

BK-5

BACKING KEYBOARD

Owner's Manual

Roland

For EU countries



This product complies with the requirements of European Directive EMC 2004/108/EC.
Dieses Produkt entspricht der europäischen Richtlinie EMC 2004/108/EC.
Ce produit est conforme aux exigences de la directive européenne EMC 2004/108/EC.
Questo prodotto è conforme alle esigenze della direttiva europea EMC 2004/108/EC.
Este producto cumple con la directrice EMC 2004/108/EC de la CE.
Dit product beantwoordt aan de richtlijn EMC 2004/108/EC van de Europese Unie.

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

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

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

Unauthorized changes or modification to this system can void the users authority to operate this equipment.
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

NOTICE

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

AVIS

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

For C.A. US (Proposition 65)

WARNING

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

For the UK

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.

For the USA

DECLARATION OF CONFORMITY Compliance Information Statement

Model Name : BK-5
Type of Equipment : Backing Keyboard
Responsible Party : Roland Corporation U.S.
Address : 5100 S. Eastern Avenue, Los Angeles, CA 90040-2938
Telephone : (323) 890-3700

Roland

BK-5

BACKING KEYBOARD

Owner's Manual

Thank you and congratulations on your choice of the Roland BK-5 Backing Keyboard.

To ensure that you obtain the maximum enjoyment and take full advantage of the BK-5's functionality, please read this owner's manual carefully.

About this manual

You should first read the chapter "Before you start using the BK-5" on p. 16. It explains how to connect the AC adaptor and turn on the power. This Owner's Manual explains everything, from the BK-5's basic operations to more advanced functions.

Conventions in this manual

In order to explain the operations as clearly as possible, this manual uses the following conventions:

- Text enclosed in square brackets [] indicates the name of a button or knob. Example: the [MENU] button.
- Paragraphs that begin with "NOTE" are cautionary statements that you must read.
- Paragraphs that begin with "MEMO" contain useful information that may come in handy.
- The numbers of pages that you can turn to for additional or related information are given like this: (p. **).



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

Before using this instrument, carefully read "Using the unit safely" on p. 4 and "Important notes" on p. 6. Those sections provide information concerning the proper operation of the BK-5. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, the manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.




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


- Do not open (or modify in any way) the unit or its AC adaptor. 


- 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 install the unit in any of the following locations. 
 - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are 
 - Damp (e.g., baths, washrooms, on wet floors); or are
 - Exposed to steam or smoke; or are
 - Subject to salt exposure; or are
 - Humid; or are
 - Exposed to rain; or are
 - Dusty or sandy; or are
 - Subject to high levels of vibration and shakiness.


- 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. 



- Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. 


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


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


⚠ WARNING

- This unit, 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. 




- Never allow foreign objects (e.g., flammable material, coins, pins) or liquids (e.g., water or juice) to enter this unit. Doing so may cause short circuits, faulty operation, or other malfunctions.  

- Immediately turn the power off, remove the AC adaptor 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 AC adaptor, 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.










- 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!) 

⚠ WARNING

- 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 play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result. 

⚠ CAUTION

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. 
- Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit. 
- At regular intervals, you should unplug the AC adaptor 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. 
- Never climb on top of, nor place heavy objects on the unit. 
- Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. 
- Before moving the unit, disconnect the AC adaptor and all cords coming from external devices. 
- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (see p. 20). 
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet. 

1. Important notes

In addition to the items listed under "Using the unit safely" on p. 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.
- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- 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.

Placement

- Using the BK-5 near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this instrument or move it further away from the source of interference.
- This device may interfere with radio and television reception. Do not use it in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. 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 BK-5. 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 objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.
- Do not put anything that contains water (e.g. flower vases) on the BK-5. 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.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, nonabrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzene, thinner, 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 USB 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 BK-5's buttons, other controls and jacks/connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting/disconnecting 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.
- To avoid disturbing your neighbors, try to keep the BK-5's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially late at night).
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Do not apply undue force to the music stand while it is in use.
- Use only the specified expression pedal (Roland EV-series, sold separately) or pedal switch (Roland DP-series, BOSS FS-5U). By connecting any other expression pedal or footswitch, you risk causing malfunction and/or damage the unit.
- 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.

Storage devices that can be connected to the BK-5's USB MEMORY port

- The BK-5 allows you to connect commercially available USB Flash memory. You can purchase such devices at a computer store, a digital camera dealer, etc.
- Though external hard disks with a capacity in excess of 2TB can be used, please bear in mind that the BK-5 can manage a maximum of 2TB. (FAT-32 formatted storage devices can be used right away.)
- Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.

Before using external USB storage devices

- Carefully insert the USB memory all the way in until it is firmly in place.
- Never touch the terminals of USB memories. Also, avoid getting the terminals dirty.
- USB memories are constructed using precision components; handle the storage devices carefully, paying particular note to the following.
 - To prevent damage from static electrical charges, discharge any static electricity that might be present in your body before handling a USB memory.
 - Do not touch the terminals with your fingers or any metal object.
 - Do not bend or drop a USB memory, or subject it to strong impact.
 - Do not leave a USB memory in direct sunlight or in locations such as a closed-up automobile.
 - Do not allow a USB memory to become wet.
 - Do not disassemble or modify your external USB memories.

- When connecting a USB memory, position it horizontally with the BK-5's USB MEMORY port and insert it without using excessive force. The USB MEMORY port may be damaged if you use excessive force when inserting a USB memory.
- Do not insert anything other than a USB memory (e.g., wire, coins, other types of device) into the USB MEMORY port. Doing so will damage the BK-5's USB MEMORY port.
- Never connect your USB memory to the BK-5 via a USB hub.
- Do not connect or disconnect a USB drive while it is being read from, or written to (i.e., while the USB flash access indicator blinks).

Handling CDs

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

Liability and copyright

- Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.
- Do not use this unit for purposes that could infringe on a copyright held by a third party. Roland assumes no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

About audio files

- Audio files in the following formats can be played back:
 - WAV format
 - 16-bit linear
 - Sampling rate of 44.1kHz
 - Stereo/mono
- mp3 files:
 - MPEG-1 Audio Layer 3
 - Sampling frequency: 8/11.025/12/16/22.05/24/32/44.1/48kHz
 - Bit rate: 32/40/48/56/64/80/96/112/128/160/192/224/256/320kbps, VBR (variable bit rate)

Supported Standard MIDI Files

- Format 0/1

-
- Company names and product names mentioned in this document are trademarks or registered trademarks of their respective owners.
 - MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.
 - Microsoft and Windows are registered trademarks of Microsoft Corporation.
 - Copyright © 2003 by Bitstream, Inc. All rights reserved. Bitstream Vera is a trademark of Bitstream, Inc.
 - MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL group.

2. Features

The BK-5 is a professional keyboard designed to provide everything the entertaining artist and serious amateur musician needs on stage, in the studio, or at home.

All-in-one arranger instrument

The BK-5 is a superb instrument that uses Roland's latest technology for professional-grade sounds and 128 notes of polyphony.

High-quality rhythms

Your BK-5 comes loaded with over 300 stunning accompaniments ("rhythms") that cover a variety of musical genres for various geographic areas (including Eastern Europe, Latin-America and Asia). Each rhythm comprises 4 intros, 4 main accompaniments, 4 endings, 3 "Up" and 3 "Down" fill-ins.

Four suitable settings for each rhythm (One Touch)

For each rhythm, the Roland team has prepared four sets of suitable tones, effects and other settings that can be loaded for the realtime parts (One Touch function).

USB-based Standard MIDI Files and rhythm player

The BK-5 plays Standard MIDI Files and rhythms directly from a connected USB memory.

USB-based audio player and audio recorder

The BK-5 contains an audio player function that allows you to play back mp3 and WAV files directly from a connected USB memory.

The BK-5 also allows you to record your performances. The resulting WAV files (audio) can be played back on the BK-5 itself.

Three real-time parts

The BK-5 comes with three MIDI parts (Upper 1, Upper 2, Lower) that can be played in real time.

16 Song parts

The BK-5 also provides 16 Song parts, which are used for Standard MIDI File playback but can also be controlled via MIDI (a computer connected to the MIDI IN socket or the COMPUTER USB port). This allows you to use the BK-5 as a 16-part multitimbral MIDI tone generator.

Song and Rhythm Makeup Tools for Standard MIDI Files and rhythms

These tools allow you to modify songs in no time without knowing the MIDI commands normally used to perform such changes.

Performance List function

This function allows you to save nearly all of the BK-5's settings for each song and/or rhythm you will be using during your performances. The list that contains these settings can be saved to a USB memory and loaded from there whenever the need arises.

Possibility to create new rhythms and to edit existing ones

The Rhythm Composer function allows you to create new rhythms and to edit (i.e. change) existing ones, and then save them as "User Rhythms" to a USB memory.

Multi-effects for rhythms or Standard MIDI files and real-time parts

With a view to obtaining the highest possible sound quality, the BK-5 contains two dedicated multi-effects processors (MFX A and B) for the Standard MIDI Files and rhythms you play back. In addition, there is one MFX processor for the real-time parts (Upper 1, Upper 2, Lower).

Composite Video Out

The BK-5's VIDEO OUTPUT socket can be connected to an external screen, allowing your audience or fellow musicians to follow the lyrics and chord symbols (only SMF files) of the songs you perform.

You can also view digital pictures in the .jpg format you took yourself.

16 NTA parts (Note-to-Arranger)

The BK-5 provides up to 16 MIDI parts dedicated to Arranger control via MIDI ("Note-to-Arranger").

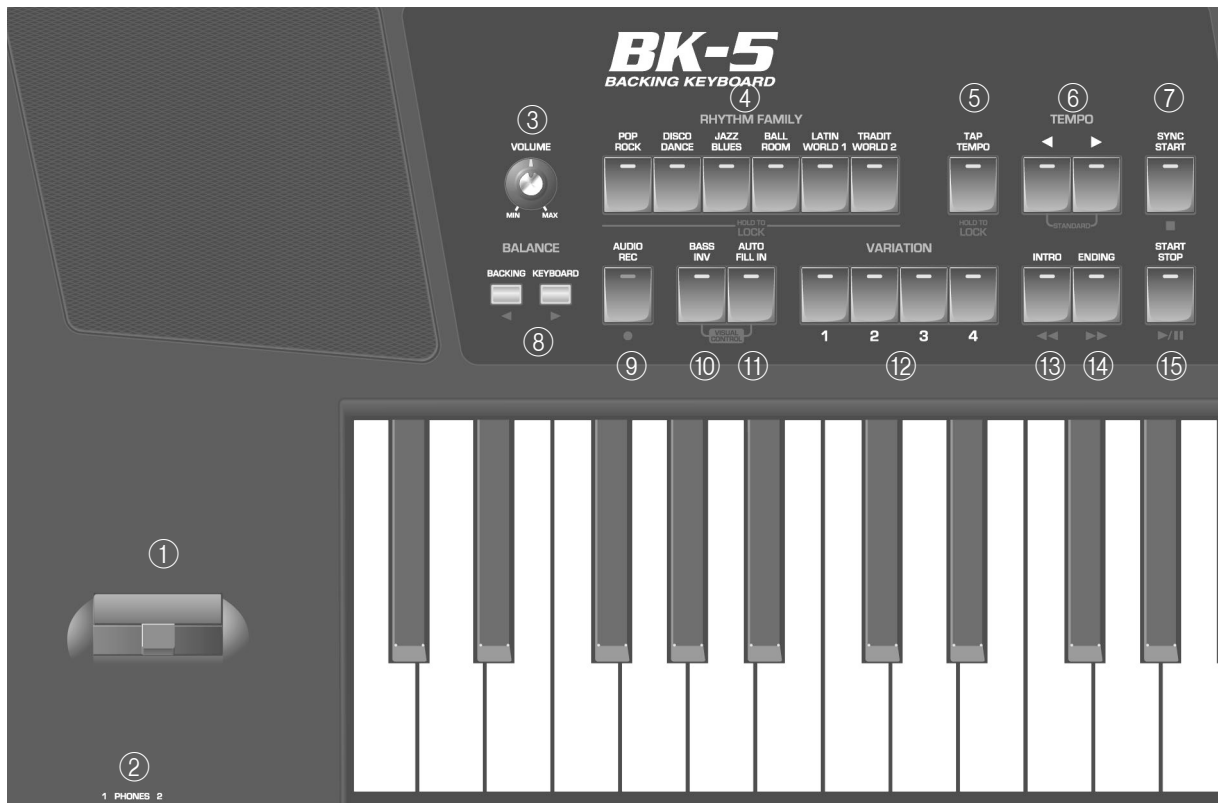
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3. Panel description

Front panel



① **Pitch Bend/Modulation lever**

You can raise or lower the pitch by moving this lever to the left or right. Push the lever away from yourself to apply modulation (normally vibrato) to the sound.

② **PHONES 1 & 2 sockets**

This is where you can connect one or two pairs of optional headphones (Roland RH-series). Doing so switches off the internal speakers.

③ **VOLUME knob**

Use this knob to set the BK-5's global output volume (all signals transmitted to the speakers and OUTPUT sockets). The setting of this knob also determines the volume in the headphones you may connect.

④ **RHYTHM FAMILY buttons**

These buttons are used to select the family of the next rhythm you want to use. Pressing one of these buttons calls up a list of all rhythms contained in the selected family.

Pressing and holding this button locks the currently selected rhythm (see p. 54).

⑤ **TAP TEMPO button**

Pressing this button several times allows you to change the current rhythm's or song's tempo to the value calculated from the speed at which the button is pressed.

Pressing and holding this button locks the current tempo setting (see p. 54).

⑥ **TEMPO buttons**

These buttons can be used to decrease or increase the tempo of the currently selected rhythm or song. Pressing them together recalls the rhythm's or song's stored tempo value.

NOTE

You can also use the [TAP TEMPO] button ⑤ to set the desired tempo.

⑦ **SYNC START button**

This button is used to activate or switch off the BK-5's Sync Start or Sync Stop function. If it is on, rhythm playback can be started or stopped by simply playing a note or chord on the keyboard. See also page 27.

While a song file is selected, this button stops playback.

⑧ **BALANCE buttons**

These buttons allow you to set the balance between the rhythms and songs (BACKING) and the real-time parts (PART).

- ⑨ **AUDIO REC button**
This button is used to start audio recording of your performance. This function records everything the BK-5 transmits to its OUTPUT sockets (audio signals you play back and audio versions of the MIDI parts you control). See page 52.
This button is also used to select the Rhythm Composer function (see p. 81).
- ⑩ **BASS INV button**
This button is used to switch the Bass Inversion function on and off (page 29).
- ⑪ **AUTO FILL IN button**
This button is used to activate the Auto Fill-In function, which causes a transition to be played before selecting the new rhythm variation (which is selected with the VARIATION buttons).
- ⑫ **VARIATION 1/2/3/4 buttons**
These buttons are used to select a rhythm "Variation", i.e. a simpler or more complex arrangement of the selected rhythm.

- ⑬ **INTRO button**
When you activate this button, rhythm playback starts with a musical introduction whose complexity depends on which VARIATION button currently lights (there are four different introductions per rhythm).
After selecting a song file, this button allows you to rewind.

NOTE

You can also press this button during rhythm playback.

- ⑭ **ENDING button**
When you activate this button, rhythm playback stops with a musical ending whose complexity depends on which VARIATION button currently lights (there are four different ending phrases per rhythm).
After selecting a song file, this button allows you to fast-forward.
- ⑮ **START/STOP button**
This button allows you to start and stop rhythm playback. If you select a song, it starts and temporarily stops (pause) song playback.



- ⑯ **Display**
This display shows information related to your operation.
- ⑰ **CURSOR/VALUE dial**
This dial can be used to move the cursor in the display, to select parameters and to set values.
- ⑱ **ENTER/SELECT button**
Press this button to confirm your selection or deselection of the display item where the cursor is.
- ⑲ **PERFORMANCE LIST button**
This button calls up the Performance List (page 45).
- ⑳ **PERFORMANCE WRITE button**
The main function of this button is to save Performance settings. Depending on the selected display page, it can also be used to save rhythms and songs.
- ㉑ **KEY button**
This button calls up the BK-5's transposition function. Its settings can be applied to rhythms, Songs and the 3 real-time parts (UP1, UP2, LWR).

If the button's indicator doesn't light, the rhythm, Songs and the 3 real-time parts use their normal pitch.

Pressing and holding this button locks the key (see p. 54).

22 TRACK MUTE/CENTER CANCEL button

This button lets you mute the accompaniment parts of the selected rhythm, so that only the bass and drum parts are played back. It also lets you mute the melody part of the selected MIDI File, or attenuate the vocal part at the center of an audio file (WAV or mp3), allowing you to sing or play that part yourself. Pressing and holding this button calls up a display page where you can select the Standard MIDI File or rhythm part(s) that you don't want to hear.

23 USB MEMORY button

Press this button to call up a list of the files stored on the USB memory connected to the BK-5's USB MEMORY port.

24 USB MEMORY port

Connect an optional USB memory here.

Note: Roland does not recommend using USB hubs, irrespective of whether they are active or passive. Please connect only one USB memory to this port.

NOTE

Use USB memory sold by Roland. We cannot guarantee operation if any another USB memory is used.

25 MENU button

This button allows you to open the BK-5's menu page where you can view and select all available functions. Press it together with the [EXIT] button to listen to the BK-5's demo songs.

26 EXIT button

This button is used to return to a higher menu level. Press and hold it to return to the BK-5's main display page.

27 SPLIT button

This button is used to activate Split mode. While its indicator lights, notes played to the left of the C4 on an keyboard trigger the LWR part. Notes to the right of the split point, on the other hand, trigger the UP1 and UP2 parts. See "Using Split mode" on p. 43.

28 PART LWR and UP2 buttons

These buttons are used to switch the real-time parts (Lower and Upper2) on and off.

NOTE

The Upper1 part (UP1) is always active and cannot be switched off.

29 ONE TOUCH button

This button is used to enable the recall of One Touch memories. Pressing and holding it calls up a display page where you can edit and save One Touch memories.

NOTE

Use the TONE buttons [1]~[4] to select or deselect a One Touch memory (see p. 31).

30 MELODY INTELL button

This buttons is used to add an automatic counter-melody (second or third voice) to your solos or melodies. Pressing and holding it calls up a display page where you can view the "Melody Intelligent" parameter.

31 NUMERIC button

Press this button if you want to use the TONE buttons 32 to enter numeric values (see p. 25).

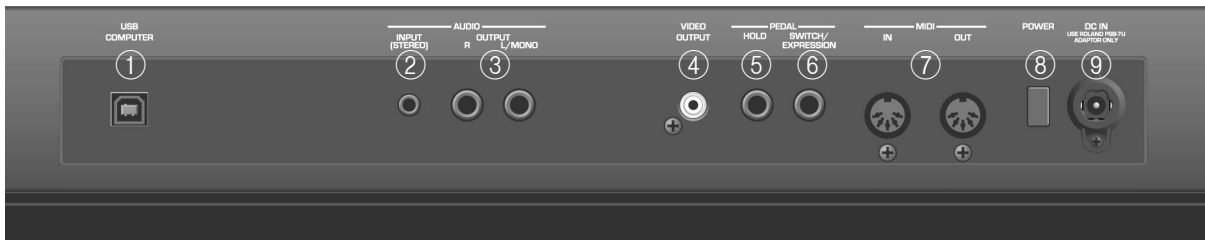
32 TONE buttons (Tone selection)/[0]~[9] (numeric buttons)

These buttons allow you to select Tones by category (page 24).

You can also use them to input numeric values. To do so, first activate the NUMERIC button 31.

Pressing and holding any of these buttons locks the Tone (page 54).













Rear panel



- ① **USB COMPUTER port**
Use a USB cable to connect the BK-5 to your computer via this connector (page 17).
- ② **AUDIO INPUT (STEREO) mini jack**
This mini jack allows you to connect the audio outputs of an external signal source (CD/mp3 player, synthesizer, etc.).
- ③ **AUDIO OUTPUT R & L/MONO sockets**
These sockets transmit all audio signals the BK-5 generates as well as the signals you input to the BK-5.
NOTE
If you can/want to use only one channel on your external amplifier, connect the L/MONO socket to its input. For optimum sound quality, we recommend working in stereo, though.
- ④ **VIDEO OUTPUT socket**
Connect this socket to the appropriate input of your TV or external display.
NOTE
The signal format (PAL or NTSC) and aspect ratio are selectable (page 67).
- ⑤ **PEDAL HOLD socket**
An optional Roland DP-series or BOSS FS-5U foot-switch connected to this socket can be used to hold the notes of the real-time parts. (The MELODY INTELL part can also be sustained in this way.) This function is also referred to as "sustain" or "damper".
- ⑥ **PEDAL SWITCH/EXPRESSION socket**
Connect a separately available pedal switch (Roland DP-series), a separately available foot switch (BOSS FS-5U) or a separately available expression pedal (Roland EV-5) to this jack (page 18).
- ⑦ **MIDI IN & OUT sockets**
You can connect MIDI devices to these sockets (page 17).
- ⑧ **POWER switch**
Turns the power on/off (page 20).
With the factory settings, the BK-5's power will automatically be switched off 30 minutes after you stop playing or operating the BK-5.
If the BK-5's power has been turned off automatically, you can use the [POWER] switch to turn the BK-5 back on. If you don't want the power to turn off automatically, set the "Auto Off" parameter to "OFF" (page 69).
- ⑨ **DC IN socket**
Connect the supplied PSB-7U AC adapter here (page 16).

4. Shortcut list

Pressing and holding the following buttons (or button combinations) allows you to directly jump to a related parameter page, which is faster than selecting the page in question via the BK-5's menu. Some of these buttons activate a lock function (page 54).

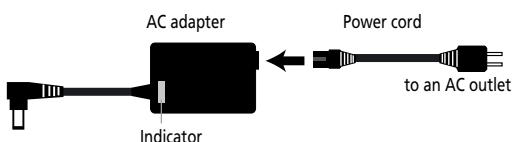
Press and hold	Function
RHYTHM FAMILY buttons	Locks the rhythm to keep it from changing when you select another Performance memory.
	Locks the tempo setting to keep it from changing when you select another Performance memory.
	After activating record standby mode (the indicator flashes), pressing and holding this button will cancel that mode (use it if you don't want to record after all).
	Locks the key setting to keep it from changing when you select another Performance memory.
	Opens the "Rhythm Track Mute" or "Song Track Mute" page.
	Opens the display page that shows which Tone is currently selected for the Lower part.
	Opens the display page that shows which Tone is currently selected for the Upper2 part.
	Simultaneously pressing the [LWR] and [UP2] buttons (without holding them) opens the display page where you can set the volume of the Upper1, Upper2 and Lower parts.
	Opens the "One Touch Edit" page.
	Opens the "Melody Intelligence" page.
	In some cases, this opens the "Help" page.
TONE buttons	Locks the Tone to keep it from changing when you select another Performance memory.
	Opens the "Split" page.
	Pressing and holding this button takes you back to the main page, no matter where you currently are.

5. Before you start using the BK-5

Connecting the AC adaptor

1. Turn the [VOLUME] knob all the way to the left to minimize the volume.
2. Connect the included power cord to the AC adaptor.

The indicator will light once you plug the AC adaptor into a wall outlet.

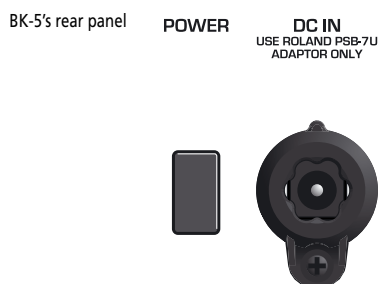


Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.

NOTE

Depending on your region, the included power cord may differ from the one shown above.

3. Connect the AC adaptor to the BK-5's DC IN jack.



4. Plug the power cord into a power outlet.

The indicator will light once you plug the AC adaptor into a wall outlet

NOTE

Be sure to use only the AC adaptor supplied with the unit (PSB-7U). Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

NOTE

If you won't be using the BK-5 for an extended period of time, disconnect the power cord from the electrical outlet.

Connecting the BK-5 to an amplifier, mixer, etc.

The BK-5 contains speakers and therefore doesn't need to be connected to an external amplifier.

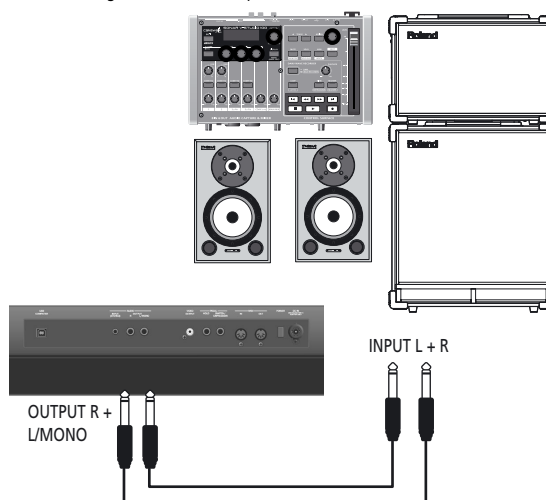
You can, however, connect the BK-5's OUTPUT sockets to an external amplifier (Roland KC-series) or the audio inputs of an external instrument (digital piano, etc.).

NOTE

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

1. Turn the [VOLUME] knob all the way to the left to minimize the volume.
2. Switch off all devices.
3. Connect the BK-5's OUTPUT jacks to the inputs of your external device.

Connecting the BK-5 to an amplifier



For the connection to an amplifier, please choose unbalanced (mono) cables with 1/4" plugs at one end (for the BK-5). The connectors at the other end need to match the input sockets of the device to which you are connecting the BK-5.

NOTE

When connection cables with resistors are used, the volume level of equipment connected to the audio inputs may be low. If this happens, use connection cables that do not contain resistors.

Connecting a MIDI device

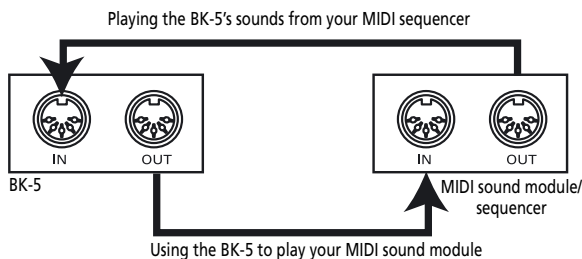
The BK-5 can transmit and receive performance data when connected to an external MIDI device, which enables the two devices to control each other's performance. For example, one device can play or switch sounds on the other device:

MIDI stands for "Musical Instrument Digital Interface." It is a universal standard for exchanging musical performance data among electronic musical instruments and computers.

