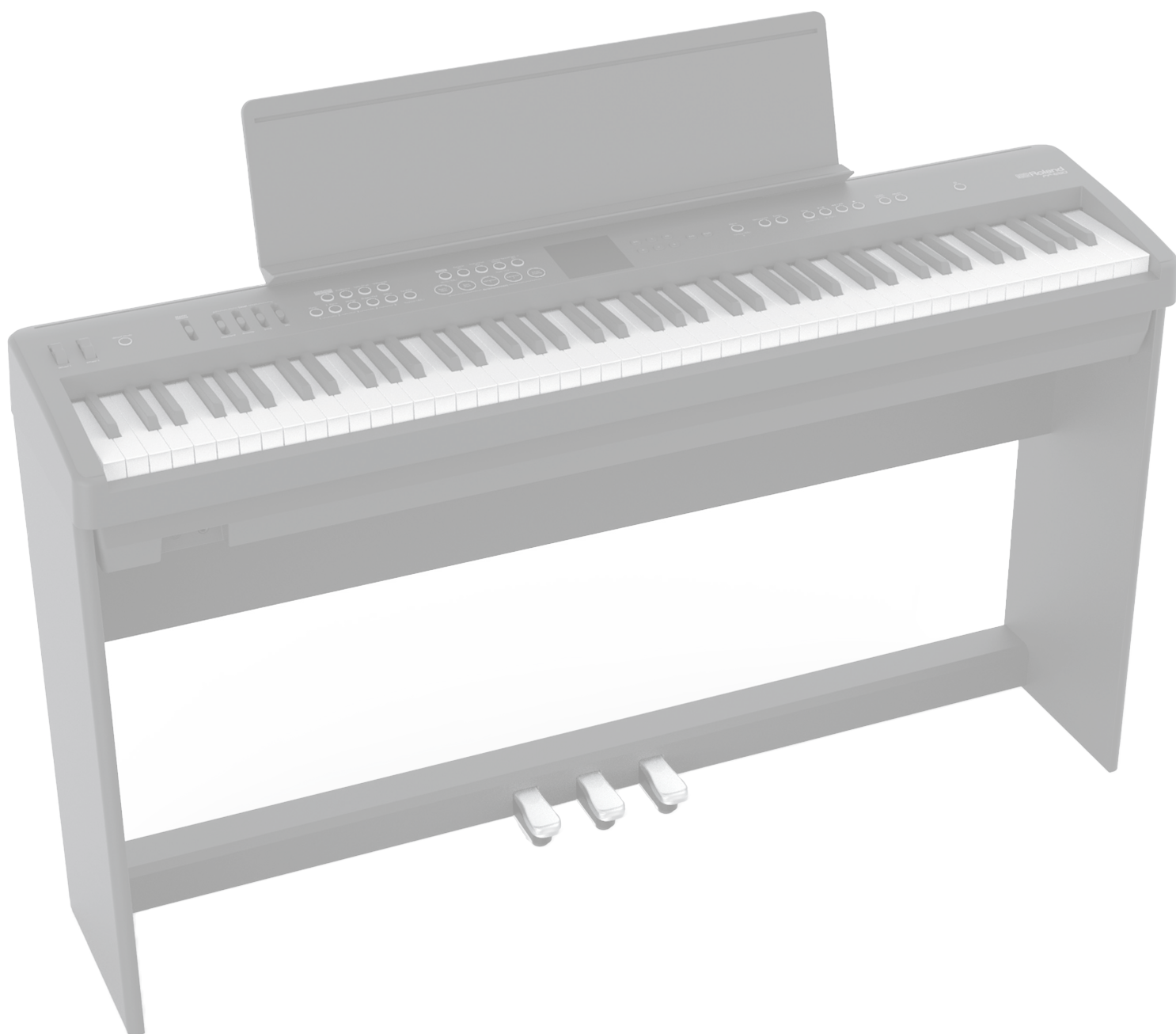


FP-E50

Reference Manual



* This product does not include a stand or pedals. The photo shows an example of this product used in combination with a dedicated stand (KSFE50, sold separately) and dedicated pedals (KPD-70, sold separately).

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Getting Ready to Play

Placing the FP-E50 on a Stand

Be careful not to pinch your fingers when setting up the stand.

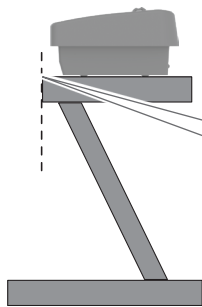
Please use one of the following Roland stands to support your FP-E50: KSFE50, KS-10Z, KS-12 or KS-20X.

Refer to the following when using a stand.

KSFE50

Refer to the KSFE50 Owner's Manual.

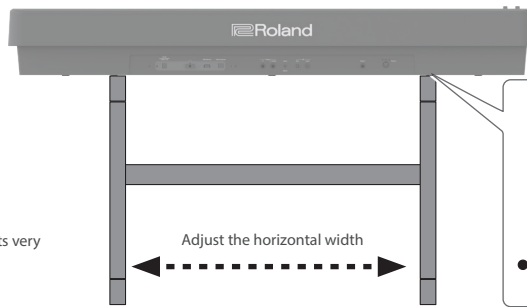
KS-10Z



Align the front of the piano with the front of the stand

NOTE

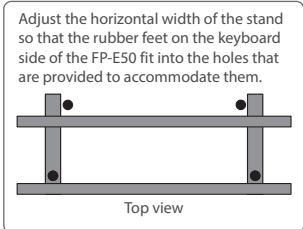
For safety, do not use the stand in its very highest adjustment position.



Adjust the width of the stand so that the rubber feet of the piano straddle the stand

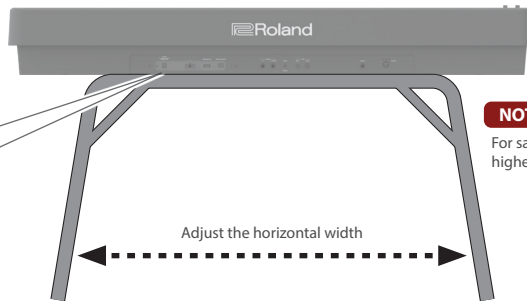
Top view

KS-12



Adjust the horizontal width of the stand so that the rubber feet on the keyboard side of the FP-E50 fit into the holes that are provided to accommodate them.

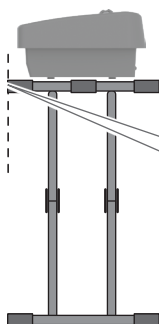
Top view



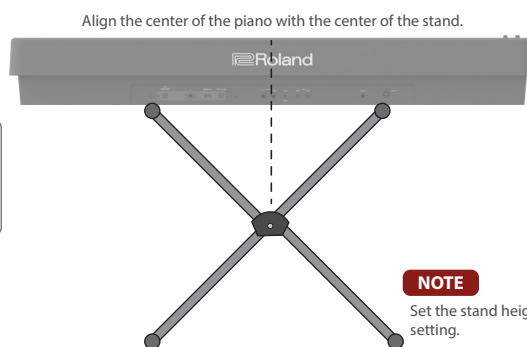
NOTE

For safety, do not use the stand in its very highest adjustment position.

KS-20X



Align the front of the piano with the front of the stand



Align the center of the piano with the center of the stand.

NOTE

Set the stand height to the second lowest setting.

Attaching the Music Rest

1. Insert the music rest into the slit on the top of the FP-E50.



NOTE

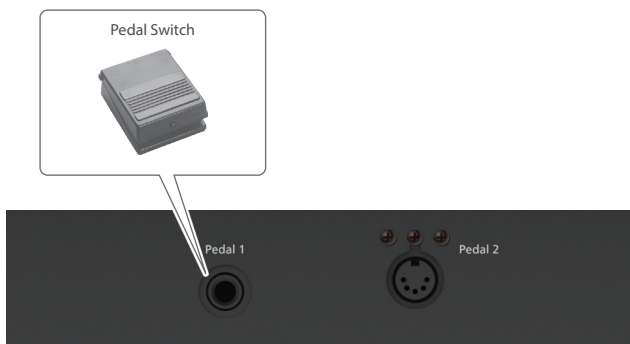
- When moving the FP-E50, be sure to remove the music rest as a safety precaution.
- Do not apply excessive force to the music rest.
- The music rest is not designed to accept the placement of laptops or other heavy objects.

Connecting the Pedals

Connecting the Included Pedal Switch

You can use this as a damper pedal.

1. Connect the included pedal switch (DP-2) to the Pedal 1 jack on the rear panel.



MEMO

You can connect the DP-10 (sold separately), which features half-damper support.

Connecting the Dedicated Pedal Unit (KPD-70)

When using the dedicated stand (KSFE50, sold separately), you have the option of connecting the dedicated pedal unit (KPD-70, sold separately).

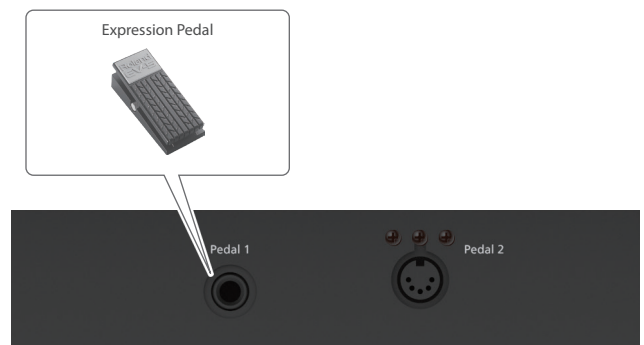
For details, refer to "KPD-70 Owner's Manual (Installing the Pedal Board)".



Connecting the Expression Pedal

Connect the expression pedal to add expressiveness to your performance.

1. Connect the expression pedal (EV-5, sold separately) to the Pedal 1 jack on the rear panel.



* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Using the Headphones

Use headphones if you want to perform without the sound being heard nearby. This piano has two headphone jacks, two people can also use headphones simultaneously.

1. Connect your headphones to the headphone jack.

If you're using only one set of headphones, you may connect them to either of the two headphone jacks.



NOTE

If headphones are connected, no sound will be output from the FP-E50's speakers.

2. Use the [Master Volume] slider (p. 9) to adjust the headphone volume.

MEMO

When you're listening in headphones, a headphone 3D ambience effect is applied that makes the sound seem as if it's coming from the piano itself.

→ "Headphones 3D Ambience" (p. 67)

Basic Operations of the FP-E50

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Panel Descriptions

Top Panel

Tone (Keyboard part)

[One Touch Piano] button

Use this when you want to switch to playing a piano tone only. This switches the keyboard mode to "single".

[Ambience] button (*1)

Turns the ambience on/off.

[Split/Dual] button (*2)

Press the [Split/Dual] button to cycle between the settings in order: "Single" → "Split" → "Dual".

Split: You can play different tones in the areas at the left and right of a specified key. For example, you can use your left hand to play a bass tone and use your right hand to play a piano tone.

Dual: You can play two tones simultaneously from a single key.

[Transpose] button

To transpose the key in semitones, hold down the [Transpose] button and press the [Dec] and [Inc] buttons (only the notes you play on the keyboard are transposed).

MEMO

You can also change the keyboard transpose setting by holding down the [Transpose] button and pressing the note that will be the tonic (root note) of the transposed key.

[Piano] [E.Piano] [Strings] [Organ/Pad] [Other] buttons

Use these buttons to select the tones in each category.

[Favorite] button

Recalls your favorite tones. Long-press the button to show the screen for registering the favorites.

Accompaniment (Accomp part)

[Accomp On] button (*1)

Turns the accompaniment parts on/off except for the drums. Turning this off mutes all accompaniment parts except for the drums.

[Interactive On] button (*1)

Turns the interactive function on/off (p. 35).

Chord Sequencer [Select] button

Selects the chord progression pattern number for the chord sequencer.

* Long-press the Chord Sequencer [Select] button to show the Chord Pattern View screen.

Chord Sequencer [On] button (*1)

Turns the chord sequencer on/off. When this is on, the auto-accompaniment plays back according to the chord pattern, even if you don't use the keyboard to specify a chord.

[Start/Stop] button

Starts/stops the auto-accompaniment.

[Sync Start] button

The auto-accompaniment starts at the same time that you start playing the keyboard.

[Variation 1] [Variation 2] button

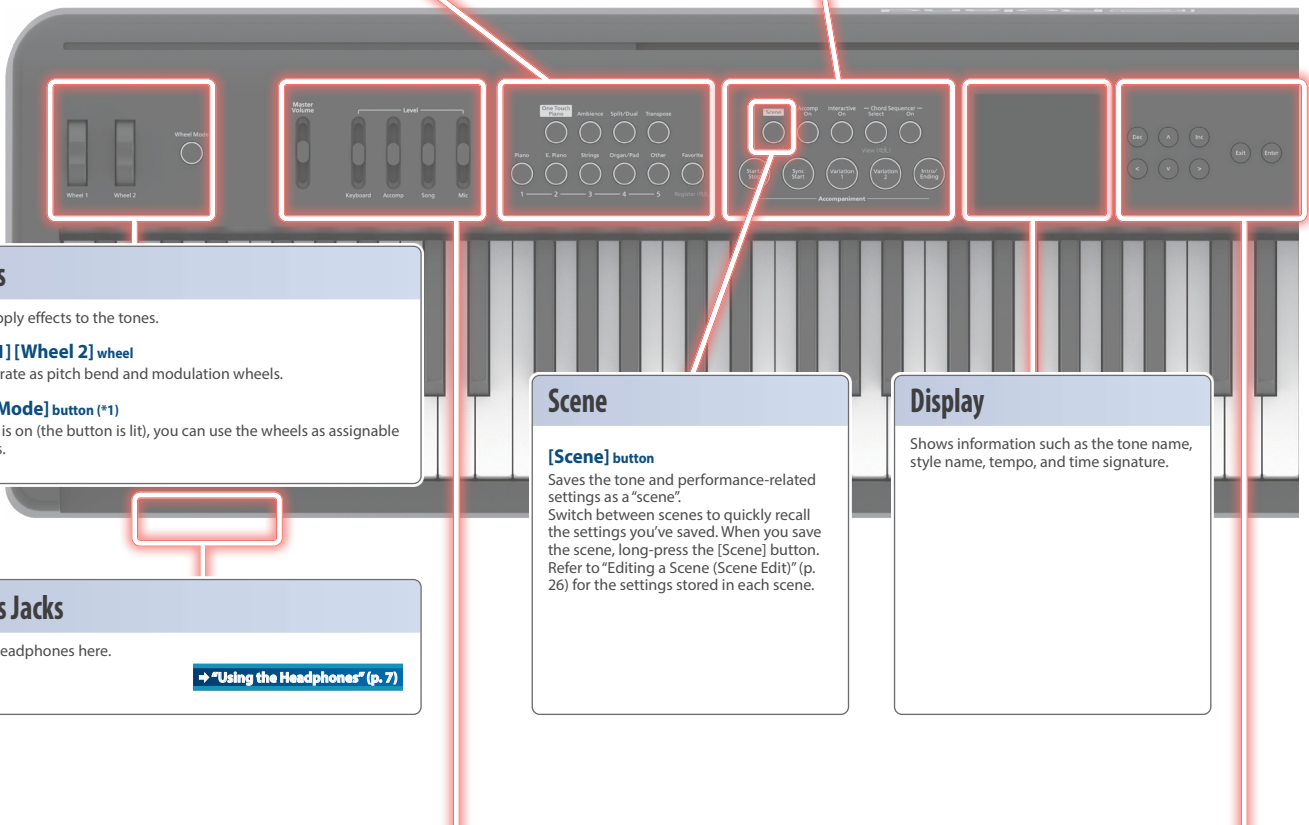
Changes the mood of the accompaniment.

Variation 1: Plays a more relaxed accompaniment.

Variation 2: Plays a more lively accompaniment.

[Intro/Ending] button

While the chord sequencer is stopped, press the [Intro/Ending] button to make the intro play when the auto-accompaniment begins. If you press this button while you play the keyboard, the auto-accompaniment plays the ending and then ends.



Wheels

You can apply effects to the tones.

[Wheel 1] [Wheel 2] wheel

These operate as pitch bend and modulation wheels.

[Wheel Mode] button (*1)

When this is on (the button is lit), you can use the wheels as assignable controllers.

Scene

[Scene] button

Saves the tone and performance-related settings as a "scene". Switch between scenes to quickly recall the settings you've saved. When you save the scene, long-press the [Scene] button. Refer to "Editing a Scene (Scene Edit)" (p. 26) for the settings stored in each scene.

Display

Shows information such as the tone name, style name, tempo, and time signature.

Phones Jacks

Connect headphones here.

→ "Using the Headphones" (p. 7)

Sliders

Use the [Master Volume] slider to adjust the overall volume. The individual Level sliders adjust the balance.

[Master Volume] slider

Adjusts the speaker volume when you are using this instrument's speakers, as well as the headphones volume when headphones are connected.

Level [Keyboard] slider

Adjusts the volume of what you play on the keyboard.

Level [Accomp] slider

Adjusts the auto-accompaniment volume.

Level [Song] slider

Adjust the volume of the song player.

Level [Mic] slider

Adjusts the volume of the microphone (Mic Input jack).

Basic Operations

[Dec] [Inc] buttons

Changes the values. Hold down the buttons to make the value change continuously. Press the other button when changing the value continuously to make the value change quickly. Press the two buttons together to go back to the initial value.

[A] [V] [<] [>] buttons

Moves the cursor. Hold down the buttons to move the cursor continuously. Press another one of these buttons while moving the cursor continuously to make the cursor move quickly.

[Enter] button

Confirms the operation. When the cursor is positioned at "Tone" or "Style" in the Tone screen, press the [Enter] button to show the list screen.

[Exit] button


Cancels the operation. This button is also used when exiting a screen or closing a window.

*1 Long-press the button to switch to the settings screen.

*2 Long-press the [Split/Dual] button when [Split/Dual] button is lit to switch to the settings screen.

Menu/Metronome/Tempo

[Menu] button
Press this button to show the menu. Select the menu to make detailed settings.
→ "Various Menus (Menu)" (p. 58)

* Long-press the [Menu] button to start Bluetooth pairing. 

[Metronome] button (*1)
Turns the metronome on/off.

[Tempo] button
Changes the metronome and arranger tempo.
* Long-press the [Tempo] button to show the tap tempo screen, where you can set the tap tempo at the timing with which you press the [Enter] button (tap tempo).

Song player

Use these buttons to play back audio files (songs).

[Song] button
Selects the song to play back.
* Long-press the [Song] button to start the demo function.

[▶/■] button
Plays/stops the song.
* Long-press the [▶/■] button to return to the beginning of the song.

[◀/▶] button
Pressing this button shows the Song Position window, where you can use the [Inc] button to fast-forward and the [Dec] button to rewind the song. You can also configure the LOOP MODE settings with this button.

[●] button
Records a new song.

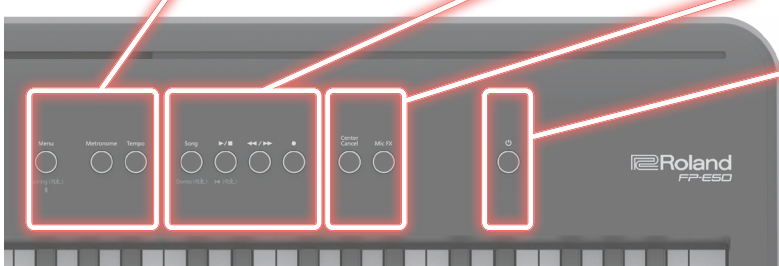
Center Cancel/Mic FX

[Center Cancel] button
Reduces the volume of sounds that are playing the center of the stereo field (such as vocals, melodic instruments and so on) during playback. This works with audio or Bluetooth audio files that play on the song player, as well as on the signal from the Input Stereo jack.

[Mic FX] button (*1)
Applies effects to the mic input signal.

Power Supply

[⏻] (power) button
Turns the power on/off. To turn the instrument off, long-press the button.
→ "Turning On/Off the Power" (p. 11)



Rear Panel

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

DC In

DC In jack
Connect the AC adaptor here. The indicator lights up when you plug the AC adaptor into an AC outlet.


