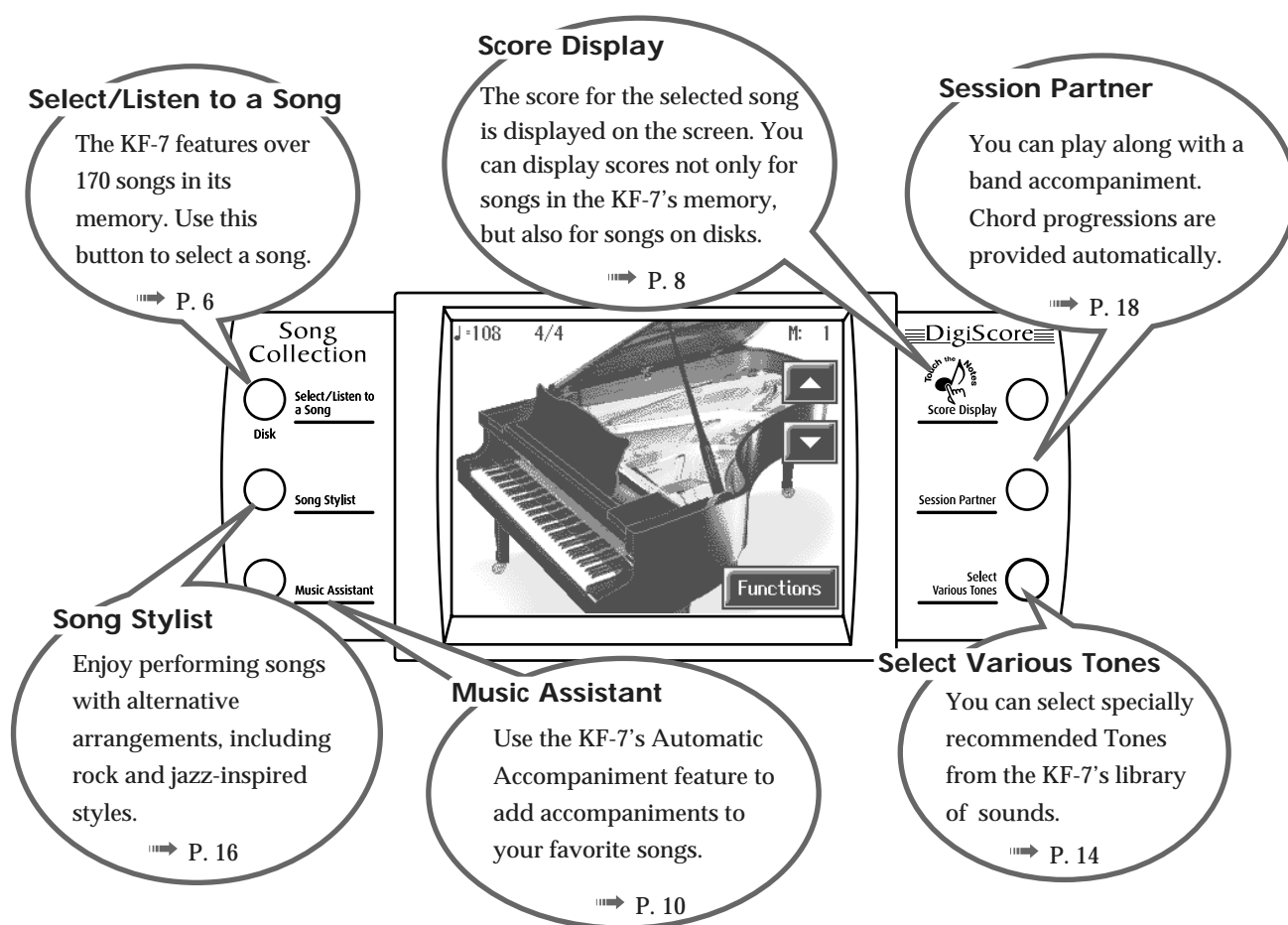


## Quick Start

Congratulations on choosing of the Roland Digital Intelligent Piano KF-7!



### How To Use This Manual

The KF-7 Owner's Manual consists of two volumes, **Quick Start** and the **Owner's Manual**.

Please start out by reading "Before You Start Playing" in the **Owner's Manual**. This explains how to connect the KF-7's power cord and how to turn on the instrument's power.

After turning on the power, please continue by reading **Quick Start** (this volume).

By trying out the various procedures while reading the **Quick Start**, you can easily learn how to play the KF-7 and make use of its major functions (especially procedures that involve use of the "main buttons").

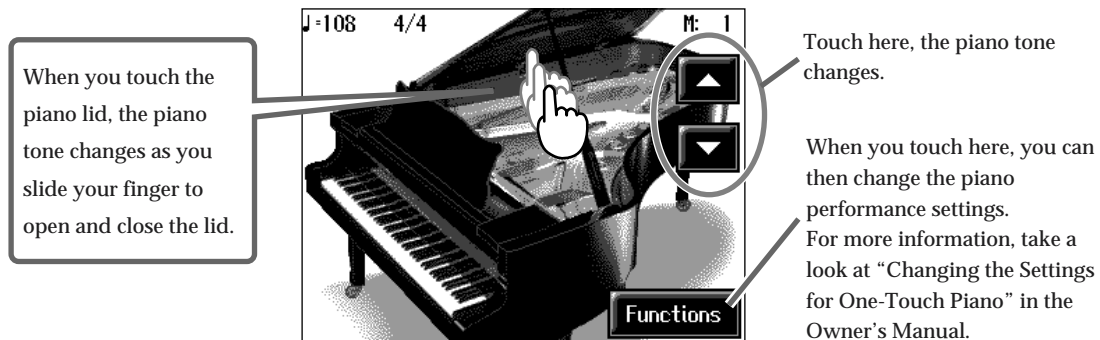
The **Owner's Manual** describes procedures, from basic operation to procedures for special applications (for example, using the KF-7 as an accompanist and creating songs), that will help you master the KF-7's many performance functions.

