

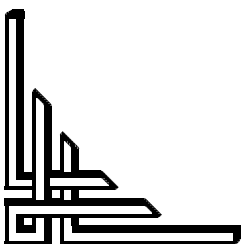
MUSIC ATELIER

AT15

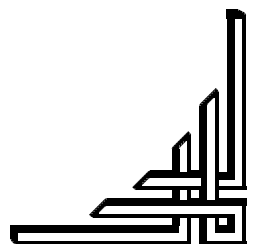
Owner's Manual



Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (p. 2), "USING THE UNIT SAFELY" (p. 3, 4), and "IMPORTANT NOTES" (p. 5, 6). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

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Roland®



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



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



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

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

IMPORTANT SAFETY INSTRUCTIONS SAVE THESE INSTRUCTIONS

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

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Never use with a cart, stand, tripod, bracket, or table except as specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:
 The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
 The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.
 Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

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

About the Symbols

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

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.

- Do not open or perform any internal modifications on the unit.

- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

- Never use or store the unit in places that are:
 - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
 - Damp (e.g., baths, washrooms, on wet floors); or are
 - Humid; or are
 - Exposed to rain; or are
 - Dusty; or are
 - Subject to high levels of vibration.

- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.

- The unit should be connected to a power supply only of the type described in the operating instructions, or as marked on the rear side of unit.

- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device.

⚠ WARNING

- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!






- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.





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

USING THE UNIT SAFELY








WARNING

- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. 
- Protect the unit from strong impact. (Do not drop it!) 
- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through. 
- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 
- Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth. 

CAUTION

- The unit should be located so that its location or position does not interfere with its proper ventilation. 
- Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit. 
- At regular intervals, you should unplug the power plug and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire. 
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children. 

CAUTION

- Never climb on top of, nor place heavy objects on the unit. 
- Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. 
- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage. 
 - Check to make sure the knob bolts securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
 - Disconnect the power cord.
 - Disconnect all cords coming from external devices.
 - Raise the adjusters on the stand (p. 16).
 - Remove the music stand.
- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 16). 
- Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet. 
- When using the bench, please observe the following points: 
 - Do not use the bench as a toy, or as a stepping stool.
 - Do not allow two or more persons to sit on the bench.
 - Do not sit on the bench if the bolts holding the bench legs are loose. (If the bolts are loose, immediately re-tighten them using the supplied wrench.)
- Should you remove knob bolts, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally. 

Important Notes

In addition to the items listed under “IMPORTANT SAFETY INSTRUCTIONS” and “USING THE UNIT SAFELY” on pages 2, 3 and 4, please read and observe the following:

Power Supply

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

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Observe the following when using the unit's floppy disk drive. For further details, refer to “Before Using Floppy Disks” (p. 6).
 - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
 - Install the unit on a solid, level surface.
 - Do not move the unit or subject it to vibration while the drive is operating.

- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow rubber, vinyl, or similar materials to remain on the unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not allow objects to remain on top of the keyboard or pedal board. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.

Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Additional Precautions

- Unfortunately, it may be impossible to restore the contents of data that was stored on a floppy disk and internal memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- A small amount of noise may be heard from the display during normal operation.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

IMPORTANT NOTES

- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.
- Do not apply undue force to the music stand while it is in use.
- Use a cable from Roland to make the connection. If using some other make of connection cable, please note the following precautions.
 - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

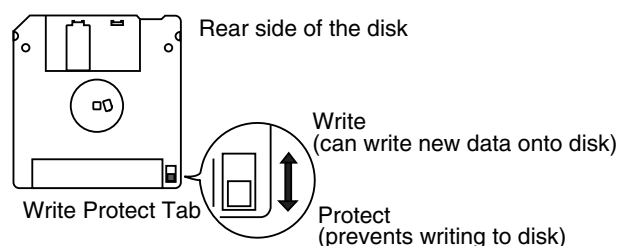
Before Using Floppy Disks

Handling the Floppy Disk Drive


- Install the unit on a solid, level surface in an area free from vibration.
- Avoid using the unit immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the unit has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.
- To insert a disk, push it gently but firmly into the drive—it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.
- Never eject a disk while reading or writing is in progress, since that can damage the magnetic surface of the disk, rendering it unusable. (The disk drive's indicator will light up at full brightness when the drive is busy reading or writing data. Ordinarily, the indicator will be less brightly lighted, or be extinguished.)
- Remove any disk from the drive before powering up or down.
- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.
- To avoid the risk of malfunction and/or damage, insert only floppy disks into the disk drive. Never insert any other type of disk. Avoid getting paper clips, coins, or any other foreign objects inside the drive.


Handling Floppy Disks

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



- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.

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

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

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

Main Features

We want to take a moment to thank you for your purchase of the Roland AT-15 "Atelier Series" Organ.

The AT-15 is an electronic organ which provides a generous collection of rich organ sounds. In addition, it is designed to be easy to learn and use. In order to enjoy reliable performance of your new keyboard for many years to come, please take the time to read through this manual in its entirety.

■ Basic Concepts of the ATELIER Series

○ A Full Complement of Organ Sounds

A wide range of basic organ sounds, ranging from jazz organ and pipe organ to theatre organ, are onboard so you are sure to enjoy having access to all the sounds you expect from an organ.

○ Panel Layout Based on a Tradition of Emphasis on Realtime Operation

Based on the idea that you should be able to sit down and begin playing immediately, the operation buttons of the panel are arranged by function as dictated by classic organ traditions, ensuring easy and intuitive operation. All models of the ATELIER series feature the same operability, allowing you to start playing immediately even if you switch models.

○ High-quality Sounds that You Can Use without Editing

In addition to a full range of organ sounds, high-quality sounds such as strings and brass are also included onboard. You can simply select sounds and enjoy playing the organ no need to perform complicated editing operations.

○ Expansive Lower Keyboard with Damper Pedal for Piano-like Expressiveness

Piano is indispensable to the performance of contemporary music. On the ATELIER series, the lower keyboard features an expanded range that gives you the expressive power of a piano. The keyboard also features half-damper pedal capability and initial touch sensitivity, both indispensable for piano performance.

All models provide high-quality grand piano sounds.

○ Design Utilizes Your Existing Music Data

The ATELIER series is designed so that even on new models, you will feel right at home and can begin playing immediately. Data compatibility has also been carefully taken into account, and song data or registration data from earlier models can be used without change.

○ Music Styles From Around the World

Many of the best-loved musical styles from around the world (rhythm and automatic accompaniment patterns) are built in, allowing you to enjoy an international range of performances.

○ Make Full Use of Music Files

Compatible with GM2, the world standard in SMF music files, and equipped with its own floppy disk drive, the AT-15 brings you access to the wealth of SMF music files available on the market. You can also mute parts, allowing you to practice the part for each hand separately, and enjoy performing ensemble with the music files.

Main Features

■ Main Features

○ Highly Realistic Rhythms and Automatic Accompaniment Functions

All rhythms use data from performances by professional drummers, featuring high-quality patterns with all the grooves and subtle nuance of the real thing. In addition, you can use automatic accompaniments that are perfectly matched to each rhythm to enjoy the feeling of playing with your own band in the background.

○ Developed Active Expression Sounds

For some of the sounds, moving the expression pedal will vary not only the volume but also the tone, or add other sounds. From pianissimo to fortissimo, the tonal character of the sound itself will change as you perform a crescendo, or strings may appear behind the piano, creating dynamic changes in tonality.

○ Human Voices

In addition to a full complement of organ tones, the AT-15 also features tones that express a wide range of human vocal qualities, including "Jazz Scat," which changes according to how firmly the keys are pressed, and "Classical" tones that perfectly express that choir image.

○ Split Function

The 61-key lower manual can be split into separate sections, with each being used to play a different tone. Using the Split function lets you perform with the richness of performance expression rivalling that of three-manual and even four-manual instruments.

○ Registration Buttons

The AT-15 features eight highly visible and intuitive buttons for calling up registrations, which allow you to switch among tone and rhythm settings instantly. Furthermore, these are located between the upper and lower manuals for better access when performing in real time.

○ Harmony Intelligence

The Harmony Intelligence function automatically adds harmony to the upper keyboard sound according to the chord you play in the lower keyboard. This gives you greater tonal depth and a more powerful performance.

○ High-Quality Reverb

In addition to often-used "HALL" and "ROOM" type reverbs, the AT-15 also includes "LARGE CHURCH" and "CATHEDRAL" reverb settings, which feature extremely long reverberation times and can be used to add enormous presence to your organ performances.

■ Conventions Used in This Manual

- Button names are enclosed in square brackets ("[]"), as in [Harmony Intelligence] button.
- [+][-], [▲][▼], [◀][▶] means that you should press one or the other button.
Example: Value [-][+] buttons, Reverb [▲][▼] buttons, Tempo [◀][▶] buttons

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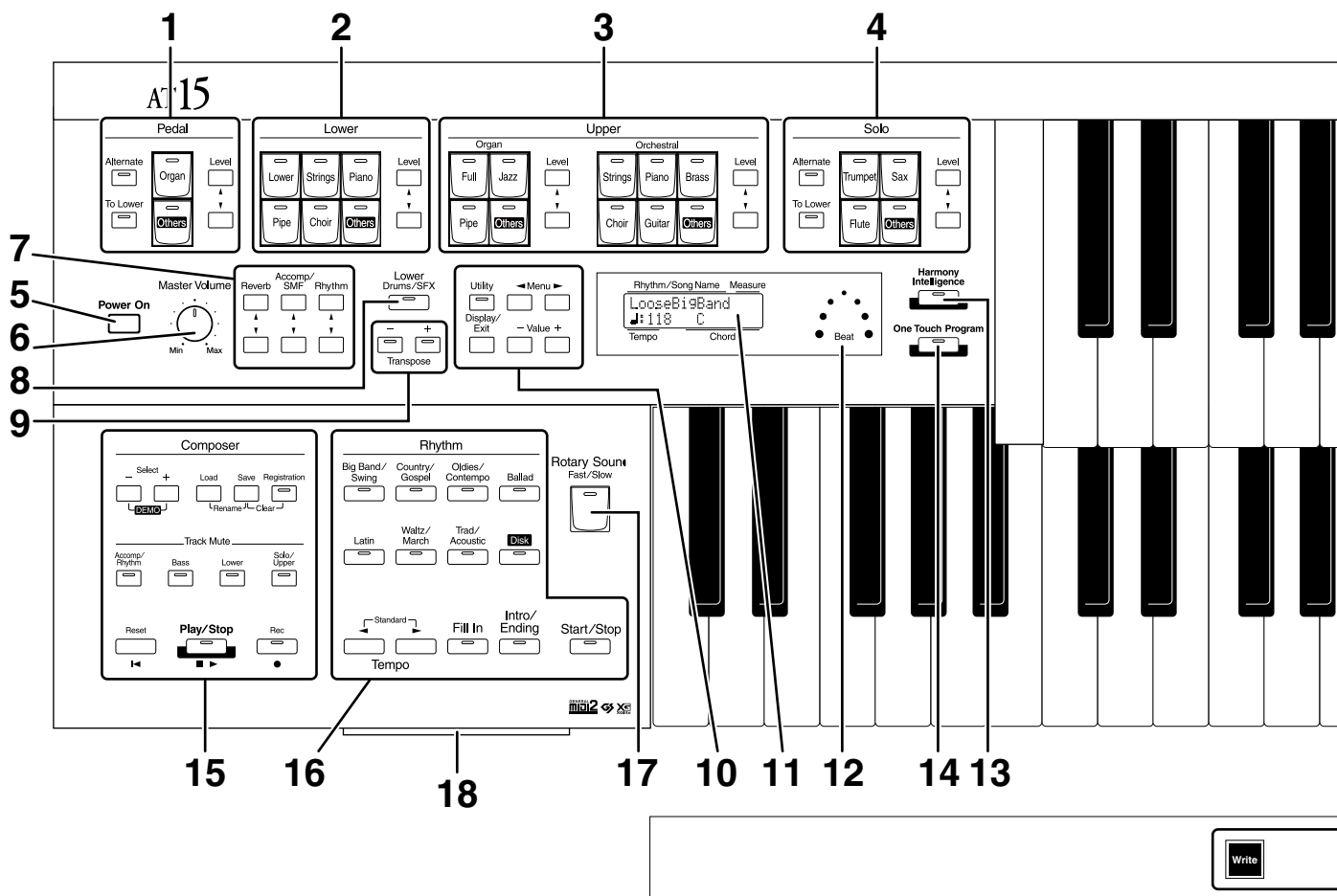
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MEMO

Panel Descriptions



1 Pedal Bass Voice select buttons (→ p. 22, p. 23)

Pedal Part
 [Alternate] button
 [To Lower] button (→ p. 46)
 Level [▲] [▼] button (→ p. 26)

2 Lower Voice select buttons (→ p. 23)

Lower part
 Level [▲] [▼] button (→ p. 26)

3 Upper voice select buttons (→ p. 23)

Upper Organ part
 Upper Orchestral part
 Level [▲] [▼] button (→ p. 26)

4 Solo voice select buttons (→ p. 24)

Solo part
 [Alternate] button
 [To Lower] button (→ p. 47)
 Level [▲] [▼] button (→ p. 26)

5 [Power On] switch (→ p. 16)

6 [Master Volume] knob (→ p. 16)

7 Part Balance [▲] [▼] button (→ p. 26, p. 44)

8 Lower [Drums/SFX] button (→ p. 28)

9 Transpose [-] [+] buttons (→ p. 48)

10

[Utility] button (→ p. 87)
 [Display/Exit] button (→ p. 18)
 Menu [◀] [▶] buttons
 Value [-] [+] buttons

11 Display (→ p. 18)

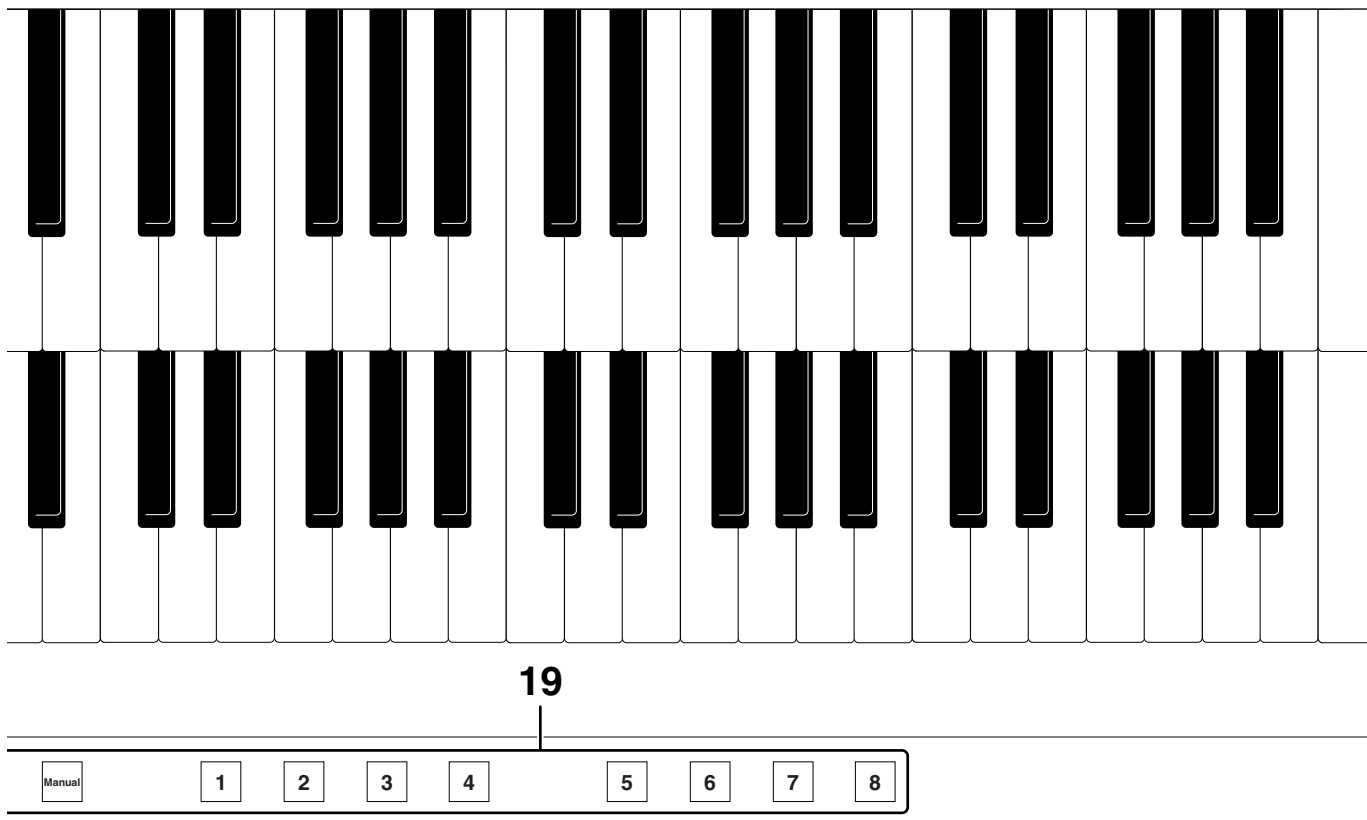
12 Beat Indicator (→ p. 33)

13 [Harmony Intelligence] button (→ p. 41)

14 [One Touch Program] button (→ p. 34)

15 Composer

Select [-] [+] buttons
 [Load] button (→ p. 58, p. 59, p. 76, p. 77)
 [Save] button (→ p. 56, p. 73)
 [Registration] button (→ p. 53-p. 60)
 Track Mute buttons (→ p. 64)
 [Reset] button
 [Play/Stop] button (→ p. 62, p. 67)
 [Rec] button (→ p. 65, p. 68, p. 76, p. 77)



16 Rhythm select buttons (→ p. 30)

Tempo [◀] [▶] button (→ p. 33)

Fill In button (→ p. 33)

[Intro/Ending] button (→ p. 31)

[Start/Stop] button (→ p. 31)

17 Rotary Sound [Fast/Slow] button (→ p. 43)

18 Disk Drive (→ p. 35)

19 Registration buttons

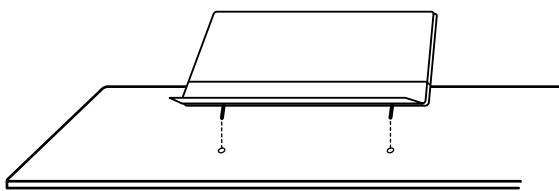
[Write] button (→ p. 51)

[Manual] button (→ p. 53)

Registration [1]–[8] buttons (→ p. 51)

Before You Start Playing

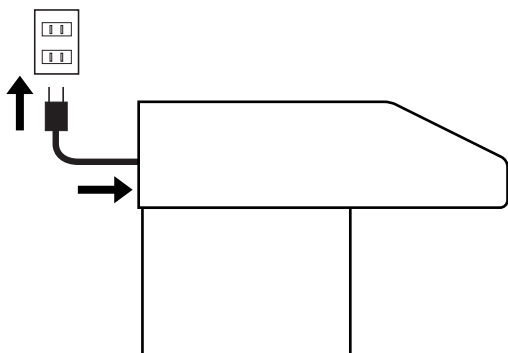
Setting Up the Music Stand



1. Attach the music stand by inserting it into the two holes.

Connecting the Power Cord

1. First, make sure that the [Power On] switch at the panel's left side is OFF (not pushed in).
2. Connect the supplied power cord to the AC Inlet connector, then plug the other end into an AC outlet.



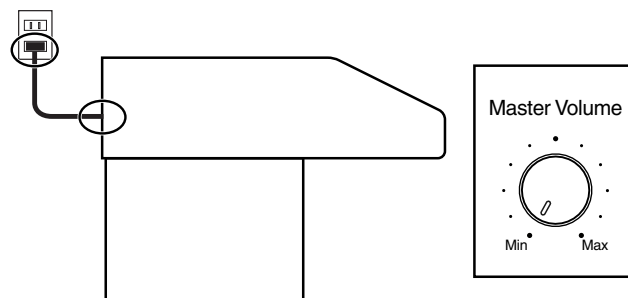
- * Only use the power cord supplied with this instrument.
- * Whenever you do not intend to use the instrument for extended periods of time, pull out the power cord from the AC outlet.

Turning the Power On and Off

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

■ Tuning On the Power

1. Make sure of the following before the power is turned on.
 - Is the power cord correctly connected to the AC inlet?
 - Is the power cord correctly connected to the AC outlet?
 - Is the [Master Volume] knob (located at the left of the Lower keyboard) set to the Min (minimum) position?



2. Press the [Power On] switch to turn on the power.

The power will turn on, and the Basic Screen appears on the display.

Power On



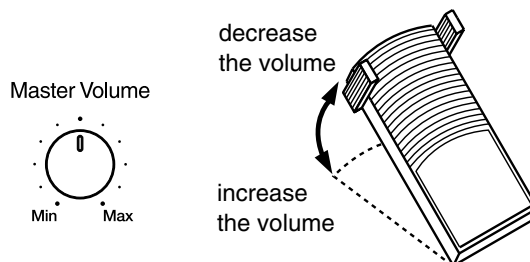
Lower position



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

3. Turn the [Master Volume] knob or depress the expression pedal to adjust the volume to a suitable level.

Turning the [Master Volume] knob towards "Max" increases the volume; turning the knob towards "Min" decreases the volume. Likewise, pressing down on the expression pedal increases the volume, while easing up on the pedal decreases the volume.



■ Turning Off the Power

1. Before switching the power off, set the [Master Volume] knob to the Min (minimum) position.
2. Press the [Power On] switch to turn off the power.

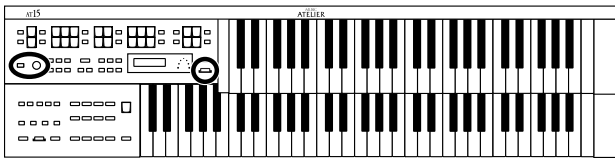
Power On



Upper position

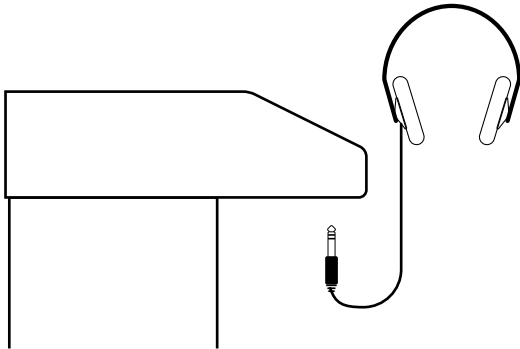


- * If you need to turn off the power completely, first turn off the POWER switch, then unplug the power cord from the power outlet. Refer to "Power Supply" (p. 5).



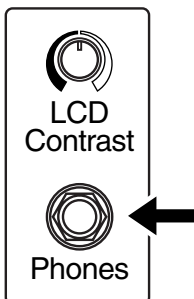
Using Headphones

The AT-15 features a Phones jack. This allows you to play without having to worry about bothering others around you, even at night.



1. Connect the headphones to the Phones jack on the bottom left of the unit.

The sound from the built-in speakers stops.
Now, sound is heard only through the headphones.



2. Adjust the headphones volume with the [Master Volume] knob and Expression pedal.

* Accepts connection of Stereo headphones.



Some Notes on Using Headphones

- To prevent damage to the cord, handle the headphones only by the headset or the plug.
- Headphones may be damaged if the volume is too high when they are plugged in.
Lower the volume on the AT-15 before plugging in headphones.
- To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume.
Use the headphones at a moderate volume level.

Restoring All the Factory Default Settings

The settings stored in the AT-15 can be returned to their factory settings. This function is called "Factory Reset."

- 1. Make sure there is no floppy disk in the disk drive before carrying out the procedure.**
- 2. Turning off the power.**
- 3. While holding down the [One Touch Program] button, press the [Power On] switch to turn the power on.**

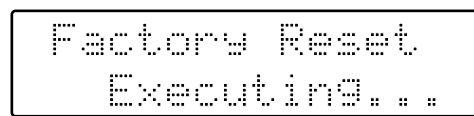
Power On



One Touch Program



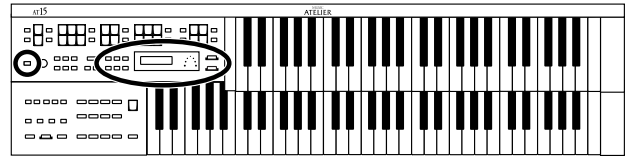
Do not turn off the power while the following screen is displayed.



When factory reset is completed, the basic screen reappears.

- * To return all settings other than the Rhythm [Disk] button settings to their original factory conditions, refer to page 18.
- * Loading factory default settings will erase any Registrations currently in the memory of the AT-15. To save the registrations you are currently using, refer to "Saving Registration Sets to a Floppy Disk" (p. 56).
- * To return only the Rhythm [Disk] button settings to their original factory conditions, refer to page 40.

Before You Start Playing



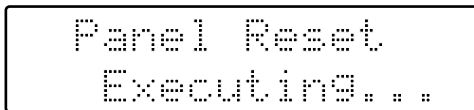
Restoring All Settings Other Than the Rhythm [Disk] Button to Their Original Factory Condition

All settings other than the Rhythm [Disk] button can be returned to their factory settings. This function is called "Panel Reset."

1. Make sure there is no floppy disk in the disk drive before carrying out the procedure.
2. Turning off the power.
3. While holding down the [Harmony Intelligence] button, press the [Power On] switch to turn the power on.



Do not turn off the power while the following screen is displayed.

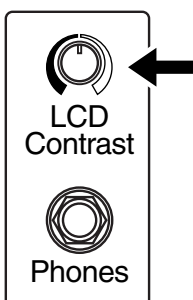


When panel reset is completed, the basic screen reappears.

Adjusting the Contrast of the Screen

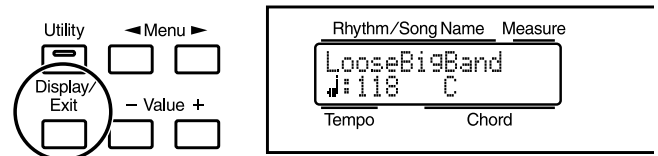
You can adjust the contrast of the screen.

1. Turn the [LCD Contrast] knob located at the bottom of the unit to adjust the contrast of the screen.

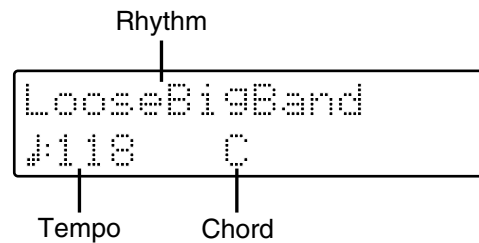


Displaying Basic Screens

The instrument's display provides a large variety of information. The AT-15 has two types of basic display screen: the Rhythm display, and the Composer display. You can alternate from one to the other by pressing the [Display/Exit] button.