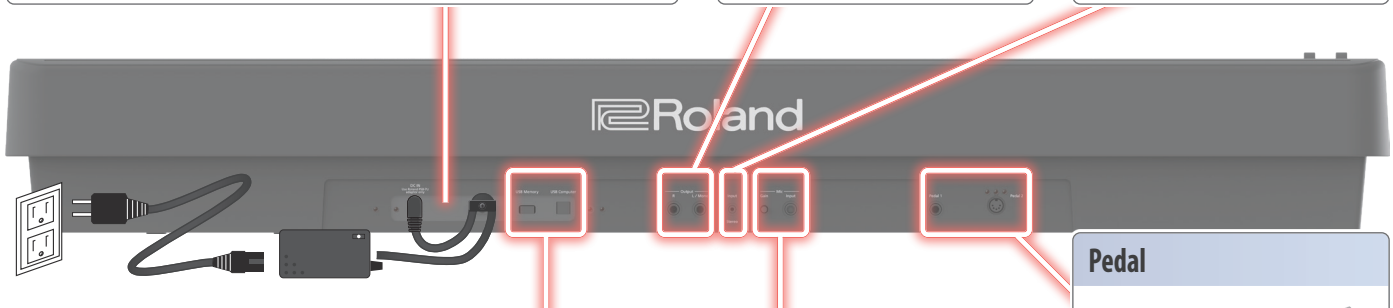
Cord hook
Use the cord hook to secure the cord of the AC adaptor as shown in the illustration. This prevents the plug from getting pulled out and the power getting cut off if you accidentally tug on the cord, and also prevents unnecessary force from being applied to the DC IN jack.

Output

Output L/Mono, R jacks
Connect these jacks to your amplified speakers, recording equipment or other devices for audio output. If you're outputting in mono, connect only to the L/Mono jack.

Input



Input Stereo jack
Connect your audio equipment here to record the input audio or mix the sound with the audio from this instrument. You can apply center cancel to the playback of your audio equipment. You can also adjust the input level.

USB

USB Memory port
Connect a USB flash drive (commercially available) here. Use this to import audio files (songs) and to save the songs you've recorded or the settings of this instrument to the USB flash drive.
* Never turn off the power or remove the USB flash drives while the screen indicates "Executing...".


USB Computer port
Connect to your computer via USB cable. This lets you transmit/receive MIDI data and record the audio that's playing on your computer.

Mic

[Gain] knob
Adjusts the volume of audio input from the Mic Input jack.


Mic Input jack
Connect a dynamic mic here.



Pedal

Pedal 1 jack
Connect the included pedal switch, a damper pedal: DP-10 (sold separately), an expression pedal: EV-5 (sold separately) here.
→ "Connecting the Pedals" (p. 6)

Pedal 2 jack
Connect the pedals here (KPD-70), sold separately. To use the KPD-70, install them refer to the KPD-70A Owner's Manual.



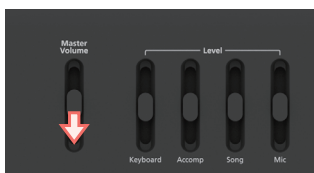
Basic Operations and the Screen

Turning On/Off the Power

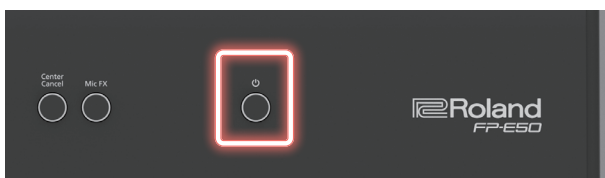
Once everything is properly connected (p. 10), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

Turning on the Power

1. Move the [Master Volume] slider all the way down to minimize the volume.



2. Press the [⏻] (power) switch to turn on the power.



NOTE

- Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- To ensure proper operation of the wheel, make sure not to touch the wheel when turning the FP-E50's power on.

Turning off the Power

1. Move the [Master Volume] slider all the way down to minimize the volume.
2. Hold down the [⏻] (power) button until the display shows "Don't disconnect the power".
3. Take your finger off the button.

The power turns off after a short while.

NOTE

- Never turn off the power of the FP-E50 during playback or recording, or when loading/saving data to or from the USB flash drive.
- When you turn off the power of the FP-E50, the contents of the loaded (currently edited) scene are lost. Save any important data before you turn off the power.
- If you need to turn off the power completely, press the [⏻] (power) button; after the unit's power switch has been turned off, disconnect the plug from the AC outlet.

Adjusting the Overall Volume

If headphones are connected, use the [Master Volume] slider to adjust the headphone volume.



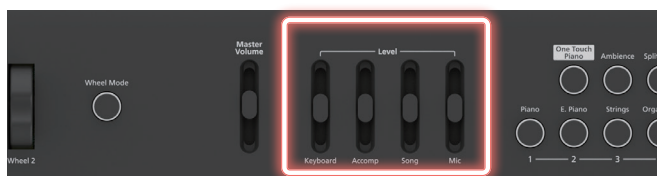
1. Move the [Master Volume] slider to adjust the overall volume.

Adjust the volume while you play the keyboard to produce sound.

Move the slider up to raise the volume, and move the slider down to lower the volume.

Adjusting the Volume Balance

Use the four level sliders to adjust the volume for when you're playing the instrument, when the internal songs are playing and so on.



1. Use the individual level sliders to adjust the volume balance.

Slider	Explanation
Level [Keyboard] slider	Adjusts the volume of what you play on the keyboard.
Level [Accomp] slider	Adjusts the auto-accompaniment volume.
Level [Song] slider	Adjust the volume of the song player.
Level [Mic] slider	Adjusts the volume of the microphone (Mic Input jack).

Making the Power Automatically Turn Off After a Time (Auto Off)

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function.

- * Factory setting: 240 min.
- Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.
- To restore power, turn the power on again.

Turning off the Auto-Off Function

If you don't want the instrument to turn off automatically, change the "Auto Off" setting to "Off".

- 1. Press the [Menu] button.**
The Menu screen appears.
- 2. Use the [^] [v] buttons to select "System", and then press the [Enter] button.**
- 3. Use the [^] [v] buttons to select "General", and then press the [Enter] button.**
- 4. Use the [^] [v] buttons to select "Auto Off".**
- 5. Use the [Dec] [Inc] buttons to change the value.**

Parameter	Value
Auto Off	Off, 10, 30, 240 (minutes)

MEMO

The Auto Off setting is saved automatically.

Basic Operation



Moving the Cursor ([^] [v] [<] [>] Buttons)

Use these buttons to move the cursor. Hold down the buttons to move the cursor continuously.

Press another one of these buttons while moving the cursor continuously to make the cursor move quickly.

Changing a Value ([Dec] [Inc] Buttons)

These buttons change the values. Hold down the buttons to make the value change continuously.

Press the other button when changing the value continuously to make the value change quickly.

Press the two buttons together to go back to the initial value.

Canceling an Operation ([Exit] Button)

This button cancels the operation. This button is also used when exiting a screen or closing a window.

Confirming an Operation ([Enter] Button)

This button confirms the operation.

When the cursor is positioned at "Tone" or "Style" in the Tone screen, press the [Enter] button to show the list screen.

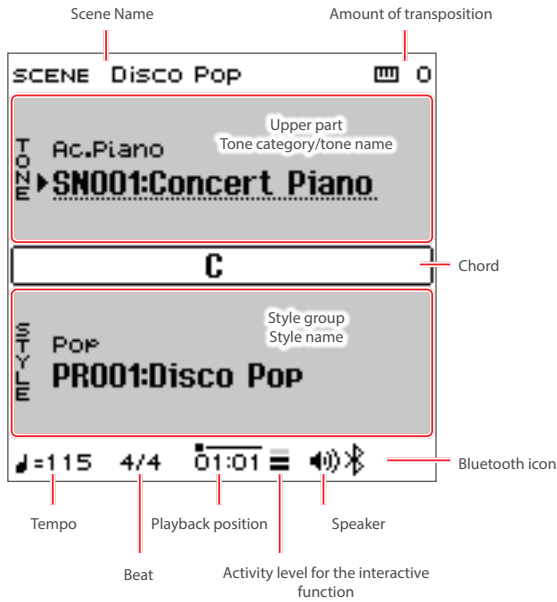
Top Screen

The layout of the top screen on the FP-E50 changes depending on the keyboard mode used (Single/Split/Dual).

Press the [Exit] button several times to show the top screen.

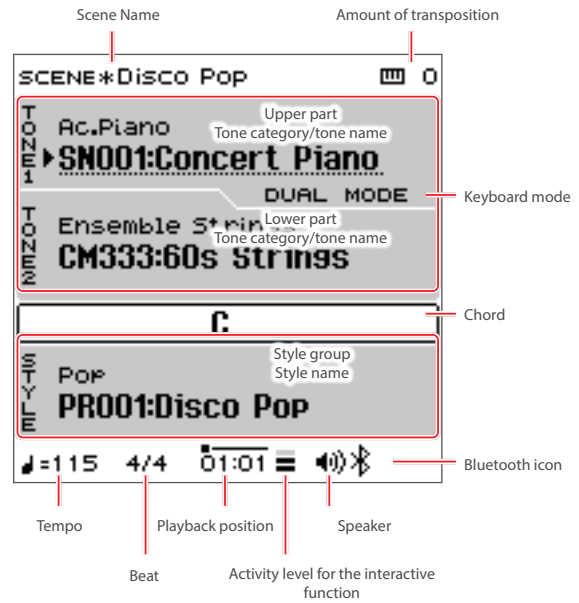
Single Mode

The top screen for Single mode.



Dual Mode

The top screen for Dual mode.

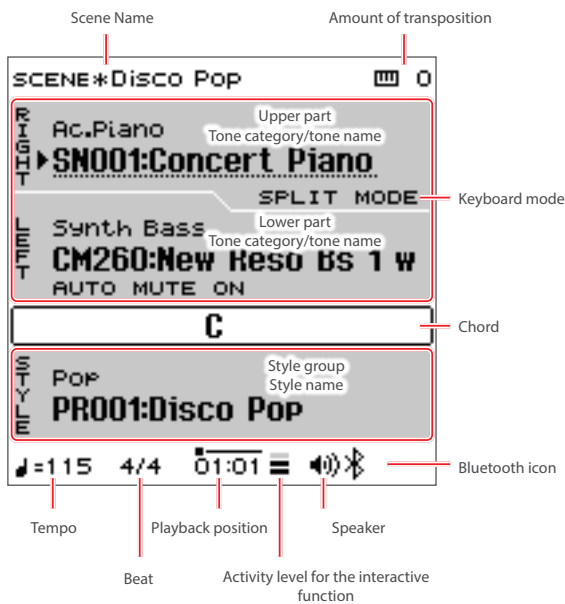


MEMO

- The playback position is shown in “measure:beat” format. The upper bar shows the total length, and “■” indicates the current position.
- The function icons for connected functions (“Audio” and “MIDI”) are shown to the right of the Bluetooth icon.

Split Mode

The top screen for Split mode.

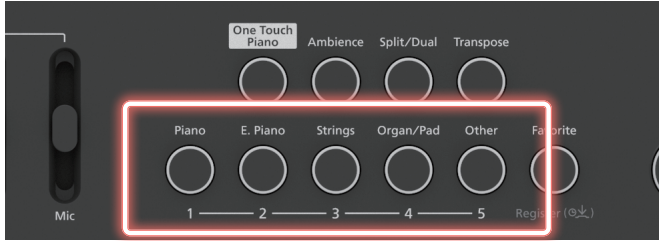


Tone Category

Classifications of instruments or types of sounds, such as Ac.Piano or Synth Lead are called “tone categories”.

There are a total of 50 tone categories, and each tone has its own tone category.

On the FP-E50, the tone categories are assigned to the five tone buttons.



Tone buttons and corresponding categories

Tone Button	Category
[Piano] button	Ac.Piano, Pop Piano, E.Grand Piano
[E.Piano] button	E.Piano1, E.Piano2
[Strings] button	Solo Strings, Ensemble Strings
[Organ/Pad] button	E.Organ, Pipe.Organ, Reed.Organ, Synth Pad/Str, Synth Bellpad, Synth PolyKey
[Other] button	Harpichord, Clav, Celesta, Accordion, Harmonica, Bell, Mallet, Ac.Guitar, E.Guitar, Dist.Guitar, Ac.Bass, E.Bass, Synth.Bass, Plucked / Stroke, Orchestral, Solo Brass, Ensemble Brass, Wind, Flute, Sax, Recorder, Vox/Choir, Scat, Synth Lead, Synth Brass, Synth FX, Synth Seq/Pop, Phrase, Pulsating, Beat & Groove, Hit, Sound FX, Drums, Percussion, Stack, Zone, No Assign

Tone Bank

The groupings used in this instrument, such as the methods of generating the built-in sounds or ways to classify the sounds you've added are called “tone banks”.

The tones for each bank are numbered, beginning with “001”.

How to read the bank symbols

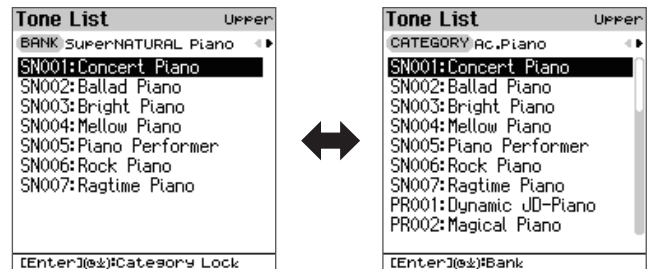


Symbol	Explanation
SN	SuperNATURAL Piano
PR	Preset
CM	Common
CD	Common Drums
U	User (the tones imported from Sound Packs are shown)
EX	Wave Expansion

Switching Between Tone Category and Tone Bank View in the Tone List

The FP-E50 comes with multiple sound sources called “tone banks”, and each tone bank contains a diverse variety of sounds (tones). By using tone categories, you can narrow down the tone banks to view specific types of instruments or sounds.

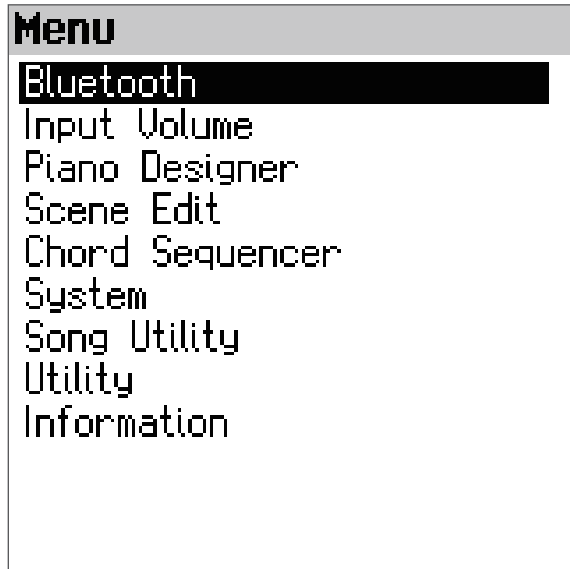
1. On the Tone List screen, long-press the [Enter] button.



The view changes each time you long-press the [Enter] button.

Accessing the Various Functions (Menu Screen)

Press the [Menu] button to show the Menu screen.
 You can access a variety of functions from the Menu screen.



Bluetooth

→ “Connecting a Mobile Device via Bluetooth” (p. 30)

Input Volume

→ “Adjusting the Input Audio Volume (Input Volume)” (p. 59)

Scene Edit

→ “Editing a Scene (Scene Edit)” (p. 61)

Chord Sequencer

→ “Using the Chord Sequencer” (p. 38)

System

→ “System Settings (System)” (p. 66)

Song Utility

→ “Convenient Functions (Song Utility)” (p. 52)

Utility

→ “Convenient Functions (Utility)” (p. 69)

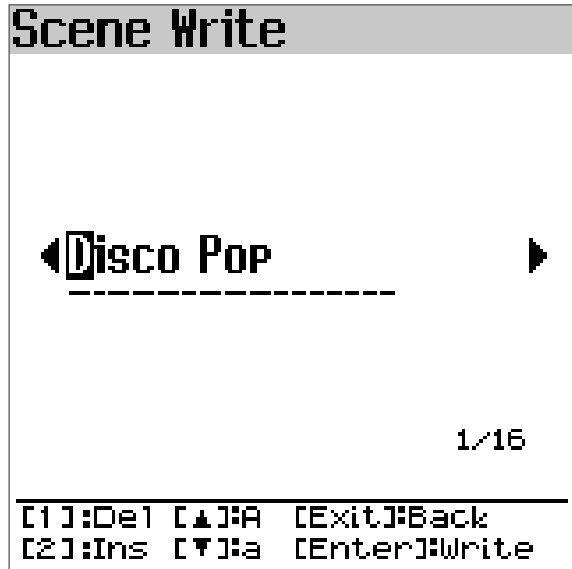
Information

→ “Viewing the Program Version (Information)” (p. 76)

Editing a Name (Rename Screen)

Use this screen to edit the names of scenes and so on.

Rename screen (used when saving a scene)



Controller	Explanation
[<] [>] buttons	Moves the cursor.
[Dec] [Inc] buttons	Edits the character.
[1] ([Piano]) button	Deletes a single character.
[2] ([E.Piano]) button	Inserts a single character.
[^] button	Switches to capital letters.
[v] button	Switches to lowercase.
[Exit] button	Returns to the previous screen.
[Enter] button	The function changes depending on the screen. Used for executing a save operation and for exiting the Write screen.

Selecting a Tone

Selecting the Keyboard Mode 17

- Switching Between Keyboard Modes 17
- Playing with One Part (Single) 17
- Playing with Two Parts (Dual/Split) 17

Selecting a Tone (Tone Select) 19

- Selecting with the Tone Buttons 19
- Selecting with the [Dec] [Inc] Buttons 19
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Using Favorites 21

- Recalling the Favorite Tones 21
- Registering a Favorite (Register Favorite) 21

Selecting a Standard Piano Tone (One Touch Piano) 22

Selecting the Keyboard Mode

Switching Between Keyboard Modes

1. Press the [Split/Dual] button to switch between keyboard modes.

Press the [Split/Dual] button to cycle between the keyboard modes in order: "Single" → "Split" → "Dual" → "Single".

Keyboard mode	[Split/Dual] button	Top screen
Single	Unlit	
Split	Lit	
Dual	Lit	

Playing with One Part (Single)

This mode lets you play across the entire keyboard using the same tone.

The tone for the upper part is used.

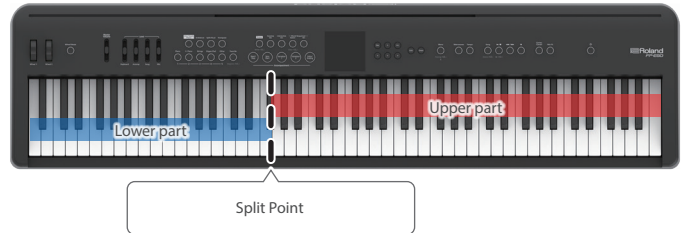


Playing with Two Parts (Dual/Split)

Playing with Different Tones in the Left and Right Hands (Split)

You can play this instrument with different tones in the left and right parts of the keyboard, separated by a key you choose. For instance, you can assign a bass sound to the left hand and a piano sound to the right hand.

This is called "Split Play", and the point at which the keyboard parts are separated is called the "split point".



Setting the Key that Separates the Keyboard Parts (Split Point)

Here's how to set the split point.

The key at which the split point is set is included in the lower part.

1. Hold down the [Split/Dual] button and press a key.

Value: B1–B6 (default value: F#3)

Split settings

1. Press the [Menu] button.
2. Use the [^] [V] buttons to select "Scene Edit" and press the [Enter] button.
3. Use the [^] [V] buttons to select "Split setting" and press the [Enter] button.
4. Use the [^] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Split Point	B1–B6	Sets the split point.
Balance	9: 1–9: 9 –1: 9	Adjusts the volume balance of the left/right parts.
Left Shift		Sets how many octaves the lower part is shifted.
Right Shift	–3–0–+3	Sets how many octaves the upper part is shifted.

Playing with Two Tones Layered (Dual)

This mode lets you play two different tones at the same time with each key press. This is called “Dual Play”.



MEMO

When you hold down two tone buttons corresponding to the tones you want to layer (play at the same time), you can set the keyboard mode to “Dual” by selecting the tones.

Dual settings

1. Press the [Menu] button.
2. Use the [^] [v] buttons to select “Scene Edit”, and then press the [Enter] button.
3. Use the [^] [v] buttons to select “Dual setting”, and then press the [Enter] button.
4. Use the [^] [v] buttons to select a parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Balance	9: 1–9: 9 –1: 9	Adjusts the volume balance of the two parts.
Tone1 Shift		Sets how many octaves the upper part is shifted.
Tone2 Shift	–3–0→+3	Sets how many octaves the lower part is shifted.