# Contents

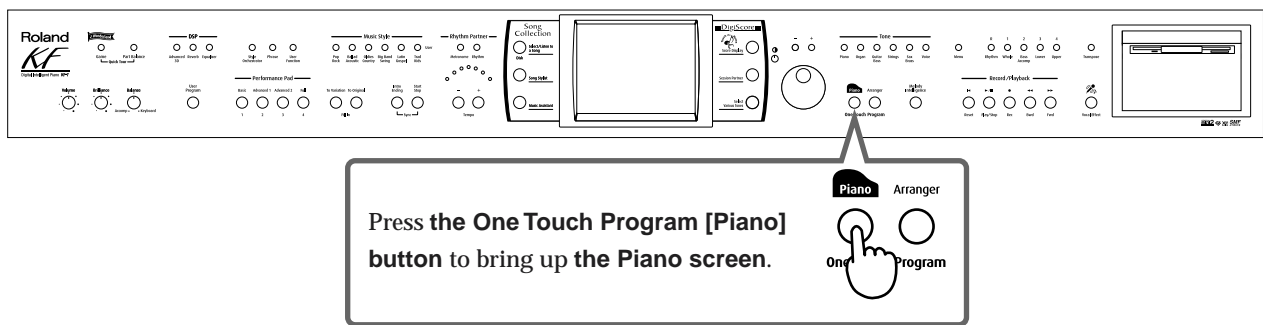
About the Piano Screen .....	3
About the Key Template .....	3
A Quick Tour of the KF-7 .....	4
Playing in a Wonderland of Sounds .....	5
[Select/Listen to a Song] Button .....	6
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# About the Piano Screen

The following “Piano Screen” appears when the KF-7 is turned on.



When this screen is displayed, you can change the settings that affect the KF-7’s piano performances. Although the screen changes when you press the buttons to carry out the various operations and settings, you can bring up the Piano screen at any time by pressing the One Touch Program [Piano] button, and switch back to piano performance.



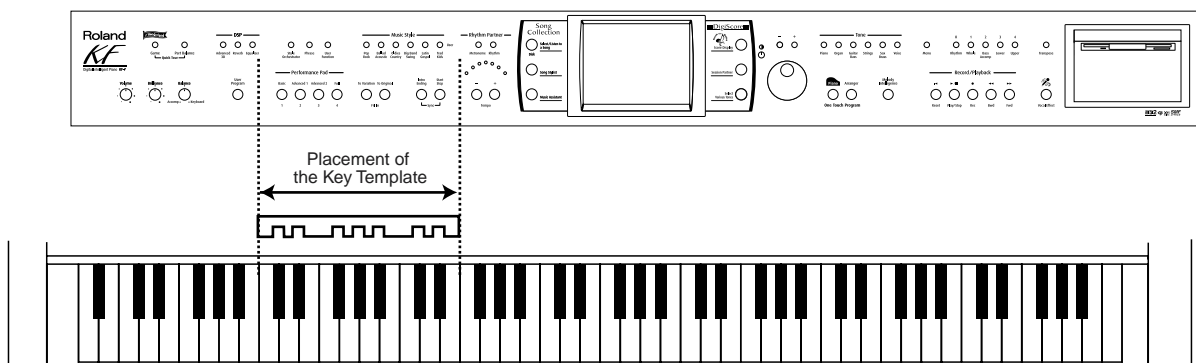
For more detailed information, refer to “Playing the Keyboard Like a Piano (One-Touch Piano)” in the Owner’s Manual.

# About the Key Template

Use the key template included with this volume when specifying the chords for Automatic Accompaniment on the KF-7.

For more on performing with Automatic Accompaniment, refer to “[Music Assistant] Button (1)” (p. 10).

Position the key template as shown in the figure below.



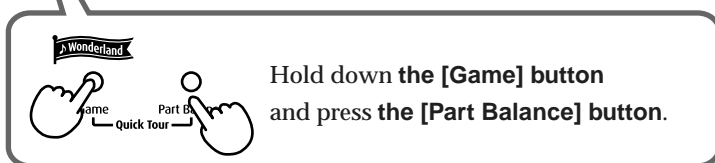
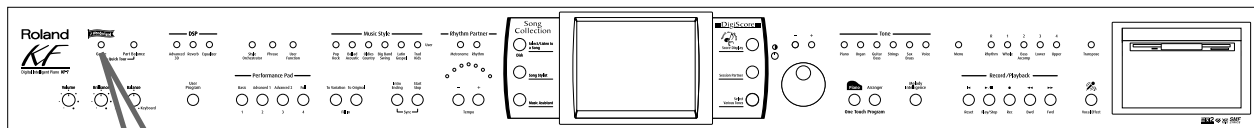
# A Quick Tour of the KF-7

The “Quick Tour” provides visual descriptions of the KF-7’s special features, characteristics and main performance functions.

Touch the screen to listen to a variety of demos.

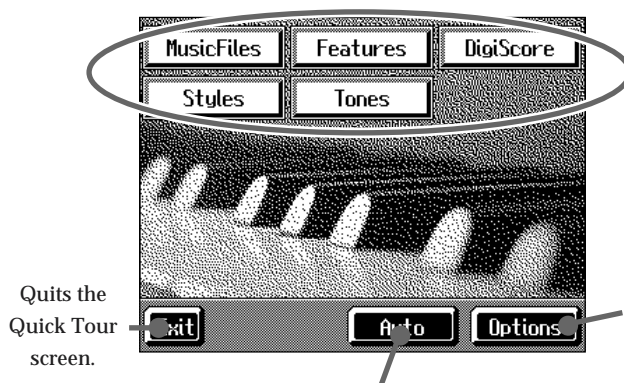
1

Display the Quick Tour screen.



2

Touch the category for the type of demo you want to hear.



Make settings for the automatic demo. For more detailed information, refer to “Automatically Starting the Quick Tour” in the Owner’s Manual.

When you touch here, the demo continues automatically. All of the demos may be viewed using this function.