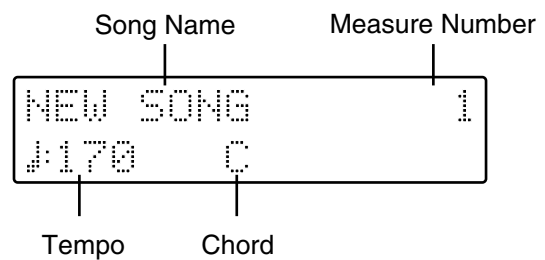


Rhythm Screen

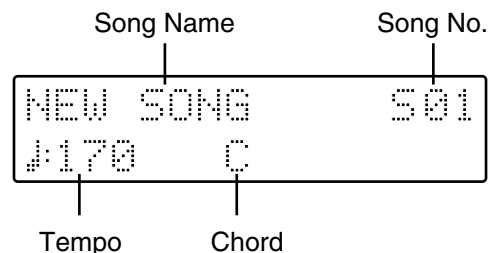


Composer Screen

When internal music data is selected:



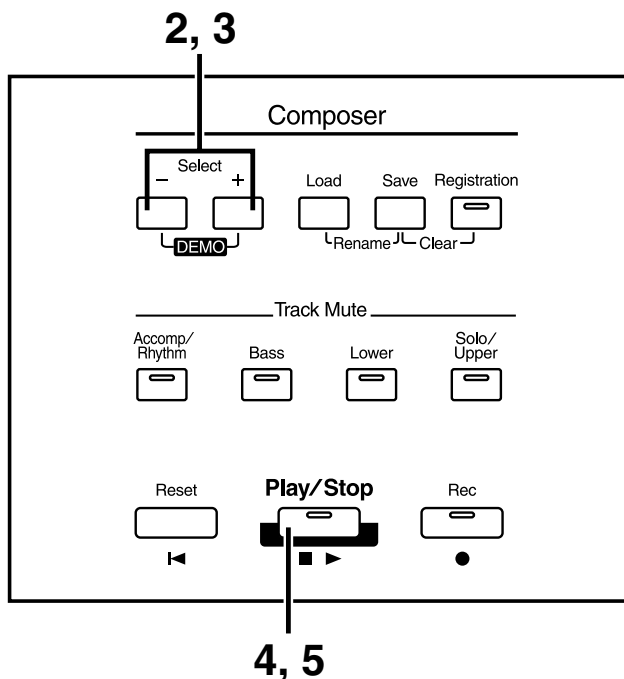
When you have selected a performance song on a floppy disk:



Selecting and Playing Sounds

Listening to the Demo Songs

The AT-15 contains 12 Demo songs. Here's how to play the Demo songs, and fully appreciate the sounds, Rhythms, and Automatic Accompaniment that are available with the AT-15.



NOTE

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NOTE

The data for the Demo song that is being played is not available at the MIDI Out connector.

1. Make sure that a floppy disk is not inserted in the disk drive.

If a floppy disk is in the disk drive, press the eject button (p. 35) and remove the floppy disk.

2. Press the Select [-] [+] buttons simultaneously.

```
Jazz Combo #01
DEMO [#/#/PLAY]
```

3. Press the Select [-] and [+] buttons to select a Demo song.

4. Press the [Play/Stop] button.

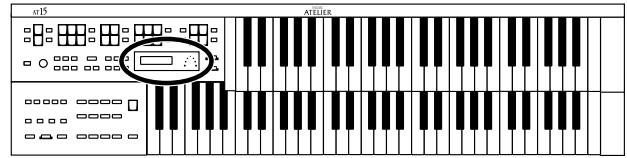
When the selected demo song ends, the next demo song will begin playing.

5. To stop playback in the middle of the song, press the [Play/Stop] button.

MEMO

Check out the "Demo Song List" (p. 114) for information such as the names of the composers and players of the demo songs.

Selecting and Playing Sounds



○ If the following screen appears

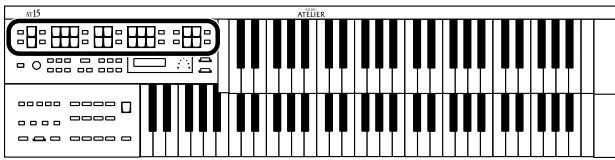
If the performance song in the unit has not been saved to a floppy disk, the following message will appear, and it will not be possible to play the Demo songs.

```
Clear Song Sure?  
Yes:REC No:RST
```

If you don't mind erasing this song, press the [Rec] button. However, if you wish to save this song, press the [Reset] button to cancel the procedure, and then save the song onto a floppy disk.

MEMO

If you wish to save the musical data to a floppy disk, refer to "Saving Performance Songs onto Floppy Disk" (p. 73).

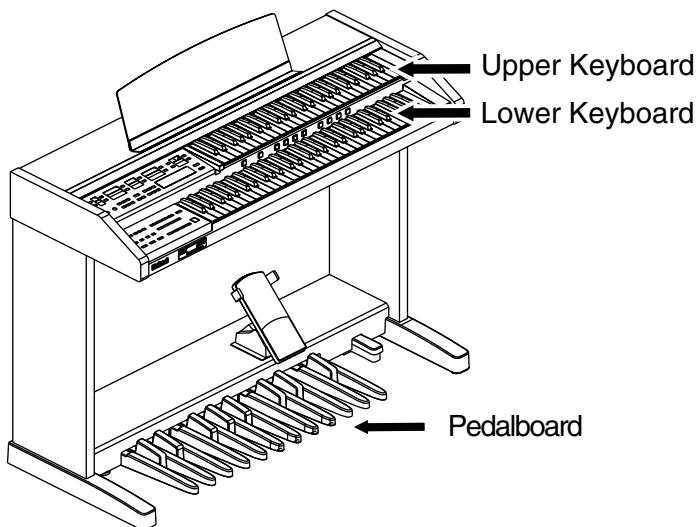


Selecting Voices

The AT-15 is able to produce the sounds of various instruments. These sounds are called “Voices” (or tones). It is very easy to select voices.

■ About the Voices and Parts

The AT-15 has two keyboards and one Pedalboard, as shown below. From top to bottom these are called the “Upper Keyboard,” “Lower Keyboard,” and “Pedalboard.”



The Upper Keyboard has two parts: “Organ,” “Orchestral.” You can select one voice for each part, meaning that it is possible to layer the voices on Upper Keyboard and play them simultaneously. The voice of the “Solo” part can be layered on the Upper keyboard.

The Lower Keyboard has the part: “Lower.”

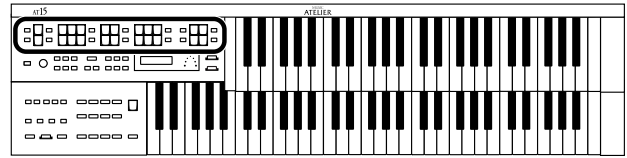
The Pedalboard has the part: “Pedal.”

Keyboard	Type of voices	Parts
Upper Keyboard	Upper	Upper Organ
		Upper Orchestral
	Solo	Solo
Lower Keyboard	Lower	Lower
	Solo (This voice is sounded only when Solo [To Lower] button lights up)	Solo
Pedalboard	Pedal Bass	Pedal

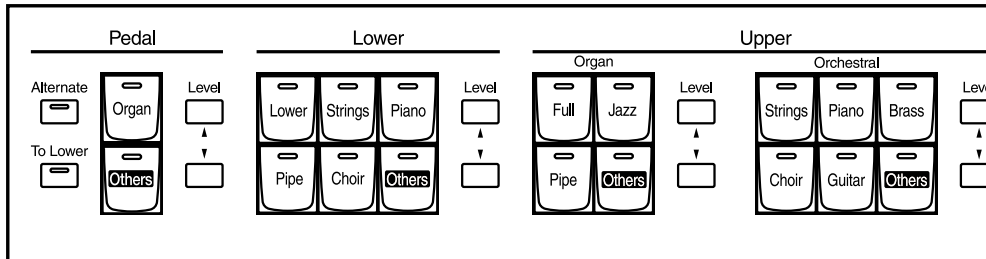


To play a Solo voice on the Lower keyboard, select the Solo voice and press the Solo [To Lower] button (p. 47).

Selecting and Playing Sounds



■ Functions of the Upper/Lower/Pedal Bass Sound Select Buttons



Each time you press a voice button, its indicator will switch between being lit and being turned off. Voices that have their button indicator lit can be played.

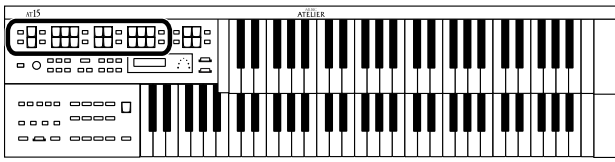
Two voices are assigned to both of the Pedal Part and Solo Part button groups.

The [Alternate] button switches between these two voices.

The [Alternate] button	Voice that will be selected
The [Alternate] button is not lit.	The voice indicated on the button is selected.
The [Alternate] button is lit.	Another voice of the same family or the voice indicated on the bottom half of the button is selected.

NOTE

If none of the voice buttons are lit, playing the keyboard will not produce a sound.



■ Selecting the Upper and Lower Voices

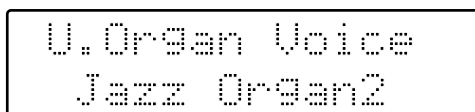
Select voices by pressing the Upper and Lower Part buttons.

When the power is turned on, the Upper keyboard will play “Full Organ 3” and the Lower keyboard will play “Lower Organ2.”

Example: Selecting “Jazz Organ2” for the Upper Organ part, and “Grand Piano” for the Upper Orchestral part.

1. Press the Upper Organ [Jazz] button (indicator lights).

The name of the selected voice appears in the display for several seconds.



Now when you play the Upper keyboard, the “Jazz Organ2” will sound.

2. Press the Upper Orchestral [Piano] button (the indicator lights).

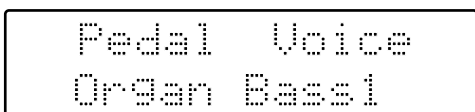
Now when you play the Upper keyboard, the two voices “Jazz Organ2” and “Grand Piano” will sound simultaneously (mixed together).

■ Selecting Pedal Bass Voice

Immediately after the power is turned on, the Pedal Bass voice will sound single notes using the “Organ Bass1” voice. Here’s how to select Pedal voice played by the Pedalboard.

1. Press the Pedal [Organ] button (indicator lights).

The name of the selected voice appears in the display for several seconds.



Now when you play the Pedalboard, “Organ Bass1” will be heard.

Each time you press the [Alternate] button you will switch between the two voices which are assigned the button.

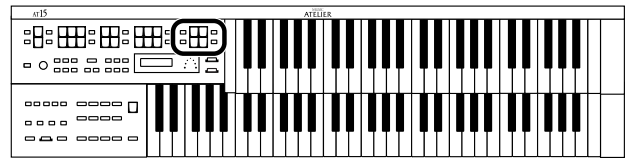
MEMO

Settings can be adjusted to allow multiple notes to be played on the Pedalboard (p. 90).

NOTE

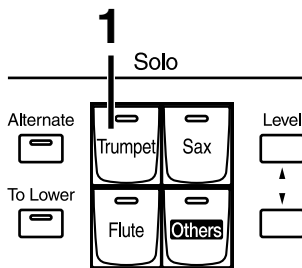
If you press the Pedal [To Lower] button (indicator lights p. 46), the Pedal Bass voice can now be played by the Lower keyboard, not by the Pedalboard.

Selecting and Playing Sounds



■ Selecting Solo Voice

The Solo section of the Upper keyboard is monophonic, that is, the Solo voice will only sound for the highest note played on the Upper keyboard. This allows you to play full chords and have the selected Solo voice playing the highest (solo) note.

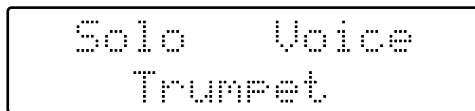


NOTE

If you press the Solo [To Lower] button (indicator lights p. 47), the Solo voice can now be played by the Lower keyboard, not by the Upper Keyboard.

1. Press the Solo [Trumpet] button (indicator lights).

The name of the selected voice appears in the display for a few seconds.

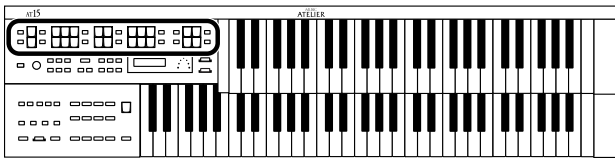


Play the Upper keyboard. The selected voice will sound by the highest note played.

Each time you press the [Alternate] button you will switch between the two voices which are assigned the button.

MEMO

It is possible to change how a Solo voice will sound. Normally, the Solo voice will be sounded by the highest note you play on the Upper keyboard, but you can make settings so that the last-played note will sound the Solo voice. You can also make settings so that the Solo voice will be sounded by all notes of the keyboard to which the Solo voice is assigned. For details refer to "Changing How the Solo Voice Responds (Solo Mode)" (p. 89).

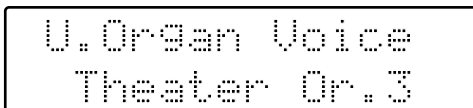


■ Selecting a Voice Using the [Others] Button

Notice that there is an [Others] button for each part of the Upper, Lower, Solo, Pedal. By using the [Others] button, you can select all the other voices, the ones that can't be selected directly by pressing voice buttons.

1. Press the [Others] button for the Part for which you wish to specify a voice.

The voice name appears in the display.



The indicator of the selected [Others] button will light.

For the solo part and pedal part, press the [Alternate] button and select the voices to assign, either with the [Alternate] button ON (lit) or OFF (unlit).

2. While the voice name is shown in the display screen, use the Value [-] [+] buttons to select the desired voice.

The indicator of the selected [Others] button will blink.

To stop mid-way through this or any procedure, press the [Display/Exit] button.

3. Once again, press the [Others] button for the part whose sound you wish to set to confirm the voice.

The indicator of the [Others] button will change from blinking to lit.



You can jump by voice group by pressing Menu

[◀] [▶] buttons to select the voice group.

The sound number of each voice is preceded by an alphabetical character A–T which indicates the sound group; e.g., “G11 Strings1.”

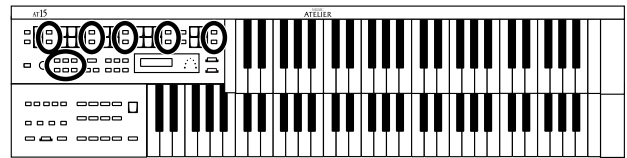


You can also press the key for the part containing a changed voice to confirm the voice setting.



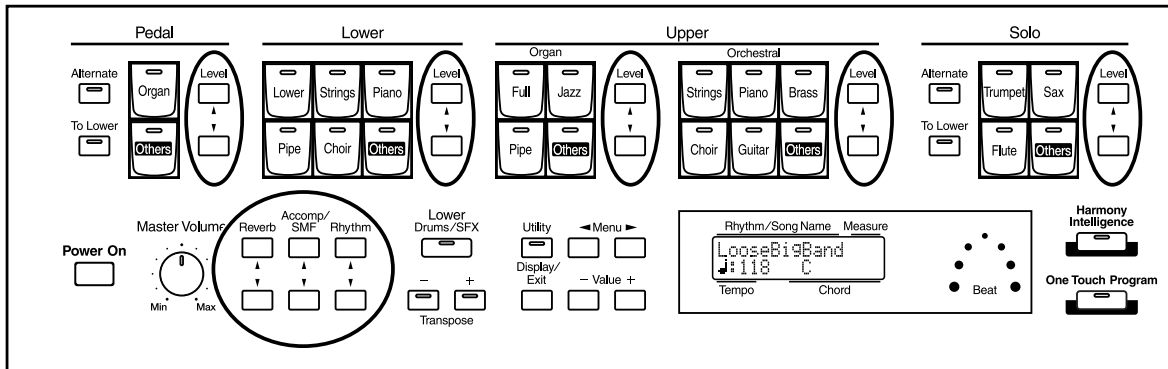
About the voices that can be assigned to an [Others] button, please refer to “Voice List” (p. 102).

Selecting and Playing Sounds



Adjust the Volume Balance

The AT-15 allows you to adjust the volume balance individually for each Part.



The following buttons are used to adjust the volume of a multiple number of Parts.

Accomp/SMF [▼] [▲] button:

- Automatic Accompaniment (except bass part)
- Playback of performance data from something other than the Atelier (EX.: SMF music files)

Rhythm [▼] [▲] button:

- Rhythm performance
- Drums/SFX

Pedal Level [▼] [▲] button:

- Pedal Voice
- Bass part of Automatic Accompaniment

1. The volume levels of each part are adjusted using the corresponding [▲] and [▼] buttons.

When you press the up button (▲), the volume increases; when you press the down button (▼), the volume decreases.

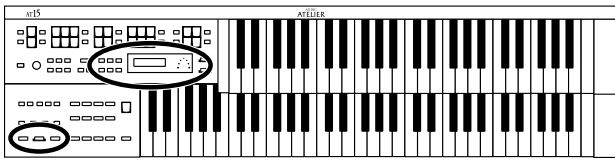
The volume can be set to any value from 0 to 12.

When you press the Level [▲] [▼] buttons, the volume for each part will be shown in the display.



NOTE

When the volume value shown in the display is 0, that part will produce no sound.



Transpose the Pitch in Octave Units (Octave Shift)

The pitch of the sound played by the keyboard can be adjusted in one-octave steps.

You can apply an Octave shift to the following 5 Parts:

The Upper Organ Part, Upper Orchestral Part

The Lower Part

The Pedal Part

The Solo Part

- 1.** Press the [Utility] button.
- 2.** Press the Menu [◀] and [▶] button to select "Octave Shift."

```
Octave Shift ▶  
Yes:REC
```

- 3.** Press the [Rec] button.
- 4.** Use the Menu [◀] and [▶] button to select a performance Part to which you wish to apply an Octave Shift.

Part: Pedal, Lower, U. Organ, U. Orch, Solo

```
◀ Octave Shift ▶  
U.Organ : 0
```

- 5.** Use the Value [-] and [+] buttons to set the amount of shift.

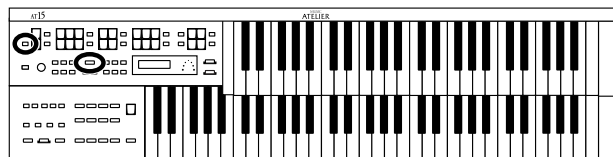
The value can be set to a range of +/- 3 octaves.

- 6.** Press the [Utility] button.

The basic screen reappears.

NOTE

Please note that when you apply the Octave Shift function to certain voices, their pitch could be stretched beyond their recommended note ranges, and they may not sound as expected. Care should be taken when using Octave Shift.

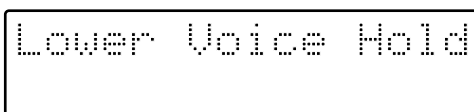


Sustaining Notes Played on the Lower Keyboard

You can have the sound for keys in the Lower keyboard continue to play, even after you release the key, until the next key is pressed.

1. **Hold down the Pedal [To Lower] button for several seconds until its indicator begins flashing.**

The following appears in the screen.



The notes played on the lower keyboard will continue sounding.

2. **Press the Pedal [To Lower] button so its indicator goes out.**

The sound stops playing.

Playing Drum Sound or Sound Effects on the Keyboard

■ Playing Drums from the Entire Lower Keyboard (Drums/SFX)

You can use the Lower keyboard to play various drum sounds (drum set). In this case, the Lower voices will no longer sound.



1. **Press the [Drums/SFX] button (indicator lights).**

Play the Lower keyboard and listen to the various drum sounds on each key. The [Drums/SFX] button will alternate between on (lit) and off each time it is pressed.

Immediately after the power is turned off, the STANDARD drum set will sound.



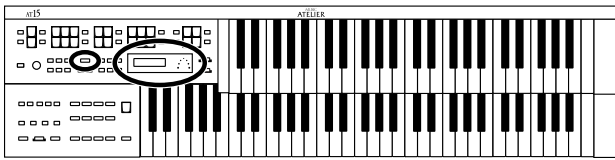
This setting is saved to the registration.



Refer to "Drum Set List" (p. 103) for details on which drum sound or Sound Effect will be played by each note.



For some drum sets, there will be keys that do not sound.

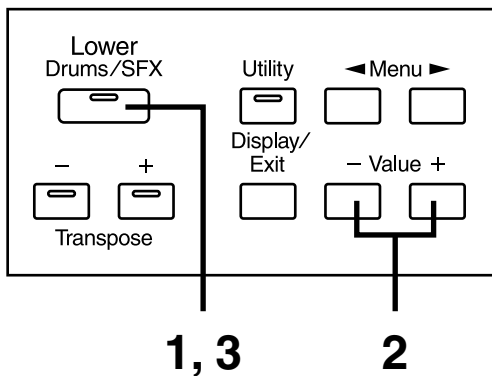


■ Changing the Drum/SFX Set

Immediately after the power is turned on, the STANDARD drum set will sound.

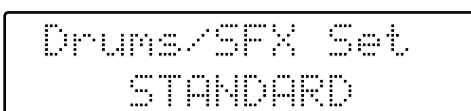
Let's try selecting a different Drum Set or the Sound Effect set.

As the drum set, you can choose from 8 types of drum set and one type of sound effect. When you change the drum set, the sound produced by each note will change.



- 1.** Press the [Drums/SFX] button (indicator lights).
- 2.** When the Drum Set name is displayed on the screen, press the Value [-] [+] buttons to select a Drum Set or Sound Effect Set.

The [Drums/SFX] button indicator will begin to blink.



You can select from 8 different Drum Sets and one set of Sound Effects as follows:

STANDARD, ROOM, POWER, ELECTRONIC, TR-808, JAZZ, BRUSH, ORCHESTRA, SOUND EFFECTS

To stop mid-way through this or any procedure, press the [Display/Exit] button.

- 3.** Press the [Drums/SFX] button once again.

The [Drums/SFX] button indicator will be lit constantly, and the selected Drum/SFX set will be applied.



Refer to "Drum Set List" (p. 103) for details on which drum sound or Sound Effect will be played by each note.



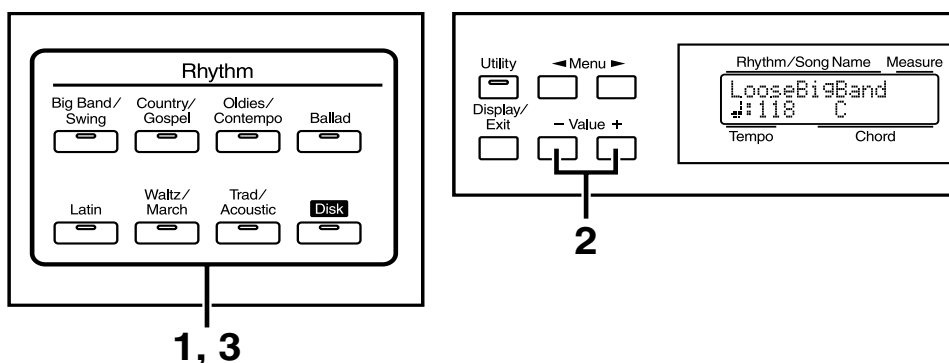
You can also play the lower manual to confirm the drum set.

Using the Rhythm Performance

The AT-15 lets you enjoy playing along with a rhythmic accompaniment.

Selecting a Rhythm

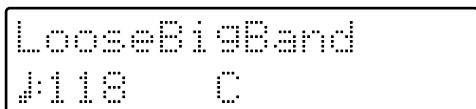
The AT-15 provides 62 types of Rhythms and Automatic Accompaniments (Music Styles). These are organized into eight groups.



For more on the internal rhythms, refer to the "Rhythm List" (p. 105).

1. Press a Rhythm button to select a Rhythm group.

The indicator of Rhythm button will light.
That Rhythm will be shown in the display.



2. Press the Value [-] and [+] buttons to select a different Rhythm within the same group.

The indicator of the Rhythm button will blink.

3. Press the flashing rhythm button once more.

The Rhythm button's indicator will change from blinking to light.
The Rhythm has now been applied.

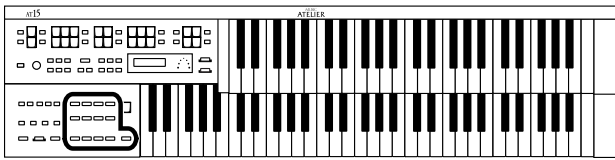
○ Using the Rhythms of the [Disk] Button

The [Disk] button contains 4 preset Rhythms. These Rhythms can be rewritten by loading disk styles into the AT-15.

The Rhythms that are already written in the [Disk] button memory can be selected in the same way as when selecting Rhythms of another Rhythm group.

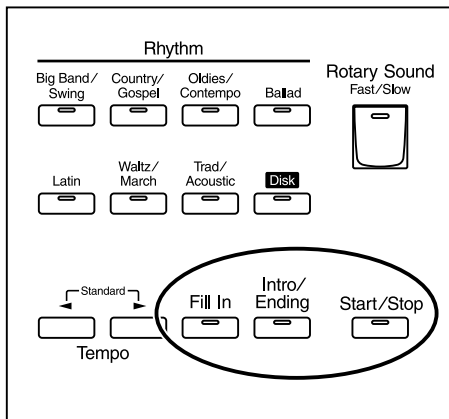


If you wish to store a disk style in the [Disk] button, refer to "Loading Disk Rhythms Into Internal Memory" (p. 36).



Playing Rhythms (Starting and Stopping the Rhythm)

To start the rhythm, press the [Intro/Ending] button or the [Start/Stop] button. You can also make the Rhythm start after playing an Intro, or make the Rhythm stop after playing an Ending.



■ Starting the Rhythm Automatically When You Play the Lower Keyboard or Pedalboard (Sync Start)

1. Hold down the [Trad/Acoustic] rhythm button and press the [Disk] button to turn Sync Start on.

The [Start/Stop] button begins flashing.

2. Play either the Lower keyboard or the Pedalboard.

The rhythm simultaneously starts when you play the lower manual or pedalboard.

■ Starting at the Press of a Button

○ Starting with an Intro

1. Press the [Intro/Ending] button.

The Intro is played and the Rhythm starts.

While the Intro is playing, the [Intro/Ending] button indicator will light, until the Intro ends then the button indicator will go dark.

○ Making the Intro Short and Simple

1. Press the [Fill In] button for a few seconds.

[Start/Stop] and [Fill In] button's indicators will blink.

2. Press the [Start/Stop] button.

A short Intro is played and the Rhythm starts.

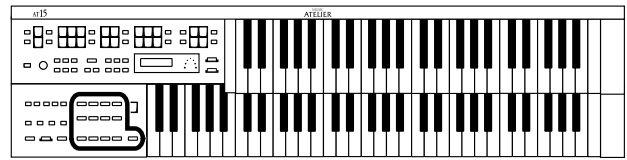


When the Arranger function is switched off, you can start Rhythms with the pedalboard.



This setting is saved to the registration.

Using the Rhythm Performance



○ Starting without an Intro

1. Press the [Start/Stop] button.

The Rhythm starts without an Intro being played.

■ Stopping the Rhythm

○ Stopping with an Ending

1. Press the [Intro/Ending] button.

An Ending is played, then the Rhythm stops.

While the Ending is playing, the [Intro/Ending] button indicator lights, until the Ending finishes the button indicator will be turned off.

○ Making the Ending Short and Simple

1. Press the [Fill In] button, and then press the [Start/Stop] button.

A short Ending is played, then the Rhythm stops.

○ Stopping without an Ending

1. Press the [Start/Stop] button.

The Rhythm stops without an Ending being played.

Playing Rhythm and Automatic Accompaniment

The Arranger function of the AT-15 can add an Automatic Accompaniment to each Rhythm. Based on the selected Rhythm, the Arranger function automatically adds an accompaniment that is suitable for the chord being pressed on the Lower keyboard.

1. Hold down the Rhythm [Latin] button and press the [Waltz/March] button.

This switches the Arranger function on/off.

Arranger	Function
ON	The rhythm and automatic accompaniment are played together.
OFF	Only the rhythm is played.

2. Start play of the rhythm and check how it is played.

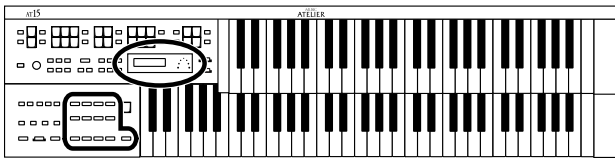
If the pedal bass voice is not selected while the Arranger function is on, the bass sound is played in the automatic accompaniment.