The BK-5's MIDI connectors allow it to transmit performance data to, and receive such data from other devices. You can use the BK-5 in a wide range of ways by connecting external devices to these connectors.

■ Connection example

Before making connections with other devices, you must turn down the volume of all devices and turn off the power to avoid malfunctions or speaker damage.



NOTE

Certain instruments, like an FR-3x V-Accordion, only have one MIDI socket whose function (IN or OUT) needs to be set with one of its MIDI parameters. To control the BK-5 from such an instrument, you need to set the latter to transmit MIDI messages (OUT).

■ MIDI channels

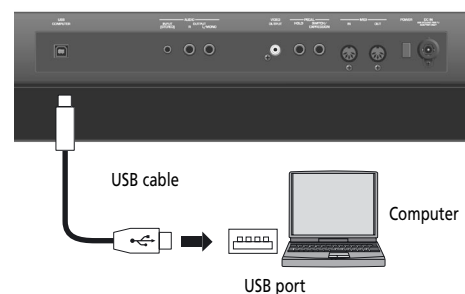
MIDI provides sixteen channels, numbered 1~16. Even if two MIDI devices are connected, you won't be able to select or play sounds on the other device unless both devices are set to the same MIDI channel. The BK-5 is capable of receiving on all channels, 1~16.

Connecting the BK-5 to your computer

If you use a USB cable (commercially available) to connect the COMPUTER port located on the BK-5's rear panel to the USB port of your computer, you'll be able to do the following things.

- Use the BK-5 as a sound module.
- By transferring MIDI data between the BK-5 and your sequencer software, you'll be able to enjoy a wide range of possibilities for music production and editing.

1. Use a standard USB cable (A→B-type connectors, commercially available) to connect the BK-5 to your computer as shown below.



2. Refer to the Roland website for system requirements.

Roland website: <http://www.roland.com/>

As an alternative, you can connect the BK-5's MIDI OUT and MIDI IN sockets to a MIDI interface and connect the latter to your computer.

If the computer doesn't 'see' the BK-5

Normally, you don't need to install a driver in order to connect the BK-5 to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.

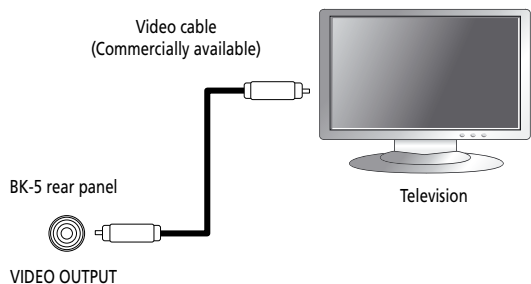
For details on downloading and installing the Roland original driver, refer to the Roland website: <http://www.roland.com/>

Specify the USB driver you want to use, and then install the driver. For details, refer to "USB Driver" on p. 69.

■ Caution

- To avoid the risk of malfunction and/or damage to external speakers, always turn the volume all the way down and switch off the power on all devices before you make any connections.
- Only MIDI data can be transmitted and received via USB. Audio data for a song recorded on the BK-5 cannot be transmitted or received.
- Switch on the power to the BK-5 before you start up the MIDI application on your computer. Never turn the BK-5's power on/off while your MIDI application is running.

Connecting a television set



NOTE

Before you make connections to other devices, you must turn down the volume of all devices and turn off their power to prevent malfunctions or damage to your speakers.

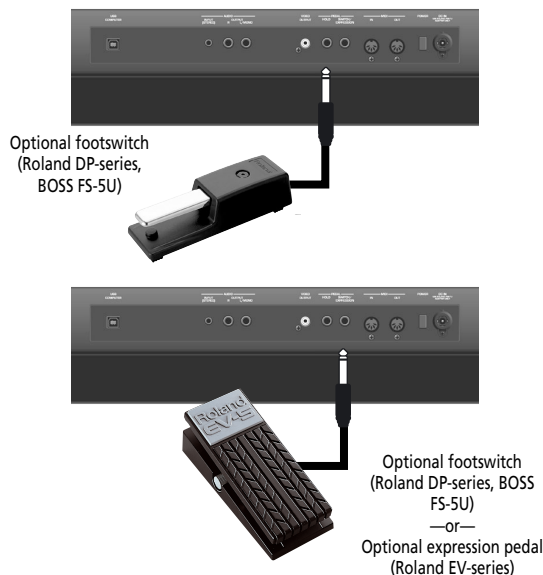
1. Switch off the BK-5 and the television set you'll be connecting.
2. Connect the BK-5 to your television set.
Use a video cable (commercially available) to connect the BK-5's VIDEO OUTPUT jack to the television set.
3. Switch on the BK-5 (see p. 20).
4. Switch on your television set.
5. (As necessary) Specify the television output format (see p. 67).
6. Specify the aspect ratio for your television set.

The aspect ratio is the proportional relationship between the width and height of the screen. See page 67.

Connecting an optional footswitch, hold pedal or expression pedal

■ Footswitch or expression pedal, hold pedal

The BK-5 provides a PEDAL SWITCH/EXPRESSION jack to which you can connect an optional footswitch (Roland DP-series or BOSS FS-5U) or an expression pedal (Roland EV-series).



If you connect a footswitch, you can select the function it should perform (page 69). By default, the footswitch will control the "Start/Stop" function.

The BK-5 also provide a HOLD socket to which you can connect a damper pedal or footswitch (Roland DP-series or BOSS FS-5U) that allows you to hold (sustain) the notes of the real-time parts you play.

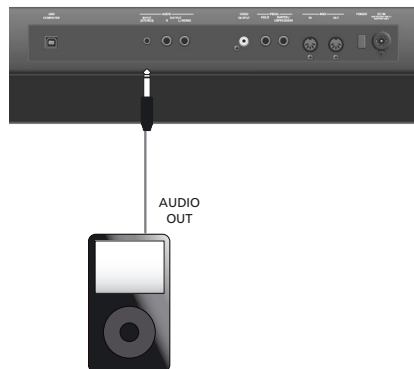
NOTE

Use only the specified expression pedal (Roland EV-series, sold separately) or pedal switch (Roland DP-series, BOSS FS-5U). By connecting any other expression pedal or footswitch, you risk causing malfunction and/or damage the unit.

Connecting a portable audio player

You can connect a portable audio player or any other line-level source to the AUDIO INPUT (STEREO) socket.

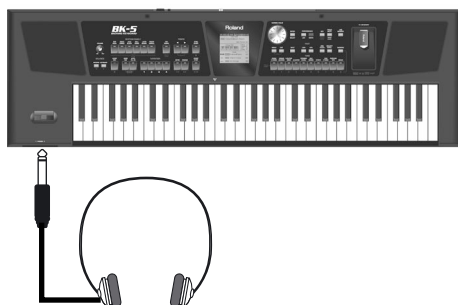
The input level of the audio source you connect can be set with the "Audio In Level" parameter on the MENU→Global→Utility page (page 68).



You can also attenuate the vocal or solo part at the center of the stereo image of the audio signals being received. See "Audio In Center Canc" on p. 68.

Listening through headphones

You can use headphones to enjoy the BK-5 without disturbing those around you, such as at night.



1. Plug the headphones into the PHONES 1 or 2 socket located on the left side of the BK-5's front panel.
Doing so switches off the BK-5's speakers.
2. Use the BK-5's [VOLUME] knob to adjust the headphone volume.

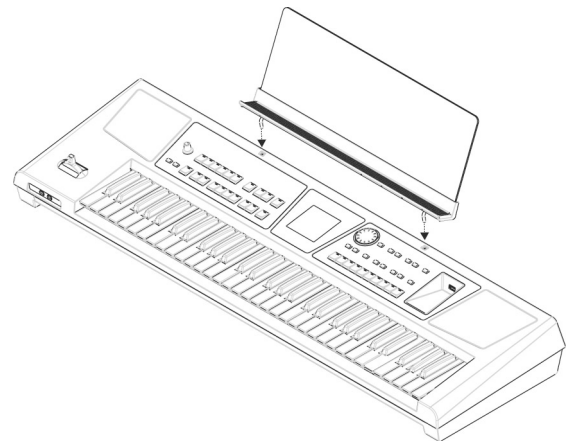
■ Cautions when using headphones

- To prevent damage to the cord's internal conductors, avoid rough handling. When using headphones, mainly try to handle either the plug or the headset.
- Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.
- Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at a reasonable volume.

- Use headphones fitted with a stereo 1/4" phone plug.

Installing the music rest

1. Install the music rest as shown in the illustration.



NOTE

When moving the BK-5, be sure to remove the music rest as a safety precaution.

NOTE

Do not apply excessive force to the music rest.

NOTE

The music rest is not designed to accept the placement of laptops or other heavy objects.

Turning the power on/off

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

Turning the power on

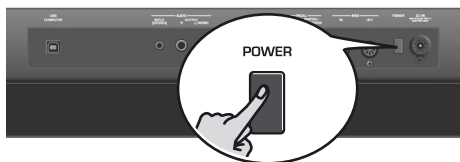
1. Turn the [VOLUME] knob all the way to the left to minimize the volume.



NOTE

Before turning the BK-5 on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the BK-5 on/off. However, this is normal and does not indicate a malfunction.

2. Press the [POWER] switch to turn on the power.



The power will turn on, an opening message will appear in the BK-5's screen, and then the main page will appear.

After a brief interval, the BK-5 will be ready to produce sound.



NOTE

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

3. Switch on your amplification system or connect a pair of headphones (see p. 19).

4. Use the [VOLUME] knob to adjust the volume.

Turning the power off

1. Turn the [VOLUME] knob all the way to the left to minimize the volume.

NOTE

Never switch off the BK-5 while playback or recording is running or while data are being read from, or written to, an external USB memory.

2. Switch off your external amplification system if you are using one.
3. Press the BK-5's [POWER] switch.
The display will go dark and the power will turn off.



NOTE

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 "Connecting the AC adaptor" on p. 16.

Energy saving function

NOTE

The BK-5 has an Auto Off function, which automatically switches off the power after a certain amount of time has passed without any buttons being operated.

Shortly before the BK-5 shuts down automatically, the display starts counting down the seconds. If you want to keep using the BK-5 at this stage, press any button.

You can also disable the "Auto Off" function. For more about the Auto Off function, refer to p. 69. When the BK-5 is turned off by the "Auto Off" function, the [POWER] button's position doesn't change, which means that you need to press it once, wait a few seconds, then press it again to switch the BK-5 back on.

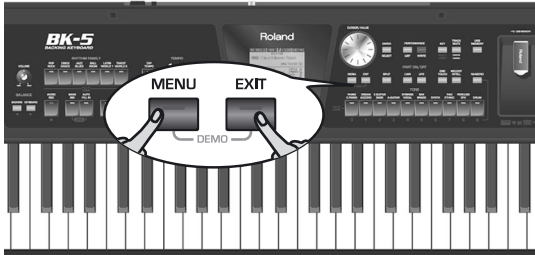
Demo of the BK-5

Your BK-5 contains a demo that introduces all of its highlights. It might be a good idea to try it out now. The demo is self-explanatory, so we'll just show you how to start and stop it.

NOTE

You will need to connect an external display to take advantage of the BK-5's demo function. See "Connecting a television set" on p. 18.

1. Simultaneously press the [MENU] and [EXIT] buttons.



The BK-5 plays back a song and the external display introduces the BK-5's features.

2. Press the [EXIT] button to leave the demo function.

NOTE

No data for the music that is played back will be output from MIDI OUT.

NOTE

All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

6. Basic operation of the BK-5

About the display and cursor operation

This section introduces the information that appears on the main page in the BK-5's display and how to navigate the menu.

Main page

Current measure or remaining time: M:001.1

Time signature: 4/4

Tempo setting or time stretching: 124

Current "Key" setting: KEY 0

Selected file type: Rhythm, .SMF, .WAV, .mp3

Recording time: Rec.00.02

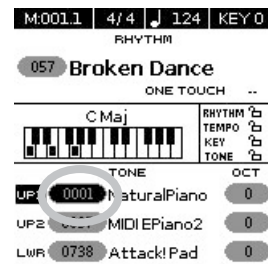
Name of the last chord you played: C Maj

Real-time part field: UP1, UP2, LWR. The black field refers to the selected real-time part.

Selected sounds: NaturalPiano, MIDIEPiano2, Attack! Pad

Labels: RHYTHM, VISUAL CONTROL, ONE TOUCH, TONE, OCT, RHYTHM, TEMPO, KEY, TONE, Lock status of these parameters, Octave settings of the real-time parts.

The setting field of the selected parameter is displayed in reverse.



In our example, we want to assign a different Tone to the Upper1 (UP1) part.

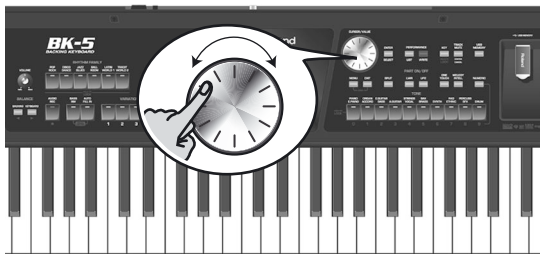
3. Rotate the [CURSOR/VALUE] dial to change the value.
4. Press the [ENTER/SELECT] button again to deselect the "UP1" field.

The parameter's setting field once again appears on a white background and the [CURSOR/VALUE] dial can once again be used to select another parameter.

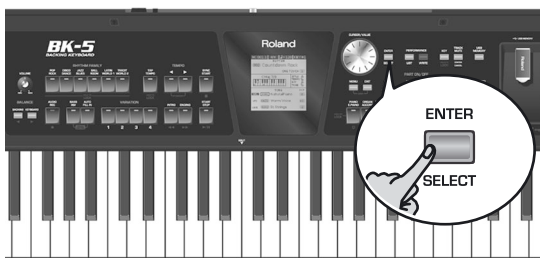
Moving the cursor and setting parameter values

The display cursor can only be moved to the fields that contain numeric values.

1. Rotate the dial to move the cursor to the parameter whose value you want to change.



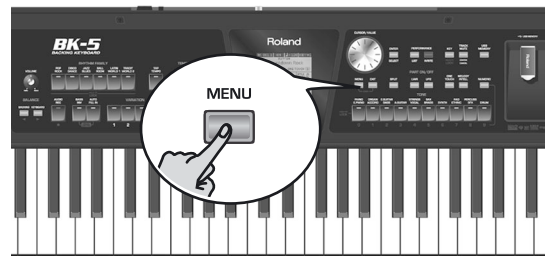
2. Press the [ENTER/SELECT] button to confirm your selection.



Moving between windows

Here is how to navigate the menu to select the setting you want to change.

1. Press [MENU] button.



The display changes to:



This page allows you to select the function group that contains the setting you want to change.

NOTE

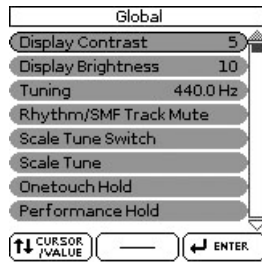
In some cases, the [MENU] button may recall a special edit menu window instead of a main menu page.

2. Rotate the [CURSOR/VALUE] dial to select the entry of the desired function group.

For this example, we will select "Global".

3. Press the [ENTER/SELECT] button to go to the "Global" function group.

The display changes to:



On this display page, "Display Contrast", "Display Brightness" and "Tuning" can be changed directly. The remaining entries provide access to additional display pages.

4. Try to select other "Menu" functions by proceeding as follows:

- (a) Press the [EXIT] button once to return to the "Menu" page.
- (b) Rotate the [CURSOR/VALUE] dial to select an entry, then press the [ENTER/SELECT] button to go to the corresponding function group or setting.
- (c) Press and hold the [EXIT] button to return to the BK-5's main page.
The [EXIT] button stops flashing.

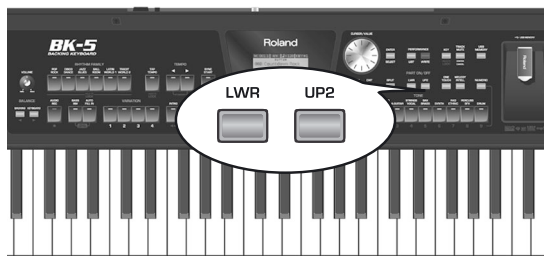
7. Playing the BK-5's real-time parts

Your BK-5 contains three real-time parts that can be controlled via MIDI: UP1, UP2 and LWR. Feel free to use only UP1 or to control all three simultaneously. You can assign the desired sounds (or "Tones") to each of these parts. See page 119 for a list of the available sounds.

Switching the UP2 and LWR parts on and off

The UP1 part is always active. The UP2 and LWR parts, however, can be switched on or off.

1. Press the [UP2] or [LWR] button to switch the corresponding part (Upper2 or Lower) on (indicator lights) or off (indicator goes dark).



If you switch on one of these parts, the cursor on the main page automatically jumps to the "UP2" or "LWR" field. If [UP2] and [LWR] are both switched off, the cursor jumps to the "UP1" field.

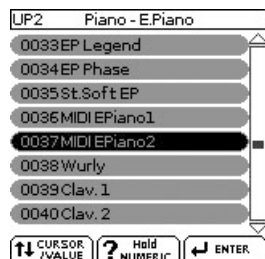
Selecting Tones for the real-time parts

On the BK-5, the sounds you can assign to the real-time parts are called "Tones". The BK-5 allows you to assign any of the available Tones to any of the three real-time parts. Tone selection always applies to the part (UP1, UP2, or LWR) whose field is currently displayed in reverse.

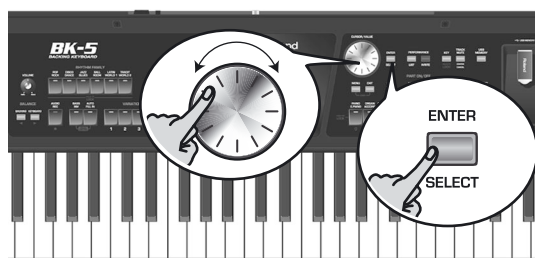
Tones can be selected in two ways:

Using the [UP2] or [LWR] button to select Tones

1. Press and hold the [UP2] or [LWR] button. The display now shows a list of Tones where the currently selected sound is displayed in reverse:



2. If the Tone you need belongs to another family (see p. 119), press another Tone button.
3. Rotate the [CURSOR/VALUE] dial to select the desired Tone, then press the [ENTER/SELECT] button to confirm your selection.



4. Press [EXIT] to leave the Tone selection page.

NOTE

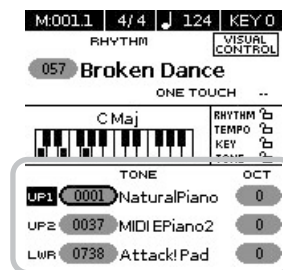
You can only listen to Tones for the Upper2 or Lower part if the [UP2] or [LWR] button lights.

NOTE

Tones can also be selected by simply pressing the [NUMERIC] key and entering their number.

Selecting a Tone on the main page

1. If the main page is not displayed, press and hold the [EXIT] button until it appears. The numbers and names of the Tones assigned to the three real-time parts are displayed in the lower half of the display:



The highlighted numeric field refers to the part whose Tone assignment can be changed. To select a different part, move the cursor to its numeric field and press the [ENTER/SELECT] button.

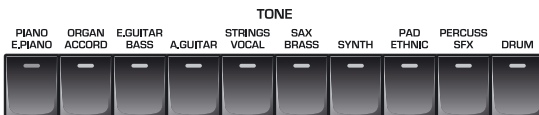
2. Rotate the [CURSOR/VALUE] dial to select the desired numeric field, then press the [ENTER/SELECT] button.

The numeric field is displayed in reverse.

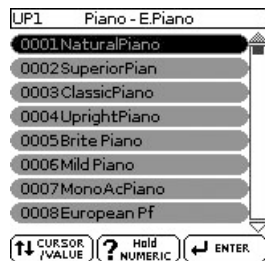


3. Rotate the dial to select the desired Tone.

If necessary, use the TONE buttons to select a different family.



The display now shows a page similar to the following:



You can also use the "Numeric" function (see below) to select the desired Tone. In that case, you need to confirm your selection by pressing the BK-5 button. Pressing the same TONE button several times allows you to select the first sound of the various categories within that family ("NaturalPiano" → "Vintage EP1" → "Clav-1"...).

4. Press [EXIT] to leave the Tone selection page.

The display returns to the main page where the name of the newly selected Tone is shown.

On the main page, you can also use the "Numeric" function to select Tones. The procedure is as follows:

- Use the [CURSOR/VALUE] dial to select the numeric field of the part you wish to assign a different Tone to.
- Press the [NUMERIC] button (a pop-up window is displayed).
- Use the [0]~[9] button to enter the number of the Tone you want to use.
- Press the [ENTER/SELECT] button to confirm.

NOTE

You can also select the BK-5's Tones via MIDI. Be aware, however, that if the BK-5 receives a sound select cluster (bank select + program change message) for which there is no Tone, the display shows "---" instead of a Tone name and the real-time part in question no longer sounds.

Using the 'Numeric' function to select Tones, Rhythms and Performances

The "Numeric" function can be used to enter the number of the Tone, Rhythm or Performance memory you want to use, which is faster than scrolling with the [CURSOR/VALUE] dial.

This function is automatically activated when you call up a display or mode where using it makes sense. Below please find an example that shows you how to use the "Numeric" function for selecting Tones.

NOTE

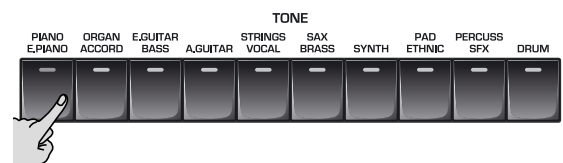
For Tone selection, it would be a good idea to check on the main page which real-time part is currently selected to ensure that you don't select a Tone for the wrong part.

To select a different Tone for the Upper2 or Lower part, you can simply press and hold the [UP2] and [LWR] button while using the following procedure.

In the following example, we will assign a different sound to the Upper1 part.



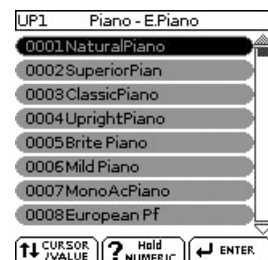
1. Press the button of the Tone family that contains the Tone you want to select ([PIANO/E.PIANO], for example).



NOTE

By pressing and holding one of these buttons, you activate the lock function for Tone selection, which means that Tones no longer change when you select Performance memories (page 54).

The display changes to:



- Press the [NUMERIC] button to open the following window:



The TONE buttons light.

- Press the TONE buttons that correspond to the figures you want to enter ([0]~[9]).
For Tones, you can enter up to 4 digits. To select Tone 6, for instance, simply pressing the [6] button is enough (the display will show "0006").

NOTE

If you make a mistake, the quickest way to correct it is by pressing the [0] button four times (to enter "0000") and then restarting.

For Rhythms and Performance memories, up to 3 digits can be entered.

NOTE

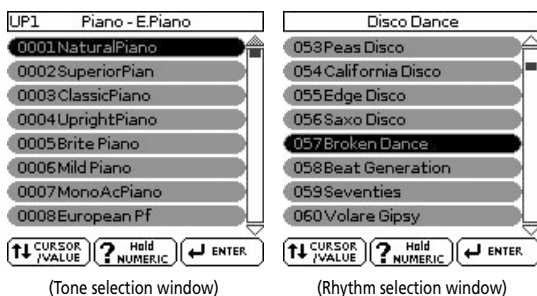
If you try to enter more digits than possible for the current item, a warning is displayed ("Tone doesn't exist").

- Press the [ENTER/SELECT] button to confirm your entry.
The "Numeric" pop-up disappears and the display jumps to the Tone (and family) you selected.
- Press the [EXIT] button to return to the main page.

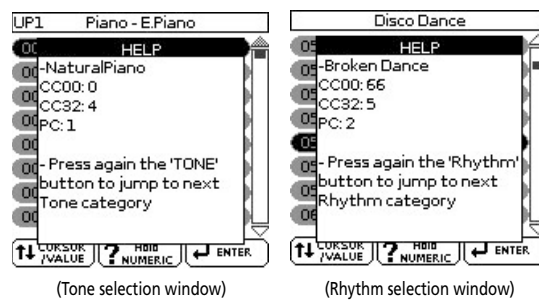
Checking a Tone's or rhythm's MIDI address

Tones and rhythms can also be selected via MIDI. To this effect, they use an "internal" address, which is not usually displayed. For MIDI applications involving sequencers or external controllers, knowing the "official" address may come in handy. The BK-5 has a handy system that provides this information instantly—there is thus no need to look up the MIDI address in the tables at the end of this manual.

- Select the Tone or Rhythm whose MIDI address you need to know.



- Press and hold the [NUMERIC] button to call up a pop-up window.



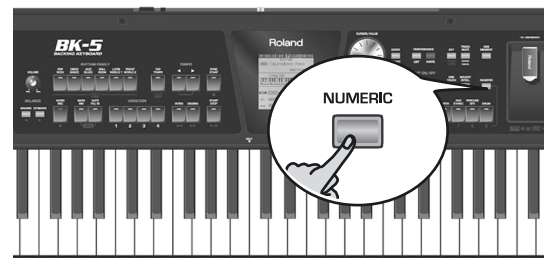
- Press the [EXIT] button (or press [NUMERIC] again) to return to the previous page.

Using the 'Help' function

Whenever the display shows a "? hold NUMERIC" message, the BK-5 can provide some explanations about the parameters currently shown in the display. To view this information, proceed as follows:



- Select a page where the above field is displayed, then press and hold the [NUMERIC] button.



A pop-up window similar to the following appears:



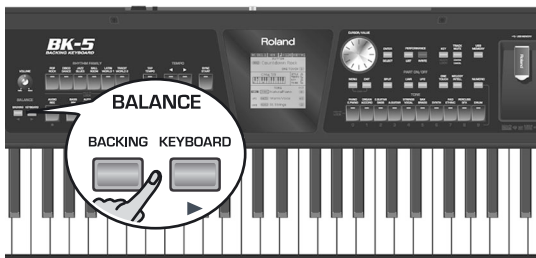
- Press the [EXIT] button (or press [NUMERIC] again) to close the "Help" window.

