (p. 38) and save (p. 74) songs.

- \* Use external memory available from Roland. Proper functioning cannot be guaranteed if other external memory products are used.

## Panel Descriptions



### Rear Panel

#### 1. LCD Out Connector

Connect the LCD cord of the music rest to this connector (p. 17).

#### 2. USB (MIDI) Connector

Used for connecting a computer to the HPi-6 using a USB cable (p. 99).

#### 3. MIDI Out/In connectors

An external MIDI device can be connected here to receive performance data (p. 97).

\* There's also a MIDI In connector on the bottom panel of the unit. You cannot use both MIDI In connectors at the same time. The HPi-6 will not function properly when two MIDI In connectors are used simultaneously.

#### 4. Input jacks

These jacks can be connected to another sound generating device or an audio device, so that the sound of that device will be output from the HPi-6's speakers (p. 96).

#### 5. Output jacks

These jacks can be connected to your audio system to enjoy more powerful sound. They can also be connected to a tape recorder or similar device in order to record your performance on a cassette tape (p. 96).

### HPi-6's Bottom Panel (Rear Side)

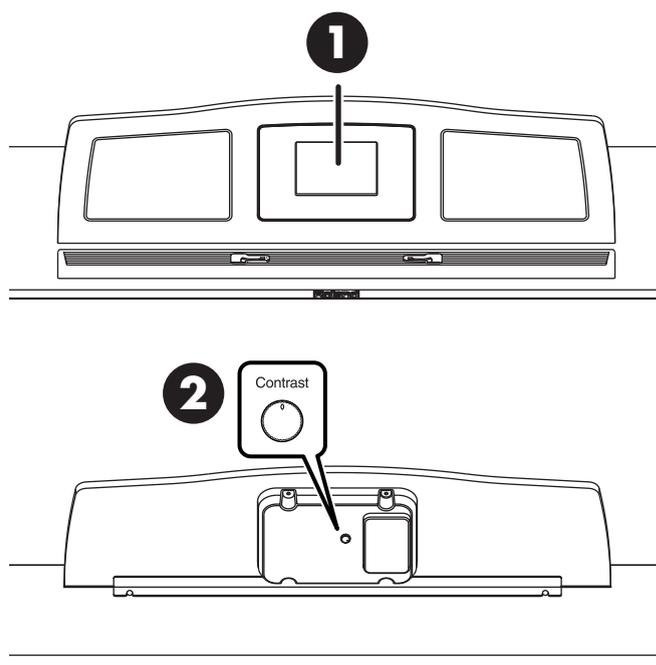
#### 6. Pedal jack

Connect the pedal cord of the stand to this jack (p. 17).

#### 7. AC Inlet

Connect the included power cord to this inlet (p. 17).

### Music Rest



#### 1. Display

This displays notations for the internal songs and performances recorded to the HPi-6, in addition to a variety of settings.

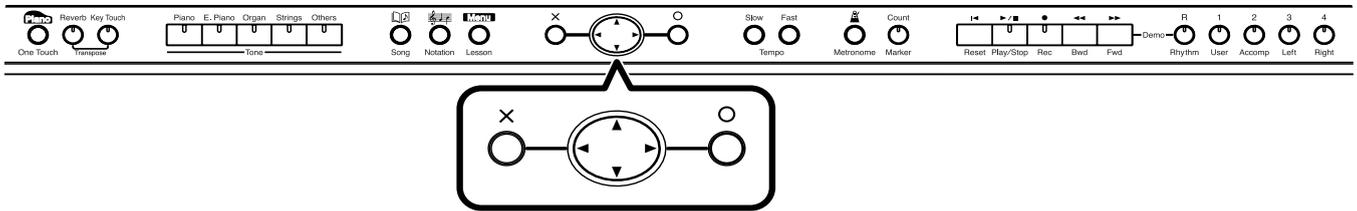
\* The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

#### 2. [Contrast] knob

This knob adjusts the contrast of the screen (p. 18).

# Basic Operation and the Main Screen

## Basic Operation

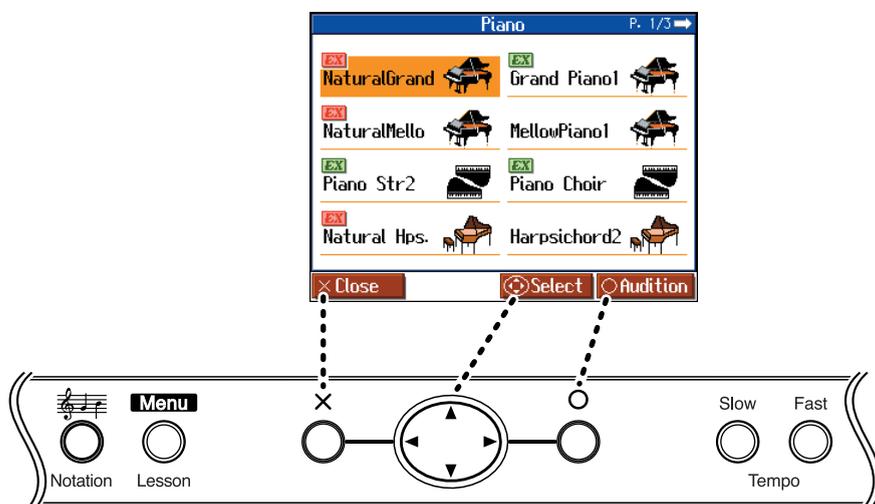


The HPi-6 is operated mainly by pressing the button for the function you want to use, then using the  cursor button and [  ] [  ] buttons in the center of the front panel while viewing the screen.

Button	How It Is Used
 <b>Cursor button</b>	<p>Use the up, down, left, and right  cursor button to select parameters. In screens consisting of two or more pages, pressing the  cursor left and right button switches the screen displayed.</p> <p>In the Settings screen, pressing the  cursor up and down button changes the settings.</p>
<b>[  ] button</b>	<p>Finalizes the selected parameter.</p> <p>The assigned function in that screen is used. Examples: &lt;Audition&gt;, &lt;Enter&gt;, etc.</p> <p>Opens the advanced settings screen. Examples: &lt;Notation Menu&gt;, &lt;Maker&gt;, etc.</p>
<b>[  ] button</b>	<p>Closes the screen that is currently open.</p> <p>Displays the Notation screen.</p>

### Correspondence Between Screens and Buttons

The functions of the  cursor button, the [  ] button, and the [  ] button may be indicated in the screen.



## Basic Screen

### ■ Notation Screen

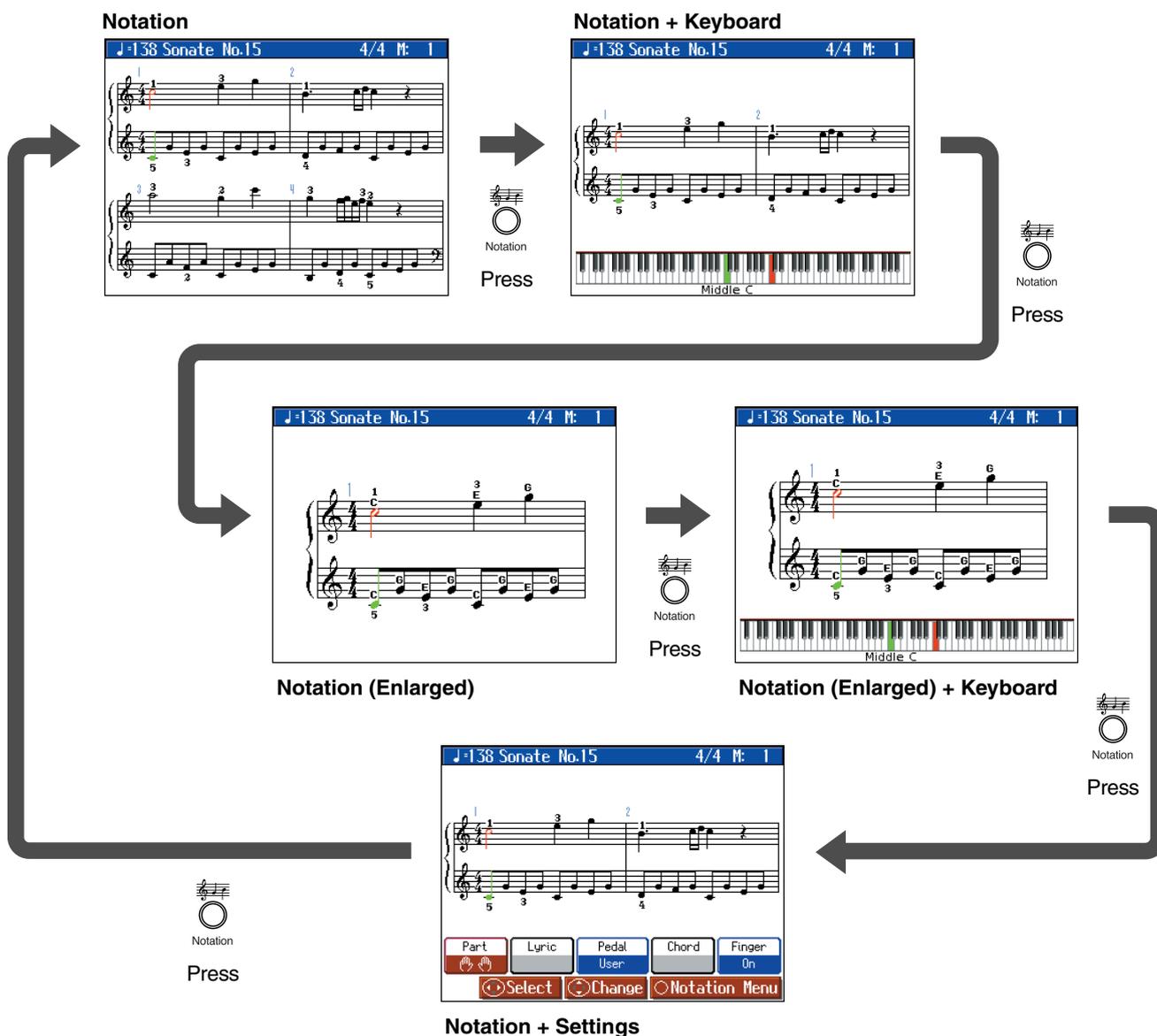
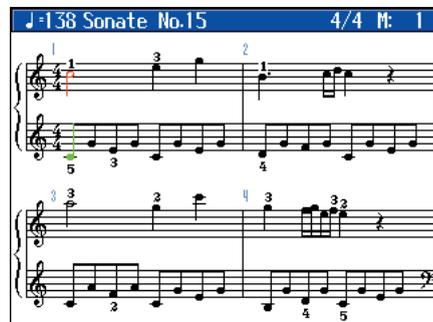
The Notation screen, like the one shown to the right, is displayed when you turn on the power to the HPi-6.

You can display notations not only for the internal songs, but also for SMF music files and performances recorded with the HPi-6 as well.

From any other screen, pressing the [  (Notation) ] button will display the Notation screen.

If you press the [  ] button while the Notation screen is displayed, the display switches to the “Notation+Settings” screen. Pressing the [  ] button once more while the “Notation+Settings” screen is displayed opens the “Notation Menu” screen.

The Notation screen has five pages. The screens are switched in the following manner each time the [  (Notation) ] button is pressed.



You can change the following settings in the “Notation+Settings” screen.

## Pedal

When **<Replay>** is selected, you can start and stop playback of the song data by pressing the left pedal (p. 82).

When **<PageTurn>** is selected, you can turn the pages of the notation by pressing the pedals. Press the center pedal to turn to the next page in the notation, and press the left pedal to turn to the previous page.

When **<User>** is selected, you can use the functions assigned to the pedals (p. 82).

When **<Piano>** is selected, the pedal settings best suited for piano performances are chosen.

Left Pedal: Soft Pedal

Center Pedal: Sostenute Pedal

Right Pedal: Damper Pedal

## Part

Select the part(s) for which the notation will be displayed.

: Notation for both hands

: Right-hand notation only

: Left-hand notation only

: User part notation

(→ to change the part, see p. 89)

## Lyrics

When playing back song data that contains lyric data, the lyrics will be displayed if you select **<On>**.

\* This item cannot be selected if there is no lyric data.

## Fingering

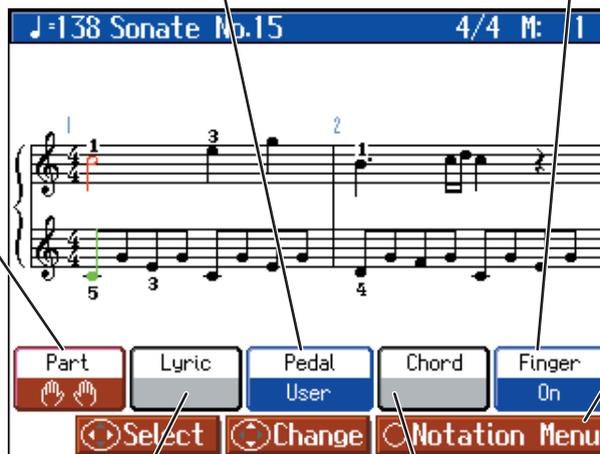
When playing back song data that includes fingering numbers, the fingering numbers will be displayed if you select **<On>**. This is convenient when you want to practice the correct fingering.

The fingers are numbered as follows:  
**1: thumb, 2: index finger, 3: middle finger, 4: ring finger, 5: little finger.**

\* This item cannot be selected if there is no fingering data.

## Notation Menu

Press the [O] button to open a screen where you can choose from a variety of options for the notation screen (p. 89).



## Chord

When playing back song data that contains chord data, the chord name will be displayed if you select **<On>**.

\* This item cannot be selected if there is no chord data.

\* If you have selected a part that contains no performance data, the notation will not show any notes. To change the part that is displayed, refer to “Changing the Notation Screen Settings” (p. 89).

\* The fingering numbers shown in the screen indicate one possible fingering.

## Some Notes on the Notation Screen

- When you begin song playback, the notation screen will show . While this symbol is displayed, performance data is being loaded from external memory or internal memory. Thirty seconds or longer may be required to load the data. Please wait.
- The displayed notation is generated from the music files, and priority is given to making the display easy to read rather than reproducing a complicated or difficult performance accurately. For this reason, you may notice differences when compared with commercially available sheet music. In particular, this is not suitable for display of sophisticated or complex songs that require detailed notations.
- In the notation screen, lyrics or notes may fall outside the display range of the screen, and fail to be shown.
- If you display the notation or change the displayed part during song playback, the song may sometimes play back from the beginning.

## Basic Operation and the Main Screen

### ■ List Screen

This type of list screen will appear when you select songs, or tones.

In this screen, use the  cursor button to select the desired item. The selected item turns orange.

In the “song selection” screen, the selected song is indicated by the black background.



### ■ Detailed Settings Screen

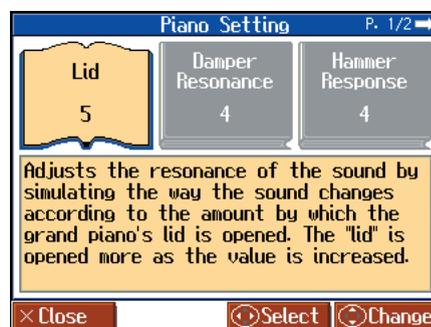
Detailed settings for functions are made in a screen similar to this.

In this screen, the currently selected item is highlighted in pale

orange, and you can then change the value with the  cursor button. An explanation of the selected item is shown below the item. For some items, an explanation of the values will also be displayed.

When you press the [ X ] button, and you'll then be returned to the screen that was displayed prior to the current screen.

When “P. \*/\*” appears at the upper right of the screen, it indicates that there are other items on the previous or next page.



### ■ Messages

Various messages will sometimes be displayed during operation. These messages ask you to confirm an operation, inform you of the results of an operation, or indicate an error when an operation could not be performed.

For details on error messages that begin with “Error,” refer to p. 104.

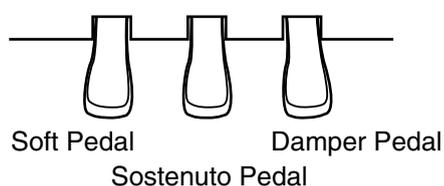
When a message like that to the right appears, select an answer

with the  cursor button, then press the [ O ] button to enter your selection. Pressing the [ X ] button closes the screen that is currently open.



### About the Pedals

The pedals have the following functions, and are used mainly for piano performance.



#### Damper Pedal (right pedal)

While this pedal is pressed, notes will be sustained even after you take your fingers off the keys.

On an acoustic piano, holding down the damper pedal will allow the remaining strings to resonate in sympathy with the sounds that you played from the keyboard, adding a rich resonance.

The HPi-6 simulates this damper resonance.

→ You can adjust the amount of damper resonance that occurs when you press the damper pedal. Refer to “Adjusting Resonance when the Damper Pedal is Depressed (Damper Resonance)” (p. 80).

#### Sostenuto Pedal (center pedal)

This pedal sustains only the sounds of the keys that were already played when you pressed the pedal.

#### Soft Pedal (left pedal)

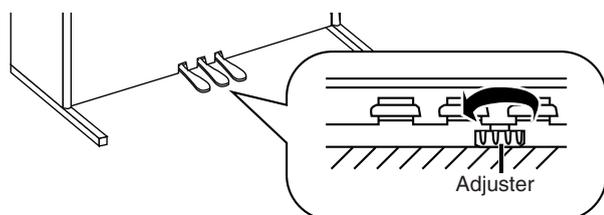
When you hold down this pedal and play the keyboard, the sound will have a softer tone.

→ The Sostenuto pedal and Soft pedal can be given functions other than these. Refer to “Notation Screen” (p. 24) and “Changing the Pedal Functions (Pedal)” (p. 82).

#### About the Adjuster

When you move the HPi-6 or if you feel that the pedals are unstable, adjust the adjuster located below the pedals as follows.

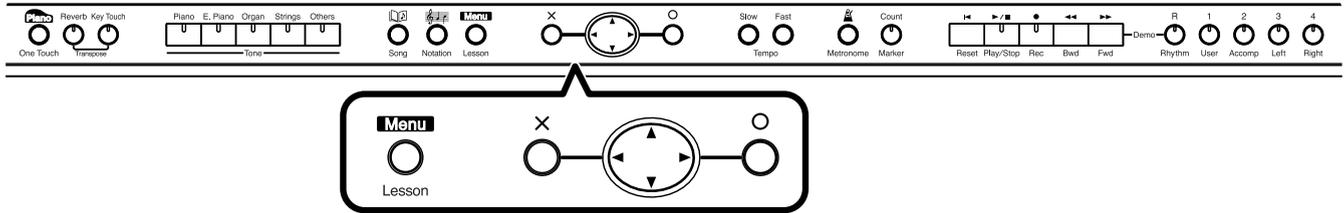
- Rotate the adjuster to lower it so that it is in firm contact with the floor. If there is a gap between the pedals and the floor, the pedals may be damaged. In particular when placing the instrument on carpet, adjust this so that the pedals firmly contact the floor.



# Try Out the HPI-6's Lesson Functions!

## Playing in a Wonderland of Sound

"Wonderland" allows children to experience a variety of sounds and internal songs with easy operation and enjoyable animation.



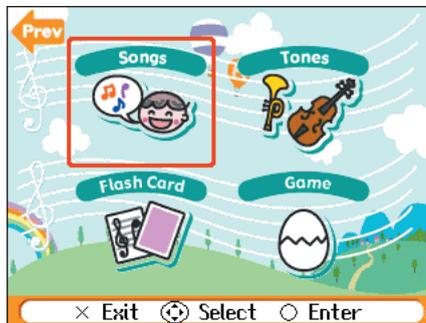
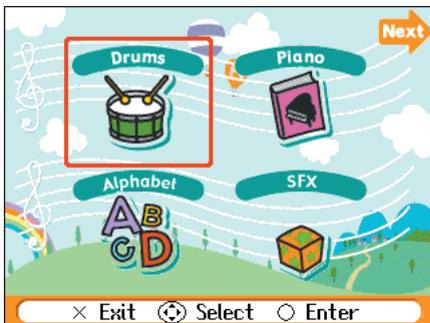
1. Press the [Menu/Lesson] button.

The Menu screen appears.



2. Press the  cursor button to select <Wonderland>, then press the [O] button.

After the opening screen is displayed, the "Wonderland" screen, like the one below, appears in the display. The "Wonderland" screen has two pages. Press the  cursor left or right button one or more times to switch the screens.



- 3.** Press the  cursor button to select the item you want to play, then press the [ O ] button.

You can do the following in Wonderland.

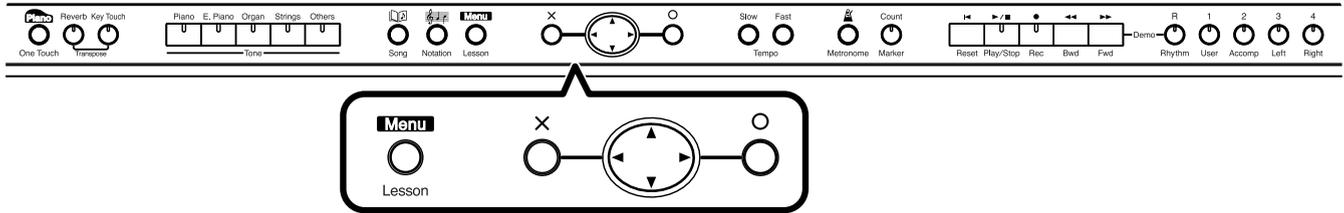
Item	How It Is Used
<b>Drums</b>	Select a picture of a percussion instrument to hear the sound of that instrument. Play the keyboard to play the selected percussion instrument.
<b>Piano</b>	Learn how the piano is constructed.
<b>Alphabet</b>	Use the keyboard to become familiar with the alphabet.
<b>SFX</b>	Listen to a wide variety of sound effects.
<b>Songs</b>	Listen to the internal songs.
<b>Tones</b>	Select a picture of an instrument to hear the sound of that instrument. Play the keyboard to play the selected instrument.
<b>Flash Card</b>	In this game, you play the notes shown on the cards.
<b>Game</b>	In this game, you try to the tone name, chords, and rhythms that you hear.

- 4.** Try playing as you view the screen.
- 5.** When you have finished with Wonderland, press the [ X ] button in the "Wonderland" screen.

## Try Out the HPI-6's Lesson Functions!

# Learning the Basics of Reading Music (DoReMi Course)

In the "DoReMi Course," even those unable to read music can study the basics of reading music and the keyboard through games and music.



1. Press the [Menu/Lesson] button.  
The Menu screen appears.
2. Press the  cursor button to select <DoReMi Course>, then press the [O] button.  
The "DoReMi Course" screen appears.



3. Press the  cursor up and down button to select the item you want to practice, then press the [O] button.  
You can do the following in DoReMi Course.

Item	Contents
<b>DoReMi (Pitch Training)</b>	Learn the key and note positions and the note names.
<b>Note and Rest (Rhythm)</b>	Learn the note and rest lengths.
<b>Fingering Number</b>	While playing, learn the fingering numbers.
<b>Thumb Under</b>	Familiarize yourself with the thumb-under technique for smooth fingering in performances.

4. Now try learning how to read the notation, using the buttons as you view the screen.
5. When you have finished with DoReMi Course, press the [X] button in the "DoReMi Course" screen.

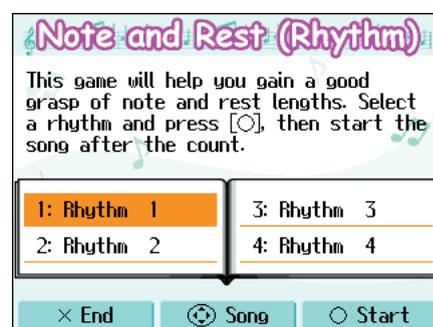
## ■ DoReMi (Pitch Training)

Remember the key and note positions and the note names.  
 Press the [ O ] button to start the game.  
 In this game, questions will appear in the left side of the screen.  
 Answer the questions by playing the keys.  
 Pressing the [ O ] button in the game screen prompts a description  
 of the key and note positions and the note names.



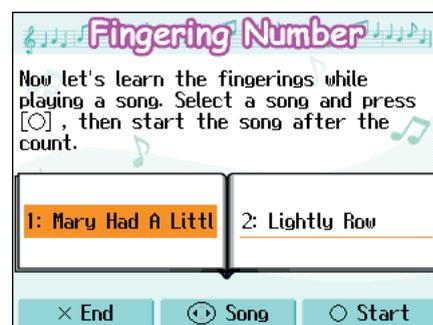
## ■ Note and Rest (Rhythm)

Remember the note and rest lengths.  
 Press the [ O ] button to start the practice.  
 Play the song while paying attention to the note and rest lengths.  
 Selecting <Description> in the Menu screen and pressing the [ O ]  
 button prompts a description of notes and rests.



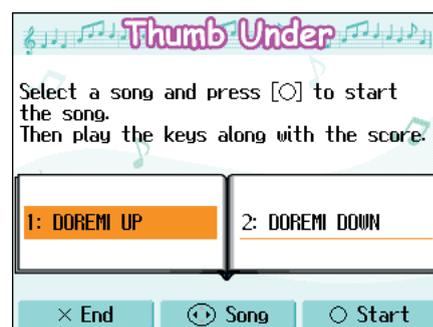
## ■ Fingering Number

Memorize the fingerings as you play the song.  
 Press the [ O ] button to start the practice.  
 Play the song according to the fingering given.  
 After finishing the practice, you can press the  cursor button  
 to check the notes and fingerings in the notation, one note at a  
 time.  
 Selecting <Description> in the Menu screen and pressing the [ O ]  
 button prompts a description of fingers and fingerings.



## ■ Thumb Under

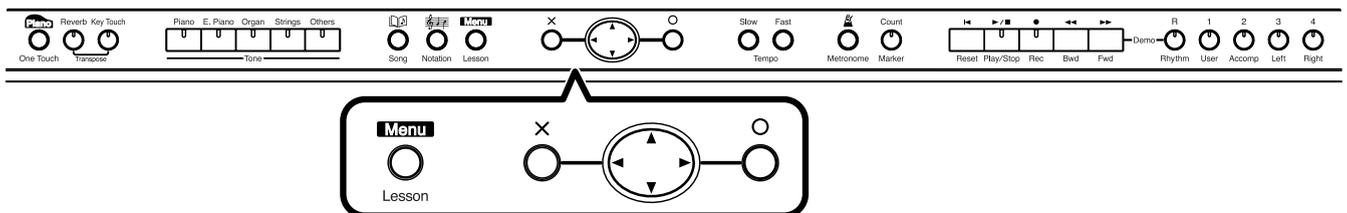
To perform with smooth finger movements, familiarize yourself  
 with the thumb-under technique.  
 Press the [ O ] button to start the practice.  
 Play the song while paying attention to the fingering and how you  
 are crossing over your hands.  
 After finishing the practice, you can press the  cursor button  
 to check the finger movements slowly, one note at a time.  
 Selecting <Description> in the Menu screen and pressing the [ O ]  
 button prompts a description of the thumb-under technique.



## Try Out the HPI-6's Lesson Functions!

# Splitting the Keyboard Into Two Sections for Four-Hand Performances (Twin Piano Mode)

You can divide the keyboard into two separate sections, allowing two people to perform in the same registers. Even when playing in tandem, it's easy to see whether or not the two players' performances are matching.



### 1. Press the [Menu/Lesson] button.

The Menu screen appears.

### 2. Press the cursor button to select <Twin Piano>, then press the [O] button.

The Twin Piano function switches on.



The following occurs with Twin Piano set to ON.

- The keyboard is divided into two sections which can be played with “Middle C” placed at the center of each section.
- The right pedal now functions as the damper pedal for the right keyboard section, and the left pedal functions as the damper pedal for the left keyboard section.
- The same tone (Natural Grand) is sounded by both sections.

### 3. Try performing with two people, one person playing on the left side of the keyboard and one on the right.

## Cancelling Twin Piano Function

Use the following procedures to cancel Twin Piano function.

**Method 1:** Press the One Touch [Piano] button. → p. 44

**Method 2:** Press the Tone button. → p. 45

**Method 3:** Cancel the “Split” function. → p. 52

**Method 4:** Change the “Pedal” function. → p. 25



You can record performances played using the Twin Piano function.

→ “Recording a New Song” (p. 64)

## ■ Taking a Lesson While Playing a Two-Person Game (Twin Piano Game)

The HPI-6 features an ear training game that makes use of the Twin Piano function. You can enjoy games such as listening to notes played in the left part of the keyboard and playing the same notes in the right side, or displaying notes played in the left part of the keyboard on the screen and playing the same note in the right side, all while getting real ear training practice.

1. Press the [ O ] button in the "Twin Piano" screen.

The "Twin Piano Game" screen appears.



2. Press the  cursor left or right button to select <Listen to Sounds> or <Read Notations>, then press the [ O ] button.

Game	Lesson Format
Listen to Sounds	<p>After listening to the note for a key played by the player using the left section of the keyboard, the player on the right plays the note he or she thinks is the same.</p> <p>* Several seconds after the player on the left poses the question, the note played appears in the notation to provide a hint.</p>
Read Notations	<p>The player using the left section of the keyboard plays a note to pose a question. That note is indicated in the notation.</p> <p>The player on the right looks at the screen and then plays the note he or she thinks is the same.</p> <p>* The player on the left should continue holding down the key for several seconds after presenting the question.</p>



When <Read Notations> is selected, no sounds are played when the player on the left presses the keys for the question.

3. One person presses a key in the left part of the keyboard to present a question.
4. The other person responds by pressing a key in the right part of the keyboard.