The functions of the [Start/Stop] button can be assigned to the foot switches located on each side of the Expression Pedal (p. 87).

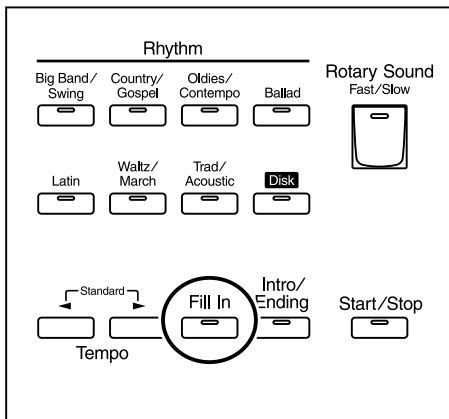


This setting is saved to the registration.



Adding Variety to the Rhythm and Automatic Accompaniment

You can add variation to the Rhythm by changing the arrangement or by switching the Rhythm pattern.



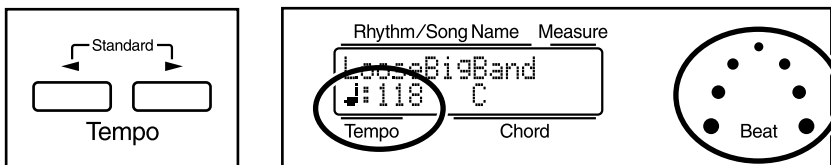
[Fill In] Button	Function
Lit	After the fill-in has played, play the Variation Rhythm pattern
Unlit	After the fill-in has played, play the Original Rhythm pattern

What is a Fill In?

A fill-in is a short phrase that is inserted at a break in the melody or at a point where the character of the song changes (between Chorus's or Verses).

Changing the Tempo

You can change the tempo of the Rhythm or Automatic Accompaniment.



1. Press the Tempo [◀] and [▶] buttons to change the tempo (speed) of the Rhythm or Automatic Accompaniment.

Tempo [◀] button	The tempo becomes slower
Tempo [▶] button	The tempo becomes faster

The value of the tempo currently set (20–500 beats per minute) can be checked in the display.

You can also check the tempo by viewing the Beat indicator.



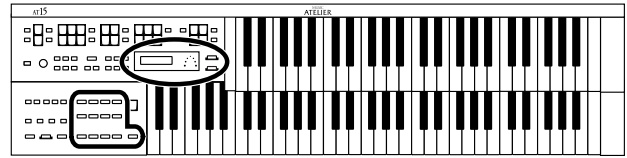
The function of the [Fill In] button can be assigned to the foot switches located on each side of the Expression Pedal (p. 87).



If you switch rhythms when “Auto Standard Tempo” (p. 91) is on, the tempo changes to match the rhythm. If you switch rhythms when “Auto Standard Tempo” is off, the tempo remains unchanged even when you switch the rhythm.



By pressing the Tempo [◀] and [▶] buttons simultaneously, the tempo is returned to the standard (preset) tempo for the selected Rhythm.



A Simple Way to Make Automatic Accompaniment Settings (One Touch Program)

When using the Arranger function for automatic accompaniment, you can also use the “One Touch Program” function to automatically select panel settings that are appropriate for the selected rhythm.

One Touch Program



By pressing the [One Touch Program] button, you can make the following settings.

- Panel settings (e.g., sounds and volume) suitable for the rhythm
- Automatic Accompaniment playing
- [Intro/Ending] button blinking (Waiting for Sync Start)

What is Sync Start?

Sync Start is a function that starts the rhythm at the moment that you play the lower keyboard.

- Chord Intelligence function is ON (p. 88)

What is Chord Intelligence?

“Chord Intelligence” is a feature that intelligently decides on accompaniment chords the moment you play some keys specifying a chord during automatic accompaniment.

1. Select a Rhythm (p. 30).

2. Press the [One Touch Program] button.

Panel settings appropriate for the rhythm and automatic accompaniment will automatically be called up for Registration [1]–[4] buttons.

3. Press the Registration [1] – [4] button to select panel settings.

4. On the Lower keyboard, play a chord.

At the moment you play the keyboard, the Intro will begin, and then the Rhythm and Automatic Accompaniment will play.

5. Press the [Intro/Ending] or [Start/Stop] button to stop the Rhythm.

Rhythm and Automatic Accompaniment stops.

6. Press the [One Touch Program] button, extinguishing its indicator.

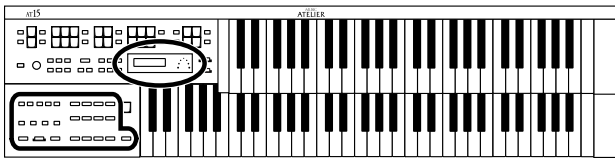
The One Touch Program function is turned off, and the panel settings in effect prior to the [One Touch Program] button being pressed are restored.

MEMO

For more information about chord fingering, refer to the “Chord List” (p. 106).

NOTE

When you press the [One Touch Program] button, the “Arranger Update” setting will automatically change to “INSTANT” (p. 92).

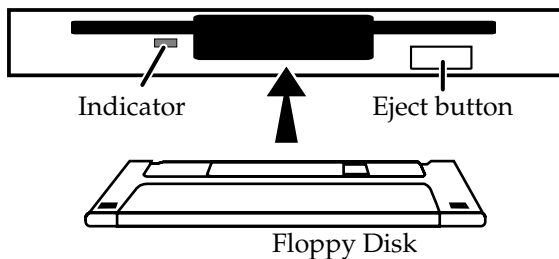


Using a Rhythm from a Disk

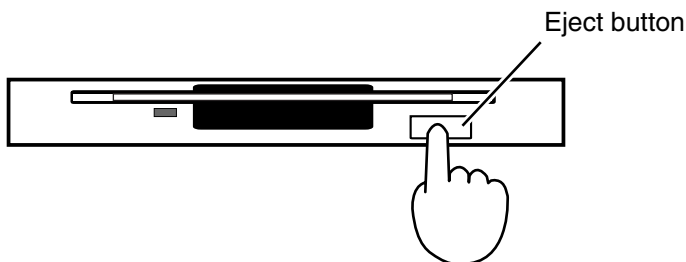
The AT-15 contains 62 types of built-in Rhythms (Music Styles). Additional Rhythms (Music Styles) are available on the Music Style disk included are available. Here's how to select a Rhythm (Music Style) from a Music Style disk.

■ Inserting and Ejecting a Floppy Disk

1. Hold the floppy disk with the label facing upwards, and push it into the disk drive until it clicks into place.



2. Press the Eject button.



The floppy disk is ejected a little out of the slot. Gently grasp the end of the floppy disk and pull it out.

■ Reviewing the Styles on a Music Style Disk

1. Press the Rhythm [Disk] button (confirm that its indicator is lit).
2. Insert the Music Style disk into the disk drive.
3. Use the Select [-] [+] buttons to select a Rhythm on the Music Style disk.
4. Press the [Start/Stop] button or the [Intro/Ending] button.
The selected Rhythm is played.

NOTE

If you're using the disk drive for the first time, be sure to read the important notes on page 6.

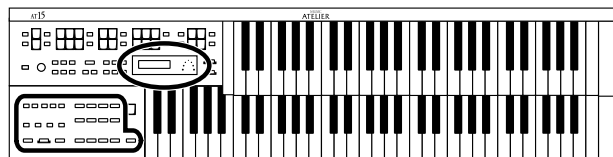
NOTE

Never eject a disk while reading or writing is in progress, since that can damage the magnetic surface of the disk, rendering it unusable. (The disk drive's indicator will light up at full brightness when the drive is busy reading or writing data. Ordinarily, the indicator will be less brightly lit, or be extinguished.)

NOTE

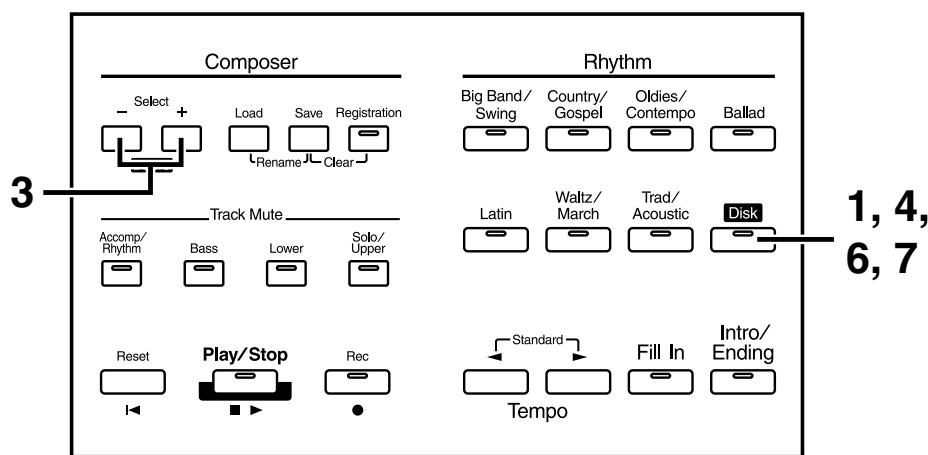
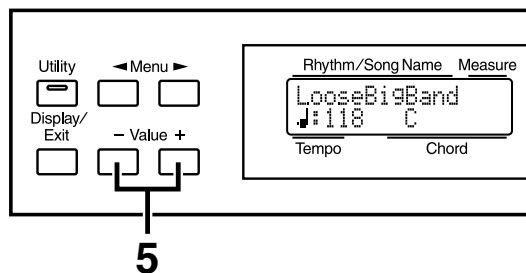
The [Start/Stop] button indicator will be blinking while the Rhythm is being loaded. You can play the selected Rhythm after loading is completed.

Using the Rhythm Performance



■ Loading Disk Rhythms Into Internal Memory

The [Disk] button already contains 4 Rhythms, but these can be rewritten by Rhythms from a Music Style disk. Rhythms loaded from the disk into internal memory will not be lost even if the power is turned off. It is convenient to load frequently-used disk Rhythms into internal memory.



1. Press the Rhythm [Disk] button (indicator lights).
2. Insert the Music Style disk into the disk drive.
3. Use the Select [-] and [+] buttons to select a disk Rhythm (indicator begins to blink).

```
BigBndBalld2 R01
♩: 74 C
```

4. After selecting a disk Rhythm, press the Rhythm [Disk] button once more.

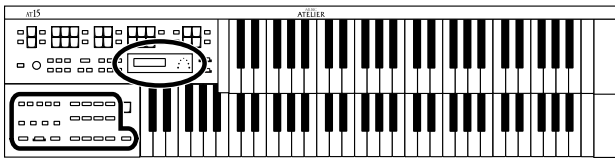
The following screen appears.

```
WriteTo -/+Disk
3: - - - ?
```

Numbers to which no rhythm is saved are indicated in the screen by “- - -” following the number.



Press the [Start/Stop] button, you can hear the Rhythm.



Using the Rhythm Performance

5. Use the Value [-] and [+] buttons to select where you wish the selected Rhythm to be stored.
6. Press the Rhythm [Disk] button to confirm the storage-destination Rhythm.

While the Rhythm is being loaded into internal memory, the following screen will be displayed.

```
Writing
Style...
```

Once the Rhythm has been accommodated in memory, the basic screen reappears.

○ If the following screen appears

The following screens appear when a rhythm has already been saved to the save destination.

```
OverwriteRhythm?
Yes:Disk No:Exit
```

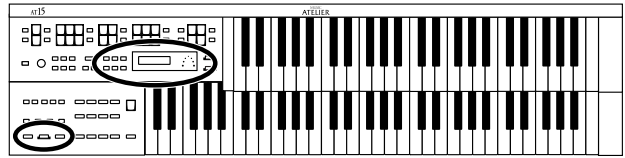
To cancel the procedure, press the [Display/Exit] button.

7. Press the Rhythm [Disk] button again to start loading the Rhythm into the internal memory.

NOTE

Never remove the disk or turn off the power while the Rhythm data is being loaded from disk into the AT-15. If you do so, the Rhythm data will not be loaded into the AT-15, and malfunctions could result. After returning the Rhythm stored in the Rhythm [Disk] button to the factory settings (see p. 40), re-load the Rhythm from disk.

Using the Rhythm Performance



■ Copying a Rhythm Saved to the Rhythm [Disk] Button

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] button to select “Disk Rhythm.”

```
# Disk Rhythm #  
Yes:REC
```

3. Press the [Rec] button.
4. Use the Menu [◀] and [▶] button to select “Copy Rhythm.”

```
Copy Rhythm ▶  
Yes:REC No:RST
```

5. Press the [Rec] button.
6. Press the Value [-] and [+] buttons to select the copy-source rhythm.

```
Src -/+/REC/RST  
1:FastBigBand
```

7. Press the [Rec] button.
8. Press the Value [-] and [+] buttons to select the copy-destination rhythm.

```
Dst -/+/REC/RST  
3:---
```

To cancel the procedure, press the [Display/Exit] button.

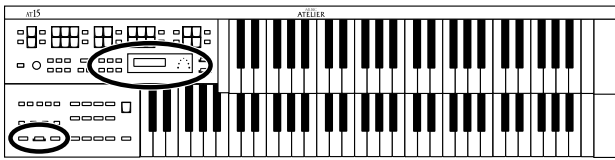
9. Press the [Rec] button.

While the Rhythm is being copied into internal memory, the following screen will be displayed.

```
Copying...
```

NOTE

You cannot select “Copy Rhythm” from the Utility menu unless a rhythm is stored to the Rhythm [Disk] button.



○ If the following screen appears

The following screens appear when a rhythm has already been saved to the save destination.

```

OverwriteRhythm?
Yes:REC No:RST
  
```

To cancel the procedure, press the [Reset] button.

10. Press the [Rec] button again to start coping the Rhythm into the internal memory.

11. Press the [Utility] button.

The basic screen reappears.

■ Deleting a Rhythm Saved to the Rhythm [Disk] Button

1. Press the [Utility] button.

2. Press the Menu [◀] and [▶] button to select “Disk Rhythm.”

```

# Disk Rhythm #
Yes:REC
  
```

3. Press the [Rec] button.

4. Use the Menu [◀] and [▶] button to select “Delete Rhythm.”

```

# Delete Rhythm
Yes:REC No:RST
  
```

5. Press the [Rec] button.

6. Press the Value [-] and [+] buttons to select the rhythm you want to delete.

```

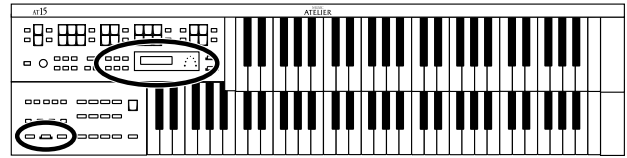
Del -/+/REC/RST
1:FastBi9Band
  
```

To cancel the procedure, press the [Display/Exit] button.

NOTE

You cannot select “Delete Rhythm” from the Utility menu unless a rhythm is stored to the Rhythm [Disk] button.

Using the Rhythm Performance



7. Press the [Rec] button.

The following screen will be displayed.

```
Del Sure?REC/RST
1:FastBigBand
```

8. If you determine that the rhythm may be deleted, press the [Rec] button once more.

While the Rhythm is being deleted, the following screen will be displayed.

```
Deleting...
1:FastBigBand
```

9. Press the [Utility] button.

The basic screen reappears.

■ Restoring the Rhythm Stored in the Rhythm [Disk] Button to the Factory Settings

Use the following procedure to return only the rhythm stored to the Rhythm [Disk] button to the original factory settings.

1. Press the [Power On] button to turn off the power (p. 16).

2. Hold down the Rhythm [Disk] button, and press the [Power On] switch.

The Rhythm that had been stored in the Rhythm [Disk] button will return to the factory settings.



To return settings other than those of the Rhythm [Disk] button to the factory settings, use the Panel Reset operation (p. 18).

Adding Various Effects to a Voice

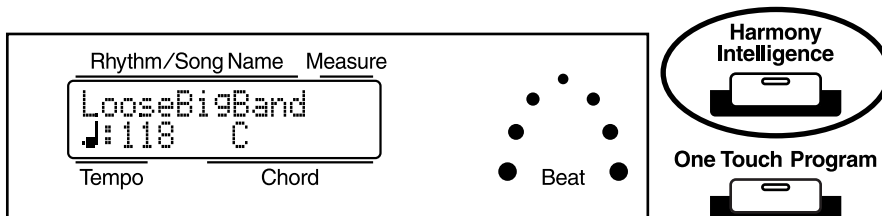
The AT-15 allows you to add a variety of effects to each voice, and to use various playing techniques to make your performance more expressive.

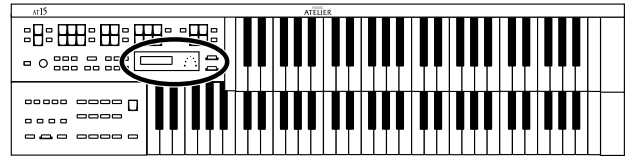
Adding Harmony to a Melody (Harmony Intelligence)

Harmony Intelligence is a function that adds harmony to a single note being played on the Upper keyboard, the harmony being dependent on the chord played on the Lower keyboard. In addition it automatically selects the appropriate voices according to the harmony type.

1. Press the [Harmony Intelligence] button (indicator lights).

Each time you press a [Harmony Intelligence] button, the indicator will alternate between ON (lit) and OFF.





Changing the Type of Harmony Intelligence

There are 6 different Harmony Intelligence.

When you press the [Harmony Intelligence] button, the most appropriate voice(s) will be automatically set.

The manner in which notes will sound also depends on the Harmony type.

- 1. Press the [Harmony Intelligence] button (indicator lights).**
- 2. While the Harmony Intelligence name is shown in the display screen, use the Value [-] [+] buttons to select the Harmony Intelligence.**

The indicator of the [Harmony Intelligence] button will blink.

To cancel the procedure, press the [Display/Exit] button.

- 3. Once again, press the [Harmony Intelligence] button.**

The indicator of the [Harmony Intelligence] button will light, and the Harmony Intelligence is confirmed.

Harmony Intelligence types:

Type	Solo Voice	Upper Voice	Number of notes of the harmony
BIG BAND	Trumpet	Flugel Horn	4
STRINGS	Strings 1	Strings 1	4
TRADITIONAL	Currently Selected Tone		3
HARP	—	Harp	2
JAZZ SCAT	Jazz Scat	Jazz Scat	3
OCTAVE 1	Currently Selected Tone		2

Harmonies are added only to the Upper voice.



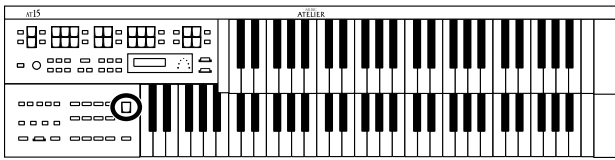
You can also play the upper manual to confirm the type of the Harmony Intelligence.



The number of notes of the harmony will depend on the Harmony Intelligence type.



Harp-type harmony intelligence will not sound the keys you play. Use your left hand to play a chord in the lower keyboard and use your right hand to play a glissando on the upper keyboard, and a beautiful harp glissando will be produced.

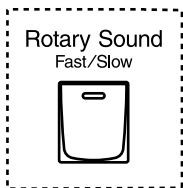
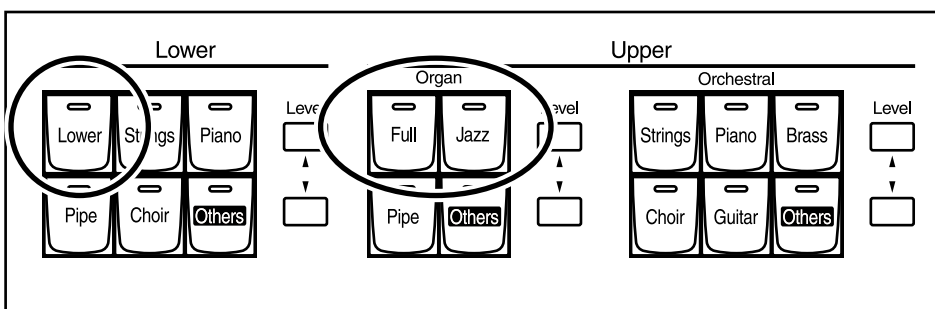


Adding Modulation to the Sound (Rotary Effect)

Rotary is an effect which simulates the sound of rotating speakers. There is a choice of two settings: Fast and Slow.

The Rotary effect can be applied to the following sounds.

- Voices assigned to [Lower] button, [Full] button, and [Jazz] button.
- Voices assigned to the [Others] buttons for each part.



1. Select the voice to which you wish to apply the Rotary effect.
2. Press the Rotary Sound [Fast/Slow] button to switch between Rotary Fast (LED lit) and Rotary Slow (LED turned off).

LED lit (Fast)	The effect obtained is equivalent to speakers being rapidly rotated.
LED turned off (Slow)	Effect simulating the slow rotation of speakers.

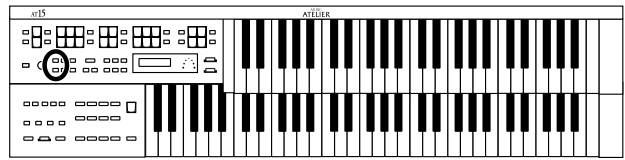
When you switch the rotary effect from "Fast" to "Slow," the modulation will slow down gradually, and when you switch from "Slow" to "Fast" the modulation will speed up gradually.



Some sounds do not allow the Rotary effect to be applied. For details refer to "Voice List" (p. 102).

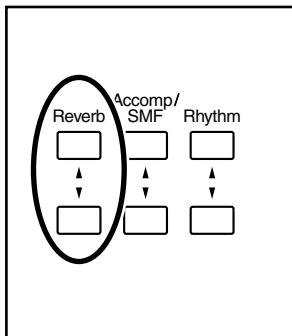


You can assign the Rotary Sound [Fast/Slow] button function to the foot switches located on each side of the Expression Pedal (p. 87).



Reverb Effect

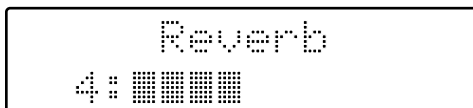
Reverb is an effect that adds a sense of spaciousness to the sound, creating the illusion of playing in a large or small concert hall, a large or small room, a small club, etc.



1. Press the Reverb [▲] or [▼] buttons to adjust the overall Reverb amount.

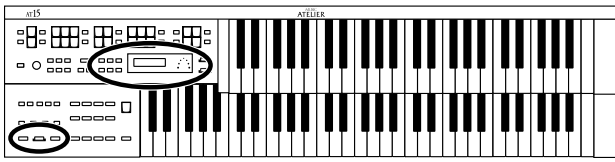
When you press the up button [▲], additional Reverb is applied. Pressing the down button [▼] decreases the Reverb level.

When you press the Reverb [▲] [▼] buttons, the Reverb level will be shown in the display.



MEMO

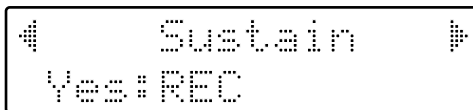
You can also select the type of Reverb you wish, Wall type, and the level for each individual Part. For details refer to “Changing the Reverb Type” (p. 85), “Changing the Wall Type” (p. 85), and “Changing the Depth of the Reverb” (p. 86).



Sustain Effect

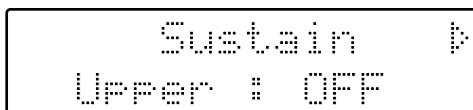
Sustain allows you to add a Sustain effect or decay to each voice after the keys are released. The Sustain effect can be added simultaneously to the Upper (except the Solo Part), Lower, and Pedal Bass voices.

- 1.** Press the [Utility] button.
- 2.** Press the Menu [◀] and [▶] buttons to select the "Sustain."



- 3.** Press the [Rec] button.
- 4.** Press the Menu [◀] and [▶] buttons to select the desire part.

Part: Upper, Lower, Pedal



- 5.** Press the Value [-] and [+] buttons to switch ON or OFF.
- 6.** Press the [Utility] button.
The basic screen reappear.



The Sustain effect will not be applied to the Solo part voice.

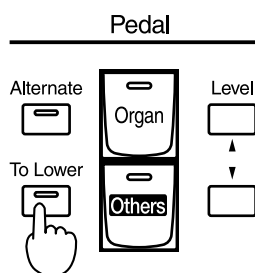


The length of Sustain can be modified independently for each keyboard (p. 84).

Using the Play Functions

Using the Lower Keyboard to Play the Bass Voice (Pedal [To Lower] Button)

By using the Pedal [To Lower] button, you can sound the Pedal Bass voice by playing the root note (see p. 109) of a chord on the Lower keyboard in the area that is playing the Lower voice.



1. Select a Pedal Bass voice (p. 23).
2. Press the Pedal [To Lower] button (indicator lit).

When you play a chord on the Lower keyboard, the Pedal Bass voice will also be heard and will play the root note.

Now when you play C/E/G on the Lower keyboard, the C (bottom note) will also play the Pedal Bass voice. In this way, the Pedal Bass voice will be played by the root note of the chord you play on the Lower keyboard.

If the Leading Bass function is assigned to the Foot Switch (p. 87), the lowest note you play in the Lower keyboard sounds the Pedal Bass voice while you depress the foot switch.

NOTE

If the [Drums/SFX] button is ON, the Pedal Bass voice will not sound.

NOTE

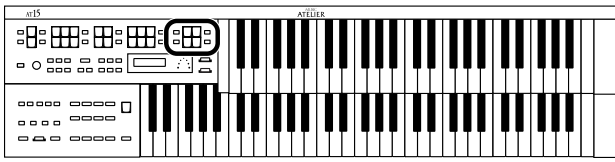
If the Pedal [To Lower] is ON, the Pedal Bass voice will not be heard from the Pedalboard.

NOTE

If no portion of the Lower keyboard is sounding the Lower voice (the [Drums/SFX] button is ON), the Pedal Bass voice will not sound.

MEMO

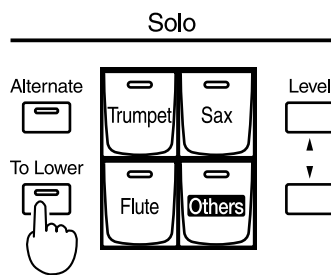
If the Utility menu item "Leading Bass" is turned on, the lowest note you play in the Lower keyboard sounds the Pedal Bass voice (p. 89).



Playing the Solo Voice on the Lower Keyboard (Solo [To Lower] Button)

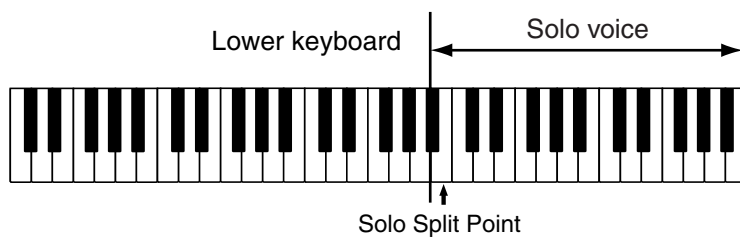
Normally, the solo voice will sound on the upper keyboard.

By using the Solo [To Lower] button, you can play the solo voice in the right-hand side of the lower keyboard that includes the B4 key. The state in which the keyboard is divided in this way is called "split," and the location at which the keyboard is divided to play the solo voice in the lower keyboard is called the "Solo Split Point."



1. Select a Solo voice (p. 24).
2. Press the Solo [To Lower] button (indicator lights).

When you play the Lower keyboard, the Solo voice will sound in the range to the right of the Solo Split Point.