At this time, let’s see what we get by touching <Styles>.

You can listen to demo performances in the <Styles> and <Tones> introductory demos.

3

Touch <Exit> to return to the Quick Tour screen. Try the other categories.

4

Touch <Exit> on the Quick Tour screen to end the Quick Tour.

This returns you to the Quick Tour screen



This displays the screen used for listening to demo performances.

Shows the previous page.

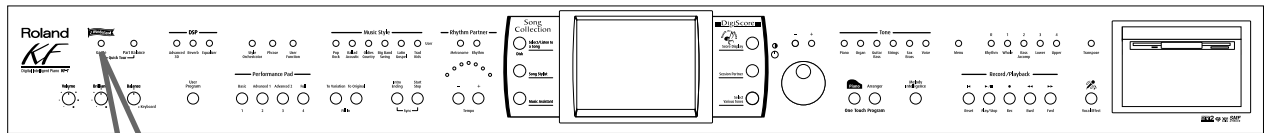
Shows the next page.

# Playing in a Wonderland of Sounds

“Wonderland” is an enjoyable world of sounds when you can listen to a variety of instruments, hear performances, and play game with a simple touch of the screen.

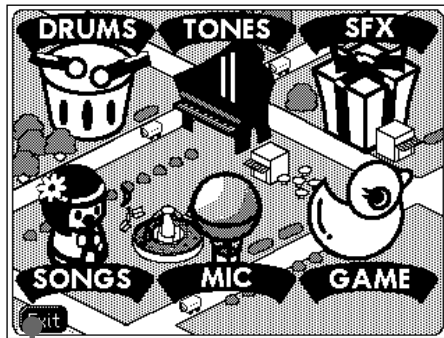
1

Display the Wonderland screen.









2

Touch the item you want to play.



Quits the Wonderland screen.

<DRUMS>		<TONES>		<SFX>	
	Performances can use several types of percussion instrument sounds.		Performances can use a number of different instrument sounds.		You can hear various sound effects.
<SONGS>		<MIC>		<GAME>	
	Hear kid's songs.		You can connect a mic to the KF-7 and change the sound of your voice.		Play six different games, including ear training and rhythm games.

3

Touch <Exit> to return to the Wonderland screen.

4

Touch <Exit> on the Wonderland screen to end the Wonderland.



## Reference

When connecting a mic to the KF-7, refer to “Connecting a Microphone” in the Owner’s Manual.

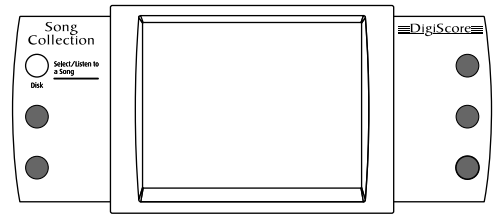
# [Select/Listen to a Song] Button

Press this button to select songs.

The KF-7's more than 170 internal songs are categorized by musical style, or genre.

Additionally, you can file songs you like to the "Favorites" category.

Saving songs to the "Favorites" makes it more convenient to play songs you are practicing and those you listen to frequently.

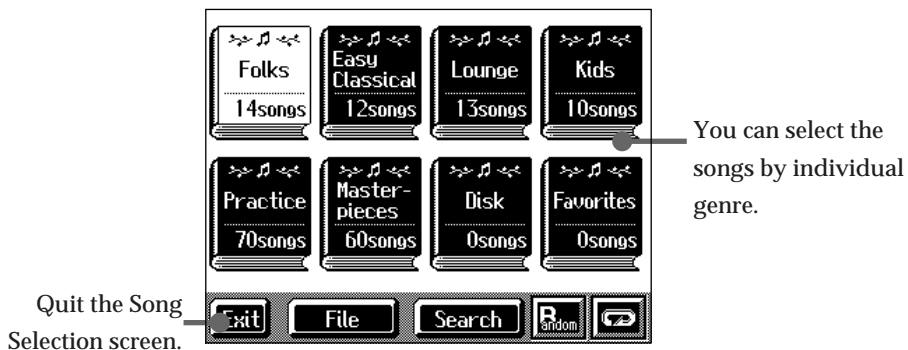


1

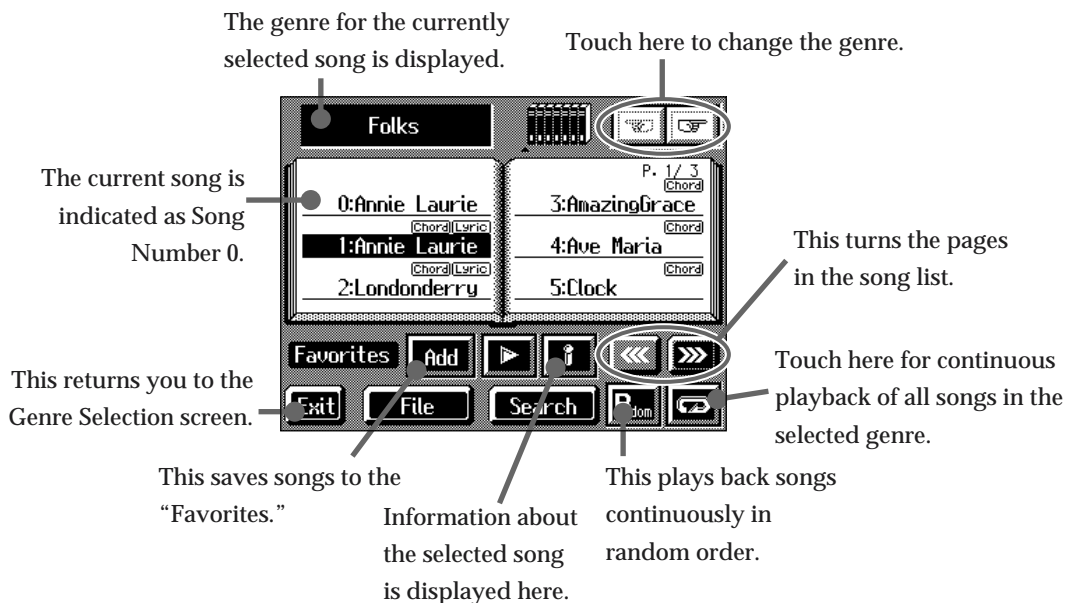
Press the [Select/Listen to a Song] button.