Selecting a Tone (Tone Select)

There are three ways to change the tones used for the keyboard parts, as follows.

Selecting with the Tone Buttons (p. 19)

Select a tone assigned to a tone button.

By pressing two tone buttons at the same time, the instrument enters "Dual mode" (p. 13).

Selecting with the [Dec] [Inc] Buttons (p. 19)

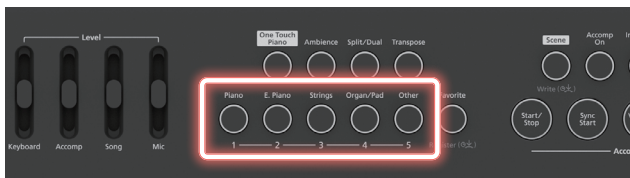
When the cursor is positioned at the tone name, tone category or tone bank on the top screen, change the tone by using the [Dec] [Inc] buttons.

Selecting from the Tone List Screen (p. 20)

You can select a tone from the onscreen tone list.

Selecting with the Tone Buttons

1. Press the tone button corresponding to the tone you want to select.



The tone that's assigned to that tone button is selected, and the button's indicator lights up.

- Tone buttons and corresponding categories (p. 20)
- Pressing the same tone button twice displays the Tone List screen.
- Tone List Screen (Category View) (p. 20)
- Tone List Screen (Bank View) (p. 20)

MEMO

When you press a tone button, the tone that was previously selected using that button is recalled. However, the button returns to its default tone when you turn the power off and on again.

Corresponding parts for tones selected in each keyboard mode

Single

Normal: the tone for the upper part is selected.

Split

When lower (left) part is selected: the tone for the lower (left) part is selected.

Other selection not listed above: the tone for the upper part is selected.

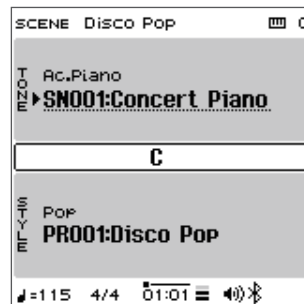
Dual

When lower (tone 2) part is selected: the tone for the lower (tone 2) part is selected.

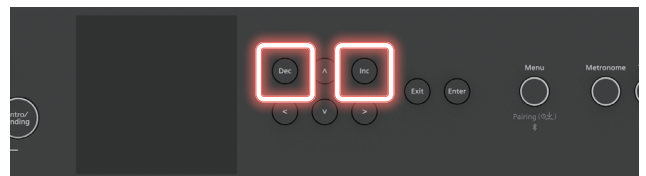
Other selection not listed above: the tone for the upper part is selected.

Selecting with the [Dec] [Inc] Buttons

1. On the top screen, move the cursor to the tone name, tone category or tone bank.



2. Press the [Dec] [Inc] buttons to select a tone.



Selecting from the Tone List Screen

You can select a tone from the onscreen tone list.

You can also switch between two types of screens: select by category and select by bank.

On the Tone List screen, you can switch between the category and bank types.

The part you're editing is shown in the header of the Tone List screen.

1. Press the tone button (the buttons that are lit) that's selected.

The Tone List screen appears.

MEMO

Long-press the [Enter] button to switch between tone list views.

The view switches between category view and bank view each time you press the button.

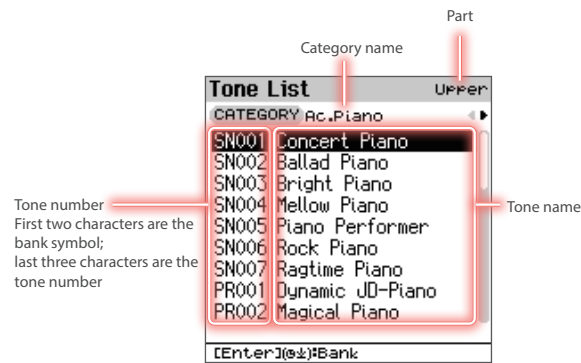
- Tone List (Category View)
- Tone List (Bank View)

2. Press the [<] [>] buttons to switch between categories or banks.

3. Use the [^] [v] buttons to select a tone.

4. Press the [Exit] button to return to the top screen.

Tone List Screen (Category View)



Controller	Explanation
[<] [>] buttons	Select a category.
[v] [^] buttons [Dec] [Inc] buttons	Select a tone.
Long-press [Enter] button	Switches between list views (category ↔ bank).

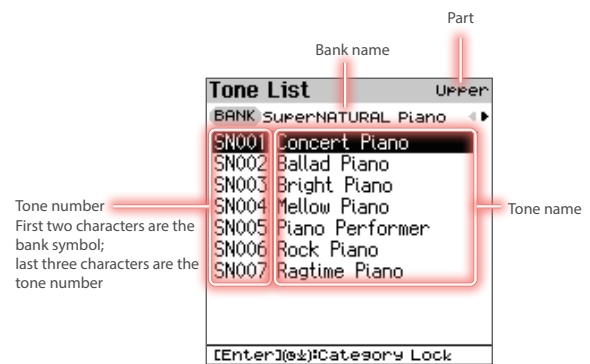
Tone buttons and corresponding categories

The tones are organized into five groups, and each tone is assigned to a button.

Tone button	Category
[Piano] button	Ac.Piano, Pop Piano, E.Grand Piano
[E.Piano] button	E.Piano1, E.Piano2
[Strings] button	Solo Strings, Ensemble Strings
[Organ/Pad] button	E.Organ, Pipe.Organ, Reed.Organ, Synth Pad/Str, Synth Bellpad, Synth PolyKey

Tone button	Category
[Other] button	Harpsichord, Clav, Celesta, Accordion, Harmonica, Bell, Mallet, Ac.Guitar, E.Guitar, Dist.Guitar, Ac.Bass, E.Bass, Synth.Bass, Plucked / Stroke, Orchestral, Solo Brass, Ensemble Brass, Wind, Flute, Sax, Recorder, Vox/Choir, Scat, Synth Lead, Synth Brass, Synth FX, Synth Seq/Pop, Phrase, Pulsating, Beat & Groove, Hit, Sound FX, Drums, Percussion, Stack, Zone, No Assign

Tone List Screen (Bank View)



Controller	Explanation
[<] [>] buttons	Select a bank.
[v] [^] buttons [Dec] [Inc] buttons	Select a tone.
Long-press [Enter] button	Switches between list views (bank ↔ category).

How to read the bank symbols

Symbol	Explanation
SN	SuperNATURAL Piano
PR	Preset
CM	Common
CD	Common Drums
U	User (the tones imported from Sound Packs are shown)
EX	Wave Expansion

Using Favorites

You can register your favorite tones that you frequently use when playing live as “favorites” for instant recall.

Five tones can be registered per bank.

You can create 10 sets (from 1–10) of banks.

For instance, you can register the tones you use in a live performance in the order they’re used within the song.

Differences between scenes and favorites

Scenes can store tones for the keyboard part, as well as performance settings for the dual/split, auto-accompaniment, MIC FX, the wheels and pedals and so on.

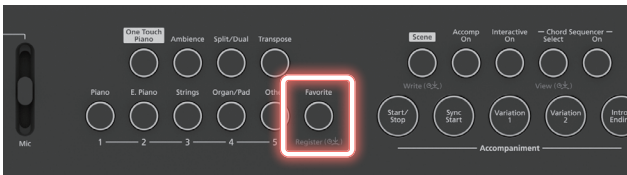
On the other hand, the favorites are used for storing the tone numbers you like. With favorites, you can easily select the tones you like from any scene, just by calling up the favorite function.

Recalling the Favorite Tones

Here’s how to recall the favorite tones.

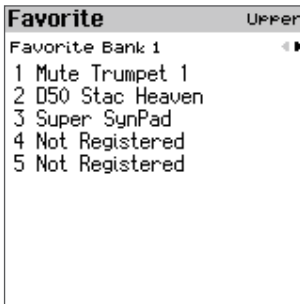
The tone buttons work as favorite tone select buttons only when the Favorite screen is shown.

1. Press the [Favorite] button.



The [Favorite] button lights up, and the tone buttons change to favorite select mode.

The Favorite screen appears.



2. Use the [<] [>] buttons to switch between favorite banks.

3. Select the favorite tones with the tone buttons.

You can also use the [\wedge] [\vee] and [Dec] [inc] buttons for selecting.

4. Press the [Favorite] or [Exit] button to return to the previous screen.

This exits Favorite Select mode, and the [Favorite] button goes dark.

Registering a Favorite (Register Favorite)

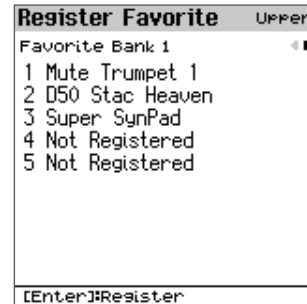
Here’s how to register the currently selected tone as a favorite tone.

You can register five favorite tones in each of the ten banks.

1. Long-press the [Favorite] button.

The [Favorite] button blinks, and the tone buttons change to Register Favorite mode.

The Register Favorite screen appears.



2. Use the [<] [>] buttons to select the save destination (bank).

3. Use the tone buttons to select the save destination (number).

You can also use the [\wedge] [\vee] and [Dec] [inc] buttons for selecting.

4. Press the [Enter] button.

This registers the tone to the selected favorite bank/number.

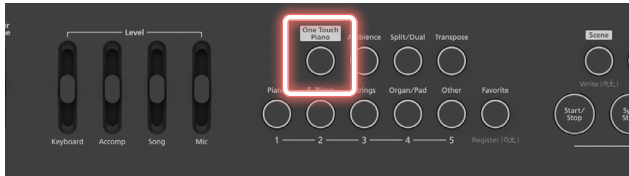
Once the registration is finished, the instrument enters Favorite Select mode.

To cancel, press the [Exit] or [Favorite] button. The instrument then enters Favorite Select mode.

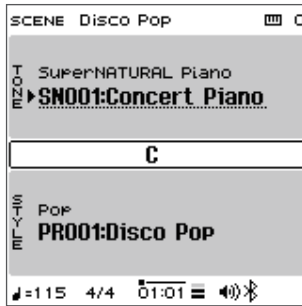
Selecting a Standard Piano Tone (One Touch Piano)

By simply pressing the [One Touch Piano] button, you can make the keyboard mode change to "Single" and the upper part tone change to "Sn001: Concert Piano".

1. Press the [One Touch Piano] button.



The top screen appears, and the piano tone is selected in Single mode.



Basic Functions

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- Turning Transpose On/Off.....29
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Using the Metronome (Metronome)

You can play this instrument while listening to a metronome. The metronome's tempo and time signature can be changed.

If a song is playing, the metronome sounds at the tempo and time signature of that song.

Starting the Metronome

Here's how to start the metronome.

1. Press the [Metronome] button.



The metronome plays, and the [Metronome] button lights up in time with the time signature.

Beat	Button illumination
First beat	Lights up red.
Other beats	Lights up white.

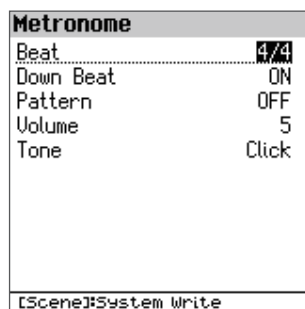
2. To stop the metronome, press the [Metronome] button again.

Changing the Metronome Settings (Metronome)





Here's how to change the metronome settings.

1. Long-press the [Metronome] button.

The Metronome screen appears.



2. Use the [A] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Beat	2/2, 3/2, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 8/8, 9/8, 12/8	Changes the beat (time signature) of the metronome. * You can't change the beat while a style is playing back.
Down Beat	OFF, ON	Adds an accent to the downbeats.
Pattern	OFF, +  , +  , +  , + 	Changes the metronome's pattern.

Parameter	Value	Explanation
Volume	0–10	Changes the volume of the metronome.
Tone	Click, Electronic, Voice (Jp), Voice (En)	Changes the metronome's sound.

3. If you want to save the setting, press the [Scene] button.

If you decide to cancel, press the [Exit] button.

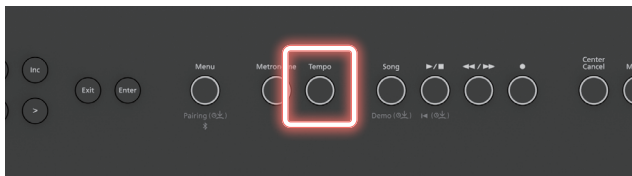
This exits the settings and closes the Metronome screen.

Setting the Tempo (Tempo)

Changing the Tempo

Here's how to change the tempo.

1. Press the [Tempo] button.



This opens the Tempo/Beat window.



2. Use the [Λ] [V] buttons to select the parameter, and use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Tempo	10–300	Changes the metronome tempo.
(Tempo symbols)	Grave	♩ = 40
	Largo	♩ = 46
	Lento	♩ = 52
	Larghetto	♩ = 58
	Adagio	♩ = 63
	Adagietto	♩ = 66
	Andante	♩ = 72
	Andantino	♩ = 80
	Maestoso	♩ = 88
	Moderato	♩ = 96
	Allegretto	♩ = 108
	Allo. Moderato	♩ = 120
	Allegro	♩ = 132
	Allo. Assai	♩ = 144
	Allo. Vivace	♩ = 152
Vivace	♩ = 160	
Presto	♩ = 184	
Prestissimo	♩ = 200	
Beat	2/2, 3/2, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 8/8, 9/8, 12/8,	Changes the beat (time signature) of the metronome. * You can't change the beat while a style is playing back.

3. Press the [Exit] button.

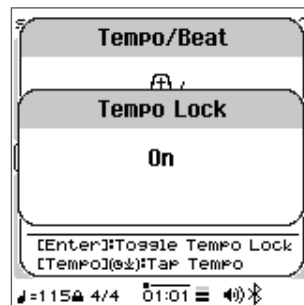
This exits the settings and closes the Tempo/Beat screen.

Making the Tempo Stay the Same When Switching Scenes or Styles (Tempo Lock)

This shows how to make the tempo stay the same even when you switch between scenes or styles.

1. On the Tempo/Beat window, press the [Enter] button.

Tempo lock turns on.



2. To disable tempo lock, press the [Enter] button again in the Tempo/Beat window.

MEMO

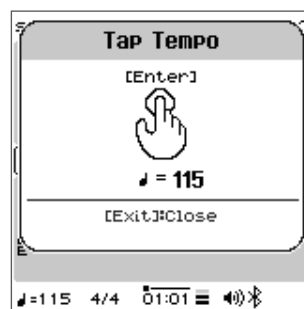
Tempo lock switches on/off each time you press the [Enter] button in the Tempo/Beat window.

Setting the Tempo in Time with the Button Presses (Tap Tempo)

This feature lets you set the tempo by pressing the [Enter] button at the desired timing (tap tempo).

1. Long-press the [Tempo] button.

The Tap Tempo screen appears.



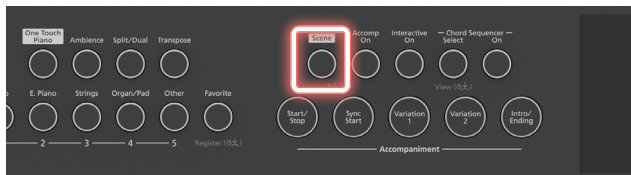
2. Press the [Enter] button three or more times in quarter-note intervals at the tempo you want to set.
3. Press the [Exit] button to exit the Tap Tempo screen.

Scene

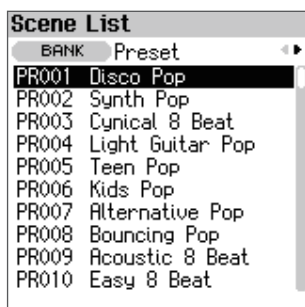
A “scene” is a collection of performance settings for the keyboard parts, auto-accompaniment, chord sequencer and the mic.

Selecting a Scene (Scene Select)

1. Press the [Scene] button.



The Scene List screen appears.



2. Use the [<] [>] buttons to select “Preset” or “User”.

3. Use the [Λ] [V] buttons to select a scene.

You can also use the [Dec] [Inc] buttons for selecting.

NOTE

Once you’ve edited a tone, an asterisk (edit mark) appears in front of the scene name. If you switch from a scene that’s marked with an asterisk to a different scene, your changes are lost.

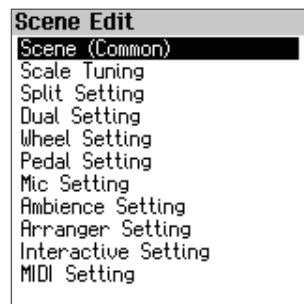
Editing a Scene (Scene Edit)

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [Λ] [V] buttons to select “Scene Edit”, and then press the [Enter] button.

The Scene Edit screen appears.



3. Use the [Λ] [V] buttons to select item that you want to edit, and then press the [Enter] button.

Scene (Common)

→ “Overall Settings (Scene (Common))” (p. 61)

Scale Tuning

→ “Changing the Tuning Method (Scale Tuning)” (p. 62)

Split Setting

→ “Split settings” (p. 17)

Dual Setting

→ “Dual settings” (p. 18)

Wheel Setting

→ “Assigning Functions to the Wheels (Wheel Setting)” (p. 63)

Pedal Setting

→ “Assigning Functions to the Pedals (Pedal Setting)” (p. 64)

Mic Setting

→ “Configuring the Mic Effect (Mic Setting)” (p. 45)

Ambience Setting

→ “Setting the Ambience (Ambience Setting)” (p. 28)

Arranger Setting

→ “Configuring the Auto-accompaniment (Arranger Setting)” (p. 36)

Interactive Setting

→ “Configuring the Interactive Function (Interactive Settings)” (p. 37)

MIDI Setting

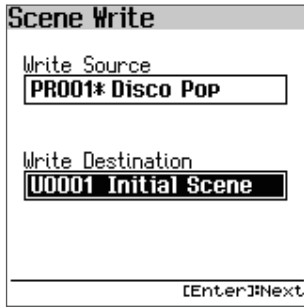
→ “Configuring the MIDI Transmit Channel Settings (MIDI Setting)” (p. 65)

Saving a Scene (Scene Write)

If you select a different scene or turn off the power after editing the settings, the edited settings are lost. If you want to keep the data, you must save it.

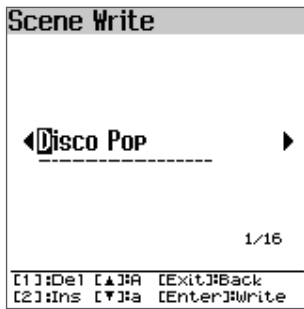
1. Long-press the [Scene] button.

The Scene Write screen appears.



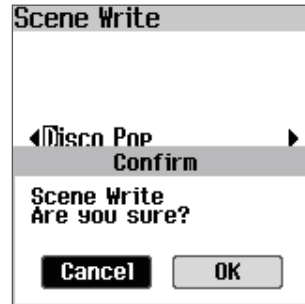
2. Use the [Dec] [Inc] buttons to select the scene that you wish to write to, and press the [Enter] button.

The Rename screen appears.



3. Once you've entered the scene name, press the [Enter] button.

A confirmation message appears.



If you decide to cancel, select "Cancel" and press the [Enter] button.

4. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

Once the data is saved, the message "Completed!" is shown and the display returns to the previous screen.

Rename screen operations

Controller	Explanation
[<] [>] buttons	Moves the cursor.
[^] [v] buttons	Toggles between uppercase/lowercase.
[Dec] [Inc] buttons	Change the character.
[1] ((Piano)) button	Deletes a single character.
[2] ((E.Piano)) button	Inserts a single character.
[Exit] button	Stores the name in memory that's being edited, and returns to the Destination select screen.
[Enter] button	A confirmation message appears.

Adding Ambience to the Sound (Ambience)

This feature adds reverberation to the sound, which makes it sound like you're performing in a concert hall, cathedral or other space. You can recreate the reverberation sound of playing piano in various places by changing the "Ambience Type".

Turning the Ambience On/Off

1. Press the [Ambience] button.



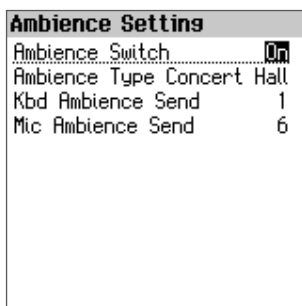
The [Ambience] button lights up and ambience turns on.