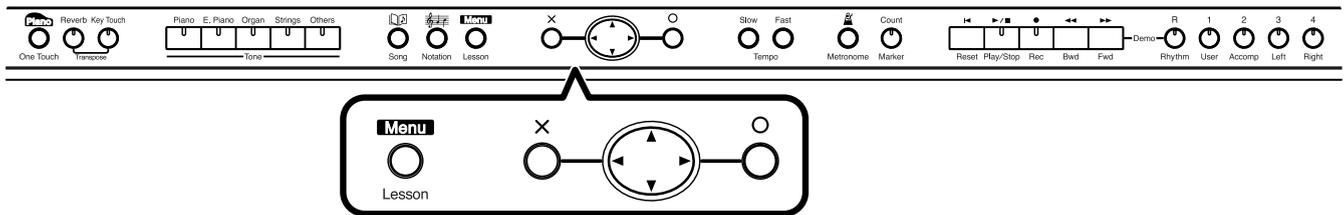
## Try Out the HPI-6's Lesson Functions!

# Playing Songs Using the Lesson Functions (Visual Lesson)

You can enjoy your practices with the HPI-6's Lesson function (Visual Lesson).

Play along with the accompaniment, and your score appears in the display showing how well you played. In addition, in the Check screen you can see the results shown as notation, allowing you to confirm just what you played.

You can select the level and practice songs to match your current abilities. You can also supplement your stock of practice songs with additional music files.



At this point, pressing [ O ] advances you to the next screen, and pressing [ X ] returns the previous screen to the display.

### Starting the Visual Lesson Function

When you want to perform with the tone changed, select the tone before starting Visual Lesson.

#### 1. Press the [Menu/Lesson] button.

The Menu screen appears.

#### 2. Press the cursor button to select <Visual Lesson>, then press the [ O ] button.

The "Visual Lesson" screen appears.



### Selecting the Course

#### 3. Press the cursor left or right button to select the course you want to practice, then press the [ O ] button.



When changing tones, refer to "Performing with a Variety of Tones" (p. 45).

Selecting the Song

4. Press the  cursor button to select the song you want to practice.



You can audition the sound by pressing the [▶/■] (Play/Stop) button.

You can adjust the tempo by pressing the Tempo [Slow] [Fast] buttons.

You can also play the metronome sound by pressing the [M] (Metronome) button.

5. Press the [O] button.

A screen like the one below appears when you select the <Repertoire course>.

**Part**  
This selects the part to be practiced.  
Setting: Both Hands, Right Hand, Left Hand

**Tempo**  
This sets the tempo for your practice.  
Setting: Much Slower, Slower, A Little Slower, Original Tempo

**Start Measure**  
This sets the starting measure.

**End Measure**  
This sets the ending measure.

Set the tempo and the part you want to practice, then press the [O] button.

Playing along with the Song

6. After reading the message in the screen, press the [O] button once more.

The song accompaniment begins.

7. Play along with the accompaniment.

When you have finished playing, your score appears in the display.



If you stop playing before the end of the song, the song playback stops, and the screen showing the graded result appears.

## Try Out the HPI-6's Lesson Functions!

### Checking the Performance

#### 8. Press the [ O ] button.

The results of your performance is shown in the musical notation in the Check screen, like that below.

The screenshot shows the 'Check' screen with two musical staves. The top staff is labeled 'Ref.' and shows a reference melody. The bottom staff is labeled 'You' and shows the user's performance. A piano keyboard is visible at the bottom. Annotations point to specific notes:

- Grayed Out:** Points to a note in the 'You' staff that is faded out. Description: "The proper note was not played."
- ? (Green):** Points to a note in the 'You' staff with a green question mark. Description: "A note not in the notation was played."
- Rhythm (Blue):** Points to a note in the 'You' staff with a blue question mark. Description: "The timing of the accent was off."
- Pitch (Red):** Points to a note in the 'You' staff with a red question mark. Description: "The pitch was incorrect."

Button	How It Is Used
 <b>Cursor button</b>	<p>You can switch the performance to be checked by pressing the  cursor up or down button. Pressing the  cursor down button when "Ref." (reference) is selected switches the performance to "You" (the results of your performance). Pressing the  cursor up button when "You" (the results of your performance) is selected switches the performance to "Ref." (reference).</p> <p>You can check each note in the performance, one note at a time, by pressing the  cursor left or right button.</p>
<b>[ ◀◀ (Bwd)] button</b>	The notation is switched, going back one measure in the notation each time the button is pressed.
<b>[ ▶▶ (Fwd)] button</b>	The notation is switched, advancing one measure in the notation each time the button is pressed.
<b>[ ▶ / ■ (Play/Stop)] button</b>	You can use this to play back the performance selected with the  cursor button ("Ref." [reference] or "You" [the results of your performance]).

### Displaying the Menus

#### 9. Press the [ O ] button.

The following screen appears.



10. Press the  cursor button to select the menu, then press the [ O ] button.

If you want to practice the same song again, select "Try Again."

If you want to practice another song, select "Select Song."

If you want to practice with another course, select "Select Course."

If you are finished with Visual Lesson, select "Exit."

### MEMO

When the "Repertoire course" is selected, <Setting> appears in the menu. If you want to make settings for the tempo, part to be played, or other settings, select this <Setting>.

## ■ Practicing with Internal Songs and Songs on External Memory

Not only can you practice the songs prepared for use in Visual Lesson, you can also practice other HPi-6 internal songs and songs saved on external memory.

When practicing songs saved on external memory, be sure to have the external memory connected to the HPi-6's External Memory connector first.

1. Select "Other Songs" in the "practice song selection" screen, then press the [ O ] button.



The "song selection" screen appears.

2. Press the  cursor button to select the song, then press the [ O ] button.
3. If you have selected the <Repertoire> course, set the tempo and the part you want to practice, then press the [ O ] button.
4. Play along with the accompaniment.

When you have finished playing, your score appears in the display.

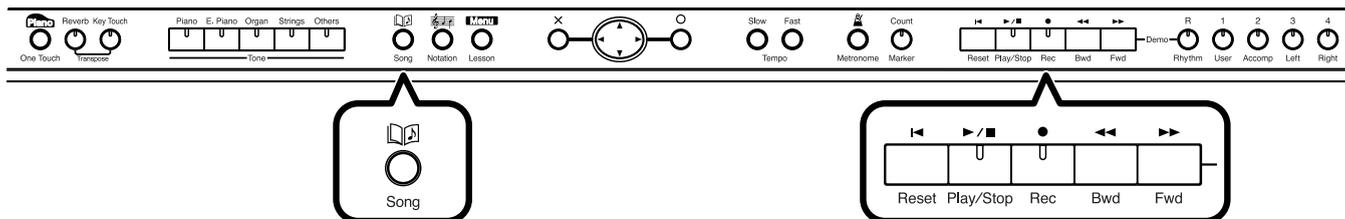
Press the [ O ] button to display the results of your performance in the notation.

# Listening to the Songs

You can listen to the internal songs, commercially available music files, songs you have recorded yourself, and songs saved on external memory (optional; sold separately).

## Listening to the Internal Songs

The HPi-6 features a variety of internal songs. The internal songs are categorized into “Practice,” “Masterpieces,” “Popular,” and “Kids” genres.



### Selecting the Song

1. Press the [ (Song) ] button.

The “song selection” screen appears.

**Genre**  
Press the cursor left or right button to select the genre. Selectable songs differ for each genre.

**Song Name**  
The name of the currently selected song.

**External Memory/Disk**  
Selects songs in external memory or on floppy disks. For details refer to p. 41.

**Song List**  
Press the cursor up or down button to select the song. The selection will be highlighted in black.

**Legend:**  
 Genre Selected  
 Genre Not Selected

2. Press the cursor left or right button to select the song genre.
3. Press the cursor up or down button to select the song you want to listen to from the song list.

### Playing Back

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

The [ (Play/Stop) ] button’s indicator will light.

The song will begin playing.

#### NOTE

The “External Memory” or “Disk” genres can be selected only when external memory or a floppy disk drive is connected to the External Memory connector. In this case, “Disk” is indicated when a floppy disk drive is connected; “External Memory” is indicated when external memory is connected. In addition, the “Favorites” genre can be selected only when you have a song or songs in the “Favorites.”

#### MEMO

If you want to display the notation, press the (Notation) button. While the notation shows the symbol, the song data is being loaded.

#### MEMO

When the “song selection” screen is displayed, you can start and stop playback of songs by pressing the [ ] button.

## Stopping Playback

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

The [▶/■ (Play/Stop)] button's indicator goes off, and playback of the song stops.

Playback will stop automatically when it reaches the end of the song.

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

You can check the notes of all of the internal songs in the Notation screen.

They also have orchestral accompaniments, so you can play along with the accompaniment, or adjust the tempo to the desired speed for easier practice.

→ "Playing Along with Songs" (p. 54)

→ "Adjusting the Tempo" (p. 56)

You can save songs currently being practiced and other songs you like simply and easily by registering them to the "Favorites." You can also play back SMF music files saved on external memory (USB memory, floppy disks; separately available) connected to the External Memory connector.

→ "Registering the Songs You Like (Favorites)" (p. 42)

→ "Internal Song List" (p. 111)

→ "Listening to Music Files or a Song that was Saved on External Memory" (p. 41)

## If a screen like the following is displayed

If you select a different song after already having recorded, edited (p. 90), or changed the settings (p. 85) for a song, the following message appears.

If you want to erase the song, use the

 cursor button to select <OK>, then press the [○] button. If you do not want to delete the song, select <Cancel>, then save the song to external memory or to the "Favorites."

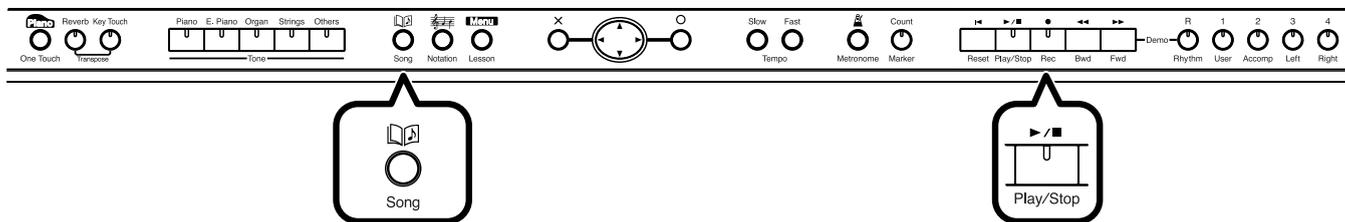
→ "Saving Songs" (p. 74)



## Listening to the Songs

### ■ Playing Songs Consecutively (All Song Play)

You can play back the internal songs and songs in external memory continuously.



1. Hold down the [  (Song) ] button and press the [  /  (Play/Stop) ] button.



2. Press the  cursor up or down button to change the setting.

Setting	Explanation
Random Play	Songs in all genres are played back in random order.
Practice	All internal songs in the selected genre are played back.
Masterpieces	
Popular	
Kids Song	
Favorites	All songs registered in the "Favorites" are played back.
External Memory	Songs stored to the external memory or floppy disk connected to the External Memory connector are played back.

3. Press the [  ] button.

All songs in the selected genre are played back continuously.

When all selected songs have been played, playback will return to the first song and resume.

If no operations are performed for dozens of seconds, <Random Play> will start automatically.

### Stopping Playback

1. Press the [  /  (Play/Stop) ] button.

Playback will stop.

#### MEMO

If you want to play back songs stored to optional external memory (USB memory or floppy disks), select <External Memory>.

#### NOTE

When playing back all songs on external memory, you cannot play back songs contained inside folders. If any songs that you want to play are inside any folders, move those songs outside their folders.

# Listening to Music Files or a Song that was Saved on External Memory

This procedure is used to play back commercially available music files and songs saved on optional external memory and floppy disks connected to the External Memory connector. You can also play the keyboard along with the song playback.

1. **Connect the optional external memory or floppy disks drive to the External Memory connector.**

If playing back commercially available music files or songs saved on a floppy disk, insert the floppy disk in the floppy disk drive.

## Selecting the Song

2. Press the [  (Song) ] button.
3. Press the  cursor left or right button to select <External Memory> or <Disk> as the genre.

### Genre

Press the  cursor left or right button to select <External Memory> or <Disk>.

### Song Name

The name of the currently selected song.

### Song List

The selection will be highlighted in black.



4. Press the  cursor up or down button to select the song you want to play back.

## Playing Back

5. Press the [  (Play/Stop) ] button.  
The song will begin playing.

## Stopping Playback

6. Press the [  (Play/Stop) ] button once more.

### When Selecting Songs in Folders

1. In the “song selection” screen, press the  cursor button to select the folder containing the song you want to play back.
2. Press the [  (Play/Stop) ] or [  ] button.  
After a moment, a list of songs in the folder is displayed.
3. Press the  cursor button to select the song you want to play back.

### MEMO

For more on connecting external memory or floppy disk drives, refer to “Connecting an External Memory” (p. 72) and “Attaching the Floppy Disk Drive” (p. 113).

### MEMO

If you want to display the notation, press the  (Notation) button. The measure number in the screen will be highlighted while the music file is being loaded. Please wait.

### MEMO

For more on how to use the notation screen, refer to p. 24.

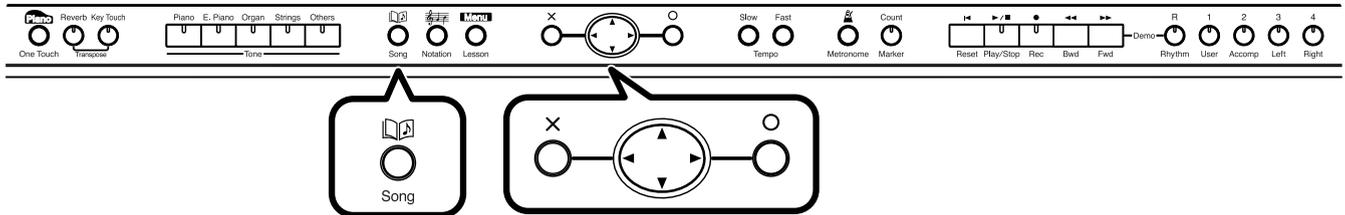
### MEMO

To Leave a Folder

1. Press the  cursor button to select  (Up).
2. Press the [  (Play/Stop) ] or [  ] button.

# 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.



### What are the “Favorites?”

This is the area of memory where you can save copies of performances recorded with the HPi-6, songs stored in the external memory connected to the HPi-6’s External Memory connector, and other songs. By registering songs to the “Favorites,” you can then select the registered songs easily by selecting “Favorites” as the genre in the “song selection” screen.

Since songs registered to the “Favorites” are not deleted when you turn off the HPi-6’s power, you will find it convenient to register the songs you often listen to here in the “Favorites.”

## 1. Press the [ (Song) ] button.

The “song selection” screen appears.



## 2. Press the cursor left or right button to select the song genre.

## 3. Press the cursor up or down button to select the song you want to register.

## 4. Hold down the [ (Song) ] button and press the [ ] button.

A screen like the one shown below appears.



### NOTE

When you have selected a song registered to the “Favorites” genre, holding down the [  (Song) ] button and pressing the [  ] button displays the “song deletion” screen. If you do not want to delete the song, use the  cursor button to select <Cancel> and then press the [  ] button.

5. Press the  cursor right button to select <OK>, then press the [ O ] button.

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.

## ■ Removing Songs from Favorites

1. Press the [  (Song) ] button.

The “song selection” screen appears.

2. In the “song selection” screen, press the  cursor left or right button to select <Favorites>.



3. Press the  cursor up or down button to select the song you want to remove from “Favorites.”

4. Hold down the [  (Song) ] button and press the [ O ] button.

A screen like the one shown below appears.



5. Press the  cursor right button to select <OK>, then press the [ O ] button.

The selected song is removed from the “Favorites.”

**NOTE**

Never turn off the power while the display indicates “Executing....”

**NOTE**

You can register up to a maximum of 200 songs in the “Favorites.” However, if there is insufficient memory remaining, the message “Error: 11” (p. 104) will appear even with fewer than 200 songs, and you will not be able to continue registering more songs.

**NOTE**

You cannot select “Favorites” as the song genre without any songs being registered to the “Favorites.”

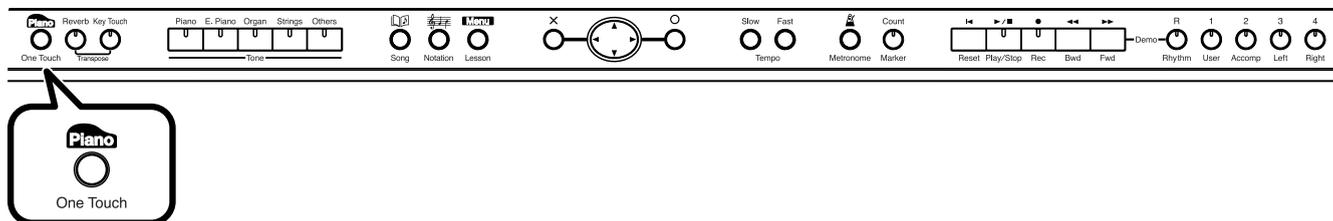
**NOTE**

Never turn off the power while the display indicates “Executing....”

# Adding Variety to Your Performances

## Playing the Keyboard Like a Piano (One-Touch Piano)

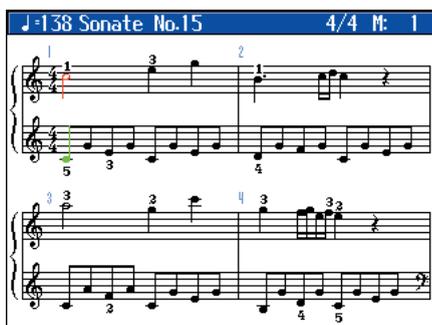
You can create the optimal settings for a piano performance with the press of a single button.



### 1. Press the One Touch [ **Piano** ] button.

The Tone [Piano] button's indicator will light.

A screen stating that the optimal settings for piano performances have been selected is displayed for several seconds, followed by a "Notation screen" like the following.



When you press the One Touch [ **Piano** ] button, the HPi-6 will switch to the following settings, regardless of the current panel settings.

- If the keyboard has been split into upper and lower sections (Split Performance → p. 52), the keyboard returns to a single section. When the sounds are layered (Dual Performance → p. 51), the layered sound is cancelled, and sounds are played using the piano tone.
- Pedal functions are as follows: the left pedal functions as the soft pedal, the center pedal functions as a sostenuto pedal, and the right pedal functions as a damper pedal.  
If any other functions are assigned to the left and center pedals, these functions are cancelled.
- The "Natural Grand" sound is automatically selected.
- Reverb depth is set to "4."
- The chorus function is turned off.



The notation for the currently selected song is displayed in the screen.

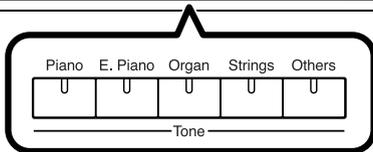
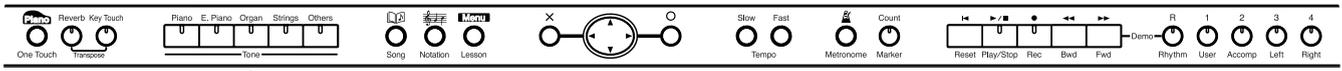


Since this instrument faithfully reproduces real acoustic piano action and response, keys played in the top one-and-one-half-octave range continue to resonate, regardless of the damper pedal action, and the tone in this range is audibly different. The Transpose setting (p. 62) can also be used to change the range that is unaffected by the damper pedal.

## Performing with a Variety of Tones

The HPi-6 contains 450 and more different tones.

The tones are organized into five tone groups, which are assigned to the Tone buttons.

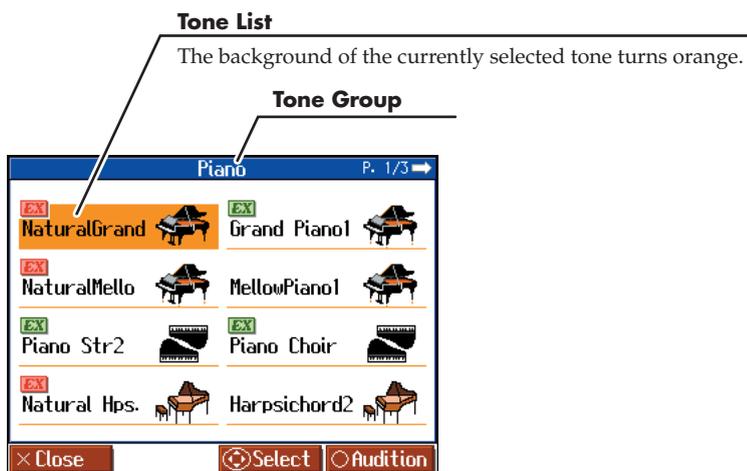


Tone Group: **Piano, E.Piano, Organ, Strings, Others**

### 1. Press any one of the Tone buttons to select a tone group.

When you press a Tone button, the button's indicator will light. The "tone selection" screen appears.

### 2. Press the cursor button to select the tone to perform with.



The "tone selection" screen consists of multiple pages. When you press the  cursor button to switch tones, the screen switches automatically.

The next time you press this Tone button, the tone you finalized here will be heard.

→ "Tone List" (p. 105)

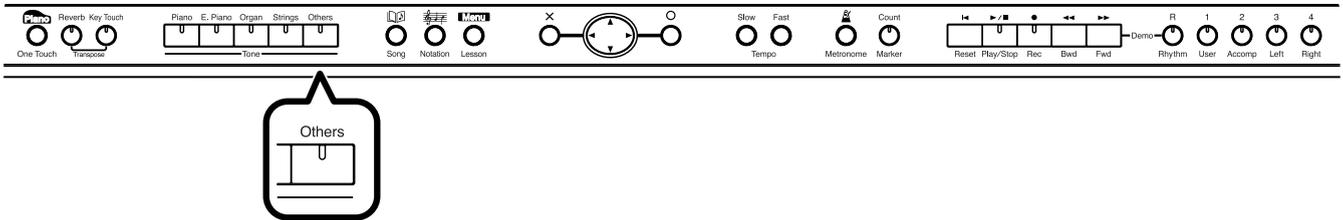
Tones indicated by  is called an "EX Tone." These tones are especially recommended.

Tones indicated by a red  mark produce the "Key Off Sound." What "Key Off Sound" does is recreate the tonal changes produced when the fingers are released from the keys.

When the "tone selection" screen is displayed, you can listen to a phrase that uses the selected tone by pressing the [  ] button. The phrase is played to the end and then stops automatically. Pressing the [  ] button while the phrase is still playing stops the phrase.

# Playing Percussion Instruments or Sound Effects

You can use the keyboard to play percussion sounds or effects like sirens and animal sounds.



1. Press the Tone [Others] button.
2. Use the  cursor button to select a rhythm set such as <DR STANDARD> or <SOUND EFFECT> (SFX set).

Drum set names are indicated by initial "DR."

Each note of the keyboard will play a different sound.

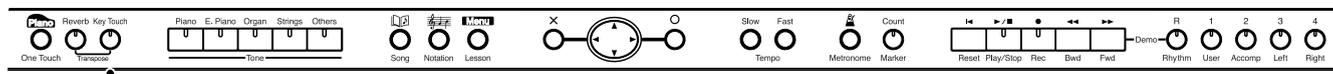


### MEMO

The combination of sounds assigned to the keyboard varies according to the drum set. For the sounds that are assigned to each key of a drum set or sound effect set, refer to "Drum/SFX Set List" (p. 107).

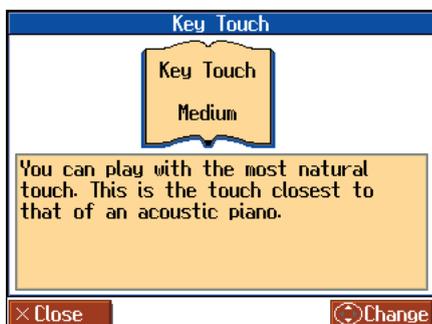
## Adjusting the Keyboard Touch (Key Touch)

You can adjust the touch (playing feel) of the keyboard.



### 1. Press the [Key Touch] button.

Each time you press the [Key Touch] button, the button's indicator changes color while the touch is switched.



Indicator	Setting	Explanation
Off	Medium	This allows you to play using the most natural touch. This setting is closest to the response of an acoustic piano.
Lit (Red)	Heavy	Fortissimo (ff) cannot be produced unless you play more strongly than usual, making the keyboard feel heavier. This setting allows you to add more expression when playing dynamically.
Lit (Green)	Light	Fortissimo (ff) can be produced by playing less strongly than usual, making the keyboard feel lighter. This setting makes it easier for children, whose hands have less strength.
Lit (Orange)	Fixed	Sounds at a fixed volume, regardless of your keyboard playing strength.



While the "Key Touch" screen is being displayed, you can also change the key touch by

pressing the  cursor up or down button.

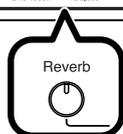
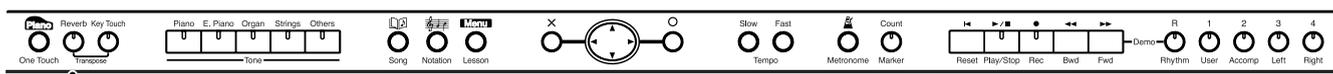
# Applying Effects to the Sound

## ■ Adding Reverberation to the Sound (Reverb)

By applying the reverb effect you can produce a pleasant reverberation, making it sound as though you were performing in a concert hall.

### NOTE

It is not possible to memorize the reverb effect setting for each tone.



### 1. Press the [Reverb] button.

The button's indicator will light, and a reverb effect will be applied to the sound. To cancel the reverb effect, press the [Reverb] button, getting its indicator to go dark.

### MEMO

The depth of the reverb effect can be adjusted. Refer to "Adjusting the Depth of the Effects (Effect)" (p. 81).

### MEMO

You can change the amount of reverb applied by holding down the [Reverb] button and pressing the  cursor up or down button.

## ■ Adding Richness to the Sound (Chorus)

By applying the chorus effect you can make the sound richer and more spacious. You can turn the chorus effect on and off for each tone individually.

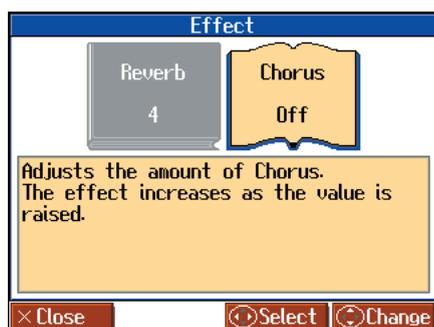
### 1. Press the [Menu/Lesson] button.

The Menu screen appears.

### 2. Press the cursor button to select <Functions>, then press the [ O ] button.

### 3. Press the cursor button to select <Effect>, then press the [ O ] button.

### 4. Press the cursor right button to select <Chorus>.



- 5.** Press the  cursor up or down button to adjust the amount of chorus applied.

Setting	Explanation
Off	No chorus effect is applied.
1–10	The chorus effect is applied. The effect deepens as the value is increased.

- 6.** Press the [ × ] button to close the “Effect” screen.

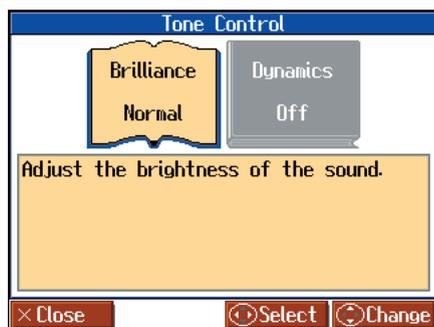
### MEMO

The chorus setting can be memorized for each tone. Turning off the power restores the original settings. You can also use the Memory Backup function to save the chorus settings even when the power is turned off.

## ■ Adjusting the Brightness of the Sound (Brilliance)

You can adjust the brightness of the sound.

- 1.** Press the [Menu/Lesson] button.  
The Menu screen appears.
- 2.** Press the  cursor button to select <Functions>, then press the [ ○ ] button.
- 3.** Press the  cursor button to select <Tone Control>, then press the [ ○ ] button.
- 4.** Press the  cursor left button to select <Brilliance>.



- 5.** Press the  cursor up or down button to change the brightness setting.  
Settings: **Normal, Mellow, Bright**
- 6.** Press the [ × ] button to close the “Tone Control” screen.

## Adding Variety to Your Performances

### ■ Adding Liveliness to the Sound (Dynamics)

You can add liveliness to the sound to give it superb clarity and distinctness.

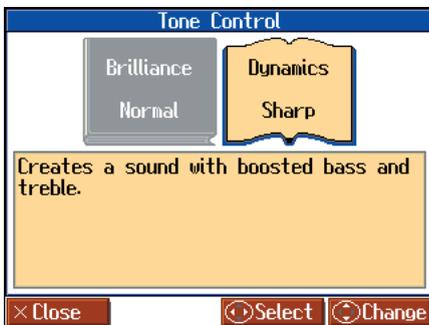
1. Press the [Menu/Lesson] button.

The Menu screen appears.

2. Press the  cursor button to select <Functions>, then press the [O] button.

3. Press the  cursor button to select <Tone Control>, then press the [O] button.

4. Press the  cursor right button to select <Dynamics>.



5. Press the  cursor up or down button to change the dynamics setting.

Setting	Explanation
Off	The Dynamics function is switched off.
Sharp	Creates a sound with boosted bass and treble.
Clear	Creates a clear distinct sound in lower frequency.
Power	Creates a sound with boosted bass.

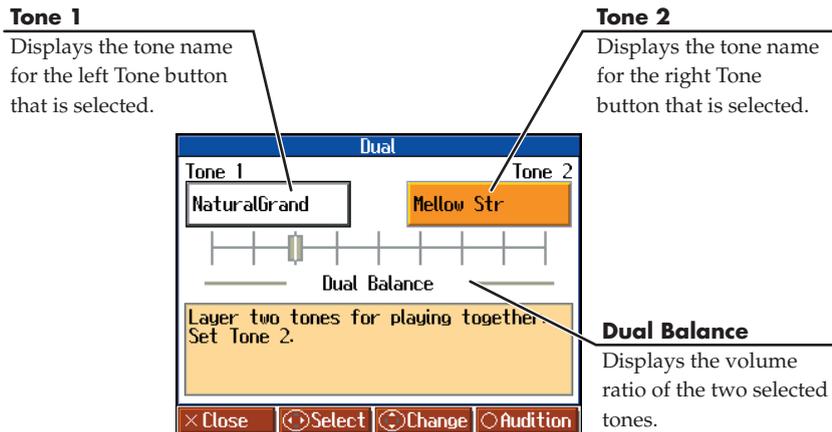
6. Press the [X] button to close the "Tone Control" screen.