3. To turn off the Solo split, press the Solo [To Lower] button (indicator turns off).

The Solo voice will no longer sound in the Lower keyboard; the Solo voice will now be played in the Upper keyboard.



The solo split point is included in the right-hand zone.



If the Solo [To Lower] is ON, the Solo voice will not be heard from the upper keyboard.



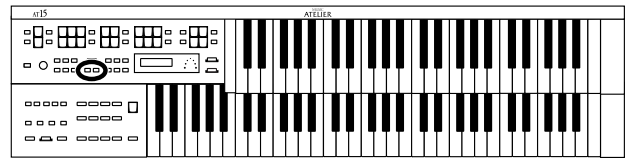
You can adjust the Solo Split Point (p. 90).



You can change how the Solo voice will sound (p. 89).



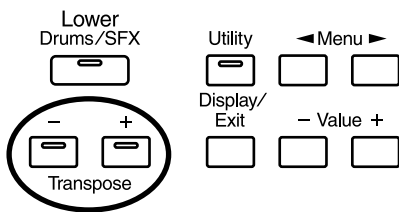
You can layer the Solo voice with the Lower voice so that they will sound together (p. 90).



Transposing to a Different Key (Transpose Buttons)

You can transpose the key of a performance without having to shift the position of your fingers on the keyboard. This feature is called “Key Transpose.”

For example: you may play in the familiar C major scale while your music will sound in any key of your choice.



1. Press the Transpose [-] and [+] buttons.

Each press of the Transpose [-] or [+] button transposes the key a semitone.

The transpose value is displayed in the screen.

Acceptable values range from A \flat to G (in semitone steps).



If the pitch is transposed (something other than C), the indicator of one of the Transpose buttons, either [-] or [+], will be lit. If the pitch is not transposed (i.e., the key is C), the indicator of both the Transpose [-] and [+] buttons will be extinguished.

MEMO

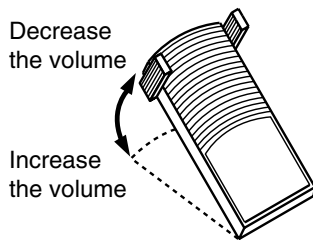
By pressing the Transpose [-] [+] buttons simultaneously, you can restore the default setting C.

MEMO

You can change the timing at which the transposition settings saved in a Registration will be recalled. For details refer to “Registration Transpose Update (Transpose Setting Recall Timing)” (p. 92).

Adjusting the Overall Volume Using an Expression Pedal

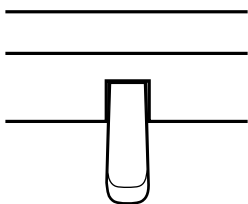
You can adjust the entire volume using an Expression Pedal. When you depress the Expression Pedal, the volume increases. The volume decreases as you tilt the pedal back.



Adding Decay to the Sound (Damper Pedal)

You can depress the damper pedal to add reverberation to notes played on the lower manual.

While you continue depressing the damper pedal, notes will be sustained even if you release the keys.



MEMO

You can specify whether the Expression Pedal will or will not control the volume during the recording of music data (p. 82).

MEMO

Likewise you can specify whether the Expression Pedal will or will not control the volume during the playback of recorded music data (p. 83).

NOTE

Decay cannot be added to the Solo voices.

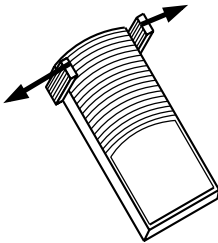
MEMO

Decay can not be applied to Pedal Bass voices played on the Lower keyboard (when the Pedal [To Lower] button indicator is lit).

Using the Play Functions

Using the Foot Switch

On each side of the expression pedal are two Foot Switches. Different functions are assigned to each of these two foot switches.



With the factory settings, the following functions are assigned to the left and right Foot Switches.

Right Foot Switch	Switch the Rotary effect between Fast/Slow.
Left Foot Switch	Glide (an effect by which the pitch is lowered by a semitone while the foot switch is pressed, and is returned to what is originally was when you release your foot).

Press the right Foot Switch toward the right.

If Rotary is turned on, the Rotary effect will switch between “Fast” and “Slow” each time you press the Right Foot Switch.

Press the left Foot Switch toward the left.

While you are pressing the Foot Switch, the pitch will be temporarily lowered. When you release the Left Foot Switch, the pitch will return to normal.

MEMO

You can also change the function assigned to the Foot Switch.

Please refer to “Changing the Function of the Foot Switch (Left Foot SW, Right Foot SW)” (p. 87).

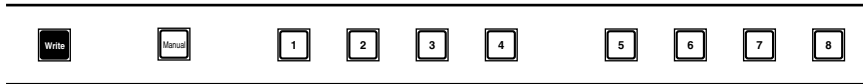
NOTE

If the Utility menu item “Regist Shift” is turned “RIGHT” or “LEFT,” the foot switch will function only to switch registrations (p. 87).

Using the Registration Buttons

The AT-15 allows you to store sound settings and panel settings such as 8 in the Registration buttons. There are a total of 8 Registration buttons, and one set of panel settings can be stored in each, allowing you to register a total of 8 different panel settings. Each set of panel settings that has been stored in a Registration button is called a "Registration."

This provides a convenient way to change large numbers of panel settings during a performance, or to recall a complex panel setting.



Storing Registrations

- 1. Make all the panel settings that you wish to store.**
- 2. While holding down the [Write] button, press one of the Registration [1] – [8] buttons.**

The panel settings will be stored in the selected Registration button.



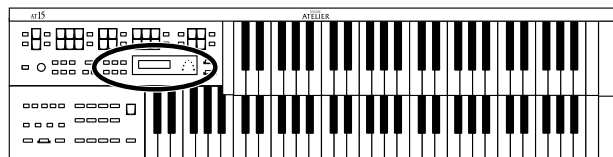
Settings that have been stored to Registration [1]–[8] buttons are remembered even if the power is turned off. If you wish to restore the settings stored in the Registration buttons to their factory settings, use the "Factory Reset" operation (p. 17).



With the settings of Registration [1] – [8] buttons considered as one set, a single floppy disk can store up to 99 sets of data (p. 56).



For details on the settings that are stored in a Registration, refer to "Settings That Are Stored in the Registration Buttons" (p. 108).



Recalling a Registration

There are two ways of calling up the settings affecting the rhythms registered to the Registration buttons [1]–[8], “INSTANT” and “DELAYED.” At the factory this is set to “DELAYED.”

■ How to Recall a Registration

○ Recalling Voices and Other Panel Settings

1. Press a Registration [1]–[8] button.

○ Recalling Settings for Rhythm and Automatic Accompaniment in Addition to the Panel Settings

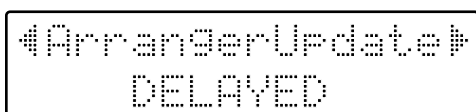
1. Press and hold a Registration [1]–[8] button for several seconds.

The indicator of the rhythm select button will blink, and the panel settings and settings related to rhythm performance and automatic accompaniment will be recalled.

■ Changing the Timing of Recalling Registrations

Settings for Rhythm play and Automatic Accompaniment are recalled when you continue holding a Registration [1]–[8] button for several seconds, but you can change this so that the settings are recalled the instant you press the button.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select the “Arranger Update.”



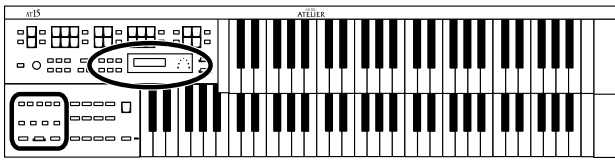
3. Press the Value [-] and [+] buttons to switch between “DELAYED” and “INSTANT.”

DELAYED	When you press and hold a Registration [1]–[8] button for several seconds, the settings for Rhythm and Automatic Accompaniment will be recalled in addition to the panel settings. If you press and immediately release a Registration [1]–[8] button, only the settings that are not related to Rhythm or Automatic Accompaniment will be recalled.
INSTANT	Settings for Rhythm and Automatic Accompaniment will be recalled the instant that you press a Registration [1]–[8] button.

To return to the basic screen, press the [Utility] button.

MEMO

You can change the timing of recalling the transpose setting when you press a Registration [1]–[8] button. For more information, please refer to “Adjust the Standard Pitch (Master Tune)” (p. 93).



Automatically Registering When You Switch Panel Settings

When the [Manual] button is ON (lit), all panel settings you make will be stored automatically in the [Manual] button as they are made, thus updating the Registration that had been previously saved. If you change to a preset Registration [1]– [8] button, it is possible to return to the previous panel settings by pressing the [Manual] button.

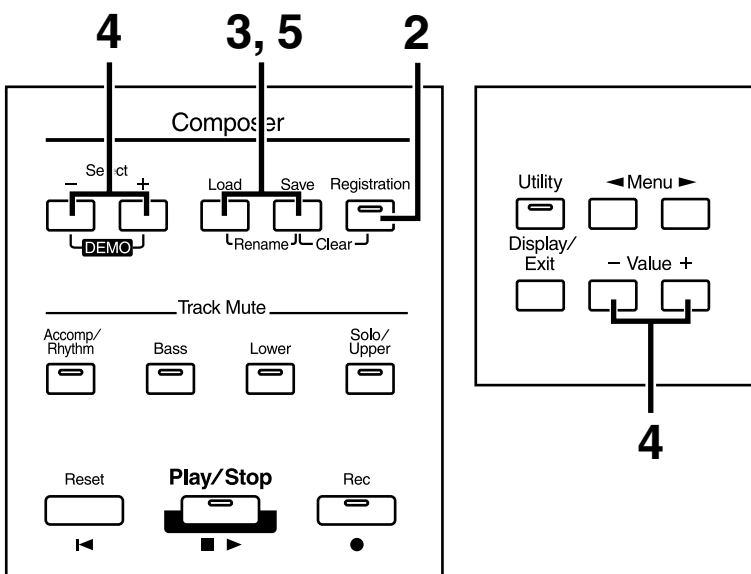


NOTE

The settings stored in the [Manual] button returns to the default settings while the power is turned off.

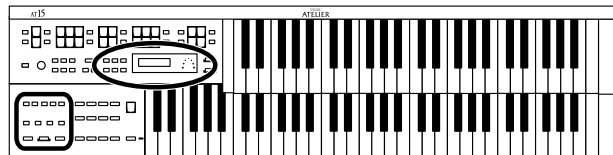
Assigning a Name to a Registration Set

When saving Registration sets, names like “REGIST-01 – 99” will be assigned by default, but you can assign a name that will help you later to identify the contents of the Registration set.



1. Make sure that the disk drive contains a disk that was formatted (p. 70) by the AT-15.
2. Press the [Registration] button (indicator lights).
3. Press the [Load] button and the [Save] button simultaneously.

Using the Registration Buttons



- 4.** Press the Select [-] and [+] buttons to move the cursor, and press the Value [-] and [+] buttons to select a character.

```
REGIST-01      .....
Men: █
```

The following characters can be selected.

```
space! " # % & ' ( ) * + , - . / : ; = ? ^ _ A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9
```

You can also press the [Reset] button to delete a character, and the [Rec] button to insert a space.

- 5.** When you have finished assigning the name, simultaneously press the [Load] button and the [Save] button once again.

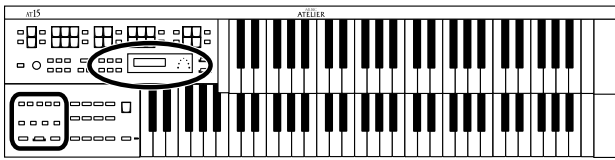
The Registration set in the AT-15's internal memory has now been named.

```
REGIST-01      .....
Men: My Regist
```

To return to the basic screen, press the [Display/Exit] button.

NOTE

It is not possible to save during the process of assigning a name.



■ Copying Only the Name of a Registration

Here's how you can copy just the name of a Registration without copying its performance data.

- 1.** Insert the floppy disk containing the registration with the name you want to copy in the disk drive.
- 2.** Press the [Registration] button to make the indicator light.
- 3.** Press the Select [-] and [+] buttons to select the Registration whose name you wish to copy.
- 4.** Simultaneously press the [Load] button and [Save] button.

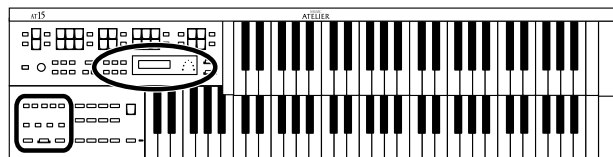
```
My Regist      USE  
Mem#
```

- 5.** Press the [Load] button.

Only the name of the Registration will be recalled.

```
My Regist      USE  
Mem#My Regist
```

- 6.** Simultaneously press the [Load] button and [Save] button.



Saving Registration Sets to a Floppy Disk

With the settings of Registration [1]–[8] buttons considered as one set, a single floppy disk can store up to 99 sets of data. We recommend that complex panel settings or Registrations you wish to keep be saved on disk. Furthermore, when you save registrations created on the AT-15 to floppy disks, you can call up their settings on other Atelier Series instruments and use the registrations the same way.

- 1.** Make sure that the disk drive contains a disk that was formatted by the AT-15 (p. 70).
- 2.** Press the [Registration] button (indicator lights).
- 3.** Press the Select [-] and [+] buttons to select the number that you wish to save to.

Numbers which have not been used in the Saving operation will be displayed as “--.”

```
REGIST-01      -----
Men:My Regist
```

To cancel the operation, press the [Registration] button.

- 4.** Press the [Save] button.
- 5.** Press the Value [-] and [+] buttons to select the format in which the data will be saved.

ORIGINAL	Save formats that can be used with the AT-15 When saved in this format, the data can also be used by AT-S Series devices.
R-Series	Save formats that can be used with AT-R Series devices

- 6.** Press the [Save] button to execute the save operation.

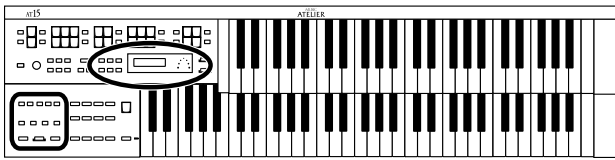
When the Registration set is saved to the floppy disk, the indication of “--.” will change to “USE.”

```
My Regist      USE
Men:My Regist
```

If you have assigned a name, the Registration set will be saved to floppy disk with that name.



You can press the Select [-] [+] buttons to select the format for saving the data.



Using the Registration Buttons

○ If the following screen appears

The following screens appear when a registration has already been saved to the save destination.

```
OverwriteRegist?  
Yes:REC No:RST
```

● If you wish to update the contents of the Registration data

1. Press the [Rec] button.

The Registration will be rewritten.

● If you wish to save the data without erasing the Registration set already on disk

1. Press the [Reset] button to cancel the procedure.

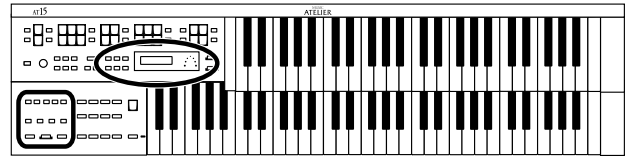
Rewriting of the Registration will be canceled.

2. Press the Select [-] [+] buttons to select a number for which "--" is displayed on the upper right of the screen.

3. Press the [Save] button to save the Registration set.

When the data has been saved, the basic display reappears.

When the Registration set is saved to the floppy disk, the indication of "--" will change to "USE."



Loading Previously Saved Registration Sets Into the AT-15

Here's how to recall a previously saved Registration set from the floppy disk into the memory of the AT-15.

Registrations can be selected in the following two ways.

- **Loading a Set of Registrations**

You can load a "set" (a collection of settings for Registration buttons [1]–[8]) from floppy disk.

- **Loading an Individual Registration**

You can load settings for an individual Registration button [1]–[8].

■ Loading a Set of Registrations

Registrations Sets saved to a floppy disk can be loaded back into the instrument.

- 1.** Insert the floppy disk containing the Registration into the disk drive.
- 2.** Press the [Registration] button (indicator lights).
- 3.** Press the Select [-] and [+] buttons to select the Registration set that you wish to load.

```
Mr Regist      USE
Men:Factory Reg.
```

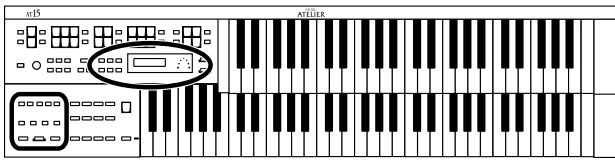
To cancel the procedure, press the [Registration] button.

- 4.** Press the [Load] button to execute loading.

When loading is complete, the basic screen reappears.

NOTE

Be aware that when you load Registrations from a disk, the Registrations that were previously in internal memory will be lost. It is a good idea to save important Registrations to floppy disk (see p. 56).



■ Loading an Individual Registration

You can load any desired individual Registration to any desired Registration button.

1. Insert the floppy disk containing the Registration into the disk drive.
2. Press the [Registration] button (indicator lights).
3. Press the Select [-] and [+] buttons to select the Registration set that you wish to load.
4. Press the [Utility] button.
5. Press the Value [-] and [+] buttons to specify the Registration button number to be loaded.

```
Load One Resist  
from# 2 -/+ /REC
```

To cancel the operation, press the [Utility] button.

6. Press the [Rec] button.
7. Press the Value [-] and [+] buttons to specify the storage-destination Registration.

```
Load One Resist  
to# 3 -/+ /REC
```

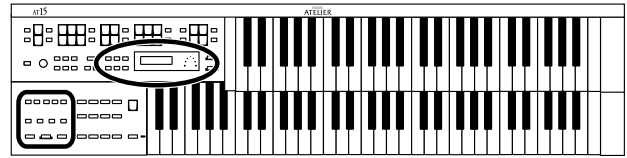
8. Press the [Rec] button.

The following display appears.

```
Load Sure?  
Yes#REC No#RST
```

To cancel the procedure, press the [Reset] button.

9. Press the [Rec] button once again.



Deleting a Set of Registrations from a Floppy Disk

Here's how to delete a Registration set that was saved to a floppy disk.

- 1.** Insert the floppy disk containing the Registration into the disk drive.
- 2.** Press the [Registration] button (indicator lights).
- 3.** Press the Select [-] and [+] buttons to select the Registration set that you wish to delete.

```
My Regist      USE
Men:Factory Re9.
```

- 4.** Simultaneously press the [Save] button and the [Registration] button.

The following display appears.

```
Delete Regist?
Yes:REC No:RST
```

To cancel the operation, press the [Reset] button.

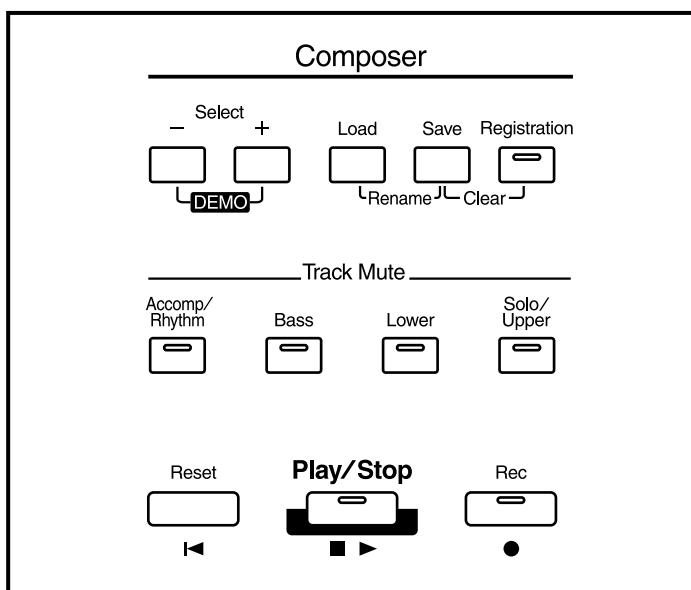
- 5.** If you are sure that you wish to delete the data, press the [Rec] button.

When a Registration set has been deleted, the indication of "USE" will change back to "---." If you had assigned a name to the Registration set you deleted, the name will revert back to "REGIST-XX."

```
REGIST-01     ----
Men:Factory Re9.
```

Record and Playback Your Performance

You can use the AT-15's internal Composer feature to record performances and to play back commercial SMF format music files.



What you can do

“Play back SMF music files”

You can use the floppy disk drive to play back commercially available music files, and enjoy a wide variety of songs.

“Preventing the Sounds on a Specific Track from Playing”

You can temporarily mute the sounds on specific tracks. This allows you to practice with the left or right part muted.

“Record your own performances”

You can record the music that you play. You can also record your performances while playing rhythms or automatic accompaniment.

“Play back recorded performances”

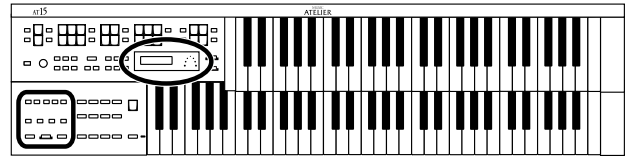
You can play back recorded performance data and check out how you sound.

“Save recorded performances on floppy disk”

Any music you record will be discarded as soon as you turn off the power on the AT-15. However, by saving your performance data on a floppy disk, you can go ahead and switch off the power, and you'll still be able to load the performance data from floppy disk afterwards and enjoy hearing it again.

“Record a performance along with SMF music files”

While playing back SMF music files, you can add your own performance and record it.



Playing Back Performance Songs Stored on Floppy Disk

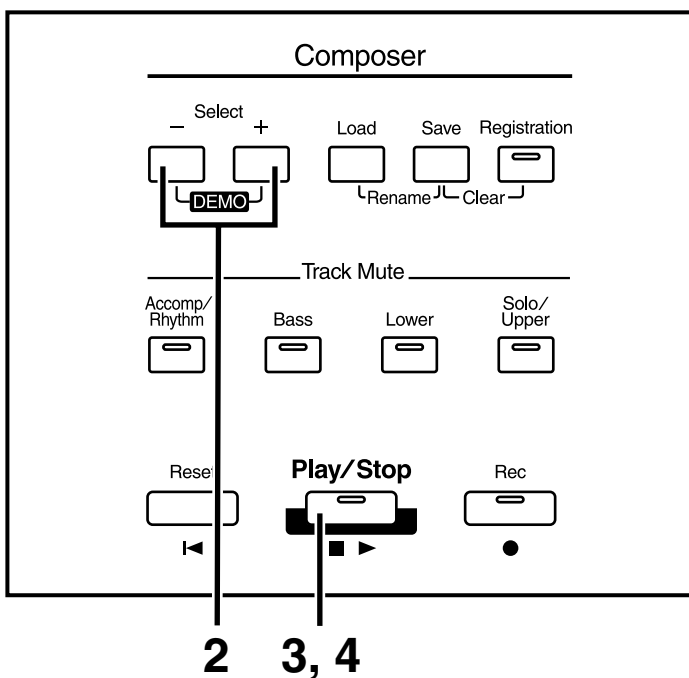
In addition to playing back the music you recorded on the instrument and saved to a floppy disk, AT-15 also lets you enjoy a wide variety of commercially available SMF music files.

SMF Music Files

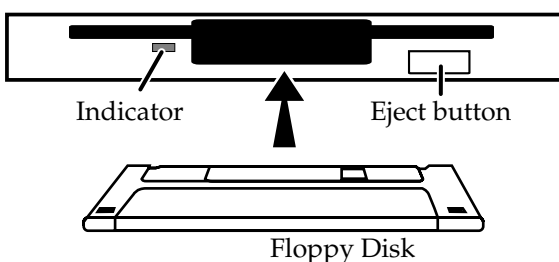
The Standard MIDI File (SMF) format was designed to provide a means for exchanging performance data among a wide variety of devices. In addition to the song files described earlier, the AT-15 is also capable of playing back any Standard MIDI File compatible with the General MIDI 2 or GS formats.

MEMO

If you wish to purchase SMF music files, please contact the dealer where you purchased the AT-15.

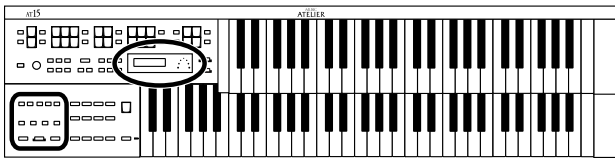


1. Insert a floppy disk containing commercially available SMF music files into the floppy disk drive.



NOTE

Never eject a disk while reading or writing is in progress, since that can damage the magnetic surface of the disk, rendering it unusable. (The disk drive's indicator will light up at full brightness when the drive is busy reading or writing data. Ordinarily, the indicator will be less brightly lit, or be extinguished.)

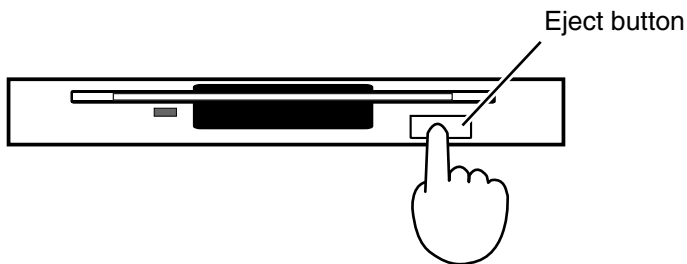


Record and Playback Your Performance

When the performance song loaded from a disk is a Standard MIDI File, "※" will be displayed after the file name.



- 2.** Press the Select [-] and [+] buttons to select the song.
- 3.** Press the [Play/Stop] button to start playback.
Playback of the performance data begins.
- 4.** To stop playback, press the [Play/Stop] button.
- 5.** Press the eject button.



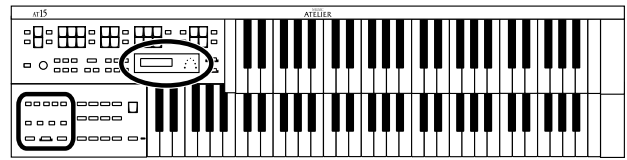
The floppy disk is ejected a little out of the slot. Gently grasp the end of the floppy disk and pull it out.

MEMO

When you wish to play back all the performance songs in order, press the Select [-] [+] buttons simultaneously.

The performance data will begin playing. When the last song ends, you will return to the first song.

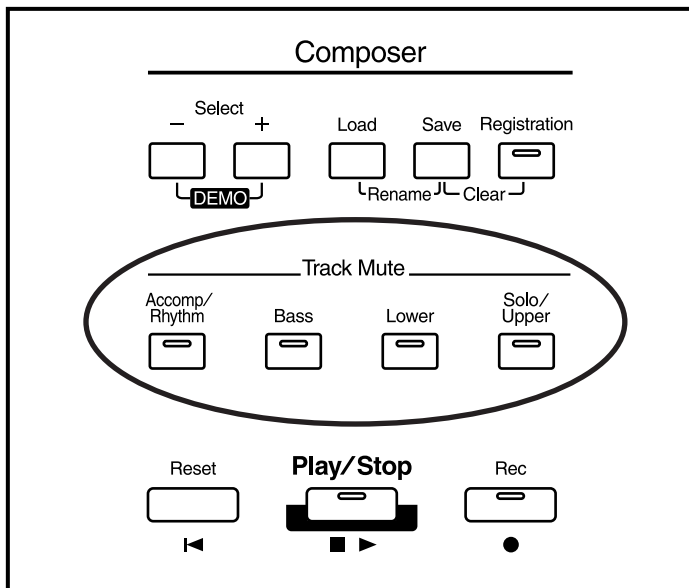
To stop playback, press the [Play/Stop] button.



Silencing a Specific Track (Track Mute)

The indicators for Track Mute button in which performances were recorded will be lit. By turning off these Track Mute button indicators, you can temporarily silence the sound. This is referred to as "Track Mute."

You can practice with the melody muted.