8. Rhythm functions

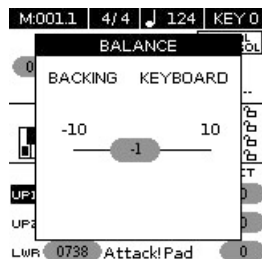
The BK-5 contains a function that plays back automatic accompaniments called "rhythms". This section explains how to take advantage of the BK-5's accompaniments.

Volume balance between the backing and the real-time parts

If the rhythm accompaniment is too loud or too soft with respect to the real-time parts you are using, you can change the balance with the [BACKING] and [KEYBOARD] buttons:



When the [BACKING] or [KEYBOARD] button is pressed, the "BALANCE" pop-up window appears, showing the current setting:



After about 3 seconds, the pop-up window disappears again.

About the rhythms

The BK-5 can generate interactive accompaniments based on the rhythm you select. Each rhythm is a typical accompaniment for a given musical genre. The BK-5 comes with over 300 internal rhythms divided over 6 families (see the RHYTHM FAMILY section on the front panel).

The melodic accompaniment parts of the selected rhythms follow the chords you play on the keyboard.

Using rhythms

The "interactive" aspect about the rhythms is that you can change the key of the accompaniment simply by playing different notes or chords. Additionally, you can select different variations (more or less complex arrangements) for the active rhythm. The BK-5 provides several buttons for this.

■ START/STOP

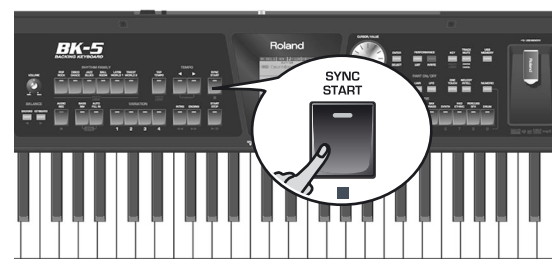


This button is used to start and stop rhythm playback. While a rhythm is running, the button's indicator flashes red on the first beat of each bar, and green on the remaining beats.

NOTE

You can also start (and stop) rhythm playback simply by playing on the keyboard. See the next function. (The Start/Stop function can also be assigned to an optional foot-switch.)

■ SYNC START

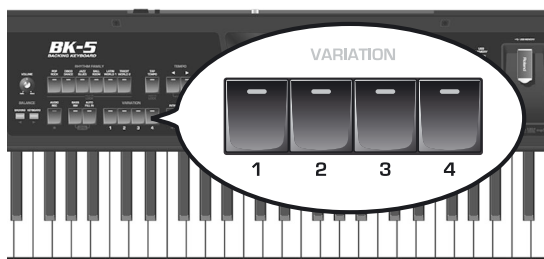


This button activates and switches off the "Sync Start" or "Sync Start/Stop" function. Pressing it several times allows you to select one of the following options:

Function	[SYNC START] indicator	Explanation
Sync Start	Lights red	Rhythm playback can be started by playing a note or chord. Press [START/STOP] to stop rhythm playback.

Function	[SYNC START] indicator	Explanation
Sync Start/ Stop	Lights green	Rhythm playback can be started by playing a note or chord. Playback will stop when you release all keys.
–	Dark	Rhythm playback needs to be started and stopped using the [START/STOP] button (or the assigned optional footswitch).

■ VARIATION [1], [2], [3], [4]



These buttons are used to select the complexity (number of parts) of the rhythm's arrangement:

VARIATION	Explanation
[1]	The simplest accompaniment pattern. A good choice for the first of the songs you play.
[2]	A slightly more complex pattern you may want to use for subsequent verses.
[3]	This pattern would be a good choice for the first chorus.
[4]	This is the most complex arrangement. Consider selecting it for the bridge or the final chorus sections of a song.

Note that the VARIATION patterns are repeated (played back in a loop) until select a different pattern or stop rhythm playback.

■ INTRO



Selects an introduction, which is usually used at the beginning of a song. You can, however, also select this pattern for other song sections. The behavior of the Intro pattern depends on when you press the [INTRO] button:

[INTRO]	Behavior
Pressed before starting rhythm playback	The indicator lights. When you start rhythm playback, the Arranger first plays a musical introduction. (This pattern is played back only once).
Pressed during rhythm playback	The indicator flashes to signal that the INTRO pattern will begin on the next downbeat. When the intro is finished, the BK-5 returns to the previously selected VARIATION pattern.

There are, in fact, four different INTRO patterns, that can be selected using the VARIATION [1], [2], [3] and [4] buttons. Again, the VARIATION buttons determine the complexity of the intro arrangement.

■ ENDING



This button allows you to end your songs with a suitable closing section if you don't want to simply stop playback. The behavior of the Ending pattern depends on when you press the [ENDING] button:

[ENDING]	Behavior
Pressed before starting rhythm playback	The indicator lights. When you start rhythm playback, the Arranger plays a musical ending. At the end of the phrase, playback stops.

[ENDING]	Behavior
Pressed during rhythm playback	The indicator flashes to signal that the ENDING pattern will begin on the next downbeat. When the ending is finished, rhythm playback stops.

There are four different ENDING patterns, that can be selected using the VARIATION [1], [2], [3] and [4] buttons. Again, the VARIATION buttons determine the complexity of the arrangement.

■ BASS INV



This button is used to switch the "Bass Inversion" function on or off. While the button is **dark**, the rhythm's bass part always plays the fundamental of your notes or chords. Example: if you play a chord consisting of the notes C, E and G (which is recognized as a C major chord), the bass part plays a C. If the [BASS INV] button **lights**, the rhythm's bass part uses the lowest notes of the chords you play. Example: if you play a chord consisting of the notes E, G and C (still a C major chord), the bass part plays an E. This function therefore gives you more artistic licence.

■ AUTO FILL IN



When this button lights, the BK-5 plays a transition before switching to the newly selected VARIATION pattern. Example: if the VARIATION [1] pattern is running, pressing the [4] button will not switch to that pattern right away—the BK-5 first plays a fill-in to announce the new song section.

NOTE

The duration of the fill-ins (transitions) can be halved if you like. See "Fill In Half Bar" on p. 63. You can also speed up or slow down playback during a fill-in. See "Fill Ritardando" on p. 63.

Selecting rhythms

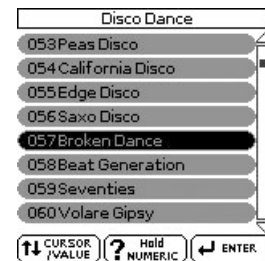
1. Press a RHYTHM FAMILY button to select the rhythm family.



NOTE

By pressing and holding one of these buttons, you activate the lock function for rhythm selection, which means that rhythms no longer change when you select Performance memories (see p. 54).

The display shows a list of the rhythms that belong to this family. If the currently selected rhythms belongs to the family whose button you pressed, its name is displayed in reverse and the indicator of the button you pressed lights:

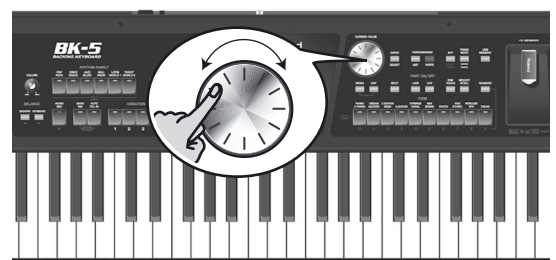


If you press a different RHYTHM FAMILY button, the display shows the beginning of the associated list (but the indicator of the associated family button doesn't light):



2. Rotate the [CURSOR/VALUE] dial to select the desired rhythm, then press [ENTER/SELECT] to confirm your selection.

The indicator of the selected family button lights.



NOTE

The "Help" function is available in this environment (see p. 26). You can also press and hold [NUMERIC] to check the MIDI address of the selected rhythm (see p. 26).

Playing back rhythms

Let us now take a closer look at the interactive aspects of the BK-5's rhythms and at how to use them.

1. Switch on the BK-5 (see p. 20).
2. Set the BK-5's [VOLUME] knob to a reasonable level (about 1/4).



3. Press the [SPLIT] button if you want to play in Split mode.



4. Select the rhythm you want to use (see p. 29).
5. Press the [INTRO] button (it lights) to start rhythm playback with an introduction.



6. Press the VARIATION [1], [2], [3] or [4] button to select the complexity of the INTRO pattern.
7. Play a chord on the keyboard.

The main page displays the name of the last chord the BK-5 recognized:



8. Press the [START/STOP] button to start rhythm playback.

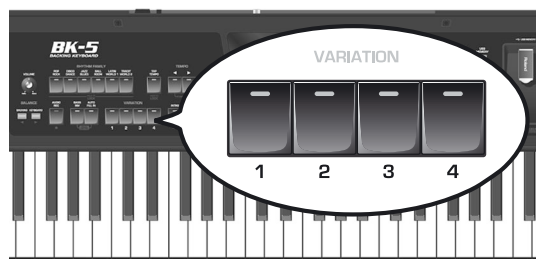


The [START/STOP] indicator lights and the BK-5 starts playing back the introductory phrase.

9. Play different chords on the keyboard and listen to the effect this has on the rhythm.
10. Switch on the [AUTO FILL IN] button (it lights).

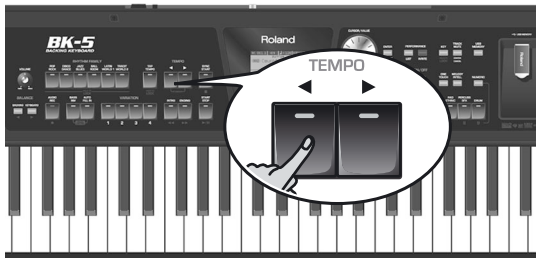
This means that when you select a different VARIATION pattern, the BK-5 will play a transition (fill-in) before switching to the new pattern.

11. Press a VARIATION [1], [2], [3] or [4] button to select a more complex or a simpler accompaniment.



- If you press it before the last beat of the current measure, the fill-in starts immediately and lasts until the end of the current measure, then the newly selected VARIATION pattern is played back.
 - If you press the desired VARIATION button on the last beat of a bar, the fill-in starts at the next downbeat and lasts an entire bar. Only then will the BK-5 switch to the newly selected VARIATION pattern.
12. If necessary, you can change the rhythm's tempo:

- Press the TEMPO [◀] or [▶] button to decrease or increase the tempo.



- Press the [TAP TEMPO] button at least three times at the desired tempo.



The BK-5 calculates the intervals between your presses and sets the corresponding tempo value.

NOTE

Simultaneously press the TEMPO [◀] and [▶] buttons ("STANDARD") to return to the rhythm's preset tempo.

NOTE

You can press and hold the [TAP TEMPO] button to lock the tempo setting (see p. 54).

13. Press the [ENDING] button to end rhythm playback with a suitable closing section.

You could also stop playback simply by pressing the [START/STOP] button or by releasing all keys on the keyboard (see "Sync Start/Stop" on p. 28).

While rhythm or SMF song playback is stopped, the [TAP TEMPO] button flashes to indicate the selected tempo.

Using the 'One Touch' function

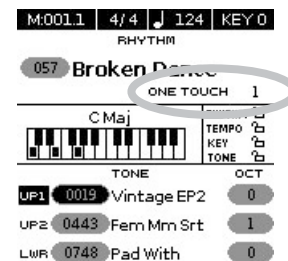
The ONE TOUCH memories help you select Tones for the real-time parts that match the atmosphere of the current rhythm. There are four such ONE TOUCH memories per rhythm.

1. Select the desired rhythm.
See page 29.
2. Press the [EXIT] button to return to the main page.
3. Switch on the [ONE TOUCH] button (its indicator lights).



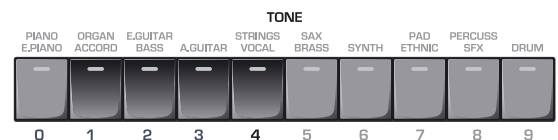
If you haven't selected any ONE TOUCH memory since switching on the BK-5, the indicators of TONE buttons [1], [2], [3] and [4] flash. Otherwise, the BK-5 automatically recalls the last ONE TOUCH memory you selected.

The main page displays "ONE TOUCH --" (or the number of the last ONE TOUCH memory).



The indicators of TONE buttons [1]~[4] flash.

4. Press the flashing TONE button assigned to the desired ONE TOUCH memory ([1]~[4]).



The indicator of the button you press lights, while the indicators of the remaining three buttons still flash.

5. Start playback of the rhythm.
See page 30.
6. Play a melody on the keyboard.
7. Now press another TONE ([1]~[4]) button than the one that is currently active.
8. Again play a melody on the keyboard.

The newly selected ONE TOUCH memory has recalled a different sound for the melody part. Note that the ONE TOUCH function also recalls other settings, like the tempo, INTRO/ENDING, etc.

NOTE

The BK-5 has a function that allows you to exclude certain settings when a new ONE TOUCH memory is selected. See "One Touch Hold" on p. 66.

9. Press a different TONE [1]~[4] button to recall the associated ONE TOUCH memory.

Tone selection for the real-time parts as well as other settings change in accordance with the newly selected ONE TOUCH memory.

10. To switch off the ONE TOUCH function and return to the Tones that were selected before you activated the ONE TOUCH function, press the TONE [1]~[4] button whose indicator lights steadily.

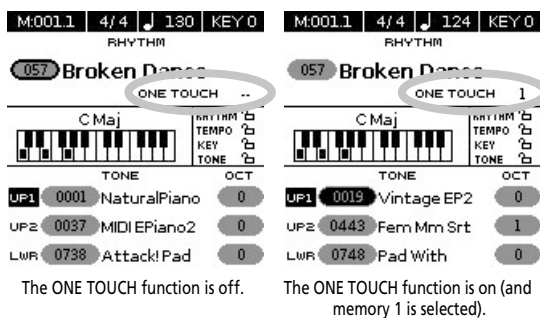
Its indicator flashes along with the other three TONE buttons.

11. Press the [ONE TOUCH] button to leave ONE TOUCH memory selection mode.

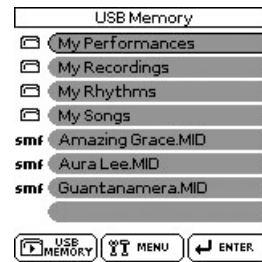
The TONE buttons stop flashing. (Only the indicator corresponding to the last Tone family you selected lights steadily.) You can now select different Tones for real-time parts without actually leaving the ONE TOUCH function (if it is still on).

■ How can you tell whether the ONE TOUCH function is on or off?

If the "ONE TOUCH" field on the main page is followed by a number (1~4), the ONE TOUCH function is currently on. If the "ONE TOUCH" field is followed by a dash ("-"), the ONE TOUCH function is off.

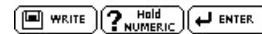
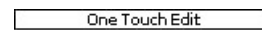


After a few seconds, the display shows the contents of the USB memory. This page is of no importance here.



2. Press and hold the [ONE TOUCH] button.

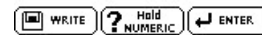
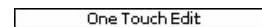
The display changes to:



This "One Touch Edit" page can also be selected via the BK-5's menu.

3. Use the [CURSOR/VALUE] dial to select the ONE TOUCH memory you want to change, and confirm with the [ENTER/SELECT] button.

The display changes to:



(Here, ONE TOUCH memory 1 has been selected for editing.)

NOTE

You can also select the desired ONE TOUCH memory by first pressing the [ONE TOUCH] button and then one of the flashing TONE buttons [1]~[4].

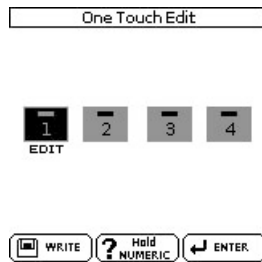
Programming your own ONE TOUCH settings (One Touch Edit)

The BK-5 allows you to save your own ONE TOUCH settings, which may come in handy for CUSTOM rhythms for which there are no "presets". The following operation saves the rhythm and its (new) ONE TOUCH settings to the "My Rhythms" folder on the USB memory connected to the USB MEMORY port.

1. Connect an optional USB memory to the BK-5.

4. Change the required settings.

As soon as you change any setting, the display alerts you to the fact that the contents of the selected memory no longer corresponds to the current settings ("EDIT"):



5. Use the [CURSOR/VALUE] dial to select the memory where you want to save your new settings.

6. Press the [WRITE] button (its indicator flashes).

The display changes to:



7. To save your ONE TOUCH changes, rotate the [CURSOR/VALUE] dial to select "Yes" and press [ENTER/SELECT].

The display shows the "Executing" message and then "Operation Complete".

Select "No" and press [ENTER/SELECT] if you don't want to save your changes after all.

NOTE

The above message is only displayed the first time you press [WRITE] after editing a ONE TOUCH memory.

■ If the "My Rhythms" folder on the USB memory already contains a rhythm file of the same name...

In that case, the display shows the following message when you select "Yes" and press [ENTER/SELECT] (see above):



To overwrite the old rhythm file (replacing it with your new settings), use the [CURSOR/VALUE] dial to select "Yes", then press the [ENTER/SELECT] button. If you don't want to overwrite the existing rhythm file, select "No" and press [ENTER/SELECT] to return to the "One Touch Edit" .

8. Press the [EXIT] button to return to the main page.

9. Using the BK-5 as a USB player

This section explains how to playback MIDI (SMF) and audio songs stored on an optional USB memory. Note that it is also possible to select rhythms on that device and to use them in the same way as the internal rhythms. New song and rhythm files can be copied to the USB memory using your computer as you purchase them.

Getting ready to use the BK-5 as a USB player

1. On your computer, copy the new song and rhythm files to an optional USB memory (memory stick).

NOTE

Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.

2. Connect the USB memory to your BK-5.



NOTE

Carefully insert the optional USB memory all the way into the port until it is firmly in place.

NOTE

The BK-5 supports USB memories with a capacity of up to 2TB.

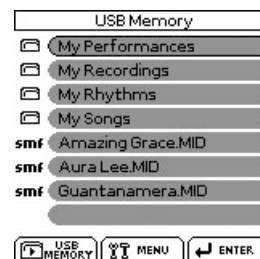
File types the BK-5 can read and play back

	Extension	Format
Rhythms	.stl	
Standard MIDI Files (SMF)	.mid	0 or 1
	.kar	
VIMA TUNES files (on CD-ROMs produced for the VIMA series)	Connect an optional CD-ROM drive to the BK-5's USB MEMORY port to be able to play back commercially available CD-ROMs made for VIMA-series instruments ("VIMA TUNES"). While a song plays, you can view a slide show suitable for the character of that song on an external display or television.	
Audio files	.mp3 mp3+CDG	<ul style="list-style-type: none"> • MPEG-1 Audio Layer 3 • Sampling frequency: 44.1kHz • Bit rate: 32/40/48/56/64/80/96/112/128/160/192/224/256/320kbps, VBR (variable bit rate)
	.wav	<ul style="list-style-type: none"> • 16-bit linear • Sampling frequency: 44.1kHz • Stereo/mono

Selecting a song or rhythm on a USB memory


1. Connect an optional USB memory to the BK-5.

After a few seconds, the display shows the contents of the USB memory.



Press the [USB MEMOMRY] button if you inserted the USB memory at an earlier stage and now want to return to this display page.

The icons to the left of the file names indicate the file type:

Icon	Explanation
STL	Rhythm file
SMF	SMF file
MP3	Audio mp3 file
WAV	Audio WAV file
JPG	Picture file
	Folder

2. Rotate the [CURSOR/VALUE] dial to select the file you want to play back or display.
3. Press the [ENTER/SELECT] button to load the file.

The [USB MEMORY] button now lights to indicate that you selected a file on the USB memory. If the file you need is located inside a folder, you must first select that folder, press the [ENTER/SELECT] button to see its contents and then select the file. If you opened a folder by mistake, press the [EXIT] button to return to a higher level.

NOTE

Press and hold the [EXIT] button to return to the main page.

Playing back a song or rhythm from a USB memory


If you selected a rhythm, see "Playing back rhythms" on p. 30, because operation is the same as for internal rhythms.

In the following, we will therefore only show you how to play back song files located on a USB memory.


NOTE

The BK-5 has no internal memory where you could store SMF or audio files.



1. Select a song (SMF or audio file) on the USB memory.
See page 34.
2. Press the [START/STOP] button to start playback.

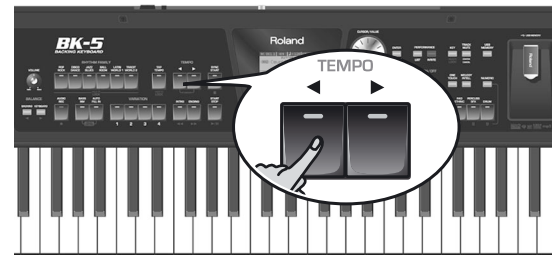
This button is also labeled .



The  button's indicator lights and song playback starts.

3. If necessary, you can change the song's playback tempo:

- Press the TEMPO [] or [] button to decrease or increase the tempo.



NOTE



If you set a tempo value close to the upper or lower limit for an mp3 or WAV file, playback may sound a little strange.

- Press the [TAP TEMPO] button at least three times at the desired tempo. (This function is not available if you selected an audio file (WAV or mp3).)





The BK-5 calculates the intervals between your presses and sets the corresponding tempo value.

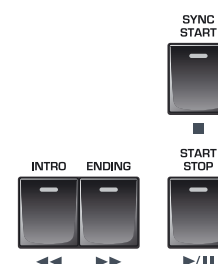
NOTE

Simultaneously press the TEMPO [] and [] buttons ("STANDARD") to return to the rhythm's preset tempo.

4. Press the  button again to pause song playback.
The  button goes dark.

5. Press  yet again to resume playback.
6. Press the [SYNC START] button () to stop playback

You can use the following buttons to control song playback (see the gray legends):



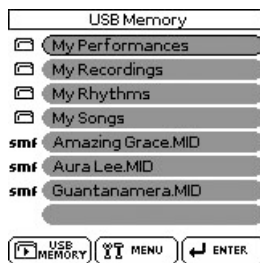
Button	Explanation
[▶/]	Starts or pauses song playback.
[■]	Stops song playback.
[◀]	Rewinds the song.
[▶]	Fast-forwards the song.

Renaming or deleting files/folders on a USB memory

Rename

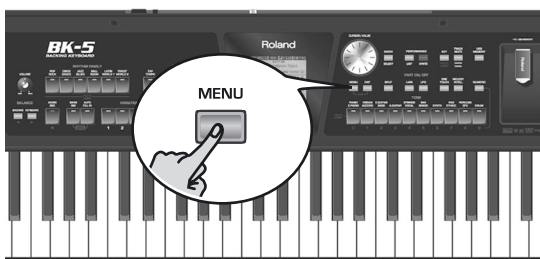
Here is how to change the name of a file or folder on the connected USB memory.

1. Connect an optional USB memory to the BK-5.
After a few seconds, the display shows the contents of the USB memory.

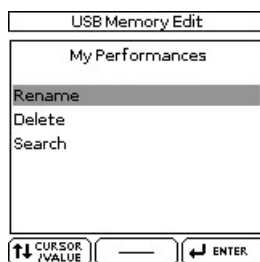


Press the [USB MEMORY] button if you inserted the USB memory at an earlier stage and now want to return to this display page.

2. Rotate the [CURSOR/VALUE] dial to select the file or folder you want to rename.
3. Press the [MENU] button to jump to the "USB Memory Edit" page.



The display changes to:

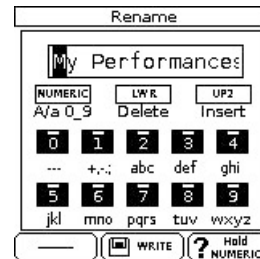


To return to the BK-5's menu, press and hold the [EXIT] button. While the contents of the connected USB memory is displayed, pressing [MENU] takes you to the "USB Memory Edit" page where you can select "Rename", "Delete" or "Search".

NOTE

If you press [MENU] while an empty folder is selected, the message "No item selected" is displayed to alert you to the fact that you cannot make any changes.

4. Press the [ENTER/SELECT] button to call up the following display page:

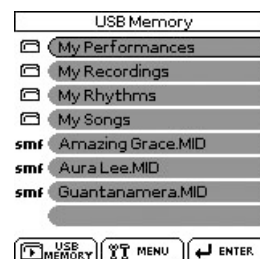


5. Rotate the [CURSOR/VALUE] dial to select the desired character, then use the TONE buttons.
You can press the [NUMERIC] button to switch between upper- and lower-case characters as well as numbers. The [LWR] button can be used to delete the selected character. The [UP2] button allows you to insert a character.
6. Rotate the [CURSOR/VALUE] dial to select the next character position you want to change, then use the TONE buttons again.
7. Repeat steps (5) and (6) above to complete the name.
8. Press the flashing [WRITE] button to confirm.

Delete

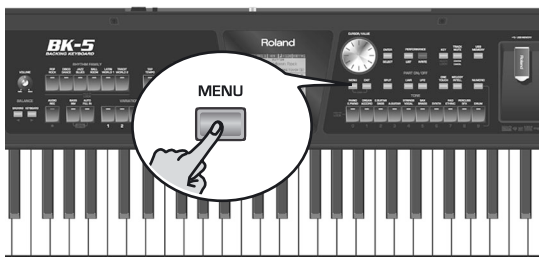
Files or folders on the connected USB memory that you no longer need can be deleted as follows.

1. Connect an optional USB memory to the BK-5.
After a few seconds, the display shows the contents of the USB memory.



Press the [USB MEMORY] button if you inserted the USB memory at an earlier stage and now want to return to this display page.

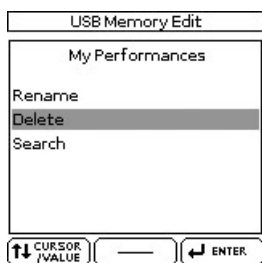
2. Rotate the [CURSOR/VALUE] dial to select the file or folder you want to delete.
3. Press the [MENU] button.



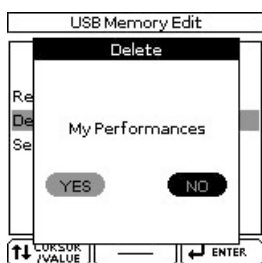
NOTE

If you press [MENU] while an empty folder is selected, the message "No item selected" is displayed to alert you to the fact that you cannot make any changes.