# Playing Two Sounds Layered Together (Dual)

Simultaneously playing two sounds when one key is pressed is called “Dual Performance.”

### 1. Simultaneously press two of the Tone buttons.

Both of the button indicators will light. Of the two buttons, the sound of the left button will be “Tone 1,” and the sound of the right button will be “Tone 2.”



### Changing the Tone

1. Press the  cursor left or right button to select “Tone 1” or “Tone 2.”
2. Press the  cursor up or down button to select the tone.

When the tone names of “Tone 1” or “Tone 2” are highlighted, you can press the

 Cursor button to select tones within the same tone group.

### Adjusting the Volume Balance (Dual Balance)

You can change the volume balance between the two layered sounds in Dual performance.

1. Press the  cursor left or right button to select “Dual Balance.”
2. Press the  cursor up or down button to adjust the dual balance.

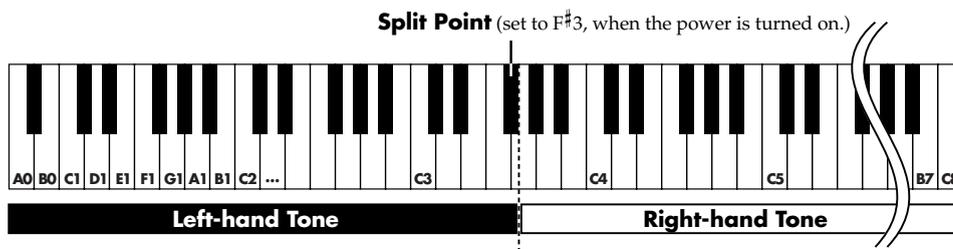
The volume balance changes.

### Cancelling Dual Performance

1. Press any tone button.

# Playing Different Sounds in the Right and Left Hand (Split)

Dividing the keyboard into right-hand and left-hand areas, then playing different sounds in each is called “Split Performance.” The boundary key is called the “Split Point.”



The split point key is included in the left-hand keyboard area.

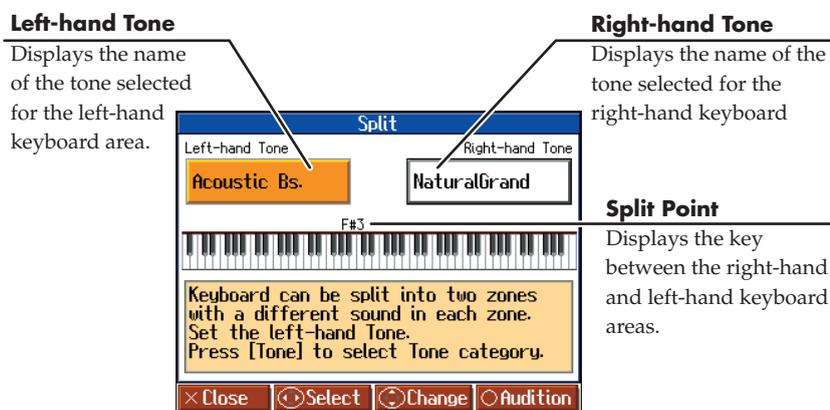
### 1. Press the [Menu/Lesson] button.

The Menu screen appears.

### 2. Press the cursor button to select <Split>, then press the [O] button.

Split performance is enabled. The tone selected before the performance is set as the “Right-hand Tone”; the “Left-hand Tone” is selected automatically.

The following screen appears.



## Changing Tones

### 1. Press the cursor left or right button to select <Left-hand Tone> or <Right-hand Tone>.

### 2. Press the cursor up or down button to select the tone.

When the tone names of <Left-hand Tone> or <Right-hand Tone> are highlighted, you can press the  cursor button to select tones within the same tone group.

## Changing the Split Point

### 1. Press the cursor left or right button to select the keyboard layout (split point).

### MEMO

When switching tone groups, if <Right-hand Tone> or <Left-hand Tone> is selected, press a tone button.

You can use the  cursor button to select tones within the selected tone group. After changing the tone, pressing the [X] button returns the “Split” screen to the display.

- Press the  cursor up or down button.

The Split Point is changed.

You can change the split point within the range of B1 through B6.



This is set to "F#3" when the power is turned on.

### Cancelling the Split Performance

When the Split Performance is set to On, the mark at the <Split> in the Menu screen icon turns red. Use the following procedure to cancel the split.

- Press the  cursor button to select <Split> on the Menu screen, then press the [ O ] button.

The red mark at the <Split> icon in the Menu screen turns gray.

### Enabling Split Performance When Dual Performance is Already Enabled

By enabling Split Performance while the HPi-6 is already in Dual Performance mode, you can then split the keyboard into left and right sections, while also having two tones play in the right side.

- Simultaneously press two tone buttons to switch to Dual Performance.
- Press the [Menu/Lesson] button.
- Press the  cursor button to select <Split>, then press the [ O ] button.

Split is now enabled.

In addition, Dual performance is enabled in the right-hand side of the keyboard.

#### Left-hand Tone

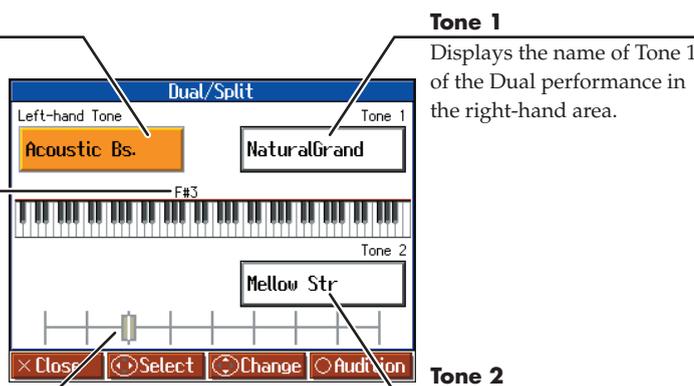
Displays the tone name for the left Tone button that is selected.

#### Split Point

Displays the key between the right-hand and left-hand keyboard areas.

#### Dual Balance

This shows the relative balance in volume between the two tones selected for the right-hand side.



#### Tone 1

Displays the name of Tone 1 of the Dual performance in the right-hand area.

#### Tone 2

Displays the name of Tone 2 of the Dual performance in the right-hand area.

### To Switch From Split to Dual Performance

- Set the HPi-6 to Split Performance (p. 52).
- After pressing the  cursor button to select the right-hand tone, press two tone buttons.

Split Performance is enabled. In addition, Dual Performance is enabled in the right-hand part.

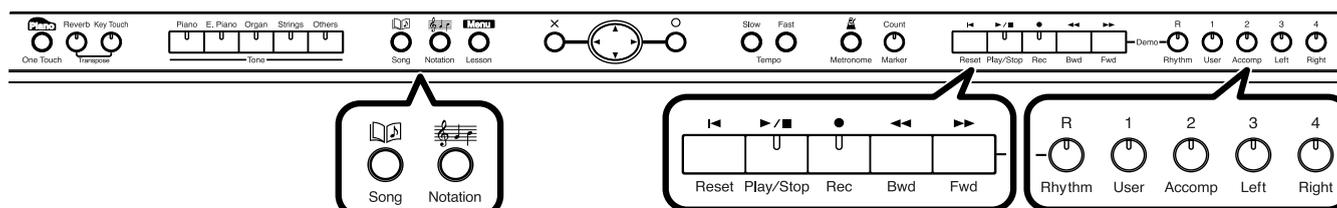
# Practicing

## Playing Along with Songs

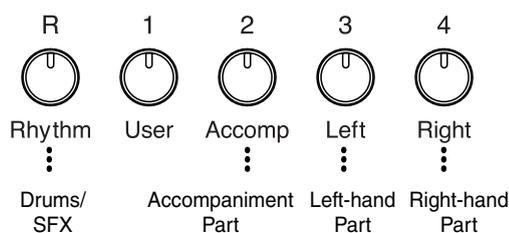
You can play along with a song stored internally in the HPi-6 or on external memory.

You can mute the sound of the part you want to play, and play that part yourself. 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.

You can check the notes in all internal songs and songs stored to external memory in the Notation screen.



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



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

### Preparing to Play

#### 1. Select the song you want to play.

→ “Listening to the Internal Songs” (p. 38)

→ “Listening to Music Files or a Song that was Saved on External Memory” (p. 41)

#### 2. Press the track button for the performance part you want to practice; the button’s indicator goes off.

The indicators of the buttons you pressed will go dark, and the selected track will not be heard.

To cancel muting, press the same track button once again to make the indicator light.

#### 3. Press the [🎵 (Notation)] button.

The Notation screen appears. While the screen shows the  symbol, the song data is being loaded.

### Playing back

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

The button’s indicator will light.

The song will begin playing. Go ahead and play along with the song.

#### MEMO

For more on music files, refer to “Music Files That the HPi-6 Can Use” (p. 114).

#### MEMO

If a single Track button includes more than one instrument and you want to mute just one of those instruments, take a look at “Preventing a Part from Playing (Mute)” (p. 85).

#### MEMO

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.

#### MEMO

When playing back SMF music files for Roland Piano Digital series instruments, and the [3/Left] button and [4/Right] 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. 86).

#### MEMO

You can press the Tempo [Slow] [Fast] buttons to adjust the tempo to your liking.

### Stopping the song

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

The indicator for the [▶/■ (Play/Stop)] button goes out, and playback of the song stops.

Playback will stop automatically when it reaches the end of the song.

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

### If a screen like the following is displayed

If you select a different song after already having recorded, edited (p. 90), or changed the settings (p. 85) for a song, the following message appears. If you want to erase the song, select <OK>. If you do not want to delete the song, select <Cancel>, then save the song to external memory or to the "Favorites."

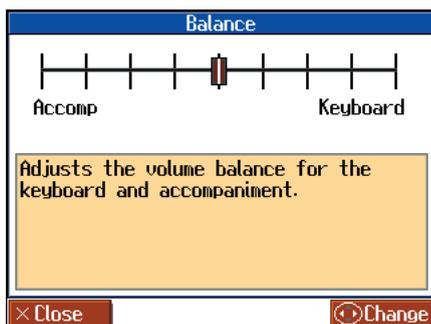


→ "Saving Songs" (p. 74)

## Changing the Volume Balance of the Accompaniment and Keyboard (Balance)

You can change the volume balance between the sounds from the song being played and the sounds from keyboard.

1. Press the [Menu/Lesson] button.
2. Press the  cursor button to select <Balance>, then press the [O] button.



3. Press the  cursor left or right button to adjust the volume balance between accompaniment and keyboard.

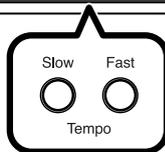
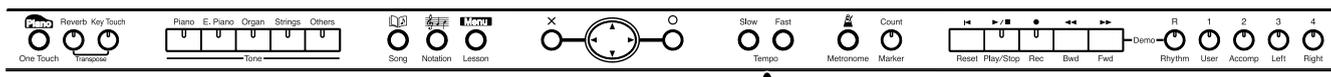
Setting	Explanation
Pressing the  cursor right button sets the <Keyboard> side	The volume of the song and accompaniment sounds decreases.
Pressing the  cursor left button sets the <Accomp> side	The volume of the keyboard sounds decreases.

# Adjusting the Tempo

This changes the song tempo.

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. Additionally you can change the tempo even when the song is in progress.



1. Press the Tempo [Slow] [Fast] buttons to adjust the tempo.

The tempo can be adjusted in a range of ♩ =10-500.

## ■ Playing Back at a Fixed Tempo (Tempo Mute)

The tempo in some songs may change, speeding up or slowing down, when the song is in progress.

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

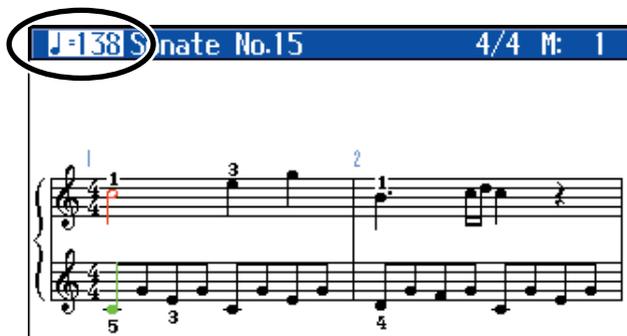
1. Press the [ ] (Metronome) button.

The "Metronome" screen appears.

2. Press the [ ] button.

Tempo mute is enabled.

When tempo mute is in effect, the tempo display appears in reverse video.



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

To cancel Tempo Mute, press the [ ] (Metronome) button again to display the "Metronome" screen, then press the [ ] button.

Tempo Mute will also be cancelled when you select a different song.



You can also enable Tempo Mute by holding down [ ] (Play/Stop) and pressing either the Tempo [Slow] or [Fast] button.

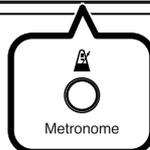
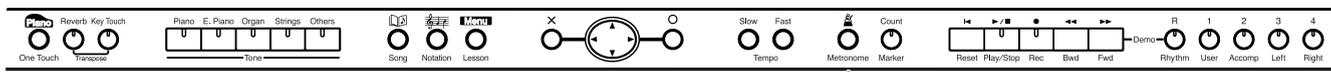


You can also cancel Tempo Mute when the function is enabled by holding down [ ] (Play/Stop) and pressing either the Tempo [Slow] or [Fast] button.

# Using the Metronome

The HPi-6 contains a versatile metronome function.

While a song is playing, the metronome will sound at the corresponding tempo and time signature (Beat).



## 1. Press the [ ] (Metronome) button.

The button's indicator will blink according to the time signature (Beat), and the metronome will sound.

To stop the metronome, press the [ ] (Metronome) button, getting its indicator to go dark.



You can set Tempo Mute by pressing the [ ] button when the "Metronome" screen is displayed (p. 56).

**Sound**  
Specifies the metronome sound.

**Pattern**  
Specifies the timing interval of the metronome's weak beats.

**Beat LED**  
Sets the [ ] (Metronome) button's indicator on or off.

**Beat**  
Sets the beat.

**Volume**  
Sets the metronome volume.

## 2. Press the cursor left or right button to select the setting you want to make.

Item	Setting
Volume	Choosing  sets the volume to the lowest level, and choosing  sets it to the highest level. Choosing  to silence the metronome sound.
Beat	<b>2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8</b> * It is not possible to change the "Beat" setting while a song is playing.

## Practicing

Item	Setting
Sound	Click,  Electronic, ichi, ni, Voice (Japanese) ("1," "2," "3" in Japanese), One, two, Voice (English) ("1," "2," "3" in English), Animal,  Wood Block, Triangle & Castanets,  Hand Claps
Pattern	Normal , (dotted half note),  (half note), (dotted quarter note),  (quarter note), (dotted eighth note),  (eighth note), (sixteenth note), +Doubl Double (note added to back beat of the first beat), +Tripl Triple (added notes sound the first beat as a triplet), +Shufl Shuffle (notes added to create a shuffle)
Beat LED	<b>On</b> (The [  (Metronome)] button's indicator flashes in time with the beat.), <b>Off</b> (Dark)

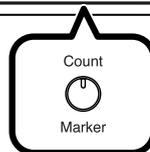
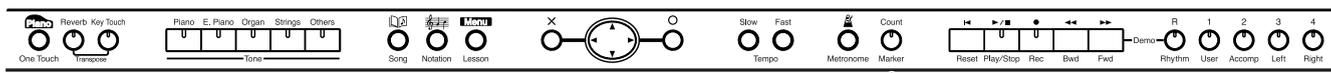
3. Press the cursor up or down button to change the value.

## Adding a Count to Assist Your Timing

"Count-in" means to sound a count before song playback begins.

"Countdown" means to sound a count after the end of the song introduction (before you begin playing the keyboard).

If you will be playing along with a song, sounding a count will make it easier to match the timing of your performance to the song.



1. Press the [Count/Marker] button.

The "Count" screen appears. The "Count" screen has two pages.



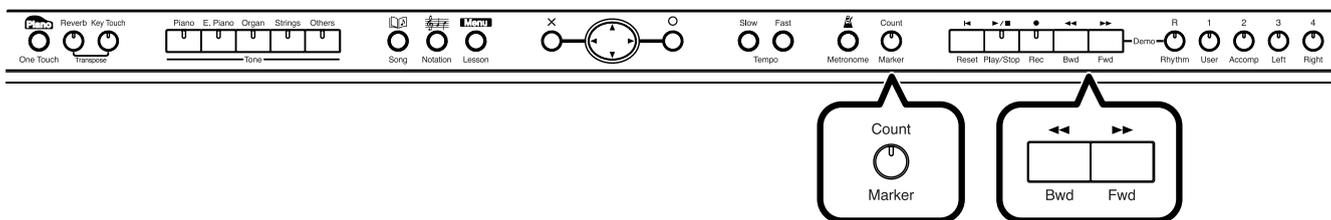
**2.** Press the  cursor left or right button to select the setting you want to make.

Item		Setting
<b>Count Mode</b>	Specifies what type of count will be added.	<b>Count In</b> (add a count before the performance), <b>Countdown</b> (add a count only before you begin playing), <b>Count In/down</b> (add both a count-in and a countdown)
<b>Countdown Sound</b>	Specifies the count-down sound.	<b>Voice (Japanese), Voice (English)</b>
<b>Countdown Track</b>	Specifies the track or part that will determine the beginning of the performance when adding a countdown.	<b>Left &amp; Right Track</b> (Right-hand and left-hand parts of a piano song), <b>Left Track</b> (Left-hand part of a piano song), <b>Right Track</b> (Right-hand part of a piano song), <b>Part 1–16</b>
<b>Count In Sound</b>	Specifies the count-in sound.	<b>Stick, Click, Electronic, Voice (Japanese), Voice (English), Wood Block, Triangle &amp; Castanets, Hand Clap, Animal</b>
<b>Count In Measure</b>	Specifies the length (number of measures) of the count-in.	<b>1, 2</b>
<b>Count In Repeat</b>	When <Repeat> is turned on in the “Marker” screen (p. 60), this specifies whether the count-in will sound each time the range between the markers is repeated, or only the first time.	<b>First time, Each time</b>

**3.** Press the  cursor up or down button to change the value.

# Assigning Markers to a Song for Repeated Practice

You can add markers within a song so that you can move to a marked measure, or play back repeatedly between two markers.

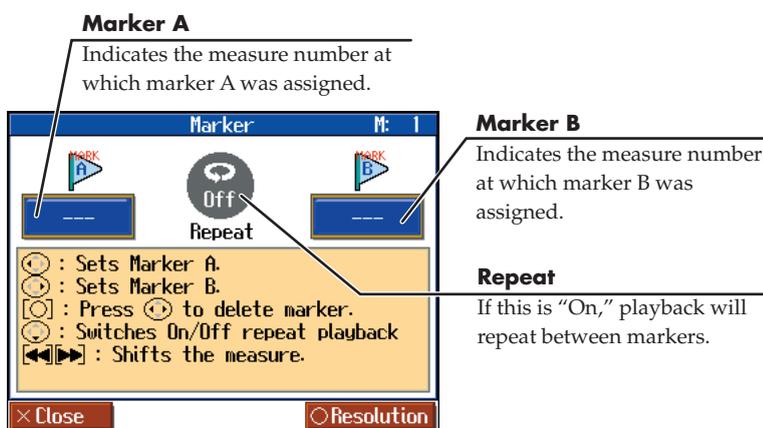


Before you begin, select the song in which you want to assign markers (p. 38, p. 41).

## Accessing the Marker Screen

1. Press the [Count/Marker] button to display the “Count” screen.
2. Press the [O] button.

The “Marker” screen appears.



## Moving to the Location at which You Want to Assign a Marker

3. Use the [◀◀ (Bwd)] [▶▶ (Fwd)] buttons to move to the measure at which you want to assign a marker.

## Assigning a Marker

4. Press the cursor left or right button to add a marker.

Press the cursor left button to set Marker A; press the cursor right button to set Marker B.

The screen will indicate the number of the measure at which the marker was assigned.

**NOTE**

It is not possible to assign marker B at the same location or earlier than marker A.

**MEMO**

Markers can also be assigned in units of beats rather than measures. Refer to “Assigning a Marker in the Middle of a Measure (Resolution)” (p. 61).

### Moving an Assigned Marker

After adding markers to a song, you can then move to the location where Marker A is set by holding down the  cursor left button and pressing either the [ (Bwd)] or [ (Fwd)] button.

To adjust the location of marker B, hold down the  cursor right button and press the [ (Bwd)] or [ (Fwd)] button.

### Moving to the Location of an Assigned Marker

After assigning a marker in the song, press either  cursor left or right button to move (jump) to the location of the marker.

### Playing Repeatedly between Markers

After assigning both markers A and B, press the  cursor down button to turn <Repeat> to "On."

When you press the [ /  (Play/Stop)] button, playback will repeat between the markers.

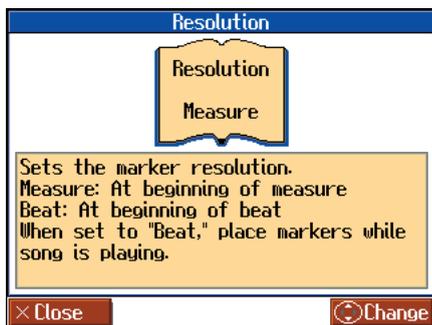
### Deleting a Marker You've Assigned

Hold down the [] button, and press the  cursor left button to delete marker A, or press the  cursor right button to delete marker B.

## ■ Assigning a Marker in the Middle of a Measure (Resolution)

A marker can be assigned in the middle (at the beginning of a beat) of a measure.

1. Press the [Count/Marker] button to display the "Count" screen, then press the [] button.
2. Press the [] button once more to access the "Resolution" screen.



3. Press the  cursor up or down button to change the setting.

Item	Setting	
Resolution	Measure	Markers will be assigned to the beginning of a measure.
	Beat	Markers will be assigned to the beginning of a beat. → If you want to assign a marker to the beginning of a beat, assign the marker while playing back the song.

#### If you use Repeat Playback without assigning marker A or B

The entire selected song will be played back repeatedly.

#### If you use Repeat Playback when only marker A is assigned

The song will play back repeatedly from marker A to the end of the song.

#### If you use Repeat Playback when only marker B is assigned

The song will play back repeated from the beginning of the song to marker B.

#### MEMO

If <Repeat> in the "Marker" screen is turned "On," you can press the [ (Notation)] button to display the Notation screen and play back repeatedly. Anything you want to do that involves markers, including moving to a particular marker, is accomplished within the "Marker" screen.

# Changing the Key of the Keyboard or Song Playback (Transpose)

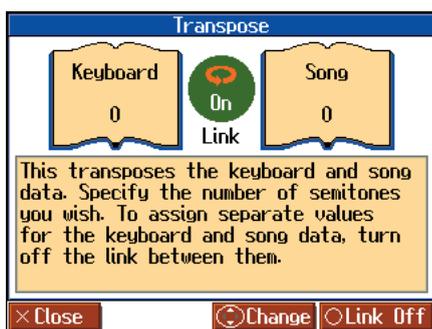
By using the “Transpose” function, you can transpose your performance without changing the notes you play. For example, if a song is in a difficult key with numerous sharps (#) or flats (b), you can use this function to play it in an easier key.

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

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

1. Press the [Menu/Lesson] button.
2. Press the  cursor button to select <Functions>, then press the [O] button.
3. Press the  cursor button to select <Transpose>, then press the [O] button.

The “Transpose” screen appears.



Item		Setting
Keyboard	Transpose the keys played by the keyboard.	-6-0-5
Song	Transpose the song playback.	-24-0-24

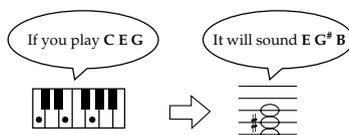
4. Press the [O] button to switch the link on or off.

When set to Link <On>, the values for the keyboard and the song data are the same.

When set to Link <Off>, the values for the keyboard and the song data can be set separately. To cancel the transposition, set Transpose to “0.”

The transposition setting returns to “0,” when you choose another song.

For example, if you want the E pitch to sound when you press the C key, set the “Keyboard” transpose setting to “4.”



You can open the “Transpose” screen by pressing the [Reverb] and [Key Touch] buttons simultaneously.



The Transpose icon  appears in the Notation screen while the Transpose function is on.

# Recording Your Performance

The HPI-6 lets you record your own performances.

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

The following types of recording can be done using the HPI-6.

Record along with an internal song or song saved on external memory	→ "Recording Along with a Song" (p. 67)
Recording just your own keyboard performance	→ "Recording a New Song" (p. 64)
Re-recording	→ "Re-recording" (p. 69)
Recording to the Track Buttons	→ "Multitrack Recording on Five Tracks" (p. 71)
Multitrack recording on 16 tracks	→ "Recording and Playing Back Performances of Specific Instruments (16 Track)" (p. 84)

## Memo

Songs you record are discarded if you select another song, or turn off the power of the HPI-6. Save important performances to the "Favorites" or to external memory (optional), floppy disks (optional). Refer to "Saving Songs" (p. 74).

## If a screen like the following is displayed

If you record a new song after already having recorded, edited (p. 90), or changed the settings (p. 85) for a song, the following message appears.

If you want to erase the song, use the

 cursor button to select <OK>, then press the [ O ] button. If you do not want to delete

the song, use the  cursor button to select <Cancel> and press the [ O ] button, then save the song to external memory or to the "Favorites."

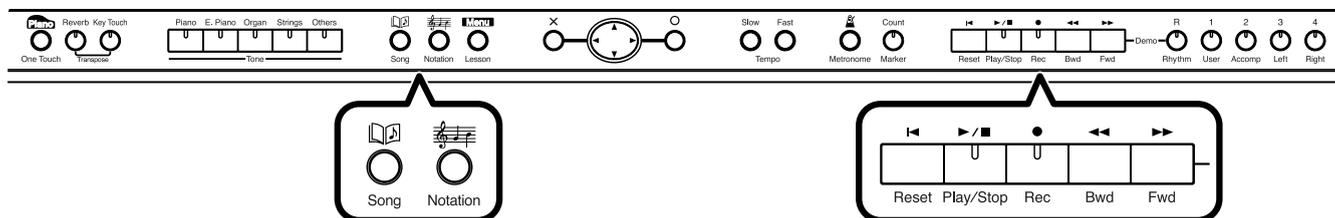
→ "Saving Songs" (p. 74)



## Recording Your Performance

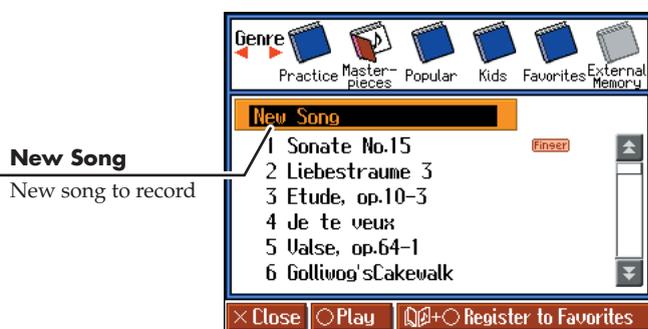
# Recording a New Song

Here's how to record your own keyboard performance without using an internal song.



## Making the Recording Settings (Choosing “New Song”)

1. Press the [  (Song) ] button.



2. Press the  cursor up button one or more times to return to the first song, then press the  cursor up button once more to select <New Song>.

If there is a song that has already been recorded, or if you edit the song or change the settings, then when you press the  cursor up or down button, the message “OK to delete Song?” appears (p. 63). When you delete the song, the “New Song” is displayed.

The notation will appear when you press the [  (Notation) ] button.

3. Press the [  (Rec) ] button.

The indicators of all Track buttons will blink, and the HPi-6 enters recording-standby mode.

To cancel recording, press the [  (Rec) ] button once more and watch the indicator goes out.

## Starting the Recording

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

The count is played, and then recording begins.

Note that recording will also begin as soon as you play anything on the keyboard, even if you do not press the [  (Play/Stop) ] button.

In this case, no count will be heard.

### MEMO

When pressing the [  (Rec) ] button to display “Exit/New Song/Add On,” press the

 cursor button to select <New Song> and then press the [  ] button. This bypasses Steps 1 and 2.



### NOTE

Be aware that if you select <New Song>, the currently selected song will disappear.

Once recording begins, the [▶/■ (Play/Stop)] button and the [● (Rec)] button indicators will light.

Go ahead and perform on the keyboard.

## Stopping the Recording

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

Recording will stop, and the [▶/■ (Play/Stop)] button and the [● (Rec)] button indicators will go out.

## Playing Back the Recorded Performance

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

You can listen the recorded performance.

To stop the playback, press the [▶/■ (Play/Stop)] button once again.

- You can change the tone used in recording.  
→ *“Performing with a Variety of Tones”* (p. 45)
- You can change the tempo and set the beat for the song.  
→ *“Adjusting the Tempo”* (p. 56)  
→ *“Changing the beat for the song”* (p. 57)
- You can use the HPi-6’s metronome function.  
In this case, the metronome sound is not recorded.  
→ *“Using the Metronome”* (p. 57)

### Track Button Assignments for the Recorded Performance

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

<b>Normal performance (playing a single sound from the entire keyboard)</b>	The performance is recorded to the [1/User] button.
<b>Dual performance → p. 51</b>	The performance is recorded to the [1/User] button.
<b>Split performance → p. 52</b>	The left-hand performance is recorded to the [3/Left] button, and the right-hand performance to the [4/Right] button.
<b>Dual performance and Split performance → p. 53</b>	The left-hand performance is recorded to the [3/Left] button, and the right-hand dual performance to the [4/Right] button.
<b>Twin Piano performance → p. 32</b>	The performance on the left side is recorded to the [3/Left] button, and the performance on the right side is recorded to the [4/Right] button.
<b>Drum set or sound effect performance → p. 46</b>	The performance is recorded to the [R/Rhythm] button.