2. Press the [Ambience] button again to turn off the ambience.

The [Ambience] button goes dark, and ambience turns off.

Setting the Ambience (Ambience Setting)

1. Press the [Menu] button.
The Menu screen appears.
2. Use the [↑] [V] buttons to select "Scene Edit", and then press the [Enter] button.
The Scene Edit screen appears.
3. Use the [↑] [V] buttons to select "Ambience Setting", and then press the [Enter] button.
The Ambience Setting screen appears.



4. Use the [↑] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Ambience Switch	OFF, ON	Turns the ambience on/off.
Ambience Type	Studio, Lounge, Concert Hall, Cathedral	Selects from various types of reverberations that recreate the sound of different locations.
Kbd Ambience Send	0-10	Adjusts the depth of ambience applied to the keyboard part. Higher values produce more ambience, and lower values produce less ambience.

Parameter	Value	Explanation
Mic Ambience Send	0-10	Adjusts the depth of ambience applied to the mic part. Higher values produce more ambience, and lower values produce less ambience. * This setting is common with the "Mic Ambience Send" parameter (p. 45) on the Mic Setting screen.

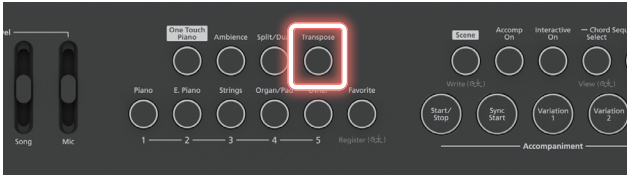
Changing the Key (Transpose)

You can transpose the keyboard in semitone steps.

For instance, when you want to play a song in the key of C that's originally in the key of E, set the keyboard transpose value to "4".

Turning Transpose On/Off

1. Press the [Transpose] button.



The [Transpose] button lights up, and transpose turns on.

2. Press the [Transpose] button again to turn off the transposition.

The [Transpose] button goes dark, and transpose turns off.

Setting the Transposition

1. Hold down the [Transpose] button and press the [Dec] and [Inc] buttons to set the amount of transposition.



Transposition turns on, and the [Transpose] button lights up.

The Keyboard Transpose screen is shown while you press the [Transpose] button, where you can check the amount of transposition.

Parameter	Value	Explanation
Keyboard Transpose	-6-0+5	Transposes the keyboard in semitone steps.

MEMO

While the Keyboard Transpose screen is shown, you can set the transposition by long-pressing the [Transpose] button and pressing a key. The C key is the zero value, from which you can set the transposition up or down.

2. Press the [Transpose] button again to turn off the transposition.

The [Transpose] button goes dark, and transpose turns off.

Connecting a Mobile Device via Bluetooth

Playing Music through the Piano's Speakers (Bluetooth Function)	31
Making Initial Settings (Pairing)	31
Playing Back Audio	31

Playing Music through the Piano's Speakers (Bluetooth Function)

Here's how to configure the settings for wirelessly playing the music data that's playing back on your mobile device through the FP-E50's speakers.

* If your mobile device is already paired with the FP-E50, there is no need to perform pairing again. Refer to "Connecting an Already-paired Mobile Device" (p. 31)

Making Initial Settings (Pairing)

As an example, we explain how to make settings for an iPad. If you're using an Android device, refer to the owner's manual of the mobile device you're using.

1. Place the mobile device that you want to connect near the FP-E50.

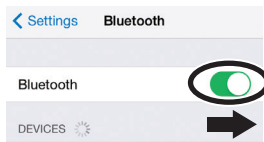
2. Long-press the [Menu] button.

"Now Pairing..." appears.

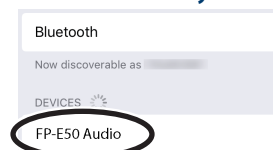
MEMO

You can start pairing by navigating as follows: [Menu] → "Bluetooth" → "Bluetooth Pairing" → [Enter].

3. Turn on the Bluetooth function of the mobile device.



4. Tap "FP-E50 Audio" that is shown in the Bluetooth device screen of your mobile device.



The FP-E50 and mobile device are paired. When pairing is completed, a display like the following appears.

Device	Explanation
Mobile device	"FP-E50 Audio" is added in the "My Devices" field
FP-E50	The "AUDIO" is shown beside the Bluetooth symbol

5. Press the [Exit] button on the FP-E50 a number of times to return to the top screen.

This completes initial settings.

Connecting an Already-paired Mobile Device

1. Turn on the Bluetooth function of the mobile device.

The FP-E50 and the mobile device are wirelessly connected.

MEMO

- If you were unable to establish a connection using the procedure above, tap "FP-E50 Audio" that is displayed in the Bluetooth device screen of the mobile device.
- After performing a factory reset on the FP-E50, delete the "FP-E50 Audio" from your mobile device and then reinitialize the settings.

Playing Back Audio

1. Play back the music data on your mobile device.

The sound is heard from the FP-E50's speakers.

MEMO

You can apply a "center cancel" effect to the audio while it plays back.

Adjusting the Volume of Bluetooth Audio

Normally you'll adjust the volume on your mobile device.

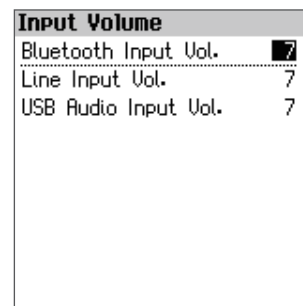
If this does not provide the volume adjustment you want, you can adjust the volume as follows.

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [^] [V] buttons to select "Input Volume", and then press the [Enter] button.

The Input Volume screen appears.



3. Use the [^] [V] buttons to select "Bluetooth Input Vol." and use the [Dec] [Inc] buttons to adjust the volume.

Parameter	Value	Explanation
Bluetooth Input Vol.	0-10	Adjusts the input level for Bluetooth audio.

Pairing with More than One FP-E50 (Bluetooth ID)

If you want to pair more than one FP-E50 to your mobile device, such as when in a music classroom, set the Bluetooth ID (which identifies each unit) of each FP-E50 to a different ID, so that you can pair with the desired FP-E50.

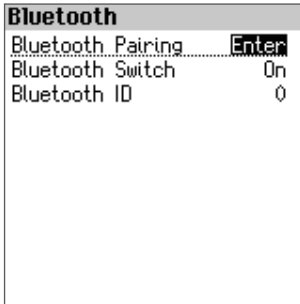
* When using these settings, the device name is shown on the mobile device with the ID number appended (example: "FP-E50 Audio 1").

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [^] [v] buttons to select "Bluetooth", and then press the [Enter] button.

The Bluetooth screen appears.



3. Use the [^] [v] buttons to select "Bluetooth ID", and use the [Dec] [Inc] buttons to change the ID.

Parameter	Value	Explanation
Bluetooth ID	0-99	When setting to "0": "FP-E50 Audio", "FP-E50 MIDI" (default) When setting to "1": "FP-E50 Audio 1", "FP-E50 MIDI 1"

* If you are pairing in an environment where there is more than one FP-E50, we recommend that you turn on the power of the mobile device and only the FP-E50 that you want to pair (turn off the power of other devices).

Auto-accompaniment and Chord Sequencer

Using the Auto-accompaniment 34

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Using the Chord Sequencer 38

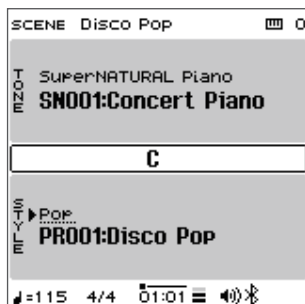
Turning the Chord Sequencer On/Off	38
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Using the Auto-accompaniment

Selecting the Styles

Selecting with the [Dec] [Inc] Buttons

1. On the top screen, move the cursor to the style name, style category or style bank.

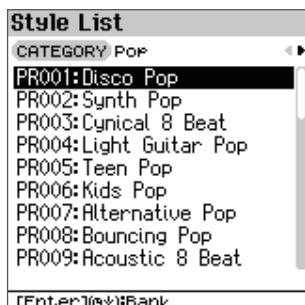


2. Press the [Dec] and [Inc] buttons to select the style.

Selecting from the Category List

1. On the top screen, move the cursor to the category and press the [Enter] button.

The Style List screen (CATEGORY) is shown.



2. Use the [<] [>] buttons to select the category.
3. Use the [^] [v] buttons to select the style.
4. Press the [Enter] button to return to the top screen.

MEMO

You can switch to the Style List screen (BANK) by long-pressing the [Enter] button on the Style List screen (CATEGORY).

Selecting from the Bank List

1. On the top screen, move the cursor to the style and press the [Enter] button.

The Style List screen (CATEGORY) is shown.

2. Long-press the [Enter] button to switch to the Style List screen (BANK).



How to read the bank symbols

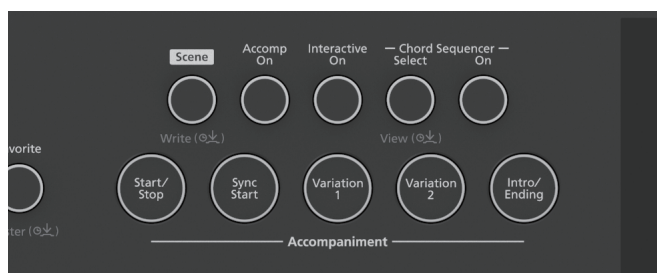
Symbol	Explanation
PR	Preset
PB	Preset B
EXS	Expansion style (Style Pack)

3. Use the [<] [>] buttons to select the bank.
4. Use the [^] [v] buttons to select the style.
5. Press the [Enter] button to return to the top screen.

MEMO

You can switch to the Style List screen (CATEGORY) by long-pressing the [Enter] button on the Style List screen (BANK).

Using the Auto-accompaniment (Accompaniment)



Starting/Stopping the Style ([Start/Stop] Button)

1. Press the [Start/Stop] button to make it light.
The auto-accompaniment starts with the selected variation (indicated by the [Variation 1] and [Variation 2] buttons that are lit up).
2. To stop, press the [Start/Stop] button again to make the button lights go dark.

Playing Styles in Sync ([Sync Start] Button)

1. Press the [Sync Start] button to make it light.

The instrument enters synchro start standby.

In this state, the auto-accompaniment starts once you play a note on the keyboard.

2. To stop the synchro start, press the [Sync Start] button again to make the button lights go dark.

The [Sync Start] button goes dark, and the synchro function turns off.

MEMO

The synchro function automatically turns off once style playback starts.

Switching Between Variations ([Variation 1] and [Variation 2] Buttons)

Changes the mood of the accompaniment.

1. Press the [Variation 1] or [Variation 2] button to make them light up, while the accompaniment is either stopped or playing back.

Variation 1: Plays a more relaxed accompaniment.

Variation 2: Plays a more lively, energetic accompaniment.

Starting with an Intro ([Intro/Ending] Button)

1. Press the [Intro/Ending] button while the accompaniment is stopped.

The [Intro/Ending] button blinks.

2. Press the [Start/Stop] button to begin the auto-accompaniment.

The auto-accompaniment begins with an intro.

Stopping with an Ending ([Intro/Ending] Button)

1. Press the [Intro/Ending] button while the accompaniment is playing.

The auto-accompaniment plays an ending and then stops.

Turning Auto-accompaniment On/Off ([Accomp On] Button)

1. Press the [Accomp On] button to make it light.

The auto-accompaniment turns on, and the accompaniment parts play for the selected style.

2. To turn off auto-accompaniment, press the [Accomp On] button once more to make it go dark.

Only the drum part plays for the selected style, while the other accompaniment parts remain quiet.

MEMO

Long-press the [Accomp On] button to display the auto-accompaniment settings screen.

Turning the Interactive Function On/Off ([Interactive On] Button)

By enabling the interactive function, you can make the accompaniment's arrangement and volume change in real time according to what you play.

1. Press the [Interactive On] button to make it light.

This turns the interactive function on.

MEMO

- When the interactive function is on, the accompaniment changes in three stages (extravagant, standard, simple), according to how you play on the keyboard zone to the left of the split point.

Accompaniment	Style (rhythm) used when playing on the keyboard zone to the left of the split point
Extravagant (Advanced)	Plays a rhythm that's more intricate than an eighth-note rhythm.
Normal (Standard)	Plays a quarter-note rhythm.
Simple (Simple)	Plays a half-note rhythm.

- The accompaniment volume changes according to the dynamics (velocity) you use to play on the zone to the right of the split point.

2. To turn the interactive function off, press the [Interactive On] button to make it go dark.

MEMO

- The settings screen for the interactive function is shown when you long-press the [Interactive On] button.
 - "Configuring the Interactive Function (Interactive Settings)" (p. 37)

Selecting a Chord Pattern (Chord Sequencer [Select] Button)

→ "Selecting a Chord Pattern" (p. 38)

Turning the Chord Sequencer On/Off (Chord Sequencer [On] Button)

→ "Turning the Chord Sequencer On/Off" (p. 38)

Configuring the Auto-accompaniment (Arranger Setting)

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [Λ] [V] buttons to select “Scene Edit”, and then press the [Enter] button.

The Scene Edit screen appears.

3. Use the [Λ] [V] buttons to select “Arranger Setting”, and then press the [Enter] button.

The Arranger Setting screen appears.

Arranger Settings	
Accomp Switch	ON
Chord Detect	Pianist
Split Point	F#3
Bass Inversion	OFF
Arranger Hold	ON
Auto Fill In	ON
<hr/>	
Intro Type	Short
Ending Type	Short
Activity Level	2

MEMO

You can also long-press the [Accomp On] button on the Arranger Setting screen to bring up this screen.

4. Use the [Λ] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Accomp Switch	OFF, ON	Turns the auto-accompaniment feature on/off.
Chord Detect	Sets how chords are detected based on the keys you play.	
	Standard	The normal chord detection mode. This detects chords played below F#3 on the keyboard.
	Intelligent	A chord detection feature adds notes to complement the chord structures you play. This detects chords played below F#3 on the keyboard. With this feature, you can play chords using only one or two fingers.
	Pianist (Only in Single/Dual mode)	Chords are detected when you press at least three keys. Chords are detected for all keys across the keyboard.
	Pianist2 (Only in Single/Dual mode)	Chords are detected when you press at least three keys. When pressing the hold pedal, this detects chords by using the notes that are sustaining as well. This works the same as “Pianist” when you’re not pressing the hold pedal. Chords are detected for all keys across the keyboard.
Easy (Only in Split/Twin Piano mode)	Chords are detected depending on whether you press a white key (major chord) or a black key (minor chord) along with the root note.	

Parameter	Value	Explanation
Split Point	B1–B6	In Split mode, this sets the split point that defines the area where chords can be detected.
Bass Inversion	OFF, ON	This turns the bass inversion function on/off for the chords you play on the keyboard. * This is disabled when “Chord Detect” is set to “Easy”.
Arranger Hold	OFF, ON	ON: When the chord you play is recognized, the instrument holds the chord and uses it for auto-accompaniment, until a new chord is recognized. OFF: When you remove your fingers from the keys and no chord is recognized, the accompaniment parts except for the drum part stop playing.
Auto Fill In	OFF, ON	ON: When you press the [Variation 1] or [Variation 2] button while a style is playing back, a fill-in plays just before the variation changes. OFF: No fill-in plays when the variation changes.
Intro Type	Short, Long	Sets the length of the intro.
Ending Type	Short, Long	Sets the length of the ending.
Activity Level	1–3	Sets how extravagant (advanced) the accompaniment sounds for the interactive function.

5. Press the [Exit] button a number of times to return to the top screen.

Configuring the Interactive Function (Interactive Settings)

1. Press the [Menu] button.
The Menu screen appears.
2. Use the [▲] [▼] buttons to select “Scene Edit”, and then press the [Enter] button.
The Scene Edit screen appears.
3. Use the [▲] [▼] buttons to select “Interactive Setting”, and then press the [Enter] button.
The Interactive Setting screen appears.

Interactive Settings	
Interactive Sw	OFF
Activity Level Ctrl Sw	ON
Volume Ctrl	ON

MEMO

You can long-press the [Interactive On] button to show the Interactive Setting screen.

4. Use the [▲] [▼] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

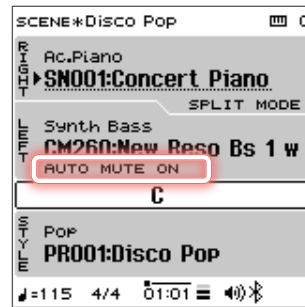
Parameter	Value	Explanation
Interactive Switch	OFF, ON	Turns the interactive auto-accompaniment function on/off.
Activity Level Ctrl Sw	OFF, ON	ON: The arrangement (Activity Level) changes for the extravagant feel of the accompaniment, to match your playing. OFF: The arrangement (Activity Level) does not change for the extravagant feel of the accompaniment.
Volume Ctrl	OFF, ON	ON: The accompaniment volume changes depending on how hard you play the keyboard. OFF: The accompaniment volume does not change.

5. Press the [Exit] button a number of times to return to the top screen.

Automatically Muting the Left-Hand Performance During Playback when in Split Mode (AUTO MUTE)

You can automatically mute what you play in the left hand when the keyboard is in Split mode and the auto-accompaniment is playing.

1. On the top screen, move the cursor to “AUTO MUTE”, located just below the tone name of the LEFT part.



2. Use the [Dec] [Inc] buttons to change the value to “ON”.

AUTO MUTE turns on.

Although the left-handed part is muted while auto-accompaniment is playing, chord recognition is still enabled.

Using the Chord Sequencer

Turning the Chord Sequencer On/Off

Here's how to turn the chord sequencer on/off.

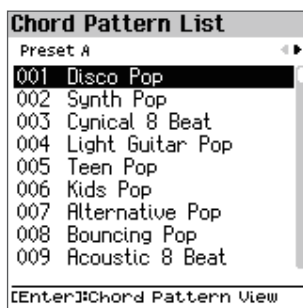
1. **Press the Chord Sequencer [On] button to make it light.**
The Chord Sequencer [On] button lights up, and the chord sequencer turns on.
2. **To turn the chord sequencer off, press the Chord Sequencer [On] button again to make it go dark.**

Selecting a Chord Pattern

Selects the chord pattern for the chord sequencer.

1. **Press the Chord Sequencer [Select] button to make it light.**

The Chord Pattern List screen appears.



2. **Use the [<] [>] buttons to switch between presets.**

Preset	Explanation
Preset A	Chord pattern that matches the style
Preset B	Generic chord pattern
User	Pattern saved by the user

3. **Use the [^] [v] buttons to select a chord pattern.**

MEMO

Press the [Enter] button to show the Chord Pattern View screen (p. 39).

4. **Once you've selected a chord pattern, press the Chord Sequencer [Select] button to make it go dark.**

The Chord Pattern List screen closes.

MEMO

Long-press the Chord Sequencer [Select] button to show the Chord Pattern View screen (p. 39).

Selecting Chords that Match the Style

1. **On the Chord Pattern List screen, select a chord name from the "Preset A" list, which has the same name as the style.**

Selecting a Generic Chord Pattern to Play in a Loop

1. **On the Chord Pattern List screen, select the desired chord pattern from the "Preset B" list.**

Selecting a Chord Pattern Saved by the User

1. **On the Chord Pattern List screen, select the desired chord pattern from the "User" list.**

Playing Back a Chord Pattern

1. **Press the Chord Sequencer [On] button to make it light.**
2. **Press the [Start/Stop] button to play the auto-accompaniment.**

The style plays back using the chords from the chord pattern.

In this instance, chord recognition using the keyboard is disabled.

Synchronizing the Chord Pattern Playback

The chord pattern starts once you play a note on the keyboard.

1. **Press the Chord Sequencer [On] button to make it light.**
2. **Press the [Sync Start] button to make it light.**
The instrument enters synchro start standby.
3. **Press a key.**

The chord pattern starts.

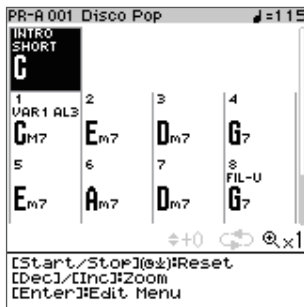
Checking the Chord Pattern (Chord Pattern View Screen)

You can check the contents of the chord patterns on the Chord Pattern View screen.

1. Long-press the Chord Sequencer [Select] button.

The Chord Pattern View screen appears.