4. Use the [CURSOR/VALUE] dial to select "Delete".



5. Press the [ENTER/SELECT] button.
The display changes to:



If you selected a folder in step (2) above, the display also contains a warning: "The folder may contain files. Do you want to delete it?"

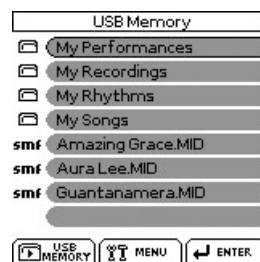
6. Rotate the [CURSOR/VALUE] dial to select "YES" (delete) or "NO" (don't delete).
7. Press the [ENTER/SELECT] button to confirm your selection.

Using the 'Search' function to locate songs, rhythms or pictures

The BK-5 provides a "Search" function that allows you to search the connected USB storage device for the files you need. This function is available even while the BK-5 is playing back a song or rhythm, allowing you to prepare the next song or picture without keeping your audience waiting.

1. Connect an optional USB memory to the BK-5.

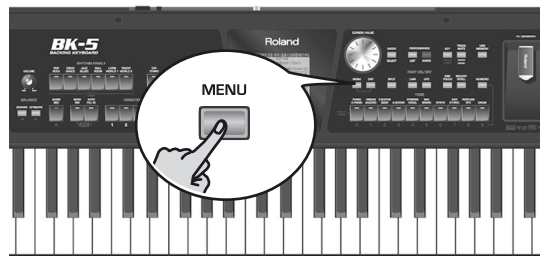
After a few seconds, the display shows the contents of the connected USB storage device.



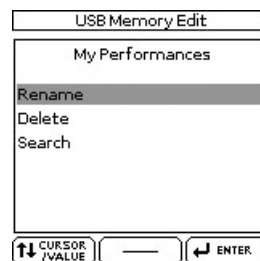
2. If you know the folder where the file is located, select it by rotating the [CURSOR/VALUE] dial and then pressing the [ENTER/SELECT] button.

If you are not sure about the location, **do not** select a folder to avoid that the "Finder" function only looks in that folder.

3. Press the [MENU] button.



The display changes to:



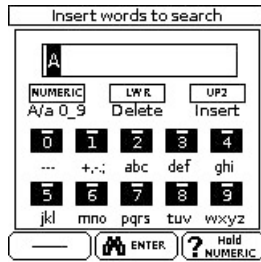
NOTE

If you press [MENU] while an empty folder is selected, the message "No item selected" is displayed to alert you to the fact that you cannot make any changes.

4. Use the [CURSOR/VALUE] dial to select "Search".

5. Press the [ENTER/SELECT] button.

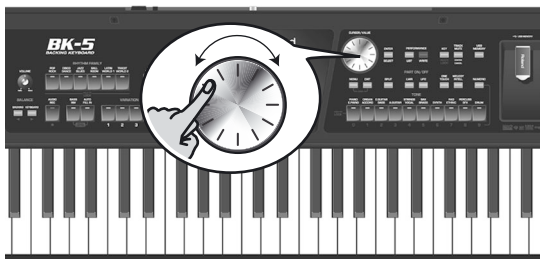
The display changes to:



The first character position is already selected ("A").

6. Use the TONE buttons to select a different character.

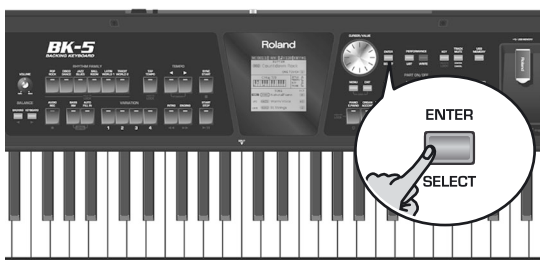
7. Rotate the [CURSOR/VALUE] dial to select the next character position you want to change, then use the TONE buttons again.



You can press the [NUMERIC] button to switch between upper- and lower-case characters as well as numbers. The [LWR] button can be used to delete the selected character. The [UP2] button allows you to insert a character.

8. Repeat steps (6)~(7) to complete the character string you are looking for.

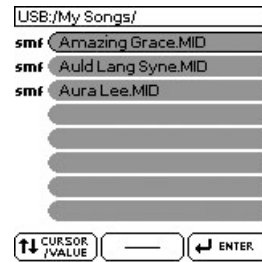
9. Press the [ENTER/SELECT] button to start the search.



NOTE

If you decide that you don't want to use the "Search" function, press [EXIT] instead of [ENTER/SELECT].

The BK-5 searches the USB storage device for files whose names match the character string you entered and displays them. The title bar shows the path of the folder that contains the selected files.



NOTE

The "Search" function can find and display 100 files at a time.

10. Rotate the [CURSOR/VALUE] dial to select the song or rhythm you want to play back, then press the [ENTER/SELECT] button to confirm your selection.

11. Press the [EXIT] button to close the list.

12. Press the [START/STOP] button to start playback of the selected song or rhythm.

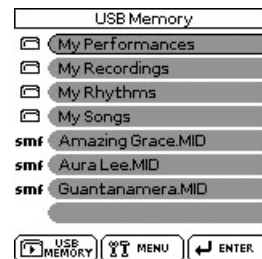


Activating the 'Play All Songs' parameter for the USB memory

The "Play All Songs" parameter allows you to play back all audio songs (WAV and mp3) or SMF songs on the connected USB memory.

1. Connect an optional USB memory to the BK-5.

After a few seconds, the display shows the contents of the USB memory.



Press the [USB MEMORY] button if you inserted the USB memory at an earlier stage and now want to return to this display page.

2. Rotate the [CURSOR/VALUE] dial to select the folder that contains the audio files you want to listen to.
3. Press the [ENTER/SELECT] button to open the folder.
4. Use the [CURSOR/VALUE] dial to select the audio file where you want playback to start.
5. Press [ENTER/SELECT] to confirm your selection.
6. Press the [USB MEMORY] button to activate the playback function of the selected and all subsequent songs.



NOTE

.STL and .JPG files contained in the selected folder will be ignored when you start playback (see below).

The icon in the lower left corner of the display page changes as follows:

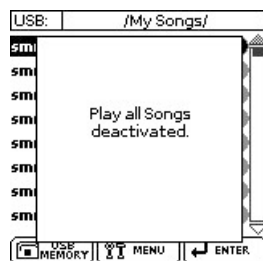


7. Press the [▶/||] button to start playback of all audio songs.

NOTE

While playback of all songs is running, you can navigate the USB memory (to check its contents, for example). The "Play All Songs" function continues to play back the files of the folder you selected in step (2) above.

If you select a different file while navigating (by pressing [ENTER/SELECT]), the "Play All Songs" function is switched off and the following message appears:



8. Press the [||] button to stop sequential playback.

Deactivating the 'Play All Songs' function

The "Play All Songs" function needs to be deactivated if you no longer need it. To do so, proceed as follows:

1. If the display doesn't currently show the contents of the connected USB memory, press the [USB MEMORY] button.
2. Press the [USB MEMORY] button (again) to change the icon back to . Pressing the [▶/||] button now will only start playback of the selected song.

Loop function (MARK A/B)

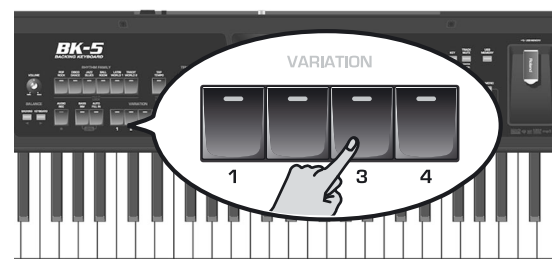
The Loop function can be used to specify a passage, such as the chorus of a song, that will be repeated several times. This function is available for both audio and SMF songs. You can also use it to practise difficult song passages.

Setting and using the loop positions

1. Select the song you want to play back.
2. Press the [START/STOP] button to start playback.

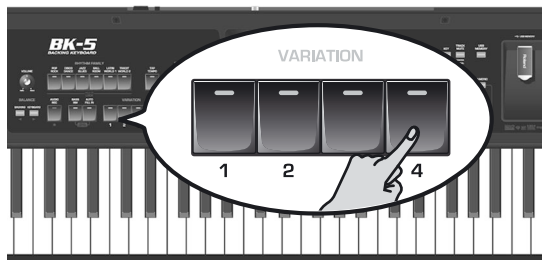


3. When the BK-5 reaches the beginning of the passage you want to play back in a loop, press the VARIATION [3] button.



The VARIATION [3] button flashes to indicate that the position has been set.

4. Wait until you reach the end of the passage to be played back in a loop, then press the VARIATION [4] button.



The VARIATION [4] button lights, while VARIATION [3] keeps flashing. The loop's start and end positions have been set and can be used.

Here is what you have set so far (this is only an example):



5. Press the VARIATION [3] button (it lights) to activate the loop.

The passage selected above is now played back over and over.



6. Press the VARIATION [3] button again (it flashes) to deactivate loop playback.

This does not delete the loop positions. The song is once again played back in the usual way (i.e. until the end).

7. Press VARIATION [3] yet again (it lights) to return to the loop start position and activate the loop.

NOTE

The marker positions are deleted when you start playback of another song or switch off the BK-5.

8. To delete the first and second marker positions, press the VARIATION [4] button.

The VARIATION [3] and [4] buttons go dark and your loop setting is deleted.

10. Other important functions

This section presents other important functions you may need regularly.

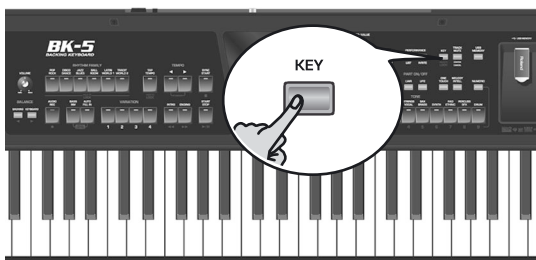
Changing the key

This function allows you to transpose the BK-5's pitch in semi-tone steps. Depending on the mode setting, this transposition applies to all sections or just a specific setting.

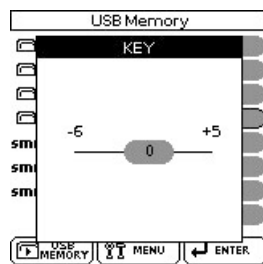
NOTE

If you choose to transpose the real-time parts, rhythm playback is also transposed.

1. Press [KEY] button.



The display changes to:



The current "KEY" setting (transposition interval) is displayed and already selected.

NOTE

Pressing and holding the [KEY] button locks the "Key" setting.

2. Rotate the [CURSOR/VALUE] dial to select the desired "Key" setting.

"Key" setting

-6~0~+5 (semitone units)

If the "Key" setting differs from "0", the [KEY] indicator lights.

After a few seconds, the "Key" pop-up window disappears. Press the [EXIT] button to close it immediately.

NOTE

If you also need to change the "Mode" setting, see p. 62.

Changing the octave

This function allows you to transpose the real-time parts (UP1, UP2 and LWR) up or down in octave steps.

1. If necessary, press the [EXIT] button to return to the main page.



The display shows the current octave setting ("OCT") for all 3 real-time parts.

2. Use the [CURSOR/VALUE] dial to select the "OCT" parameter of the real-time part whose setting you want to change.
3. Press the [ENTER/SELECT] button. The selected "OCT" field is displayed in reverse.
4. Rotate the [CURSOR/VALUE] dial to select the desired setting.

"Octave" setting

-4~0~+4

5. Press the [ENTER/SELECT] button again. The "OCT" field is no longer selected and the [CURSOR/VALUE] dial can be used to select other fields.

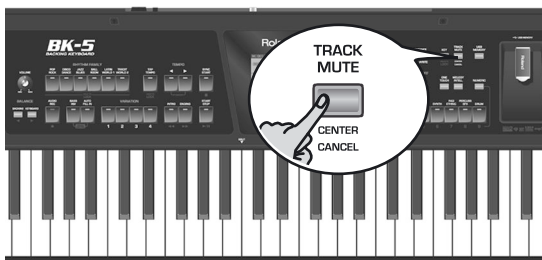
NOTE

You can also change the octave setting using [MENU] button → "Performance Edit" → "Tone Part View" → "Octave Shift" (page 59).

Using 'Track Mute' and 'Center Cancel'

You can use this function to mute tracks of rhythms or the melody part of the selected Standard MIDI File (SMF). After selecting a WAV or mp3 audio file, you can attenuate the vocal part at the center of the stereo image ("Center Cancel"). The Mute function's behavior depends on the selected file type.

1. Select a song (SMF or audio) or a rhythm.
2. Press the [START/STOP] button to start playback.
3. Press the [TRACK MUTE] (CENTER CANCEL) button (its indicator lights).



The "Track Mute" or "Center Cancel" function will turn on. This depends on the file type you selected:

File Type	Function	Explanation
Rhythm	Track Mute	The specified rhythm track(s) is muted (Default: AC1~AC6).
SMF	Track Mute	The specified Standard MIDI file track is muted (Default: channel 4).
Audio (mp3, Wav)	Center Cancel	Sounds in the center (the melodic portion of the sound) will be minimized.

NOTE

For some audio songs, the vocal sound may not be eliminated completely.

4. Press the [TRACK MUTE] (CENTER CANCEL) button again to make its indicator go dark. This switches the "Track Mute" or "Center Cancel" function back off.

Selecting the track(s) to mute for rhythms or SMF songs

The following procedure allows you to specify the track of the selected Standard MIDI File that should be muted when you switch on the [TRACK MUTE] button.

NOTE

This function is not available for audio files.

1. Select a rhythm or an SMF song.
2. Press and hold the [TRACK MUTE] (CENTER CANCEL) button.

This function can also be selected using [MENU] button → "Global" → "Rhythm/SMF Track Mute".

Depending on the file type, the display changes to...

Rhythm Track Mute	
Adm:	TR-909
Abss:	MG LIGHTBASS
Acc1: M	Stacked Pad
Acc2: M	XPRESSIVE
Acc3: M	Tremolo EP
Acc4: M	Sweep Pipe
Acc5: M	Twin Sine
Acc6: M	XPRESSIVE

...OR:

SMF Track Mute	
1	CLASSICPIANO
2	FINGERED BS.
3	NATUR31PIANO
4 M	Fem Mm Srt
5	All Skate!
6	R&B B3
7	SlowStringS2
8	French Horns
9	NATUR31PIANO
10	NEW POP
11	SlowStringS2
12	NATUR31PIANO
13	NATUR31PIANO
14	SteelGt4
15	NATUR31PIANO
16	NATUR31PIANO

When you start playback, you will notice that active parts are indicated by moving bar graphs that simulate level meters. The bar graphs of muted parts do not move.

3. Rotate the [CURSOR/VALUE] dial to move the cursor to the track you want to mute.
4. Press the [ENTER/SELECT] button to highlight the corresponding parameter.
5. Rotate the dial to change the setting and press [ENTER/SELECT] to confirm you setting.

The possibilities are:

Display indication	
<no indication>	The associated track is played back.
M	The associated track is no longer played back (muted).

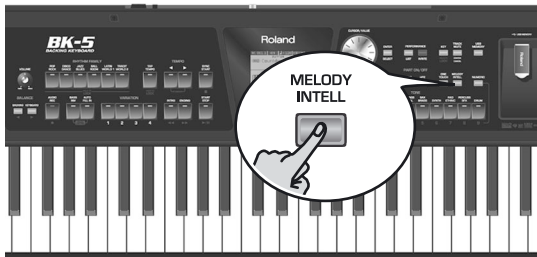
6. If you want to save your selection of the track(s) that should be muted for any rhythm or SMF file you play back, see "Save Global" on p. 70.
7. If there is no need to save your settings, press and hold the [EXIT] button to return to the main page.

Using the 'Melody Intell(igence)' function

The Arranger can add a counter-melody to the notes you play with the Upper1 part (UP1). Those automatic harmonies are based on the chords you play in the chord recognition area.

The counter-melody is played by the MELODY INTELL part. There are 18 harmony types to choose from.

1. Press the [MELODY INTELL] button (so that it lights).



This adds a harmony to the notes you play.

2. Press the [MELODY INTELL] button again (its indicator goes dark) to switch off the counter-melody.

NOTE

Press and hold the [MELODY INTELL] button to open the window where you can change the "Melody Intelligence" settings (see p. 64).

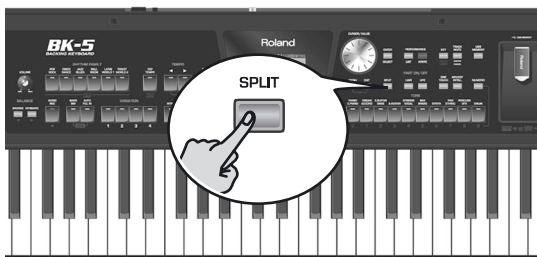
Using Split mode

In Split mode, the BK-5's keyboard transmits notes played to the left of the split point to the Arranger parts. The notes to the right of the split point, however, are played back by the real-time parts.

NOTE

In most cases, the default setting for the split point is note number 60 (C4). You can change the split point to a different note (see "Split Point" on p. 61).

1. Press the [SPLIT] button (its indicator lights).



The BK-5 is now in Split mode: note numbers below the split point (see "Split" on p. 56) are used to transpose rhythm playback in real-time and to play the

LWR part (if it is active). Note numbers above the split point can be used to play melodies using the UP1 and/or UP2 part.

In Split mode, the "Type" parameter (see p. 62) is automatically set to "Intelligent".

NOTE

See page 24 for how to select the real-time parts you want to use.

NOTE

You can activate a "Hold" function for the LWR part. See "Lower Hold" on p. 62.

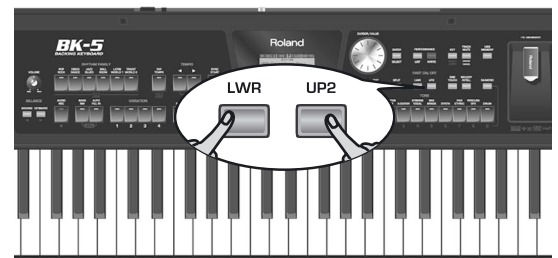
2. Press the [SPLIT] button again.

The BK-5 leaves Split mode, the [SPLIT] indicator goes dark and chord recognition (see "Type" on p. 62) is set to "Pianist2".

Setting the volume of the real-time parts

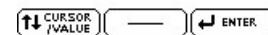
The BK-5 provides an easy way to change the volume balance of the Upper1, Upper2 and Lower parts.

1. Simultaneously press the [LWR] and [UP2] buttons to call up the "Parts Volume" page.



The "Volume" value of the last part you selected (on the main page) is already highlighted.

Parts Volume	
UP1 Volume	127
UP2 Volume	90
LWR Volume	50



2. Rotate the [CURSOR/VALUE] dial to set the desired volume for that part (0~127).
3. Press the [UP2] button to select the "UP2 Volume" value.
Pressing it again selects the "UP1 Volume" value.
4. Repeat step (2) above.
5. Press the [LWR] button to select the "LWR Volume" value.
6. Repeat step (2) above.

NOTE

You can also select the desired volume value by pressing the [ENTER/SELECT] button, rotating the [CURSOR/VALUE] dial and pressing [ENTER/SELECT] again.

7. Press the [EXIT] button to return to the main page.

11. Performance Lists

Performance/Music Assistant/ Factory Songs info

The "Performance List" is a list of up to 999 Performance memories. Each Performance memory contains a reference to the desired rhythm or song and all settings you want to load along with that rhythm or song (see "Performance Edit" parameters" on p. 56), including settings like INTRO/ENDING status, selected VARIATION, etc.

The Performance memories you create are saved to the selected "Performance List". This allows you to prepare one set of Performance memories for weddings, another for corporate events, a third for anniversaries, etc. Performance Lists always reside on a USB memory.

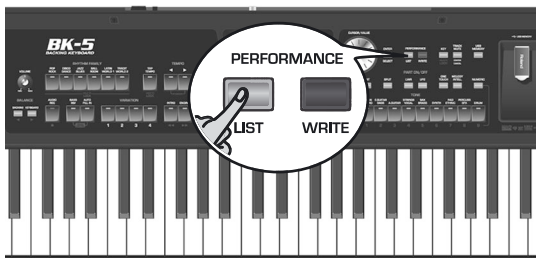
It is perfectly possible to program several Performance memories for one song. Selecting a Performance memory is a lot faster than calling up one of the BK-5's functions, modifying the settings, etc., while playing. You could program one Performance memory for the first part of a song, another for the bridge and a third one for the closing section. Doing so allows you to "play" with the effect settings of the various processors, for example.

NOTE

The BK-5 is supplied with one Performance List called "Music Assistant" and a second called "Factory Songs" that contains 5 SMF files. These lists cannot be deleted or edited.

Loading a Performance/Music Assistant/'Factory Songs' List

1. Switch on the BK-5.
See page 20.
2. Connect an optional USB memory to the BK-5.
This step is unnecessary if you want to use the "Music Assistant" or "Factory Songs" list, because these lists reside in the BK-5's internal memory.
3. Press the PERFORMANCE [LIST] button.



The display now shows all Performance Lists it found on the USB memory. (The internal "Music Assistant" and "Factory Songs" lists are always displayed in the top line.)



NOTE

If you already loaded a Performance List, the display immediately displays the Performance memories it contains. To load a different Performance List from the USB memory, press the PERFORMANCE [LIST] button again and proceed with step (4) below.

The "LIST" icon at the bottom means that you can press the [LIST] button to alternate between the list of Performance List files (see the illustration above) and the contents of the currently selected list (see the illustration below).



NOTE

If the USB memory contains no Performance List files, or if the memory is not connected (properly), the BK-5 only displays the "Music Assistant" and "Factory Songs" list.

4. Rotate the [CURSOR/VALUE] dial to select the Performance List you want to use.
5. Press the [ENTER/SELECT] button to confirm your selection.

(In our example, we selected the "Music Assistant" list.) The display changes to:



You can now select a Performance memory (see below).

If you need to load another Performance List, press the PERFORMANCE [LIST] button again.

Recalling a Performance/'Music Assistant'/'Factory Songs' memory

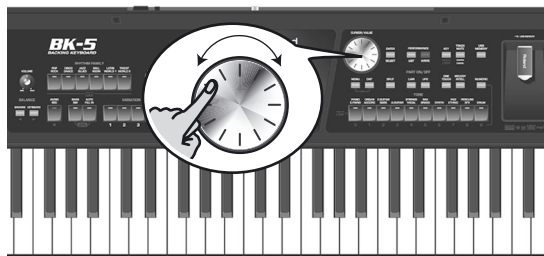
Here is how to select a Performance/ "Music Assistant"/ "Factory Songs" memory from the last list you loaded (see p. 45).

1. If the display doesn't yet show a list of Performance/'Music Assistant'/'Factory Songs' memories, press the PERFORMANCE [LIST] button.



In this example, we loaded the "Music Assistant" List.

2. Rotate the [CURSOR/VALUE] dial to select the memory whose settings you want to use, then press the [ENTER/SELECT] button to confirm your selection.



The PERFORMANCE [LIST] button lights to signal that the BK-5 is now using the settings of the selected Performance memory. The name of that memory is highlighted.



The selected memory also refers to a rhythm or song, which can be started in the usual ways ([START/STOP] button, [SYNC START], etc.).

During playback of that rhythm or song, you can already select a new Performance/'Music Assistant'/'Factory Songs' memory.

3. If you need to return to the main page, press the [EXIT] button.

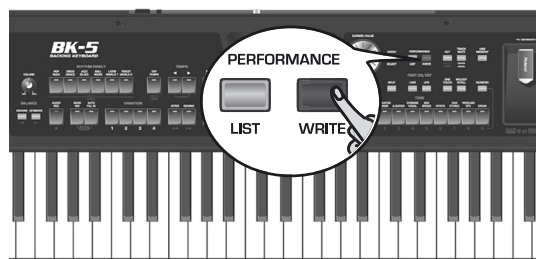
To return to the page that lists the memories, press PERFORMANCE [LIST] again.

Quickly locating Performance memories

Performance memories can also be loaded using the BK-5's "Numeric" function. See "Using the 'Numeric' function to select Tones, Rhythms and Performances" on p. 25 for details.

Saving your settings as a Performance

1. Select a rhythm or song.
2. Select all settings you would like to use for this rhythm or song.
You can, for instance, assign the desired Tones to the real-time parts, switch on the [INTRO] button, modify the "Performance Edit" settings, etc.
3. Press the [WRITE] button to jump to the "Write Performance" page.



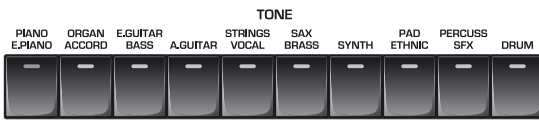
The [WRITE] indicator flashes and the display changes to:



By default, the BK-5 assigns the name of the selected rhythm, song or of the last Performance you loaded to the Performance settings you are about to save. If you agree with that name, proceed with step (7) below.

4. Rotate the [CURSOR/VALUE] dial to select the desired position.

- Use the TONE buttons to enter the desired characters.



- Repeat steps (4) and (5) to enter the remaining characters.

NOTE

You can press the [NUMERIC] button to switch between upper- and lower-case characters as well as numbers. The [LWR] button can be used to delete the selected character. The [UP2] button allows you to insert a character.

- Press the [WRITE] button to save your settings, thereby creating a new Performance memory.

This memory is added at the end of the currently selected Performance List (see "Loading a Performance/'Music Assistant'/'Factory Songs' List" on p. 45).

NOTE

If you haven't loaded any Performance List since switching on the BK-5, a new Performance List is created, and your Performance memory becomes its first entry.

- Press the [MENU] button.



The display now changes to a page with the following options:



Function	Explanation
Rename*	Allows you to rename the selected Performance List.
Delete*	Deletes the selected Performance List.
Make New	Allows you to create a new (empty) Performance List.

[*] Not available if you selected the "Music Assistant" or "Factory Songs" list in step (3) above.

- Rotate the dial to select the desired option, then press the [ENTER/SELECT].

Other Performance List functions

- Connect a USB memory with at least one Performance List to the BK-5.



- Press the PERFORMANCE [LIST] button.

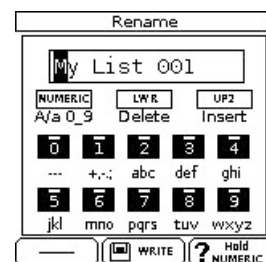
The display now shows all Performance Lists on the connected USB memory.