#### NOTE

Recordings of performances are deleted when you turn off the power to the HPi-6. If you do not want a recorded performance to be deleted, save the performance to external memory or to the “Favorites.” Refer to “Saving Songs” (p. 74).

# Saving Recorded Performances to the Favorites

You can save the performances you have recorded to the “Favorites.”

If you turn off the power to the HPI-6 after recording a song without saving the recording first, the recorded song is deleted. Songs saved to the “Favorites” are not deleted even when the power is turned off, so be sure that any song that you don’t want to lose is saved to the “Favorites.”

1. Record the performance (p. 64, p. 67, p. 71).
2. Press the [  (Song) ] button to open the “song selection” screen.
3. Hold down the [  (Song) ] button and press the [  ] button.

The following screen appears.



4. Press the  cursor right button to select <OK>, then press the [  ] button.

A screen like the one shown below appears.

You can change the name of the recorded song in this screen.



### Character to be changed

The selected character is shown with a black background.

### Characters that can be input:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

[ \ ^ \_ ` abcdefghijklmnopqrstuvwxyz { } ~

Space ! " # \$ % & ' ( ) \* + , - . / 0 1 2 3 4 5 6 7 8 9 ; < = > ? @

If you do not want to change the song name, go to Step 6.

5. Press the  cursor left or right button to select the character you want to change, then press the  cursor up or down button to change the character.
6. After changing the name, press the [  ] button.

The song, with the name changed, is saved to the “Favorites.”

### NOTE

When you have selected a song registered to the “Favorites” genre, holding down the [  (Song) ] button and pressing the [  ] button displays the “song deletion” screen.

If you do not want to delete

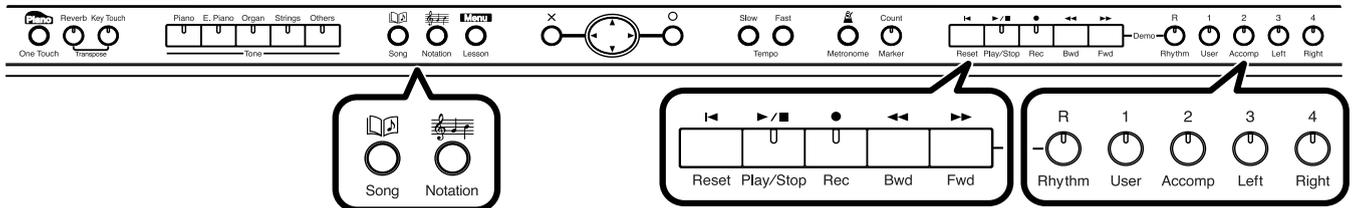
the song, use the  cursor button to select <Cancel> and then press the [  ] button.

### MEMO

You can save recorded songs to external memory; you can also save songs after changing the save format (p. 74). In addition, you can copy songs saved in the “Favorites” to external memory (p. 78).

# Recording Along with a Song

Try recording along with internal songs and songs on external memory.



Here, record your right-hand performance along with the song accompaniment.

## Settings for Performances

1. Press the [ (Song) ] button to select the song you want to play.

→ “Listening to the Internal Songs” (p. 38)

→ “Listening to Music Files or a Song that was Saved on External Memory” (p. 41)

2. Press the [ (Notation) ] button to display the notation screen.

You can change the tone used in performances and change the tempo at which songs are played back. You can also play the metronome sound while recording.

## Settings for Recording

3. Press the [ (Rec) ] button.

A screen like the one shown below appears.



The selected setting turns orange.

4. Press the cursor left or right button to select <Add On>, then press the [ ] button.

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



### NOTE

The song tempo is stored within the song you selected. You can change the song tempo (p. 56).

### NOTE

While the measure number is highlighted, the notation screen is being generated. When the highlighted number returns to normal, please try the operation again.

### MEMO

Performing with a Variety of Tones → p. 45

Using the Metronome → p. 57

## Recording Your Performance

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### Selecting the Track to Record

- 5.** 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 HPi-6 enters recording-standby mode.

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

To cancel recording, press the [● (Rec)] button once more and watch the indicator goes out.

### Starting the Recording

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

The count is played, and then recording begins.

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

### Stopping the Recording

- 7.** Press the [▶/■ (Play/Stop)] button.

Recording stops, and the indicators for the [▶/■ (Play/Stop)] and [● (Rec)] buttons go out.

### Listening to the Recorded Performance

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

The recorded performance is played back.

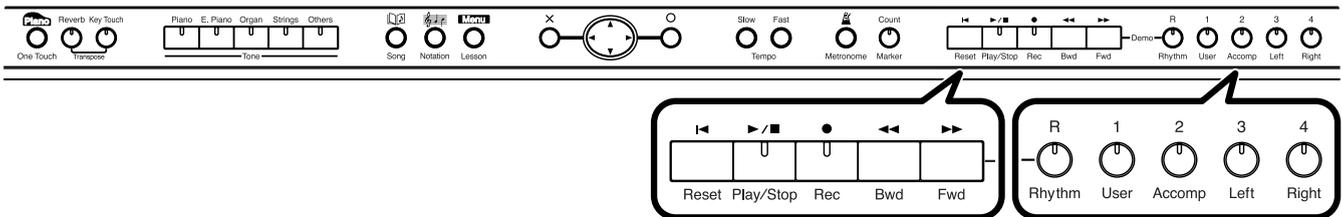
When you press the [▶/■ (Play/Stop)] button, recording stops.



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

## Re-recording

When you want to re-record, specify the track button whose performance you want to re-record, then record again. When you select a previously recorded track button and re-record, the performance from the location at which you begin recording up to the location at which you stop recording will be replaced by the newly re-recorded performance.



1. Use the [ ◀◀ (Bwd) ] or [ ▶▶ (Fwd) ] button to move to the measure that you want to re-record.
2. Press the [ ● (Rec) ] button.

A screen like the one shown below appears.



The selected setting turns orange.

### MEMO

When you want to record over again after deleting all of the previous recording, refer to "Erasing a Recorded Song" (p. 70).

### MEMO

When deleting the performance for a specific track button, refer to "Erasing the Performance on Specific Tracks" (p. 70).

### NOTE

The song tempo is stored within the song you selected.

3. Press the [ ⤴ ] cursor left or right button to select <Add On>, then press the [ O ] button

This sets the HPi-6 so you can record while listening to the song already recorded.



4. Press the track button for the track that you want to re-record.

The indicators of the button you pressed and of the [ ▶/■ (Play/Stop) ] button will blink, and the HPi-6 enters recording-standby mode.

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

The count is played, and then recording begins.

When recording begins, the [ ▶/■ (Play/Stop) ] button and [ ● (Rec) ] button indicators will light.

Go ahead and perform on the keyboard.

## Recording Your Performance

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

The [▶/■ (Play/Stop)] button and the [● (Rec)] button indicators will go out.

## Erasing a Recorded Song

A recorded song can be erased in the following two ways:

**Method 1:** After recording a song, press the [📖 (Song)] button and select another song in the “song selection” screen.

**Method 2:** Hold down the [📖 (Song)] button and press the [● (Rec)] button.

When either of these operations are performed, a display like the following will appear.



If you select <OK>, the song will be deleted. If you do not want to erase the song, save it on external memory or “Favorites” (p. 66, p. 74).

## 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 indicator goes out, and the recorded performance is erased.

## 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).

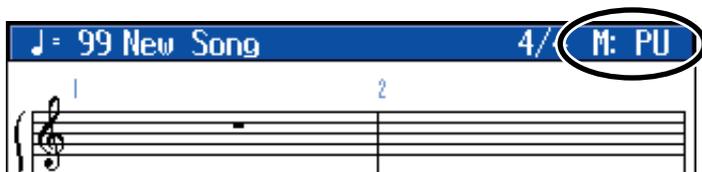
1. Carry out Steps 1–3 on p. 64 to prepare for recording.

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

The HPi-6 is put in recording standby.

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

The measure number in the upper right of the notation screen changes to “PU,” and the HPi-6 is set to record a song starting with a pickup.



Press the [▶/■ (Play/Stop)] button, then record the performance.

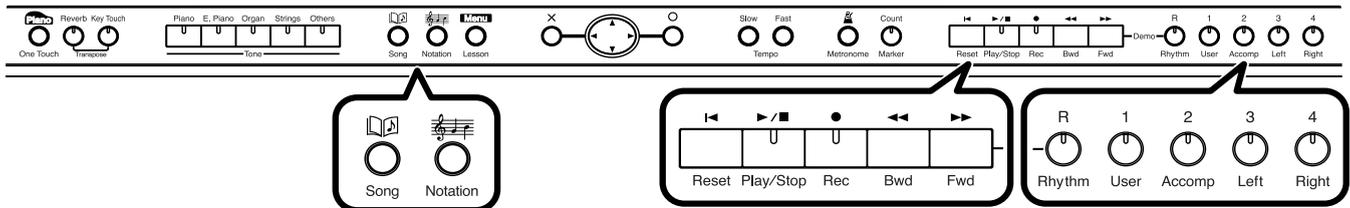
The count is played, and then recording begins.

## Multitrack Recording on Five Tracks

Multitrack recording is a method by which you can record additional tracks while listening to the previously recorded tracks.

The HPi-6 provides five tracks, so you can record different sounds on each track to create an ensemble song.

→ You can also record on 16 tracks (p. 84).



### Recording the First Track

1. Record your performance as described in “Recording a New Song” (p. 64).

### Recording the Second and Subsequent Tracks

2. Select and record additional tracks one at a time as described in “Re-recording” (p. 69).

For the second and subsequent recordings, you can listen to the previously recorded performances while you record.

3. Record additional tracks as desired to complete the song.

#### MEMO

The song tempo will be remembered as the tempo at which you recorded the first track.

#### NOTE

Only drum set or SFX set sounds can be recorded in the [R/Rhythm] button.

### The Five Track Buttons and 16 Parts

Many songs in commercially available SMF music files consist of 16 parts. The 16 parts are divided among the five track buttons.

The track buttons and the 16 parts correspond as follows.

Track button	Part
[R/Rhythm]	10 (D), 11 (S)
[1/User]	1
[2/Acomp]	2, 5–9, 12–16
[3/Left]	3
[4/Right]	4

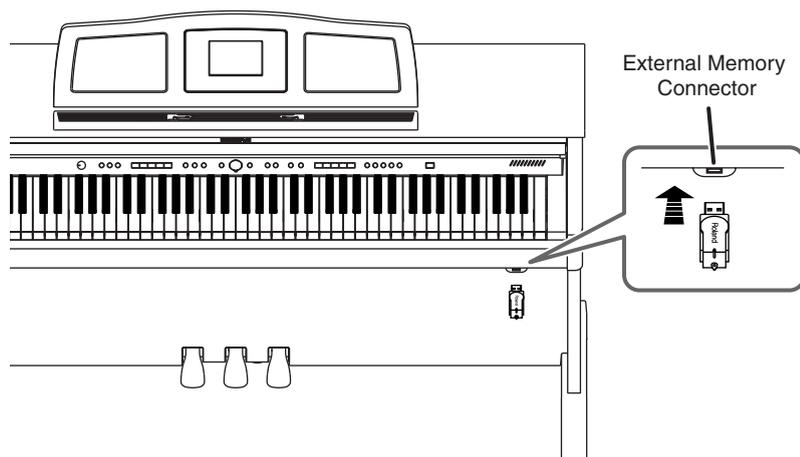
# Saving the Performance

## Using External Memory

If you install external memory or a floppy disk drive (optional; sold separately), you'll be able to save songs you've recorded and listen to commercially available music files.

### ■ Connecting an External Memory

1. Connect the external memory to the External Memory connector.

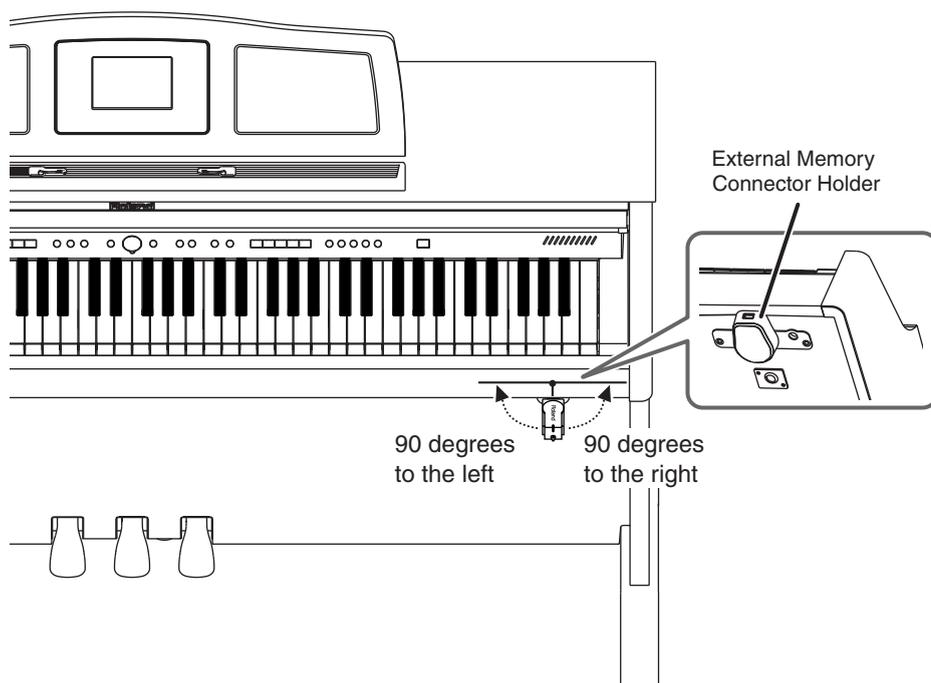


### ■ Rotating the External Memory Connector Holder

The External Memory connector holder rotates 90 degrees left and right.

Rotating the External Memory connector holder allows you to avoid damaging the connected external memory if something happens to bump against it.

1. Grasp the External Memory connector holder and turn it 90 degrees to the left or right.



#### MEMO

If connecting an optional floppy disk drive, substitute "floppy disk" wherever the term "external memory" appears here.

#### NOTE

Use external memory and floppy disk drive available from Roland. Proper functioning cannot be guaranteed if other external memory products are used.

#### MEMO

If connecting an optional floppy disk drive, refer to "Attaching the Floppy Disk Drive" (p. 113).

#### NOTE

Be sure to grasp the External Memory connector holder itself when rotating it. Never rotate the External Memory connector holder by holding the connected external memory.

#### NOTE

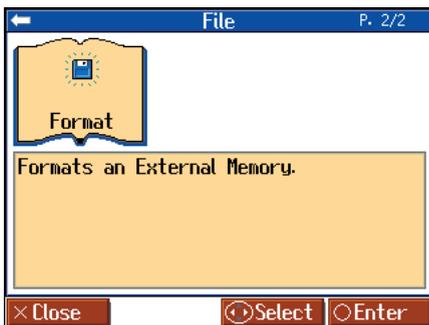
Take care not to allow your fingers to become pinched when rotating the External Memory connector holder.

## Formatting Media (Format)

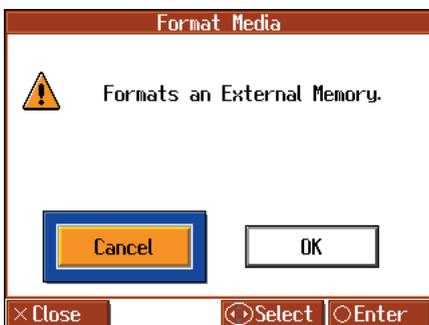
The process of preparing external memory or floppy disks so that they can be used with the HPi-6 is called “initialization” (formatting).

In certain cases, particularly with floppy disks, the media is formatted for a specific type of device. If the media format does not match the HPi-6’s, you will not be able to use that media with the HPi-6.

1. Connect the external memory to the External Memory connector.
2. Press the [Menu/Lesson] button.
3. Press the  cursor button to select <Functions>, then press the [O] button.
4. Press the  cursor button to select <File>, then press the [O] button.  
The “File” screen appears.
5. Press the  cursor right button to select <Format>, then press the [O] button.



6. Press the  cursor right button to select <OK>, then press the [O] button.



Initialization of the external memory begins.

When initialization is completed, you’re returned to the “File” screen.

### MEMO

If connecting an optional floppy disk drive, substitute “floppy disk” wherever the term “external memory” appears here.

### NOTE

When an external memory is initialized, all of the data saved on the external memory is erased. If you’re formatting a used external memory for reuse, be sure to check first to make sure the external memory doesn’t contain any data you don’t want to lose.

### NOTE

You cannot select <Format> without any external memory connected to the External Memory connector.

### MEMO

When initializing floppy disks, check to make sure that the disk’s write protect tab is slid to the “write” position.

### NOTE

Do not remove the storage media until the initialization is completed.

### NOTE

If “Error” appears on screen, take a look at “Error Message” (p. 104).

# Saving Songs

A recorded performance is discarded when you switch off the power or choose another song. You can store recorded song data to optional external memory and to the “Favorites.” Be sure to save important songs to external memory or “Favorites.”

### What are “Favorites?”

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

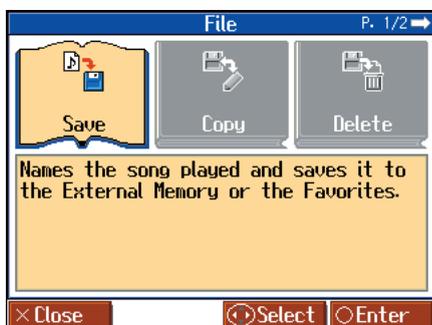
You can register songs recorded with the HPi-6 and songs saved to external memory to the “Favorites.” When you register a song on an external memory to “Favorites,” you can then play back the song without connecting the external memory to the external memory connector.

If a recorded performance is saved to “Favorites,” the performance won’t be erased when the power is turned off.

### Preparations for Saving a Song

When saving to external memory, connect the external memory to the external memory connector.

1. Press the [Menu/Lesson] button.
2. Press the  cursor button to select <Functions>, then press the [O] button.
3. Press the  cursor button to select <File>, then press the [O] button.
4. Press the  cursor left button to select <Save>, then press the [O] button.



### MEMO

If connecting an optional floppy disk drive, substitute “floppy disk” wherever the term “external memory” appears here.

### MEMO

When using a new storage media, first initialize (format) the external memory on the HPi-6. Take a look at “Formatting Media (Format)” (p. 73).

### NOTE

Some commercially available music files cannot be saved because they are copy protected.

### MEMO

When saving to floppy disks, first check to make sure that the floppy disk’s protect tab is set to the “Write” position.

### MEMO

If not handled with care, a floppy disk and an external memory can be damaged, or the data on it become corrupted, making playback impossible. We recommend saving your songs on two different media.

### MEMO

When you want to clear all of the content saved to the “Favorites” and restore the settings to the original factory condition on the HPi-6, refer to “Formatting the User Memory (Initialize User Memory)” (p. 87).

## Selecting the Save Format

- 5.** Press the  cursor left or right button to select <Save Format>, then press the  cursor up or down button to change the setting.



Setting	Explanation
SMF	The song will be saved in SMF (Standard MIDI File) format. You can listen to songs saved in SMF format not only with Roland's digital pianos, MT Series devices, and other such devices, but also on a wide variety of other equipment capable of playing back SMF music files.
i-Format	The song will be saved in i-format. You can listen to songs saved in i-format with Roland's digital pianos and MT Series devices.

**NOTE**

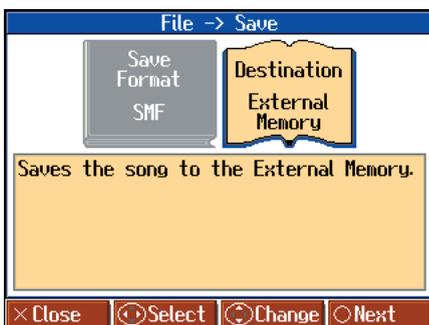
Depending on the playback instrument, some notes may drop out or sound different.

**NOTE**

When data is saved with <SMF> selected as the saved format, Tone 2 in dual performances is assigned to the "2/Acomp" track button.

## Determining the Save Destination

- 6.** Press the  cursor left or right button to select <Destination>, then press the  cursor up or down button to change the setting.



Setting	Explanation
External Memory	The recorded song is saved to the external memory (USB memory, floppy disk, etc.).
Favorites	The recorded song is saved to the "Favorites."

**NOTE**

You cannot select <External Memory> as the save destination without any external memory connected to the External Memory connector.

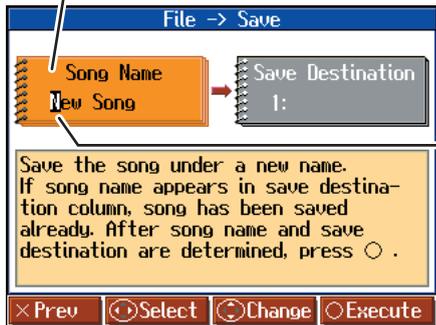
- 7.** Press the [O] button.

## Saving the Performance

### Determining the Name of the Song to be Saved

8. Press the  cursor left or right button to select the character you want to change, then press the  cursor up or down button to change the character.

**Song Name**  
Displays the name of the song to save.  
**Characters that can be input:**  
ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^\_`  
abcdefghijklmnopqrstuvwxyz{|}~  
Space !"#%&'()\*+,-./0123456789;<=>?@



**Character to be changed**  
The selected character is shown with a black background.

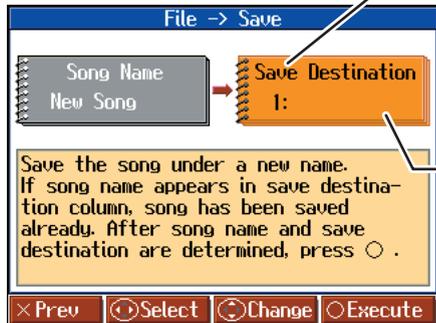
Save the song under a new name. If song name appears in save destination column, song has been saved already. After song name and save destination are determined, press .

× Prev   ◂ Select   ◃ Change   ○ Execute

### Selecting the Save Number

9. Press the  cursor right button one or more times to select <Save Destination>.

**Save Destination**  
Displays the save-destination song number.  
If you select a song number that displays a song name, and save a new song, the previous song will be erased.



The selected setting turns orange.

Save the song under a new name. If song name appears in save destination column, song has been saved already. After song name and save destination are determined, press .

× Prev   ◂ Select   ◃ Change   ○ Execute

10. Press the  cursor up or down button to select the save-destination number.

If a song name is displayed with a number, a song is already saved to that number. If you select a number with a previously saved song and then proceed to save a new song, the previously saved song will be erased. If you do not want to lose a saved song, select a number with no song name indicated in the save-destination column.

### Saving the Song

11. Press the  button.

Saving begins. The time required for saving ranges from several seconds to half a minute or more. Don't take the external memory out of the external memory connector until the saving process is finished.

Press  button several times; the "File" screen returns to the display.

#### NOTE

Never turn off the power while the saving operation is in progress. Doing so will damage the HPI-6's internal memory or external memory, making it unusable.

#### MEMO

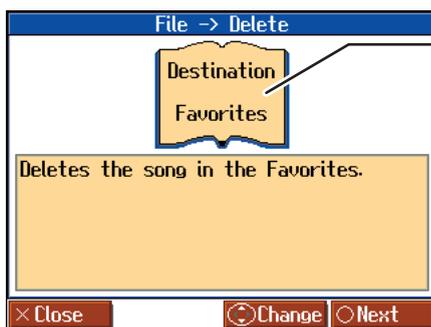
It's a good idea to get into the habit of moving the write-protect tab (p. 10) on the floppy disk to the "Protect" position when you've finished saving your data. Keeping the tab at "Protect" prevents operations that could erase your songs by mistake.

## Deleting Saved Songs

This deletes songs that have been saved on external memory, or to “Favorites.”

To delete a song on an external memory, first connect the external memory to the external memory connector.

1. Press the [Menu/Lesson] button.
2. Press the  cursor button to select <Functions>, then press the [O] button.
3. Press the  cursor button to select <File>, then press the [O] button.
4. Press the  cursor left or right button to select <Delete>, then press the [O] button.
5. Press the  cursor up or down button to select the location in which the song you want to delete is saved.



### Distination

The location where the song you want to delete is stored is displayed.

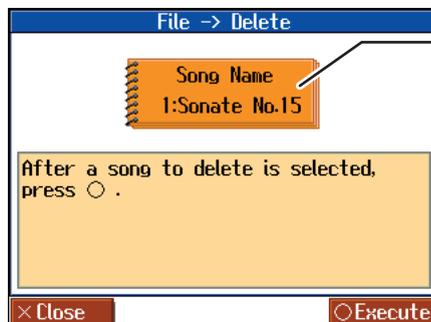
### NOTE

You cannot select <Delete> when there are no songs to be deleted in the “Favorites” or in the external memory.

### NOTE

You cannot select <External Memory> as the delete destination without any external memory connected to the External Memory connector.

6. Press the [O] button.
7. Press the  cursor up or down button to select the song to be deleted.



### Song Name

Displays the name of the song that will be deleted.

### NOTE

Never turn off the power while the operation is in progress. Doing so will damage the HPI-6’s internal memory or external memory, making it unusable.

8. Press the [O] button.

The selected song is deleted.

Press [X] button several times; the “File” screen returns to the display.

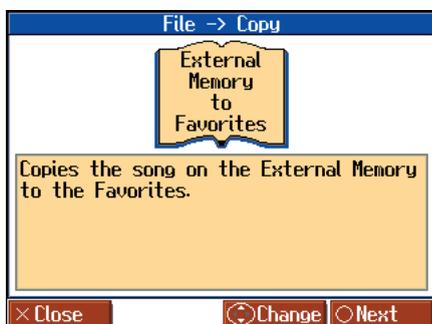
# Copying Songs on External Memory to Favorites

You can take songs saved on external memory and copy them to “Favorites.”

You can also copy songs in “Favorites” to external memory.

1. Connect the external memory with the song to be copied to the External Memory connector.
2. Press the [Menu/Lesson] button.
3. Press the  cursor button to select <Functions>, then press the [O] button.
4. Press the  cursor button to select <File>, then press the [O] button.
5. Press the  cursor left or right button to select <Copy>, then press the [O] button.
6. Press the  cursor up or down button to select the copy type (copy source and destination).

If copying songs from external memory to the “Favorites,” select <External Memory to Favorites>.



7. Press the [O] button.

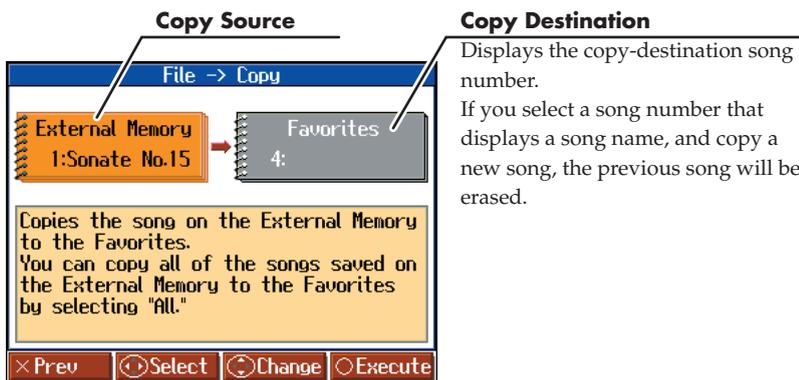
## Selecting the Song You Want to Copy

8. Press the  cursor up or down button to select the song you want to copy.

When “All” is selected, all of the songs on the external memory are copied to “Favorites.”

### NOTE

You cannot select <Copy> without any external memory connected to the External Memory connector.



## Selecting the Copy Destination

9. Press the cursor left or right button to select "Copy Destination."

10. Press the cursor up or down button to select the copy-destination number.

If a number is displayed with a song name, a song is already saved to that number.

If you select a number with previously saved song data and proceed to copy to that location, the previously saved song will be erased. If you don't want to erase a previously saved song, choose a number with no song name appears in the destination column.

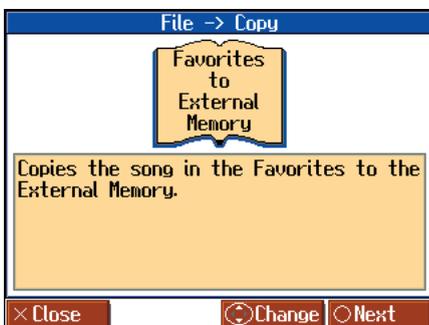
11. Press the [O] button.

The song is copied.

## ■ Copying Songs Saved in Favorites to External Memory

Songs that have been saved to "Favorites" can be copied onto external memory.

In this case, select <Favorites to External Memory> in Step 6 on p. 78.



The rest of the procedure is identical to that used for copying songs from external memory to "Favorites."

### NOTE

When copying songs in external memory, songs within folders are not copied when <All> is selected. If a song you want to copy is in a folder, first move the song outside of the folder to copy it.

### NOTE

Never turn off the power while the operation is in progress. Doing so will damage the HPI-6's internal memory or external memory, making it unusable.

### NOTE

Some song data cannot be copy because they are copy protected.

# Convenient Functions

## Functions that Can be Selected Using the [Menu/Lesson] Button

Here's how you can easily make changes such as tuning the HPi-6 or changing the function of the pedals.