2

Touch the screen to select a genre.



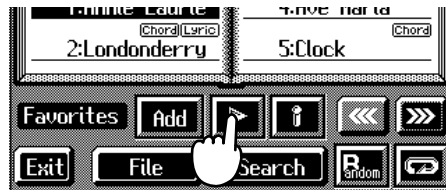
Here, let's touch <Folks>.



3

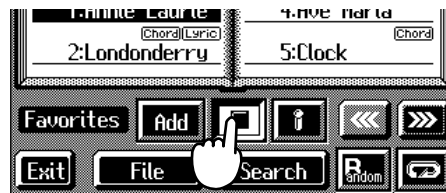
Select the song you want to hear, then touch the song name.

- 4 Listen to the song. Touch <▶>.



If lyrics are displayed, touch <Exit> to return to the Song Selection screen.

- 5 To stop the song, touch <■>.



### Advanced Use of the KF-7

Displaying Song Scores → “[Score Display] Button” (p. 8)

Playing Back Songs with Different Arrangements → “[Song Stylist] Button” (p. 16)

### When Listening to Songs on Disks

Insert the disk containing the song you want to play in the KF-7’s disk drive.

Press the [Select/Listen to a Song] button and select “Disk” for the genre; you now can select songs on the disk.



### Reference

For more detailed information about playing back songs, refer to “Playing a Song” in the Owner’s Manual.

For more detailed information about “Favorites,” refer to “Registering the Songs You Like (Favorites)” in the Owner’s Manual.

For more detailed information about <File> in the Song Selection screen, refer to “Saving Songs” in the Owner’s Manual.

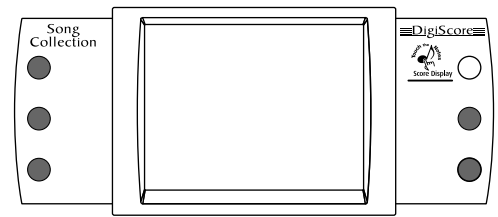
For more detailed information about <Search> in the Song Selection screen, refer to “Using Keywords to Search for Songs (Song Search)” in the Owner’s Manual.

# [Score Display] Button

You can display scores not only for the internal songs, but for recorded songs and songs on disks as well.

Some songs also include the fingering and chord information in the display.

This information is not only useful for piano practicing, but is also handy when you want to view the chords while playing accompaniment to songs.

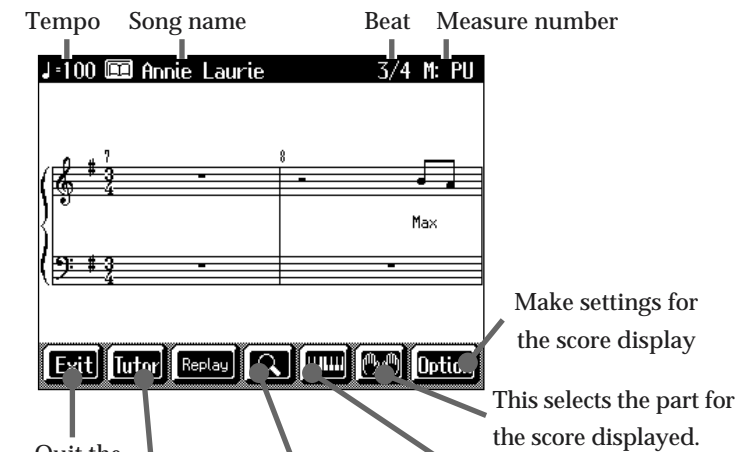


1

Press the [Select/Listen to a Song] button to select a song (p. 6).

2

Press the [Score Display] button.

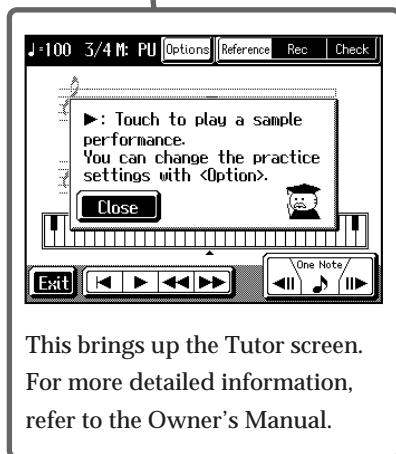


Make settings for the score display

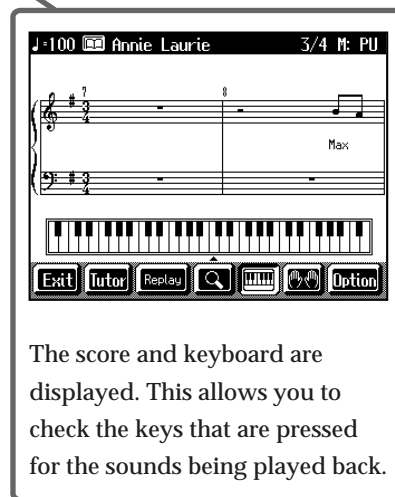
This selects the part for the score displayed.

Quit the Score screen.

This gives an enlarged view of individual measures. You can also display the note names.



This brings up the Tutor screen. For more detailed information, refer to the Owner's Manual.



The score and keyboard are displayed. This allows you to check the keys that are pressed for the sounds being played back.

## ≡DigiScore≡

### ● Bouncing Ball

The bouncing ball shows you the note that is currently being played. It helps you follow the score and get a sense of the rhythm.

### ● Touch the Notes

When you touch a note on the screen, the sound of that note is played. When you drag your fingertip along the score, the section your trace is then played back.