- Rotate the dial to select the desired Performance List.

If you select 'Rename'

The display changes to:



This page allows you to change the name of the selected Performance List.

- Rotate the [CURSOR/VALUE] dial to select the desired character position.
You can press the [NUMERIC] button to switch between upper- and lower-case characters as well as numbers. The [LWR] button can be used to delete the selected character. The [UP2] button allows you to insert a character.
- Use the TONE buttons to enter the desired characters.

- Repeat steps (1) and (2) above to complete the name.
- Press the [WRITE] button to save the Performance List under the new name.

The display briefly confirms the operation and then returns to the page with all Performance List files on your USB memory.

If the USB memory already contains a file of the name you have entered, the display asks you whether it is OK to overwrite the other Performance List file. In that case, select "YES" to replace the other Performance List file with the one whose name you changed. (Select "NO" to return to the page where you can change the name.) Then, press the [ENTER/SELECT] button.

If you select 'Delete'

The display changes to:



This page allows you to delete the selected Performance List.

- Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to delete the Performance List.

Select "NO" if you do not want to delete the Performance List after all.

The display briefly confirms that the selected Performance List has been deleted and then returns to the page with all Performance List files on your USB memory.

If you select 'Make New List'

The display changes to:



This page allows you to create a new Performance List whose name is selected automatically by the BK-5. If you are happy with that name, proceed with step (4) below. Otherwise...

- Rotate the [CURSOR/VALUE] dial to select the desired character, then use the TONE buttons.

You can press the [NUMERIC] button to switch between upper- and lower-case characters as well as numbers. The [LWR] button can be used to delete the selected character. The [UP2] button allows you to insert a character.

- Rotate the [CURSOR/VALUE] dial to select the next character position you want to change, then use the TONE buttons again.
- Repeat steps (1) and (2) above to complete the name.
- Press the [WRITE] button to create the new Performance List, which is currently empty.

If the USB memory already contains a file of the name you have entered, the display asks you whether it is OK to overwrite the other Performance List file.

In that case, select "YES" to replace the other Performance List file with the one you want to create. (Select "NO" to return to the page where you can change the name.) Then, press the [ENTER/SELECT] button.

The display returns to the page where the Performance Lists are displayed, and the newly created list is highlighted.

NOTE

The new Performance List file is saved to the "My Performances" folder on the USB memory. If this folder doesn't yet exist, it will be created automatically.

Editing Performance memories

Whenever the display shows all Performance memories to which the selected List refers, you can press the [MENU] button to edit the memories. The "Edit" option allows you to do the following:



Operation	Explanation
Delete Performance	Deletes the selected Performance memory from the active list.
Move Performance	Allows you to change the order in which the Performance memories appear in the selected Performance List.
Save Performance List	Allows you to save the edited list.

Delete Performance

1. Select the Performance memory you want to remove from the list.
2. Press the [MENU] button.



3. If necessary, rotate the [CURSOR/VALUE] dial to select "Delete Performance", then press the [ENTER/SELECT] button.
The display changes to:



4. Rotate the dial to select "YES" to delete the Performance memory (or "NO" if you wish to keep it).
5. Press the [ENTER/SELECT] button to confirm your selection.

The display briefly confirms that the Performance memory has been deleted.

If you like, you can now select another Performance memory you want to delete, press the [MENU] button to confirm and repeat from step (3).

To save your edited Performance List, proceed with step (6). If you don't want to save it, skip to step (8).

Saving the edited Performance List

6. Press the [MENU] button.
7. Rotate the [CURSOR/VALUE] dial to select "Save Performance List", then press the [ENTER/SELECT] button.
A message confirms that the data have been saved.
8. Press the [EXIT] button.

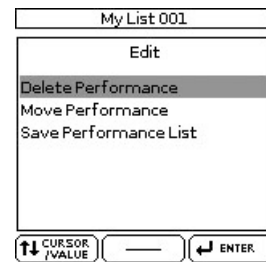
If you did not save the Performance List, the BK-5 now signals that you need to save it to preserve your changes.



9. Rotate the dial to select "YES" to save your changes to the USB memory (or "NO" if you wish to keep the previous version).
10. Press the [ENTER/SELECT] button to confirm your selection.

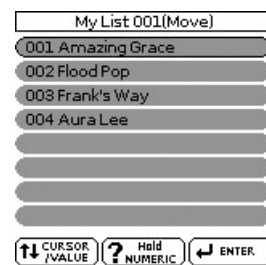
■ Move Performance

1. Rotate the [CURSOR/VALUE] dial to select the Performance memory you want to move to a different position inside the list.
2. Press the [MENU] button.



3. Rotate the [CURSOR/VALUE] dial to select "Move Performance", then press the [ENTER/SELECT] button.

The display changes to:



4. Rotate the dial to move the selected Performance memory to the desired position, then press the [ENTER/SELECT] button.

You can now select another Performance memory you want to move, press the [MENU] button to confirm and repeat from step (3).

See "Saving the edited Performance List" if you want to save the edited list.

12. Adding pictures to the music

You can connect an external display or a television to the BK-5, and use it to watch a slide show, a notation, or video footage from another device connected to the BK-5.

Displaying photos automatically

The BK-5 can display photos in succession. You can have the photos switch automatically, somewhat like watching a movie. In addition, you can choose a picture, which will be used as background on an external screen.

Enjoying a VIMA TUNES slide show

You can watch a slide show while listening to a song on an optional "VIMA TUNES" CD-ROM (produced for the VIMA series).

Songs on "VIMA TUNES" CD-ROMs provide slide show images suitable for each song, making it easy for you to enjoy a slide show without having to provide your own photos.

1. Connect an external screen to the BK-5 (see p. 18).
2. Connect an optional CD player to the BK-5's USB MEMORY port.
3. Insert the desired "VIMA TUNES" CD-ROM into the CD drive.

NOTE

"VIMA TUNES" songs are sold on CD-ROMs available from your Roland dealer.

The BK-5 now displays a list of the songs on the CD-ROM. If you don't see that list, press the [USB MEMORY] button.

4. Select the song you want to play back by first rotating the [CURSOR/VALUE] dial and then pressing the [ENTER/SELECT] button to confirm your selection.

The [USB MEMORY] button's indicator lights.

5. Press the [START/STOP] (▶/||) button to play back the song.



A slide show suitable for the character of the song will be shown on the external display or television set connected to the BK-5.

NOTE

When you press the [SYNC START] (■) button to stop song playback, the slideshow also stops. When you load another "VIMA TUNES" song, the previous slideshow stops and the display shows the first picture for the new song.

Enjoying a slide show of your own pictures

You can watch a slide show while listening to a song on a USB storage device.

NOTE

The slide show only starts if the folder that contains the desired pictures has the same name as the song file you selected. Also, the folder must be located on the same level within the USB memory's file hierarchy.

1. Use a graphic program on your computer to prepare the pictures you want to use.

Image data that can be displayed:

Size	Recommended: 512 x 384 or 1024 x 768 pixels. (Images of 4096 x 3072 pixels or smaller and 4MB or less are supported). Note: If you use images that are larger than the recommended size, it may take longer to switch images.
Format	JPEG format (.JPG)

2. Connect the USB memory to your computer and create a folder named "Amazing Grace" (for example) on the USB storage device.
3. Copy the pictures you want to display for this song to the "Amazing Grace" folder.
4. Copy the song "Amazing Grace" to the same level as the folder of the same name.
Do not put the song file inside the folder.
5. Disconnect the USB memory from your computer in accordance with the standard procedure for the operating system you are using.

6. Connect your USB memory to the BK-5's USB MEMORY port.



The BK-5 automatically shows the contents of the USB memory you inserted.

7. Select the song you want to play back ("Amazing Grace" in our example) by first rotating the [CURSOR/VALUE] dial and then pressing it to confirm your selection.
8. Press the [▶/||] button to play back the song. The slide show of the pictures inside the "Amazing Grace" folder begins.

NOTE

The slide show stops when you pause or stop song playback, but the last picture is still displayed. You need to load a different song that has no associated slide show to cause the background or logo to be displayed (see "Using one of your own pictures as background").

3. To revert to the colored background or logo, you must select it using the "Background Mode" parameter (see p. 68).

If you once again select a .JPG picture (see above), the "Background Mode" parameter is again set to "User".

■ 'User' background and slide shows

Even after selecting a new background picture ("User"), you can still take advantage of the BK-5's slide show functionality (see p. 50).

If you select a song for which there is no picture folder on the same file level as the song file, however, your "User" background is displayed.

■ Picture display and song lyrics

If the first words (Lyrics data) of the last song you played back remain on the external screen while they are no longer needed, switch off the "External Lyrics" function (see p. 55) to make them disappear.

Using one of your own pictures as background

The BK-5 allows you to use one of your own pictures as screen background, allowing you to customize your performances.

1. Connect the USB storage device that contains the picture you want to use to the BK-5's USB MEMORY port.



The display shows a list of the files on the USB storage device.

2. Select the .JPG file you want to use. That picture now appears on the external screen (if connected). This picture will be considered your "User" setting and the "Background Mode" parameter (see p. 68) will be set to "USER".

13. Recording your performance as audio data

Your BK-5 allows you to record everything it can transmit to its outputs, i.e. rhythm or song playback, your playing, your singing, and any audio signal transmitted to the BK-5. (The metronome signal is not recorded.)

Feel free to connect the master outputs of an external mixing console to the BK-5's AUDIO INPUT (STEREO) socket if you want to record your band or the signals of an accordion, additional synthesizers, pianos, drum machines, etc., as well.

The resulting audio file is stored in the WAV format (not mp3), which allows you to burn your recordings onto a CD using your computer.

NOTE

You will need a USB memory to record your performance.

Recording

NOTE

The following is based on the assumption that the "Rec Audio Sync" parameter (page 68) is active.

1. Connect the USB memory to which you wish to save the audio data.

NOTE

Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.

2. Prepare everything you want to record:
 - Select the rhythm or song you want to use as accompaniment
 - Set the levels and effects, etc.
3. Set the desired balance between the rhythm/song and the real-time parts using the BALANCE buttons. You may also want to set the "Audio In Level" parameter (page 68).
4. Press the [AUDIO REC] button (its indicator flashes).



NOTE

If you pressed the [AUDIO REC] button by accident, press and hold it until its indicator goes dark again.

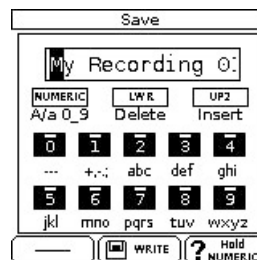
5. Press the [START/STOP] button.



The indicators of the [AUDIO REC] and [START/STOP] buttons light and the BK-5 starts playing back the selected rhythm or song and recording. Everything you play on the keyboard is recorded.

6. At the end of the song, press the [AUDIO REC] or [START/STOP] button to stop recording.

Rhythm or song playback and recording stop. The following message appears:



You can now...

- (a) Save the song under a new name.
→ "Saving your recording as an audio file" on p. 53
- (b) Save the song under the name suggested by the BK-5 ("My recording001").
→ Press the [WRITE] button. After a few seconds, the display will return to the main page. In this case, your audio file is saved in the "My Recordings" folder.
- (c) Decide to discard your recording, because you are unhappy with it.
→ Press the [EXIT] button. The display changes to:



→ Rotate the [CURSOR/VALUE] dial to select "YES", then press [ENTER/SELECT] to erase your recording.

NOTE

Selecting "NO" here takes you back to the state where you can choose between options (a) and (b).

Listening to your recording

If you selected (a) or (b) above, you can listen to your recorded performance:

1. Press the [START/STOP] button to start playback of your recording.

If your recording seems too loud or too soft, you may want to change the setting of the "Rec Audio Level" parameter ([MENU] button → "Global" → "Utility" → "Rec Audio Level" on p. 68).

NOTE

The BK-5 provides a second recording mode that allows you to start recording before the song you selected ([MENU] button → "Global" → "Utility" → "Rec Audio Sync" on p. 68).

Saving your recording as an audio file

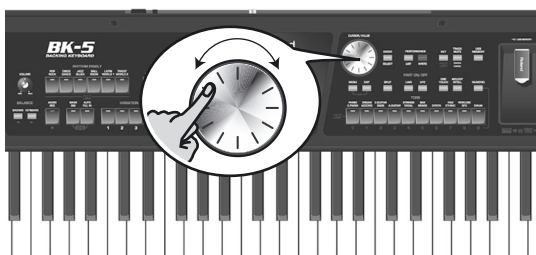
When you stop recording (see above), the display shows the following message:



NOTE

The name suggestion displayed here depends on the first recording. It will, however, be followed by an incremental number.

1. If you want to name your new song, proceed with step (2).
If you are happy with the name suggested by the BK-5, simply press the [WRITE] button (see step (5) below).
2. Use the TONE buttons to select a different character.
3. Rotate the [CURSOR/VALUE] dial to select the next character position you want to change, then use the TONE buttons again.



You can press the [NUMERIC] button to switch between upper- and lower-case characters as well as numbers. The [LWR] button can be used to delete the selected character. The [UP2] button allows you to insert a character.

4. Repeat steps (2) and (3) to complete the name.
5. Press the [WRITE] button (its indicator flashes) to save your recording under the new name and to return to the main page.
If the USB memory already contains a file of that name, you will be asked whether you want to overwrite it:



In this case, select "YES" by first rotating the [CURSOR/VALUE] dial and then pressing the [ENTER/SELECT] button to replace the old file with the new one (the old file will be lost).

Otherwise, select "NO" and press [ENTER/SELECT] to return to the page where you can change the name, and enter a different name, then press the [WRITE] button.

When you press the [WRITE] button, your audio file is saved to the "My Recordings" folder on the USB memory.

14. Lock functions

The BK-5 allows you to lock (protect) several settings to ensure that they no longer change when you select a different Performance memory.

The BK-5's locks are data filters that allow you to use your Performance memories more efficiently, because you can ignore settings that may be fine for one song (the one you prepared the Performance memory for), but not for another.

Here is an example: Suppose you select a Performance memory that assigns the "French Horns" sound to the Upper1 part, which you want to keep for the entire song (or set). In this case lock (i.e. protect) the Upper1 part after selecting this memory to ensure that subsequent Performance memories you recall modify all of the BK-5's eligible settings—except the Upper1 part (which goes on using the "French Horns" sound).

All settings that can be protected are indicated by means of the legend "Hold to LOCK".

NOTE

The "Performance Hold" settings are linked to these buttons and therefore adopt the on/off status you select on the BK-5's front panel.

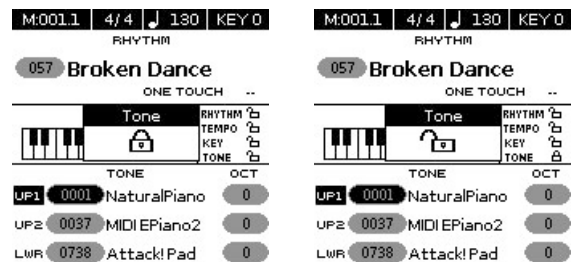
NOTE

Unlike the other lock parameters, the protection of the tempo setting (see [MENU] button → "Performance Edit" → "Arranger Setting" → "Tempo", page 63) also applies to rhythm selection. Each rhythm has a preset tempo value that is recalled when you select it. While the tempo setting is locked, the tempo no longer changes when you select a different rhythm.

NOTE

The "Save Global" parameter (page 70) also saves the lock (and hence the "Performance Hold") settings.

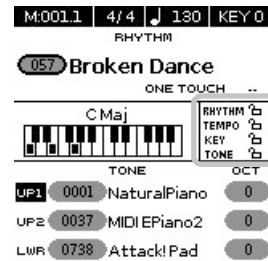
Whenever you switch a lock function on or off, the display briefly informs you about this:



The Upper1 part no longer changes Tones.

The Upper1 part will change Tones when you select a different Performance memory.

The lock status of the functions that provide this protection is also displayed on the main page:



Switching the locks on and off

In the example shown here, you will learn how to exclude rhythm changes from Performance selections. The same procedure (albeit with different buttons) also applies to the tempo (press and hold [TAP TEMPO]) and "Key" (press and hold [KEY]) settings as well as to Tone selection (for each of the real-time parts individually).

1. Connect the USB memory and load a Performance memory (page 45) or a rhythm (page 29).
2. Press and hold one of the RHYTHM FAMILY buttons.



A "Rhythm" pop-up window appears with a closed lock (see left). (If you repeat step (2), the pop-up window will display an open lock to inform you that the lock function has been cancelled.)

3. Start playback of the selected rhythm.
4. Select a different Performance memory. If the lock next to "RHYTHM" on the main page is closed, recalling another Performance does not change the rhythm.
5. Again press and hold any RHYTHM FAMILY button to unlock the "RHYTHM" function.

15. Menu options

The BK-5's [MENU] button provides access to the available parameters and functions.

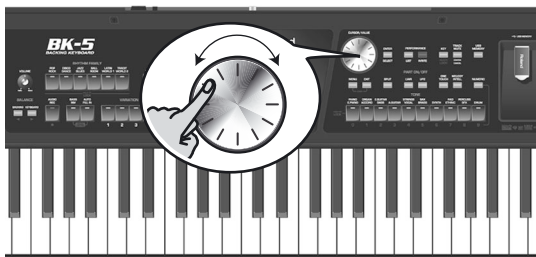
General procedure

1. Press the [MENU] button (its indicator lights).

The display changes to:



2. Rotate the [CURSOR/VALUE] dial to select the desired function group.



The following function groups are available:

Function group	Explanation
Internal Lyrics	Allows you to activate the display of lyrics data on the BK-5 itself. (Only for SMF and mp3 files for which there are lyrics data.)
External Lyrics	Allows you to cancel ("Off") or activate ("On") the display of song lyrics on an external screen.
Performance Edit	This function group allows you to select different Tones and effects settings for the keyboard parts, the selected rhythm, to set the Arranger's behavior, the split point, etc. All settings of this group can be saved to a Performance memory. See "'Performance Edit' parameters" on p. 56.
Global	This function group contains parameters that apply to all sections of the BK-5 (see p. 65).
One Touch Edit	This functions allows you to edit the ONE TOUCH memories (and to save your changes).

Function group	Explanation
Mastering Tools	These functions allow you to set the global compressor and equalizer (see p. 71).
Makeup Tools	These functions allow you to edit the selected rhythm or SMF song in an intuitive way, without caring too much about the underlying MIDI parameters. See page 74.
Rhythm Composer	This function group allows you to create new rhythms or to edit existing ones.
MIDI	This function group allows you to edit the BK-5's MIDI parameters (see p. 102).
Factory Reset	This command allows you to load the BK-5's factory settings (see p. 111).
Format USB Device	This command allows you to format an optional USB memory (see p. 111).

3. Press the [ENTER/SELECT] button to go to the display page where you can edit the parameters of the selected group, or to execute the selected command.

Internal Lyrics

The BK-5's display can show the lyrics of Standard MIDI Files or mp3 songs you load. If such song files contain Lyrics data, the lyrics are always displayed on an external screen you connect to the BK-5 (see "Connecting a television set" on p. 18), unless you set the "External Lyrics" parameter to "Off" (see below).

Sometimes, however, it may be wiser to orient the external screen in such a way that the audience can easily follow the lyrics, which may then mean that you no longer see what is displayed. If you need to see the lyrics, you can follow them on the BK-5's internal display:

1. Load a song with lyrics data (see p. 35).
2. Select the "Internal Lyrics" command (see "General procedure").
3. Press the [ENTER/SELECT] button.

The internal display now shows the lyrics of the selected song (4 lines at a time) and the chords of the song (only for SMF files).



- At the end of the song, press and hold the [EXIT] button to return to the main page.

NOTE

The internal display always shows four lines of lyrics and the chord symbols (this cannot be changed).

External Lyrics

This is, in fact, a switch that allows you to cancel ("Off") or activate ("On") the display of song lyrics on an external screen.

'Performance Edit' parameters

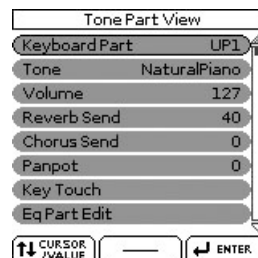
The following parameters can be set for each Performance memory:

Parameter/Group	Explanation
Tone Part View	This is where you can edit settings related to Tones. See page 56.
Tone Part MFX	Contains the effects parameters for the keyboard parts (LWR, UP2, UP1). See page 60.
Rhythm Parts	This group contains all parameters of the rhythm parts. See page 61.
Split	This parameter allows you to change the split point, i.e. the separation between the lower and upper keyboard zones. See page 61.
Key	Allows you to transpose the BK-5 in semi-tone steps up or down. See page 41.
Arranger Setting	This function group allows you to specify where and how the selected rhythm should scan the note messages generated by your playing for chord information. See page 62.
Melody Intelligent	Allows you to set the "Melody Intelligence" function. See page 64. This page can also be selected by pressing and holding the [MELODY INTELL] button.

Parameter/Group	Explanation
Save As Default	This function allows you to save all "Performance Edit" settings as the new defaults that will be loaded each time you switch on the BK-5.

'Tone Part View' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Tone Part View".



- Use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to select the keyboard part you want to edit (LWR, UP2, UP1).
The display shows the settings for the selected keyboard part.
- Use the dial to select and set the desired parameter(s).

The following parameters are available:

Tone

Allows you to select a different Tone. See page 119 for a list of available Tones and Drum Sets. While selecting a Tone, you can press a Tone selection button to select a different family.

Parameter	Explanation
Tone	The number of Tones depends on the selected family.

Volume

Adjusts the volume of the selected keyboard part. Selecting "0" means that the part is question is no longer audible.

Parameter	Setting
Volume	0~127

Reverb Send

Use this parameter to set the reverb send level (i.e. the amount of effect that should be added).

Parameter	Setting
Reverb Send	0~127

Chorus Send

Use this parameter to set the chorus send level (i.e. the amount of effect that should be added).

Parameter	Setting
Chorus Send	0~127

Panpot

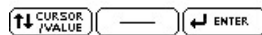
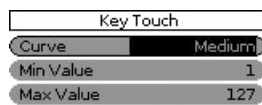
Use this parameter to change the stereo placement of the selected keyboard part. "L63" means "hard left" and "R63" represents "hard right". Choose "0" if the sound should be at the center of the stereo image.

Parameter	Setting
Panpot	L63~0~R63

Key Touch (velocity sensitivity)

The BK-5's keyboard is velocity sensitive, allowing you to control the timbre and volume of the keyboard parts by varying the strength with which you strike the keys.

1. If you want to edit this setting, you have to press the [ENTER/SELECT] button to select the "Key Touch" page.



2. Use the [CURSOR/VALUE] dial to select and set the desired parameter, then press the [ENTER/SELECT] button and rotate the [CURSOR/VALUE] dial.

The following parameters are available:

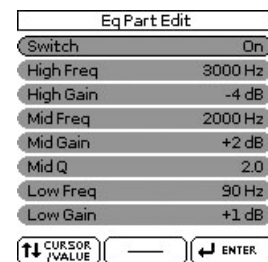
Parameter	Setting range	Explanation
Curve	High, Medium, Low, Fixed*	<p>"High": Select this setting for maximum expressiveness. Even small variations of the force with which you strike a key produce audible changes. The trade-off is, however, that you have to strike the keys forcefully to reach the maximum volume.</p> <p>"Medium": Medium velocity sensitivity. The keyboard responds to velocity changes, but the maximum volume can be obtained more easily than with "high". (This is the default setting.)</p>

Parameter	Setting range	Explanation
		<p>"Low": Select this setting if you are used to playing on an electronic organ or if you do not want velocity changes to bring about major volume changes.</p> <p>"Fixed": Select this setting if all notes you play on the keyboard should have the same velocity value. When you set this parameter, the "Fixed value" field can be edited</p>
Min Value	1~127	This parameter allows you to set the smallest velocity value with which you can trigger the selected part.
Max Value	1~127	This parameter allows you to set the highest velocity value with which you can trigger the selected part.
Fixed value*	- 1~127	Allows you to set the value when "Curve" is set to "Fixed".

[*] This parameter can only be edited if the "Curve" parameter is set to "Fixed".

Eq Part Edit

1. If you also want to edit the parameters of the equalizer, you have to rotate the [CURSOR/VALUE] dial and press the [ENTER/SELECT] button to select the "Eq Edit Part" page.



2. Use the [CURSOR/VALUE] dial to select the desired parameter and press the [ENTER/SELECT] button.
3. Rotate the [CURSOR/VALUE] dial to set the desired value.

The following parameters are available:

Parameter	Setting range	Explanation
Switch	Off, On	This parameter allows you to switch the equalizer on and off.
High Freq	1500Hz, 2000Hz, 3000Hz, 4000Hz, 6000Hz, 8000Hz, 12000Hz	Allows you to set the cutoff frequency of the high band (this is a shelving filter).
High Gain	-15~+15dB	Use this parameter to set the level of the selected "High" frequency. Positive values boost (increase the volume of) that frequency band, negative values cut (attenuate) it.
Mid Freq	200~8000Hz	Allows you to set the cutoff frequency of the middle band (this is a peaking filter).
Mid Gain	-15~+15dB	Use this parameter to set the level of the selected "Mid" frequency.
Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Use this parameter to specify the width of the "Mid Frequency" band that you want to boost or cut. Smaller values mean that neighboring frequencies above/below that value are also affected.
Low Freq	90, 150, 180, 300, 360, 600Hz	Allows you to set the cutoff frequency of the low band (this is a shelving filter).
Low Gain	-15~+15dB	Use this parameter to set the level of the selected "Low" frequency.

4. Press the [EXIT] button to leave the "Eq Part Edit" page.

Mfx

The BK-5 contains one multi-effects processor ("Mfx") that can be used to process the desired keyboard part(s). Select "Off" for parts that don't need to be processed by this Mfx.

Parameter	Setting
Mfx	Off, On

Expression Pedal

Select "Off" if you don't need pedal expression for the selected part. This means that the keyboard part in question no longer responds to an expression pedal you may have connected to the SWITCH/EXPRESSION socket.

Parameter	Setting
Expression Pedal	Off, On

Pedal Exp Down/Up

The expression pedal allows you to control the volume of all parts by foot.

"Up" and "Down" refer to the volume that is used when the expression pedal is pressed ("Up", highest volume) or in the upright position ("Down", lowest volume).