You can also change the Track Mute Settings in the Utility menu. You can individually mute the rhythm track and accompaniment track as well as the Upper Track and Solo Track. You can also mute the Control Track (for the expression pedal and panel controls) (p. 80).

1. Press the [Track Mute] button whose indicator is lit to turn the light off.

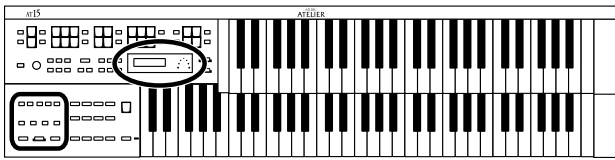
The track whose indicator was turned off will be muted (silenced).

2. Press the [Track Mute] button once again (indicator lights).

The part that had been muted will return to normal and will be heard.

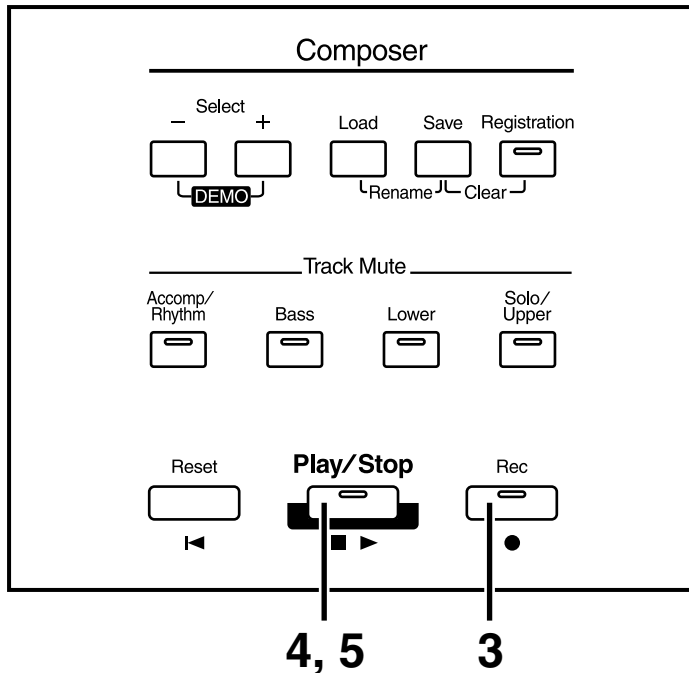
■ Assignments to the [Track Mute] Button When Playing Back Commercial SMF Music Files

Button	Channel
[Rhythm/Accomp]	5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16
[Bass]	2
[Lower]	3
[Solo/Upper]	1, 4



Recording a Performance

You can record the performance that you play. You can also record your performance while playing rhythms or automatic accompaniment.



- 1.** Select the panel settings needed for recording the performance.
- 2.** Make sure that a floppy disk is not inserted in the disk drive.
If a floppy disk is in the disk drive, press the Eject button (p. 35) and remove the floppy disk.
- 3.** Enter the recording standby mode by pressing the [Rec] button.
The [Rec] button's indicator will light. The [Play/Stop] button indicators will blink.
- 4.** Press the [Play/Stop] button to start recording.
When you press the [Play/Stop] button, the metronome will play two measures (bars) of count-in before recording begins.
If you wish to use Rhythm and Automatic Accompaniment as you record, press the [Start/Stop] button instead of the [Play/Stop] button to begin recording.
- 5.** Press the [Play/Stop] button when you have completed your recording.

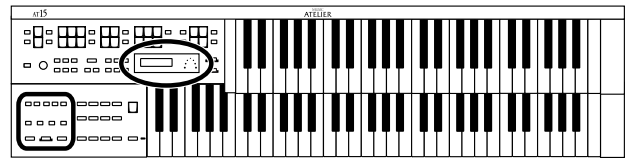


The Play and Stop functions can both be assigned to the foot switch. Each touch of the switch will alternate the operation between the Play and Stop functions (p. 87).



When you press the [Intro/Ending] button (or [Start/Stop] button) while recording a Rhythm performance or Automatic Accompaniment, the Rhythm performance and Automatic Accompaniment will stop. However, the recording itself will continue. Press the [Play/Stop] button to stop recording.

Record and Playback Your Performance



If you press the [Rec] button when a song has been selected from the floppy disk, the selected song will be completely loaded into the AT-15 and the Composer will enter into the recording standby mode.

If you wish to record a new song, press the Select [-] and [+] buttons to first select "NEW SONG" before pressing the [Rec] button. Alternatively, eject the disk from the floppy disk drive before pressing the [Rec] button.

```
NEW SONG      1
#120
```

○ If the following screen appears

The following message appears when the AT-15 contains performance data that has not been saved to a floppy disk.

```
Clear Song? Sure?
Yes:REC No:RST
```

● If you wish to erase the performance song

1. Press the [Rec] button.

● If you wish to save the performance song on a floppy disk

1. Press the [Reset] button to cancel the procedure.
2. Save the song onto a floppy disk (p. 73).

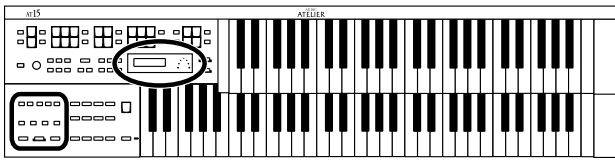
○ If the following screen appears

```
Memory Full
```

When recording was automatically canceled because the memory limit was reached.

```
Internal Memory
Near Limit
```

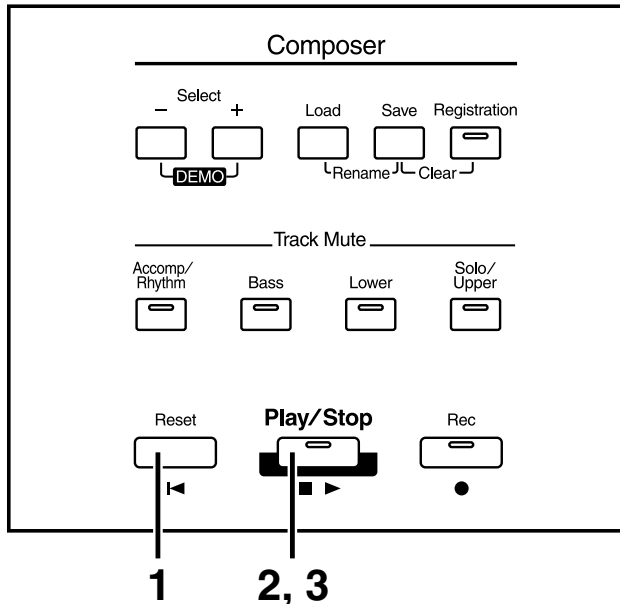
When the instrument's memory is nearing capacity.



Record and Playback Your Performance

Playing Back a Performance Song

Play back the performance recorded on the AT-15.



1. Press the [Reset] button.

The location at which playback will start will return to the beginning of the first measure (bar).

2. Press the [Play/Stop] button to start playback.

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

3. To stop playback at any point, press the [Play/Stop] button.

Rewinding and Fast Forwarding Through Songs

1. First, make sure your current status is as follows:

- The [Utility] button is not lit.
You cannot rewind and fast forward through songs when the [Utility] button is lit and the Utility menu is active.
- The [Others] button tone name is not indicated in the screen
While the name of the tone for the [Others] button is displayed in the screen, pressing the Menu [◀] and [▶] buttons changes the voice group.

2. Press the Menu [◀] and [▶] buttons to change the measure from which playback is to start.

Press the Menu [◀] to return to an earlier point in the song. Press the Menu [▶] to advance to a later point in the song.

MEMO

If you press the [Play/Stop] button while holding down the [Reset] button, the metronome will play two measures (bars) of count-in before playback starts.

MEMO

The [Play/Stop] function can be assigned to the foot switch. Each touch of the foot switch will alternate the operation between the Play and Stop functions (p. 87).

MEMO

You can specify whether or not the Expression Pedal will affect the playback and what you play while Atelier music data is being played back (p. 83).

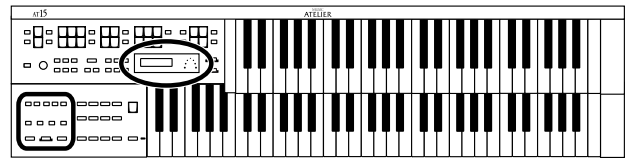
NOTE

If you use the Rhythm or Automatic Accompaniment immediately after having loaded and played back a song other than an Atelier performance song, such as SMF's, etc., the playback may not sound right (the voices may have changed, etc.) To prevent this from happening, press the [Reset] button before playback.

NOTE

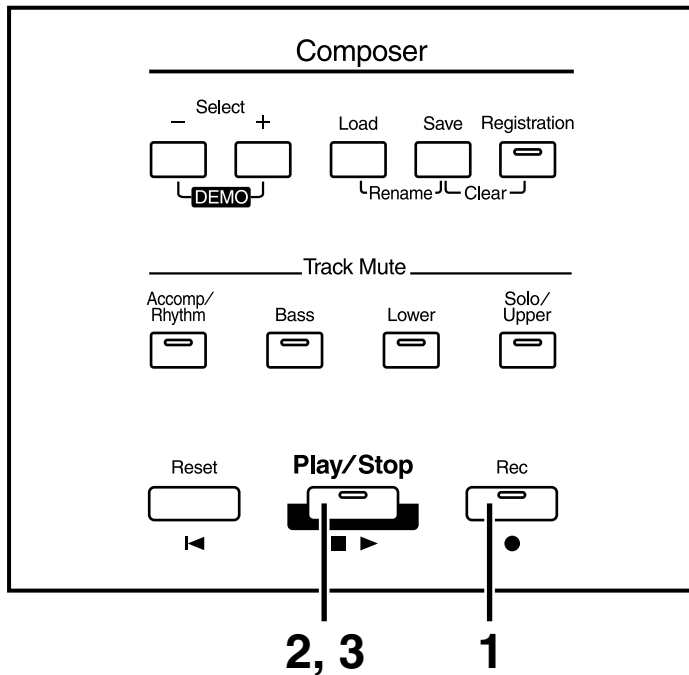
The Menu [◀] and [▶] buttons are disabled in the following situations:

- When the Harmony Intelligence type is being changed
- When drum sets are being changed
- While the Demo screen is displayed
- When a registration or song name is being changed



Rerecording Performance Data Recorded on the AT-15

You can record over recorded performance data.



1. Press the [Rec] button to enter into the recording standby mode.

The [Rec] button indicator will light, and the [Play/Stop] button indicator will blink.

The point at which recording begins is returned to the beginning of the song.

2. Press the [Play/Stop] button to start recording.

When you press the [Play/Stop] button, the metronome will play two measures (bars) of count-in before recording begins.

During recording, the performance data is played back, and the data for the performances on the upper manual and lower manual is recorded over again.

3. Press the [Play/Stop] button when your recording is completed.

The [Rec] button and the [Play/Stop] button indicators will go dark.

NOTE

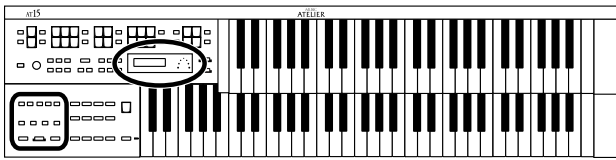
If you wish to re-record with different settings for voices, tempo, part balance, erase the recorded song (p. 69) and re-record again. If the Control track still contains data from before you re-recorded, the volume or sounds may change during playback.

MEMO

You can re-record the pedal keyboard performance. For details refer to "Re-recording the Pedalboard Performance" (p. 82).

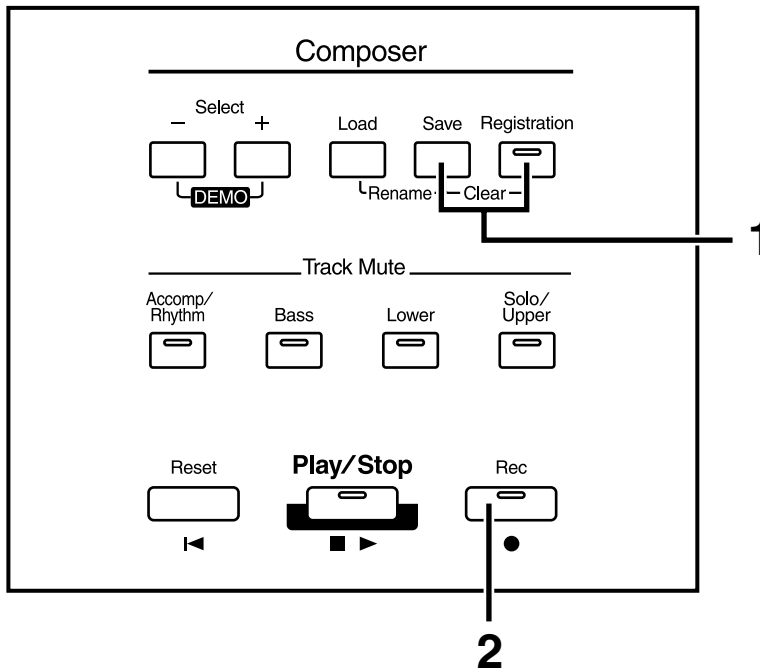
NOTE

If you wish to keep the existing Expression Pedal data, and record only the panel operations, you can make settings to prevent the operation of the Expression Pedal from being recorded (p. 82).



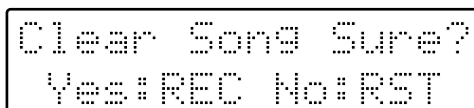
Erasing a Performance Song

If you wish to discard your recording and re-record from the beginning, or if you wish to record a new performance, you must erase the previously-recorded data.



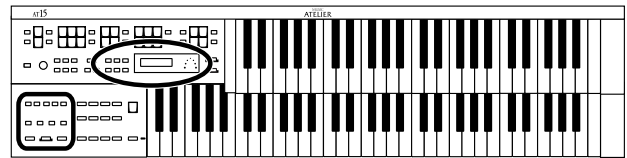
1. Press the [Registration] and [Save] buttons simultaneously.

The following message, asking you to confirm your choice, will be displayed.



To cancel the procedure, press the [Reset] button.

2. If you are sure that you wish to erase the song, press the [Rec] button.

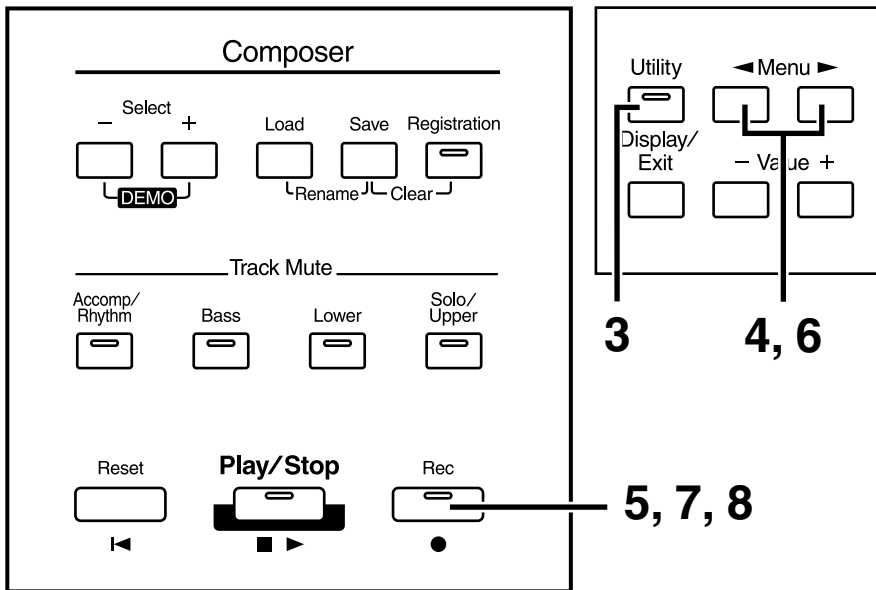


Formatting Disks

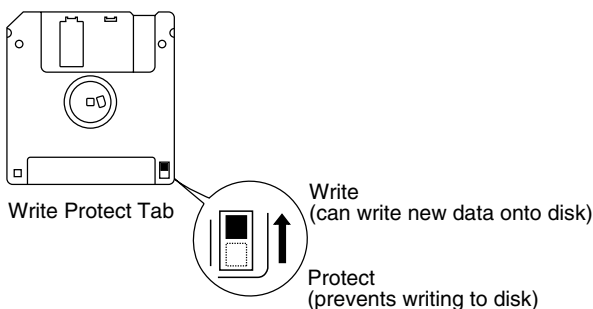
Floppy disks must first be “formatted” (initialized) before they can be used by the AT-15 to store data. “Formatting” is the process of erasing any data which may have been on the disk and making the format of the floppy disk match the format of the device. The AT-15 cannot use a floppy disk that has a format differing from its own format.

NOTE

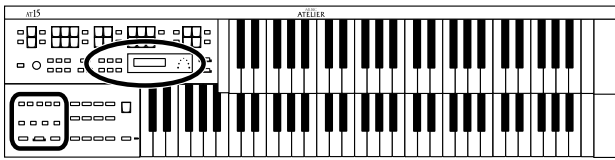
Formatting a disk will erase any data that may have been stored on it. Carefully check any previously used disk to be sure it doesn't contain any valuable data.



1. Make sure that the write protect tab of the floppy disk is in the “Write” (permit) position.



2. With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.
3. Press the [Utility] button.



Record and Playback Your Performance

- 4.** Press the Menu [◀] and [▶] buttons to select “Disk Utility.”

```
◄ Disk Utility ►  
Yes:REC
```

- 5.** Press the [Rec] button.

- 6.** Press the Menu [◀] and [▶] buttons to select “Format Disk.”

```
Format Disk ►  
Yes:REC No:RST
```

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

The following message, asking you to confirm, will be displayed.

```
Format Sure?  
Yes:REC No:RST
```

To cancel the procedure, press the [Reset] button.

- 8.** Press the [Rec] button again to perform the Format.

While formatting is in progress, the following display appears.

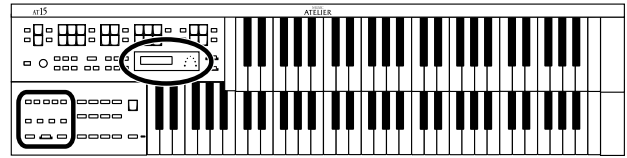
```
Formatting  
25% 00.....
```

When disk formatting is completed the following screen appears, then basic screen reappears.

```
Format Disk  
Completed.
```

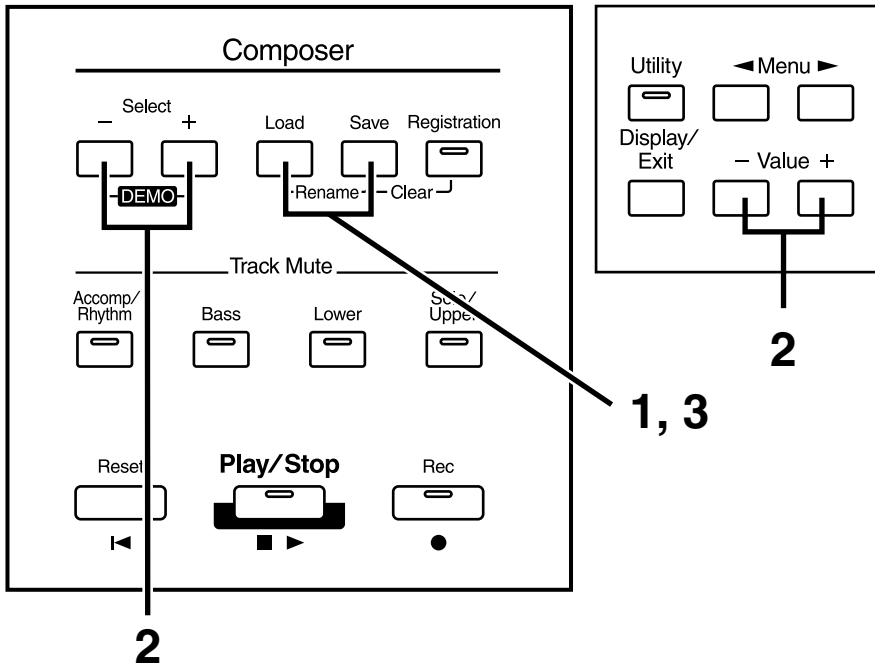
NOTE

Never attempt to remove the floppy disk until formatting is complete.



Changing the Name of a Performance Song (Rename)

A name is automatically assigned to a performance song that you record. However, at some point you may wish to change the name to something more meaningful.



1. Press the [Load] and [Save] buttons simultaneously.
2. Press the Select [-] and [+] buttons to move the cursor, and press the Value [-] and [+] buttons to select a character.

The following characters can be selected when changing a name:

```
space! " # % & ' ( ) * + , - . / : ; = ? ^ _ A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2
3 4 5 6 7 8 9
```

To delete a character, press the [Reset] button. A space can be inserted by pressing the [Rec] button.

3. To confirm the new name, simultaneously press the [Load] and [Save] buttons once again.

The new name is now inserted.

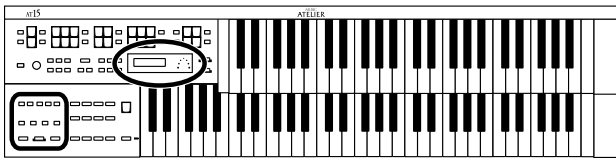
```
Mu Song      1
J:150  e
```

NOTE

It is not possible to save during the Rename procedure.

NOTE

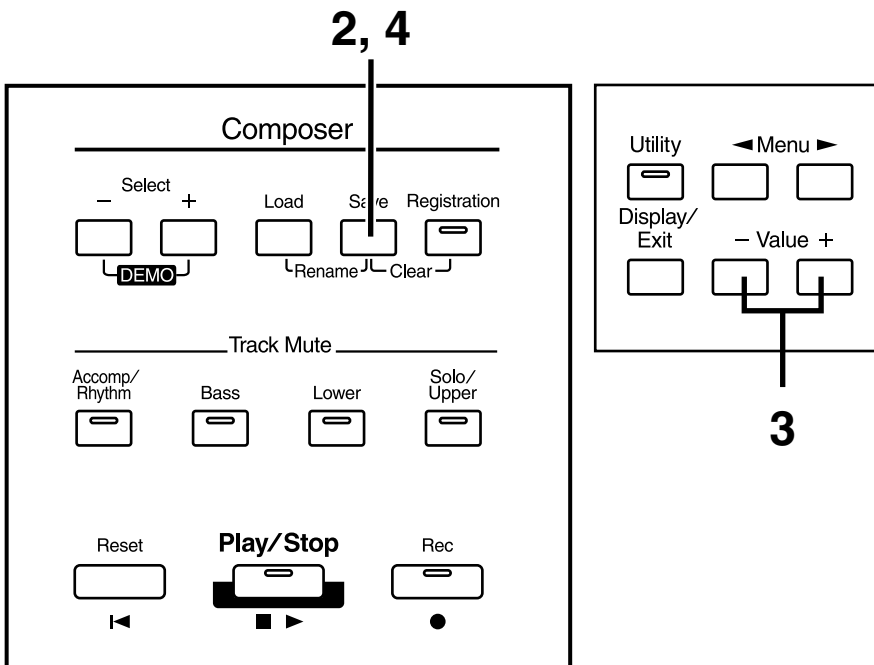
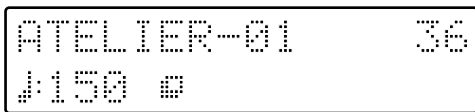
You cannot directly change the name of performance data saved to floppy disks. To edit the name of performance data on floppy disks, first load the data to the AT-15, then rename the data.



Saving Performance Songs onto Floppy Disk

The performance data that you recorded will disappear when the power of the AT-15 is turned off. If you wish to keep the performance data, you can save it on a floppy disk.

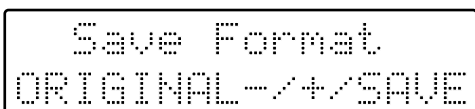
If the performance data has never been saved to a floppy disk, a " " symbol appears in the display. When the performance data is saved to a floppy disk, this symbol will no longer be displayed.



1. Insert a floppy disk formatted (p. 70) on the AT-15 into the disk drive.
2. Press the [Save] button to save the performance.
3. Press the Value [-] and [+] button to select the format.

You can select either "ORIGINAL" or "SMF" format.

ORIGINAL	Save data in Atelier format
SMF	Saving in SMF Format for Atelier Sound Modules

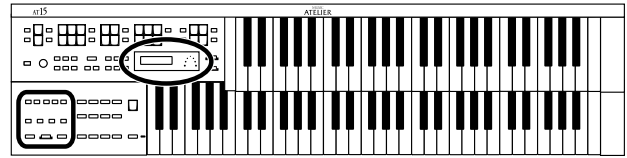


You can press the Select [-] [+] buttons to select the format for saving the data.



SMF (Standard MIDI File) is a data format that was created as a standardized way to exchange music data between devices made by different manufacturers.

Record and Playback Your Performance



4. Press the [Save] button to confirm the format.

While performance data is being saved to the floppy disk, the following display appears.

```
ATELIER-01      36
Saving... ..
```

○ If the following screen will appear

If the floppy disk already contains performance data of the same name, the following display will appear.

```
Overwrite Song ?
Yes:REC No:RST
```

● If you wish to update the contents of the performance data

1. Press the [Rec] button.

● If you wish to save the data without erasing the performance data already on floppy disk you must rename the song

1. Press the [Reset] button to cancel saving.

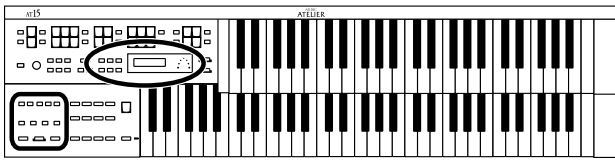
2. Change the name (p. 72), and perform the Save procedure once again.

NOTE

Music data that was saved in Atelier format cannot be played back correctly on instruments other than the Atelier series.

NOTE

Saving performance data in SMF format (SMF) requires a longer time than saving it in Atelier format (ORIGINAL).



Deleting Performance Songs Stored on Disk

Follow the steps below to erase a performance song that was saved onto a floppy disk.

- 1.** Insert the floppy disk containing performance songs into the disk drive.
- 2.** Press the [Utility] button.
- 3.** Press the Menu [◀] and [▶] buttons to select "Disk Utility."

```
◀ Disk Utility ▶  
Yes:REC
```

- 4.** Press the [Rec] button.
- 5.** Press the Menu [◀] and [▶] buttons to select "Delete Song."

```
◀ Delete Song  
Yes:REC No:RST
```

To cancel the procedure, press the [Reset] button.

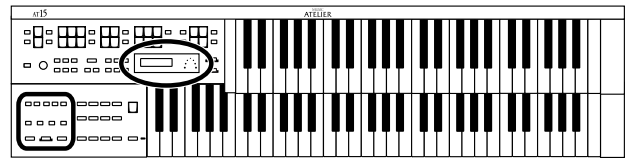
- 6.** Press the [Rec] button.
- 7.** Using the Value [-] and [+] button, select the performance song to be erased.
- 8.** Press the [Rec] button.

You will see the following:

```
ATELIER-01  S01  
Del Sure?REC/RST
```

To cancel the procedure, press the [Reset] button.

- 9.** To delete the performance song, press the [Rec] button again.
When erasing is completed, the basic screen reappears.



Layering a New Recording onto SMF Music Files

You can load commercially available SMF music files into the AT-15, and record your own performance on top of it. During recording, the data you've loaded will be played back, while everything you play on the upper and lower manuals will be recorded.