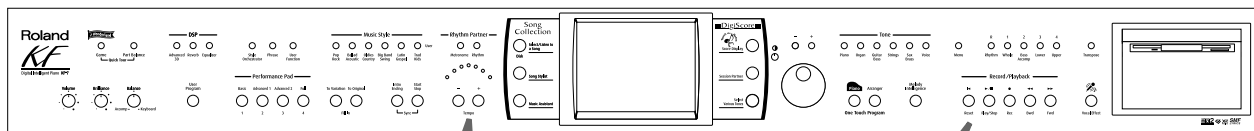
### ● Replay

When you touch <Replay>, the soft pedal functions as the "Replay." When you press the pedal during the playback of the song, playback stops, and when you release the pedal, playback resumes starting at the beginning of that measure. When the pedal is pressed repeatedly, playback rewinds.

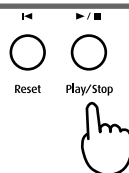
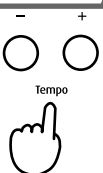


3

Now play back the song.  
Press the [▶/■ (Play/Stop)] button.



Change the tempo of the playback with the Tempo [-] [+] buttons.



Press the [▶/■ (Play/Stop)] button to play back the song. Press it again to stop the song.  
Press the [◀ (Reset)] button to return to the beginning of the song.

The display advances along with the song playback.

4

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

### Advanced Use of the KF-7

Practicing Songs → “Practicing Songs with the Practice Function” in the Owner’s Manual.

#### When displaying the scores of recorded performances:

After recording your own performance, press the [Score Display] button.

For more detailed information about recording, refer to “Chapter 4 Recording and Saving the Performance” in the Owner’s Manual.



#### Reference

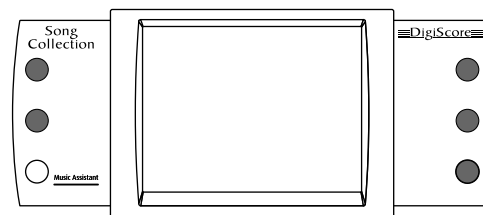
For more detailed information on the Score screen, refer to “Displaying the Score” in the Owner’s Manual.

For more detailed information about <Option> on the score screen, refer to “Making Detailed Settings for the Score Display” in the Owner’s Manual.

# [Music Assistant] Button (1)

## What is Automatic Accompaniment?

Automatic Accompaniment is a function that lets you add accompaniment using a variety of instrument sounds, such as drums, guitar and trumpet, simply by playing the chords.



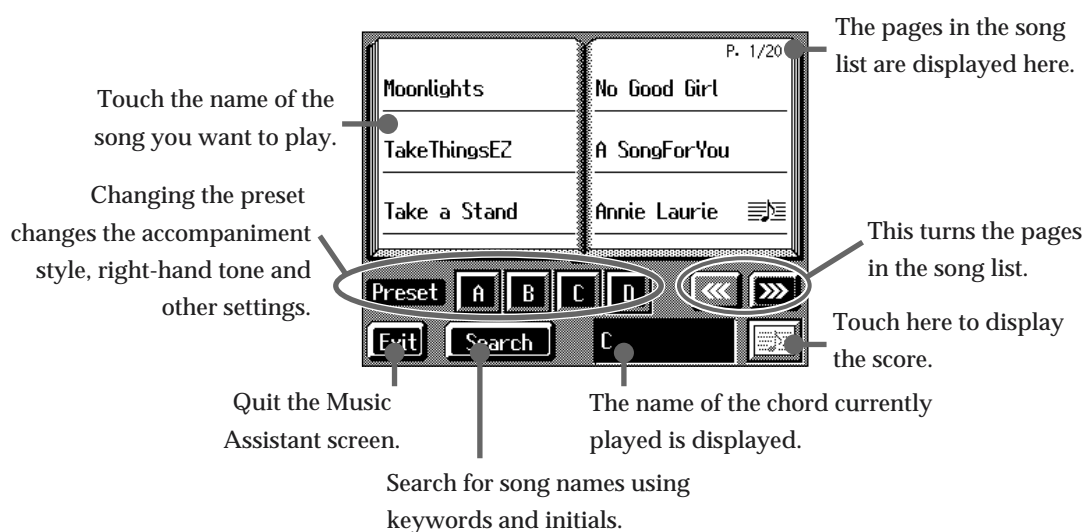
Let's try playing a song using Automatic Accompaniment.

1

Press the [Music Assistant] button.


2

Touch a song name to select the song you want to play.



Let's select "Annie Laurie."


The optimum settings for the selected song are automatic.

When you select a song marked with , you can display the score for that song.

3

Now display the score. Touch .

## Songs Without the Mark

Although the scores for songs without the  mark cannot be displayed on the KF-7, try performing while reading commercially available chord charts or sheet music.

Once you are able to play the chords in the left hand, make use of the "[Music Assistant] Button (2)" (p. 12) Excitement function.

Tempo Song name Beat Measure number  
 J=100 Annie Laurie 3/4 M: PU  
 Try playing a chord on the keyboard.  
**G**

Changing the preset changes the accompaniment style, right-hand tone and other settings.

The name of the chord currently played is displayed.

This returns you to the Song Selection screen.

This mutes the sound in the melody part.

Moves back the playback position.

Advances the playback position.

Returns to the beginning of the song.

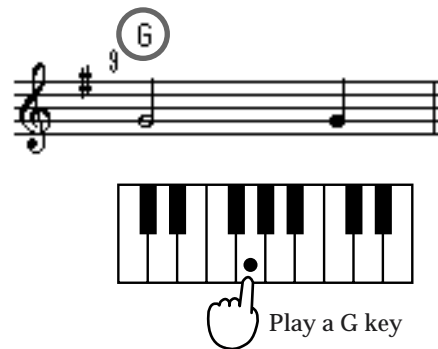
This starts and stops playback of the performance.

This increases the number of measures displayed.