Press the [Dec] and [Inc] buttons to change the number of measures shown.



You can use the [Dec] [Inc] buttons to zoom in and out on the screen. While the chord sequencer is stopped, you can use the [^] [v] [<] [>] buttons to move the position.

MEMO

On this screen, press the [Enter] button to display the Edit Menu. For details, refer to “Editing a Chord Pattern (Edit Menu)” (p. 39).

2. Press the [Exit] button to return to the previous screen.

Playing Back a Chord Pattern from a Specific Measure

1. While the chord sequencer is stopped, you can use the [^] [v] [<] [>] buttons to select the desired measure.

To reset the measure where playback starts to the beginning, long-press the [Start/Stop] button. This works during playback or when the chord sequencer is stopped.

2. Play the chord pattern.

Editing a Chord Pattern (Edit Menu)

1. Long-press the Chord Sequencer [Select] button.

The Chord Pattern View screen appears.

2. Press the [Enter] button.

The Edit Menu appears.

3. Use the [^] [v] buttons to select an item, and press the [Enter] button.

Item (Edit Menu)	Explanation
Write (Chord Pattern Write)	Saves the chord pattern as a user pattern.
Chord (Chord Edit)	Configures the chord-related settings.
Variation (Variation Edit)	Sets the Variation and Activity Level.
Intro/Ending/Loop	Sets the intro, ending and loop-related settings.
Undo/Redo	Undoes the edit you just made and returns to the previous state.
Measure	Configures the measure-related settings.
Transpose	Sets the transposition.
Initialize Pattern	Initializes the pattern.

Saving a Chord Pattern (Chord Pattern Write)

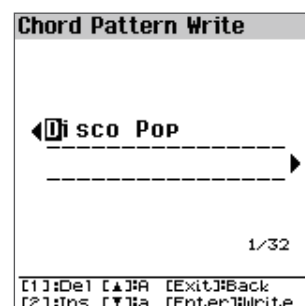
1. Use the Edit Menu to select “Write”, and then press the [Enter] button.

The Chord Pattern Write screen appears.



2. Use the [^] [v] buttons to select where to save the pattern (the write destination), and press the [Enter] button.

The Rename screen appears.

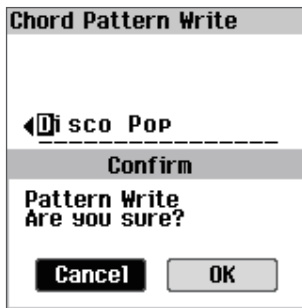


Rename screen operations

Controller	Explanation
[<] [>] buttons	Moves the cursor.
[^] [v] buttons	Toggles between uppercase/lowercase.
[Dec] [Inc] buttons	Change the character.
[1] ((Piano)) button	Deletes a single character.
[2] ((E.Piano)) button	Inserts a single character.
[Exit] button	Stores the name in memory that's being edited, and returns to the Destination select screen.
[Enter] button	A confirmation message appears.

- Once you've entered the pattern name, press the [Enter] button.

A confirmation message appears.



If you decide to cancel, select "Cancel" and press the [Enter] button.

- Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

Once the data is saved, the message "Completed!" is shown and the display returns to the previous screen.

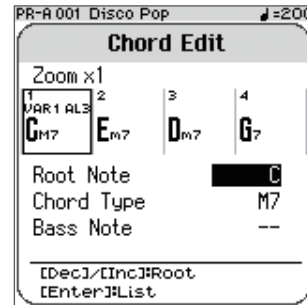
Setting the Chords (Chord Edit)

- Use the Edit Menu to select "Chord", and then press the [Enter] button.

The Chord Edit screen appears.

MEMO

When you play back the auto-accompaniment from this screen, the area that's displayed plays back in a loop.



- Use the [^] [v] buttons to select a parameter, and then use the [Dec] [Inc] buttons or the keyboard to edit the value.

Parameter	Value	Explanation
Zoom	x1, x2, x4	When a measure is selected with the cursor, use the [Dec] [Inc] buttons to change the zoom factor for the measure.
Chord	(Chord played on the keyboard)	When a measure is selected with the cursor, use the keyboard to input a chord.
Root Note	-- (*1), C-B	Use the [Dec] [Inc] buttons or the keyboard to set the root note. The chord type and bass note remain unchanged.
Chord Type	-- (*1), (empty) (*2), m, 7, m7b5, dim, dim7, aug, aug7, sus4, 7sus4, add9, madd9, 6, 69, m6, m69, m11, m13, M7, m7, mM7, mM9, M9, m9, 9, 7b5, 7b9, 7#9, 7#11, 13, 7b13	Use the [Dec] [Inc] buttons or the keyboard to set the chord type. The root note and bass note remain unchanged.
Bass Note	-- (*1), C-B	Use the [Dec] [Inc] buttons or the keyboard to set the bass note. The root note and chord type remain unchanged.

*1 When "--" is selected, no setting is made.

*2 When "(space)" is selected, the measure's chord is used. "C (space)" → "C"

- Press the [Exit] button to return to the previous screen.

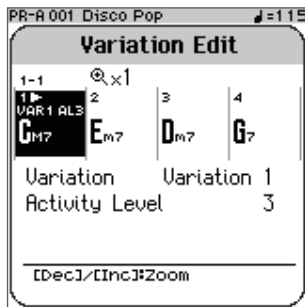
Setting the Variation (Variation Edit)

1. Use the Edit Menu to select “Variation”, and then press the [Enter] button.

The Variation Edit screen appears.

MEMO

When you play back the auto-accompaniment from this screen, the area that’s displayed plays back in a loop.



2. Use the [^] [V] buttons to select the parameter, and use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Zoom	x1, x2, x4	When a measure is selected with the cursor, this changes the zoom factor for the measure.
Variation	Variation 1, Variation 2, Fill Down, Fill Up	Changes the variation.
Activity Level	1, 2, 3	Changes the activity level.

3. When you finish making the settings, press the [Enter] button.

Configuring the Intro, Ending and Loop-related Settings (Intro/Ending/Loop)

1. Use the Edit Menu to select “Intro/Ending/Loop”, and then press the [Enter] button.

The Intro/Ending/Loop screen appears.



2. Use the [^] [V] buttons to select the parameter, and use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Loop	OFF, ON	Turns the loop on/off.
Intro	OFF, ON	Turns the intro on/off.

Parameter	Value	Explanation
Intro Type	Short, Long	Changes the intro type.
Ending	OFF, ON	Turns the ending on/off.
Ending Type	Short, Long	Changes the ending type.

NOTE

When Ending is “ON”, Loop is set to “OFF”.

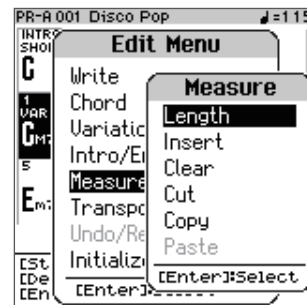
When you want to turn Loop “ON”, first set “Ending” to “OFF”.

3. Press the [Exit] button to return to the previous screen.

Measure-related Settings (Measure)

1. Use the Edit Menu to select “Measure”, and then press the [Enter] button.

The Measure screen appears.



2. Use the [^] [V] buttons to select the item that you want to edit, and press the [Enter] button.

Length (Change Length)

This sets the number of measures in the pattern.

Item	Value [Dec] [Inc] buttons	Explanation
Total Length	1, 2, 3, ... 255, 256	Sets the overall pattern length.

Insert (Insert Measure)

This inserts an empty measure at the specified position.

Item [^] [V] buttons	Value [Dec] [Inc] buttons	Explanation
Insert Position	1–Last	Specifies where to insert a measure.
Measure Length	1, 2, 3, ... 255, 256	Specifies how many measures to insert.

Clear (Clear Measure)

This erases (clears) the measures in the selected range.

Item [^][v] buttons	Value [Dec][Inc] buttons	Explanation
Start Position	Max. number of measures from pattern 1 to the current pattern	Specifies the range of measures to erase. When this is executed, the measures from the start position to the end position are erased.
End Position	Max. number of measures from pattern 1 to the current pattern	
Target	Chord, Variation, All	Selects what to erase.

Cut (Cut Measure)

This cuts the measures in the selected range.

Item [^][v] buttons	Value [Dec][Inc] buttons	Explanation
Start Position	Max. number of measures from pattern 1 to the current pattern	Specifies the range of measures to cut. When this is executed, the measures from the start position to the end position are cut.
End Position	Max. number of measures from pattern 1 to the current pattern	

Copy (Copy Measure)

This copies the measures in the selected range.

Item [^][v] buttons	Value [Dec][Inc] buttons	Explanation
Start Position	Max. number of measures from pattern 1 to the current pattern	Specifies the range of measures to copy. When this is executed, the measures from the start position to the end position are copied.
End Position	Max. number of measures from pattern 1 to the current pattern	

Paste (Paste Measure)

This pastes the measures that you cut/copied into the specified position. The number of measures that are inserted or overwritten depend on how many measures you cut or copied.

Item [^][v] buttons	Value [Dec][Inc] buttons	Explanation
Paste Position	1–Last	Specifies where to paste the measures.
Paste Mode	Insert	The measures that you cut/copied are inserted at the paste position, and all following measures are moved after the newly inserted measures.
	Overwrite	The measures that you cut/copied are pasted at the paste position, overwriting the contents. Any existing data is lost.
Repeat Count	1, 2, 3, –63, 64	Sets how many times to repeat the paste operation. For instance, when you insert four measures that you cut/copied with the Repeat Count set to “2”, the four measures are pasted twice (eight measures total).

- Use the [^] [v] buttons to select “EXECUTE”, and then press the [Enter] button.
- Press the [Exit] button to return to the previous screen.

Undoing an Editing Operation (Undo/Redo)

Here’s how to cancel the result of an editing operation and return to the state before that operation was executed (Undo).

You can also cancel the Undo operation (Redo).

MEMO

The Edit Menu shows the commands for which “Undo” or “Redo” applies. If neither operation is available, “Undo/Redo” appears in gray.

Undoing an editing operation (Undo)

- Press the [Exit] button on the edit screen to return to the Edit Menu.
- On the Edit Menu, select “Undo” and then press the [Enter] button.

Undoes the edit you just made and returns to the previous state.

Reverting an undo operation (Redo)

- Right after you execute undo, select “Redo” on the Edit Menu and press the [Enter] button.

The edit you just made is undone, and the data goes back to the way it was.

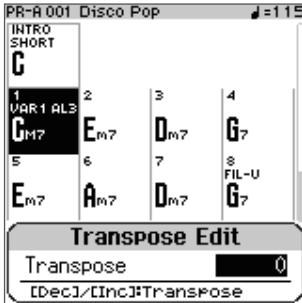
MEMO

Once you edit the data after an undo, the redo operation becomes unavailable.

Setting the Transposition of a Pattern (Transpose)

1. Use the Edit Menu to select “Transpose”, and then press the [Enter] button.

The Transpose screen appears.



2. Use the [Dec] [Inc] buttons to set the amount of transposition.

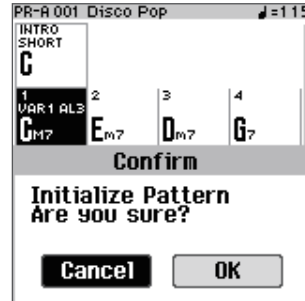
Parameter	Value	Explanation
Transpose	-11-0-+11	This transposes a chord pattern in semitones.

3. Press the [Exit] button to return to the previous screen.

Initializing a Pattern (Initialize Pattern)

1. Use the Edit Menu to select “Initialize Pattern”, and then press the [Enter] button.

A confirmation message appears.



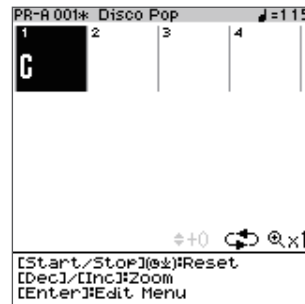
If you decide to cancel, select “Cancel” and press the [Enter] button.

2. Use the [<] [>] buttons to select “OK”, and then press the [Enter] button.

Once the data is saved, the message “Completed!” is shown and the display returns to the previous screen.

MEMO

When a pattern is initialized, it becomes a four-measure pattern.



Refer to “Measure-related Settings (Measure)” (p. 41) for how to change the number of measures.

Using a Mic

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Using the Mic Effects

Turning the Mic Effects On/Off (Mic FX)

1. Connect a mic to the Mic Input jack.



2. Use the Level [Mic] slider on the top panel to adjust the mic volume.

If the sound of the mic is too weak or is distorted, turn the rear panel [Gain] knob to adjust the volume of the mic.

3. Press the [Mic FX] button.

The mic effect turns on, and the [Mic FX] button lights up.

You can enjoy using the harmonizer and other effects on your voice when input via the mic.

Configuring the Mic Effect (Mic Setting)

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [▲] [▼] buttons to select "Scene Edit", and then press the [Enter] button.

The Scene Edit screen appears.

3. Use the [▲] [▼] buttons to select "Mic Setting", and then press the [Enter] button.

The Mic Setting screen appears.

Mic Settings	
Mic FX Type	Harmony
Mic FX Switch	OFF
Mic Ambience Send	6
Type	Duet High Close
Harmony Level	6
Direct Level	10
Chorus Send	5
Compressor	
Switch	OFF
Type	Normal

MEMO

Long-press the [Mic FX] button to view the Mic Setting screen.

4. Use the [▲] [▼] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

The parameter changes according to the Mic FX Type settings.

Common Parameter

Parameter	Value	Explanation
Mic FX Type	Harmony	→ "Harmony" (p. 45)
	Voice Transformer	→ "Voice Transformer" (p. 46)
	Vocal Designer	→ "Vocal Designer" (p. 46)
Mic FX Switch	OFF, ON	Turns the selected FX TYPE on/off.
Mic Ambience Send	0-10	Adjusts the ambience send amount. * This setting is common with the "Mic Ambience Send" parameter (p. 28) on the Ambience Setting screen, which appears when you long-press the [Ambience] button.

Parameter	Value	Explanation
Compressor		
Switch	OFF, ON	Turns the compressor on/off.
Type	Soft, Normal, Hard	Sets the strength of the effect that suppresses the input sound level. The effect increases in order of "Soft", "Normal" and "Hard".
Noise Suppressor		
Switch	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.
Threshold	-96-0 [dB]	Adjusts the volume at which noise suppression starts to be applied.

Harmony

You can add natural-sounding harmonies to the audio from your mic. This effect generates the optimum harmony to match the chord pattern and the chords you're playing.

Parameter	Value	Explanation
Type	Duet High Close	Adds an upper voice that's close scale-wise to the original sound.
	Duet High Open	Adds an upper voice that's far apart scale-wise from the original sound.
	Duet Low Close	Adds a lower voice that's close scale-wise to the original sound.
	Duet Low Open	Adds a lower voice that's far apart scale-wise from the original sound.
	Trio	Adds an upper and a lower voice that are close scale-wise to the original sound.
	Quintet	Adds two upper voices and two lower voices to the original sound.
	Combo	Adds two upper voices to the original sound.
	Block	Adds three upper voices to the original sound.
	Classic	Adds two or three upper voices to the original sound.
Harmony Level	0-10	Adjusts the harmony volume.
Direct Level	0-10	Adjusts the volume of the original sound (the sound to which Mic FX has not yet been applied).
Chorus Send	0-10	Adjusts the amount of signal sent to the chorus effect.

Voice Transformer

This effect changes the pitch and tonal character of the mic audio.

Parameter	Value	Explanation
Pitch	-1, 0, +1 [octave]	Adjusts the pitch of the voice. You can change the pitch up and down within a range of one octave.
Formant	-12+12 [semitones]	Adjusts the formant of the voice. Settings in the negative (-) direction produce a more masculine vocal character, and settings in the positive (+) direction produce a more feminine vocal character.
Robot Switch	OFF, ON	Changes your voice to an uninflected robotic voice with a fixed pitch.
Harmony Switch	OFF, ON	Turns the harmony on/off.
Harmony Type	Duet High Close	Adds an upper voice that's close scale-wise to the original sound.
	Duet High Open	Adds an upper voice that's far apart scale-wise from the original sound.
	Duet Low Close	Adds a lower voice that's close scale-wise to the original sound.
	Duet Low Open	Adds a lower voice that's far apart scale-wise from the original sound.
	Trio	Adds an upper and a lower voice that are close scale-wise to the original sound.
	Combo	Adds two upper voices to the original sound.
	Block	Adds three upper voices to the original sound.
	Classic	Adds two or three upper voices to the original sound.
Harmony Level	0–10	Adjusts the harmony volume.
Direct Level	0–10	Adjusts the volume of the original sound (the sound to which Mic FX has not yet been applied).
Chorus Send	0–10	Adjusts the amount of signal sent to the chorus effect.

Vocal Designer

The vocal designer adds effects to a human voice.

Control the pitch by playing the keyboard.

Parameter	Value	Explanation
Carrier Tone	0001–0026	→ "Carrier Tone List"
Type	Stereo	The sound is output in stereo.
	Vintage	The sound is output with a vintage sound.
	Mono	The sound is output in mono.
Direct Level	0–10	Adjusts the volume of the original sound (the sound to which Mic FX has not yet been applied).
Chorus Send	0–10	Adjusts the amount of signal sent to the chorus effect.

Carrier Tone List

No.	Carrier tone name	No.	Carrier tone name
0001	Classic A	0014	BackGround 3
0002	Classic B	0015	BackGround 4
0003	Classic C	0016	BackGround 5
0004	Male&Fem 1	0017	Modern Voc 1
0005	Male&Fem 2	0018	Modern Voc 2
0006	Gospel A	0019	Modern Voc 3
0007	Gospel B	0020	Vocoder 1
0008	Gospel C	0021	Vocoder 2
0009	Pop A	0022	Vintage 1
0010	Pop B	0023	Vintage 2
0011	Pop C	0024	WahVox (KBD)
0012	BackGround 1	0025	WahVox (VEXD)
0013	BackGround 2	0026	WahVox (CTRL)

Playing Back and Recording a Song

Playing Back Songs (Song Player) 48

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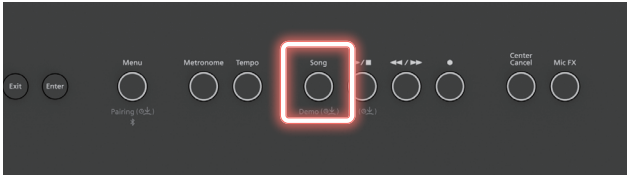
Demo Mode 55

Playing Back Songs (Song Player)

Playing Back the Internal Songs

Select a song to play back.

1. Press the [Song] button.



The Song screen appears.

2. Use the [<] [>] buttons to select "Preset".



Preset
Internal songs

Internal Memory
Songs recorded in internal memory

USB Memory
Songs saved to a USB flash drive

3. Use the [^] [v] buttons to select a song.

You can also use the [Dec] [Inc] buttons to select songs.

4. Press the [▶/■] button.

The selected song plays back.

5. To stop the song, press the [▶/■] button again.

[▶/■] button

Plays/stops the song.

MEMO

Long-press the [▶/■] button to return to the beginning of the song.

[◀▶] button

Shows the song position window.

→ "Changing the Song Playback Position" (p. 49)

[●] button

Shows the Recording Standby window.

→ "Recording Your Performance (Audio Rec)" (p. 50)

Switching to the Scene that Corresponds to an Internal Song

1. On the Song screen, use the [<] [>] buttons to select "Preset".
2. Use the [^] [v] buttons to select an internal song, and then press the [Scene] button.
A confirmation message appears.
If you decide to cancel, select "Cancel" and press the [Enter] button.
3. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

The scene that corresponds to the internal song you selected is loaded.

MEMO

The sheet music for the internal songs is found in the back of this manual.

Playing a Recorded Song

1. On the Song screen, use the [<] [>] buttons to select "Internal Memory".
Select "USB Memory" to select the songs that are saved to a USB flash drive.
2. Use the [^] [v] buttons to select a song.
3. Press the [▶/■] button.
The selected song plays back.

Deleting a Song

1. On the Song screen, use the [<] [>] buttons to select "Internal Memory".
If you select "USB Memory", you can delete the songs that are saved to a USB flash drive.
2. Use the [^] [v] buttons to select a song that you want to delete, and then long-press the [Enter] button.
A confirmation message appears.
If you decide to cancel, select "Cancel" and press the [Enter] button.
3. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

MEMO

You can delete more than one song at a time.