You do not need to specify "0" for the "Down" position. Selecting any other values will reduce the volume of the selected part up to the "Down" value. Likewise, you do not need to specify "127" as maximum value for "Up".

NOTE

The expression pedal sends MIDI Expression commands (CC11).

It is perfectly possible to set the "Down" value to "127" and the "Up" value to "0", so that the selected part only sounds when the expression pedal is in the upright position. This can be used for some clever effects: instead of alternating between the Upper1 and Upper2 parts by varying your velocity (which requires a considerable amount of "striking precision", see "Min Value" and "Max Value" on p. 57), you could invert UP2's response to the expression pedal, so that UP1 doesn't sound when UP2 does, and vice versa.

Parameter	Setting
Pedal Exp Down/Up	0~127

Hold Pedal

This parameter allows you to specify whether and how a hold/damper pedal you connect to the PEDAL HOLD socket should respond to Hold messages (CC64).

Parameter	Setting
Hold Pedal	Auto, On, Off

"Auto" means that the part in question only responds to Hold messages if it is assigned to the right half (Split) or the entire keyboard.

"On" means that the part in question always responds to Hold messages, even if it is assigned to the left half of the keyboard.

"Off", finally, means that the part does not respond to Hold messages.

Octave Shift

Allows you to transpose the selected keyboard part in octave steps.

Parameter	Setting
Octave Shift	-4~0~+4

Coarse Tune

Changes the pitch of the selected keyboard part in semi-tone steps.

Parameter	Setting
Coarse Tune	-24~0~+24

Fine Tune

Changes the pitch of the selected part in steps of 1 cent (1/100 semi-tone).

Parameter	Setting
Fine Tune	-100~0~+100

Portamento Mode

You can set the selected part to mono(phonic) mode. "Mono" means that you can only play one note at a time. You could select this mode to play a trumpet or woodwind part in a more natural way.

"Poly", on the other hand, means that you can play chords using the selected part.

Parameter	Setting
Portamento Mode	Poly, Mono

Portamento Time

"Portamento" means that the pitch doesn't change in clearly defined steps: it produces glides from one note to the next. Use the this parameter to specify the speed at which those glides are carried out. The higher the value, the slower the transitions.

Parameter	Setting
Portamento Time	0~127

Bender Assign

This parameter allows you to specify for each keyboard part how it should respond to Pitch Bend messages.

Parameter	Setting
Bender Assign	Auto, On, Off

Auto: The keyboard part only responds to left/right movements of the BENDER/MODULATION lever when no split setting causes it to be to the left of other keyboard parts. In other words: parts you can play with your left hand after selecting a split no longer respond to pitch bend messages. But they will while the keyboard is not split.

On: The keyboard part always responds to left/right movements of the BENDER/MODULATION lever.

Off: The part in question does not respond to left/right movements of the BENDER/MODULATION lever.

Bender Range

This parameter sets the pitch interval, i.e. the value that will be used when the BENDER/MODULATION lever is pushed all the way to the left or right.

Parameter	Setting
Bender Range	0~+24

Modulation Assign

This parameter allows you to specify for each keyboard part how it should respond to Modulation messages (CC01).

Parameter	Setting
Modulation Assign	Auto, On, Off

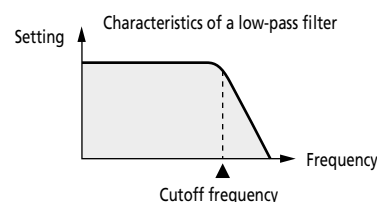
Auto: The keyboard part only responds to backward movements of the BENDER/MODULATION lever when no split setting causes it to be to the left of other keyboard parts. In other words: parts you can play with your left hand after selecting a split no longer respond to modulation messages. But they will while the keyboard is not split.

On: The keyboard part always responds to backward movements of the BENDER/MODULATION lever.

Off: The part in question does not respond to backward movements of the BENDER/MODULATION lever.

Cut Off

This filter parameter allows you to make the selected sound darker or brighter. Positive settings mean that more overtones will be allowed to pass, so that the sound becomes brighter. The further this value is set in the negative direction, the fewer overtones will be allowed to pass and the sound will become softer (darker).



NOTE

For some sounds, positive (+) Cutoff settings will cause no noticeable change because the preprogrammed Cutoff parameter is already set to its maximum value.

Parameter	Setting
Cut Off	-64~+63

Resonance

When the Resonance value is increased, the overtones in the area of the cutoff frequency will be emphasized, creating a sound with a strong character.

Parameter	Setting
Resonance	-64~+63

NOTE

For some sounds, negative (-) "Resonance" settings may produce no noticeable change because the Resonance is already set to the minimum value.

Attack (only for Tones)

This parameter adjusts the onset of the sound. Negative values speed up the attack, so that the sound becomes more aggressive.

Parameter	Setting
Attack	-64~+63

Decay

This parameter adjusts the time over which the sound's volume and cutoff frequency fall from the highest point of the attack down to the sustain level.

Parameter	Setting
Decay	-64~+63

NOTE

Percussive sounds usually have a sustain level of "0". Piano and guitar sounds are in this category. Holding the keys for a long time will have little effect on the duration of the notes you are playing, even if you select a high value here.

Release

This parameter adjusts the time over which the sound will decay after the note is released until it is no longer heard. The cutoff frequency will also fall according to this setting.

Parameter	Setting
Release	-64~+63

Vibrato Rate

This parameter adjusts the speed of the pitch modulation. Positive (+) settings make the preset pitch modulation faster and negative (-) settings make it slower.

Parameter	Setting
Vibrato Rate	-64~+63

Vibrato Depth

This parameter adjusts the intensity of the pitch modulation. Positive (+) settings mean that the "wobble" becomes more prominent, while negative (-) settings make it shallower.

Parameter	Setting
Vibrato Depth	-64~+63

Vibrato Delay

This parameter adjusts the time required for the vibrato effect to begin. Positive (+) settings increase the time before vibrato will begin and negative settings shorten the time.

Parameter	Setting
Vibrato Delay	-64~+63

C1

The function of this parameter depends on the sound you assigned to the selected part. It may influence the filter and resonance setting, switch between the organ samples with the fast and slow Rotary modulation, etc.

Parameter	Setting
C1	0~127

'Tone Part MFX' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Tone Part MFX". Your BK-5 contains a multi-effects processor that can be used for processing any keyboard part you like. See "Mfx" on p. 58. (There are also 3 Mfx processors for the rhythm/song parts).

Mfx Switch

Select "Off" if you don't need the Mfx processor.

Parameter	Setting
Mfx Switch	Off, On

Mfx Type

The BK-5 provides 84 different multi-effect types, some of which are combinations of two effects for added flexibility. This parameter allows you to select the desired type. The available types are:

- | | | |
|---------------------|------------------|-------------------|
| 1. Thru | 29. OD→ Delay | 57. VK Rotary |
| 2. Stereo EQ | 30. DST→ Chorus | 58. 3D Chorus |
| 3. Overdrive | 31. DST→ Flanger | 59. 3D Flanger |
| 4. Distortion | 32. DST→ Delay | 60. 3D Step Flgr |
| 5. Phaser | 33. EH→ Chorus | 61. Band Chorus |
| 6. Spectrum | 34. EH→ Flanger | 62. Band Flanger |
| 7. Enhancer | 35. EH→ Delay | 63. Band Step Flg |
| 8. Auto Wah | 36. Chorus→ DLY | 64. VS Overdrive |
| 9. Rotary | 37. Flanger→ DLY | 65. VS Distortion |
| 10. Compressor | 38. CHO→ Flanger | 66. GT Amp Simul |
| 11. Limiter | 39. CHO/DLY | 67. Gate |
| 12. Hexa-Chorus | 40. Flanger/DLY | 68. Long Delay |
| 13. Trem Chorus | 41. CHO/Flanger | 69. Serial Delay |
| 14. Space-D | 42. Isolator | 70. MLT Tap DLY |
| 15. St. Chorus | 43. Low Boost | 71. Reverse DLY |
| 16. St. Flanger | 44. Super Filter | 72. Shuffle DLY |
| 17. Step Flanger | 45. Step Filter | 73. 3D Delay |
| 18. St. Delay | 46. Humanizer | 74. Long Time DLY |
| 19. Mod. Delay | 47. Speaker Sim | 75. Tape Echo |
| 20. 3 Tap Delay | 48. Step Phaser | 76. LoFi Noise |
| 21. 4 Tap Delay | 49. MLT Phaser | 77. LoFi Comp |
| 22. Time Delay | 50. Inf Phaser | 78. LoFi Radio |
| 23. 2 Pitch Shifter | 51. Ring Modul | 79. Telephone |
| 24. FBK Pitch | 52. Step Ring | 80. Phonograph |
| 25. Reverb | 53. Tremolo | 81. Step Pitch |
| 26. Gate Reverb | 54. Auto Pan | 82. Sympa Reso |
| 27. OD→ Chorus | 55. Step Pan | 83. Vib-Od-Rotary |
| 28. OD→ Flanger | 56. Slicer | 84. Center Canc |

NOTE

Some of the names shown above may be abbreviated in the display.

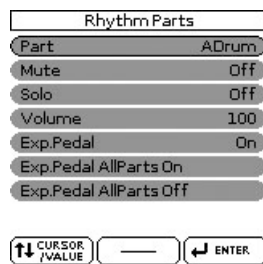
Mfx Edit

If you also want to edit the parameters of the selected effect type, press the [ENTER/SELECT] button to jump to the "Mfx Edit" page. You can then use the [CURSOR/VALUE] dial to edit the available parameters.

The first two parameters for each Mfx type are "Chorus Send" (0~127) and "Reverb Send" (0~127). They allow you to specify whether—and to what extent—the Mfx signal should be processed by the Chorus and/or Reverb effect.

'Rhythm Parts' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Rhythm Parts".



The parameters of this function group apply to the eight Arranger parts (i.e. the parts used to play back the selected rhythm).

1. Use the [CURSOR/VALUE] dial and the [ENTER/SELECT] button to select the rhythm part you want to edit (ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc4, Acc5, Acc6).

The display shows the settings for the selected part.

2. Use the [CURSOR/VALUE] dial to select the desired parameter(s), then press the [ENTER/SELECT] button.
3. Rotate the [CURSOR/VALUE] dial to set the value.

The following parameters are available:

Mute

Allows you to mute the selected part, so that it is no longer audible.

Parameter	Setting
Mute	Off, On

Solo

Allows you to solo the selected part, which means that all other rhythm parts are switched off.

Parameter	Explanation
Solo	Off, On

Volume

Adjusts the volume of the selected rhythm part. Selecting "0" means that the part is question is no longer audible.

Parameter	Setting
Volume	0~127

Exp. Pedal

Select "Off" if you don't need pedal expression for the selected part. This means that the rhythm part in question no longer responds to an expression pedal you may have connected to the SWITCH/EXPRESSION socket.

Parameter	Setting
Exp. Pedal	Off, On

Exp. Pedal All Parts On

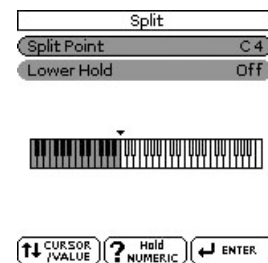
If you are not sure which rhythm parts still receive expression messages, and if you want all to receive them, you can select this field and press the [ENTER/SELECT] button.

Exp. Pedal All Parts Off

If you are not sure which rhythm parts still receive expression messages, and if no rhythm part should receive them, you can select this field and press the [ENTER/SELECT] button.

Split

This page allows you to set two keyboard-related parameters. It can be selected using [MENU] button → "Performance Edit" → "Split".



NOTE

This page can also be selected by pressing and holding the [SPLIT] button.

Split Point

The "Split Point" parameter allows you to set the split point.

Parameter	Setting
Split Point	C#2~B6

NOTE

After pressing the [ENTER/SELECT] button, you can set the split point either by rotating the [CURSOR/VALUE] dial or by simply pressing the corresponding key on the keyboard.

Lower Hold

This parameter allows you to set the Hold function for the LWR part.

Parameter	Setting
Lower Hold	Off, On

If you set this parameter to "On", the notes of the LWR part go on sounding until you play other notes in the left keyboard area. (This function is only available while the [SPLIT] button lights.)

If you select "Off", the LWR part stops sounding as soon as you release all keys in the left area.

Key

This function allows you to transpose the BK-5's pitch in semi-tone steps. Depending on the mode setting, this transposition applies to all sections or just a specific section. It can be selected using [MENU] button → "Performance Edit" → "Key" or by pressing the [KEY] button. See "Changing the key" on p. 41.

NOTE

Pressing and holding the [KEY] button locks this parameter and keeps it from changing when you select Performance memories.



Key

Allows you to set the desired transposition interval. Each value represents a semi-tone step. Select "0" if no transposition is required.

Parameter	Setting
Key	-6~+5

Mode

Allows you to specify which sections should be transposed by the "Key" parameter.

Parameter	Setting
Mode	Song, Keyboard, Song+Keyboard

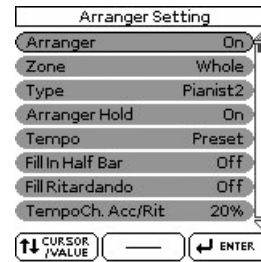
Song: Only song playback is transposed.

Keyboard: Only the notes you play on the keyboard are transposed. (This also affects the chord information transmitted to the Arranger.)

Song+Keyboard: Both song playback and the keyboard parts are transposed. Rhythm playback is also transposed.

'Arranger Setting' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Arranger Setting".



The parameters of this function group apply to the Arranger as a whole and allow you to fine-tune its behavior.

Arranger

Select "Off" if you only need the drum part of the selected rhythm and no melodic accompaniment parts (ABass, ACC1~6).

Parameter	Setting
Arranger	Off, On

Zone

When you press the [SPLIT] button, the selected rhythm pattern is controlled by the chords you play in the left half of the keyboard.

You can also tell the Arranger to scan another part of the keyboard for usable chords. Though "Left" is probably the most popular setting, you could select "Right" to have the Arranger scan the right half of the keyboard.

Switch off the [SPLIT] button if the Arranger should scan the entire keyboard ("Whole").

The range of the left and right keyboard areas depends on the "Split Point" setting (page 61).

Parameter	Setting
Zone	Off, Left, Right, Whole

Type

Another important choice is how you want to transmit note information to the Arranger.

Parameter	Setting
Type	Standard, Pianist1, Pianist2, Intelligent, Easy

NOTE

If the "Arr Type" parameter (page 66) is set to "On", this "Type" setting has no effect.

Standard: This is the normal chord recognition mode.

Pianist1: In this mode, the BK-5 only recognizes chords that consist of at least three notes. Playing only two notes will not cause the rhythm's key to change.

Pianist2: Same as "Pianist1" while the Hold pedal is not pressed. If you press the Hold pedal, the BK-5 even recognizes "chords" when you press only one note. If the hold pedal is still pressed, chord recognition continues up to a maximum of 5 played keys.

Intelligent: Select this option when you want the chord recognition function to supply the missing notes of the chords you play.

Easy: This is another "intelligent" chord fingering system. It works as follows:

Major chords	Press the key that corresponds to the chord's fundamental.
Minor chords	Fundamental + any black key to the left of the fundamental.
Seventh chords	Fundamental + any white key to the left of the fundamental.
Minor seventh chords	Fundamental + any black key to the left + any white key to the left.

Arranger Hold

This function sustains the notes you play in the chord recognition area ("Zone"). Select "Off" if you want the accompaniment to stop as soon as the keys in that zone are released. This parameter is switched "On" by default.

Parameter	Setting
Arranger Hold	Off, On

Tempo

Each rhythm has a preset tempo that is recalled when a rhythm is selected. This parameter allows you to specify if and when the BK-5 should ignore the preset tempo and go on using the tempo of the previously selected rhythm.

Parameter	Setting
Tempo	Preset, Auto, Lock

Here is what these three options mean:

Setting	Selecting a new rhythm	
	Playback is stopped	Playback is running
Preset	The rhythm's preset tempo is loaded.	
Auto	The BK-5 loads the preset tempo of the new rhythm	The BK-5 doesn't load the preset tempo of the new rhythm. The new rhythm is played at the current tempo.
Lock	The BK-5 doesn't load the preset tempo of the new rhythm. It is played at the current tempo.	

NOTE

The setting of this parameter is neither saved to the Performance memories, nor to the Global area (see "Save Global" on p. 70). The "Lock" setting can also be activated by pressing and holding the [TAP TEMPO] button.

Fill In Half Bar

When this parameter is "On", the length of the Fill-Ins, which are played when the [AUTO FILL IN] button lights, is halved.

Parameter	Setting
Fill In Half Bar	Off, On

Certain pop songs in 4/4 contain bars that only last two beats. The usual place for such a bar is between the first and the second verse. Another favorite position for "halved" bars is at the end of a chorus or the bridge. Your BK-5 allows you to faithfully reproduce these "anomalies" using this function. This does not change rhythm playback right away. Only when a fill-in or another VARIATION pattern starts will the "Fill-in Half Bar" function be activated and play half the number of beats of the accompaniment pattern you selected.

Fill Ritardando

The FILL RIT function is suitable for ballads. It causes the next Fill-In to slow down ("ritardando"). See "Tempo Change Fill Rit" below for how to set how strongly the tempo should be decreased.

Parameter	Setting
Fill Ritardando	Off, On

As the name implies, it is only available while the [AUTO FILL-IN] button lights.

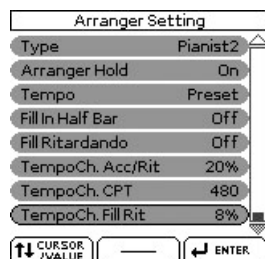


- (a) Set "Fill Ritardando" to "On".
- (b) Start Arranger playback.
- (c) Press a VARIATION [1]~[4] button.
The BK-5 plays a Fill-In. The tempo slows down while the fill is being played. At the end of the fill, the rhythm returns to the previously set tempo (this is called "a tempo").
- (d) Press and hold the [EXIT] button to return to the main page.

Tempo Change Accel/Ritard, CPT, Fill Rit

The "Tempo Change Acceler/Ritard" parameter allows you to speed up or slow down the rhythm tempo by the amount you set here. To use these functions, you must assign them to an optional footswitch (see p. 70).

There are three Ritardando functions: one for all rhythm patterns, one for Ending patterns and one for fill-ins (see "Fill Ritardando" above). They all use the "Tempo Change" settings on the following page.



Parameter	Setting
Tempo Change Accel/Ritard	5%~92%
Tempo Change CPT	0~3825
Tempo Change Fill Rit	5%~92%

Tempo Change Accel/Ritard: Allows you to set the degree (ratio) by which the tempo changes when the "Acceler" or "Ritard" function is triggered. Example: if the tempo is currently ♩ = 100, the value "20%" means that the tempo drops to ♩ = 80 or rises to ♩ = 120.

Tempo Change CPT: Use this parameter to specify how long a ritardando/accelerando should take. In most cases, 480 CPT (i.e. one measure) is probably the most musical choice.

Tempo Change Fill Rit: This parameter allows you to specify to what extent fill-in playback should be slowed down when the "Fill Ritardando" function is on.

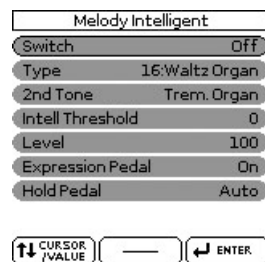
■ Using the Ritardando/Accelerando functions

For general applications (any rhythm division) proceed as follows:

- Assign the "Arr Rit" or "Arr Acc" function to an optional footswitch (see p. 70).
- Press the [START/STOP] button to start rhythm playback.
- Press the assigned footswitch.

'Melody Intelligent' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Melody Intelligent" or by pressing and holding the [MELODY INTELL] button.



The following parameters are available:

Switch

Select "On" if you want to add a MELODY INTELL part. This part is triggered by the chord recognition of the BK-5's Arranger and plays automatic harmonies that are added to the melody that you are playing using the UP1 part. You can choose from among 18 harmony types (see below).

Parameter	Setting
Switch	Off, On

NOTE

This "Switch" parameter can also be assigned to an optional footswitch (see p. 69).

Type

Allows you to select one of the 18 harmony types:

Parameter	Setting
Type	1:Duet, 2:Organ 3:Combo, 4:Strings, 5:Choir, 6:Block, 7:Big Band, 8:Country, 9:Traditional, 10:Broadway, 11:Gospel, 12:Romance, 13:Latin, 14:Country Guitar, 15:Country Ballad, 16:Waltz Organ, 17:Octave Type1, 18:Octave Type2

2nd Tone

Depending on the selected "Type" setting, a second harmony is added to the "Melody Intelligent" part. If you like, you can select the desired Tone for the second harmony voice using this parameter.

Parameter	Setting
2nd	The Tone of the selected family.

Intell Threshold

This value represents the lowest velocity value (between "0" and "127") of the UP1 part that triggers the "Melody Intelligent" part. If you don't need this switching function, select "0".

Parameter	Setting
Intell Threshold	0~127

Level

Allows you to set the level of the "Melody Intelligent" part to ensure that the harmonies blend in with the rest.

Parameter	Setting
Level	0~127

Expression Pedal

This parameter allows you to specify whether or not the "Melody Intelligent" part should respond to movements of the optional expression pedal you connected, and change its volume accordingly.

Parameter	Setting
Expression Pedal	Off, On

Hold Pedal

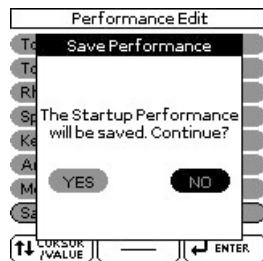
This parameter allows you to specify whether or not the "Melody Intelligent" part's notes can be held with the footswitch connected to the PEDAL HOLD socket.

Parameter	Setting
Hold Pedal	Auto, On, Off

See page 43.

Save As Default

This function allows you to save the current "Performance Edit" settings as default settings. These settings are loaded each time you switch on the BK-5.



1. Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to define the current settings as the default state.

The display shows a confirmation message.

If you don't want to define the current settings as the default state, rotate the [CURSOR/VALUE] dial to select "NO", then press the [ENTER/SELECT] button. The BK-5 then returns to the "Performance Edit" page.

'Global' parameters

The settings of the "Global" parameters can be saved to the BK-5's global memory. If you don't save them, your changes are lost when you switch off the BK-5.

See "Save Global" on p. 70 for how to save these settings.



Display Contrast

This parameter can be selected using [MENU] button → "Global" → "Display Contrast".

It is used to change the contrast of the BK-5's display in case you find it difficult to read.

Parameter	Setting
Display Contrast	1~10

Display Brightness

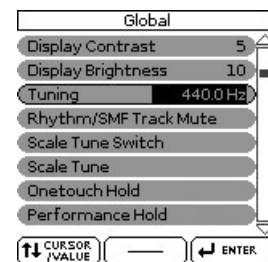
This parameter can be selected using [MENU] button → "Global" → "Display Brightness".

It is used to change the brightness of the BK-5's display in case you find it difficult to read.

Parameter	Setting
Display Brightness	0~10

Tuning

This parameter can be selected using [MENU] button → "Global" → "Tuning".



This parameter allows you to tune your BK-5 to acoustic instruments that cannot be tuned. The default is 440.0Hz.

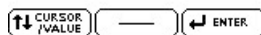
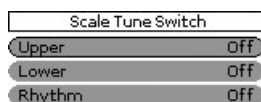
Parameter	Setting
Tuning	415.3~466.2Hz

Rhythm/SMF TrackMute

See "Using 'Track Mute' and 'Center Cancel'" on p. 42.

Scale Tune Switch

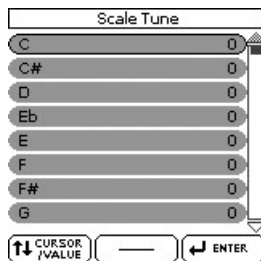
This parameter can be selected using [MENU] button → "Global" → "Scale Tune Switch".



Parameter	Value	Explanation
Upper	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Upper1, Upper2 and Melody Intell parts.
Lower	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Lower part.
Rhythm	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the rhythm parts.

Scale Tune

This parameter can be selected using [MENU] button → "Global" → "Scale Tune".

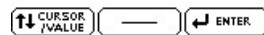
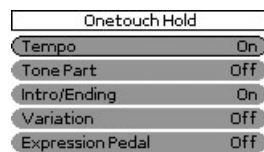


This parameter allows you to change the tuning of all notes of one octave, which may come in handy to create oriental tunings.

Parameter	Value	Explanation
C~B (each note can be set individually)	-64~0~+63	Changes the pitch of the notes C~B in steps of 1 cent. The value that you specify is applied to all notes of the same name. If you change the tuning of the "C", that value is added to, or subtracted from, all Cs (C1, C2, C3, etc.). (" -50" means that the note in question is tuned a quarter tone down.)

One Touch Hold

This parameter can be selected using [MENU] button → "Global" → "One Touch Hold".

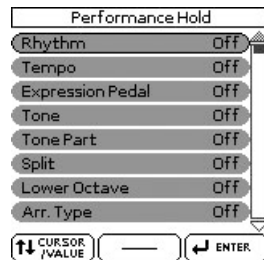


The parameters on this page allow you to filter certain "One Touch" settings. Select "On" for the settings you do not want to load along with the remaining One Touch settings when you press a ONE TOUCH button.

Parameter	Setting
Tempo	Off, On
Tone Part	Off, On
Intro/Ending	Off, On
Variation	Off, On
Expression Pedal	Off, On

Performance Hold

This page can be selected using [MENU] button → "Global" → "Performance Hold".



The parameters on this page allow you to filter certain Performance settings. Select "On" for the settings you do not want to load along with the remaining settings when you select a Performance memory.

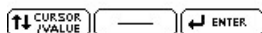
Parameter	Setting
Rhythm*	Off, On
Tempo*	Off, On
Expression Pedal	Off, On
Tone*	Off, On
Tone Part	Off, On
Split	Off, On
Lower Octave	Off, On
Arr Type	Off, On
Key*	Off, On
Bass Inversion	Off, On

[*] These parameters can also be switched by pressing and holding the assigned buttons on the front panel. (See the "Hold to LOCK" legends.)

Metronome

These parameters can be selected using [MENU] button → "Global" → "Metronome".