4

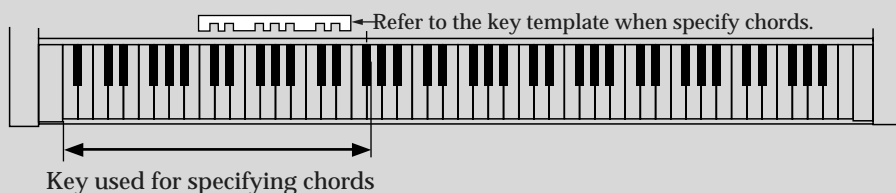
**Begin performing.**  
**Play a G chord on the keyboard.**

The accompaniment begins.  
 The first chord is "G." Play the key template "G" key.  
 Look at the chord symbol shown in the score, and play the chord in the left hand.  
 If the accompaniment tempo is too fast or difficult, then try a slower tempo.



**Specifying Chords**


When Automatic Accompaniment is in use, the keyboard is divided into left and right sections, and each sections is assigned a different function.  
 Accompaniment is started and chords are switched on the left-hand side. The right-hand side is used for playing melodies. The included key template (p. 3) makes it easier to figure out the keys that are used in specifying chords.





# [Music Assistant] Button (2)

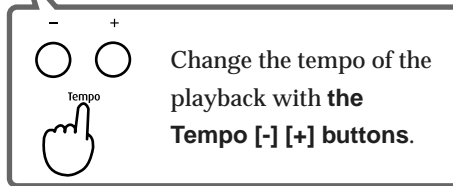
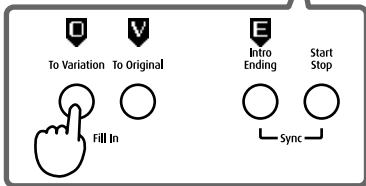
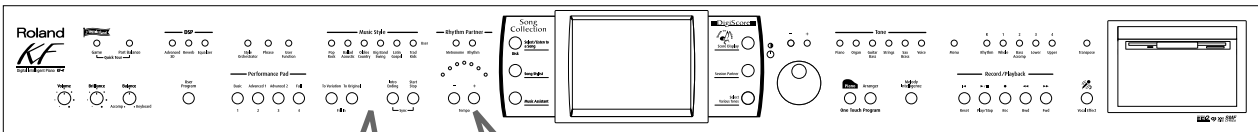
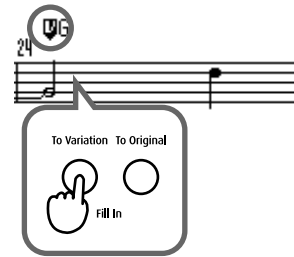
## Excitement Function 1

5

Press the Fill In buttons at the points where  and  are indicated.

Phrases added at points in the song where the mood changes are called “fill-ins.”

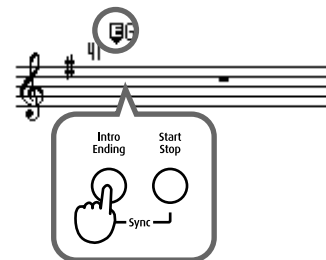
Press the Fill In [To Original] button when  appears and the Fill In [To Variation] button when  is displayed to add more excitement to the accompaniment.



6

Press the [Intro/Ending] button when  comes up.

When you press the [Intro/Ending] button, the accompaniment stops after the ending is performed.



## Excitement Function 2

Now try changing the preset.

When you change the preset, the Tone in the right hand is altered, the accompaniment style is different, and the entire feeling of the song is transformed.

Some presets also add harmony to the sounds played with the right hand, based on the chords played in the left hand.

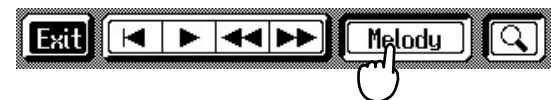


## It's Time to Take on the Melody!

Play a melody with the right hand.

When you touch <Melody>, the melody part is muted.

When you become more familiar with the accompaniment in the left hand, mute the sounds of melody part, and try playing the melody yourself.



When using the melody feature with the following songs, change the point at which the keyboard is divided (the split point) to <C3>, or some other key to the left of <C3>. For details, refer to “Changing the Keyboard’s Split Point (Split Point)” in the Owner’s Manual. You can specify chords with the keys to the left of the split point.

Hallelujah!	Little Brown Jug	Mondschein
-------------	------------------	------------

### More Pedal Techniques!

By assigning different functions to the pedals, you can then press the pedals as you perform to add variation to the accompaniment. Here are a few of these functions. For more on how to assign the functions, refer to “Assigning Functions to Pedals and Performance Pads” in the Owner’s Manual.

#### 1. N.C. (No Chord) Function

When “N.C.” appears in the score screen, press the pedal to which “No Chord” is assigned. Only the accompaniment’s rhythm part is played. The next time you specify a chord with the keyboard, the No Chord function is cancelled, and all of the accompaniment parts are played.

#### 2. Leading Bass Function (Specifying Slash Chords)

Slash chords, such as “C/G,” are shown in the form of a fraction. The letter in the slash chord’s denominator indicates the lowest note. When specifying such slash chords, first assign the “Leading Bass” function to the pedal.

For example, for the slash chord “C/G,” on the keyboard you would specify a “C” chord having “G” as the lowest note. At the same time, press the pedal to which the leading bass is assigned.



### <Search>

When you touch <Search> in the screen for a song performed with Automatic Accompaniment, you can then search for song titles by keyword or initial letter.

The procedure is the same as that for “Style Search.” Refer to “Using Keywords to Search for Music Styles (Style Search)” in the Owner’s Manual.



### Reference

For more detailed information about the Automatic Accompaniment, refer to “Chapter 2 Automatic Accompaniment” in the Owner’s Manual.

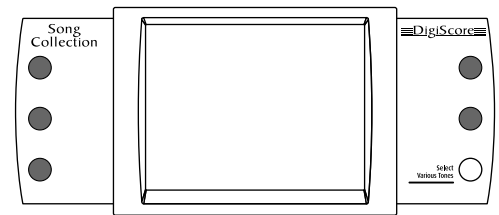
For more detailed information about the chord fingering, refer to “Chord List” in the Owner’s Manual.