### ■ Making the Settings

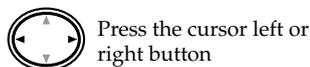
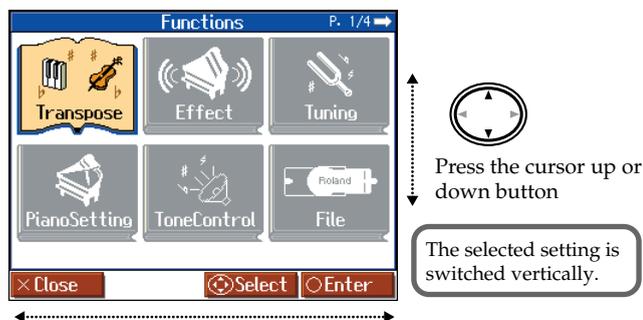
1. Press the [Menu/Lesson] button.



2. Press the cursor button to select the <Functions>, then press the [O] button.

3. Press the cursor button to select the setting you want to make.

Pressing the cursor left or right button switches the selected setting horizontally; pressing the cursor up or down button switches the selected setting vertically.



The selected setting is switched horizontally. If there are any pages before or after the current page, pressing the cursor button one or more times will switch the display to such pages.

4. Press the [O] button.

The screen for the selected function appears.

5. Press the cursor up or down button to change the setting.

6. When you have finished making the settings, press the [X] button one or more times to return to the Notation screen.

## Tone and Performance Settings

### Adjusting the Piano Sounds (Piano Setting)

The HPi-6 is capable of reproducing a variety of the acoustic piano's distinctive characteristics. You can also adjust these to suit your own taste and style.

Refer to "Making the Settings" (previous section) for the procedure.

#### NOTE

This setting is valid when some piano sounds are selected.

### ■ Opening/Closing the Piano Lid (Lid)

This simulates the actual changes in sound that occur when the lid of a grand piano is set at different heights.

Setting	Explanation
1-6	As the value decreases, the lid seems to close more, producing a softer sound. Increasing the value opens the lid more, producing a brighter sound.

### ■ Adjusting Resonance when the Damper Pedal is Depressed (Damper Resonance)

You can adjust this resonance (Damper Resonance) when the damper pedal is depressed.

On an acoustic piano, holding down the damper pedal will allow the remaining strings to resonate in sympathy with the sounds that you played from the keyboard, adding a rich resonance. The resonance is called "Damper Resonance."

Setting	Explanation
Off, 1-10	Increasing the value will increase the amount of effect. When set to Off, no Damper Resonance is applied.

### ■ Changing How Rapidly Sounds Are Expressed According to the Force Used to Play the Keys (Hammer Response)

You can adjust the timing with which sounds are produced according to the force used to play the keys.

When a key is pressed on an acoustic piano, it causes a hammer to move and strike the strings, producing sound. The hammers move more slowly when the keys are played gently, meaning that sounds are produced just slightly later than when you play the keyboard with greater force.

If the Hammer Response function is turned on, the time between the moment you press a key until the sound is heard will change depending on the strength with which you play. As you play more softly, this time will become longer.

Setting	Explanation
Off, 1–10	The higher the value, the more slowly the hammers move when the keys are played gently. When set to Off, sounds are played immediately when the keys are pressed, regardless of the force used to play them.

### ■ Adjusting the Resonant Sounds when the Keys are Pressed (String Resonance)

When the keys are pressed on an acoustic piano, the strings for keys that are already pressed also vibrate sympathetically. The function used to reproduce this resonance is called “String Resonance.”

Setting	Explanation
Off, 1–10	Increasing the value will increase the amount of effect. When set to Off, no String Resonance is applied.

### Adjusting the Depth of the Effects (Effect)

You can adjust the depth of the reverb (p. 48) and chorus (p. 48). Refer to “Making the Settings” (p. 80) for instructions.

#### Reverb

Setting	Explanation
1–10	Increasing the value will increase the amount of reverb effect.



This setting is valid when the [Reverb] button is turned on to apply an effect to the sound.



Holding down the [Reverb] button, press the cursor up or down button to adjust the depth of reverb effect.

#### Chorus

You can set the amount of chorus applied for each tone individually.

1. Select the tone for which you want to adjust the chorus.
2. Press the [Menu/Lesson] button.
3. Press the cursor button to select <Functions>, then press the [O] button.
4. Press the cursor button to select <Effect>, then press the [O] button.
5. Press the cursor right button to select <Chorus>.

6. Press the cursor up or down button to change the setting.

Setting	Explanation
Off, 1–10	The amount of chorus effect applied increases as the value is raised. When set to Off, no chorus effect is applied.

→ As long as the power to the HPi-6 is turned on, you can store the chorus settings to each tone individually. In addition, you can use the Memory Backup function (p. 87) to keep the stored settings even when the power is turned off.

### Setting the Reference Pitch and Temperament (Tuning)

Refer to “Making the Settings” (p. 80) for instructions.

#### ■ Tuning to Other Instruments’ Pitches (Master Tuning)

In situations such as when playing ensemble with other instruments, you can tune the HPi-6’s standard pitch to the pitch of another instrument. The standard pitch generally refers to the pitch of the note that’s played when you finger the middle A key.

Setting
415.3 Hz–440.0 Hz–466.2 Hz

#### ■ Setting the Tuning Curve (Stretch Tuning)

Pianos are generally tuned so that the low range is flatter and the high range is sharper than equal tempered pitches. This method of tuning is unique to the piano, and is known as “Stretched Tuning.”

Setting	Explanation
On	This tuning curve expands the low range and high range. It is suitable for piano solos.
Off	This is the standard tuning curve. This is the right choice when using Dual performance (p. 51), or when playing in ensemble with other instruments.

## Convenient Functions

### ■ Changing the Tuning (Temperament)

You can play classical styles such as Baroque using historic temperaments (tuning methods).

Today, compositions are generally created with equal temperament in mind and are played using equal temperament. However in past ages of classical music, a variety of temperaments were used. By playing in the temperament that was in use when a composition was created, you can experience the sonorities of chords originally intended for that song.

Setting	Explanation
<b>Equal</b>	This temperament divides the octave into 12 equal parts. All intervals will be slightly out of tune by the same amount.
<b>Just (Maj)</b>	This temperament makes the 5th and 3rd intervals pure. It is unsuitable for playing melodies and modulation is not possible, but it produces beautifully harmonious chords.
<b>Just (min)</b>	Just intonation differs between major and minor keys. The same results as major can be obtained in a minor key.
<b>Arabic</b>	This tuning is suitable for the music of Arabia.
<b>Kirnberger</b>	This temperament is a modification of meantone temperament and just intonation, allowing more freedom of modulation. It allows you to play in all keys (third method).
<b>Pythagorean</b>	This temperament is based on the theories of the Greek philosopher Pythagoras, and has pure fourths and fifths. Chords containing a third will sound impure, but melodies will sound good.
<b>Meantone</b>	This temperament is a partial compromise of just intonation in order to allow modulation.
<b>Werkmeister</b>	This temperament is a combination of meantone and Pythagorean temperaments. It allows you to play in all keys. (First method, number three.)

### ■ Setting the Tonic (Key)

When playing with tuning other than equal temperament, you need to specify the tonic note for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key).

If you choose an equal temperament, there's no need to select a tonic note.

Setting
<b>C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B</b>

## Changing the Pedal Functions (Pedal)

You can change the function of the left pedal and center pedal. Refer to "Making the Settings" (p. 80) for instructions.

### Left Pedal, Center Pedal

Setting	Explanation
<b>Upper Soft (only left pedal)</b>	When you hold down the pedal and play the keyboard, the sound will have a softer tone.
<b>Upper Sostenuto (only center pedal)</b>	Only the notes that were played while the pedal was held down will be sustained.
<b>Tap Tempo</b>	The tempo of the song, or metronome will be set by the interval at which you press the pedal. When the pedal to which this function is assigned is pressed several times at the desired rate, the tempo will be set accordingly.
<b>Lower Damper</b>	When using Split performance (p. 52), the same effect as the damper pedal will be applied to the left-hand keyboard area.
<b>Replay</b>	Pressing the pedal during playback of a song stops the playback. When the pedal is released, playback resumes from the beginning of the measure that was playing when the pedal was pressed. When the pedal is pressed in rapid succession, the playback will resume backs up the same number of measures as the number of times the pedal is pressed.
<b>Page Bwd</b>	Pressing the pedal turns the notation appearing on the display to the preceding page while the playback of a song is stopped.
<b>Page Fwd</b>	Pressing the pedal turns the notation appearing on the display to the next page while the playback of a song is stopped.
<b>Play/Stop</b>	Performs the same function as the [▶/■ (Play/Stop)] button.

## Screen Display Settings

### Changing the Language Displayed in the Screen (Language)

You can change the language that is displayed in the screen. Refer to "Making the Settings" (p. 80) for instructions.

Setting
English, Japanese, Germany, French, Spanish

**NOTE**

Germany, French, and Spanish are displayed for some functions. Other screens will be displayed in English.

### Selecting Images to be Shown on the Displays (User Image Display)

You can have image data from computers and other devices shown on the onboard display, when the HPi-6 is turned on.

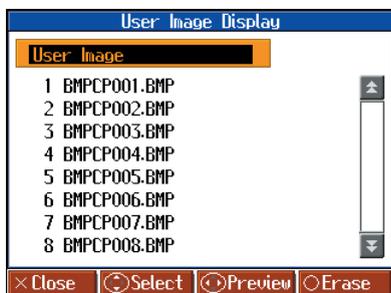
→ *Displaying images saved on floppy disks on the HPi-6's screen requires a floppy disk drive (optional; sold separately).*

1. Prepare the desired image data with your computer.
2. Save the images you want to display to external memory (optional), a floppy disk (optional).
3. Connect the external memory containing the image to the HPi-6's External Memory connector.

When using a floppy disk, insert the floppy disk in the floppy disk drive connected to the External Memory connector.

4. In Step 3 on p. 80, select <User Image Display> and press the [ O ] button.

The "User Image Display" screen appears.



By selecting the image you want to display and pressing the cursor left or right button, you can display the selected image in the screen to confirm the image.

5. Press the cursor up or down button to select the image you want to display from the list, then press the [ O ] button.

## Recommended Image Data

Size	320 x 240 pixels
Color	1/4/8 bit (2/16/256 colors)
Format	BMP format * Compressed formats not recommended. * BMP files in OS2 format cannot be displayed.
Name	1-8 characters in length (lowercase is ok). A filename extension of ".bmp" must be added after the name. Use of the following alphanumeric characters is recommended for naming image files. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2 3 4 5 6 7 8 9

### When You Want to Display Images Residing in Folders

1. Bring up the "User Image Display" screen.
2. Press the cursor up or down button to select the folder containing the desired image.
3. Press the [ O ] button.  
The name of the image file in the folder is displayed.
4. Press the cursor up or down button to select the image you want to display from the list, then press the [ O ] button.

### To Leave a Folder

1. Press the cursor up or down button to select (Up).
2. Press the [ O ] button.

### To Delete a Saved Image

1. Press the cursor up button one or more times to select "User Image."

The following message appears.



2. Press the cursor right button to select <OK>, then press the [ O ] button.

The saved images are deleted.

## Convenient Functions

### Recording and Playback Setting

## Recording and Playing Back Performances of Specific Instruments (16 Track)

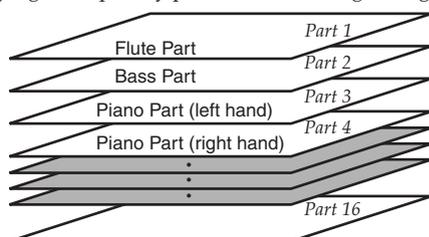
Multitrack recording is a method of recording whereby you listen to what has previously been recorded while recording new parts on top of that material.

The HPi-6 lets you record 16 separate parts. By recording a different tone to each part, you can create song data for performances that feature up to 16 different tones layered together.

The function used for recording the 16 individual parts one at a time is called the “16-track sequencer.”

### 16-Track Sequencer

You can record performances for up to 16 parts, overlaying them part by part, to create a single song.



### 16-Track Sequencer and the Track Buttons

In addition to the “16-Track Sequencer” function, the “Track Buttons” (p. 54) are another of the unit’s playing/recording functions.

These “track buttons” group the 16-track sequencer’s 16 parts with five buttons. Using the 16-track sequencer to work with performances recorded with the track buttons allows you to record even more sounds and edit with precision.

The track buttons correspond to the 16-track sequencer’s parts as shown below.

Track button	16-track Sequencer’s Part
[R/Rhythm]	10 (Drum set), 11 (SFX set)
[1/User]	1
[2/Accomp]	2, 5–9, 12–16
[3/Left]	3
[4/Right]	4

Each of the 16-track sequencer’s parts is used for recording a single tone, so you cannot use it to record tones that combine two tones simultaneously, as in Dual (p. 51) and Split (p. 52) performances. You can also change the tones in each part, select specific parts for playback (solo), and prevent specified parts from playing (mute). Playback with only a single part muted is called “Minus One.”

You can even set solo and muting during playback.

→ Part 11 of Roland SMF music file that is available for purchase is included with the track button [2/Accomp], but the correspondence of other parts to the track buttons is the same.

### NOTE

Some commercially available SMF music files may contain data that cannot be edited.

### Basic Procedure

First, have the song that you want to edit selected.

1. Press the [Menu/Lesson] button.
2. Press the cursor button to select the <Functions>, then press the [O] button.
3. Press the cursor button to select the <16 Track>, then press the [O] button.

A screen like the one shown below appears.

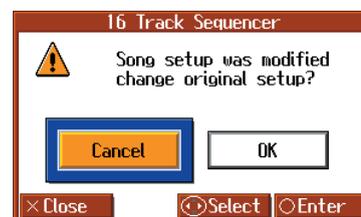


The characters for parts with no recorded data are grayed out.

4. Press the cursor up or down button to select the part you want to edit.
5. Make the part settings (p. 85), mute settings (p. 85), and tone settings (p. 85).
6. Record the performance (p. 85).
7. When you have finished the settings and recording, press the [X] button.

A screen like following appears if the settings have been changed.

→ Step 8 is not required if you want to record without the changes to the settings.



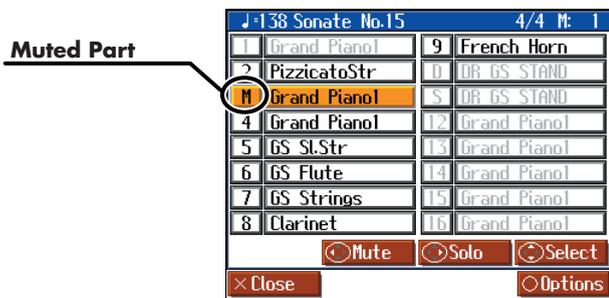
If you select <Cancel>, the “16-track Sequencer” screen closes without any changes being made to the part settings.

8. Press the cursor right button to select <OK>, then press the [O] button

## Preventing a Part from Playing (Mute)

1. Press the cursor up or down button to select the part you want to mute.
2. Press the cursor left or right button to select Solo or Mute.

Button Function	Explanation
Pressing the  cursor right button	Only the sounds in the selected part is played (Solo). Part other than those selected have an "M" appearing with the numbers.
Pressing the  cursor left button	The sounds of the selected parts are not played (they are muted). The number of the muted part is displayed as "M."



Press the cursor right button or cursor left button once more to cancel the solo or mute.

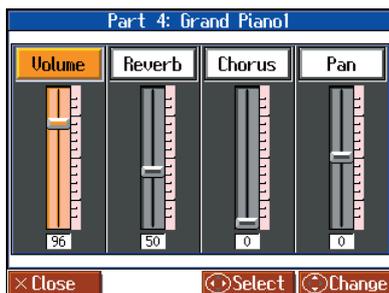
## Changing Tones

1. Press the Tone button to select the Tone group.
2. Press the cursor button to select the tone.

## Making Part Settings

This makes more detailed settings for the parts.

1. Press the cursor up or down button to select the part you want to edit, then press the [ ] button.  
A screen like the one shown below appears.



2. Press the cursor left or right button to select the item, then press the cursor up or down button to change the setting.

Item	Explanation
Volume	Changes the volume level.
Reverb	Changes the amount of reverb effect applied to the sound.
Chorus	Changes the amount of chorus effect applied to the sound.
Pan (Panpot)	Shifts the direction from which the sound is heard between left and right. Press the  cursor up button to shift the sound to the right, or press the  cursor down button to shift it to the left.

### What's Panpot?

Panpot is the control that determines the placement of the sound in the stereo sound field between left and right speakers. By altering the Panpot setting, you can change the perceived location of the sound between the left and right speakers.

## Recording

1. Press the cursor up or down button to select the part you want to record.
2. Use the [ (Bwd) ] or [ (Fwd) ] button to move to the measure you want to record.
3. Set the recording tempo (p. 56) and metronome (p. 57).
4. Press the [ (Rec) ] button.  
The HPi-6 goes into record standby.
5. Press the [ (Play/Stop) ] button to start recording.  
The count is played, and then recording begins.
6. Press the [ (Play/Stop) ] button to stop recording.

## Convenient Functions

### Changing the Parts Assigned to the Track Buttons During SMF Playback (Track Assign)

Ordinarily, when playing back SMF music files for Roland Piano Digital instruments (p. 114), the left-hand part is assigned to the Track [3/Left] button, and the right-hand part is assigned to the Track [4/Right] button. However, right-hand and left-hand part assignments in certain SMF music files may differ.

If these are set to "Auto," and as a result you are unable to use the track buttons to control the left- and right-hand parts properly, change the setting to "2/1 Part" or "3/4 Part."

Refer to "Making the Settings" (p. 80) for instructions.

Setting	Explanation
Auto	The part assigned to each track will be determined automatically, depending on the song file.
2/1 Part	Part 1 will be assigned to the right-hand track, part 2 to the left-hand track, and part 3 to the user track.
3/4 Part	Part 4 will be assigned to the right-hand track, part 3 to the left-hand track, and part 1 to the user track.

#### NOTE

After changing this setting, try selecting the song once again.

### Changing the Tone Settings When Playing Back Songs (Play Mode)

With the normal setting, GS tones (sounds that are compatible with other GS instruments) will normally be used to play back song data. By changing this setting, you can play back song using HPi-6-specific tones for certain portions of the data.

Refer to "Making the Settings" (p. 80) for instructions.

Setting	Explanation
GS	Playback uses GS-compatible tones for performances that sound like other GS instruments.
HPi-6	Playback uses HPi-6 tones for greater expressiveness. However, differences may appear when playing back using devices other than the HPi-6.

#### NOTE

After changing this setting, try selecting the song once again.

### Displaying the Lyrics (Lyrics)

Some commercially available music files for use in karaoke, as well as some of the internal songs include lyrics data. You can have the lyrics screen be displayed automatically when playing back these kinds of song data.

Refer to "Making the Settings" (p. 80) for instructions.

Setting	Explanation
Off	The lyrics screen is not displayed, even when playing back song data containing lyrics data. The notation and lyrics are displayed in the Notation screen.
On	The lyrics screen is displayed automatically when song data containing lyrics data is played back. You can confirm lyrics in the lyrics screen when, for example, the lyrics cannot be displayed in full within the Notation screen.

## Other Settings

### Formatting the User Memory (Initialize User Memory)

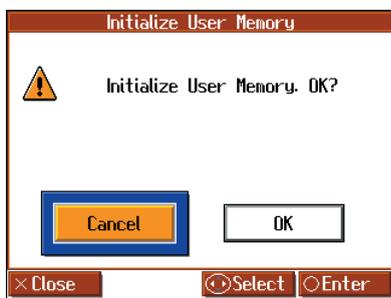
The HPI-6 features an internal storage area where you can save recorded performances and User image. This space is called the "User Memory."

The following content is stored to the user memory.

- Songs registered to the "Favorites"
- Image files set with the "User Image Display"

To delete all of the content held in the user memory and restore the original settings, carry out the following procedure.

1. In step 3 on p. 80, select "Initialize User Memory" and press the [ O ] button, and a message will be displayed.



2. Press the cursor right button to select <OK>, then press the [ O ] button; the initialization is executed.

#### NOTE

Never turn off the power while the display indicates "Executing...." Doing so will damage the HPI-6's internal memory, making it unusable.

#### NOTE

Carrying out this operation does not initialize any settings other than the user memory settings. To restore settings other than those for the user memory to the original default settings, carry out Factory Reset (p. 87).

### Remembering the Settings Even when the Power is Turned Off (Memory Backup)

Normally, the settings of the various variations will revert to their default values when the power is turned off. However, you can specify that the various settings will be remembered even when the power is turned off.

This function is called "Memory Backup."

1. In step 3 on p. 80, select "Memory Backup" and press the [ O ] button, and a message will be displayed.



2. Press the cursor right button to select <OK>, then press the [ O ] button; the Memory Backup is executed.

#### NOTE

Never turn off the power while the display indicates "Writing..." Doing so will damage the HPI-6's internal memory, making it unusable.

#### Stored Contents

Master Tuning, Stretch Tuning, Temperament, Key
Lid, Damper Resonance, Hammer Response, String Resonance
Key Touch
Metronome Sound
Count In Sound, Countdown Sound, Count In Measure
Language, Track Assign, Reverb On/Off, Reverb Depth
Chorus Settings for Each Tone

→ The settings for the following parameters are saved even without Memory Backup.

Auto Demo (p. 88), USB Driver (p. 100)

### Restoring the Original Default Settings (Factory Reset)

The memory backup settings can be restored to the original default condition. This operation is referred to as "Factory Reset."

1. In step 3 on p. 80, select "Factory Reset" and press the [ O ] button, and a message will be displayed.



2. Press the cursor right button to select <OK>, then press the [ O ] button; the Factory Reset is executed. Once the Factory Reset has been completed, switch the power off, then on again.

## Convenient Functions

### NOTE

Never turn off the power while the display indicates “Executing....” Doing so will damage the HPI-6’s internal memory, making it unusable.

## Using the V-LINK Function

Connecting the HPI-6 to a V-LINK compatible image device allows you to control the images with the HPI-6.

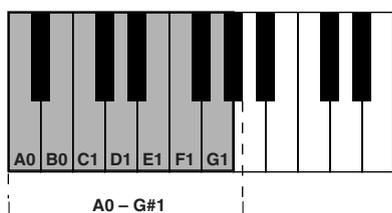
V-LINK ( **V-LINK** ) is functionality promoted by Roland that allows linked performance of music and visual material. By using V-LINK-compatible video equipment, visual effects can be easily linked to, and made part of the expressive elements of a performance.

Refer to “Making the Settings” (p. 80) for instructions.

### NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

Setting	Explanation
On	Switches to Image Control mode. You can control images using the twelve keys at the left end of the keyboard.
Off	Cancels Image Control mode.



### NOTE

While V-LINK is switched on, no sound is produced when you press any of the twelve keys at the left end of the keyboard. In addition, an icon indicating that V-LINK is on appears in the Notation screen.

## Playing the Demos

You can play demo that give you an idea of the HPI-6’s various functions.

1. Hold down the Track [R/Rhythm] button and press the [▶▶ (Fwd)] button.

The HPI-6’s functions appear in sequence in the display.

Press a button or a key on the keyboard to stop the demo.

### MEMO

You can set the HPI-6 so that the demo with all of the songs starts playing automatically if the instrument is not played or adjusted for several minutes.

→ “Setting the Demo (Auto Demo)” (p. 88)

## Setting the Demo (Auto Demo)

Sets whether or not Auto mode is started when no action is taken for a set length of time.

Refer to “Making the Settings” (p. 80) for instructions.

Item	Explanation	Setting
Auto Start	Sets whether or not Auto mode is started when no action is taken for a set length of time.	On, Off
Mode	Selects the image to be displayed in the screen when Auto mode starts. Select <Demo> to display the demo introducing the piano’s functions. Select <User Image> to display the image saved with “User Image Display” (p. 83).	Demo, User Image
BGM	Selects whether or not BGM (background music) is played when Auto mode starts. When <On> is selected, all of the songs are played in random order.	On, Off

### MEMO

If you select <Demo> for “Mode” with an image saved in “User Image Display” (p. 83), the saved image appears at the beginning of the demo.

## Disabling Functions Other than Piano Performance (Panel Lock)

The “Panel Lock” function locks the HPI-6 in a state where only piano performance can be used, and all buttons will be disabled. This prevents the settings from being inadvertently modified even if children press the buttons accidentally.

In the Panel Lock state, only the grand piano sound can be played. In addition, the indicators for all of the HPI-6’s buttons go out, and nothing is displayed in the screen within the music rest.

1. Turn the volume to the minimum, and press the [Power ON] switch to turn off the power.
2. Hold down the One Touch [Piano] button, and press the [Power ON] switch to turn on the power.  
Hold down the One Touch [Piano] button until the opening animation finishes playing.
3. Adjust the volume.

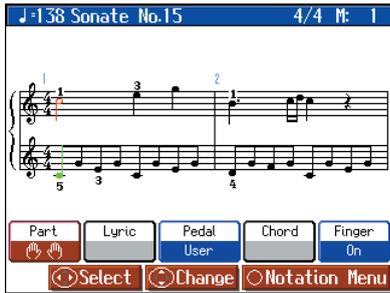
When you play the keyboard, the “Natural Grand” sound will be heard.

To defeat the Panel Lock function, turn the volume down to the minimum, and turn on the power once again.

## Changing the Notation Screen Settings

You can change the parts shown in the notation screen, and how the notation is displayed.

1. Press the [  (Notation)] button one or more times to display a screen like the following.



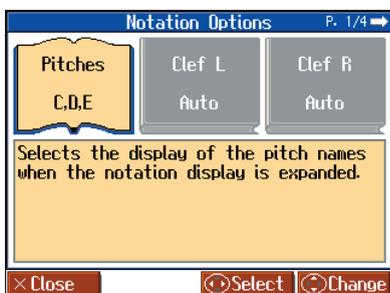
You can set the HPi-6 so that while the Notation screen is being displayed, a screen like that above continues to appear even if you press the [  ] button.

2. Press the [  ] button; the <Notation Menu> is displayed.



3. Press the  cursor button to select <Notation Options>, then press the [  ] button.

A screen like the one below appears.



The Notation Options screen has four pages. Switch among the pages in the screen by pressing the  cursor left or right button.

Item	Setting	
<b>Pitches</b> Specify how note names are displayed when the notation screen is expanded.	<b>Off</b>	Not displayed.
	<b>C, D, E</b>	The note name (C, D, E) will be displayed.
	<b>Do, Re, Mi (Fixed)</b>	The pitch names (fixed Do) are displayed.
	<b>Do, Re, Mi (Movable)</b>	The syllable names (movable Do) are displayed.

Item	Setting	
<b>Clef L, Clef R</b> Specify whether the notation will be displayed as a G-clef or F-clef.	<b>Auto</b>	The display will be switched automatically.
	<b>G Clef</b>	Select a G-clef notation.
	<b>F Clef</b>	Select a F-clef notation.

Item	Setting	
<b>User</b> Select the part that will be displayed when you select  for "Part" in the notation screen.		<b>User Track, Part 1-16</b>

Item	Setting	
<b>Left</b> Select the part that will be displayed when you select  for "Part" in the notation screen.		<b>Left Track, Part 1-16</b>

Item	Setting	
<b>Right</b> Select the part that will be displayed when you select  for "Part" in the notation screen.		<b>Right Track, Part 1-16</b>

Item	Setting	
<b>Key</b> Display the notation in the specified key.	<b>Auto</b>	The key will be set automatically according to the song file.
	<b># x 6-0- b x 5</b>	The notation will be displayed in the specified key.

Item	Setting	
<b>Resolution</b> Sets the minimum note value displayed in the screen.		<b>16th Note, 32nd Note</b>

Item	Setting	
<b>Bouncing Ball</b> Sets whether or not the animation of the ball bouncing in time with the tempo is to be displayed when song data is played back.		<b>On, Off</b>

Item	Setting	
<b>Color Notation</b> Sets whether or not the note currently being played appears in color in the notation when song data is played back. When set to <On>, notes in the right-hand part appear in red, while the notes in the left-hand part are displayed in green.		<b>On, Off</b>

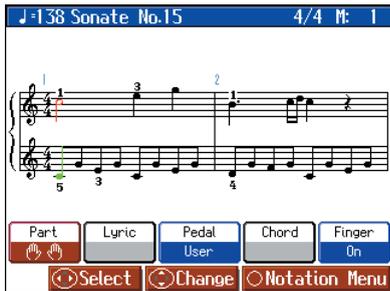
## Convenient Functions

### Editing Songs (Song Edit)

There are many ways you can edit performances recorded using the HPi-6 Track button (p. 54) or 16-track sequencer (p. 84).

#### Basic Operation of the Editing Functions

1. Press the [  (Notation)] button one or more times to display a screen like the following.

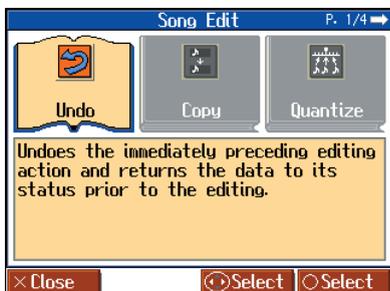


You can set the HPi-6 so that while the Notation screen is being displayed, a screen like that above continues to appear even if you press the [  ] button.

2. Press the [  ] button; the <Notation Menu> is displayed.



3. Press the  cursor button to select <Song Edit>, then press the [  ] button.



4. Press the  cursor button to select the function, then edit it.

The "Song Edit" screen has four pages. Press the  cursor left or right button one or more times to switch the screens. For more detailed information, refer to the corresponding page for each function.

#### Editing Functions

Function	Explanation	Page
Undo	Undoes editing operations that have been performed.	p. 90
Copy	Copies measures.	p. 91
Quantize	Corrects Timing Discrepancies.	p. 91
Delete	Deletes measures.	p. 92
Insert	Inserts a blank measure.	p. 92
Transpose	Transposes parts individually.	p. 92
Erase	Erases data in measures, creating blank measures.	p. 93
Part Exchange	Exchanges the sounds in parts.	p. 93
Note Edit	Allows corrections to be made note by note.	p. 93
PC Edit	Allows editing of the Tones changes that occur during a song.	p. 94

→ "PC" stands for "Program Change," which is a command that tells an instrument to change the sound it's using. With songs that rely on the use of a variety of sounds, a "PC" needs to be located at every point within the song where the Tone is to be changed.