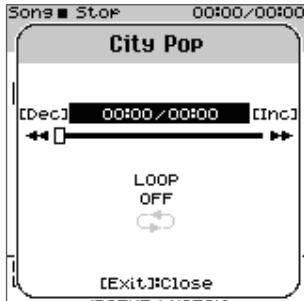
→ "Selecting and Deleting Multiple Songs (Song Delete)" (p. 53)

Changing the Song Playback Position

Here's how to change the playback position in a song.

1. On the Song screen, press the [◀▶] button.

The song position window opens.



2. Use the [^][v] buttons to move the cursor to the playback position (top row).
3. Use the [Dec] [Inc] buttons to change the playback position.
4. Press the [Exit] button to close the window.

Changing the Loop Settings for a Song

Here's how to make the loop playback settings for a song.

1. On the Song screen, press the [◀▶] button.

The song position window opens.

2. Use the [^][v] buttons to move the cursor to the loop settings (bottom row).
3. Use the [Dec] [Inc] buttons to change the value.

Value	Explanation
OFF	The loop does not play back.
ALL	All of the songs in the same folder play back in a loop.
SINGLE	Only one song plays back repeatedly.

4. Press the [Exit] button to close the window.

Recording Your Performance (Audio Rec)

The FP-E50 lets you easily record your playing on this instrument. Since you can overdub what you play on this instrument, you can follow the steps below to record and finish up your song, even if you're not confident about playing with both hands or singing while you play.

1. Record the auto-accompaniment
2. Record what you play on the piano with the left hand
3. Record what you play on the piano with the right hand
4. Record your vocals

Since this is recorded as a WAV audio file (song), there are many ways to enjoy the music, such as by playing it on your computer, publishing it on the Internet and so on.

NOTE

Punch in/out recording is not supported.

If you want to overdub your own playing on top of a song (backing music), set the song playback position to the beginning of the song before you record. Also, after recording starts, wait for the song to end and for the sound to fade out completely before you stop, even after you've finished playing.

Getting Ready to Record

1. Make the performance settings.

- "Selecting a Scene (Scene Select)" (p. 26)
- "Selecting a Tone (Tone Select)" (p. 19)
- "Selecting the Styles" (p. 34)
- "Using the Mic Effects" (p. 45)

MEMO

To record what you play while the song is playing, select the song you want to record along with in the Song screen.

- "Playing Back Songs (Song Player)" (p. 48)

Recording

1. Press the [●] button.

The [●] button lights, the [▶/■] button blinks, and the instrument enters record standby mode.

The Recording Standby window opens.

If the Recording Mode is set to NEW



If the Recording Mode is set to OVERDUB



To stop recording, press the [●] button again.

NOTE

Never turn off the power or disconnect the USB flash drive during record standby or while recording.

2. Make the recording settings in the Recording Standby window.

Parameter	Value	Explanation
Name		Shows the name of the song that's created once recording is finished.
[RENAME] button		Opens the Rename window. You can change the filename that's shown in the Name area.
Recording Mode	NEW	Select this when making a new recording.
	OVERDUB	Select this when overdubbing what you play while you hear a different song. This can only be selected when the song to play back is selected.
Backing File		Shows the save destination and filename for the song that's recorded along with your playing. The song can't be changed on this screen. Select the song you want to record alongside your playing from the Song screen. This is only shown when the "Recording Mode" is set to "OVERDUB".

MEMO

You can also make the metronome play as need be.

3. Press the [▶/■] button.

Recording starts.

Once recording starts, the [●] and [▶/■] buttons light up.

MEMO

Instead of pressing the [▶/■] button, you can simply start playing the keyboard or start the auto-accompaniment to start recording.

You can change scenes, styles, tones, variations and so on while recording.

4. Perform.

5. To stop recording, press the [●] button again.

The recording stops, and the song is saved.

MEMO

When recording the sound of the auto-accompaniment, we recommend that you wait until the sound has completely faded out after you stop playing, before you stop recording.

Listening to the Recording of What You Played

1. Select the recorded song on the Song screen.

MEMO

The newly recorded song is selected right after you record it.

2. Press the [▶/■] button.

Playback begins at the beginning of your recorded performance.

Erasing the Recording of What You Played

1. Select the recorded song on the Song screen.

MEMO

The newly recorded song is selected right after you record it.

2. Long-press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select “Cancel” and press the [Enter] button.

3. Use the [<] [>] buttons to select “OK”, and press the [Enter] button.

The song is deleted.

MEMO

On the Song Utility–Delete screen, you can delete multiple songs all at once that you’ve selected.

Recording a Center-Canceled Sound Source

When recording, you can apply the center cancel effect to the input audio from the Input jack, the Bluetooth audio or the song that’s playing back.

1. Get the sound source ready to which you want to apply center cancel.

- “Adjusting the Input Audio Volume (Input Volume)” (p. 59)
- “Playing Music through the Piano’s Speakers (Bluetooth Function)” (p. 31)
- “Playing Back Songs (Song Player)” (p. 48)

2. Press the [Center Cancel] button to make it light.

Center cancel turns on.

3. Press the [●] button.

The [●] button lights, the [▶/■] button blinks, and the instrument enters record standby mode.

4. Make the recording settings in the Recording Standby window.

- “Recording” (p. 50)

5. Press the [▶/■] button.

Recording starts.

6. Perform.

7. If you decide to cancel recording, press the [●] button again.

The recording stops, and the song is saved.

8. Press the [Center Cancel] button to make it go dark.

NOTE

If you turn center cancel on and play back a song on which the center cancel effect was already used, the effect is doubled.

Convenient Functions (Song Utility)

On this screen, you can edit the name of the songs as well as copy and delete the song data.

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [^] [v] buttons to select "Song Utility", and then press the [Enter] button.

The Song Utility screen appears.



3. Use the [^] [v] buttons to select an item, and press the [Enter] button.

Song Rename

→ "Editing a Song Name (Song Rename)" (p. 52)

Song Copy

→ "Copying a Recorded Song to a USB Flash Drive (Song Copy)" (p. 53)

Song Delete

→ "Selecting and Deleting Multiple Songs (Song Delete)" (p. 53)

Song Delete All

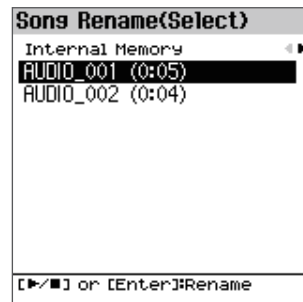
→ "Deleting All Recorded Songs (Song Delete All)" (p. 54)

Editing a Song Name (Song Rename)

You can edit the names of songs you've saved.

1. On the Song Utility screen, use the [^] [v] buttons to select "Song Rename" and press the [Enter] button.

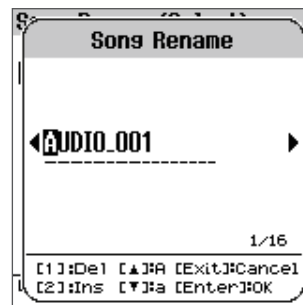
The Song Rename (Select) screen appears.



2. Use the [^] [v] [<] [>] buttons and [Dec] [Inc] buttons to select a song.

3. Press the [Enter] button.

The Song Rename window appears.



4. Edit the name.

Controller	Explanation
[<] [>] buttons	Moves the cursor.
[Dec] [Inc] buttons	Change the character.
[Exit] button	Cancels the operation and returns to the previous screen.

5. Press the [Enter] button.

The song is renamed.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Executing...".

Copying a Recorded Song to a USB Flash Drive (Song Copy)

This shows how to copy the songs saved in internal memory to a USB flash drive. You can also copy the songs stored on a USB flash drive to internal memory.

NOTE

This operation is unavailable if a USB flash drive is not connected to the USB Memory port.

1. On the Song Utility screen, use the [Λ] [V] buttons to select “Song Copy” and press the [Enter] button.

The Song Copy (Source Select) screen appears.



2. Use the [Λ] [V] [<] [>] buttons and [Dec] [Inc] buttons to select the copy source song.

If you decide to cancel, press the [Exit] button.

Copy source	Copy destination
USB Memory	Internal Memory (root directory)
Internal Memory	USB Memory (current folder)
	* The root directory is selected if you haven't accessed the USB flash drive since you turned on this instrument.

3. Press the [Enter] button.

The copy is executed.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates “Executing...”.

MEMO

If a song with the same filename already exists, the confirmation message “Overwrite?” appears.

To overwrite the song, use the [<] [>] buttons to select “OK”, and then press the [Enter] button.

Selecting and Deleting Multiple Songs (Song Delete)

You can also delete the songs that are stored in internal memory or on a USB flash drive.

MEMO

To delete songs from a USB flash drive, first make sure that the USB flash drive is connected to the USB Memory port.

You can long-press the [Enter] button on the Song screen to delete a song.

1. On the Song Utility screen, use the [Λ] [V] buttons to select “Song Delete” and press the [Enter] button.

The Song Delete screen appears.

2. Use the [Λ] [V] buttons to select the song you wish to delete, and press the [1] ([Piano])–[5] ([Other]) buttons to select the appropriate check boxes.



Controller	Explanation
[1] Mark-	Removes the check mark and selects the next song.
[2] Mark+	Adds a check mark and selects the next song.
[3] Clear All	Removes the check marks from all songs in the folder.
[4] Mark All	Adds check marks to all songs in the folder.
[5] Mark Toggle	Toggles between selected/unselected (checked/unchecked).

* Moving the folder deselects all of the check marks.

3. Press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select “Cancel” and press the [Enter] button.

4. Use the [<] [>] buttons to select “OK”, and then press the [Enter] button.

The deletion is executed.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates “Executing...”.

Deleting All Recorded Songs (Song Delete All)

You can delete all of the songs that are stored in internal memory.

- 1. On the Song Utility screen, use the [▲] [▼] buttons to select “Song Delete All” and press the [Enter] button.**

A confirmation message appears.

If you decide to cancel, select “Cancel” and press the [Enter] button.

- 2. Use the [←] [→] buttons to select “OK”, and then press the [Enter] button.**

NOTE

Never turn off the power while the “Executing...” message is shown.

Demo Mode

1. Long-press the [Song] button.

The Demo screen appears, and the demo songs automatically play back.

The demo songs play back in a loop.



2. To exit Demo mode, press the [Exit] button.

MEMO

Scan the 2D code shown onscreen with your smartphone or other device to view information for this product. Your smartphone or other device must be connected to the Internet to view the product information.

Center Cancel

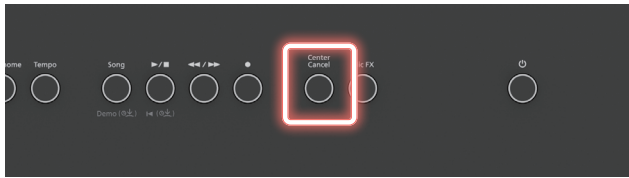
Using Center Cancel (Center Cancel).....	57
Turning Center Cancel On/Off	57
Using Center Cancel with Music from Your Smartphone	57

Using Center Cancel (Center Cancel)

You can apply the center cancel effect to the input audio from the Input jack, the Bluetooth audio or the song that's playing back.

Turning Center Cancel On/Off

1. Press the [Center Cancel] button.



The [Center Cancel] button lights up, and center cancel turns on.

2. To turn center cancel off, press the [Center Cancel] button once more.

Use the [Center Cancel] button to toggle the center cancel effect on/off.

NOTE

If you turn center cancel on and play back a song on which the center cancel effect was already used, the effect is doubled.

Using Center Cancel with Music from Your Smartphone

Having Fun Playing Along with Music Without the Vocals

You can remove the vocals from music playing on your smartphone, and enjoy overlaying your performance on top.



1. Use an audio cable to connect your smartphone to the Input Stereo jack.

You can also connect via Bluetooth audio.

2. While the music is playing on your smartphone, adjust the volume with the smartphone.

MEMO

You can also adjust the volume from the Input Volume screen.

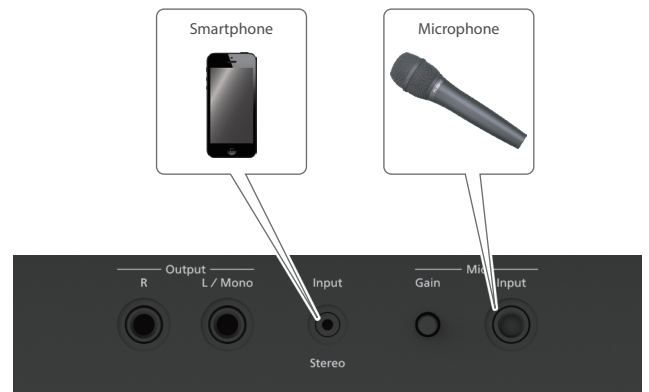
→ "Adjusting the Input Audio Volume (Input Volume)" (p. 59)

3. Press the [Center Cancel] button to make it light.

Center cancel turns on.

4. Play the keyboard.

Having Fun with Karaoke



1. Connect a mic to the Mic Input jack.
2. Use the [Gain] knob on the rear panel and the Level [Mic] slider on the top panel to adjust the mic volume.
3. Use an audio cable to connect your smartphone to the Input Stereo jack.
You can also connect via Bluetooth audio.
4. While the music is playing on your smartphone, adjust the volume with the smartphone.

MEMO

You can also adjust the volume from the Input Volume screen.

→ "Adjusting the Input Audio Volume (Input Volume)" (p. 59)

5. Press the [Center Cancel] button to make it light.

Center cancel turns on.

6. Sing into the connected mic.

This lets you enjoy karaoke by singing over the parts where the vocals have been erased (canceled out).

Various Menus (Menu)

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Adjusting the Input Audio Volume (Input Volume)

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [▲] [▼] buttons to select “Input Volume”, and then press the [Enter] button.

The Input Volume screen appears.

Input Volume	
Bluetooth Input Vol.	7
Line Input Vol.	7
USB Audio Input Vol.	7

3. Use the [▲] [▼] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Bluetooth Input Vol.	0–10	Adjusts the input level for Bluetooth audio.
Line Input Vol.	0–10	Adjusts the audio input level of signal from the Line Input jack.
USB Audio Input Vol.	0–10	Adjusts the USB audio input level.

MEMO

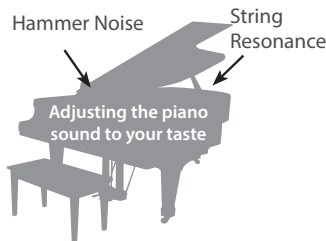
Only the setting for the “Bluetooth Input Vol.” parameter is saved automatically.

Personalizing Your Piano Sound (Piano Designer)

What Is Piano Designer?

This unit allows you to personalize your piano sound by adjusting various factors that affect the sound, such as the piano's strings, the resonance produced using the pedals, and the sound of the hammers striking the strings.

This function is called "Piano Designer".



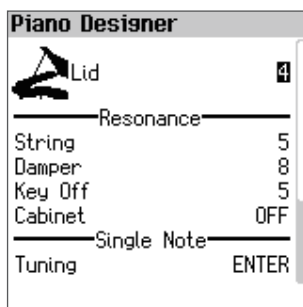
Creating a Piano Tone

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [▲] [▼] buttons to select "Piano Designer", and then press the [Enter] button.

The Piano Designer screen appears.



3. Use the [▲] [▼] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Lid	0-6	Adjusts the extent to which the top lid of the grand piano is open. The sound will become more mellow as you close the top lid of the piano in the screen. The sound will become brighter as you open the top lid of the piano in the screen.
String Resonance	0-10	This adjusts the string resonance of the acoustic piano sound (the sympathetic vibrations of strings for previously played notes that occur when you play another note). Higher settings will make the sympathetic vibration louder.
Damper Resonance	0-10	Adjusts the overall resonance of the acoustic piano when its damper pedal is pressed (the sound of other strings vibrating in sympathy when you press the damper pedal, and the resonance of the entire instrument). Higher settings make the sympathetic vibration louder.

Parameter	Value	Explanation
Key Off Resonance	0-10	Adjusts the resonance of the subtle sounds that occur when a key of an acoustic piano is released. A higher value produces a larger tonal change during the decay.
Cabinet Resonance	0-10	Adjusts the body resonance of the grand piano itself. Higher values will produce a larger body resonance.
Single Note Tuning	-50-0-+50	Adjusts the pitch of each key. Higher values produce a higher pitch. Specifies a method of tuning (stretch tuning) that is distinctive to the piano, in which the high register is tuned slightly sharper and the low register is tuned slightly flatter.
Single Note Volume	-50-0	Adjusts the volume of each key. Higher settings increase the volume.
Single Note Character	-5-0-+5	Adjusts the tonal character of each key. Higher settings produce a harder tone, and lower settings produce a softer tone.
Reset Setting		Here's how the Piano Designer settings of the selected sound can be returned to their factory-set state.

4. When you finish making the settings, press the [Scene] button.

A confirmation message appears if any changes were made.

If you decide to cancel, select "Cancel" and press the [Enter] button.

5. Use the [◀] [▶] buttons to select "OK", and then press the [Enter] button.

Once the data is saved, the message "Completed!" is shown and the display returns to the Menu screen.

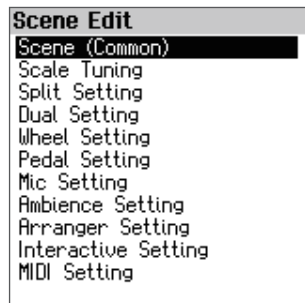
Editing a Scene (Scene Edit)

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [Λ] [V] buttons to select “Scene Edit”, and then press the [Enter] button.

The Scene Edit screen appears.



3. Use the [Λ] [V] buttons to select item that you want to edit, and then press the [Enter] button.

Scene Common

→ “Overall Settings (Scene (Common))” (p. 61)

Scale Tuning

→ “Changing the Tuning Method (Scale Tuning)” (p. 62)

Split Setting

→ “Split settings” (p. 17)

Dual Setting

→ “Dual settings” (p. 18)

Wheel Setting

→ “Assigning Functions to the Wheels (Wheel Setting)” (p. 63)

Pedal Setting

→ “Assigning Functions to the Pedals (Pedal Setting)” (p. 64)

Mic Setting

→ “Configuring the Mic Effect (Mic Setting)” (p. 45)

Ambience Setting

→ “Setting the Ambience (Ambience Setting)” (p. 28)

Arranger Setting

→ “Configuring the Auto-accompaniment (Arranger Setting)” (p. 36)

Interactive Setting

→ “Configuring the Interactive Function (Interactive Settings)” (p. 37)

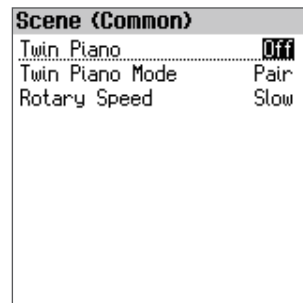
MIDI Setting

→ “Configuring the MIDI Transmit Channel Settings (MIDI Setting)” (p. 65)

Overall Settings (Scene (Common))

1. On the Scene Edit screen, use the [Λ] [V] buttons to select “Scene (Common)” and press the [Enter] button.

The Scene (Common) screen appears.



2. Use the [Λ] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Twin Piano	OFF, ON	When this is “ON”, you can divide the keyboard into left and right areas so that two people can play the same range of pitches together (Twin Piano mode). For instance, one person (such as a teacher) can play a song, and the other person (such as a student) can practice along with the example.
Twin Piano Mode	Pair	Selects how notes are heard when playing Twin Piano. The sound will be heard from the right as you play toward the right of the keyboard, and from the left as you play toward the left.
	Individual	Notes played in the right area will be heard from the right speaker, and notes played in the left area will be heard from the left speaker.
Rotary Speed	Slow, Fast	Specifies the rotary modulation speed.

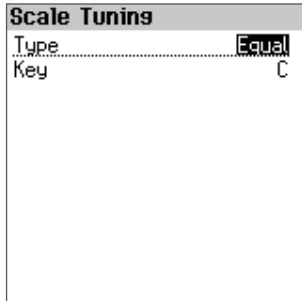
3. If you want to save the edited settings, execute the Write operation.

→ “Saving a Scene (Scene Write)” (p. 27)

Changing the Tuning Method (Scale Tuning)

1. On the Scene Edit screen, use the [Λ] [V] buttons to select “Scale Tuning” and press the [Enter] button.

The Scale Tuning screen appears.