- 1. Insert a floppy disk containing commercially available SMF music files into the floppy disk drive.**
- 2. Press the Select [-] [+] buttons to select the music file that you wish to load into the AT-15.**
- 3. Press the [Load] button.**

The selected music file will be loaded.

While performance data is being loaded, the following screen will appear.

```

New Song          1
Loading...
    
```

- 4. Press the [Rec] button to enter record-ready mode.**

The [Rec] button indicator will light, and the [Play/Stop] button indicator will blink.

- 5. Make the panel settings that you wish to record.**

- 6. Press the [Play/Stop] button to begin recording.**

When you press the [Play/Stop] button, the metronome will play two measures (bars) of count-in before recording begins.

As you record, the music file that was loaded into the AT-15 will play back. Your own performance (on the upper and lower manuals) will be recorded on top of the music files that you've loaded.

When the music files include performance data on Channel 1 (when the Solo voice is on), Channel 3, or Channel 4, that performance data is deleted, and the performance on the upper manual or lower manual is recorded.

Keyboard	AT-15 Track	SMF
Lower Keyboard	Lower	3
Upper Keyboard	Upper	4
	Solo	1 (when the Solo voice is on)

- 7. Press the [Play/Stop] button to stop recording.**

MEMO

The performance data you recorded can be saved on a floppy disk (p. 73).

NOTE

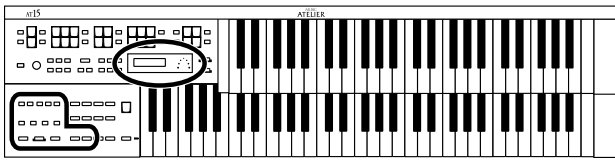
Commercially sold music files can also be loaded into the AT-15, but for reasons of copyright protection, cannot be saved in SMF format.

MEMO

You can re-record the pedal keyboard performance. For details refer to "Re-recording the Pedalboard Performance" (p. 82).

NOTE

The performances of Channel 2 in SMF music files are deleted when pedal performances are recorded over again.



Re-recording a Performance Saved on Floppy Disk

A song saved on floppy disk can be loaded into the AT-15, and you can then re-record the performances of the upper keyboard and lower keyboard.

- 1. Into the disk drive, insert the floppy disk that contains the performance data.**
- 2. Press the Select [-] [+] buttons to select the performance data that you wish to load into the AT-15.**
- 3. Press the [Load] button.**
The selected performance data will be loaded.
- 4. Press the [Rec] button to enter record-ready mode.**
The [Rec] button indicator will light, and the [Play/Stop] button indicator will blink.
- 5. Make the panel settings that you wish to record.**
- 6. Press the [Play/Stop] button to begin recording.**
When you press the [Play/Stop] button, the metronome will play two measures (bars) of count-in before recording begins.
As you record, the music file that was loaded into the AT-15 will play back. Your own performance (on the upper and lower manuals) will be recorded on top of the music files that you've loaded.
If the loaded music files contains upper keyboard and/or lower keyboard performances, that performance data will be erased and replaced by your new performance.
- 7. Press the [Play/Stop] button to stop recording.**

Using Song with a Different Tempo Than That of the Performance Song

- 1. Into the disk drive, insert the floppy disk that contains the performance data.**
- 2. Press the Select [-] [+] buttons to select the performance data that you wish to load into the AT-15.**
- 3. Press the [Load] button.**
The selected performance data will be loaded.
- 4. Determine the tempo with the Tempo [◀] and [▶] buttons.**
- 5. Hold down the [Reset] button and press the [Rec] button.**



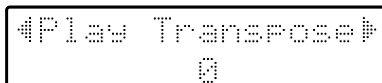
You can re-record the pedal keyboard performance. For details refer to "Re-recording the Pedalboard Performance" (p. 82)

Settings for the Composer

Changing the Key When Playing Back Songs

SMF Music files or a performance that you recorded can be transposed for playback.

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "Play Transpose."



◀ Play Transpose ▶
0

3. Press the Value [-] and [+] buttons to select the value for transpose.

Each press of the Value [-] and [+] buttons transpose the key by a semitone.

You can transpose the song within a range of -24 to +24 semitone.

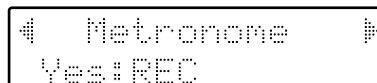
To return to the basic screen, press the [Utility] button.

→ You can transpose the keyboard for performance. For details refer to "Transposing to a Different Key (Transpose Buttons)" (p. 48).

Changing the Metronome Setting

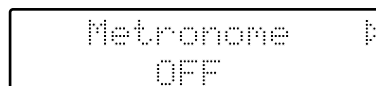
This setting determines whether or not the metronome will sound.

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "Metronome."



◀ Metronome ▶
Yes: REC

3. Press the [Rec] button.
4. Using the Menu [◀] and [▶] buttons, select "Metronome."

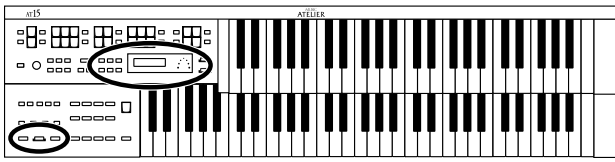


Metronome ▶
OFF

5. Press the Value [-] and [+] buttons to select OFF, REC, or ON.

Setting	Descriptions
OFF	Not heard at all
REC	Heard only while recording
ON	Heard constantly

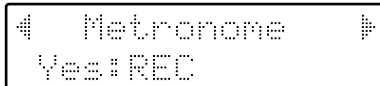
To return to the basic screen, press the [Utility] button.



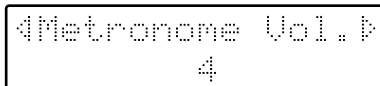
Adjusting the Metronome Volume

You can adjust the volume of the metronome.

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "Metronome."



3. Press the [Rec] button.
4. Using the Menu [◀] and [▶] buttons, select "Metronome Vol." (Metronome Volume).



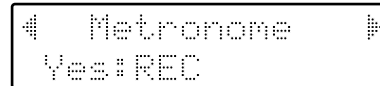
5. Press the Value [-] and [+] buttons to select the desired volume level (1–10).
Increasing the value will raise the volume of the metronome.

To return to the basic screen, press the [Utility] button.

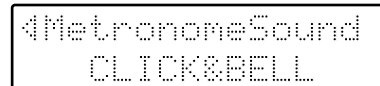
Changing the Sound of the Metronome

You can choose one of 4 different sounds for the metronome.

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "Metronome."



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Metronome Sound."



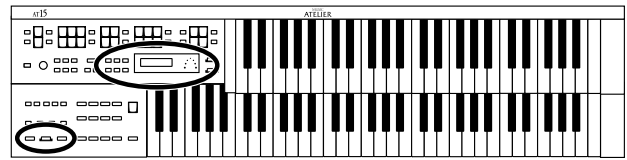
5. Press the Value [-] and [+] buttons to select the type of sound for the metronome.

Setting	Descriptions
CLICK&BELL	Conventional metronome sound
ELECTRONIC	Electronic metronome sound
VOICE ENG.	Human voice (English)
VOICE JPN.	Human voice (Japanese)

To return to the basic screen, press the [Utility] button.

→ This setting remains stored in memory even while power is turned off.

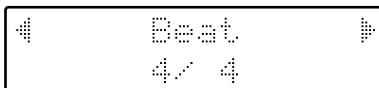
Settings for the Composer



Setting the Beat

This setting determines the beat to be used when recording performance songs.

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "Beat."



3. Press the Value [-] and [+] buttons to set the beat.

Setting 2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8,
9/8, 12/8

To return to the basic screen, press the [Utility] button.

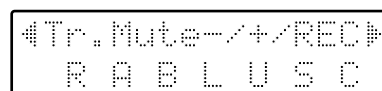
- * When recording your performance with playing Rhythm performances or Automatic Accompaniment, the beat is set automatically.
- * You cannot change the beat of previously recorded songs.

Silencing a Specific Track

You can temporarily silence sound of a specific track. This is referred to as "Track Mute."

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "Tr. Mute" (Track Mute).
3. Press the Value [-] and [+] buttons to select the track that you wish to mute.

From the left, these are "R (rhythm), A (accompaniment), B (bass), L (lower), U (upper), S (Solo) and C (control)."

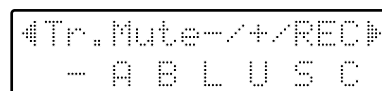


What is a Track?

The AT-15's Composer features seven tracks. The following types of performance are recorded to the tracks.

R (Rhythm)	Rhythm performances, Drums/SFX
A (Accomp)	Automatic Accompaniment (except Bass)
B (Bass)	Pedal Bass voice, Bass part of the Automatic Accompaniment
L (Lower)	Lower voice
U (Upper)	Upper voice
S (Solo)	Solo voice
C (Control)	Panel operations, Expression Pedal operations

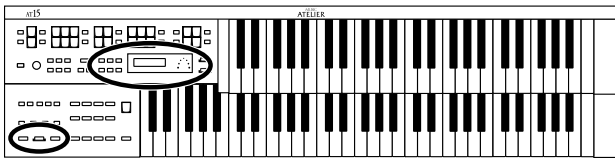
4. Press the [Rec] button.



The character changes to "-", indicating that the track is muted.

5. Once again press the [Rec] button, and muting will be canceled.

To return to the basic screen, press the [Utility] button.



Assigning Commercial SMF Music Files to the Tracks

Track	Channel
R (Rhythm)	10
A (Accomp)	5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16
B (Bass)	2
L (Lower)	3
U (Upper)	4
S (Solo)	1

During recording, the control track will store the operations as follows.

○ Panel Operations (Voice selections, Tempo changes, Rotary fast/slow etc.)

Newly recorded performance data will be added without erasing the previously recorded data.

If you wish to record new performance data, erase all the recorded data (p. 69).

○ Expression Pedal Operations

The way in which expression operations are recorded will depend on the setting of the "Exp. Source" item "Recording" in the Utility menu.

PEDAL	Expression pedal operations will be recorded. If expression data has already been recorded, the previously recorded data will be erased as the new data is recorded.
COMPOSER	Expression pedal operations will not be recorded. If expression data has already been recorded, the previously recorded data will remain without being erased.

→ For details refer to "Changing the Function of the Expression Pedal" (p. 82).

Muting Individual Channels of Performance Data

You can mute (silence) individual channels of performance data of SMF music files (sold separately).

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Ch.Mute" (Channel Mute).
3. Press the Value [-] and [+] buttons to select the channel that you wish to mute.

From the left, these are "1 Ch. (channel 1), 2 Ch. ... 15 Ch., and 16 Ch."

```
4Ch.Mute-/+/REC▶
1234567890123456
```

4. Press the [Rec] button.

```
4Ch.Mute-/+/REC▶
-234567890123456
```

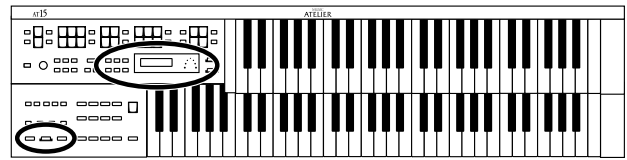
The number will change to "-" indicating that the corresponding channel has been muted.

5. Once again press the [Rec] button, and muting will be canceled.

To return to the basic screen, press the [Utility] button.

- * Channel mute will be defeated when you perform the following operations.
- Press the Select [-] and [+] buttons to select different performance data.

Settings for the Composer



Re-recording the Pedalboard Performance

You can erase the bass accompaniment of SMF music files and record your own pedalboard performance, or re-record the pedalboard performance of a song that was previously saved on disk.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "BassReplaceRec."

```

#BassReplaceRec
OFF
    
```

3. Press the Value [-] and [+] buttons to switch the Bass Replace Rec "ON" or "OFF."

Setting	Descriptions
OFF	The pedal performance will not be recorded.
ON	The pedal performance will be recorded.

4. Press the [Utility] button.
The Basic screen will reappear.
5. Re-record the performance (p. 68, p. 76, p. 77).

Changing the Function of the Expression Pedal

Specify how the Expression Pedal will function when your performance is being recorded and when ATELIER song files are being played back.

■ Function During Recording

Specify whether Expression Pedal operations will be recorded or not while your performance is being recorded.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Exp. Source."

```

# Exp. Source
Yes:REC
    
```

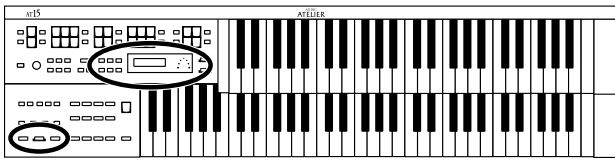
3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Recording."
5. Press the Value [-] and [+] buttons to specify the pedal function.

```

Recording
PEDAL
    
```

Setting	Descriptions
PEDAL	Expression Pedal movements will be recorded. The previous recording will be erased as new songs are recorded.
COMPOSER	Expression Pedal movements will not be recorded. The previous data will remain without being erased.

To return to the basic screen, press the [Utility] button.



■ Function During Playback

You can specify whether or not the Expression pedal will function while ATELIER song files are being played back.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Exp. Source."

```
◀ Exp. Source ▶
Yes:REC
```

3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Playback."
5. Press the Value [-] and [+] buttons to specify the pedal function.

```
◀ Playback ▶
PEDAL+COMPOSER
```

Setting	Descriptions
PEDAL+ COMPOSER	Expression pedal will function. Expression pedal recording within the song file will also be effective.
COMPOSER	Expression pedal will not function. The Expression pedal recording within the song file will be effective.
PEDAL	Expression pedal will function. The Expression Pedal recording within the song file will be ignored.

To return to the basic screen, press the [Utility] button.

Switching the Display of Lyrics On or Off

Some music files have Lyrics included and these Lyrics can be displayed on the screen. You can turn on or off the lyrics display of such music files.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Lyric."

```
◀ Lyric ▶
ON
```

3. Press the Value [-] and [+] buttons to switch the lyric display "ON (displayed)" or "OFF (not displayed)."

To return to the basic screen, press the [Utility] button.

* If you press a voice select button while playing back music files that contains lyrics, the display screen will switch, and the lyrics will no longer be displayed. To re-display the lyrics, press the [Rec] button.

→ This setting remains stored in memory even while power is turned off.

Adjusting the Effects

Sustain Effect

Sustain allows you to add a Sustain effect or decay to each voice after the keys are released.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Sustain."

```
◀ Sustain ▶  
Yes:REC
```

3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Sustain."

```
Sustain ▶  
Upper : OFF
```

5. Press the Menu [◀] and [▶] buttons to select the part whose sustain you wish to adjust.

Keyboard **Upper, Lower, Pedal**

6. Press the Value [-] and [+] buttons to adjust the setting.

Setting	Descriptions
ON	The Sustain effect is applied to the voices
OFF	The Sustain effect is not applied to the voices

To return to the basic screen, press the [Utility] button.

Changing the Sustain Length

The sustain length can be set independently (SHORT, MIDDLE (Medium) or LONG) for the Upper and Lower keyboards and Bass Pedalboard. You can make a separate setting for each keyboard.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Sustain."

```
◀ Sustain ▶  
Yes:REC
```

3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Sustain Length."

```
◀Sustain Length▶  
Upper : LONG
```

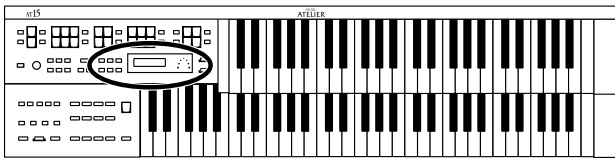
5. Press the Menu [◀] and [▶] buttons to select the part whose sustain length you wish to adjust.

Keyboard **Upper, Lower, Pedal**

6. Press the Value [-] and [+] buttons to adjust the setting.

Settings **SHORT, MIDDLE, LONG**

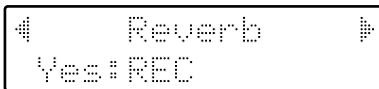
To return to the basic screen, press the [Utility] button.



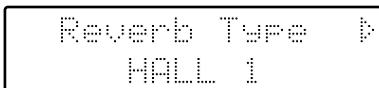
Changing the Reverb Type

You can select from the following 11 types of Reverb:

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Reverb."



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Reverb Type."



5. Press the Value [-] and [+] buttons to select a Reverb type.

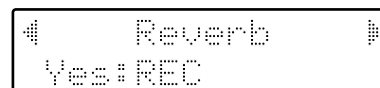
Setting	Descriptions
ROOM 1	Reverberation of a small room
ROOM 2	Reverberation of a small club
ROOM 3	Reverberation of a large room
HALL 1	Reverberation of a large concert hall
HALL 2	Reverberation of a small concert hall
SMALL CHURCH	The reverberation of a small church
LARGE CHURCH	The reverberation of a large church
CATHEDRAL	The reverberation of a cathedral
PLATE	A bright, metallic Reverberation
DELAY	An echo-like sound repeated several times
PAN DELAY	Similarly to the above but where the sound is panned between the left and right speakers

To return to the basic screen, press the [Utility] button.

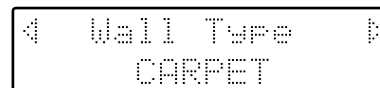
Changing the Wall Type

By changing the type of reverb (p. 85) you can experience the feeling of performing in various different locations, and by changing the Wall Type (wall material) you can make further adjustments to the way in which reverberation occurs.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Reverb."



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Wall Type."

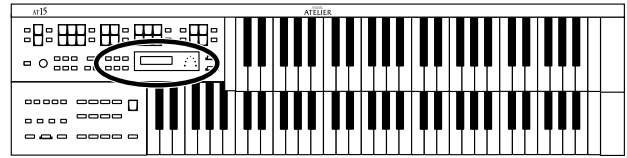


5. Press the Value [-] and [+] buttons to select a Wall type.

Setting	Descriptions
DRAPERY	Pleated curtain
CARPET	Carpet
ACOUSTIC TILE	Acoustical tile, sound-absorptive tile
WOOD	Wood
BRICK	Brick
PLASTER	Plaster
CONCRETE BLOCK	Concrete block
MARBLE	Marble

To return to the basic screen, press the [Utility] button.

Adjusting the Effects



Changing the Depth of the Reverb

The depth of the Reverb can be set (0–10) for the following Parts. You can make independent settings for each Part.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Reverb."

```
◀ Reverb ▶  
Yes:REC
```

3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Reverb Depth."

```
◀ Reverb Depth ▶  
Accomp : AUTO
```

5. Press the Menu [◀] and [▶] buttons to select the part whose reverb depth you wish to adjust.

Part **Accomp (Automatic Accompaniment except Bass), Rhythm, Drums, A.Bass (Bass part of Automatic Accompaniment), Pedal, Lower, U.Organ,U.Orch, Solo**

6. Press the Value [-] and [+] buttons to adjust the setting.

Settings **0 – 10**
AUTO (Accomp, Rhythm, A.Bass)

For the three Parts of the Accomp, Rhythm and Accompaniment Bass, you have the option of selecting the "AUTO" setting. Parts for which "AUTO" is selected will be set to the Reverb Depth that is most suitable for the Rhythm currently selected.

To return to the basic screen, press the [Utility] button.

Various Other Settings

Turning Initial Touch On/Off (Initial Touch)

Initial Touch is a function that translates the force used in playing the keys into a directly proportional amount of volume. It can be switched ON/OFF independently for the Upper and Lower Keyboards.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Initial Touch."

```
◀ Initial Touch ▶
  Upper : ON
```

3. Press the Menu [◀] and [▶] buttons to select "Initial Touch Upper," or "Initial Touch Lower."
Keyboard **Upper, Lower**
4. Press the Value [-] and [+] buttons to switch the Initial Touch "ON" or "OFF."

Setting	Descriptions
ON	The harder you play the key, the higher the volume. Some voices switches the sound depending on the strength with which you play the keyboard.
OFF	Volume remains constant regardless of how hard you play. The way the sounds are played also remains unchanged.

To return to the basic screen, press the [Utility] button.

Using the Foot Switch to Switch Registrations (Regist Shift)

You can use the Foot Switch as a dedicated switch for selecting registrations in order.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Regist Shift" (Registration Shift).

```
◀ Regist Shift ▶
      OFF
```

3. Press the Value [-] and [+] buttons to switch the Regist Shift setting.

Setting	Descriptions
OFF	You can use a function assigned to the foot switch.
RIGHT	The right foot switch is dedicated to switching registrations. The function assigned to the right foot switch cannot be used.
LEFT	The left foot switch is dedicated to switching registrations. The function assigned to the left foot switch cannot be used.

If Registration Shift is turned ON, each time you press the Foot Switch, the registrations will be selected in the following order: 1 → 2 → 3 → ... → 12 → 1 → .. etc.

To return to the basic screen, press the [Utility] button.

→ This setting remains stored in memory even while the power is turned off.

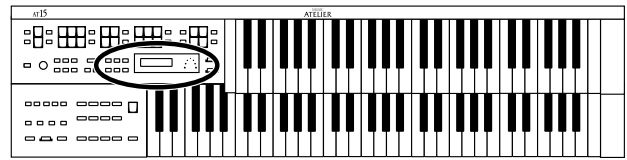
Changing the Function of the Foot Switch (Left Foot SW, Right Foot SW)

You can select any of the following functions and assign them to Foot Switch.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Left Foot SW" or "Right Foot SW."

```
◀ Left Foot Sw ▶
      GLIDE
```

Various Other Settings



◀Right Foot Sw ▶
ROTARY FAST/SLOW

3. Press the Value [-] and [+] buttons to set the function to be assigned to the foot switch.

To return to the basic screen, press the [Utility] button.

Setting	Descriptions
ROTARY FAST/SLOW	Switch the Rotary speed between "FAST" and "SLOW."
GLIDE	While the Foot Switch is pressed, the pitch will temporarily be lowered, and will gradually return to normal when you release the Foot Switch.
LEADING BASS	The Leading Bass function will operate only while you continue pressing the Foot Switch. When the Leading Bass function is enabled, the lowest note of the chord you play on the Lower keyboard will be used as the bass note (the bottom note of the chord).
RHYTHM START/STP	Start/Stop the Rhythm.
COMP PLAY/STOP	The same function as the Composer [Play/Stop] button. Each time you press the Foot Switch, the performance data will play back or stop.
INTRO/ENDING	Play an Intro or Ending.
FILL IN TO VAR.	After inserting a Fill-In, playback will switch to the variation pattern.
FILL IN TO ORIG.	After inserting a Fill-In, playback will switch to the original pattern.
DAMPER OF UPPER	Notes played on the Upper keyboard will be sustained only while you continue pressing the Foot Switch.
DAMPER OF LOWER	Notes played on the Lower keyboard will be sustained only while you continue pressing the Foot Switch.
BREAK	Stop the Rhythm for one measure (break).

* If the Utility menu "Regist Shift" setting is "RIGHT" or "LEFT", the Foot Switch will be dedicated to switching through the Registrations, and the "Right Foot Sw" or "Left Foot SW" setting will be ignored.

Turning Chord Intelligence On/Off (Chord Intelli)

"Chord Intelligence" is a feature that intelligently plays the correct accompaniment chords the moment you play a key specifying a chord on the Lower keyboard during Automatic Accompaniment.

To play a C chord on the Lower keyboard, for example, you usually have to press down the three keys C, E, and G; but with Chord Intelligence, you only have to press the C Key to initiate a C chord accompaniment.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Chord Intelli" (Chord Intelligence).

◀Chord Intelli ▶
ON

3. Press the Value [-] and [+] buttons to switch the Chord Intelligence "ON" or "OFF."

Setting	Descriptions
ON	Chord Intelligence function is ON.
OFF	Chord Intelligence function is OFF.

To return to the basic screen, press the [Utility] button.

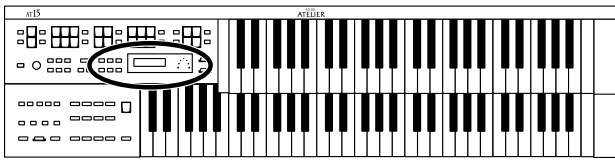
→ For more information about chord fingering, see the "Chord List" (p. 106).

■ About the Chord Intelligence Function

When the [One Touch Program] button is pressed, the Chord Intelligence function is automatically switched ON (p. 35).

○ Switching Chord Intelligence Off...

- Switch OFF the "Chord Intelligence" setting in the Utility menu.

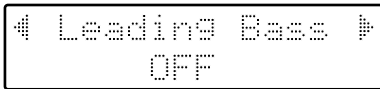


Using the Leading Bass Function (Leading Bass)

When Automatic Accompaniment is used, and the Pedal [To Lower] button is ON, the Pedal Bass voice will normally play the root note (p. 109) of the chord you play on the Lower keyboard. If the Leading Bass function is enabled, the lowest note of the chord you play on the Lower keyboard will then be used as the bass note (the bottom note of the chord).

For this reason, the bass note will be sounded differently than normal when you play an inverted chord (p. 109).

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Leading Bass."



3. Press the Value [-] and [+] buttons to switch the Leading Bass "ON" or "OFF."

Setting	Descriptions
ON	The Leading Bass function is on. The pedal bass tone will sound the lowest note of the chord you play in the lower keyboard.
OFF	The Leading Bass function is off.

To return to the basic screen, press the [Utility] button.

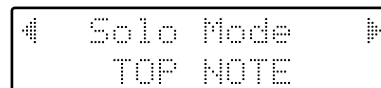
→ You can assign the Leading Bass functions to either of the foot switches located on each side of the Expression Pedal (p. 88).

* While the intro or ending are playing, playing the lower keyboard will not produce sound.

Changing How the Solo Voice Responds (Solo Mode)

When the Solo voice is assigned to the Upper keyboard, you can specify how the Solo voice will respond when more than one key is pressed.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Solo Mode."

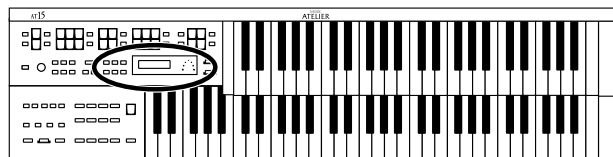


3. Press the Value [-] and [+] buttons to change the setting for Solo Mode.

Setting	Descriptions
TOP NOTE	The Solo voice will sound the highest note that is played for the Solo part.
LAST NOTE	The Solo voice will sound the note that was most recently played for the Solo part.
POLYPHONIC	The Solo voice will sound all notes that are played for the Solo part.

To return to the basic screen, press the [Utility] button.

Various Other Settings



Layering the Solo Voice and Lower Voice (Solo To Lower Mode)

When the Solo voice is being played by the Lower keyboard (i.e., when the Solo [To Lower] button is ON), you can specify whether the Lower voice and the Solo voice will sound together (layered), or will sound separately (split).

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "SoloToLwr Mode" (Solo To Lower Mode).

```
◀SoloToLwr Mode▶
  SPLIT
```

3. Press the Value [-] and [+] buttons to switch the "SPLIT" or "LAYER."

Setting	Descriptions
SPLIT	The parts will sound separately.
LAYER	The Lower voice and Solo voice will sound together.

To return to the basic screen, press the [Utility] button.

Changing the Solo Split Point (Solo Split Point)

This setting is used to determine the Solo Split Point (lower limit of the playable range of the Solo voice) on the Lower keyboard to any desired position.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "SoloSplitPoint."

```
◀SoloSplitPoint▶
  B 4
```

3. Press the Value [-] and [+] buttons to change the Solo Split Point.

Settings C2 – C7

→ By pressing the Value [+] and [-] buttons simultaneously, you can restore the default setting (B 4).

To return to the basic screen, press the [Utility] button.

Changing the Pedalboard Polyphony (Pedal Bass Mode)

You can set the Bass Pedalboard to play simultaneous multiple notes or single notes only.