\* Some edits can't be undone, not even by choosing "Undo." We recommend saving songs to external memory or to user memory before editing. For more on how to save songs, refer to "Saving Songs" (p. 74).

→ You can press the [  /  ] (Play/Stop)] button in the "Song Edit" screen to play back the edited song. However, you cannot play back the song while editing in the various edit screens.

#### Undoing Edits (Undo)

You can cancel an editing operation that you've just carried out. This is handy when you want to undo an edit and restore data to the way it was before.

\* There are some edits that can't be restored.

Editing functions that can be undone appear on screen.

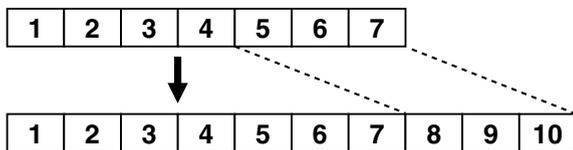


Selecting <Cancel> with the  cursor button and pressing the <  > button returns the "Song Edit" screen to the display, and the undo of the edit is cancelled. If you select <OK> and press the <  > button, the editing operation indicated in the screen is undone.

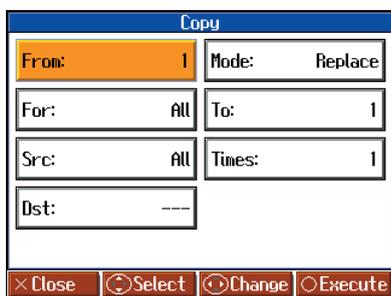
## ■ Copying Measures (Copy)

You can copy a portion of a performance to a different bar in the same Part or to a measure in another Part. This is handy when you're composing a song that repeats a similar phrase.

Ex. To copy measures 5–7 to measure 8.



Refer to "Basic Operation of the Editing Functions" (p. 90) for instructions.



Item	Explanation						
<b>From</b>	<b>Measure number of the first measure of the segment to be copied</b>						
<b>For</b>	<b>Number of measures to be copied</b> When <All> is selected, all of the measures are copied.						
<b>Src</b>	<b>Copy-source Track button or part number</b> Choosing <All> copies all Parts. If you choose a Track button, you can only copy to the selected Track button. You cannot copy to the other Track buttons. When <All> or a track button is selected, "---" appears in the "Dst" field.						
<b>Dst</b>	<b>Copy-destination part number</b>						
	Data can be copied in the following three ways:						
<b>Mode</b>	<table border="1"> <tr> <td><b>Replace</b></td> <td>If there is a performance recorded at the copy destination, this previous recording is erased, and the copied data is written in its place.</td> </tr> <tr> <td><b>Mix</b></td> <td>If there is a performance recorded at the copy destination, the copied data is layered over the previous recording. If the Tones used for the copy source and copy destination are different, the copy-destination Tone is used.</td> </tr> <tr> <td><b>Insert</b></td> <td>If there is a performance recorded at the copy destination, the copied portion is inserted without erasing the previous recording. The song is lengthened by the number of inserted measures.</td> </tr> </table>	<b>Replace</b>	If there is a performance recorded at the copy destination, this previous recording is erased, and the copied data is written in its place.	<b>Mix</b>	If there is a performance recorded at the copy destination, the copied data is layered over the previous recording. If the Tones used for the copy source and copy destination are different, the copy-destination Tone is used.	<b>Insert</b>	If there is a performance recorded at the copy destination, the copied portion is inserted without erasing the previous recording. The song is lengthened by the number of inserted measures.
<b>Replace</b>	If there is a performance recorded at the copy destination, this previous recording is erased, and the copied data is written in its place.						
<b>Mix</b>	If there is a performance recorded at the copy destination, the copied data is layered over the previous recording. If the Tones used for the copy source and copy destination are different, the copy-destination Tone is used.						
<b>Insert</b>	If there is a performance recorded at the copy destination, the copied portion is inserted without erasing the previous recording. The song is lengthened by the number of inserted measures.						

Item	Explanation
<b>To</b>	<b>Copy-destination measure number</b> When <End> is selected, the data is copied to the end of the song.
<b>Times</b>	<b>Number of times the data is to be copied</b>

## ■ Correcting Timing Discrepancies (Quantize)

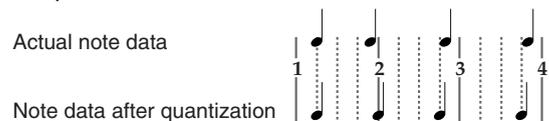
You can correct for timing discrepancies in a recorded performance by automatically aligning the music with the timing you specify. This is called "Quantize."

As an example, let's say that the timing of some quarter-notes in a performance is a little off. In this case, you can quantize the performance with quarter-note timing, thus making the timing accurate.

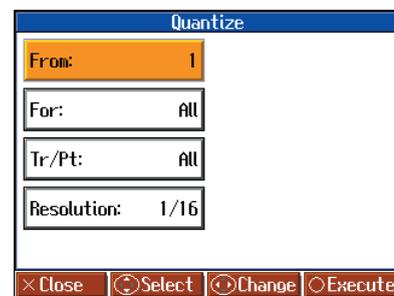
Example: Quarter-note resolution



Example: Sixteenth-note resolution



Refer to "Basic Operation of the Editing Functions" (p. 90) for instructions.



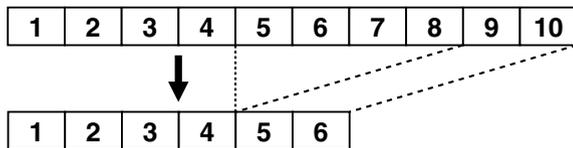
Item	Explanation
<b>From</b>	<b>Measure number of the first measure of the segment to be quantized</b>
<b>For</b>	<b>Number of measures to be quantized</b> When <All> is selected, all of the measures are quantized.
<b>Tr/Pt</b>	<b>Track button or part number to be quantized</b> Choosing <All> quantizes the same passage in all Parts.
<b>Resolution</b>	<b>Quantization timing</b> Select one of the following values 1/2 (half note), 1/4 (quarter note), 1/6 (quarter-note triplet), 1/8 (eighth note), 1/12 (eighth-note triplet), 1/16 (sixteenth note), 1/24 (sixteenth-note triplet), 1/32 (thirty-second note)

## Convenient Functions

### ■ Deleting Measures (Delete)

You can delete a part of a performance measure by measure. When a portion of a performance is deleted, the rest of the performance is shifted up to fill the gap. Erasing measures in a specified passage is called “Delete.”

Ex. To delete measures (bars) 5–8



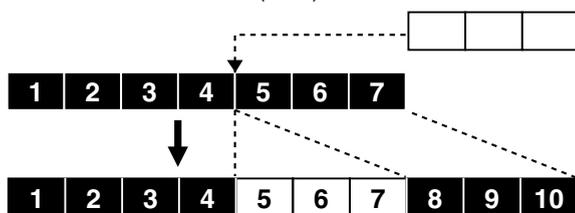
Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.

Item	Explanation
From	Measure number of the first measure of the segment to be deleted
For	Number of measures to be deleted When <All> is selected, all of the measures are deleted.
Tr/Pt	Track button or part number to be deleted When <All> is selected, the same portion of all parts is deleted.

### ■ Inserting Blank Measures (Insert)

You can add a blank measure at a location you specify. This addition of a blank measure is called “Insert.”

Ex. To insert measures (bars) 5–7



Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.

Item	Explanation
From	Measure number of the first measure of the segment to be inserted
For	Number of measures to be inserted
Tr/Pt	Track button or part number where data will be inserted When <All> is selected, blank measures are inserted at the same place in all parts.

### ■ Transposing Individual Parts (Transpose)

You can transpose specified parts and tracks individually.

Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.

Item	Explanation
From	Measure number of the first measure of the segment to be transposed
For	Number of measures to be transposed When <All> is selected, all of the measures are transposed.
Tr/Pt	Track button or part number to be transposed When <All> is selected, the same portion of all parts is transposed.
Bias	The range of transposition You can select the range to transpose the data, from -24 (two octaves down) to +24 (two octaves up), adjustable in semitones.

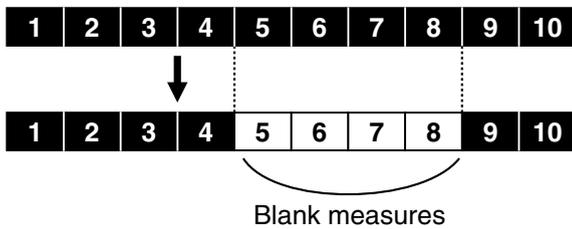
#### NOTE

You cannot transpose performances of the drum sets and sound effect sets (such as the Rhythm Track).

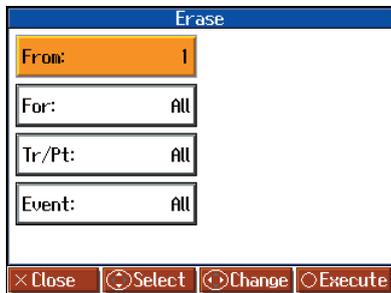
### ■ Making Measures Blank (Erase)

You can delete the performance data in a specified block of measures, turning them into blank measures without reducing the length of the song. This process is called “Erase.”

Ex. To erase measures (bars) 5–8



Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.

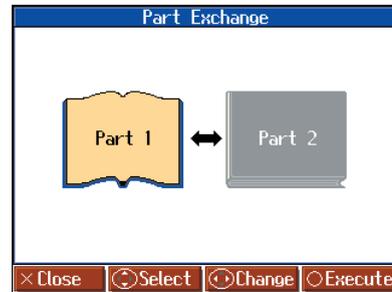


Item	Explanation	
<b>From</b>	<b>Measure number of the first measure of the segment to be erased</b>	
<b>For</b>	<b>Number of measures to be erased</b> When <All> is selected, all of the measures are erased.	
<b>Tr/Pt</b>	<b>Track button or part number to be erased</b> When <All> is selected, the same portion of all parts is erased.	
<b>Event</b>	Select from the following types of performance data to erase:	
	<b>All</b>	All performance data, including notes, tempos, Tones switches (Program Change), volume changes, etc., are erased.
	<b>Tempo</b>	Tempo data is erased. Erasing the tempo data for all measures results in a single, constant tempo.
	<b>Prog. Change</b>	Erases the data for switching Tones (p. 99).
	<b>Note</b>	Erases only notes.
	<b>Except Notes</b>	Erases all of the performance data except for the notes.
	<b>Expression</b>	Erases Expression (volume change) information.
<b>Lyrics</b>	Only the lyrics are removed.	

### ■ Exchanging Parts (Part Exchange)

You can exchange the notes recorded for a particular part with the notes recorded for another part. This process of exchanging parts is called “Part Exchange.”

Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.



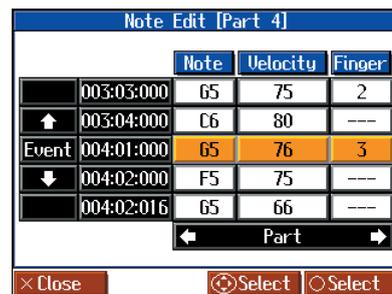
### ■ Correcting Notes One by One (Note Edit)

You can make corrections in a recorded performance one note at a time. This process of making changes in individual notes is called “Note Edit.”

You can make these corrections by using note editing:

- Deleting misplayed notes
- Changing the pitch of a single note
- Changing the force used in playing a single key (velocity)
- Change the fingering numbers.

Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.



The note-location display uses “Measure: Beat: Tick” as the format. A tick is a unit of time that’s shorter than a beat.

Use the ⌚ cursor button to select the part with the note to be edited. The Part number appears at the top of the screen.

Use the [ ◀◀ (Bwd)] button and the [ ▶▶ (Fwd)] button or use ⌚ cursor up or down button to find the note to be corrected.

Once the note you want to edit is displayed in the center of the screen, press the [ ○ ] button to display the settings screen.

In the settings screen, press the ⌚ cursor left or right button to select the “Note (pitch),” “Velocity (note strength),” and “Finger (fingering number)” settings for the note.

Use the ⌚ cursor button to correct the note, velocity, or fingering number. If you want to delete the note, press the [ ○ ] button.

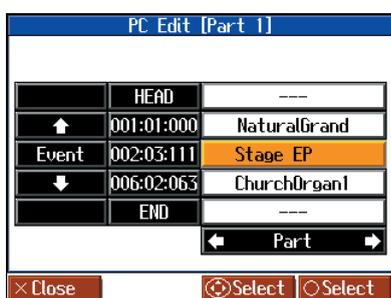
## Convenient Functions

### ■ Modifying the Tone Changes in a Song (PC Edit)

In some songs, the instrument sound changes during the course of the song (that is, the Tone changes in the middle of a Part). In such songs, an instruction to switch the Tone is inserted at the place where you want the sound to change. This instruction is called a “Program Change” (PC), and actions such as deleting program changes, or changing the selected Tone by them are called “PC Edit.”

- \* It is not possible to insert a program change into a measure or beat that does not contain a program change.

Refer to “Basic Operation of the Editing Functions” (p. 90) for instructions.



The PC-location display uses “Measure: Beat: Tick” as the format. A tick is a unit of time that’s shorter than a beat.

Use the cursor button to select the part with the program change to be edited. The Part number appears at the top of the screen.

Use the [ ◀◀ (Bwd)] button and the [ ▶▶ (Fwd)] button or use cursor up or down button to find the program change to be edited.

Once the Program Change you want to edit is displayed in the center of the screen, press the [ ○ ] button to display the settings screen.

In the settings screen, press a tone button to select a tone group, then select a tone with the cursor button.

When selecting Part 10 or 11, select the drum set or effect sound.

If you want to delete the Program Change, press the [ ○ ] button.

### Saving the Notation Data in BMP Format

You can take notations that are displayed on the HPI-6 and save them to external memory (sold separately). You can also use saved image data to your computer.

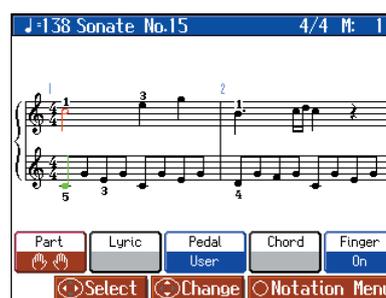
- \* You cannot save copyrighted song data.
- \* Other than for your own personal enjoyment, use of the notations that are output without the permission of the copyright holder is prohibited by law.
- \* For more on indicating note names when outputting notations as BMP files, refer to “Changing the Notation Screen Settings” (p. 89).

**1. Connect the external memory to the External Memory connector.**

**2. Select the song you want to save (p. 38, p. 41).**

When making notation data from a song you have performed, first record the song ahead of time (p. 63).

**3. Press the [ (Notation)] button one or more times to display a screen like the following.**



You can set the HPI-6 so that while the Notation screen is being displayed, a screen like that above continues to appear even if you press the [ ○ ] button.

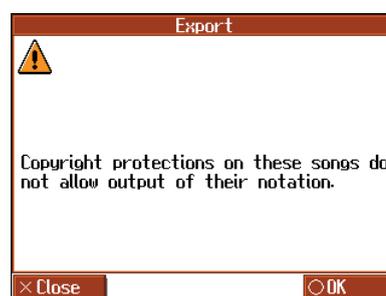
**4. Press the [ ○ ] button; the “Notation Menu” screen is displayed.**

**5. Press the cursor button to select <BMP Export>, then press the [ ○ ] button.**

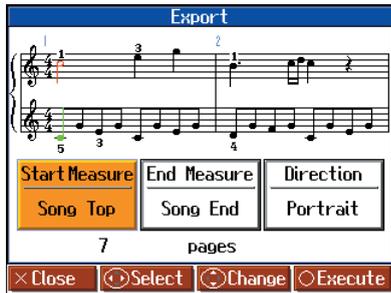
A message screen appears.

**6. After reading the message, press the [ ○ ] button.**

The following screen appears when you select a copyrighted song. When this screen appears, press the [ ○ ] button at this point to return to Step 2 and select a different song.



A screen like the one shown below appears.



7. Press the  cursor left or right button to select the item, then press the  cursor up or down button to set the range to be saved.

Item	Setting	Explanation
Start Measure	Song Top-	Selects the measure from which output starts.
End Measure	-Song End	Selects the measure from which output ends.
Direction	Portrait, Landscape	Selects the orientation for output of the notation.

8. Press the [  ] button.

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

**NOTE**

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

# Connecting to Other Devices

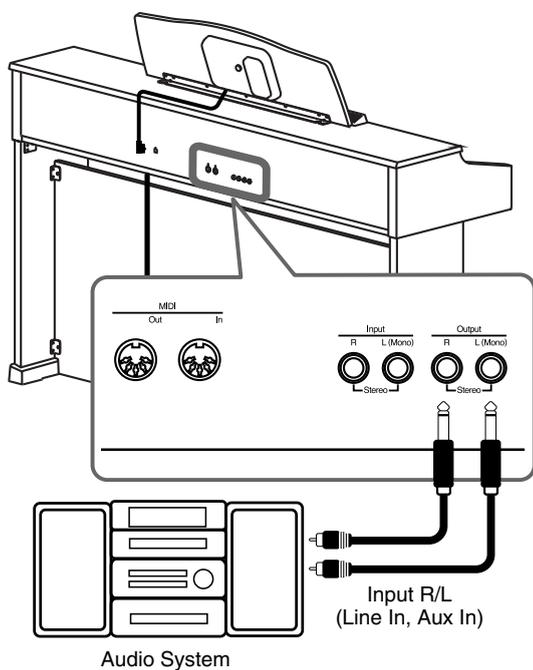
## Connecting to Audio Equipment

You can connect audio devices to play the sound of the HPi-6 through the speakers of your audio system, or to record your performance on a tape recorder or other recording device.

Use phone plug audio cables (sold separately) to make connections.

- \* When connection cables with resistors are used, the volume level of equipment connected to the input jacks may be low. If this happens, use connection cables that do not contain resistors.
- \* To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

### ■ Connecting Speakers to the HPi-6 and Outputting Sounds



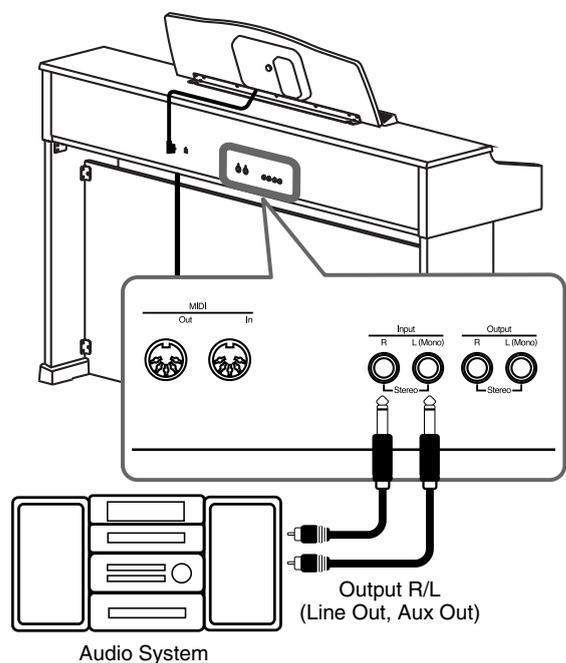
1. Turn the volume all the way down on the HPi-6 and on the device you're about to connect.
2. Turn off the power to the HPi-6 and other connected device.
3. Use audio cables (sold separately) to make the connection.
4. Switch on the HPi-6.
5. Switch on the connected device.
6. Adjust the volume level on the HPi-6 and the connected device.

When you play the HPi-6's keyboard, the sound is played from the connected speakers (or audio system).

### Turning Off the Power

1. Turn the volume all the way down on the HPi-6 and on the device you're about to connect.
2. Turn off the connected device.
3. Turn off the HPi-6.

### ■ Playing Sounds from Audio Equipment Through the HPi-6



1. Turn the volume all the way down on the HPi-6 and on the device you're about to connect.
2. Turn off the power to the HPi-6 and other connected device.
3. Use audio cables (sold separately) to make the connection.
4. Switch on the connected device.
5. Switch on the HPi-6.
6. Adjust the volume level on the HPi-6 and the connected device.

The sounds from the connected device are played by the HPi-6.

### Turning Off the Power

1. Turn the volume all the way down on the HPi-6 and on the device you're about to connect.
2. Turn off the HPi-6.
3. Turn off the connected device.

### Connecting to MIDI Devices

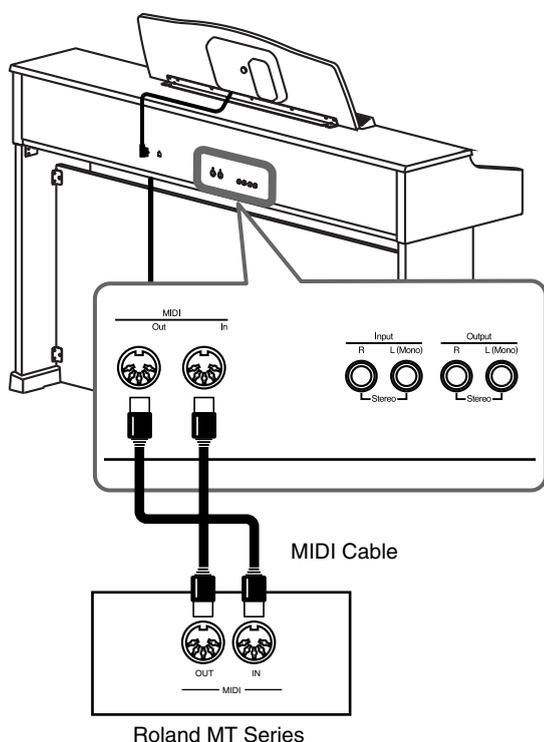
By connecting an external MIDI device and exchanging performance data, you can control one device from the other. For instance, you can output sound from the other instrument or switch Tones on the other instrument.

#### What's MIDI?

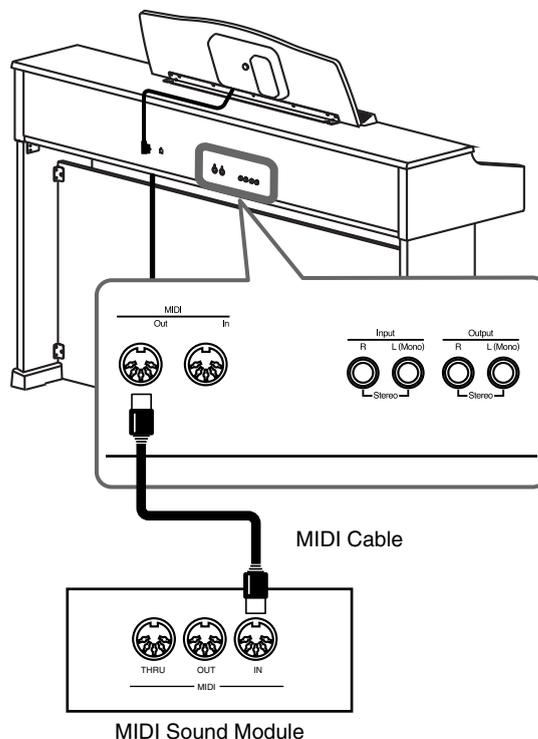
MIDI, short for “Musical Instrument Digital Interface,” was developed as a universal standard for the exchange of performance data between electronic instruments and computers.

The HPi-6 is equipped with MIDI connectors to let it exchange performance data with external devices. These connectors can be used to connect the HPi-6 to an external device for even greater versatility.

#### ■ Playing the HPi-6 with a MIDI Sequencer/Recording the HPi-6's Performance Data to a MIDI Sequencer



#### ■ Producing Sounds from a MIDI Sound Module by Playing the HPi-6



#### Making the Connection

1. Turn the volume all the way down on the HPi-6 and on the device you're about to connect.
2. Switch off the power to the HPi-6 and the device you're about to connect.
3. Use a MIDI cables (sold separately) to connect the MIDI connectors to each other.
4. Switch on the power to the HPi-6 and the connected device.
5. Adjust the volume level on the HPi-6 and the connected device.
6. You should also set the MIDI settings as needed.

→ For details on the MIDI-related settings, refer to p. 98.

#### NOTE

When the HPi-6 is connected to a MIDI sequencer, set it to “Local Off.” Refer to “Disconnecting the Internal Sound Generator and Keyboard (Local Control)” (p. 98).

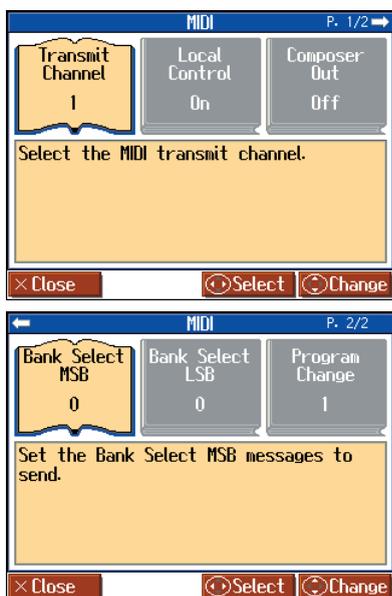
## Connecting to Other Devices

### Making MIDI-Related Settings

Here's how you can set the transmit channel and other MIDI-related settings.

1. Press the [Menu/Lesson] button.
2. Press the  cursor button to select <Functions>, then press the [O] button.
3. Press the  cursor button to select <MIDI>, then press the [O] button.

The "MIDI" screen has two pages.



4. Press the  cursor button to select the setting you want to make.

Item	Explanation
<b>Transmit Channel</b>	Chooses the MIDI send channel.
<b>Local Control</b>	Switches Local Control on or off.
<b>Composer Out</b>	Specifies whether a recorded performance will be transmitted to a MIDI device.
<b>Bank Select MSB</b>	Chooses Bank Select MSB messages.
<b>Bank Select LSB</b>	Chooses Bank Select LSB messages.
<b>Program Change</b>	Chooses Program Change messages (Program Numbers).

5. Press the  cursor up or down button to change the setting.
6. Press the [X] button.  
Press the [X] button one or more times to return to the Notation screen.

### Selecting the Transmit Channel (Transmit Channel)

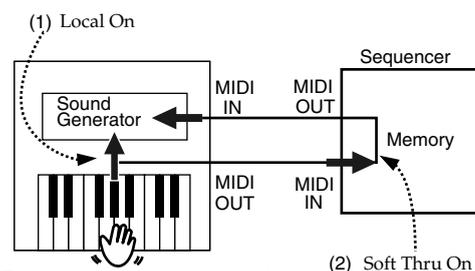
This parameter sets the MIDI channel for transmissions from the HPi-6. MIDI uses what are called "MIDI channels," numbered 1–16. Connecting to MIDI devices and setting the HPi-6 to the MIDI channel for each device allows you to output sounds and switch tones. When the HPi-6 is set to Dual performance (p. 51), data is transmitted only of the channel set here.

The HPi-6 receives all channels 1–16.

Item	Explanation	Setting
<b>Transmit Channel</b>	Chooses the MIDI send channel.	1–16

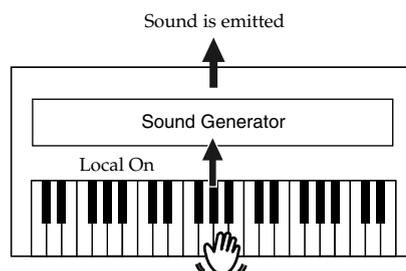
### Disconnecting the Internal Sound Generator and Keyboard (Local Control)

When you have a MIDI sequencer connected, set this parameter to Local Off. Most conventional sequencers have the Thru function set to On, so as seen in the figure, when information describing what has been played on the keyboard (1) arrives at the sound generator via two separate routes (2), notes could be sounded twice or sometimes get cut off. To prevent this, the setting called "Local Off" is used to disconnect the route in (1).

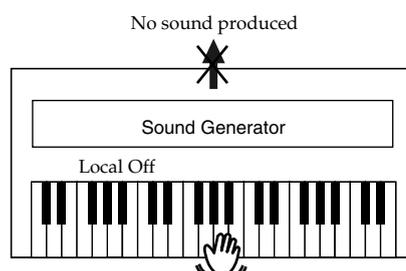


Each note played is sounded twice

**Local On:** The keyboard and the internal sound generator are in a linked state.



**Local Off:** The keyboard and the internal sound generator are in an unlinked state. No sound will be produced by the keyboard when it is played.



→ When a Roland MT series instrument is connected, it is not necessary to make the Local Off setting. The MT transmits a Local Off message when the power is turned on. If you turn on the power in the order of the HPI-6 → MT series, Local Off will be set automatically.

Item	Explanation	Setting
Local Control	Switches Local Control on or off.	On, Off

### ■ Sending Recorded Performance Data to a MIDI Device (Composer Out)

When Composer Out is active, you can send performance data recorded with the HPI-6 to a connected MIDI device or computer.

When you turn on the power, this is set to "Off" (data is not sent).

If you want a performance recorded on the HPI-6 to be transmitted to an external MIDI device or computer, turn the "Composer Out" setting "On."

Item	Explanation	Setting
Composer Out	Specify whether a recorded performance will be transmitted to a MIDI device.	On, Off

### ■ Sending Tone Change Messages (Program Change/Bank Select MSB/Bank Select LSB)

A Program Change is a message that means "change to the Tone of the specified number." The device that receives this changes to the Tone of the corresponding number.

When you choose a Program Change message (Program Number), the Program Number will be transmitted to the MIDI device connected to the HPI-6. The MIDI device that receives the Program Number changes the tone to the corresponding Program Number.

Normally, the Tone is selected from the 128 Tones available. Some MIDI devices, however, have more than 128 Tones. With such devices, the Tone is selected through a combination of Program Change messages and Bank Select messages. There are two parts of a Bank Select message: the MSB (Controller 0, with a value of 0–127) and the LSB (Controller 32, with a value of 0–127).

#### NOTE

Some MIDI devices cannot use bank select messages. Alternatively, some devices may use bank select messages, but ignore the LSB message.