Metronome	
Metronome	Off
Volume	64
Time Signature	4/4
Mode	Always
Count In	Off



The BK-5 is equipped with a metronome that can be used in various situations.

NOTE

While rhythm or SMF song playback is stopped, the [TAP TEMPO] button flashes in red to indicate the selected tempo.

- Rotate the [CURSOR/VALUE] dial to select the "Metronome" field.
- Press the [ENTER/SELECT] button to highlight the setting.
- Rotate the dial to select "On".
The metronome starts counting.

NOTE

The metronome is not available while an audio song file (mp3 or WAV) is selected.

The metronome parameters you can set are:

Parameter	Setting	Explanation
Metronome*	Off, On	Select "On" to activate the metronome.
Volume	0~127	Sets the metronome's level.
Time Signature	1~32/16, 8, 4, 2	Specifies the metronome's time signature.
Mode	Always, Play, Rec	Always: The metronome even counts when playback is stopped. Play: The metronome only sounds while the rhythm or song is playing. Rec: The metronome only sounds during rhythm recording (using the "Rhythm Composer").

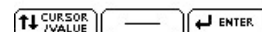
Parameter	Setting	Explanation
Count In	Off, 1bar, 2bar	This parameter allows you to switch the Count-In function on ("1bar" or "2bar") or off. When on, the metronome will count in the specified number of measures (bars) before the rhythm or SMF song starts playing. (This setting is not available for audio songs.)

[*] This setting is not memorized when you use "Save Global".

Video Settings

These parameters can be selected using [MENU] button → "Global" → "Video Settings".

Video Settings	
Video Mode	PAL
Aspect Ratio	Full



The following table shows the Video Setting parameters.

Parameter	Setting	Explanation
Video Mode	PAL, NTSC	Select the setting that corresponds to the format used by the connected screen.
Aspect Ratio	Full, Center	Specify the appropriate aspect ratio for the screen you are using.

NOTE

If you work with a TV set, do not forget to select the correct channel ("AV" or something to that effect, see the manual that came with your set).

Lyrics Settings

This page can be selected using [MENU] button → "Global" → "Lyrics Settings".

Lyrics Settings	
Background Mode	Color
Background Color	1
Highlight Color	1
Row Displaying	4
Chord View	Off

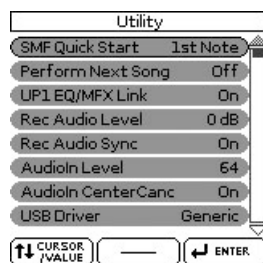


The following table shows the "Lyrics Settings" parameters.

Parameter	Setting	Explanation
Background Mode	Color, Logo, User	Color: The background is empty but uses the selected color (see below). Logo: The BK-5's logo is shown as background. User: The BK-5 uses the selected .JPG picture as background. See xx.
Background Color	1~8	Choose the background color.
Highlight Color	1~8	Choose the highlight color.
Row Displaying	2, 4	Allows you to specify the number of lines to be used for displaying lyrics.
Chord View	Off, On	Select "On" if the BK-5 should display chord symbols along with the lyrics.

Utility

The "Utility" parameters are found on the display page that can be selected using [MENU] button → "Global" → "Utility".



The following table shows the utility parameters.

Parameter	Setting	Explanation
SMF Quick Start	Off, 2nd Bar, 1st Note	Off: Playback starts at the very beginning of the song file (which may contain a few silent bars). 2nd Bar: Causes playback to start from measure 2 of the selected Standard MIDI File. 1st Note: This is basically the same as the above, except that playback starts on the first note of the selected song.

Parameter	Setting	Explanation
Perform Next Song	Off, On	At the end of the current song, the next song in the Performance List starts automatically. If the Performance List step refers to a rhythm, the rhythm in question is loaded, but you will need to start manually by pressing the [START/STOP] button.
UP1 EQ/MFX Link	Off, On	If you select "on", the BK-5 selects suitable MFX and equalizer settings for each Tone you assign to the Upper1 part.
Rec Audio Level	-24, -18, -12, -6, +0 dB	Allows you to set the recording level for your own performances (see p. 52). The setting of the [VOLUME] knob does not affect the recording level. (Default setting: +0dB)
Rec Audio Sync	Off, On	Off: Choose this setting when you want to start recording before starting rhythm or song playback. On: Choose this setting when you want to be able to start recording simultaneously with rhythm/song playback. When you choose this setting, pressing the [AUDIO REC] button will stop both playback and the recorder.
Audio In Level	0~127	Allows you to set the input level of the signals received via the INPUT (STEREO) socket. See also page 19.
Audio In Center Canc	Off, On	Select "On" if the "Center Cancel" function (see p. 42) should also affect the signals received via the AUDIO INPUT sockets.

Parameter	Setting	Explanation
USB Driver	Generic, Original	Generic: Choose this if you want to use the standard USB driver that was included with your computer. Normally, you should use this mode. Original: Choose this if you want to use a USB driver downloaded from the Roland website (www.roland.com).
Recall MIDI Set	Off, Key/Rhythm, PK Series, Song, User1, User2, User3, User4, User5, User6, User7, User8	This parameter selects the MIDI Set whose settings are loaded when the BK-5 is switched on. Select "Off" if no MIDI Set should be recalled when the BK-5 is switched on.
Auto Off*	Off, 10 (5), 30 (15), 240 (30)	This parameter allows you to cause the BK-5 to switch itself off after the selected number of minutes if you are not using it. The default setting is "30". Select "Off" if you prefer not to use this function. The values in parentheses indicate when the pop-up countdown appears.
Visual Ctrl Mode	MVC, V-LINK	This parameter allows you to select the visual control mode. The option to select depends on the messages supported by the external device: MIDI Visual Control (MVC) or V-LINK.
Version Info	n.nn	Shows the version number of the BK-5's operating system.

[*] When the BK-5 has been switched off by this function, you need to press the [POWER] button, wait a few seconds, then press the button again to switch the BK-5 back on. (Do not switch it on too quickly.)

Pedal Switch

The "Pedal Switch" setting is found on the display page that can be selected using [MENU] button → "Global" → "Pedal Switch".



If you do not change the factory setting, the foot-switch is assigned to the "Start/Stop" function.

The following table shows the functions you can assign to the footswitch.

Function	Explanation
Start/Stop	Starts and stops rhythm or song playback. Same function as the [START/STOP] button.
Intro Ending Variation1 Variation2 Variation3 Variation4 Bass Inversion	Same functions as the [INTRO], [ENDING], [VARIATION1], [VARIATION2], [VARIATION3], [VARIATION4], [BASS INV] buttons. See "Using rhythms" on p. 27.
Arranger Hold	Allows you to switch the Arranger Hold function on and off. See page 63.
Arranger Chord Off	Allows you to switch the Arranger's chord recognition off, in which case only the drum/percussion part is played.
Half Bar On Fill In	Allows you to switch the "Fill In Half Bar" function on and off. See page 63.
Break Mute	When you press the footswitch, rhythm playback is muted for the remainder of the current measure.
Reset/Start	This function allows you to have the BK-5 start on the first beat of the currently selected rhythm pattern when you press the assigned foot-switch. Use it when you are accompanying a singer or soloist whose timing is a little shaky and suddenly notice that the playback lags one or two beats behind the singer/soloist.
Split	You can alternate between "Intelligent" and "Pianist2" modes. When the former is selected, the chord recognition area (see "Zone" on p. 62) is automatically set to "Left". When you switch to "Pianist1", the chord recognition area is automatically set to "Whole".

Function	Explanation
Scale Upper	Allows you to assign the selected Scale Tune (see p. 66) setting to the two Upper parts.
Scale Lower	Allows you to assign the selected Scale Tune (see p. 66) setting to the two Upper parts.
Up2	Allows you to switch the Upper2 part on and off.
Perf. Next Perf. Prev	Allows you to select the next or previous Performance.
Portamento	Pressing the footswitch activates the "Portamento Time" setting. When the footswitch is released, the "Portamento Time" setting is not used. To hear this effect, you need to set a "Portamento Time" value (see p. 59).
Hold Soft Sostenuto	The assigned footswitch can be used as a Soft, Sostenuto or Sustain (Hold pedal).
Lower Hold	The footswitch is assigned to the "Lower Hold" function (see p. 62).
Track Mute	Same function as the [TRACK MUTE] button.
AudioXfade	The footswitch can be used to activate a crossfade between two files. To make this work, select a different song while the current song is being played back and press the footswitch. The BK-5 creates a brief blend between the current and the next song. (This function is only available between two audio songs.)
Fade Out	This function gradually decreases the volume until it reaches zero. At that time, song or rhythm playback stops automatically.
Melody Intelligent	Allows you to control the "Switch" parameter of the "Melody Intelligent" function (see p. 64).
MXF On/Off	Allows you to switch the MXF for the keyboard parts on and off.
Arranger Rit	Allows you to activate the Arranger's "Tempo Change Ritard" function (page 64).
Arranger Acc	Allows you to activate the Arranger's "Tempo Change Accel" function (page 64).

Language

This parameter allows you to choose the character set to be used for the following:

- Lyrics display (for files that contain lyrics)
- "Search" functions (see p. 37)

- "Rename" function (see p. 47).

Parameter	Setting
Language	Latin, Cyrillic, East Europe

Save Global

This function allows you to save all "Global" parameter settings to ensure that they are loaded automatically each time you switch the BK-5 on.



You can select this function using [MENU] button → "Global" → "Save Global".

1. Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to define the current settings as the default state.

The display shows a confirmation message.

If you don't want to define the current "Global" settings as the default state, rotate the [CURSOR/VALUE] dial to select "NO", then press the [ENTER/SELECT] button. The BK-5 then returns to the "Performance Edit" page.

NOTE

The metronome status (On/Off, see page 67) is not saved to the Global area.

One Touch Edit

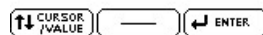
See "Using the 'One Touch' function" on p. 31.

Mastering Tools

The BK-5 contains an effects processor that applies to all real-time, rhythm and SMF song parts.

This processor is called "Mastering Tools", because it allows you to perfect the signal mix to adapt it to the sound system you are using.

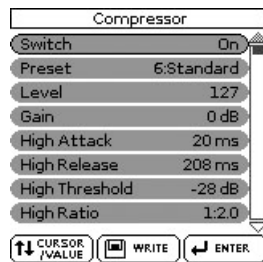
The parameters discussed here can be selected using [MENU] button → "Mastering Tools".



Compressor

This multi-band compressor/limiter allows you to process three frequency ranges separately. A compressor reduces high levels (peaks) and boosts low levels, smoothing out fluctuations in volume.

To edit the Compressor parameters, use [MENU] button → "Mastering Tools" → "Compressor".



1. Select a keyboard part, an SMF song or a rhythm and start playback.
2. Set the "Switch" parameter to "On" to activate the compressor.
The compressor is now active. (Select "Off" to switch the compressor back off.)
3. Use the [CURSOR/VALUE] dial to select the "Preset" parameter, then press the [ENTER/SELECT] button.
4. Rotate the [CURSOR/VALUE] dial to select one of the available presets.

The available presets are:

- | | | |
|--------------|---------------|-------------|
| 1. Hard Comp | 4. Mid Boost | 6. Standard |
| 2. Soft Comp | 5. High Boost | 7. User |
| 3. Low Boost | | |

5. If none of the preset memories contains the settings you need, press the [ENTER/SELECT] button to select and set the following parameters:

Parameter	Setting	Explanation
Level	0~127	Use this parameter to set the compressor's input level. The higher the value, the stronger the three frequency bands are compressed. The value you set here is added to the "Level" settings of the three bands. Do not set this parameter to "0" if the compressor is switched on, because doing so means that the keyboard parts, the SMF song or Rhythm parts are no longer audible.
Gain	-12~0~12dB	Use this parameter to correct the level at the compressor's outputs. If the settings of the remaining parameters lead to a significantly lower level, select a positive value. If your settings lead to a significantly higher level, select a negative value. "0" means that the level is neither boosted nor attenuated.

High/Mid/Low: Because "Attack", "Release", "Threshold", "Ratio" and "Level" are the same for each band, we will only discuss them once. As you see, each of the three frequency ranges has its own set of parameters that allow you to specify their behavior.

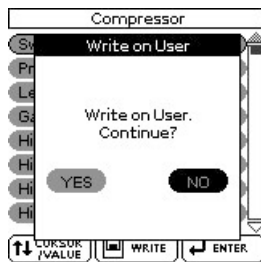
Attack	0~100ms	Use this parameter to specify how fast the compressor of the band in question should start processing the signal once the level of that band exceeds the "Threshold" level. Choose a smaller value if you prefer a compression similar to that of FM radio stations. Higher values may yield a "snappier" or "funkier" sound.
Release	50~5000ms	This parameter allows you to specify how fast the compressor of the corresponding band should stop working when the signal level drops below the "Threshold" value.

Parameter	Setting	Explanation
Threshold	-36~0dB	This parameter allows you to set the level the frequency band ("High", "Mid" or "Low") must reach to trigger its compressor. The lower the value, the more noticeable the compression will be.
Ratio	1:1.0~1:INF	Use this parameter to specify how strongly the level should be reduced when the band's level exceeds the "Threshold" level. "1:2.0", for example, means that level values above the "Threshold" level are halved. "1:INF" is useful if you set "Threshold" to "0dB" or thereabout. This produces a limiter effect, which means that no signal level will ever exceed the "Threshold" value. This may help you protect the speakers of the PA system etc.
Level	-24~+24dB	This parameter allows you to establish the desired mix among the three compressor bands. Choose a negative value to decrease the level, or a positive one to increase it. Choose "0" for a band whose level is OK as is.
Split High	2000~12000Hz	These two parameters specify the frequency where two bands are separated. The compressor has three bands, and so there are two cross-over frequencies you can set: "High" between the "Mid" and "High" ranges; and "Low" between the "Mid" and "Low" ranges.
Split Low	80~800Hz	

Write User

This function allows you to save the settings you made on the "Compressor" page.

1. Press the [WRITE] button.



2. Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to save the current settings.

The display shows a confirmation message.

If you don't want to define the current settings as the default state, rotate the [CURSOR/VALUE] dial to select "NO", then press the [ENTER/SELECT] button. The BK-5 then returns to the "Compressor" page.

NOTE

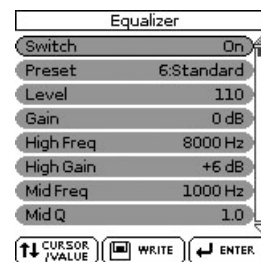
There is only one "User" memory for your own settings. By saving new settings, you therefore overwrite the previous ones.

NOTE

When you switch on the BK-5, it automatically loads the "User" settings.

Equalizer

To edit the Equalizer parameters, use [MENU] button → "Mastering Tools" → "Equalizer".



The equalizer has the same function as the TREBLE, MID and BASS knobs on a mixer: it allows you to color the sound, or to apply tonal corrections.

1. Select a keyboard part, an SMF song or a rhythm and start playback.
2. Set the "Switch" parameter to "On" to activate the equalizer.
The equalizer is now active and will affect the keyboard parts and SMF song or rhythm playback. (Select "Off" to switch the equalizer back off.)
3. Use the [CURSOR/VALUE] dial to select the "Preset" parameter, then press the [ENTER/SELECT] button.

4. Rotate the [CURSOR/VALUE] dial to select one of the available presets.

The available presets are:

- | | | |
|---------|------------|-------------|
| 1. Flat | 4. Jazz | 6. Standard |
| 2. Rock | 5. Classic | 7. User |
| 3. Pop | | |

5. If none of the preset memories contains the settings you need, you can change the following parameters by first pressing the [ENTER/SELECT] button and then using the [CURSOR/VALUE] dial.

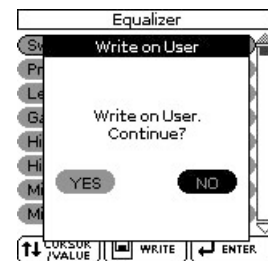
Parameter	Setting range	Explanation
Level	0~127	Use this parameter to set the equalizer's input level. This may be necessary when the level of the input signals is so high that the sound distorts. NOTE Do not set this parameter to "0" if the equalizer is switched on, because doing so means that the keyboard parts, SMF song/ rhythm is/are no longer audible.
Gain	-9~0~9dB	Use this parameter to correct the level at the equalizer's outputs. If the settings of the remaining parameters lead to a significantly lower level, select a positive value. If your settings lead to a significantly higher level, select a negative value. "0" means that the level is neither boosted nor attenuated.
High Frequency	2000~12000Hz	Allows you to set the cutoff frequency of the high band (this is a shelving filter).
High Gain	-15~15dB	Use this parameter to set the level of the selected "High" frequency. Positive values boost (increase the volume of) that frequency band, negative values cut (attenuate) it.
Mid Frequency	200~8000Hz	Allows you to set the cutoff frequency of the middle band (this is a peaking filter).

Parameter	Setting range	Explanation
Mid Q	0.5, 1, 2, 4, 8	Use this parameter to specify the width of the "Mid Frequency" band that you want to boost or cut. Smaller values mean that neighboring frequencies above/below that value are also affected.
Mid Gain	-15~15dB	Use this parameter to set the level of the selected "Mid" frequency.
Low Frequency	50, 80, 100, 150, 200, 250, 300, 400Hz	Allows you to set the cutoff frequency of the low band (this is a shelving filter).
Low Gain	-15~15dB	Use this parameter to set the level of the selected "Low" frequency.

Write User

This function allows you to save the settings you made on the "Equalizer" page.

1. Press the [WRITE] button.



2. Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to save the current settings.

The display shows a confirmation message.

If you don't want to define the current settings as the default state, rotate the [CURSOR/VALUE] dial to select "NO", then press the [ENTER/SELECT] button. The BK-5 then returns to the "Equalizer" page.

NOTE

There is only one "User" memory for your own settings. By saving new settings, you therefore overwrite the previous ones.

NOTE

When you switch on the BK-5, it automatically loads the "User" settings.

Makeup Tools (rhythms and SMF)

These functions allow you to actually edit the selected rhythm or SMF song (Standard MIDI File) without paying too much attention to the underlying parameters.

NOTE

The "Rhythm Makeup Tools" and "SMF Makeup Tools" functions cannot be used to edit Standard MIDI Files that use the XG format.

Using the Makeup Tools

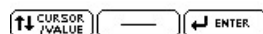
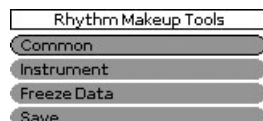
1. Select the rhythm or SMF song you wish to modify on the connected USB memory (see p. 34).
You can also select an internal rhythm.
2. Press the [START/STOP] button to start playback of the song or rhythm.
This allows you to listen to the song or rhythm before you start editing it. Press the [START/STOP] button again to halt playback.

NOTE

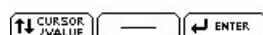
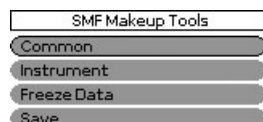
If you selected a rhythm or SMF song on the connected USB memory, press and hold the [EXIT] button to return to the main page.

3. Press the [MENU] button.
4. Rotate the [CURSOR/VALUE] dial to select "Makeup Tools", then press the [ENTER/SELECT] button.

If you selected a rhythm in step (1), the display changes to:



If you selected an SMF song in step (1), the display changes to:

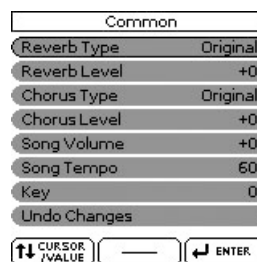


This menu allows you to select the following entries:

Menu Option	Explanation
Common	Select this entry to change common parameters that affect the rhythm or song as a whole, like the reverb or chorus effect, the tempo, etc.
Instrument	Select this entry to change the instruments used in the rhythm or song and their parameters. See page 75.
Freeze Data	Select this entry to "burn" your new settings into the file. Doing so will allow you to use your new version with any sequencer (software) or compatible Roland arranger instrument. See page 79.
Save	Select this entry to save your song or rhythm with the "Makeup Tools" settings you have made. See page 80.

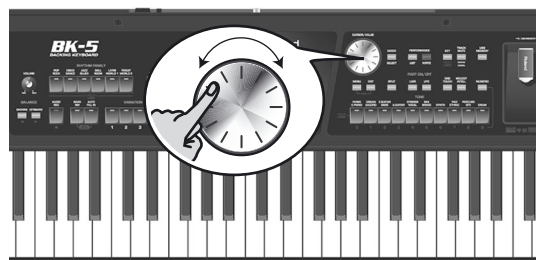
Common

To edit the Common parameters, use [MENU] button → "Makeup Tools" → "Common".



The "Common" parameters on this page apply to the entire song or rhythm.

1. Rotate the [CURSOR/VALUE] dial to select the desired "Common" parameter, then press the [ENTER/SELECT] button.



The following parameters are available:

Reverb Type: This parameter allows you to specify what kind of reverb effect you need. The available reverb types are:

Setting	Meaning
Original	This setting means that the song uses its own (programmed) reverb settings.
Room1, Room2, Room3	These types simulate the reverb characteristics of a room. The higher the number (1, 2 or 3), the bigger the "room" becomes.

Setting	Meaning
Hall1, Hall2	These types simulate the reverb of a small (1) or large (2) concert hall and thus sound much "bigger" than the Room types above.
Plate	This algorithm simulates the acoustics of a concert hall.
Delay	A delay effect (no reverb). Works a lot like an echo effect and thus repeats the sounds.
Pan Delay	This is a stereo version of the above delay effect. It creates repetitions that alternate between the left and right channels.

Chorus Type: Chorus broadens the spatial image of the sound and creates a stereo impression. You can choose from 8 types of chorus.

Setting	Meaning
Original	The song uses its own (programmed) chorus settings.
Chorus 1~4	These are conventional chorus effects that add spaciousness and depth to the sound.
Fbk Chorus	This is a chorus with a flanger-like effect and a soft sound.
Flanger	This is an effect that sounds somewhat like a jet airplane taking off and landing.
ShortDly	This is a full-fledged delay effect that can be used instead of a chorus or flanger. As you will see, there are a lot of parameters you can program.
ShortDlyFb	This is a short delay with many repeats.

Reverb Level & Chorus Level: These parameters allow you to modify the output level of the Reverb (or Chorus) processor.

Rhythm Volume/Song Volume: This parameter allows you to set the overall volume of the selected rhythm or song if you think it is too loud/soft.

Rhythm Tempo/Song Tempo: Allows you to change the rhythm's or song's tempo (♩ = 20~250).

Key: This parameter allows you to transpose all song parts (except the drums) up to 12 semitones (1 octave) up or down. This value is written to the song data and used every time you play back this song.

NOTE

This parameter is not available for rhythms.

Undo Changes: Select this entry to cancel all "Rhythm/SMF Makeup Tools" settings you have made and to revert to the previously saved version.

2. If you are satisfied with your changes and wish to preserve them, save your rhythm/song to the USB memory.

See "Saving your new rhythm or song (SMF) version" on p. 80.

NOTE

The changes you make using the procedure described above can be "burned" into the rhythm/song file using the "Freeze Data" command (see p. 79). Doing so will allow you to hear those changes on any sequencer (software) you use. Changes you don't "freeze" are nevertheless stored when you save the edited rhythm/song file—but only the BK-5 can read them.

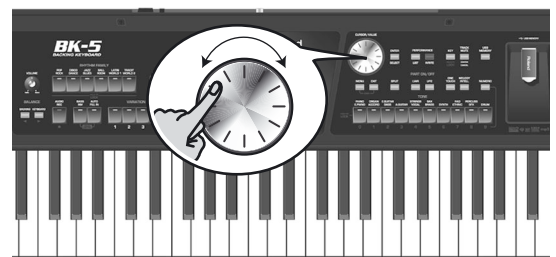
Instrument

To edit the Instrument parameters, use [MENU] button → "Makeup Tools" → "Instrument".

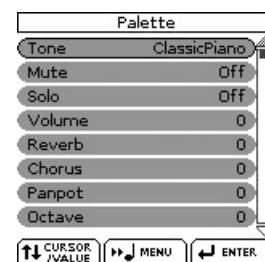


The display now shows all instruments used by the selected rhythm or SMF song.

1. Rotate the [CURSOR/VALUE] to select the instrument you want to change, then press the [ENTER/SELECT] button.



The display changes to:



The [MENU] button's indicator flashes.

2. Press the [MENU] button to jump to the location where the instrument is used. Playback starts automatically from that point.
3. Rotate the [CURSOR/VALUE] dial to select the parameter you wish to edit, then press the [ENTER/SELECT] button.

NOTE

If you select a Drum Set in step (1) above, the parameter list looks slightly different than for instruments that do not use a Drum Set. "Drum Sets" are special "Tones" that assign different sounds to most keys/note numbers, allowing you (and the BK-5) to play realistic drum and percussion parts.

In the following, "(T)" refers to parameters that are only available for regular instruments (also called "Tones"), while "(D)" refers to parameters that are only available for Drum Sets.

The following parameters are available:

Tone (T), Drum (D)

Allows you to select a different Tone within the active Tone family. See page 119 for a list of available Tones and Drum Sets.

While selecting a Tone, you can press a TONE button to select a different family.

Parameter	Explanation
Tone (T) Drum (D)	The number of Tones depends on the selected family.

Mute (T)/Drum Mute (D)

Switches the selected instrument off. The corresponding part is no longer played back. (This setting only applies to the selected instrument and thus not necessarily to the entire track.)

NOTE

In the case of the drums, you can mute two instrument groups ("Drum Mute" and "Perc Mute", see below) separately.

Parameter	Setting
Mute (T) Drum Mute (D)	Off, On

Solo

Switches off all instruments except the selected instrument.

Parameter	Setting
Solo	Off, On

Perc Mute (D)

Suppresses (or adds) the percussion sounds used by the drum part.

Parameter	Value
Perc Mute	Off, On

Volume

Adjusts the volume of the selected instrument. Negative values decrease the current volume, positive values increase it. (This is a relative setting that is added to, or subtracted from, the original setting.)

Parameter	Setting
Volume	-127~0~+127

Reverb

Use this parameter to set the reverb send level. Negative values decrease the current reverb send level, positive values increase it. (This is a relative setting that is added to, or subtracted from, the original setting.)

Parameter	Setting
Reverb	-127~0~+127

Chorus

Use this parameter to set the chorus send level. Negative values decrease the current chorus send level, positive values increase it. (This is a relative setting that is added to, or subtracted from, the original setting.)