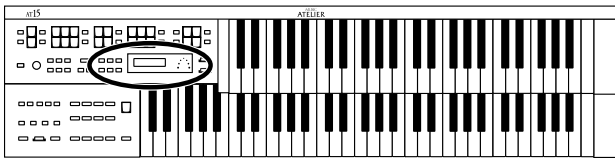
1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "PedalBass Mode."

```
◀PedalBass Mode▶
  MONOPHONIC
```

3. Press the Value [-] and [+] buttons to switch the Pedal Bass Mode "MONOPHONIC" or "POLYPHONIC."

Setting	Descriptions
MONOPHONIC	Only single notes can be played.
POLYPHONIC	Multiple notes can be played.

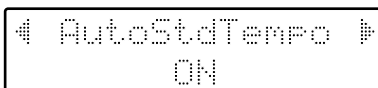
To return to the basic screen, press the [Utility] button.



Preventing Rhythm Tempos from Switching Automatically (Auto Standard Tempo)

You can prevent rhythm tempos from switching automatically when you switch rhythms.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "AutoStdTempo" (Auto Standard Tempo).



3. Press the Value [-] and [+] buttons to switch the Auto Standard Tempo "ON" or "OFF."

Setting	Descriptions
ON	Switching the rhythm while the rhythm is stopped automatically changes the tempo settings to those in the new rhythm.
OFF	When the rhythm is stopped, the tempo settings are not changed automatically when the rhythms are changed.

To return to the basic screen, press the [Utility] button.

→ This setting remains stored in memory even while power is turned off.

Playing a Count Sound When the Intro Ends (Intro Count Down)

If an intro is played before your performance, you can have a countdown played to the end of the intro, allowing you to understand easily where you are to start playing.

1. Press the [Utility] button.
2. Using the Menu [◀] and [▶] buttons, select "IntroCountDown."



3. Press the Value [-] [+] buttons to switch the Intro Count Down "ON" or "OFF."

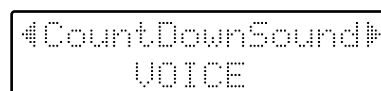
When you press the [Intro/Ending] button, an intro will play, and the end of the intro will be counted-down.

To return to the basic screen, press the [Utility] button.

Changing the Sound of the Count Down (Count Down Sound)

You can change the sound that is used for the count played at the end of the intro.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "CountDownSound."

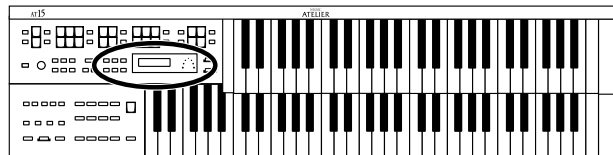


3. Press the Value [-] and [+] buttons to select the type of sound for Intro Count Down.

Setting	Descriptions
VOICE	Human voice count (One, two, three...)
STICK	Stick sound count

To return to the basic screen, press the [Utility] button.

Various Other Settings



Registration Arranger Update (Arranger Settings Recall Timing)

You can specify how the settings related to Rhythm performances and Automatic Accompaniment will be recalled when you press a Registration button [1] – [8].

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "ArrangerUpdate."

◀ArrangerUpdate▶
DELAYED

3. Press the Value [-] and [+] buttons to change the setting for Arranger Update.

Setting	Descriptions
DELAYED	Settings related to Rhythm performances and Automatic Accompaniment will be recalled when you hold a Registration button for several seconds. If you quickly press the Registration button, only the panel settings (voice, etc.) that are not related to Rhythm and Automatic Accompaniment will be updated.
INSTANT	Settings related to Rhythm performances and Automatic Accompaniment will be recalled the instant you press a button along with all other panel settings.

To return to the basic screen, press the [Utility] button.

→ This setting remains stored in memory even while power is turned off.

Registration Transpose Update (Transpose Setting Recall Timing)

You can specify how the transpose setting will be recalled when you press a Registration button [1] – [8].

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "Trans. Update" (Transpose Update).

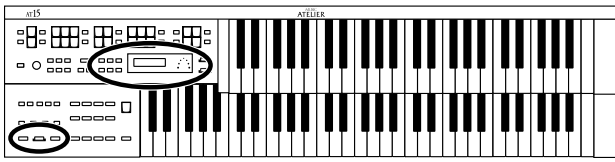
◀Trans. Update▶
INSTANT

3. Press the Value [-] and [+] buttons to change the setting for Trans. Update.

Setting	Descriptions
DELAYED	Transpose settings will be recalled when you hold a Registration button for several seconds.
INSTANT	Transpose setting will be recalled the instant you press a button along with all other panel settings.

To return to the basic screen, press the [Utility] button.

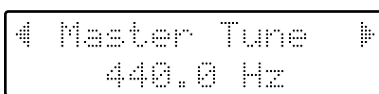
→ This setting remains stored in memory even while power is turned off.



Adjust the Standard Pitch (Master Tune)

The basic pitch of an instrument is generally considered as the pitch of the middle A note. The “Master Tune” parameter lets you adjust this basic pitch to match the pitch of any other instruments that are playing together with the AT-15.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select “Master Tune.”



3. Press the Value [-] and [+] buttons to adjust the basic pitch.

Settings **415.3Hz – 466.2Hz (0.1 Hz units)**

To return to the basic screen, press the [Utility] button.

→ By pressing the Value [+] and [-] buttons simultaneously, you can restore the default setting (440.0 Hz).

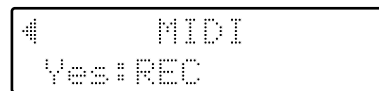
→ This setting remains stored in memory even while power is turned off.

Selecting the MIDI Transmit Channel (Tx MIDI Channel)

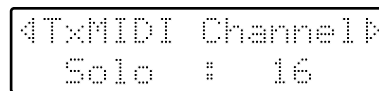
When you use the MIDI connectors of the AT-15 to transmit musical data to external devices, for each keyboard (Upper, Lower, and Pedal) you can specify the channel on which your playing will be transmitted as MIDI messages. You can modify these Tx (Transmit) MIDI settings as needed.

→ For details refer to “If You’re Using MIDI” (p. 97).

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select “MIDI.”



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select “TxMIDI Channel.”



5. Press the Menu [◀] and [▶] buttons to select a part.

Part **Solo, Upper, Lower, Pedal, Control**

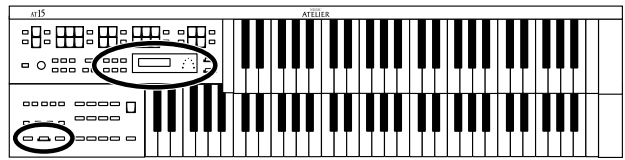
6. Press the Value [-] and [+] buttons to select the MIDI transmission channel.

Channel **1-16**

To return to the basic screen, press the [Utility] button.

* The CONTROL part transmits expression pedal data and PC numbers.

Various Other Settings

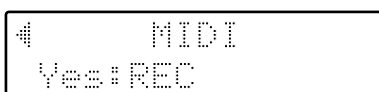


MIDI IN Mode

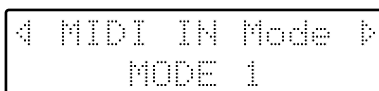
This instrument contains two sound generators: one for SMF data playback and one for keyboard performance.

Normally, data received at the MIDI In connector will control only the sound generator for SMF data playback. However by changing the MIDI IN Mode setting, you can also control the keyboard sound generator from MIDI In.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "MIDI."



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "MIDI IN Mode."



5. Press the Value [-] and [+] buttons to change the setting for MIDI IN Mode.

Setting	Descriptions
MODE 1	Control the instrument as a GS sound generator.
MODE 2	Channels 5 through 10 and Channels 12, 14, 15 are transmitted to the GS sound generator, and all other channels are transmitted to the keyboard sound generator.

Ch	MODE 1	MODE 2
1	GS	Solo
2	GS	Pedal/GS *
3	GS	Lower
4	GS	Upper
5-10	GS	GS
11	GS	Drums/SFX
12	GS	GS
13	GS	Nothing
14-15	GS	GS
16	GS	Control

To return to the basic screen, press the [Utility] button.

* When the pedal part button is ON, data received at the MIDI In connector will control the pedal part of keyboard sound generator.

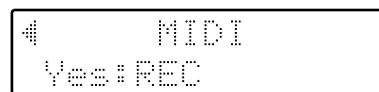
When the pedal part button is OFF, data received at the MIDI In connector will control the GS sound generator.

- There are limitations on the types of MIDI messages that can be received by the keyboard sound generator. For details refer to the "MIDI Implementation" (sold separately).
- This setting remains stored in memory even while power is turned off.

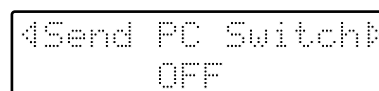
Specifying Transmission of PC Numbers (Send PC Switch)

Transmission of PC (Program Change) numbers can be switched ON/OFF.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "MIDI."



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "Send PC Switch."

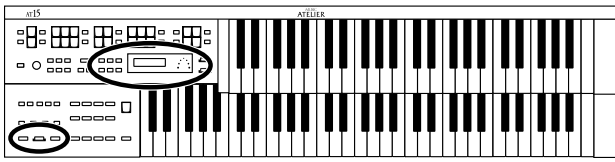


5. Press the Value [-] and [+] buttons to switch the Send PC Switch "ON" or "OFF."

Setting	Descriptions
ON	PC numbers are transmitted.
OFF	PC numbers are not transmitted.

To return to the basic screen, press the [Utility] button.

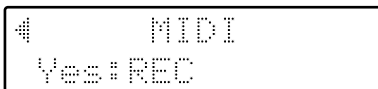
- This setting remains stored in memory even while power is turned off.



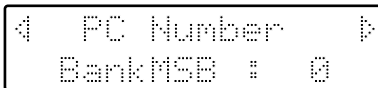
Setting PC Numbers (PC Number)

You can specify the Program Change number that will be transmitted from MIDI Out when a Registration is selected.

1. Press the [Utility] button.
2. Press the Menu [◀] and [▶] buttons to select "MIDI."



3. Press the [Rec] button.
4. Press the Menu [◀] and [▶] buttons to select "PC Number."



5. Press the Menu [◀] and [▶] buttons to select "Bank MSB," "Bank LSB," "PC Num."
6. Press the Value [-] and [+] buttons to change the setting.

Menu	Setting
Bank MSB (Bank Select MSB)	0-127
Bank LSB (Bank Select LSB)	0-127
PC Num (PC Number)	1-128

To return to the basic screen, press the [Utility] button.

Connecting with External Devices

If you want to hook up an external instrument to the AT-15, then this chapter is for you.

Names and Functions of Jacks and Connectors

1 MIDI Out/In Connectors

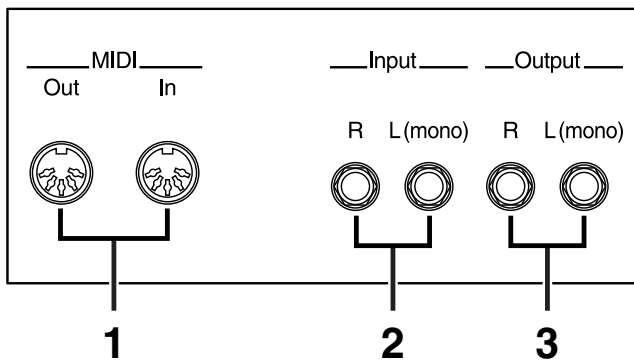
You can connect external MIDI instruments to these connectors to exchange performance information.

2 Input L (mono)/R Jacks

Using this jack, you can connect other sound generating devices or audio equipment and play sounds from other devices through the AT-15's speaker.

3 Output L (mono)/R Jacks

You can some awesome sounds if you connect speakers or other audio equipment to these jacks. You can also hook up a cassette recorder to record your performances.



Connecting Audio Equipment

Output Jack

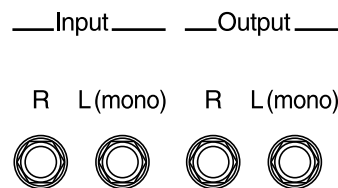
You can connect audio equipment using audio cables (sold separately) and play the sounds from the AT-15 through the speakers on the connected equipment or record your performances on a tape recorder or other recording device. If the output of the connected device is monaural, you must use the L (Mono) jack.

Use an audio cable to connect the input jack on the audio set or amp mixer to one of the output jacks on the AT-15. Use an audio cable with a standard plug. When purchasing an audio cable, please consult the vendor where you bought the AT-15.

Input Jack

You can connect another sound module, such as audio equipment or an electronic instrument using audio cables (sold separately) and play the sounds from the connected device through the speakers on the AT-15.

If the input of the connected device is monaural, you must use the L (Mono) jack.



■ Making the Connections

NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

1. Turn down the volume all the way on all equipment.
 2. Turn off the power to the AT-15 and other connected equipment.
 3. Connect the AT-15 and other equipment with audio cables (sold separately).
 4. Turn on the connected equipment.
 5. Turn on the AT-15.
 6. Adjust the volume.
- After use, follow the steps below to switch off the power.
1. Turn down the volume all the way on all equipment.
 2. Turn off the AT-15.
 3. Turn off the connected equipment.

If You're Using MIDI

● What's MIDI?

MIDI stands for "Musical Instrument Digital Interface," and is a unified standard for the exchange of performance data and other information between electronic instruments and computers.

The AT-15 is equipped with MIDI connectors to let it exchange performance information with external devices. These connectors can be used to connect the AT-15 to an external device for even greater versatility.

● About MIDI Connectors

The AT-15 has two kinds of MIDI connectors.

Connecting these to the MIDI connectors on a MIDI instrument makes it possible for the two instruments to control each other.

For instance, you can output sound from the other instrument or switch tones on the other instrument.



You should also set the MIDI send channel as needed (p. 93).

○ MIDI Out Connector

The notes played on the keyboard, movements of the Damper pedal, Expression data, and data indicating that a Registration button [1]–[8] was pressed will be transmitted to the external MIDI connector.

○ MIDI In Connector

Performance messages from an external MIDI device are received here.

These incoming messages may instruct the receiving MIDI instrument to play sounds or switch tones.

The AT-15 contains two sound generators: one sound generator for its own keyboards and one GS sound generator (p. 110). Normally, musical data transmitted from an external device to the MIDI In connector is sent to the GS sound generator, but you can also set the "MIDI IN Mode" parameter (p. 94) so that the keyboard sound generator is controlled.

■ Connecting the AT-15 to a MIDI Instrument

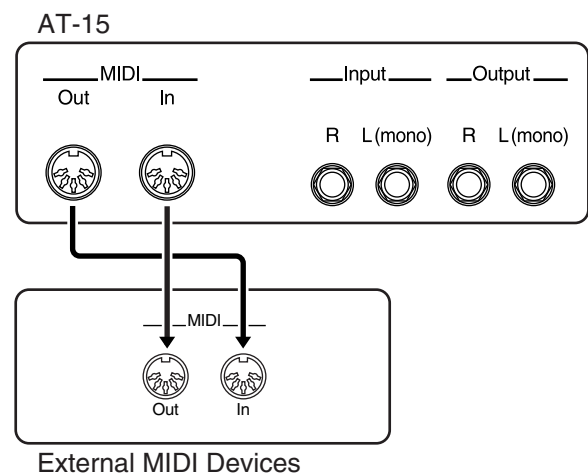
NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

1. Turn down the volume all the way on all equipment.
2. Turn off the power to the AT-15 and other connected equipment.
3. Use a MIDI cable (sold separately) to connect the MIDI connector on the external instrument to the MIDI connector on the AT-15.
4. Turn on the external MIDI device and AT-15.
5. You should change the setting of TxMIDI channel as needed (p. 93).

Connection Example:

- Connecting the MIDI Device



* A separate publication titled "MIDI Implementation" is also available. It provides complete details concerning the way MIDI has been implemented on this unit. If you should require this publication (such as when you intend to carry out byte-level programming), please contact the nearest Roland Service Center or authorized Roland distributor.

Troubleshooting

If the AT-15 does not function in the way you expect, first check the following chart. If this does not resolve the problem, consult your dealer or a nearby Roland Service Station.

When you press the [Power On] switch, the power doesn't come on

- Power cord is not connected correctly (p. 16).

No sound is heard

- The [Master Volume] knob is set too low (p. 16).
- Headphones are connected (p. 17).
When you connect the headphones, the sound is heard only through the headphones.
- The volume of each Part Balance button is set too low (p. 26).
- The volume is set too low on the Expression Pedal (p. 49).
- You do not have a voice selected (p. 21).
Voices that have their button indicator lit can be played.
- While the [Drum/SFX] button is on (lit), you are playing keys in the lower manual to which no drum sounds or effect sounds have been assigned (p. 28, p. 103).

No sound is heard (when a MIDI instrument is connected)

- The power of the connected external devices is not turned on (p. 96).

Damper Pedal does not operate

- The damper pedal does not affect the Solo voice.
- The damper pedal does not affect the Upper keyboard.

Expression Pedal does not operate

- The function of the Expression Pedal during recording (p. 82) or the function during playback (p. 83) has been set to "COMPOSER."

Pressing the expression pedal while playing back Atelier performance data produces a crackling noise

- Is the expression pedal function (p. 83) set to "PEDAL+COMPOSER" during playback of Atelier performance data?
When this setting is used, moving the expression pedal while playing back Atelier performance data may create a difference between the expression pedal information in the performance data and the volume as set with the expression pedal, which can result in this kind of sound being produced.
Set the expression pedal function (p. 83) to "PEDAL" during playback.

Can't use the function assigned to the foot switch

- If the Utility menu item "Regist Shift" (change Registrations) is "RIGHT" or "LEFT" (p. 87), the foot switch will be dedicated to switching the Registration.

When the Human Voice "Jazz Scat" is selected, playing dynamics do not change the sound

- The Utility menu item "Initial Touch" is turned OFF (p. 87).

Rotary effect is not be applied

- Some sounds do not allow the rotary effect to be applied (p. 102).

Even though you press only one key, a multiple number of notes sound

- Harmony Intelligence is at ON (p. 41).
- Chord Intelligence is turned ON (p. 88).

Automatic Accompaniment sounds odd

- The keys for a chord were not pressed simultaneously.
- When Chord Intelligence is OFF (p. 88), the chord is not being pressed correctly.

Pitch is off

- Transpose is in effect (p. 48).
- The tuning is incorrect (p. 93).
- While set for an octave shift (p. 27), you are playing keys beyond the recommended range. This does not indicate a malfunction.

Performance data cannot be played back

- While the Utility menu appears in the display (with the exception of Channel Mute and Track Mute), playback is not allowed. If you wish to playback performance data, press the [Utility] button once again to exit the Utility menu (p. 78–p. 95).

Recording is not possible

- While the Utility menu appears in the display, recording is not allowed. If you wish to record performance data, press the [Utility] button once again to exit the Utility menu (p. 78–p. 95).

Lyrics are not indicated properly in the display

- With some music files, the lyrics cannot be displayed correctly.
- If you press a button while the lyrics are being shown in the display, the lyrics will disappear. To recall them, press the [Rec] button.

The recorded performance has disappeared

- Any performance that has been recorded is deleted when the power to the unit is turned off. A performance cannot be restored once it's been deleted, so be sure to save it on a floppy disk before you turn off the power (p. 73).

The bass note of the Automatic Accompaniment does not sound

- When a voice is selected for the Pedal Bass part, the bass of the Automatic Accompaniment will not sound.

When you started a Rhythm with an Intro, the Rhythm did not sound

- Some Rhythms do not have rhythm sounds in the intro.

Sound is distorted / cracked

- The Part Balance volume of each part is too high (p. 26).
- The Reverb volume has been raised when the volume of each Part Balance button is already raised.
Either lower the Reverb volume, or adjust the Part Balance of each part (p. 26).
- The [Master Volume] knob has been used to raise the overall volume excessively (p. 16).

Some keys (of certain keyboard parts) sound strange

- You've assigned the same voice, using the same range, to multiple parts.

The Rhythm does not change when you press the Registration [1]–[8] buttons

- The settings at which Registrations are recalled (Arranger Update) has been set to "DELAYED" (p. 92).

Bass is heard even though you are not playing the Bass Pedalboard

- The Pedal [To Lower] button (p. 46) is ON.
When the Pedal [To Lower] button is ON, the Bass will be sounded by the Lower keyboard.

When playing the same sound in the Upper keyboard and Lower keyboard, the volume is different

- On one of the keyboards, "Initial Touch" is turned ON (p. 87).

Lower keyboard cannot be heard

- The Lower keyboard will not produce sound while an Intro or Ending is being played.

The sound is not played correctly

- If you layer the same type of sound, or play an octave-shifted organ sound, the timing at which you play a note or the phase relationship between the two sounds may affect the way in which the sounds are heard, but this is not a malfunction.

Can't play the demo songs

- A floppy disk is inserted in the disk drive.
In order to play the demo song, you must remove the floppy disk from the disk drive (p. 35).

Can't select Rhythms from a Music Style disk

- The Rhythm [Disk] button has not been selected (p. 35).

The volume level of the instrument connected to AT-15 is too low

- Could you be using a connection cable that contains a resistor?
Use a connection cable that does not contain a resistor.

Display Messages

Copy Protected.
Can't Save

Meanings:

- To protect the copyright, this music file cannot be saved as SMF format.
- When you want to save as Atelier format, you can save on a floppy disk.

Can't Save
This Song.

Meanings:

- You can only play the music data. It cannot be saved on a floppy disk or internal memory.

Write-Protected
Disk

Meanings:

- The protect tab on the floppy disk is set to the Protect position. Change it to the Write position and repeat the procedure.

Master Disk

Meanings:

- This floppy disk cannot store the format or save any data. Insert a different disk and repeat the procedure.

Read Only Song.
Can't Save

Meanings:

- A new song cannot be saved onto this floppy disk.

No Disk

Meanings:

- No floppy disk is inserted to the disk drive. Insert the disk correctly, and repeat the procedure.

Disk Full

Meanings:

- There is not sufficient space left on the floppy disk for the data to be saved. Save the data onto a different floppy disk.

Unknown Disk

Meanings:

- The floppy disk inserted into the disk drive cannot be read. Please format the floppy disk.

Disk Ejected

Meanings:

- The floppy disk was removed from the disk drive while loading or writing was in progress.

Damaged Disk

Meanings:

- This floppy disk is damaged and cannot be used. Insert a different disk and repeat the procedure.

Can't Read

Meanings:

- This song cannot be read.

Can't Play

Meanings:

- It cannot be read the floppy disk quickly enough. Press the [Reset] button, then press the [Play/Stop] button to play the song.

Memory Full

Meanings:

- The Rhythm data is excessively large, and cannot be loaded.
- The performance data is excessively large, and cannot be loaded.
- Since the internal memory is full, recording is not possible.

MIDI Buffer Full

Meanings:

- The AT-15 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the AT-15.

Communication
Error

Meanings:

- A MIDI cable has been disconnected. Connect it properly and securely.

Memory Error

Meanings:

- There is something wrong with the system. Repeat the procedure from the beginning.

Internal Memory
Near Limit

Meanings:

- The AT-15 is warning you that its memory will soon become full to capacity, so not much more recording can be done.

Clear Song Sure?
Yes:REC No:RST

Meanings:

- To carry out the procedure, you first need to erase performance data in the AT-15. This message asks you to confirm that you don't mind doing this. To erase the data, press the [Rec] button. When you do not want to erase it, press the [Reset] button then save the data on disk.

OverwriteRegist?
Yes:REC No:RST

Meanings:





- This Registration is already being used. To overwrite the previous Registration data in this memory, press the [Rec] button. If you decide to keep the previous Registration data in this memory and save your settings in an unused memory, press the [Reset] button, press the [Select] button to select a number for which "--" is displayed, and then save the data.

Overwrite Song ?
Yes:REC No:RST

Meanings:

- There already is performance data having the same name on the disk. To replace the existing data with the new version, press the [Rec] button. To save it as a separate new file, press the [Reset] button first. Then, after changing the name, save it on disk.