2. Use the [Λ] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Type	Equal	This temperament divides the octave into twelve equal steps. It is the temperament that is most commonly used on today's pianos. Every interval has the same slight amount of dissonance.
	Just Major	In these temperaments, the primary triads are perfectly consonant. It is unsuited to playing melodies and cannot be transposed, but is capable of beautiful sonorities. The Just tunings differ from major and minor keys.
	Just Minor	In these temperaments, the primary triads are perfectly consonant. It is unsuited to playing melodies and cannot be transposed, but is capable of beautiful sonorities. The Just tunings differ from major and minor keys.
	Pythagorean	This tuning, devised by the philosopher Pythagoras, eliminates dissonance in fourths and fifths. Although third chord is slightly dissonant, this tuning is suitable for songs that have a simple melody.
	Kirnberger I	As in the Just temperaments, the primary triads are consonant in this tuning. Beautiful sonorities are obtained when playing songs that are written in keys appropriate for this tuning.
	Kirnberger II	This is a revision of Kirnberger I that reduces the limitations on the usable keys.
	Kirnberger III	This is an improvement of the Meantone and Just tunings that provides a high degree of freedom of modulation. Performances are possible in all keys. Since the resonance differs depending on the key, chords played in this temperament resonate in diverse ways when compared to equal temperament.
	Arabic	This scale is suitable for Arabic music.

Parameter	Value	Explanation
Type	Meantone	This temperament slightly narrows the fifth relative to Just temperaments. While the Just temperaments contains two types of whole tone (major whole tone and minor whole tone), meantone temperament uses only one type of whole tone (mean whole tone). Transposition within a limited range of keys is possible.
	Werckmeister	This temperament consists of eight perfect fifths and four narrowed fifths. Performance in all keys is possible. Since different keys produce different sonorities, chords will resonate in diverse ways when compared to equal temperament (Werckmeister I (III)).
	Arabic	This scale is suitable for Arabic music.
Key	C-B	When playing with tuning other than equal temperament, you need to specify the temperament key for tuning the song to be performed (that is, the note that corresponds to “do” for a major key or to “la” for a minor key). If you choose an equal temperament, there’s no need to select a temperament key.

3. If you want to save the edited settings, execute the Write operation.

→ “Saving a Scene (Scene Write)” (p. 27)

MEMO

If you switch to a different scene, or turn off the power after editing the settings, the edited settings are lost. If you want to keep the data, you must save it.

Assigning Functions to the Wheels (Wheel Setting)

You can assign the functions you want to control to wheels 1 and 2.

1. On the Scene Edit screen, use the [▲] [▼] buttons to select “Wheel Setting” and press the [Enter] button.

The Wheel Setting screen appears.

Wheel Setting	
Wheel Mode	Pitch Bend/Mod.
Wheel LED	Arranger Beat
Bend Range	2
Wheel1	
Function	Activity Level
Part	Right & Left
Wheel2	
Function	Accomp Part Vol
Part	Right & Left

2. Use the [▲] [▼] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Wheel Mode	Pitch Bend/Mod.	Wheel 1 controls the pitch bend, and wheel 2 controls the modulation.
	Assignable	The wheels respectively control the functions assigned to each.
Wheel LED	OFF	The wheel LED always stays off.
	ON	The wheel LED always remains lit.
	Arranger Beat	Blinks in time with the beat of the auto-accompaniment, when auto-accompaniment is on. The LED goes dark when auto-accompaniment is off.
Bend Range	0–24	Sets the amount of change (in semitones) made by the pitch bend. * Enabled when “Wheel Mode” is set to “Bend/Mod Mode”. * Enabled when “Wheel Mode” is set to “Assignable” and when “Pitch Bend”, “Bend Up” or “Bend Down” is selected for “Wheel 1/2 Function”.
Wheel1 Function	OFF	No function set
	Pitch Bend (*1)	Controls the pitch bend.
	Modulation (*2)	Controls the modulation depth.
	Layer (*2)	Controls the layer volume in Dual mode.
	Bass Inversion (*4)	Switches Bass Inversion on/off.
	Arranger Hold (*4)	Switches Arranger Hold on/off.
	Activity Level (*3)	Switches the Activity Level.
Rotary Speed (*5)	Switches between rotary speeds.	
Wheel1 Part	Right & Left	Upper part and lower part
	Right	Upper part only
	Left	Lower part only

Parameter	Value	Explanation
Wheel2 Function	OFF	No function set
	Bend Up	Controls the pitch bend up.
	Bend Down	Controls the pitch bend down.
	Modulation	Controls the modulation depth.
	Layer	Controls the layer volume in Dual mode.
	Expression	Controls the expression.
	Bass Inversion	Switches Bass Inversion on/off.
	Arranger Hold	Switches Arranger Hold on/off.
	Activity Level	Switches the Activity Level.
	Drums Part Vol	Controls the drum part volume.
	Bass Part Vol	Controls the bass part volume.
	Accomp Part Vol	Controls the accompaniment part volume.
	Rotary Speed	Switches between rotary speeds.
Wheel2 Part	Mic FX Formant	Controls the mic FX (effect) formant.
	Right & Left	Upper part and lower part
	Right	Upper part only
	Left	Lower part only

- * 1 Changes the pitch continuously in the positive direction when bending the wheel up, and in the negative direction when bending the wheel down.
- * 2 Changes the pitch continuously in the positive direction when bending the wheel up, and also in the positive direction when bending the wheel down.
- * 3 Works as a trigger (INC when the wheel is bent up, and DEC when the wheel is bent down). Nothing happens when the spring-loaded wheel position returns to center.
- * 4 Turns ON when the wheel is moved up from center position, and turns OFF when the wheel is moved down from center position. Nothing happens when the spring-loaded wheel position returns to center.
- * 5 The rotary effect alternately speeds up and down, regardless of which direction the wheel is moved. Nothing happens when the spring-loaded wheel position returns to center.

3. If you want to save the edited settings, execute the Write operation.

→ “Saving a Scene (Scene Write)” (p. 27)

MEMO

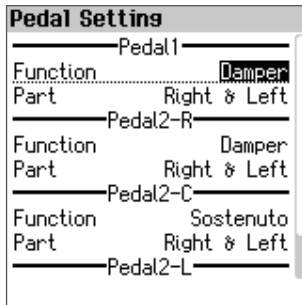
If you switch to a different scene, or turn off the power after editing the settings, the edited settings are lost. If you want to keep the data, you must save it.

Assigning Functions to the Pedals (Pedal Setting)

You can assign the functions you want to control to pedals 1 and 2.

1. On the Scene Edit screen, use the [Λ] [V] buttons to select “Pedal Setting” and press the [Enter] button.

The Pedal Setting screen appears.



2. Use the [Λ] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Pedal 1 Function		This assigns the functions to Pedal 1.
	Damper (*1)	Damper pedal
	Sostenuto (*1)	Sostenuto pedal
	Soft (*1)	Soft pedal
	Layer	Controls the layer volume in Dual mode.
	Expression (*1)	Controls the expression.
	Master Expression	Controls the volume of the instrument overall.
	Mic FX Sw	Works the same as the [Mic FX] button.
	Bass Inversion1	Switches Bass Inversion on/off.
	Bass Inversion2	Turns Bass Inversion on, but only when the pedal is pressed.
	Arranger Hold	Switches Arranger Hold on/off.
	Variation 1/2	Switches between variation 1/2.
	Variation 1	Works the same as the [Variation 1] button.
	Variation 2	Works the same as the [Variation 2] button.
	Intro/Ending	Works the same as the [Intro/Ending] button.
	Start/Stop	Starts and stops the style.
	Play/Stop	Plays back and stops the song.
	Rotary Speed	Switches between rotary speeds.
	Modulation (*1, *2)	Controls the modulation depth.
	Bend Up (*1, *2)	Controls the pitch bend up.
Bend Down (*1, *2)	Controls the pitch bend down.	
Pedal 1 Part		This sets the parts controlled by Pedal 1.
	Right & Left	Upper part and lower part
	Right	Upper part only
	Left	Lower part only
Pedal 2-R Function		This assigns the functions to Pedal 2-R. (Same as the Pedal 1 Function parameter)

Parameter	Value	Explanation
Pedal 2-R Part		This sets the parts controlled by Pedal 2-R. (Same as the Pedal 1 Part parameter)
Pedal 2-C Function		This assigns the functions to Pedal 2-C. (Same as the Pedal 1 Part parameter)
Pedal 2-C Part		This sets the parts controlled by Pedal 2-C. (Same as the Pedal 1 Part parameter)
Pedal 2-L Function		This assigns the functions to Pedal 2-L. (Same as the Pedal 1 Part parameter)
Pedal 2-L Part		This sets the parts controlled by Pedal 2-L. (Same as the Pedal 1 Part parameter)

* 1 The effects are applied to the tone that's set for the Pedal Part.

* 2 Note that some effects might not be applied even if you set them, depending on the tone.

3. If you want to save the edited settings, execute the Write operation.

→ “Saving a Scene (Scene Write)” (p. 27)

MEMO

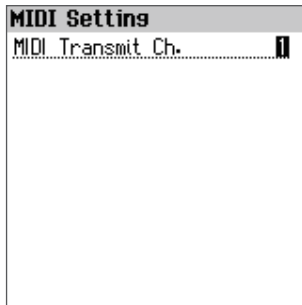
If you switch to a different scene, or turn off the power after editing the settings, the edited settings are lost. If you want to keep the data, you must save it.

Configuring the MIDI Transmit Channel Settings (MIDI Setting)

Here's how to specify the MIDI transmit channel.

1. On the Scene Edit screen, use the [▲] [▼] buttons to select "MIDI Setting" and press the [Enter] button.

The MIDI Setting screen appears.



2. Use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
MIDI Transmit Ch.	OFF, 1-16	Specifies the MIDI transmit channel.

3. If you want to save the edited settings, execute the Write operation.

→ "Saving a Scene (Scene Write)" (p. 27)

MEMO

If you switch to a different scene, or turn off the power after editing the settings, the edited settings are lost. If you want to keep the data, you must save it.

System Settings (System)

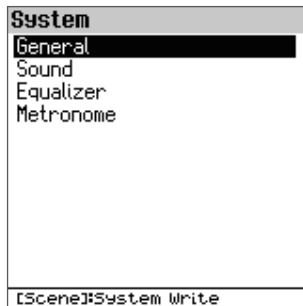
Here's where you set the system parameters.

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [▲] [▼] buttons to select "System", and then press the [Enter] button.

The System screen appears.



3. Use the [▲] [▼] buttons to select an item, and press the [Enter] button.

General

→ "Settings for This Unit (General)" (p. 66)

Sound

→ "Sound-related Settings (Sound)" (p. 67)

Equalizer

→ "Adjusting the Sound Quality (Equalizer)" (p. 67)

Metronome

→ "Changing the Metronome Settings (Metronome)" (p. 24)

Settings for This Unit (General)

1. On the System screen, use the [▲] [▼] buttons to select "General" and press the [Enter] button.

The System (General) screen appears.



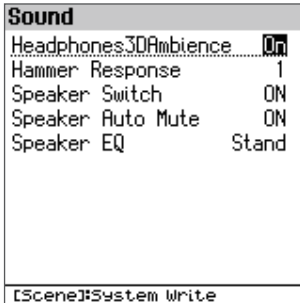
2. Use the [▲] [▼] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Auto Off	OFF, 10, 30, 240 (min.)	Changes the Auto Off setting. With the factory settings, the unit's power automatically switches off 240 minutes after you stop playing or operating the unit. If you don't want the instrument to turn off automatically, change the "Auto Off" setting to "Off". * The settings are automatically saved when you edit them.
Display Contrast	1-10	Adjusts the brightness of this instrument's display.
Key Touch	Fix, 1-100	Adjusts the touch response when you play the keyboard, according to your tastes.
Local Control		When a MIDI sequencer is connected, set this parameter to Local Off. Since most sequencers have their "thru" function turned on, notes you play on the keyboard may be sounded in duplicate, or get dropped. To prevent this, you can enable the "Local Off" setting to disconnect the keyboard from the internal sound generator. * This setting is not saved.
	OFF	Local Control is off. The keyboard is disconnected from the internal sound generator. No sound is made when you play the keyboard.
	ON	Local Control is on. The keyboard is connected to the internal sound generator.
Tuning		
Master Tuning	415.3Hz-440.0Hz-466.2Hz	Sets the reference pitch. When playing in an ensemble or other situations with other instruments, you can adjust the reference pitch of this instrument to match its tuning with other instruments. The reference pitch is usually expressed as the frequency that is heard when you play the middle A (A4) note. When performing in an ensemble with other instruments, the instruments should all be tuned to the same reference pitch for a satisfying sound. The action of matching the reference pitch to other instruments is called "tuning".
Startup		
Scene Bank	Preset 001-107 User 001-256	Sets the scene's bank and number that's selected when you turn on this instrument.
Scene Number		

Sound-related Settings (Sound)

1. On the System screen, use the [Λ] [V] buttons to select "Sound" and press the [Enter] button.

The Sound screen appears.



2. Use the [Λ] [V] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Headphones 3D Ambience	OFF, ON	This applies an effect that creates the impression that the sound is being heard from the piano itself even when you're using headphones. * This effect is applied when the Ambience Type is set to "Concert Hall" and you select the "SuperNATURAL Piano" tone. * The Ambience effect is not applied to audio files (songs).
Hammer Response	OFF, 1-10	Adjusts the time from when you play the key until the piano sound is heard. Higher values produce a greater delay.
Speaker Switch	OFF	Turns the built-in speakers on/off. * You can check the speaker switch's state by looking at the bottom of the display in the top screen. * Saved as a system parameter.
	ON	The built-in speakers turn off, and no sound is produced by this instrument. The built-in speakers turn on, and you can hear this instrument's sound. * When the "Speaker Auto Mute" setting is on, the built-in speakers are automatically muted (silenced) when you plug a pair of headphones into the headphone jack.
Speaker Auto Mute	OFF	This sets whether to automatically mute (silence) the built-in speakers when you connect a pair of headphones. * You can check the speaker switch's state by looking at the footer display in the top screen. * Saved as a system parameter.
	ON	The speakers are not muted when headphones are plugged in, and you can hear sound from both the headphones and the built-in speakers. * The quality of sound coming from the headphones is different from when "Speaker Auto Mute" is on. * When "Speaker Switch" is off, the "Speaker Switch" settings are given priority, and no sound comes from the speakers.
	ON	When headphones are connected, the speakers are muted and sound can only be heard through the headphones (default setting).

Parameter	Value	Explanation
Speaker EQ		This configures the speaker EQ (equalizer) to produce the optimum tonal character for where the instrument is set up. * Saved as a system parameter.
	Stand	Gives the optimum tonal character for when this instrument is set up and played on a stand.
	Desk	Gives the optimum tonal character for when this instrument is set up and played on a table.

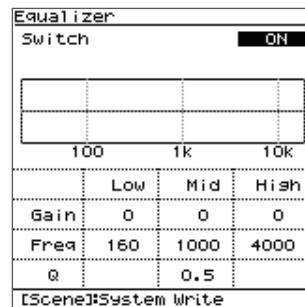
Adjusting the Sound Quality (Equalizer)

You can set the Low, Mid and High bands separately to emphasize or de-emphasize certain tonal ranges.

This lets you adjust the tonal character to boost or cut only the low end or the high end, for example.

1. On the System screen, use the [Λ] [V] buttons to select "Equalizer" and press the [Enter] button.

The Equalizer screen appears.



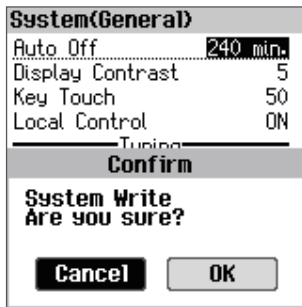
2. Use the [Λ] [V] [<] [>] buttons to select the parameter, and then use the [Dec] [Inc] buttons to change the value.

Parameter	Value	Explanation
Switch	OFF, ON	Sets whether to use the EQ (ON) or not (OFF).
Low Gain	-12+12 [dB]	Adjusts the amount of boost/cut of the low frequency range.
Low Freq	20-400 [Hz]	Sets the frequency of the low range.
Mid Gain	-12+12 [dB]	Adjusts the amount of boost/cut of the mid-frequency range.
Mid Freq	200-8000 [Hz]	Sets the frequency of the middle range.
Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Sets the bandwidth of the mid-frequency range. Higher values make the bandwidth narrower.
High Gain	-12+12 [dB]	Adjusts the amount of boost/cut of the high frequency range.
High Freq	2000-16000 [Hz]	Sets the frequency of the high range.

Saving the System Settings (System Write)

1. On the System Edit screen, press the [Scene] button.

A confirmation message appears.



If you decide to cancel, select “Cancel” and press the [Enter] button.

2. Use the [<] [>] buttons to select “OK”, and then press the [Enter] button.

Once the data is saved, the message “Completed!” is shown and the display returns to the previous screen.

Convenient Functions (Utility)

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [▲] [▼] buttons to select “Utility” and press the [Enter] button.

The Utility screen appears.



3. Use the [▲] [▼] buttons to select the item, and then press the [Enter] button.

Factory Reset

→ “Returning to the Factory Settings (Factory Reset)” (p. 69)

Backup

→ “Backing Up Settings to a USB Flash Drive (Backup)” (p. 70)

Restore

→ “Loading a Backup File into This Instrument (Restore)” (p. 70)

Import/Export

→ “Importing and Exporting Data (Import/Export)” (p. 71)

Format USB Memory

→ “Initializing a USB Flash Drive (Format USB Memory)” (p. 75)

Returning to the Factory Settings (Factory Reset)

Here’s how to restore the settings to their factory setting.

When you execute this operation, the settings that you saved (data that was created) are lost completely and restored to the factory settings.

Settings and data that are restored via factory reset

- System parameter
- Piano Setting
- Favorite tone
- User Scene (*1)
- User Tone (*1): Tone of the imported Sound Pack
- User Chord Pattern (*1)
- Song Data in Internal Memory (*1)
- User License (*2)
- Installed Wave Expansion (*2)
- Imported Style Pack (*2)

* 1 This is reset when you select the “Reset User Data” checkbox.

* 2 This is reset when you select the “Remove License” checkbox.

NOTE

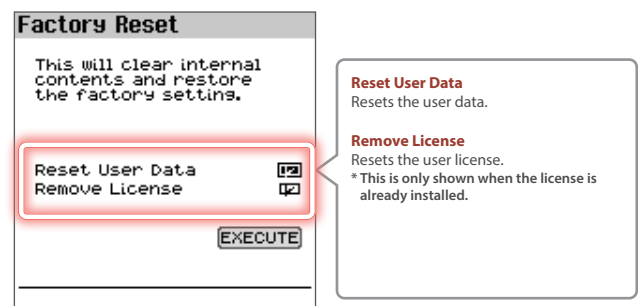
- Deselect the checkboxes of the settings and data that you want to keep.
- If you need to use the current settings later, be sure to use the backup function (p. 70) to save them before you restore the factory settings.

MEMO

For more information on user licenses, refer to the “User Guide for Additional Roland Cloud Contents” (PDF).

1. On the Utility screen, use the [▲] [▼] buttons to select “Factory Reset” and press the [Enter] button.

The Factory Reset screen appears.



2. Use the [▲] [▼] buttons to select “EXECUTE”, and then press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select “Cancel” and press the [Enter] button.

3. Use the [◀] [▶] buttons to select “OK”, and then press the [Enter] button.

The display indicates “Completed!”, and then “Power Off, Then On”.

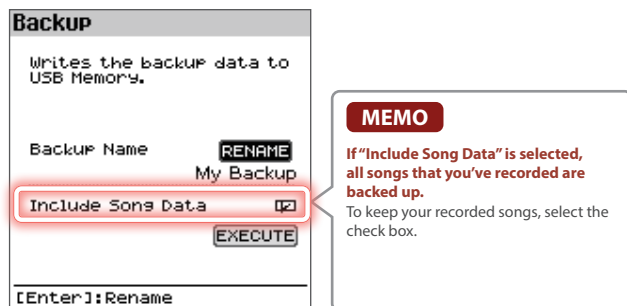
4. Turn the FP-E50’s power off and on again.

Backing Up Settings to a USB Flash Drive (Backup)

Here's how to back up the settings to a USB flash drive.

1. On the Utility screen, use the [^] [v] buttons to select "Backup" and press the [Enter] button.

The Backup screen appears.