Item	Explanation	Setting
Bank Select MSB	Transmit the bank select MSB.	0 (00h)–127 (7Fh)
Bank Select LSB	Transmit the bank select LSB.	0 (00h)–127 (7Fh)
Program Change	Transmit the program number.	1 (00h)–128 (7Fh)

## Connecting a Computer

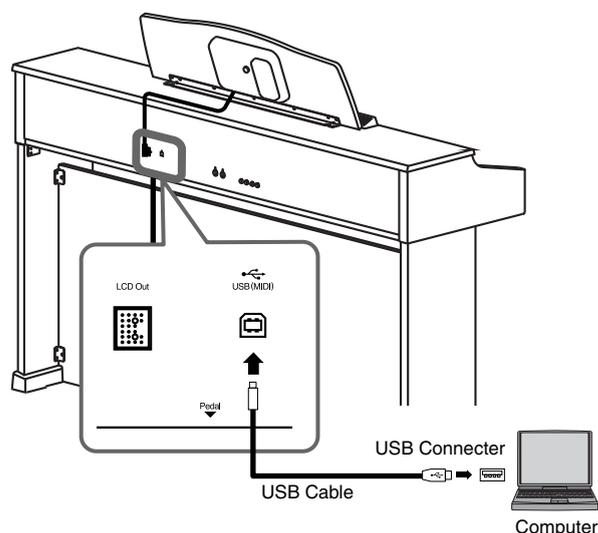
The following become possible once you connect a USB cable (available separately) between the USB (MIDI) connector on the HPI-6's rear panel and the USB connector of your computer.

- You can use the HPI-6 to play sounds from SMF data played back with MIDI software.
- By exchanging MIDI data with sequencer software, you can save songs recorded with the HPI-6 to your computer, and enjoy a variety of musical control and editing features.

When using USB to connect a computer to the HPI-6, be sure to read the USB Installation guide.

This will describe the conditions that need to be met in order to use USB and the procedures for installing the necessary drivers when first connecting the devices.

\* However, note that the HPI-6 is not compatible with Mac OS 9.



#### Caution

- To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.
- Only MIDI data can be transmitted using USB.
- USB cables are not included. Consult your Roland dealer if you need to purchase.
- Turn on the power to the HPI-6 before starting up MIDI applications on the computer. Do not turn the HPI-6 on or off while any MIDI application is running.

## Connecting to Other Devices

### Making the Settings for the USB Driver

If you connect the HPi-6 to a computer using the USB connector, you need to make the following setting before you make the connection.

In the original settings, "Original" is selected.

Normally, there is no need to change the USB driver settings.

**1. Press the [Menu/Lesson] button.**

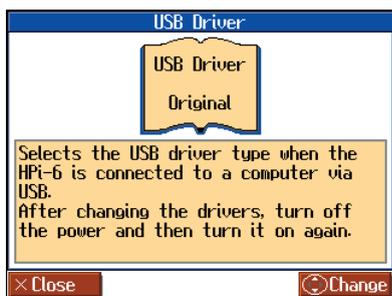
The Menu screen appears.

**2. Press the  cursor button to select <Functions>, then press the [ O ] button.**

The "Functions" screen appears.

**3. Press the  cursor button to select <USB Driver>, then press the [ O ] button.**

The "USB Driver" screen appears.



**4. Press the  cursor up or down button to select the USB driver.**

Item	Explanation
Generic	Select this when using a generic USB driver included with the OS with a USB connection.
Original	Select this when using the supplied driver (Roland Digital USB Driver) with a USB connection. Under ordinary circumstances, use this mode.
Original2	This is an auxiliary mode. It is not normally used.

**5. Turn the HPi-6's volume to the minimum level, switch off the power, then turn it back on again.**

# Troubleshooting

If you think there's a problem, read this first.

Case	Cause/Remedy
<b>The power doesn't come on</b>	Is the power cord connected and plugged in correctly? (p. 17)
<b>The button doesn't work</b>	Is Panel Lock activated? (p. 88) Turn the power off, then back on.
<b>Nothing appears on screen</b>	The HPi-6 uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.
	Is the music rest (screen) connection cable connected correctly? (p. 17)
<b>Vertical lines appear in the screen/Color is "washed out" at the edges of the screen</b>	Is Panel Lock activated? While Panel Lock is on, the screen display and the indicators for all buttons are turned off.
	These occur due to the nature of a liquid crystal display, and do not indicate a malfunction. They can be minimized by adjusting the brightness of the screen (p. 18).
<b>Depressing a pedal has no effect, or the pedal effect doesn't stop</b>	Is the pedal connected correctly? Make sure the pedal cord extending from the stand is securely connected to the pedal jack on the bottom of the unit (p. 17).
	Has a different function been assigned to the pedal? See "Changing the Pedal Functions (Pedal)" (p. 82).
	Normal pedal operation is automatically enabled when the One Touch [Piano] button is pressed (p. 44).
<b>The pedal rattles</b>	Is the HPi-6 set to Twin Piano? The pedal functions are changed automatically when the Twin Piano function is on (p. 32).
	Adjust the adjuster underneath the pedal so that the pedal presses firmly against the floor surface (p. 27).
<b>The volume level of the instrument connected to Input jacks is too low</b>	Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor.
<b>Unable to read from/write to external memory</b>	Are you using (optional) Roland memory? Reliable performance cannot be guaranteed if you use non-Roland memory products.
<b>Low hum coming from external device</b>	Do you have different external devices plugged into different power outlets? When connecting external devices, always draw power from the same outlet.

Case	Cause/Remedy
<b>Performance begins suddenly</b>	The HPi-6 can be set so that the demo begins playing automatically after the instrument has remained idle for five to ten minutes. Switch this setting (Auto Start) to "Off." Refer to "Setting the Demo (Auto Demo)" (p. 88).
<b>Can't select a tone</b>	Press the [X] button several times to return to the notation screen (p. 24), and then select a tone.
<b>No sound is heard</b>	
<b>No sound is heard</b>	Is the volume level of the HPi-6 (p. 18) or connected device turned all the way down?
	Are headphones plugged in? Has a plug remained connected to the Phones jack? (p. 19) When headphones or plugs are connected, the keyboard's speaker stops playing.
	Could the "Balance" setting be set all the way toward "Accomp" or "Keyboard"? (p. 55)
<b>No sound from left-hand section of keyboard</b>	Is V-LINK switched on? (p. 88) When V-LINK is switched on, the twelve keys at the left end of the keyboard are used to control images, and no sounds are played with these keys.
<b>No sound is heard (when a MIDI instrument is connected)</b>	Have all devices been switched on? (p. 97)
	Are the MIDI cables connected correctly? (p. 97) Does the MIDI channel match the connected instrument? (p. 98)
<b>No sound is heard when the keyboard is played</b>	Has Local Control been set to "Off"? When Local Control is set to Off, no sound is produced by playing the keyboard, Set Local Control to On (p. 98).
<b>Not all played notes are sounded</b>	The maximum number of notes that the HPi-6 can play simultaneously is 128. Frequent use of the damper pedal when playing along with a song may result in performance data with too many notes, causing some notes to drop out.
<b>The sound is strange</b>	
<b>Sounds are heard twice (doubled) when the keyboard is played</b>	Is the HPi-6 in Dual performance? (p. 51)
	When the HPi-6 is connected to an external sequencer, set the Local Control to off (p. 98). Alternatively, the sequencer could be set so its Soft Thru feature is Off.
<b>The tuning or pitch of the keyboard or song is off</b>	Have you set Transpose? (p. 62)
	Are the settings for the "Temperament" (p. 82) and "Stretch Tuning" (p. 81) correct?
	Is the setting for the "Master Tuning" correct? (p. 81)

## Troubleshooting

Case	Cause/Remedy
<b>Volume of keyboard is too low</b>	Could the "Balance" setting be set all the way toward "Accomp"? (p. 55)
<b>The Tone has changed</b>	When a performance made along with a Music Files tune has been recorded, recording the performance to button [1/User] may make the Tones for buttons [3/Left] and [4/Right] change as well.
<b>Reverberation still audible even with Reverb turned off</b>	Since the HPi-6's piano sounds faithfully reproduce the sense of spaciousness and reverberation of an actual acoustic piano's sound, a certain amount of reverberation is still perceptible, even with the reverb effect deactivated.
<b>In the upper range, the sound changes abruptly beyond a certain key</b>	On an acoustic piano, notes in the upper one and a half octaves of the keyboard continue to sound until they decay naturally, regardless of the damper pedal. There is a difference in the timbre as well. Roland pianos faithfully simulate such characteristics of the acoustic piano. On the HPi-6, the range that is unaffected by the damper pedal will change depending on the Key Transpose setting.
<b>A High-pitched whine is produced</b>	<p><b>When listening through headphones:</b> Some of the more flamboyant and effervescent piano tones feature an ample high-end component, which may make the sound appear to have metallic reverberation added. Since this reverberation becomes particularly audible when supplemented by heavy reverb, you may be able to diminish the problem by reducing the amount of reverb applied to the sound.</p> <p><b>When listening through speakers:</b> Here, a different cause (such as resonance produced by the HPi-6) would be suspect. Consult your Roland dealer or nearest Roland Service Center.</p>
<b>The bass range sounds odd, or there is a vibrating resonance</b>	<p><b>When listening through speakers:</b> Playing at loud volumes may cause instruments near the HPi-6 to resonate. Resonation can also occur with fluorescent light tubes, glass doors, and other objects. In particular, this problem occurs more easily when the bass component is increased, and when the sound is played at higher volumes. Use the following measures to suppress such resonance.</p> <ul style="list-style-type: none"> <li>• Place speakers so they are 10–15 cm from walls and other surfaces.</li> <li>• Reduce the volume.</li> <li>• Move the speakers away from any resonating objects.</li> </ul> <p><b>When listening through headphones:</b> Here, a different cause would be suspect. Consult your Roland dealer or nearest Roland Service Center.</p>

Case	Cause/Remedy
<b>Song doesn't play back correctly</b>	
<b>Song doesn't play back</b>	Does the screen indicate message, like "OK to delete Song?" (p. 39) The internal songs cannot be played back while recorded performance data remains in the HPi-6's memory. Try playing back the song after deleting the performance data.
<b>Only the sound of a particular instrument in a song does not play</b>	Is the indicator for the Track button extinguished? (p. 54, p. 67, p. 84) If the button indicator is out, the music on that track is not heard. Press the track button so the indicator is illuminated. Or cancel the mute in the "16-track Sequencer" screen.
<b>Pressing the [◀ (Reset)] button doesn't return to the beginning of the song</b>	Some music files may contain settings that stop playing back at a point partway through the song. Press the [◀ (Reset)] button several times more to return to the beginning of the tune.  Has a Marker placed in the song? (p. 60)
<b>The [◀◀ (Fwd)] and [▶▶ (Bwd)] buttons don't work</b>	The [◀◀ (Bwd)] and [▶▶ (Fwd)] buttons are ignored while music files is being read in. Wait until processing finishes.  If you attempt to play back performance data that contains more data than the entire capacity of the HPi-6's memory, you may find that operations other than playback (such as rewind or fast forward) become unavailable.
<b>There is a slight delay before playback of a song on external memory starts</b>	There are two types of SMF music files: format 0 and format 1. If the song uses SMF format 1 data, there will be a slight delay until playback starts. Refer to the booklet that came with the music files you're using to determine the format type.
<b>Lyrics are not indicated properly in the display</b>	With some music files, the lyrics cannot be displayed correctly.  In the notation screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.
<b>Notation is not indicated properly in the display</b>	If you select a part that does not contain performance data, notes will not be displayed in the notation. Change the part that is displayed (p. 89).  The notation screen feature is particularly unsuitable for the display of difficult, complex musical works that demand accurate notation. Refer to "Some Notes on the Notation Screen" (p. 25).  In the notation screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.

Case	Cause/Remedy
<b>Movement of notation or keyboard display not smooth</b>	<p>There may be times when a complex variety of information is being displayed or when a large amount of data is displayed at one time. Change the notation display settings as described below.</p> <ul style="list-style-type: none"> <li>• Set "Bouncing Ball" to "Off" (p. 89)</li> <li>• Set "Color Notation" to "Off" (p. 89)</li> <li>• Set "Keyboard" to "Off" (p. 24)</li> </ul>
<b>Song becomes unstable</b>	<p>In certain cases, such as when playing the songs on external memory, the song may lag when excessive amounts of performance data are used.</p>
<b>Demo song not playing</b>	<p>Could &lt;BGM&gt;, an "Auto Demo" setting, be switched off (p. 88)?</p>
<b>Titles of songs on external memory or floppy disks not being displayed</b>	<p>Has the song name data (Sequence/Track Name Meta Event) been entered in the file? Song titles are not displayed if the song name data is blank or consists exclusively of spaces.</p>
	<p>Is the file name no more than eight single-byte characters?</p>
	<p>Is "MID" used as the extension? The song cannot be treated as song data if a different extension is used.</p>
<b>Volume of accompaniment or internal song is too low</b>	<p>Could the "Balance" setting be set all the way toward "Keyboard"? (p. 55)</p>
<b>Can't record</b>	
<b>Can't record</b>	<p>Has one of the track buttons for recording been selected? (p. 67, p. 69, p. 71)</p>
	<p>It is not possible to record while the notation is being generated. Once the unit has finished generating the notation (i.e., when the measure number in the screen is no longer highlighted), try the operation once again.</p>
<b>Tempo of recorded song or metronome is off</b>	<p>If you select an internal song in which the tempo changes during the song, and then record, the tempo will change in the same way for the performances that are recorded on the other tracks. The tempo of the metronome will also change in the same way.</p>
	<p>If you record additional material without erasing the previously recorded song, the song will be recorded at the first-recorded tempo. Please erase the previously recorded song before you re-record (p. 70).</p>
<b>The recorded performance has disappeared</b>	<p>Any performance that has been recorded is deleted when the power to the HPi-6 is turned off or a song is selected. A performance cannot be restored once it's been deleted. Be sure to save it on an external memory or "Favorites" (HPi-6 Memory) before you turn off the power (p. 74).</p>

# Error Message

Indication	Meaning
<b>Error: 1</b>	You can only read the music file. It can not be saved.
<b>Error: 2</b>	An error occurred during writing. The storage media's protect tab may be in the "Protect" (writing prohibited) position, or the storage media may not yet be initialized.
<b>Error: 10</b>	No storage media is inserted. Insert the storage media and try again.
<b>Error: 11</b>	There is not sufficient free memory in the save destination. Either insert other storage media or delete unneeded files and try again.
<b>Error: 14</b>	An error occurred during writing. The storage media may be corrupted. Insert other storage media and try again. Alternatively, you can initialize the storage media.
<b>Error: 15</b>	The file is unreadable. The data format is not compatible with the HPi-6.
<b>Error: 16</b>	Data was not called up in time for playback of the song. After waiting several seconds, you may be able to play back the song by pressing the [▶/■ (Play/Stop)] button again.
<b>Error: 17</b>	The selected image data cannot be displayed. Prepare image data that can be used with the HPi-6 (p. 83).
<b>Error: 30</b>	The internal memory capacity of the HPi-6 is full.
<b>Error: 40</b>	The HPi-6 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the HPi-6.
<b>Error: 41</b>	A MIDI cable has been disconnected. Connect it properly and securely.
<b>Error: 43</b>	A MIDI transmission error has occurred. Check the MIDI cable and connected MIDI device.
<b>Error: 51</b>	There may be a problem with the system. Repeat the procedure from the beginning. If it is not solved after you have tried several times, contact the Roland service center.
<b>Error: 65</b>	The External Memory connector was subjected to excessive current. Check the storage media to confirm that no damage has occurred to it.

# Tone List

## Piano

NaturalGrand \*1  
 NaturalMello \*1  
 Piano Str2  
 Natural Hps. \*1  
 Grand Piano1  
 MellowPiano1  
 Piano Choir  
 Harpsichord2  
 Natural Gnd2 \*1  
 Honky-tonk  
 PianoStrings  
 NaturalC.Hps \*1  
 Grand Piano2  
 Rock Piano  
 Ballad Piano  
 DetunedPiano  
 Bright Piano  
 UprightPiano  
 Mono Piano  
 Bell Piano  
 Air Grand  
 Piano 1  
 Piano 2  
 Piano 3

## E. Piano

Stage EP  
 Tremolo EP  
 E.Piano 1  
 E.Piano 2  
 Morning Lite  
 Vibraphone  
 Marimba  
 Steel Drums  
 E.Piano 3  
 E. Grand  
 St.FM EP  
 Clav.  
 Glockenspiel  
 Xylophone  
 Celesta  
 Music Box  
 Soft E.Piano  
 Hard EP2  
 60's E.Piano  
 Mild E.Grand  
 Mild E.Piano  
 Hard E.Piano  
 Hard FM EP  
 FM+SA EP  
 MIDI Piano1  
 MIDI Piano2

EG+E.Piano 1  
 EG+E.Piano 2  
 Vibra Bells  
 Hard Clav.  
 Soft Clav.  
 Reso Clav.  
 Phase Clav.  
 Analog Clav.  
 Pop Celesta  
 Pop Vibe.  
 Soft Marimba  
 Balafon  
 Tubular-bell  
 Santur  
 Kalimba

## Organ

ChurchOrgan1  
 Nason flt 8'  
 ChurchOrgan2  
 Rotary Organ  
 Mellow Bars  
 Jazz Organ1  
 Full Organ 1  
 Lower Organ1  
 Rock Organ1  
 Theater Org.  
 Organ Flute  
 Accordion  
 Bandoneon  
 Harmonica  
 Pipe Organ 1  
 Pipe Organ 2  
 Jazz Organ2  
 Jazz Organ3  
 Jazz Organ4  
 Organ Bass  
 Full Organ 2  
 Full Organ 3  
 Full Organ 4  
 Lower Organ2  
 Rotary Org.S  
 Rotary Org.F  
 Rock Organ2  
 Trem.Flute  
 Pop Organ  
 Metalic Org.  
 VS Organ  
 Digi Church  
 BrightAccord  
 Organ 1  
 Organ 2

## Strings

Mellow Str  
 Bright Str  
 Violin  
 St. Harp  
 Flute  
 Trumpet  
 Blow Sax  
 Power Brass  
 Strings  
 Slow Strings  
 Cello  
 PizzicatoStr  
 Oboe  
 Clarinet  
 Soprano Sax  
 AltoSax + Tp  
 Orchestra  
 Orchestra 2  
 Oct Strings  
 Timpani  
 OrchestraHit  
 Warm JP Str  
 OB Strings  
 Bell Strings  
 Slow Violin  
 Contrabass  
 Strings 2  
 SlowStrings2  
 Warm Strings  
 Legato Str  
 DecayStrings  
 Decay Str2  
 Syn.Strings1  
 Syn.Strings2  
 Euro Hit  
 6th Hit  
 Bass Hit  
 TromboneSoft  
 Trombone 2  
 GS Tuba  
 MutedTrumpet  
 Fr.Horn Solo  
 French Horn  
 Alto Sax  
 Grow Sax  
 Tenor Sax  
 GS Bari Sax  
 BrassSection  
 Brass 1  
 Brass 2  
 Bright Brass  
 Brass ff  
 St. Brass ff

Synth Brass1  
 Synth Brass2  
 Synth Brass3  
 Soft Brass  
 Oct SynBrass  
 Bassoon  
 English Horn  
 Piccolo  
 GS Pan Flute  
 Recorder  
 Blow Pipe  
 Bottle Blow  
 Shakuhachi  
 Ocarina

## Others

Jazz Scat  
 Mellow Choir  
 Boys Choir  
 Voice Oohs  
 Nylon Guitar  
 Steel Guitar  
 Jazz Guitar  
 Overdrive Gt  
 DR STANDARD  
 SOUND EFFECT  
 Acoustic Bs.  
 A.Bass+Cymb1  
 Glasswaves  
 HollowReleas  
 Glittery Pad  
 Org Bells  
 Dat Accent  
 Bap Accent  
 Dat & Bap  
 Thum Voice  
 Nylon+Steel  
 Hawaiian Gt.  
 12str Guitar  
 Rock Rhythm  
 DR POP  
 DR ROCK  
 DR JAZZBRUSH  
 Fretless Bs.  
 Fingered Bs.  
 Picked Bs.  
 Slap Bass  
 Modular Bass  
 Fantasia  
 Harpvox  
 Soft Pad  
 P5 Poly  
 Pop Voice  
 Doos Voice

Choir Oohs  
 Choir Aahs  
 Decay Choir  
 Nylon Gt.o  
 Ukulele  
 Steel Vox  
 Mellow Gt.  
 Open Hard  
 Muted Gt.  
 Muted Gt.2  
 Muted Dis.Gt  
 DistortionGt  
 Feedback Gt2  
 Rock Rhythm2  
 Power Guitar  
 Power Gt.2  
 5th Dist.  
 Dazed Guitar  
 Acid Guitar  
 Banjo  
 Koto  
 Shamisen  
 Wood Bass  
 W.Bass+Ride  
 Mute PickBs.  
 Mr.Smooth  
 Synth Bass 1  
 Synth Bass 2  
 SynthBass101  
 Jungle Bass  
 WireStr Bass  
 ResoSH Bass  
 SH101 Bass  
 DR ROOM  
 DR POWER  
 DR ELECTRO  
 DR TR-808  
 DR DANCE  
 DR JAZZ  
 DR BRUSH  
 DR ORCHESTRA  
 DR GS STAND  
 DR GS ROOM  
 DR GS BRUSH  
 SynVox  
 Fantasia 2  
 New Age Pad  
 Warm Pad  
 Poly King  
 Heaven II  
 Warm SquPad  
 JP8 Sqr Pad  
 Sweep Pad 2  
 Decay Pad

## Tone List

Crystal	GS Glocken	Synth Bass 2	Ocarina	Reverse Cym.
Clear Bells	GS Music Box	Synth Bass 3	Square Wave	Gt.FretNoise
Soft Crystal	Vibraphone	Synth Bass 4	Square	Gt.Cut Noise
Digi Bells	Vibe.w	Rubber Bass	Sine Wave	String Slap
Nylon Harp	GS Marimba	GS Violin	Saw Wave	Breath Noise
Nylon + EP	Marimba	Slow Violin	Saw	Fl.Key Click
Brightness	Xylophone	Viola	Doctor Solo	Seashore
Syn.Square	Tubular-bell	GS Cello	Syn.Calliope	Rain
CC Solo	Church Bell	Contrabass	Chiffer Lead	Thunder
Dual Sqr&Saw	Carillon	GS Trem.Str	Charang	Wind
SquareWave2	GS Santur	PizzicatoStr	Solo Vox	Stream
FM Lead 1	Organ 1	GS Harp	5th Saw Wave	Bubble
LM Square	Organ 2	Timpani	Bass & Lead	Bird
JP8 Square	Pop Organ 1	GS Strings	Fantasia	Dog
Mg Lead	Detuned Or.1	Orchestra	Warm Pad	Horse-Gallop
Waspy Synth	Detuned Or.2	GS Sl.Str	Polysynth	Bird 2
P5 Saw Lead	GS ChurchOr1	Syn.Strings1	Space Voice	Telephone 1
Natural Lead	GS ChurchOr2	Syn.Strings2	Bowed Glass	Telephone 2
Rhythmic Saw	Church Org.3	Syn.Strings3	Metal Pad	DoorCreaking
JP8 Pulse	Full Organ 4	Choir Aahs	Halo Pad	Door
LM PureLead	Jazz Organ1	Choir	Sweep Pad	Scratch
Cheese Saw	Rock Organ2	Pop Voice	Ice Rain	Windchime
Reso Saw	Reed Organ	SynVox	Soundtrack	Helicopter
2600 SubOsc	Accordion Fr	OrchestraHit	Crystal	Car-Engine
RAVE Vox	Accordion It	GS Trumpet	Syn Mallet	Car-Stop
FM Lead 2	GS Harmonica	GS Trombone	Atmosphere	Car-Pass
Fat & Perky	Bandoneon	Trombone 2	Brightness	Car-Crash
Big Panner	GS Nylon Gt.	GS Tuba	Goblin	Siren
Ai-yai-a	Nylon Guitar	MutedTrumpet	Echo Drops	Train
Echo Pan 2	Nylon Gt.o	French Horn	Echo Bell	Jetplane
Falling Down	Ukulele	Fr.Horn 2	Echo Pan	Starship
RandomEnding	Steel-str.Gt	Brass 1	Star Theme	Burst Noise
Piano 1	12-str.Gt	Brass 2	Sitar	Applause
Piano 1w	GS Mandolin	Synth Brass1	Sitar 2	Laughing
Piano 1d	Jazz Guitar	Synth Brass2	Banjo	Screaming
Piano 2	GS Hawaiian	Synth Brass3	GS Shamisen	Punch
Piano 2w	Clean Gt.	Synth Brass4	Koto	Heart Beat
Piano 3	Chorus Gt.	AnalogBrass1	Taisho Koto	Footsteps
Piano 3w	Muted Gt.	AnalogBrass2	Kalimba	Gun Shot
GS Honkytonk	Funk Gt.	GS Sop.Sax	Bagpipe	Machine Gun
Honky-tonk 2	Funk Gt.2	Alto Sax	Fiddle	Lasergun
GS E.Piano1	Overdrive Gt	Tenor Sax	Shanai	Explosion
GS E.Piano2	GS Dist.Gt	GS Bari Sax	Tinkle Bell	
60's E.Piano	Feedback Gt.	GS Oboe	Agogo	* Tone with a "*1"
E.Piano 1v	Gt.Harmonics	GS Eng.Horn	Steel Drums	symbol appended to
E.Piano 2v	Gt. Feedback	Bassoon	Woodblock	their name may
Detuned EP 1	GS Ac.Bass	Clarinet	Castanets	produce the Key Off
Detuned EP 2	GS Fing.Bass	Piccolo	Taiko	sound (reproduces
GS Harpsi.	GS Picked Bs	GS Flute	Concert BD	the tonal change
Coupled Hps.	Fretless Bs.	Recorder	Melo. Tom 1	produced when the
Harpsi.w	Slap Bass	GS Pan Flute	Melo. Tom 2	fingers are released
Harpsi.o	Slap Bass 2	GS BottleBlw	Synth Drum	from the keys).
Soft Clav.	SynthBass101	Shakuhachi	808 Tom	
Celesta	Synth Bass 1	Whistle	Elec Perc.	

# Drum/SFX Set List

\* -----: No sound.

\* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

SOUND EFFECT		DR POP		DR ROCK		DR JAZZBRUSH	
21	-----	21	R&B Snare	R&B Snare	R&B Snare	R&B Snare	
22	-----	22	Rock Snare	Pop Snare m	Pop Snare m	Pop Snare m	
23	-----	23	Rock Snare	Pop Snare m	Pop Snare m	Pop Snare m	
24	-----	24	Pop Snare m	Pop Snare m	Pop Snare m	Pop Snare m	
25	-----	25	Pop Snare Ghost	Pop Snare Ghost	Pop Snare Ghost	Pop Snare Ghost	
26	-----	26	Pop Snare m	Pop Snare m	Pop Snare m	Pop Snare m	
27	-----	27	Finger Snap	Finger Snap	Finger Snap	Finger Snap	
28	-----	28	707 Claps	707 Claps	707 Claps	707 Claps	
29	-----	29	Hand Clap [EXC7]	Hand Clap [EXC7]	Hand Clap [EXC7]	Hand Clap [EXC7]	
30	-----	30	Hand Clap2 [EXC7]	Hand Clap2 [EXC7]	Hand Clap2 [EXC7]	Hand Clap2 [EXC7]	
31	-----	31	Hand Clap	Hand Clap	Hand Clap	Hand Clap	
32	-----	32	Pop Pedal HH [EXC1]				
33	-----	33	Gospel Hand Clap	Gospel Hand Clap	Gospel Hand Clap	Gospel Hand Clap	
34	-----	34	Snare Roll	Snare Roll	Snare Roll	Snare Roll	
35	-----	35	Pop Kick	Rock Kick	Rock Kick	Pop Kick	
C2 36	-----	C2 36	Pop Kick	Rock Kick	Rock Kick	Pop Kick	
37	-----	37	Pop Side Stick	Rock Side Stick	Rock Side Stick	Jazz Snare Swing	
38	-----	38	Pop Sanre s	Rock Sanre s	Rock Sanre s	Jazz Sanre	
39	High Q	39	Pop Snare Ghost	Rock Snare Ghost	Rock Snare Ghost	Pop Snare Swing	
40	Slap	40	Pop Snare s	Rock Snare s	Rock Snare s	Jazz Sanre	
41	Scratch Push [EXC7]	41	Pop Low Tom f	Rock Low Tom f	Rock Low Tom f	Jazz Low Tom f	
42	Scratch Pull [EXC7]	42	Pop CHH 1 [EXC1]	Rock CHH 1 [EXC1]	Rock CHH 1 [EXC1]	Pop CHH 1 [EXC1]	
43	Sticks	43	Pop Low Tom	Rock Low Tom	Rock Low Tom	Jazz Low Tom	
44	Square Click	44	Pop CHH 2 [EXC1]	Rock CHH 2 [EXC1]	Rock CHH 2 [EXC1]	Pop CHH 2 [EXC1]	
45	Metronome Click	45	Pop Mid Tom f	Rock Mid Tom f	Rock Mid Tom f	Jazz Mid Tom f	
46	Metronome Bell	46	Pop OHH [EXC1]	Rock OHH [EXC1]	Rock OHH [EXC1]	Pop OHH [EXC1]	
47	Guitar sliding Finger	47	Pop Mid Tom	Rock Mid Tom	Rock Mid Tom	Jazz Mid Tom	
C3 48	Guitar cutting noise (up)	C3 48	Pop High Tom f	Rock High Tom f	Rock High Tom f	Jazz High Tom f	
49	Guitar cutting noise (down)	49	Pop Crash Cymbal 1	Rock Crash Cymbal	Rock Crash Cymbal	Jazz Crash Cymbal 1	
50	String slap of double bass	50	Pop High Tom	Rock High Tom	Rock High Tom	Jazz High Tom	
51	FL Key Click	51	Pop Ride Cymbal 1	Rock Ride Cymbal 1	Rock Ride Cymbal 1	Jazz Ride Cymbal 1	
52	Laughing	52	Pop Chinees Cymbal	Pop Chinees Cymbal	Pop Chinees Cymbal	Jazz Chinees Cymbal	
53	Screaming	53	Pop Ride Bell	Pop Ride Bell	Pop Ride Bell	Jazz Ride Cymbal 2	
54	Punch	54	Tambourine 2	Tambourine 2	Tambourine 2	Tambourine 2	
55	Heart Beat	55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	
56	Footsteps1	56	Cha Cha Cowbell	Cha Cha Cowbell	Cha Cha Cowbell	Cha Cha Cowbell	
57	Footsteps2	57	Pop Crash Cymbal 2	Chinees Cymbal	Chinees Cymbal	Jazz Crash Cymbal 2	
58	Applause	58	Vibra-slap 2	Vibra-slap 2	Vibra-slap 2	Vibra-slap 2	
59	Door Creaking	59	Pop Ride Cymbal 2	Pop Ride Cymbal 3	Pop Ride Cymbal 3	Pop Ride Cymbal 2	
C4 60	Door	C4 60	High Bongo 2	High Bongo 2	High Bongo 2	High Bongo 2	
61	Scratch	61	Low Bongo 2	Low Bongo 2	Low Bongo 2	Low Bongo 2	
62	Wind Chimes	62	Mute Conga	Mute Conga	Mute Conga	Mute Conga	
63	Car-Engine	63	High Conga 2	High Conga 2	High Conga 2	High Conga 2	
64	Car-Stop	64	Low Conga 2	Low Conga 2	Low Conga 2	Low Conga 2	
65	Car-Pass	65	High Timbale 2	High Timbale 2	High Timbale 2	High Timbale 2	
66	Car-Crash	66	Low Timbale 2	Low Timbale 2	Low Timbale 2	Low Timbale 2	
67	Siren	67	High Agogo	High Agogo	High Agogo	High Agogo	
68	Train	68	Low Agogo	Low Agogo	Low Agogo	Low Agogo	
69	Jetplane	69	Shaker 3	Shaker 3	Shaker 3	Shaker 3	
70	Helicopter	70	Shaker 4	Shaker 4	Shaker 4	Shaker 4	
71	Starship	71	Short Hi Whistle [EXC2]				
C5 72	Gun Shot	C5 72	Long Low Whistle [EXC2]				
73	Machine Gun	73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	
74	Lasergun	74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	
75	Explosion	75	Claves	Claves	Claves	Claves	
76	Dog	76	High Wood Block	High Wood Block	High Wood Block	High Wood Block	
77	Horse-Gallop	77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block	
78	Birds	78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	
79	Rain	79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	
80	Thunder	80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	
81	Wind	81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	
82	Seashore	82	Shaker	Shaker	Shaker	Shaker	
83	Stream	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	
C6 84	Bubble	C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	
85	Cat	85	Castanets	Castanets	Castanets	Castanets	
86	Bird	86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	
87	BabyLaughing	87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	
88	Boeeeen	88	Cana	Cana	Cana	Cana	
89	Glass & Glam	89	Falamento Hi-Timbale	Falamento Hi-Timbale	Falamento Hi-Timbale	Falamento Hi-Timbale	
90	Ice Ring	90	Falamento Lo-Timbale	Falamento Lo-Timbale	Falamento Lo-Timbale	Falamento Lo-Timbale	
91	Crack Bottle	91	Falamento Tmbl Flam	Falamento Tmbl Flam	Falamento Tmbl Flam	Falamento Tmbl Flam	
92	Pour Bottle	92	Shekere 1	Shekere 1	Shekere 1	Shekere 1	
93	Car Horn	93	Shekere 2	Shekere 2	Shekere 2	Shekere 2	
94	R.Crossing	94	Low Bongo Mute	Low Bongo Mute	Low Bongo Mute	Low Bongo Mute	
95	SL 1	95	High Bongo Mute	High Bongo Mute	High Bongo Mute	High Bongo Mute	
C7 96	SL 2	C7 96	-----	-----	-----	-----	
97	Seal	97	-----	-----	-----	-----	
98	Fancy Animal	98	-----	-----	-----	-----	
99	Elephant	99	-----	-----	-----	-----	
100	Bike	100	Falamento HC	Falamento HC	Falamento HC	Falamento HC	
101	-----	101	Falamento HC	Falamento HC	Falamento HC	Falamento HC	
102	Applause	102	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell	
103	-----	103	-----	-----	-----	-----	
104	-----	104	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell	
105	-----	105	-----	-----	-----	-----	

# Drum/SFX Set List

\* -----: No sound.

\* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

	DR STANDARD	DR ROOM	DR POWER	DR ELECTORONIC
21	-----	-----	-----	-----
22	-----	-----	-----	-----
23	-----	-----	-----	-----
24	Bar Chime	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap
27	High Q	High Q	High Q	High Q
28	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Std Kick 2'	Kick1	Std Kick 2	Std Kick 2
C2	Kick 1	Room Kick	MONDO Kick	Elec BD
37	Side Stick	Side Stick	Side Stick	Side Stick
38	Std Snr 1	Room Snr 1	Gated SD	Elec SD
39	Hand Clap	Hand Clap	Hand Clap	Hand Clap
40	Std Snr 2	Std Snr 1	Snare Drum 2	Gated SD
41	Low Tom 2	Room Low Tom 2'	Room Low Tom 2	Elec Low Tom 2
42	Closed Hi-hat 1' [EXC1]	Closed Hi-hat 1' [EXC1]	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 1 [EXC1]
43	Low Tom 1	Room Low Tom 1'	Room Low Tom 1	Elec Low Tom 1
44	Pedal Hi-hat 1' [EXC1]	Pedal Hi-hat 1' [EXC1]	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 1 [EXC1]
45	Mid Tom 2	Room Mid Tom 2'	Room Mid Tom 2	Elec Mid Tom 2
46	Open Hi-hat 1' [EXC1]	Open Hi-hat 1' [EXC1]	Open Hi-hat 1 [EXC1]	Open Hi-hat 1 [EXC1]
47	Mid Tom 1	Room Mid Tom 1'	Room Mid Tom 1	Elec Mid Tom 1
C3	High Tom 2	Room Hi Tom 2'	Room Hi Tom 2	Elec Hi Tom 2
49	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1
50	High Tom 1	Room Hi Tom 1'	Room Hi Tom 1	Elec Hi Tom 1
51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Reverse Cymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	Cowbell	Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap
59	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
C4	High Bongo	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62	Mute High Conga	Mute High Conga	Mute High Conga	Mute High Conga
63	Open High Conga	Open High Conga	Open High Conga	Open High Conga
64	Low Conga	Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]			
C5	Long Low Whistle [EXC2]			
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree
84	Castanets	Castanets	Castanets	Castanets
85	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
86	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
87	-----	-----	-----	-----
88	-----	-----	-----	-----

## Drum/SFX Set List

\* -----: No sound.

\* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

	DR TR-808	DR DANCE	DR JAZZ DR GS STAND	DR BRUSH
21	-----	-----	-----	-----
22	-----	-----	-----	-----
23	-----	-----	-----	-----
24	Bar Chime	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap
27	High Q	High Q	High Q	High Q
28	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Dance Snr 1	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Std Kick 2	Kick 1	Std Kick 2	Kick 2
C2 36	808 Bass Drum 1	808 Bass Drum 2	Std Kick 1	Kick 1
37	808 Rim Shot	808 Rim Shot	Side Stick	Side Stick
38	808 Snare Drum	TR-909 Snr	Snare Drum 1	Brush Tap
39	Hand Clap	Hand Clap	Hand Clap	Brush Slap
40	Snare Drum 2	Dance Snr 2	Snare Drum 2	Brush Swirl
41	808 Low Tom 2	808 Low Tom 2	Low Tom 2	Brush Low Tom 2
42	808 CHH [EXC1]	808 CHH [EXC1]	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 2 [EXC1]
43	808 Low Tom 1	808 Low Tom 1	Low Tom 1	Brush Low Tom 1
44	808 CHH [EXC1]	808 CHH [EXC1]	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 2 [EXC1]
45	808 Mid Tom 2	808 Mid Tom 2	Mid Tom 2	Brush Mid Tom 2
46	808 OHH [EXC1]	808 OHH [EXC1]	Open Hi-hat 1 [EXC1]	Open Hi-hat 2 [EXC1]
47	808 Mid Tom 1	808 Mid Tom 1	Mid Tom 1	Brush Mid Tom 1
C3 48	808 Hi Tom 2	808 Hi Tom 2	High Tom 2	Brush Hi Tom 2
49	808 Cymbal	808 Cymbal	Crash Cymbal 1	Crash Cymbal 1
50	808 Hi Tom 1	808 Hi Tom 1	High Tom 1	Brush Hi Tom 1
51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	808 Cowbell	808 Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap
59	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
C4 60	High Bongo	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62	808 High Conga	808 High Conga	Mute High Conga	Mute High Conga
63	808 Mid Conga	808 Mid Conga	Open High Conga	Open High Conga
64	808 Low Conga	808 Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	808 Maracas	808 Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]			
C5 72	Long Low Whistle [EXC2]			
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	808 Claves	808 Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	-----	-----	-----	-----

## Drum/SFX Set List

\* -----: No sound.

\* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

	DR ORCHESTRA	DR GS ROOM	DR GS BRUSH
21	-----	-----	-----
22	-----	-----	-----
23	-----	-----	-----
24	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap
27	Close Hi-hat [EXC1]	High Q	High Q
28	Pedal Hi-hat [EXC1]	Slap	Slap
29	Open Hi-hat [EXC1]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Ride Cymbal	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell
35	Concert BD 2	Std Kick 2	Std Kick 2
C2 36	Concert BD 1	Std Kick 1	Std Kick 1
37	Side Stick	Side Stick	Side Stick
38	Concert SD	Snare Drum 1	Brush Tap
39	Castanets	Hand Clap	Brush Slap
40	Concert SD	Snare Drum 2	Brush Swirl
41	Timpani F	Room Low Tom 2	Low Tom 2
42	Timpani F#	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 1 [EXC1]
43	Timpani G	Room Low Tom 1	Low Tom 1
44	Timpani G#	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 1 [EXC1]
45	Timpani A	Room Mid Tom 2	Mid Tom 2
46	Timpani A#	Open Hi-hat 1 [EXC1]	Open Hi-hat 1 [EXC1]
47	Timpani B	Room Mid Tom 1	Mid Tom 1
C3 48	Timpani c	Room Hi Tom 2	High Tom 2
49	Timpani c#	Crash Cymbal 1	Crash Cymbal 1
50	Timpani d	Room Hi Tom 1	High Tom 1
51	Timpani d#	Ride Cymbal 1	Ride Cymbal 1
52	Timpani e	Chinese Cymbal	Chinese Cymbal
53	Timpani f	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	Cowbell	Cowbell	Cowbell
57	Concert Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap
59	Concert Cymbal 1	Ride Cymbal 2	Ride Cymbal 2
C4 60	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo
62	Mute High Conga	Mute High Conga	Mute High Conga
63	Open High Conga	Open High Conga	Open High Conga
64	Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	Applause	-----	-----

# Internal Song List

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Practice	Practice	Masterpieces
Openness	Invention 11	Sonate No.15
Arabesque	Invention 12	Liebestraume 3
Pastoral	Invention 13	Etude, op.10-3
A Small Gathering	Invention 14	Je te veux
Innocence	Invention 15	Valse, op.64-1
Progress	Beyer 15	Golliwog's Cakewalk
The Clear Stream	Beyer 21	Fantaisie Impromptu
Gracefulness	Beyer 25	Arabesque 1
The Hunt	Beyer 29	Blauen Donau
Tender Flower	Beyer 34	Auf Flugeln des Gesanges
The Young Shepherdess	Beyer 38	Mazurka No.5
Farewell	Beyer 42	Gymnopedie 1
Consolation	Beyer 46	Etude, op.25-1
Austrian Dance	Beyer 51	Clair de Lune
Ballad	Beyer 55	Etude, op.10-5
Sighing	Beyer 60	Dr. Gradus Ad Parnassum
The Chatterbox	Beyer 64	Grande Valse Brillante
Restlessness	Beyer 67	La priere d'une Vierge
Ave Maria	Beyer 73	Course en Troika
Tarantella	Beyer 78	To The Spring
Angelic Harmony	Beyer 81	Valse, op.64-2
Gondola Song	Beyer 90	Radetzky Marsch
The Return	Beyer 93	Traumerei
The Swallow	Beyer 98	Moments Musicaux 3
The Knight Errant	Beyer 103	Prelude, op.28-15
Invention 1	Czerny 100- 1	Harmonious Blacksmith
Invention 2	Czerny 100-10	Ungarische Tanze 5
Invention 3	Czerny 100-20	Turkischer Marsch(Beethoven)
Invention 4	Czerny 100-30	Nocturne No.2
Invention 5	Czerny 100-38	Fruhlingslied
Invention 6	Czerny 100-43	Praludium
Invention 7	Czerny 100-60	Jagerlied
Invention 8	Czerny 100-75	Menuet Antique
Invention 9	Czerny 100-86	Fur Elise
Invention 10	Czerny 100-96	Turkischer Marsch(Mozart)

## Internal Song List

Masterpieces
Standchen
Humoreske
Blumenlied
Alpenglockchen
Menuett G dur(Beethoven)
Venezianisches Gondellied
Alpenabendrote
Farewell to the Piano
Brautchor
Battle of Waterloo
Wiener Marsch
Le Coucou
Menuett G dur(Bach)
Spinnerlied
Gavotte
Heidenroslein
Zigeuner Tanz
La Cinquantaine
Csikos Post
Dolly's Dreaming Awakening
La Violette
Frohlicher Landmann
Sonatine op.36-1(Clementi)
Sonatine op.20-1(Kuhlau)
Sonatine No.5(Beethoven)

Popular
Salut D'amour
Canon (Pachelbel)
Ombra maifu
Entertainer
Annie Laurie
Ave Maria
Greensleeves
Stagecoach
Little Brown Jug

Popular
Amazing Grace
Londonderry Air
Marchin' In
Brindisi
O'sole Mio
Preludelight
Blue Sky Rag
Late Night Chopin
Sun Daze
Keepers Tale
Secret Agent
Kismet's Salsa
Roll Over Ludwig
A Prelude To ...
Count On The Blues
One Down And Easy
Bach's A Boppin'
From Matthew's Passion
Hungarian Rag
Paganini Boogie
Fly Free

Kids
Old MacDonald Had A Farm
Twinkle Twinkle, Little Star
MaryHadALittleLamb
London Bridge
Jingle Bells
Silent Night, Holy Night
Joy To The World
Frog Song
The Cuckoo
Grandfather'sClock

## Songs for Visual Lesson

### ■ Beginner's Course

Mary Had A Little Lamb  
Come Birds  
The Cuckoo  
Old MacDonald Had A Farm  
London Bridge  
Oh! Susanna  
Sonata (Mozart)  
Aura Lee  
Pathetique  
Amazing Grace

### ■ Repertoire Course

Traumerei  
Trepak  
Canon (Pachelbel)  
Railroad  
Silent Night, Holy Night  
Clair De Lune  
La Primavera  
Grandfather's Clock  
Eine Kleine Nachtmusik  
Gymnopedie 1

### ■ Challenge Course

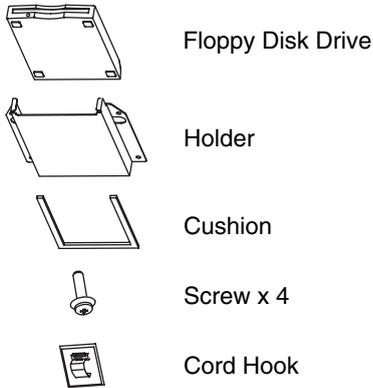
Hanon  
Burgmuller  
Beethoven  
Chopin  
Fast Play  
Finger Technique  
Chord  
American Folk Song  
Screen Music  
Jazz

# Attaching the Floppy Disk Drive

When connecting an optional Roland floppy disk drive to the HPi-6, be sure to install the unit as described below.

## Checking the Parts

Before you begin attaching the floppy disk drive, check that all the parts were supplied. You will also need to have a Phillips screwdriver.

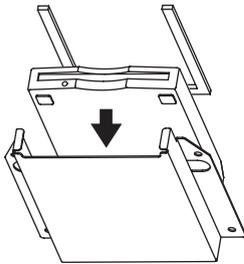


## Attaching the Floppy Disk Drive

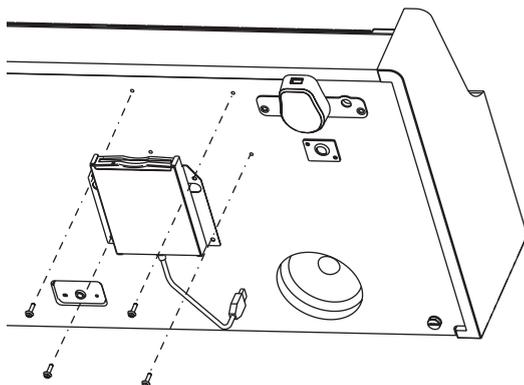
### NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

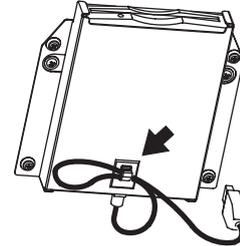
1. Place the floppy disk drive and the cushion on the holder.



2. Attach the holder to the underside of the HPi-6 using the included screws (in four places).

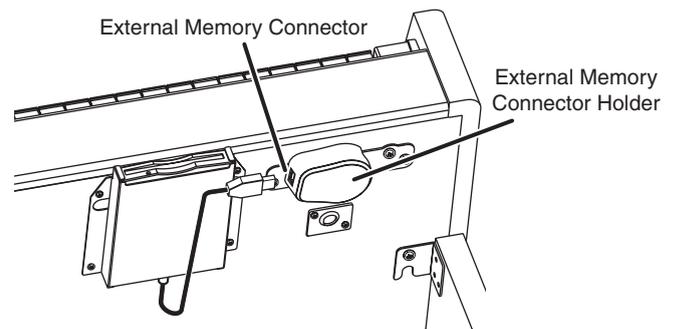


3. Attach the cord hook, then arrange the cable as shown in the figure.



4. Rotate the External Memory connector holder to the left so that the External Memory connector faces to the left.

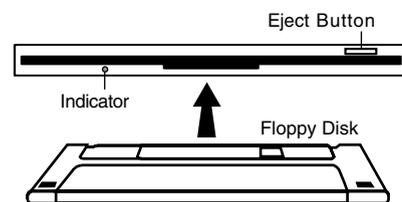
5. Connect the floppy disk drive cable to the External Memory connector (p. 21).



## Inserting and Ejecting a Floppy Disk

### Inserting a floppy disk

1. With the front of the floppy disk facing up, insert the disk in the disk drive slot until there is an audible click.



### Removing a floppy disk

1. Press the Eject button.

The end of the floppy disk comes out of the slot. Grasp the edge of the floppy disk and gently pull it out.

### NOTE

For the floppy disk drive specifications, refer to the floppy disk drive Owner's Manual.

# Music Files That the HPi-6 Can Use

## What Are Music Files?

Music files contains musical information such as how long the key for a corresponding pitch is played, the force applied to the key played, and other such information. Performance data is transmitted to the HPi-6 from music files saved in external memory and played back without change as songs. This is different than a audio CD, since the music file does not contain a recording of the sound itself. This makes it possible to erase certain parts, or to change instruments, tempos and keys freely, allowing you to use it in many different ways.

## Regarding Copyright

Use of the song data supplied with the Data Disk attached to this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

## ■ The HPi-6 Allows You To Use the Following Music Files

<b>Floppy disks saved on a Roland MT Series, or Roland Piano Digital HP-G/R/i and KR Series instrument</b>
<b>Roland Digital Piano Compatible Music Files</b>  Roland's original music file is made specifically for practicing the piano. Some follow an instructional curriculum, allowing for a complete range of lessons, such as "practicing each hand separately" or "listening to only the accompaniment."
<b>SMF Music Files (720KB/1.44MB format)</b>  SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.  <i>* If you wish to purchase SMF Music Files, please consult the retailer where you purchased your HPi-6.</i>

## SMF with Lyrics

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When Music Files carrying the "SMF with Lyrics" logo are played back on a compatible device (one bearing the same logo), the lyrics will appear in its display.

The HPi-6 come equipped with GM 2/GS sound generators.

## ■ About the HPi-6 Sound Generator

The HPi-6 come equipped with GM 2/GS sound generators.

### General MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

### General MIDI 2

The upwardly compatible General MIDI 2 recommendations pick up where the original General MIDI left off, offering enhanced expressive capabilities, and even greater compatibility. Issues that were not covered by the original General MIDI recommendations, such as how sounds are to be edited, and how effects should be handled, have now been precisely defined. Moreover, the available sounds have been expanded. General MIDI 2 compliant sound generators are capable of reliably playing back music files that carry either the General MIDI or General MIDI 2 logo.

In some cases, the conventional form of General MIDI, which does not include the new enhancements, is referred to as "General MIDI 1" as a way of distinguishing it from General MIDI 2.

### GS Format

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus. Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive. Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind). This product supports both the General MIDI 2 and the GS Format, and can be used to play back music data carrying either of these logos.

### XG lite

XG is a tone generator format of YAMAHA Corporation, that defines the ways in which voices are expanded or edited and the structure and type of effects, in addition to the General MIDI 1 specification. XGlite is a simplified version of XG tone generation format. You can play back any XG music files using an XGlite tone generator. However, keep in mind that some music files may play back differently compared to the original files, due to the reduced set of control parameters and effects.

# MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks	
Basic Channel Default Changed	1 1-16	1-16 1-16		
Mode Default Messages Altered	Mode 3 x *****	Mode 3 Mode 3, 4(M=1)	* 2	
Note Number : True Voice	15-113 *****	0-127 0-127		
Velocity Note ON Note OFF	O O	O O		
After Touch Key's Ch's	x x	O O	*1 *1	
Pitch Bend	O	O		
Control Change	0, 32 1 5 6, 38 7 10 11 64 65 66 67 84 91 93 98, 99 100, 101	O O *3 O *3 O *3 O O *3 O *3 O O O *3 O O O *3 O *3 O O (Reverb) O (Chorus) O *3 O *3	*1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1 *1	Bank select Modulation Portamento time Data entry Volume Panpot Expression Hold 1 Portamento Sostenuto Soft Portamento control Effect1 depth Effect3 depth NRPN LSB, MSB RPN LSB, MSB
Prog Change : True #	0-127 *****	O 0-127	Program number 1-128	
System Exclusive	O	O		
System Common : Song Pos : Song Sel : Tune	x x x	x x x		
System Real Time : Clock : Commands	O x	x x		
Aux Message : All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset	x x x x O x	O (120, 126, 127) O O O (123-125) O x		
Notes	* 1 O x is selectable by Sys Ex. * 2 Recognized as M=1 even if M≠1. * 3 O x is selectable by Composer Out setting.			

Mode 1 : OMNI ON, POLY

Mode 2 : OMNI ON, MONO

O : Yes

Mode 3 : OMNI OFF, POLY

Mode 4 : OMNI OFF, MONO

X : No

# Main Specifications

<Keyboard>	
<b>Keyboard</b>	88 keys (Progressive Hammer Action Keyboard)
<b>Touch Sensitivity</b>	Medium, Heavy, Light, Fixed
<b>Keyboard Mode</b>	Whole Split (split point adjustable) Dual (volume balance adjustable) Twin Piano Manual Drums/SFX
<Sound Generator> Conforms to GM2/GS/XG Lite	
<b>Max. Polyphony</b>	128 voices
<b>Tones</b>	450 sounds in 5 groups (including 15 drum sets, 1 SFX set)
<b>Temperament</b>	8 types, tonic selectable
<b>Stretched Tuning</b>	2 types
<b>Master Tuning</b>	415.3 Hz–466.2 Hz (adjustable in increments of 0.1 Hz)
<b>Transpose</b>	Key Transpose (-6–+5 in semitones) Playback Transpose (-24–+24 in semitones)
<b>Effects</b>	Reverb (10 levels) Chorus (10 levels) Damper Resonance (for Piano only, 10 levels) String Resonance (for Piano only, 10 levels) Key Off Resonance Lid (for Piano only, 6 levels) Hammer Response (for Piano only, 10 levels) Dynamics
<Composer>	
<b>Metronome</b>	Beat: 2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8 Volume: 10 levels Pattern: 11 patterns Sound: 8 types
<b>Tracks</b>	5 tracks / 16 tracks
<b>Song</b>	1 song
<b>Note Storage</b>	Approx. 30,000 notes
<b>Tempo</b>	Quarter note = 10–500
<b>Resolution</b>	120 ticks per quarter note
<b>Edit</b>	Copy, Quantize, Delete, Insert, Erase, Transpose, Part Exchange, Note Edit, PC Edit
<b>Control</b>	Reset, Play/Stop, Rec, Bwd, Fwd, Track Select, All Song Play, Random Play, Count-in, Countdown, Marker, Repeat, Tempo Mute

<Disk Drive/Disk Storage> USB Flash Memory (Optional) Floppy Disk Drive (Optional)	
<b>Playable Software</b>	Standard MIDI Files (Format 0/1) Roland Original Format Disk (i-format)
<b>Save</b>	Standard MIDI Files (Format 0) Roland Original Format Disk (i-format)
<Others>	
<b>Internal Songs</b>	Over 170 songs
<b>User Memory</b>	Max. 200 songs on Favorites, 1 User image
<b>Rated Power Output</b>	25 W x 2
<b>Speakers</b>	12 cm x 2, 5 cm x 2
<b>Display</b>	320 x 240 dots graphic color LCD (with backlit)
<b>Languages</b>	English/Japanese/Germany/French/Spanish
<b>Notation</b>	Grand staff / G clef staff / F clef staff, with note name / lyrics / chords/ fingering
<b>Lyrics</b>	Yes (Built-in Display)
<b>Control</b>	Volume, LCD contrast
<b>Pedals</b>	Damper Soft (function assignable) Sostenuto (function assignable)
<b>Other Functions</b>	Brilliance, Panel Lock, Replay, Wonderland/Game, Auto demo, Visual lesson, DoReMi Course, BMP export, User image display, V-LINK
<b>Connectors</b>	Output jacks (L/Mono, R) Input jacks (L/Mono, R) Headphone jack (Stereo) x 2 MIDI In connector x 2 MIDI Out connector Pedal jack LCD connector (20 pin) USB(MIDI) connector External memory connector
<b>Power Supply</b>	AC 115 V, AC 117 V, AC 220 V, AC 230 V, AC 240 V (50/60 Hz)
<b>Power Consumption</b>	60 W (115 V/117 V/220 V/230 V/240 V)
<b>Cabinet Finish</b>	Simulated Mahogany
<b>Dimensions (Including piano stand)</b>	1,388 (W) x 425 (D) x 836 (H) mm 54-11/16 (W) x 16-3/4 (D) x 32-15/16 (H) inches
<b>(Including piano stand and music rest)</b>	1,388 (W) x 433 (D) x 1,043 (H) mm 54-11/16 (W) x 17-1/16 (D) x 41-1/16 (H) inches
<b>Weight (Including piano stand)</b>	55.5 kg / 123 lbs

<b>Accessories</b>	Owner's Manual Roland 60 Classical Piano Masterpieces USB Installation Guide CD-ROM (Roland Digital Piano USB Driver) Power Cord Headphone Hook Music Rest (with installation screws)
<b>Options</b>	USB memory Floppy Disk Drive

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

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Volume (Metronome) ..... 57  
Volume Balance ..... 55  
    Dual Performance ..... 51

### W

Wonderland ..... 28  
Write Protect Tab ..... 10

### X

XG lite ..... 114

## Information

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

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#### Roland Shanghai Electronics Co.,Ltd.

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10F. No.18 3 Section Anhuaxili  
Chaoyang District Beijing  
100011 CHINA  
TEL: (010) 6426-5050

#### Roland Shanghai Electronics Co.,Ltd.

(GUANGZHOU OFFICE)  
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Yi Xiang, Wu Yang Xin Cheng,  
Guangzhou 510600, CHINA  
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#### AUSTRALIA/NEW ZEALAND

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#### Gigamusik SARRL

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SAUDI ARABIA  
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Beyoglu - Istanbul / TURKEY  
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**Zak Electronics & Musical Instruments Co. L.L.C.**  
Zabeel Road, Al Sherooq Bldg.,  
No. 14, Grand Floor, Dubai,  
U.A.E.  
TEL: (04) 3360715

### NORTH AMERICA

#### CANADA

**Roland Canada Music Ltd.**  
(Head Office)  
5480 Parkwood Way  
Richmond B. C., V6V 2M4  
CANADA  
TEL: (604) 270 6626

#### Roland Canada Music Ltd.

(Toronto Office)  
170 Admiral Boulevard  
Mississauga On L5T 2N6  
CANADA  
TEL: (905) 362 9707

#### U. S. A.

**Roland Corporation U.S.**  
5100 S. Eastern Avenue  
Los Angeles, CA 90040-2938,  
U. S. A.  
TEL: (323) 890 3700



For EU Countries

This product complies with the requirements of European Directives EMC 89/336/EEC and LVD 73/23/EEC.

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.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.  
This equipment requires shielded interface cables in order to meet FCC class B Limit.

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 the USA

## DECLARATION OF CONFORMITY Compliance Information Statement

Model Name : HPi-6  
Type of Equipment : Digital Piano  
Responsible Party : Roland Corporation U.S.  
Address : 5100 S. Eastern Avenue Los Angeles, CA 90040-2938, U. S. A.  
Telephone : (323) 890 3700



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