# [Select Various Tones] Button

The KF-7 features more than 600 internal sounds.

Naturally, these include piano, but you can also play brass, woodwind, and electronic instrument tones, as well as a variety of other tones, even non-instrument sounds.

Press this button to select recommended tones.

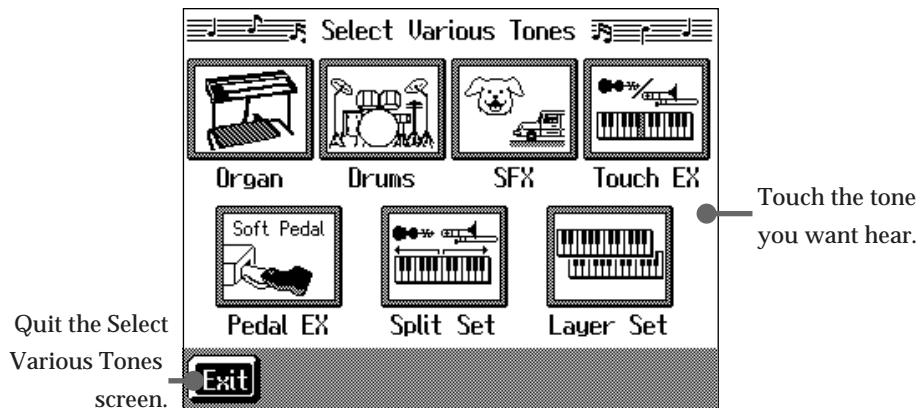


1




Press the [Select Various Tones] button.





2

Touch the tone you want to perform with.



Tones are grouped into seven types.

<Organ>	<Drums>	<SFX>
 Select these to play with organ Tones.	 Select these to play with percussion instrument sounds. A different percussion instrument plays with each key you press.	 These produce special effects. A different sound effect is produced with each key you press.

<Touch EX>	<Pedal EX>	<Split Set>	<Layer Set>
 These Tones change according to how hard the keys are pressed.	 These Tones change when the soft pedal is pressed.	 These let you play with different Tones on the right and left sides of the keyboard.	 These let you perform with two Tones layered together.

Here, touch <Organ>.

The screenshot shows the 'Jazz Organ' screen. At the top left is an image of a jazz organ. To its right are three buttons: 'Footage', 'Rotary', and 'Exit'. Below these is a text box: 'Changes the tone with <Footage>. The rotary speaker rate changes.' To the right of the 'Rotary' button is a callout: 'This changes the speed of the rotary effect.' Below the 'Footage' button is a callout: 'This returns you to the Select Various Tones screen.' Below the 'Exit' button is a callout: 'This returns you to the Organ screen'. Below the text box is a callout: 'A description of each Tone is displayed here.' Below the 'Exit' button is a callout: 'This returns you to the Organ screen'. Below the 'Rotary' button is a callout: 'When Jazz Organ is selected, you can create the organ Tone you want with the footage. Refer to "What is Footage?" below.'

### What is the Rotary Effect?

This adds a sort of spinning effect to the organ sound, similar to the sound when a rotary speaker is used.

Changing the speed increases or decreases the speed of this spinning effect.

### What is Footage?


A device for combining different frequencies to create a desired sound is called "Footage."

The numbers displayed originally referred to the lengths of the pipes on a pipe organ. Reducing the pipe length by half produces a note an octave higher, and doubling the length produces a sound an octave lower. This means that with <8> as the base value, <16> produces a note one octave lower, and <2> produces a note two octaves higher.

Try experimenting by touching different icons to change the tone, and find one you like.

\* If all icons are off (black background, like ) , there will be no sound when you play the keyboard.

You can use Percussion  or  to change the tone when it is played.

Touching  makes the accent time shorter.

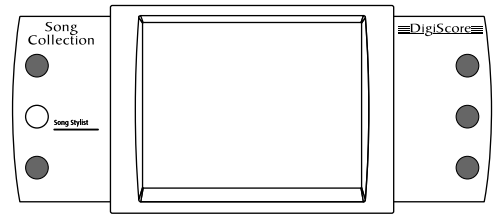


### Reference

For more detailed information about the keyboard performance Tones, refer to "Performing with a Variety of Tones (Tone Buttons)" in the Owner's Manual.

# [Song Stylist] Button

You can listen to different arrangements of the songs you select with the [Select/Listen to a Song] button. For example, you can hear jazz tunes arranged for rock, or a pop standard arranged like country music.



**1** Press the [Select/Listen to a Song] button to select a song (p. 6).

**2** Press the [Song Stylist] button.

Tempo Song name Beat Measure number

Quit the Song Stylist screen.

This mutes the sound in the melody part.

Moves back the playback position. Advances the playback position.

Returns to the beginning of the song. This starts and stops playback of the performance.

Touch here to display the score.