MEMO

To edit the backup filename, select "RENAME" and then press the [Enter] button.

2. To back up the song data as well, select the "Include Song Data" check box.
3. Use the [^] [v] buttons to select "EXECUTE" and press the [Enter] button.
4. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.

Once the backup is finished, the message "Completed!" is shown and the display returns to the Utility screen.

NOTE

This does not back up any installed Wave Expansion data or previously imported Style Pack data.

Loading a Backup File into This Instrument (Restore)

Here's how to load a backup file into this instrument.

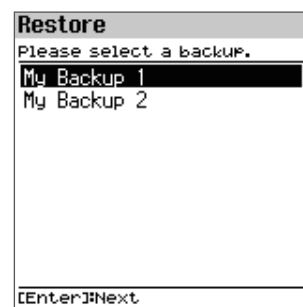
NOTE

When you execute this operation, the settings that you saved (data that was created) are overwritten.

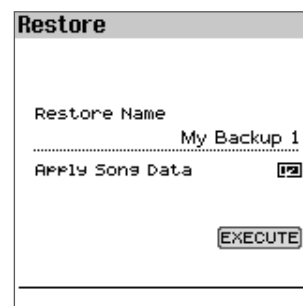
If you've saved important data on this unit, assign it a different name and back it up to a USB flash drive before restoring.

1. On the Utility screen, use the [^] [v] buttons to select "Restore" and press the [Enter] button.

The backup file appears in the Restore screen.



2. Use the [^] [v] buttons to select a backup file, and then press the [Enter] button.



3. To restore the song data as well, select the "Apply Song Data" check box.
4. Use the [^] [v] buttons to select "EXECUTE" and press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.

5. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

The display indicates "Completed!", and then "Power Off, Then On".

6. Turn the FP-E50's power off and on again.

Importing and Exporting Data (Import/Export)



Importing a Scene (Import Scene)

You can import scenes into the FP-E50 as additional scenes that were exported from the FP-E50.

Saving scenes to a USB flash drive

1. Prepare a SVD file with the scenes you've exported using the export function on the FP-E50, which you'll import into the FP-E50.
2. Connect a USB flash drive to your computer.
 - * If this is the first time you're using the USB flash drive, format it on the FP-E50.
 - "Initializing a USB Flash Drive (Format USB Memory)" (p. 75)
3. Save the SVD file to the "ROLAND/SOUND" folder on your USB flash drive.
4. Remove the USB flash drive from your computer and connect it to the FP-E50.

Importing scenes into the FP-E50

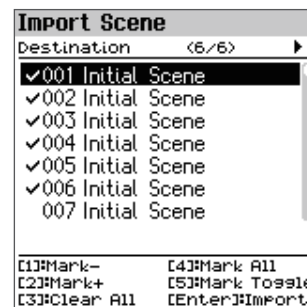
1. On the Utility screen, use the [Λ] [V] buttons to select "Import/Export" and press the [Enter] button.
2. Use the [Λ] [V] buttons to select "Import Scene" and press the [Enter] button.
 
3. Use the [Λ] [V] buttons to select the file containing the scene you wish to import, and press the [Enter] button.
4. Use the [Λ] [V] buttons to select the scene you wish to import, and press the [1] ([Piano])–[5] ([Other]) buttons to select the appropriate check boxes.
 

How to select with the check marks

Controller	Explanation
[1] Mark-	Removes the check mark and moves the cursor forward one scene.
[2] Mark+	Adds a check mark and moves the cursor forward one scene.
[3] Clear All	Removes all check marks.
[4] Mark All	Adds all check marks.
[5] Mark Toggle	Switches between adding and removing the check marks.

You can check the number of scenes onscreen (meaning the number of scenes that are selected as the import source, out of all scenes included in the import source file).

5. Press the [Enter] button.
6. Use the [Λ] [V] buttons to select where to import the scene (the destination), and press the [Enter] button to select them with a check mark.



NOTE

- Use caution, as this overwrites the scenes selected as the import destination.
- If there are not enough scenes in the import destination to save the data to be imported, none of the scenes selected are imported.
- You can check the number of scenes onscreen (meaning the number of scenes that are selected as the import destination, out of all user scenes included in the import destination file).
- If a scene named "Initial Scene" already exists, this is automatically selected as the import destination scene with a check mark.
- * If a scene named "Initial Scene" already exists, it is automatically selected as the import destination scene, even it was previously edited.
- To leave the scene as-is, clear the check mark.

7. Press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.
8. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

When the import is finished, the message "Completed!" appears.

NOTE

Never turn off the power or disconnect the USB flash drive while the "Executing..." display or a similar message is shown.

Exporting a Scene (Export Scene)

You can export the scene data to an SVD file.

1. You can connect a USB flash drive here.
2. On the Utility screen, use the [^] [v] buttons to select "Import/Export" and press the [Enter] button.
3. Use the [^] [v] buttons to select "Export Scene" and press the [Enter] button.



4. Use the [^] [v] buttons to select the scene you wish to export, and press the [1] ([Piano])–[5] ([Other]) buttons to select the appropriate check boxes.

How to select with the check marks

Controller	Explanation
[1] Mark-	Removes the check mark and moves the cursor forward one scene.
[2] Mark+	Adds a check mark and moves the cursor forward one scene.
[3] Clear All	Removes all check marks.
[4] Mark All	Adds all check marks.
[5] Mark Toggle	Switches between adding and removing the check marks.

5. Press the [Enter] button.
6. Confirm/edit the name of the file to export.



If you wish to edit the filename, follow the steps below.

➔ "Editing a Name (Rename Screen)" (p. 15)

7. Press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.

MEMO

If the same filename already exists, a confirmation dialog box with the message "Already Exist. Overwrite?" is shown, asking if you wish to overwrite the filename.

8. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

When export is finished, the message "Completed!" appears.

NOTE

Never turn off the power or disconnect the USB flash drive while the "Executing..." display or a similar message is shown.

Importing the Piano Settings (Import Piano Setup)

You can import the settings for this piano that were previously exported.

Saving the piano settings to a USB flash drive

1. Prepare a PSF (piano settings) file with the scenes you've exported using the export function on the FP-E50, which you'll import into the FP-E50.
2. Connect a USB flash drive to your computer.
 - * If this is the first time you're using the USB flash drive, format it on the FP-E50.
 - "Initializing a USB Flash Drive (Format USB Memory)" (p. 75)
3. Save the PSF file to the "ROLAND" folder on your USB flash drive.
4. Remove the USB flash drive from your computer and connect it to the FP-E50.

Importing scenes into the FP-E50

1. On the Utility screen, use the [Λ] [V] buttons to select "Import/Export" and press the [Enter] button.
2. Use the [Λ] [V] buttons to select "Import Piano Setup" and press the [Enter] button.



3. Use the [Λ] [V] buttons to select the PSF file to import, and press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.

4. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

When the import is finished, the message "Completed!" appears.

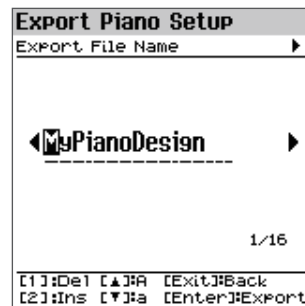
NOTE

Never turn off the power or disconnect the USB flash drive while the "Executing..." display or a similar message is shown.

Exporting the Piano Settings (Export Piano Setup)

You can export the settings for this piano as a file.

1. You can connect a USB flash drive here.
2. On the Utility screen, use the [Λ] [V] buttons to select "Import/Export" and press the [Enter] button.
3. Use the [Λ] [V] buttons to select "Export Piano Setup" and press the [Enter] button.
4. Confirm/edit the name of the file to export.



If you wish to edit the filename, follow the steps below.

→ "Editing a Name (Rename Screen)" (p. 15)

5. Press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.

MEMO

If the same filename already exists, a confirmation dialog box with the message "Already Exist. Overwrite?" is shown, asking if you wish to overwrite the filename.

6. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

When export is finished, the message "Completed!" appears.

NOTE

Never turn off the power or disconnect the USB flash drive while the "Executing..." display or a similar message is shown.

Importing the Chord Pattern (Import Chord Pattern)

You can import the chord pattern that were previously exported.

Saving the chord pattern to a USB flash drive

1. Prepare a CSV (chord pattern) file using the export function on the FP-E50 which you'll import into the FP-E50.
2. Connect a USB flash drive to your computer.
 - * If this is the first time you're using the USB flash drive, format it on the FP-E50.
 - "Initializing a USB Flash Drive (Format USB Memory)" (p. 75)
3. Save the CSV file to the "ROLAND" folder on your USB flash drive.
4. Remove the USB flash drive from your computer and connect it to the FP-E50.

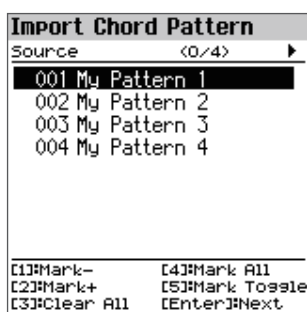
Importing chord pattern into the FP-E50

1. On the Utility screen, use the [^] [v] buttons to select "Import/Export" and press the [Enter] button.
2. Use the [^] [v] buttons to select "Import Chord Pattern" and press the [Enter] button.

NOTE

If the USB flash drive doesn't contain any user chord patterns, "EMPTY" appears on the screen and no data is imported.

3. Use the [^] [v] buttons to select the chord pattern you wish to import, and press the [1] ([Piano])–[5] ([Other]) buttons to select the appropriate check boxes.



How to select with the check marks

Controller	Explanation
[1] Mark-	Removes the check mark and moves the cursor forward one pattern.
[2] Mark+	Adds a check mark and moves the cursor forward one pattern.
[3] Clear All	Removes all check marks.
[4] Mark All	Adds all check marks.
[5] Mark Toggle	Switches between adding and removing the check marks.

You can check the number of chord patterns onscreen (meaning the number of chord patterns that are selected as the import source from all chord patterns).

4. Press the [Enter] button.
 - The Destination screen appears.
 - Empty user chord patterns (shown in gray) are automatically marked. You can select and deselect the marks.
5. Use the [^] [v] buttons to select the import destination, and press the [1] ([Piano])–[5] ([Other]) buttons to select the appropriate check boxes.
6. Press the [Enter] button.
 - A confirmation message appears.
 - If you decide to cancel, select "Cancel" and press the [Enter] button.

MEMO

If data already exists in the user chord patterns on this instrument and at least one of the data numbers being imported matches what's already on this instrument, a confirmation message asks you whether to overwrite the data.

7. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

When the import is finished, the message "Completed!" appears.

MEMO

Imported data is saved in the user chord patterns on this instrument.

NOTE

Never turn off the power or disconnect the USB flash drive while the "Executing..." display or a similar message is shown.

Exporting the Chord Pattern (Export Chord Pattern)

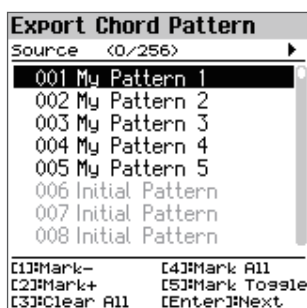
You can export the chord pattern as a file.

1. You can connect a USB flash drive here.
2. On the Utility screen, use the [Λ] [V] buttons to select "Import/Export" and press the [Enter] button.
3. Use the [Λ] [V] buttons to select "Export Chord Pattern" and press the [Enter] button.

NOTE

If no user chord pattern exists on this instrument, "Initial Pattern" appears in gray, and the data can't be exported.

4. Use the [Λ] [V] buttons to select the chord pattern to export, and press the [1] ([Piano])–[5] ([Other]) buttons to select the appropriate check boxes.



5. Press the [Enter] button.

A confirmation message appears.

If you decide to cancel, select "Cancel" and press the [Enter] button.

6. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

When export is finished, the message "Completed!" appears.

MEMO

The exported data is saved in the "ROLAND/CHORD_PTN/" subfolder on the USB flash drive.

NOTE

Never turn off the power or disconnect the USB flash drive while the "Executing..." display or a similar message is shown.

Initializing a USB Flash Drive (Format USB Memory)

Here's how to initialize a USB flash drive.

1. Connect the USB flash drive to the USB Memory port.
2. On the Utility screen, use the [Λ] [V] buttons to select "Format USB Memory" and press the [Enter] button.

A confirmation message appears.



If you decide to cancel, select "Cancel" and press the [Enter] button.

3. Use the [<] [>] buttons to select "OK", and then press the [Enter] button.

Once the initialization is finished, the message "Completed!" is shown and the display returns to the Utility screen.

Viewing the Program Version (Information)


Displays the version of the instrument's system program.

1. Press the [Menu] button.

The Menu screen appears.

2. Use the [▲] [▼] buttons to select "Information" and press the [Enter] button.

The version information is shown.



Version: 1.10 (B0090)

Other

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List of Shortcut Keys

Shortcut	Operation
Long-press [Wheel Mode]	The Wheel Setting screen appears.
Long-press [Ambience]	The Ambience Setting screen appears.
Long-press [Split/Dual]	When in split mode, the Split Setting screen appears. When in dual mode, the Dual Setting screen appears. * The shortcut function is disabled when this instrument is not in split or dual mode.
Long-press [Transpose]	The keyboard transpose settings screen is shown while the button is pressed.
Long-press [Favorite]	The Favorites registration screen appears.
Long-press [Scene]	Saves the scene.
Long-press [Accomp On]	The Auto-accompaniment Setting screen appears.
Long-press [Interactive On]	The Interactive Setting screen appears.
Long-press Chord Sequencer [Select]	The Chord Pattern View screen appears.
Long-press Chord Sequencer [On]	Shows the chord sequencer menu.
Long-press [Menu]	Begins Bluetooth pairing.
Long-press [Metronome]	Shows the metronome settings screen.
Long-press [Tempo]	The tap tempo screen appears. You can specify the tempo by pressing the [Enter] button at the desired timing (tap tempo). Press three or more times in quarter-note intervals at the tempo you want to set.
Long-press [Song]	The demo function starts.
Long-press [▶/■]	Returns to the beginning of the song.
Long-press [Mic FX]	Shows the mic effect settings screen.
When cursor selects "Tone" on the top screen [Enter]	The Tone List appears.
When cursor selects "Style" on the top screen [Enter]	The Style List appears.

Main Specifications

Sound generator	SuperNATURAL Piano ZEN-Core
Keyboard	PHA-4 Standard Keyboard: with Escapement and Ivory Feel (88 keys)
Bluetooth function	Bluetooth Ver. 4.2 Profile Support: A2DP (Audio), GATT (MIDI over Bluetooth Low Energy) Codec: SBC (Support to the content protection of the SCMS-T method)
Power Supply	AC Adaptor
Power consumption	11 W (When using the included AC adaptor) Approximate power consumption when playing the piano at medium volume: 6 W Power consumption when sound has not been played after power-on: 5 W
Dimensions	Detached music rest: 1,300 (W) x 322 (D) x 174 (H) mm 51-3/16 (W) x 12-11/16 (D) x 6-7/8 (H) inches FP-E50 with KSFE50 and music rest: 1,300 (W) x 357 (D) x 953 (H) mm 51-3/16 (W) x 14-1/16 (D) x 37-9/16 (H) inches
Weight	17.1 kg/37 lbs 12 oz (FP-E50 with music rest) 27.3 kg/60 lbs 3 oz (FP-E50 with KSFE50, KPD-70, and music rest)
Accessories	Quick start Leaflet "USING THE UNIT SAFELY" AC adaptor Power cord Music rest Damper pedal (DP-2)
Options	Dedicated stand: KSFE50 Dedicated pedal board: KPD-70 Keyboard stand: KS-10Z, KS-12, KS-20X Damper pedal: DP series Expression pedal: EV-5

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

* Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.

The Sheet Music for the Internal Songs

The Water Is Wide

Scene: 020 City Pop

Scottish folk song

Intro Short

♩ = 105

Musical notation for the Intro Short section. It consists of two staves (treble and bass clef) in a 4/4 time signature. The tempo is marked as ♩ = 105. The key signature has one flat (Bb). The first staff has a whole rest. The second staff has a *mf* dynamic marking. Chords are indicated as B^bM7 and FM9/A.

VAR 2 AL1

Musical notation for the VAR 2 AL1 section. It consists of two staves (treble and bass clef) in a 4/4 time signature. The key signature has one flat (Bb). Chords are indicated as B^bM7, C7sus4, and C7. A *f* dynamic marking is present. A '8va' marking is shown above the treble staff. The section ends with a fermata over the final chord.

FIL-D

VAR 1 AL2

Gm9

Gm7/C

FM9/A

E^b7

D7

VAR 1 AL3

Bm7^{b5}

Musical notation for the VAR 1 AL2 and VAR 1 AL3 sections. It consists of two staves (treble and bass clef) in a 4/4 time signature. The key signature has one flat (Bb). Chords are indicated as Gm9, Gm7/C, FM9/A, E^b7, D7, and Bm7^{b5}. A *mf* dynamic marking is present. The section ends with a fermata over the final chord.

FIL-U

VAR 2 AL1

B^bm7

C7sus4

C7

B^bM9

E^b9

Musical notation for the FIL-U and VAR 2 AL1 sections. It consists of two staves (treble and bass clef) in a 4/4 time signature. The key signature has one flat (Bb). Chords are indicated as B^bm7, C7sus4, C7, B^bM9, and E^b9. The section ends with a fermata over the final chord.

FIL-D

Dm DmM7/D^b Dm7/C Dm6/B Gm9 C7sus4

VAR 2 AL2

B^bm9/E^b

f

FIL-D

Dm9

VAR 2 AL3

B^bm9/E^b

Ending Short

C7sus4 FM9

p

The Water Is Wide

Scene: 090 Hip Jazz

Scottish folk song

Intro Short

♩ = 75



VAR2 AL3

D7sus4



D7sus4

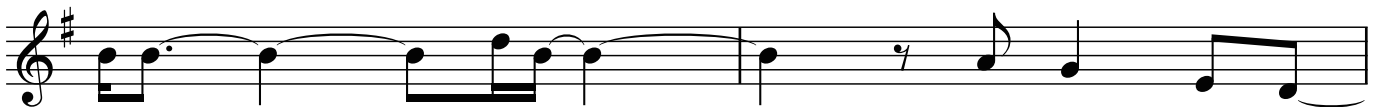
FIL-D



VAR1 AL2

G

C/G



G

D/F#

B7



VAR1 AL3

Em7 CM7

Musical notation for VAR1 AL3 in G major. The first measure contains an Em7 chord and a half note G. The second measure contains a quarter rest followed by a triplet of eighth notes (F#, G, A) and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

D7sus4

FIL-U

D7/C

Musical notation for FIL-U in G major. The first measure contains a half note G. The second measure contains a quarter note A and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

VAR2 AL2

Bm7

Dm7/G

G7

mf

Musical notation for VAR2 AL2 in G major. The first measure contains a half note G. The second measure contains a quarter note A and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

CM7

Am7

C/E

C/D

mp

Musical notation for VAR2 AL2 continuation in G major. The first measure contains a half note G. The second measure contains a quarter note A and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

VAR2 AL3

Bm7

Em7

Am7

D7sus4

mf

Musical notation for VAR2 AL3 in G major. The first measure contains a half note G. The second measure contains a quarter note A and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

Em7

Cm7

f

Musical notation for VAR2 AL3 continuation in G major. The first measure contains a half note G. The second measure contains a quarter note A and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

Ending Short

Am7

D7sus4

GM7

Musical notation for Ending Short in G major. The first measure contains a half note G. The second measure contains a quarter note A and a quarter note B. The third measure contains a quarter note C and a quarter note D. The fourth measure contains a quarter note E and a quarter note F#. The fifth measure contains a quarter note G and a quarter note A. The sixth measure contains a quarter note B and a quarter note C. The seventh measure contains a quarter note D and a quarter note E. The eighth measure contains a quarter note F# and a quarter note G.

The Water Is Wide

Scene: 088 Soundtrack

Scottish folk song

Intro Short **VAR1 AL1** **FIL-U**

♩ = 110 Gsus4

C G/B Am7 C/G

VAR1 AL2

FM7 C/E Dm7 G7sus4

VAR1 AL3

Em7 Gm7 C9 F C/E Dm7 D[#]dim

FIL-U **VAR2 AL3**

Em7 A7 Dm7 Dm7/G C F/C

Ending Short

G/C F/C Csus4/D^b C