Voice List

A11	Full Organ1	*1	K21	Honky-tonk	T11	Organ Bass1
A12	Full Organ2	*1	K31	E.Piano1	T12	Organ Bass2
A13	Full Organ3	*1	K32	E.Piano2	T21	Pipe Org. Bs
A14	Full Organ4	*1	K35	StageE.Piano	T31	String Bass *2
A15	Full Organ5	*1	K41	Harpsichord	T32	Bass+Cymbal
A20	Ballad Organ	*1	L11	Accordion	T51	E.Bass1
B11	Jazz Organ1	*1	L12	Bandoneon *2	T61	Tuba
B12	Jazz Organ2	*1	L21	Harmonica *2		
B13	Jazz Organ3	*1	M11	Nylon-str.Gt *2		
B14	Jazz Organ4	*1	M21	Steel-str.Gt *2		
B15	Jazz Organ5	*1	M22	12str Guitar *2		
B17	ComboJazzOrg	*1	M23	Ac.Gtr Sld *2		
B21	Rock Organ1		M31	Jazz Guitar *2		
C11	Lower Organ1	*1	M41	Overdrive Gt *2		
C12	Lower Organ2	*1	N11	Hawaiian Gt. *2		
C17	Manual Bass	*1	N12	Banjo *2		
D11	Pipe Organ1		N13	Mandolin		
D12	Pipe Organ2		N21	Harp *2		
D13	Pipe Organ3		N31	Sitar *2		
D21	Diapason 8'		O11	Vibraphone *2		
 D41	AEx PipeOrg		O12	Glockenspiel		
E11	Theater Or.1	*2	O13	Celesta		
E12	Theater Or.2	*2	O21	Marimba		
E13	Theater Or.3	*2	O22	Xylophone		
F11	Synth. Org.1		O31	Tubular-bell		
F21	Pop. Organ1	*1	O41	Steel Drums		
G11	Strings1		P11	Tp. Section *2		
G12	Strings2		P17	BrassSect.1 *2		
G15	Strings5		P21	Fr.Horn Sect		
G21	Orch.Str.Ens		P25	Orch.Brs Ens		
 G31	AEx Strings		P27	Orch.Tutti 1		
H11	Slow Str.1		P31	Sax.Section *2		
H21	Synth. Str.1		P41	Synth. Brass *2		
H31	Synth. Pad1		Q11	Trumpet *2		
H32	Synth. Pad2		Q21	Mute Trumpet *2		
I11	Violin	*2	Q31	Trombone *2		
I12	Viola	*2	Q41	Flugel Horn *2		
I13	Cello	*2	Q42	F.Horn Solo1 *2		
I14	Pizzicato	*2	Q51	Soprano Sax *2		
J11	Jazz Scat	*2	Q61	Alto Sax *2		
J12	Pop Voice	*2	Q71	Tenor Sax *2		
J13	Jazz Doo	*2	R13	Flute3 *2		
J14	Jazz Doot	*2	 R16	AEx Flute *2		
J15	Jazz Dat	*2	R22	Pan Flute *2		
J16	Jazz Bap	*2	R31	Oboe *2		
J17	JazzDowfall	*2	R32	Bassoon *2		
J21	Choir		R41	Clarinet *2		
J23	Classical		R51	Shakuhachi *2		
K11	Grand Piano		S11	Synth. Lead1 *2		
 K15	AEx PianoStr		S12	Synth. Lead2 *2		
			S18	Sugar Key *2		

*1: Rotary: effective, Chorus: ineffective

*2: Vibrato: effective, Aftertouch: effective

 : Active Expression Voice

Drum Set List

	JAZZ STANDARD	ROOM	POWER	ELECTRONIC
C2	36 Std Kick 1 37 Side Stick 38 Snare Drum 1 39 Hand Clap 40 Snare Drum 2 41 Low Tom 2 42 Closed Hi-hat 1 [EXC1] 43 Low Tom 1 44 Pedal Hi-hat 1 [EXC1] 45 Mid Tom 2 46 Open Hi-hat 1 [EXC1] 47 Mid Tom 1	Std Kick 1 Side Stick Snare Drum 1 Hand Clap Snare Drum 2 Room Low Tom 2 Closed Hi-hat 1 [EXC1] Room Low Tom 1 Pedal Hi-hat 1 [EXC1] Room Mid Tom 2 Open Hi-hat 1 [EXC1] Room Mid Tom 1	MONDO Kick Side Stick Gated SD Hand Clap Snare Drum 2 Room Low Tom 2 Closed Hi-hat 1 [EXC1] Room Low Tom 1 Pedal Hi-hat 1 [EXC1] Room Mid Tom 2 Open Hi-hat 1 [EXC1] Room Mid Tom 1	Elec BD Side Stick Elec SD Hand Clap Gated SD Elec Low Tom 2 Closed Hi-hat 1 [EXC1] Elec Low Tom 1 Pedal Hi-hat 1 [EXC1] Elec Mid Tom 2 Open Hi-hat 1 [EXC1] Elec Mid Tom 1
C3	48 High Tom 2 49 Crash Cymbal 1 50 High Tom 1 51 Ride Cymbal 1 Chinese Cymbal Ride Bell 54 Tambourine 55 Splash Cymbal 56 Cowbell 57 Crash Cymbal 2 58 Vibra-slap 59 Ride Cymbal 2	Room Hi Tom 2 Crash Cymbal 1 Room Hi Tom 1 Ride Cymbal 1 Chinese Cymbal Ride Bell Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibra-slap Ride Cymbal 2	Room Hi Tom 2 Crash Cymbal 1 Room Hi Tom 1 Ride Cymbal 1 Chinese Cymbal Ride Bell Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibra-slap Ride Cymbal 2	Elec Hi Tom 2 Crash Cymbal 1 Elec Hi Tom 1 Ride Cymbal 1 Reverse Cymbal Ride Bell Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibra-slap Ride Cymbal 2
C4	60 High Bongo 61 Low Bongo 62 Mute High Conga 63 Open High Conga 64 Low Conga 65 High Timbale 66 Low Timbale 67 High Agogo 68 Low Agogo 69 Cabasa 70 Maracas 71 Short Hi Whistle [EXC2]	High Bongo Low Bongo Mute High Conga Open High Conga Low Conga High Timbale Low Timbale High Agogo Low Agogo Cabasa Maracas Short Hi Whistle [EXC2]	High Bongo Low Bongo Mute High Conga Open High Conga Low Conga High Timbale Low Timbale High Agogo Low Agogo Cabasa Maracas Short Hi Whistle [EXC2]	High Bongo Low Bongo Mute High Conga Open High Conga Low Conga High Timbale Low Timbale High Agogo Low Agogo Cabasa Maracas Short Hi Whistle [EXC2]
C5	72 Long Low Whistle [EXC2] 73 Short Guiro [EXC3] 74 Long Guiro [EXC3] 75 Claves 76 High Wood Block 77 Low Wood Block 78 Mute Cuica [EXC4] 79 Open Cuica [EXC4] 80 Mute Triangle [EXC5] 81 Open Triangle [EXC5] 82 Shaker 83 Jingle Bell	Long Low Whistle [EXC2] Short Guiro [EXC3] Long Guiro [EXC3] Claves High Wood Block Low Wood Block Mute Cuica [EXC4] Open Cuica [EXC4] Mute Triangle [EXC5] Open Triangle [EXC5] Shaker Jingle Bell	Long Low Whistle [EXC2] Short Guiro [EXC3] Long Guiro [EXC3] Claves High Wood Block Low Wood Block Mute Cuica [EXC4] Open Cuica [EXC4] Mute Triangle [EXC5] Open Triangle [EXC5] Shaker Jingle Bell	Long Low Whistle [EXC2] Short Guiro [EXC3] Long Guiro [EXC3] Claves High Wood Block Low Wood Block Mute Cuica [EXC4] Open Cuica [EXC4] Mute Triangle [EXC5] Open Triangle [EXC5] Shaker Jingle Bell
C6	84 Bell Tree 85 Castanets 86 Mute Surdo [EXC6] 87 Open Surdo [EXC6] 88 ---- 89 ---- 90 ---- 91 ---- 92 ---- 93 ---- 94 ---- 95 ----	Bell Tree Castanets Mute Surdo [EXC6] Open Surdo [EXC6] ---- ---- ---- ---- ---- ---- ---- ----	Bell Tree Castanets Mute Surdo [EXC6] Open Surdo [EXC6] ---- ---- ---- ---- ---- ---- ---- ----	Bell Tree Castanets Mute Surdo [EXC6] Open Surdo [EXC6] ---- ---- ---- ---- ---- ---- ---- ----
C7	96 ----	----	----	----

---: no sound

[EXC]: will not sound simultaneously with other percussion instruments of the same number

Drum Set List

	TR-808	BRUSH	ORCHESTRA	SOUND EFFECT	
C2	36	808 Bass Drum 1	Std Kick 1	Concert BD 1	----
	37	808 Rim Shot	Side Stick	Side Stick	----
	38	808 Snare Drum	Brush Tap	Concert SD	----
	39	Hand Clap	Brush Slap	Castanets	High Q
	40	Snare Drum 2	Brush Swirl	Concert SD	Slap
	41	808 Low Tom 2	Low Tom 2	Timpani F	Scratch Push [EXC7]
	42	808 CHH [EXC1]	Closed Hi-hat 1 [EXC1]	Timpani F#	Scratch Pull [EXC7]
	43	808 Low Tom 1	Low Tom 1	Timpani G	Sticks
	44	808 CHH [EXC1]	Pedal Hi-hat 1 [EXC1]	Timpani G#	Square Click
	45	808 Mid Tom 2	Mid Tom 2	Timpani A	Metronome Click
46	808 OHH [EXC1]	Open Hi-hat 1 [EXC1]	Timpani A#	Metronome Bell	
47	808 Mid Tom 1	Mid Tom 1	Timpani B	Guitar sliding Finger	
C3	48	808 Hi Tom 2	High Tom 2	Timpani c	Guitar cutting noise (down)
	49	808 Cymbal	Crash Cymbal 1	Timpani c#	Guitar cutting noise (up)
	50	808 Hi Tom 1	High Tom 1	Timpani d	String slap of double bass
	51	Ride Cymbal 1	Ride Cymbal 1	Timpani d#	Fl.Key Click
	52	Chinese Cymbal	Chinese Cymbal	Timpani e	Laughing
	53	Ride Bell	Ride Bell	Timpani f	Screaming
	54	Tambourine	Tambourine	Tambourine	Punch
	55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat
	56	808 Cowbell	Cowbell	Cowbell	Footsteps1
	57	Crash Cymbal 2	Crash Cymbal 2	Concert Cymbal 2	Footsteps2
58	Vibra-slap	Vibra-slap	Vibra-slap	Applause	
59	Ride Cymbal 2	Ride Cymbal 2	Concert Cymbal 1	Door Creaking	
C4	60	High Bongo	High Bongo	High Bongo	Door
	61	Low Bongo	Low Bongo	Low Bongo	Scratch
	62	808 High Conga	Mute High Conga	Mute High Conga	Wind Chimes
	63	808 Mid Conga	Open High Conga	Open High Conga	Car-Engine
	64	808 Low Conga	Low Conga	Low Conga	Car-Stop
	65	High Timbale	High Timbale	High Timbale	Car-Pass
	66	Low Timbale	Low Timbale	Low Timbale	Car-Crash
	67	High Agogo	High Agogo	High Agogo	Siren
	68	Low Agogo	Low Agogo	Low Agogo	Train
	69	Cabasa	Cabasa	Cabasa	Jetplane
70	808 Maracas	Maracas	Maracas	Helicopter	
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Starship	
C5	72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Gun Shot
	73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Machine Gun
	74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Lasergun
	75	808 Claves	Claves	Claves	Explosion
	76	High Wood Block	High Wood Block	High Wood Block	Dog
	77	Low Wood Block	Low Wood Block	Low Wood Block	Horse-Gallop
	78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Birds
	79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Rain
	80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Thunder
	81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Wind
82	Shaker	Shaker	Shaker	Seashore	
83	Jingle Bell	Jingle Bell	Jingle Bell	Stream	
C6	84	Bell Tree	Bell Tree	Bell Tree	Bubble
	85	Castanets	Castanets	Castanets	Cat
	86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	----
	87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	----
	88	----	----	Applause	----
	89	----	----	----	----
	90	----	----	----	----
	91	----	----	----	----
	92	----	----	----	----
	93	----	----	----	----
94	----	----	----	----	
95	----	----	----	----	
C7	96	----	----	----	----

---: no sound

[EXC]: will not sound simultaneously with other percussion instruments of the same number

Rhythm List

Big Band/Swing

LooseBigBand
Organ Swing
Big Serenade
Vocal Swing
Foxtrot 2
BigBandSwing
Blues
Club Swing

Country/Gospel

Cntry Dreams
Revival
OldtimeCntry
Cajun
Soft Gospel
D Country 2
Gospel 2
Twostep

Oldies/Contempo

Swing Pop
Pop'n Roll
'70s 1
Dreamin'
Michael'sPop
'50s Pop 1
Beach Sound
Let's Twist
Acoustic Pop
Surf'fun
Mersey Beat

Ballad

Scat Ballad
6/8 Ballad
SunnyFeelin'
Love Romance
MediumBallad
Pop Ballad
Soft Ballad

Latin

Slow Rhumba
ChaCha 2
Slow Bossa
Mambo 3
Slow Beguine
Plena
Trad Tango
Salsa

Samba

Waltz/March

Paris
MarchingBand
Quiet Waltz
March 4/4
Waltz
March 2/4
Slow Waltz

Trad/Acoustic

Quick Step
Hula
Broadway
Lager Polka
Raindrops
Guitar Trio
Fireside
Irish
Screen 2
P.Slow
G.Slow
P.Swing

Disk

6/8 Ballad
Trad Tango
MarchingBand
Guitar Trio

■ Music Style Disk

01 BigBndBalld2
02 Boogie
03 Jazz Band
04 Blues 2
05 Blues 3
06 Big Band 4
07 Swing
08 MidiumSwing2
09 Slow Swing 2
10 Bluegrass 1
11 Bluegrass 2
12 Cajun
13 Slow Country
14 ContryBallad
15 CountrySwing
16 Two Step 2
17 Train Beat
18 Twist 2
19 Slow Rock 2
20 Baroque

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Classic
Charleston
Dixieland 2
Foxtrot
Macarena
Miami
Merenge
Reggae
Tequila
Hawaiian 2
Bossa Nova 2
FastBosaNova
Bossa Nova 5
Chacha 3
Salsa 2
Mambo 2
Samba 2
Tango 4
Beguine 2
Easy Listen3
Easy Listen4
Easy Listen5
Easy Listen6
Easy Listen7
Pop Piano
ShufflePop 1
Gospel 2
GospelBallad
French Waltz
Vienna Waltz
Folk Waltz
Slow Waltz 2
Swing Waltz
March 2/4
D Marsch 6/8
R&B 2
Rock'n'Roll2
Rock'n'Roll3
Contemp 1
Contemp 2
Funk 1
Dance Pop 2

Chord List

● symbol : Indicates the constituent note of chords.

★ symbol : Chord shown with an "★" can be played by pressing just the key marked with the "★" (when Chord Intelligence is ON).

C	C#	D	E♭	E	F
Cmaj7	C#maj7	Dmaj7	E♭maj7	Emaj7	Fmaj7
C7	C#7	D7	E♭7	E7	F7
Cm	C#m	Dm	E♭m	Em	Fm
Cm7	C#m7	Dm7	E♭m7	Em7	Fm7
Cdim	C#dim	Ddim	E♭dim	Edim	Fdim
Cm7♭5	C#m7♭5	Dm7♭5	E♭m7♭5	Em7♭5	Fm7♭5
Caug	C#aug	Daug	E♭aug	Eaug	Faug
Csus4	C#sus4	Dsus4	E♭sus4	Esus4	Fsus4
C7sus4	C#7sus4	D7sus4	E♭7sus4	E7sus4	F7sus4
C6	C#6	D6	E♭6	E6	F6
Cm6	C#m6	Dm6	E♭m6	Em6	Fm6

F#	G	A \flat	A	B \flat	B
F#maj7	Gmaj7	A \flat maj7	A maj7	B \flat maj7	B maj7
F#7	G7	A \flat 7	A7	B \flat 7	B7
F#m	Gm	A \flat m	Am	B \flat m	Bm
F#m7	Gm7	A \flat m7	Am7	B \flat m7	Bm7
F#dim	Gdim	A \flat dim	Adim	B \flat dim	Bdim
F#m7 \flat 5	Gm7 \flat 5	A \flat m7 \flat 5	Am7 \flat 5	B \flat m7 \flat 5	Bm7 \flat 5
F#aug	Gaug	A \flat aug	A aug	B \flat aug	Baug
F#sus4	Gsus4	A \flat sus4	Asus4	B \flat sus4	Bsus4
F#7sus4	G7sus4	A \flat 7sus4	A7sus4	B \flat 7sus4	B7sus4
F#6	G6	A \flat 6	A6	B \flat 6	B6
F#m6	Gm6	A \flat m6	Am6	B \flat m6	Bm6

Settings That Are Stored After the Power Is Turned Off

Settings That Are Stored After the Power Is Turned Off

Initial Touch Upper ON/OFF
Initial Touch Lower ON/OFF
Registration Shift
Auto Standard Tempo
Arranger Update
Transpose Update
Metronome Sound
Lyric On/Off
Master Tune
MIDI IN Mode
Send PC Switch
Registration Name

Settings That Are Stored in the Registration Buttons

Registration Name
Registration Shift
Arranger Update
Transpose Update

Settings That Are Stored in the Individual Registration Buttons

The Octave settings for each part
Sustain ON/OFF
Sustain Length
Reverb Type
Wall Type
Reverb Depth
Initial Touch Upper ON/OFF
Initial Touch Lower ON/OFF
Left Foot Switch Assignment
Right Foot Switch Assignment
Chord Intelligence ON/OFF
Leading Bass ON/OFF
Solo Mode
Solo To Lower Mode
Solo Split Point
Pedal Bass Mode
Tx MIDI Channel
Bank MSB
Bank LSB
PC Number
Pedal [To Lower] button (ON/OFF)

Solo [To Lower] button (ON/OFF)
Transpose [-] [+] button (ON/OFF)
[Harmony Intelligence] button (ON/OFF)
Harmony Intelligence Type
Rotary [Fast/Slow] button (ON/OFF)
The Voices assigned for each part
Part Balance [▲] [▼] button (Part Balance Volume)
The Reverb depth for each part
The voices assigned to the [Others] buttons for each part
[Drums/SFX] button (ON/OFF)
Drums/SFX Set
Selected Rhythm
[Intro/Ending] button (ON/OFF)
Tempo setting
Volume of the rhythm Accompaniment part
Reverb depth of the rhythm Accompaniment part
Volume of the rhythm drum part
Reverb depth of the rhythm drum part
Volume of the rhythm bass part
Reverb depth of the rhythm bass part

Glossary

Arrangement

This refers to changes that have been made in an original tune, by adding a new accompaniment or by changing the instruments used.

Automatic Accompaniment

Automatic Accompaniment is automatic accompaniment when just a few keys in the lower section of the keyboard are pressed to specify the chord.

Basic Chord

This refers to the most commonly used types of chord, which are generally the following six types: major chords, minor chords, minor seventh chords, minor seventh ($\flat 5$) chords, dominant seventh chords, and diminished seventh chords.

Chord

Notes of two or more pitches sounded simultaneously. Chords consisting of three notes are called "triads," and are the most basic type of chord.

Ending

This is the last part of the accompaniment. When you stop playing the Automatic Accompaniment, the AT-15 plays an Ending appropriate for the Rhythm.

Glide

An effect that temporarily lowers the pitch and then gradually returns it to normal.

Intro

This is the introductory portion of an Automatic Accompaniment performance. The AT-15 plays an intro ideally suited to each Rhythm when it starts playing the Automatic Accompaniment.

Inversion

When the lowest note of a chord is the root, the chord is said to be in "root position." In contrast, forms of a chord in which other notes are the lowest pitch are called "inversions."

Mute

To silence a sound. The AT-15 provides a Track Mute function that allows you to turn off the Track Mute button indicator of a track on which music data has been recorded, so that the corresponding track will temporarily be silenced.

Panel Settings

Settings such as sound selections, tempo, Rotary fast/slow.

Registration

A unit of data that contains the performance state of the instrument, such as sound selections and panel settings.

Reverb

An effect that simulates the reverberation of a room or concert hall.

Root Note

The root note is the basis of a chord. All chords are built on a root note, which is the part of the chord name given in uppercase letters.

Rotary

An effect which simulates the modulation given to the sound when a rotating speaker is used. The Rotary effect produces two types of modulation: fast or slow.

Sustain

An effect that adds a decay to each note. The AT-15 allows sustain to be applied to the voices of the upper part, lower part, and pedal part.

Voice

The AT-15 is able to produce the sounds of various instruments. These sounds are called "Voices."

Glossary

About ATELIER Series Sound Generator

The ATELIER series come equipped with GM2/GS sound generators.

General MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2

The General MIDI 2 is a set of recommended specifications that provide detailed definitions for functionality such as sound editing and effects that had not been defined in the General MIDI, and extend the sound map to allow a higher degree of performance expression and compatibility. Since the General MIDI 2 is compatible with the General MIDI, it is capable of reliably playing back music files bearing the General MIDI logo.

GS format

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus.

Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive.

Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind). This product supports both the General MIDI and the GS

Format, and can be used to play back music data carrying either of these logos.

SMF with Lyrics

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When music files carrying the "SMF with Lyrics" logo are played back on a compatible device (one bearing the same logo), the lyrics appears in its display.

XGlite

XG is a tone generator format of YAMAHA Corporation, that defines the ways in which voices are expanded or edited and the structure and type of effects, in addition to the General MIDI 1 specification. XGlite is a simplified version of XG tone generation format. You can play back any XG music files using an XGlite tone generator. However, keep in mind that some music files may play back differently compared to the original files, due to the reduced set of control parameters and effects.

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
Basic Channel Default	1 (Solo) 2 (Pedal) 3 (Lower) 4 (Upper) 11 (Drums/SFX) 16 (Expression, PC)	1 (Solo) *5 2 (Pedal) *5 3 (Lower) *5 4 (Upper) *5 11 (Drums/SFX) *5 16 (Expression) *5 1-16 (GM2/GS) *6	
Changed	1-16	X	
Mode Default Messages Altered	x x *****	Mode 3 Mode 3, 4(M=1)	
Note Number : True Voice	32-103 *****	0-127 0-127	
Velocity Note ON Note OFF	O *1 x 8n v=64	O x	
After Touch Key's Ch's	x x	O *2, 8 O *2, 7, 8, 9	
Pitch Bend	x	O *2, 7, 8, 9	
Control Change	0, 32 O *1 1 x 5 x 6, 38 x 7 x 10 x 11 O 16 x 64 O 65 x 66 x 67 x 71 x 72 x 73 x 74 x 75 x 76 x 77 x 84 x 91 x 93 x 98, 99 x 100, 101 x	O *3, 7, 8 O *2, 7, 8, 9 O *2, 7, 8 O *2, 7, 8, 9 O *2, 7, 8, 9 O *3, 7, 8, 9 O *3, 7, 8, 9 O *4 O *3, 7, 8, 9 O *3, 7, 8 O *2, 7, 8 O *2, 7, 8 O *7 O *7 O *7 O *7 O *7 O *7 O *7 O *7 O *7 O *2, 8 O *3, 7, 8 O *3, 7, 8 O *3, 8 O *2, 7, 8, 9	Bank select Modulation Portamento time Data entry Volume Panpot Expression General purpose controller (Glide) Hold 1 Portamento Sostenuto Soft Resonance Release Time Attack Time Cut off Decay Time Vibrato Time Vibrato Depth Portamento control Effect1 depth Effect3 depth NRPN LSB, MSB RPN LSB, MSB
Prog Change : True #	0-127 *1 *****	O *3, 7, 8, 9 0-127	Program number 1-128
System Exclusive	x	O	
System : Song Pos Common : Song Sel : Tune	x x x	x x x	
System : Clock Real Time : Commands	O O	x x	
Aux Message : All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset	x x x x O x	O (120, 126, 127) *7, 8 O *7, 8 x O (123-125) *7, 8, 9 O x	
Notes	* 1 O x is selectable. * 2 O x is selectable by SysEx. (GS Part) * 3 Not received in the keyboard part * 4 Can be received in the keyboard part * 5 With MIDI IN Mode 2		* 6 With MIDI IN Mode 1 * 7 Received in GM2 mode * 8 Received in GS mode * 9 Received in General MIDI mode

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONO

O : Yes
X : No

Main Specifications

AT-15:Music Atelier

Keyboard

Upper keyboard:	49 notes (C3–C7)
Lower keyboard:	61 notes (C2–C7)
Pedalboard:	20 notes (C2–G3)

Sound Generator

Conforms to General MIDI 2/General MIDI/GS/XG lite

Voices

108 voices

Max. Polyphony

64 voices

Parts

Upper Part:	Upper Organ, Upper Orchestral
Lower Part:	Lower
Solo Part:	Solo
Pedal Part:	Pedal

* You can assign any two voices to the Pedal Part and Solo Part Others button.

Rhythms

8 groups 62 Rhythms

Disk Rhythms

4 Rhythms

Number of Accompaniment/SMF play voices

226 voices

Arranger Functions

Arranger On/Off *, Start/Stop, Intro/Ending, Sync Start *, Leading Bass, Fill In (Variation/Original), Break, Chord Intelligence, One Touch Program, Intro Count Down, Auto Standard Tempo

* The Arranger ON/OFF and Synchro Start are linked to the One Touch Program.

Drum/SFX Sets

8 Drum Sets/1 SFX Set

Master Tuning

415.3 Hz–466.2 Hz (0.1 Hz Steps)

Key Transpose

-4 – +7 (Half steps)

Playback Transpose

-24 – +24 (Half steps)

Effects

Rotary Sound, Reverb, Sustain, Glide

Harmony Intelligence

6 Types

Registration Memories

8

Composer

Tracks:	7 (during playback)
Note Storage:	Approx. 40,000 notes
Song Length	Max.: 999 measures
Tempo:	Quarter note = 20–500
Resolution:	120 ticks per quarter note
Recording:	Realtime (Replace)

Metronome

Beat:	2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8
Volume:	10 levels
Sound:	4 types

Disk Storage: 3.5 inch micro floppy disk

Disk Format:	720 K bytes (2DD), 1.44 M bytes (2HD)
Songs:	Max. 99

Rated Power Output

20 W + 20 W

Speakers

Full-range	16 cm x 2
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Display

16 characters, 2 lines (backlit LCD)

Lyric

Yes

Pedals

Damper Pedal, Expression Pedal (Active Expression compatible, two individual foot switches)

Connectors

Phones jack (Stereo), AC Inlet,
MIDI connectors (In, Out),
Audio output jacks (L (mono), R),
Audio input jacks (L (mono), R)

Power Supply

AC 117 V, AC 230 V, AC 240 V (50/60 Hz),
AC 220 V (60 Hz)

Power Consumption

65 W

Finish

Simulated Mahogany

Dimensions

Console: 1210 (W) x 490 (D) x 320 (H) mm
47-11/16 (W) x 19-5/16 (D) x 12-5/8 (H) inches
Stand: 1230 (W) x 515 (D) x 748 (H) mm
48-7/16 (W) x 20-5/16 (D) x 29-1/2 (H) inches
Total: 1230 (W) x 515 (D) x 1060 (H) mm
48-7/16 (W) x 20-5/16 (D) x 41-3/4 (H) inches

Weight

Console 25.0 kg / 55 lbs 2 oz
Stand 24.0 kg / 52 lbs 15 oz
Total 49.0 kg / 108 lbs 1 oz

Accessories

Owner's manual, 3.5 inch micro floppy disk (2HD Blank Disk), Music Style Disk, Power Cord, Keyboard Cover

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

Demo Song List

To play the Demo Songs, please refer to "Listening to the Demo Songs" (p. 19).

Song Title	Composer	Player	Copyright
Jazz Combo	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Slow Waltz	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Hawaiian	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Dixieland	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Country	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
FastBigBand	Rosemary Bailey	Rosemary Bailey	© 2001 Roland Corporation
Organ Swing	Hal Vincent	Hal Vincent	© 2001 Roland Corporation
Soft Gospel	Ric Iannone	Ric Iannone	© 2001 Roland Corporation
Jazz Scat	Ric Iannone	Ric Iannone	© 1999 Roland Corporation
Acoustic	Ric Iannone	Ric Iannone	© 2001 Roland Corporation
TheaterOrgan	Jonas Nordwall	Jonas Nordwall	© 1995 Rodgers Instruments LLC
Big Band	Ric Iannone	Ric Iannone	© 1999 Roland Corporation

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* *No data for the music that is played will be output from MIDI OUT.*

■ Profile

Hal Vincent

Hal consistently delights his audiences with his keyboard artistry. He is equally at home on either the organ, piano, or electronic keyboard. Around the world, his concerts generate the often heard comment "...we loved it because he plays our kind of music." This is another of Hal's special skills: a knack for knowing just what music to play on any occasion.

An extensive repertoire combined with more than 30 years of world touring have netted Hal rave reviews while affording him the opportunity to work with some of the top names in show business. Hal has recorded several albums and published books of organ arrangements while establishing himself as an excellent clinician and teacher.

Jonas Nordwall

A native of Portland, Mr. Nordwall received his Bachelor of Music Degree in 1970 from the University of Portland studying with Arthur Hitchcock. Additional study was done with Frederick Geoghegan, the noted English/Canadian organist. As a teenager, Jonas had the privilege to study with Richard Ellsasser, one of the greatest virtuoso organist of 20th century.

Besides serving as Director of Music for the First United Methodist Church in Portland, Oregon and as the Organist for the Oregon Symphony Orchestra.

He has been a featured recitalist for national conventions of the American Theatre Organ Society and was Organist of the year for 1987.

Ric Iannone

Ric Iannone began playing the piano and accordion at the age of two and a half. By the time he was seven, he was performing public and private engagements with his musician father. For more than 20 years Ric has performed and traveled extensively throughout the United States and Europe, delighting audiences with his unique playing style and music arrangements. He is equally comfortable playing the organ, piano or keyboard, as a concert artist and product demonstrator.

Rosemary Bailey

Rosemary Bailey began playing the piano at the age of five, performing strictly classical music. She soon diversified and incorporated jazz and traditional popular styles in her repertoire. By the time she was nine years old, Rosemary had begun touring throughout the United States.

Concurrently, she maintained a weekly radio show, *The Rosemary Bailey Show*, broadcast from Chicago.

Rosemary has performed with many name artists including Victor Borge and Peter Nero as well as the Duke Ellington Orchestra. She was also featured soloist with the Chicago Symphony under the direction of Dr. Leon Stein.

At home on electronic as well as pipe organs, her concert schedule has taken her to such countries as Japan, South Africa, Canada, Italy, Spain, England, Holland, Denmark, Portugal, Germany and Australia.

Rosemary's unique arrangements involve the marriage of her classical and popular music background. Perfect pitch enables her to effortlessly field requests from the audience and adds spontaneity to all her programs.

Rosemary has developed a following of musical devotees wherever she performs and her numerous recordings are sought after by young and old alike.

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For EU Countries

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