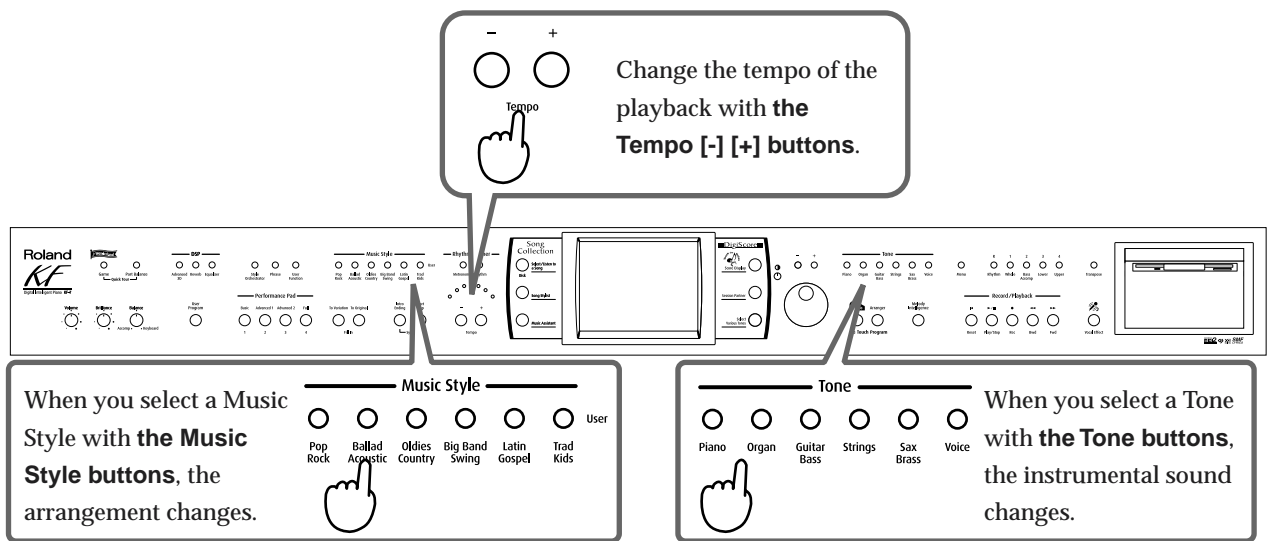
**3** Begin performing. Touch <▶>.

When you touch the genre name on the screen, the song's arrangement changes.

You can change the arrangement using the KF-7's Music Styles with the Music Style buttons.

When you select a Tone with the Tone buttons, the Tone in the melody changes.





4

To stop the song, touch .

## Changing the Arrangement of Original Songs

You can change the arrangement of songs recorded with the KF-7's "Chord Sequencer" recording function with the [Song Stylist] button.

For more detailed information, refer to "Composing an Accompaniment By Entering Chords (Chord Sequencer)."



### Reference

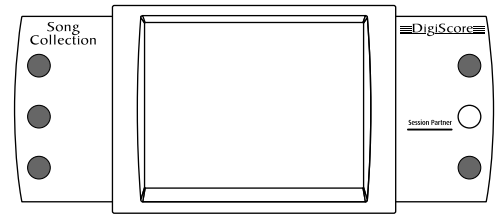
For more detailed information about the Automatic Accompaniment, refer to "Chapter 2 Automatic Accompaniment" in the Owner's Manual.

For more on selecting Music Styles, refer to "Selecting Music Styles (Music Style Buttons)" in the Owner's Manual.

For more on selecting Tones, refer to "Performing with a Variety of Tones (Tone Buttons)" in the Owner's Manual.

# [Session Partner] Button

You can have the members of your band (the performance patterns) play background for you, in any combination. You decide just how the chords are played automatically. Enjoy jam sessions you create yourself!



**1** Press the [Session Partner] button.

Begin performing.

**2** Touch the band member playing the performance pattern you want to change.

The chord progression is indicated here.

Quit the Session Partner screen.

Each time you touch here, the Variation and Original performance patterns are switched.

The performance pattern currently played by the member you have touched is displayed.

Touch <-><+> to select the pattern.

Touch here to close this window.

Touch here to give the musicians a break (stop the performance).

Touch here to have the performance patterns play in random order.

The currently selected chord progression appears here.

Touch <-><+> to select the chord progression.

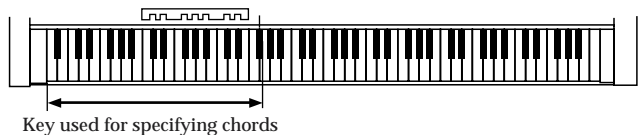
Touch here to close this window.

Touch here to have the chord progression play in random order.

This switches between automatic and user-specified chord progressions.

When you touch here, playing comes to an end, and the accompaniment stops.

When you touch <Intro>, the accompaniment starts after the intro is played.

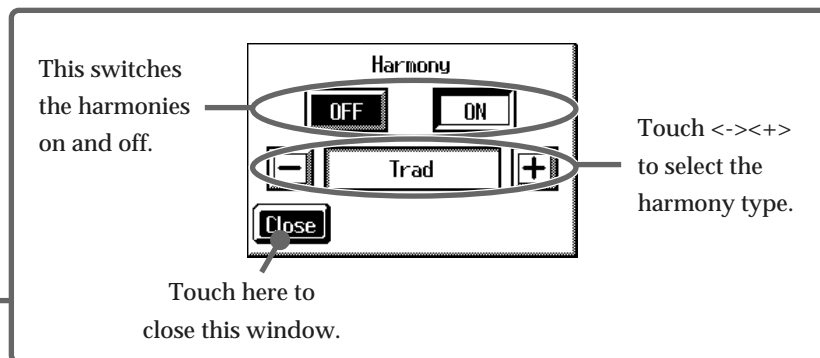
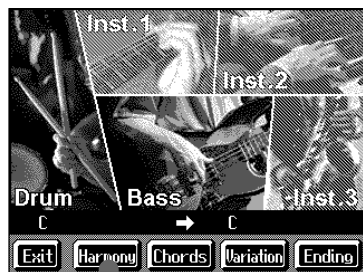


3

**Touch <Harmony>.**

You can use the “Harmony” features to add more excitement to your performances.

Use “Harmony” to add harmonies to the melodies, based on the accompaniment chords. Change the type to change the instrument playing the melody and the way harmonies are added.



4

**Touch <Ending> to stop the performance.**



**Reference**

For more detailed information about the Automatic Accompaniment, refer to “Chapter 2 Automatic Accompaniment” in the Owner’s Manual.

For more detailed information about the Harmony function, refer to “Adding Harmony to the Right-Hand Part (Melody Intelligence)” in the Owner’s Manual.

For more detailed information about the chord fingering, refer to “Chord List” in the Owner’s Manual.

C C# / D<sup>b</sup> D D# / E<sup>b</sup> E F F# / G<sup>b</sup> G G# / A<sup>b</sup> A A# / B<sup>b</sup> B C C# / D<sup>b</sup> D D# / E<sup>b</sup> E F F#

◀ Key Template  
Please cut out  
to use