Parameter	Setting
Chorus	-127~0~+127

Panpot

Use this parameter to change the stereo placement of the selected instrument. "0" means "no change", negative (-) values shift the instrument towards the left and positive (+) values shift it towards the right.

Parameter	Setting
Panpot	-127~0~+127

NOTE

In the case of Drum Sets, this setting applies to all drum/percussion instruments. There is also a parameter that can be set for specific drum instruments. See page 79.

Octave (T)

Use this parameter to transpose the selected instrument up or down by up to 4 octaves.

Parameter	Setting
Octave	-4~0~+4

Velocity

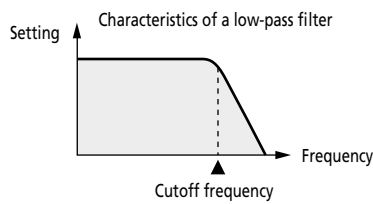
This parameter allows you to modify the velocity range of the instrument in question. "0" means that the recorded velocity values are left untouched, negative values reduce all velocity values by the same amount (leaving differences between notes intact), while positive settings increase all velocity values.

Parameter	Setting
Velocity	-127~+127

Cut Off

This filter parameter allows you to make the selected sound darker or brighter. Positive settings mean that more overtones are allowed to pass, so that the sound becomes brighter. The further this value is set

in the negative direction, the fewer overtones will be allowed to pass and the sound will become softer (darker).



Parameter	Setting
Cut Off	-127~+127

NOTE

For some sounds, positive (+) "Cut Off" settings will cause no noticeable change because the preprogrammed "Cut Off" parameter is already set to its maximum value.

Resonance

This is a parameter one invariably associates with a synthesizer. When the "Resonance" value is increased, the overtones in the area of the cutoff frequency will be emphasized, creating a sound with a strong character.

Parameter	Setting
Resonance	-127~+127

NOTE

For some sounds, negative (-) "Resonance" settings may produce no noticeable change because the resonance is already set to the minimum value.

The following parameters allow you to set the sound's "envelope". The envelope parameters affect both the volume (TVA) and the filter (TVF). The cutoff frequency will rise as the envelope rises and fall as the envelope falls.

Attack (T)

This parameter adjusts the onset of the sound. Negative values speed up the attack, so that the sound becomes more aggressive.

Parameter	Setting
Attack	-127~+127

Decay (T)

This parameter adjusts the time over which the sound's volume and cutoff frequency fall from the highest point of the attack down to the sustain level.

Parameter	Setting
Decay	-127~+127

NOTE

Percussive sounds usually have a sustain level of "0". Piano and guitar sounds are in this category. Holding the keys for a long time will have little effect on the duration of the notes you are playing, even if you select a high value here.

Release (T)

This parameter adjusts the time over which the sound will decay after the note is released until it is no longer heard. The cutoff frequency will also fall according to this setting.

Parameter	Setting
Release	-127~+127

NOTE

Some sounds already contain natural (sampled) vibrato whose depth or speed cannot be changed.

Use the following three parameters if you think the instrument in question has too much (or could use a little more) vibrato.

Vibrato Rate (T)

This parameter adjusts the speed of the pitch modulation. Positive (+) settings make the preset pitch modulation faster, and negative (-) settings make it slower.

Parameter	Setting
Vibrato Rate	-127~+127

Vibrato Depth (T)

This parameter adjusts the intensity of the pitch modulation. Positive (+) settings mean that the "wobble" becomes more prominent, while negative (-) settings make it shallower.

Parameter	Setting
Vibrato Depth	-127~+127

Vibrato Delay (T)

This parameter adjusts the time required for the vibrato effect to begin. Positive (+) settings increase the time before vibrato will begin and negative settings (-) shorten the time.

Parameter	Setting
Vibrato Delay	-127~+127

Mfx

The BK-5 contains 2 multi-effects processors ("Mfx"), one reverb processor and one chorus processor that can be used to process rhythms or Standard MIDI Files.

Select "Off" for instruments that don't need to be processed by any Mfx.

Parameter	Setting
Mfx	Off, A, B

NOTE

If you select "A" or "B", additional parameters can be edited (see below).

Mfx Type

Allows you to select the desired Mfx type, i.e. the kind of effect you need. Each Mfx ("A" and "B") can be assigned to as many instruments as you like. Be aware, however, that selecting a different type will affect all instruments that use this Mfx processor. See page 60 for a list of the available Mfx types.

NOTE

Each Mfx can be assigned to as many instruments as you like. Be aware, however, that selecting a different type will affect all instruments that use this Mfx processor.

NOTE

While the "Mfx" parameter is set to "Off", you cannot select a different type. In that case, the display will show the message "---".

Mfx Edit

If you also want to edit the parameters of the selected effect type, press the [ENTER/SELECT] button to jump to the "Mfx Edit" page. You can then edit the available parameters.

Equalizer

Activate this setting if you want to change the timbre of the selected instrument.

Parameter	Setting
Equalizer	Off, On

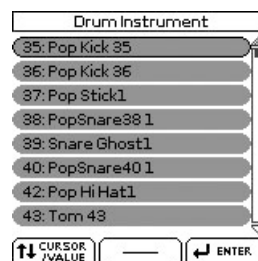
Edit EQ

To edit the equalizer parameters, press the [ENTER/SELECT] button to jump to the "Edit EQ" page. You can then edit the available parameters:

Parameter	Setting	Explanation
Equalizer	Off, On	Activate this setting if you want to change the timbre of the selected instrument. This parameter duplicates the "Equalizer" above and was added for your convenience.
High Freq	1500 Hz, 2000 Hz, 3000 Hz, 4000 Hz, 6000 Hz, 8000 Hz, 12000 Hz	Allows you to set the cutoff frequency of the high band (this is a shelving filter).
High Gain	-15~+15 dB	Use this parameter to set the level of the selected "High" frequency. Positive values boost (increase the volume of) that frequency, negative values cut (attenuate) it.
Mid Freq	200~8000 Hz	Allows you to set the cutoff frequency of the middle band (this is a peaking filter).

Parameter	Setting	Explanation
Mid Q	0.5, 1, 2, 4, 8	Use this parameter to specify the width of the "Mid Freq" band that you want to boost or cut. Smaller values mean that neighboring frequencies above/below that value are also affected.
Mid Gain	-15~+5 dB	Use this parameter to set the level of the selected "Mid Freq". Positive values boost (increase the volume of) that frequency, negative values cut (attenuate) it.
Low Freq	90 Hz, 150 Hz, 180 Hz, 300 Hz, 360 Hz, 600 Hz	Allows you to set the cutoff frequency of the low band (this is a shelving filter).
Low Gain	-15~+15 dB	Use this parameter to set the level of the selected "Low" frequency.

Drum Instrument (D)



If you want to edit the settings for specific instruments of the selected Drum Set, press the [ENTER/SELECT] button to jump to the "Drum Instrument" page.

All instruments of the Drum Set being used are displayed. Use the [CURSOR/VALUE] dial to select the instrument you want to change, then press the [ENTER/SELECT] button.

You can then use the [CURSOR/VALUE] dial and the [ENTER/SELECT] button to edit the available parameters.

Parameter	Setting	Explanation
Instr.	All Drum Set Instruments	Select the drum instrument you want to edit.
Parameters for the selected instrument		
Mute	Off, On	Suppress (or add) the selected instrument.

Parameter	Setting	Explanation
Solo	Off, On	Switch off all instruments except the selected instrument.
Volume	-127~+127	Use this parameter to set the volume of the selected drum instrument.
Reverb	-127~+127	Use this parameter to set the reverb send level of the selected drum instrument. The effect itself can be changed on the "Common" page.
Chorus	-127~+127	Use this parameter to set the chorus send level of the selected drum instrument. The effect itself can be changed on the "Common" page.
Panpot	-127~+127	Use this parameter to set the stereo placement of the selected drum instrument. "0" means "no change", negative values shift the instrument towards the left and positive values shift it towards the right.
Velocity	-127~+127	This parameter allows you to modify the velocity range of the drum instrument in question. "0" means that the recorded values are left untouched, a negative setting reduces all velocity values by the same amount (leaving variations intact). A positive setting shifts all velocity values in a positive direction.
Pitch	-127~+127	Use this parameter to tune the selected drum instrument higher or lower. "0" means that the pitch is left unchanged.

Parameter	Setting	Explanation
Instr. Equalizer	Global, Instr, Off	Global: The drum instrument uses the equalizer settings of the Drum Set it belongs to. Instr: The drum instrument uses its own equalizer settings (see below). Off: The drum instrument is not equalized.
Edit EQ	(Press the [ENTER/SELECT] button)	Provides access to the EQ parameters of the currently selected drum instrument (if "Instr. Equalizer" is set to "Instr"). See "Edit EQ" on p. 78 for a description of the available parameters.
Undo Changes	(Press the [ENTER/SELECT] button)	This function allows you to cancel the "Drum Instrument (D)" settings of the currently selected instrument and to revert to the previously saved version.

4. If you are satisfied with your changes and wish to preserve them, save your rhythm/song to the USB memory.

See "Saving your new rhythm or song (SMF) version" on p. 80.

NOTE

The changes you make using the procedure described above can be "burned" into the rhythm/song file using the "Freeze Data" command (see p. 79). Doing so will allow you to hear those changes on any sequencer (software) you use. Changes you don't "freeze" are nevertheless stored when you save the edited rhythm/song file—but only the BK-5 can read them.

Freeze Data

To commit your settings, use [MENU] button → "Makeup Tools" → "Freeze Data".

Before saving your "made-up" song to a USB memory, you can (but you don't have to) "commit" your changes, thereby turning them into "regular" rhythm or song data.

This may come in handy if you also want to play back your new rhythm/song version on another arranger instrument, sequencer or your computer. This operation is unnecessary for files you only want to use with the BK-5 or one of the models mentioned above.

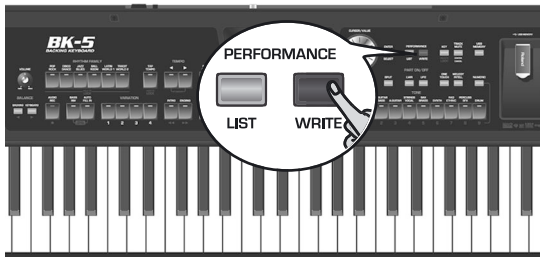
Saving your new rhythm or song (SMF) version

1. If you are happy with your changes and wish to preserve them, select the "Save" parameter and press the [ENTER/SELECT] button.

NOTE

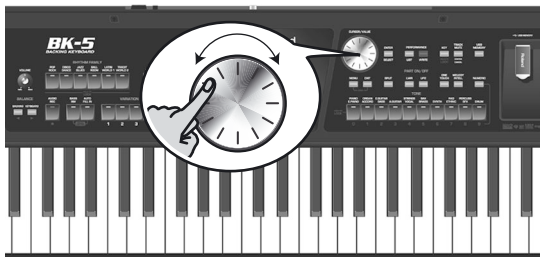
Even rhythms or songs for which you did not perform the "Freeze Data" command need to be saved using this procedure if you want to keep the changes.

2. Use the [CURSOR/VALUE] dial and the [ENTER/SELECT] button to select a different location if you do not want to overwrite the original version.
3. Press the [WRITE] button (it flashes).



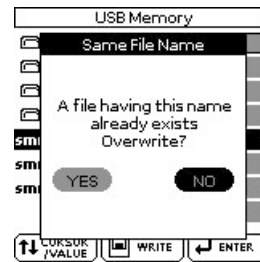
The BK-5 automatically adopts the name of the selected rhythm or song. If you want to save the new version under that name (and overwrite the previous version), skip to step (7) below.

4. Use the TONE buttons to select a different character.
5. Rotate the [CURSOR/VALUE] dial to select the next character position you want to change.



6. Repeat steps (4) and (5) to complete the name.
7. Press the [WRITE] button to confirm your desire to save the rhythm or song.

If the USB memory already contains a rhythm or song file of that name, you will be asked whether you want to overwrite it:



In this case, select "YES" using the [CURSOR/VALUE] dial and press [ENTER/SELECT] to replace the old file with the new one (the old file will be lost).

Otherwise, select "NO" and press the [ENTER/SELECT] button to return to the "Save" page and enter a different name.

Rhythm Composer (programming your own rhythms)

The BK-5 allows you to program your own rhythms. Before explaining the details, there are a few concepts you need to familiarize yourself with.

What are rhythms?

■ Patterns (Divisions)

Rhythms are short sequences, or *patterns* (of four or eight measures) you can select in real-time. Pattern-based accompaniments usually consist of the following elements:

- The basic *groove*, i.e. the rhythm that is the backbone of the song.
- Several alternatives for the basic groove that keep the accompaniment interesting and suggest some kind of "evolution" or "variation".
- Fill-Ins to announce the beginning of new parts.
- An introduction and a closing section (ending). Programming four to eight patterns for a three-minute song is usually enough. Just use them in the right order to make them suitable for your song.

The BK-5 allows you to program 54 different patterns per rhythm, some of which can be selected via dedicated buttons (VARIATION [1]~[4], etc.). Some Patterns are selected on the basis of the chords you play in the chord recognition area of the keyboard (major, minor, seventh).

■ Tracks

Unlike a drum machine, a BK-5 rhythm not only contains the rhythm part (drums & percussion) but also a melodic accompaniment, such as piano, guitar, bass and strings lines. That is why the rhythms work with *tracks* – eight to be precise.

NOTE

If necessary, you can even record a second drum track.

The reason why the AccDrums part is assigned to the first track and the ABass part to the second is that most programmers and recording artists start by laying down the rhythm section of a song.

There are exceptions to this rule, however, so feel free to start with any other part if that is easier for the rhythm you are programming.

NOTE

Though there are six (melodic) ACC tracks, most rhythms only contain two or three melodic accompaniment lines. In most cases, less means more, i.e. do not program six melodic accompaniments just because the BK-5 provides that facility. If you listen very carefully to a CD, you will discover that it is not the number of instruments you use that makes a song sound "big" but rather the right notes at the right time.

■ Looped vs. one-shot patterns

The BK-5 uses two kinds of patterns: looped divisions and one-shot divisions.

Looped divisions: Looped divisions are accompaniments that are repeated until you select another division or press [START/STOP] to stop Arranger playback. The BK-5 provides four programmable looped divisions (VARIATION [1]~[4]).

Looped divisions do not select other divisions when they are finished (because they never end): they keep playing until you select another division by hand (or by foot).

One-shot divisions: One-shot patterns (or "Divisions") are only played once and then select a looped division or stop the Arranger. The BK-5 uses the following one-shot divisions: INTRO [1]~[4], FILL UP [1]~[3], FILL DOWN [1]~[3] and ENDING [1]~[4].

The division type also determines how the respective tracks are played back. Any track of a looped pattern that is shorter than another track is repeated until the longest track is finished. Then, a new cycle begins. Here's how you can take advantage of that: if the drums play the same notes during four measures, while the rhythm guitar or piano needs four measures to complete a cycle, recording only one drum measure is enough, because it is automatically repeated until the longest track is finished.

■ Several drum tracks are possible

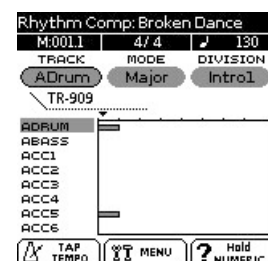
The Rhythm Composer allows you to assign a Drum Set to any "Accomp" track, thereby turning it into an additional drum track.

Clearing the RAM memory (Initialize Rhythm)

The first thing we need to do is clear the BK-5's rhythm RAM memory, because it is not empty when you select the Rhythm Composer.

1. Press the [MENU] button, select "Rhythm Composer", then press the [ENTER/SELECT] button.

The display changes to:



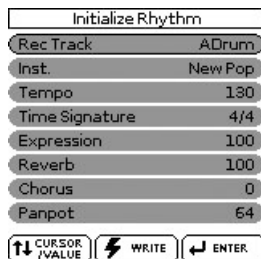
2. Press the [MENU] button (its indicator flashes).

The display changes to:



3. "Initialize Rhythm" is already selected, so press the [ENTER/SELECT] button.

The display changes to:



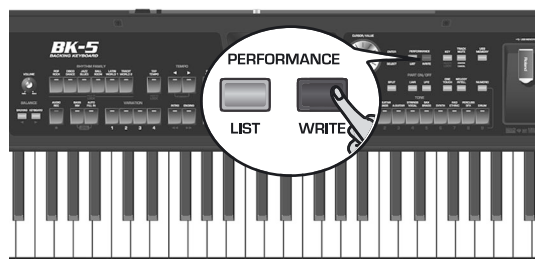
The settings shown on this display page are suggested as defaults for every new rhythm you program. Feel free to change them depending on the kind of accompaniment you want to prepare:

4. Use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to edit the available parameters.

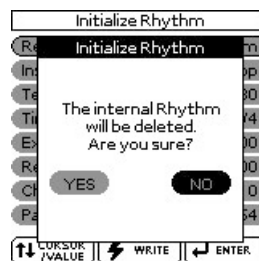
Parameter	Setting	Explanation
Rec Track	ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6	This parameter allows you to select the track whose settings you want to change.
Inst	(Tone assigned to the track)	This is where you select a sound (or Drum Set) for the track marked for recording ("Rec Track").
Tempo	20~250	You can already set the tempo here or leave that for later.
Time Signature	1/16, 1/4~4/4...	This value needs to be set when you initialize the Rhythm RAM memory (i.e. now). <i>All Divisions and Modes use this time signature.</i> You could, however, edit the patterns at a later stage (see "Time Signature" on p. 98) and specify that VARIATION [1] should use "4/4", MAIN [2] "6/8", etc.

Parameter	Setting	Explanation
Expression	0~127	Temporary volume changes (CC11).
Reverb	0~127	Reverb Send (CC91), i.e. how strongly the selected track should be processed by the reverb effect.
Chorus	0~127	Chorus Send (CC93), i.e. how strongly the selected track should be processed by the chorus effect.
Panpot	0~127	The track's stereo placement (00[L]~64~127[R]).

5. Press the [WRITE] button (its indicator flashes) to confirm your settings.



The display changes to:



6. Rotate the [CURSOR/VALUE] dial to select "YES" and press the [ENTER/SELECT] button. The display returns to the "Rhythm Composer" page, which only contains the sound assignments you have just made. Select "NO" if you don't want to initialize the rhythm memory area.

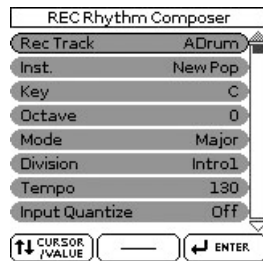
Getting ready for the first track

1. On the "Rhythm Composer" page, use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to select the "Division" parameter.
2. Use the [CURSOR/VALUE] dial to select the Division you want to record ("Intro", "Main", "Fill" or "Ending").

3. Press the [AUDIO REC] button.



The display changes to:



4. If necessary, use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to edit the available parameters.

Parameter	Setting	Explanation
Rec Track*	ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6	This parameter allows you to select the track whose settings you want to record.
Inst	(Tone assigned to the track)	This is where you select a sound (or Drum Set) for the track marked for recording ("Rec Track").
Key	C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B	If you want to use the accompaniment in a musically meaningful way, you need to tell the BK-5 what key you are recording in. This is to ensure that the chords you play during everyday use of your rhythm with the BK-5's Arranger lead to the correct real-time transpositions of the selected Division. The BK-5 allows you to record rhythms in any key. But do set the KEY parameter to the right value before recording. The key of AccDrums parts cannot be set (because that doesn't make sense).

Parameter	Setting	Explanation
Octave	-4~+4	This parameter allows you to transpose the keyboard in octave steps, which may be convenient for extremely high or low notes – or for using the special "noises" of certain sounds.
Mode**	Major, Minor, 7th, M=m, M=7, m=7, M=m=7	This parameter allows you to specify whether you are about to record the accompaniment for major, minor or seventh chords. If you listen to the rhythm prepared by Roland, you will notice that there are slight differences in the looped patterns – and sometimes striking differences for Intros and Endings, with completely different phrases. Such variations can be prepared using the "Mode" parameter.
Division*	Intro, Main, Fill, Ending	Select the pattern you want to create. This parameter is linked to the division you select on the main "Rhythm Composer" page.
Tempo	20~250	The tempo value you set here is recorded and regarded as preset tempo. You can change it at any stage in Rhythm Composer mode, so start by selecting a tempo that allows you to record the music the way you want it to sound.

Parameter	Setting	Explanation
Input Quantize	Off, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	This corrects minor timing problems. It shifts the notes whose timing is not exactly right to the nearest "correct" unit. Always select a resolution value that is fine enough to accept all note values you play. If the shortest notes of your accompaniment are 1/16th-note triplets, set the value to "1/16T". The preset value, "1/16", is OK for most situations. If you do not want to quantize your playing while recording, set this parameter to "Off". You can also quantize the track after recording it (page 88).
Count In	Off, 1Meas, 2Meas, Wait Note	Specifies how long the count-in should be before recording starts. Off: No count-in. Recording starts as soon as you press the [START/STOP] button (while [AUDIO REC] flashes). 1Meas: Recording starts after a 1-bar count-in. 2Meas: Recording starts after a 2-bar count-in. Wait Note: Recording starts as soon as you play a note on the keyboard. (There will be no count-in.)
Measure Length***	Off, 1~136	Specifies the number of bars the pattern should contain. The setting range is 1~136 (or more, depending on the time signature) and "Off". Select "Off" if you haven't decided how long the pattern should be. In that case, the length is set when you stop recording. It is perfectly possible to specify a different length value for each track and Division.

Parameter	Setting	Explanation
Rec Mode	Replace, Mix	Replace: Everything you record replaces the data of the selected track. This mode is automatically selected when you activate the record function for a track that does not yet contain data. If you select a track that already contains data, this parameter is set to "Mix" but could be changed to "Replace" if you wanted to overwrite the previous version. Mix: The data you record are added to the existing data of the selected track.

[*] The AccDrums track can only use Drum Sets (only the TONE [DRUMS] button is available for this track). On the other hand, you can use a second (or third) drum track by assigning the value 111 to control change CC00 of the Acc1~Acc6 track(s). See "Editing individual rhythm events (Micro Edit)" on p. 99. You can, however, turn any Acc1~6 track into an additional drum track when you start recording.

The AccBass track, however, can only be used for bass parts.

[**] You can use one clone function that allows you to record one part and copy it to up to three Modes each. The "=" sign means that more than one pattern will be recorded.

[***] Every rhythm pattern must have a set length. Setting the "Measure Length" value *now* will help you avoid a lot of confusion once you start recording.

The Arranger tends to add blank bars at the end of a track, which is usually due to the fact that you stopped recording a little late (i.e. after the last bar you played). This means that you often "record" 5 measures instead of 4, for example:

If you press [START/STOP] after bar 4...

...your rhythm looks like this (5 bars):

Furthermore, in Rhythm Composer mode, all patterns are *looped* and played back until you press the [START/STOP] button. A wrong number of measures (5 rather than 4, for example) is very likely to put you off, so do take the time to set the pattern length before you start recording.

Recording a rhythm pattern

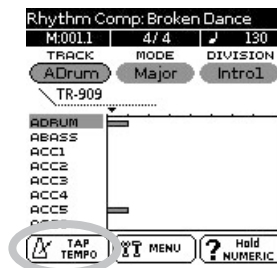
1. Press the [START/STOP] button.



Depending on the count-in setting, the metronome now counts down, after which recording starts.

NOTE

If you need a metronome during your performance, press the [TAP TEMPO] button while the main Rhythm Composer page is displayed. If you also need the metronome while listening to what you have recorded, select another metronome mode (see "Mode" on p. 67).



NOTE

You can also start recording using an optional footswitch connected to the SWITCH/EXPRESSION socket. See "Start/Stop" on p. 69.

You could start by playing only the bass drum part. If you specified the track length before recording, the Rhythm Composer jumps back to the beginning of the pattern after the set number of measures. The second time around you could add the snare drum, the third time the HiHat, and so on.

When recording another part (ABass~Acc6), do everything you would do during a live performance: add modulation, Pitch Bend and to use an optional hold pedal connected to the HOLD PEDAL jack.

2. Press [START/STOP] again to stop recording.

Auditioning your rhythm and adding more tracks

- (1) Press the [START/STOP] button to listen to your track.

The main Rhythm Composer page contains two parameters that allow you to select the pattern you want to audition. Here's how to select it:



2. Use the [CURSOR/VALUE] dial to select the "MODE" parameter, then press the [ENTER/SELECT] button.

3. Rotate the [CURSOR/VALUE] dial to select "Major", "Minor" or "7th".

Only one mode can be selected for playback.

4. Use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to select the "DIVISION" field.

5. Rotate the [CURSOR/VALUE] dial to select one of the Divisions (Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4).

Only one Division can be selected for playback.

If you like your drum part, continue with "Saving your rhythm". If not, record a new version (see "Getting ready for the first track" on p. 82). In that case, set the "Rec Mode" parameter according to what you want to do: "Replace"= replace the previous recording with new data; "Mix"= add notes you forgot to record the first time (see p. 84).

Saving your rhythm

Make it a habit to save your rhythms as frequently as possible. After all, if someone decided to switch off your BK-5 now, you would lose everything you have programmed so far.

1. Go to the main Rhythm Composer page and press the [MENU] button (its indicator flashes).

The display changes to:



2. Rotate the [CURSOR/VALUE] dial to select "Save" and press the [ENTER/SELECT] button.

The display now shows the contents of the "My Rhythms" folder on the connected USB memory.

Press the [EXIT] button if you want to select a different folder.

NOTE

Your own rhythms can only be saved to a USB memory. If you forgot to connect one, the display now shows the message "USB Device not inserted".

If you initialized the RAM memory before recording your first part, the BK-5 suggests the name "User_Rhythm". Otherwise, it suggests the name of the rhythm you have been editing.



3. Use the TONE buttons to select a different character.
4. Rotate the [CURSOR/VALUE] dial to select the next character position you want to change.
5. Repeat steps (3) and (4) to complete the name.
6. Press the [WRITE] button to confirm your desire to save the rhythm.

The display briefly confirms the operation and then returns to the main Rhythm Composer page.

If the USB memory already contains a rhythm file of the specified name, you will be asked whether you want to overwrite it:



In this case, select "YES" using the [CURSOR/VALUE] dial and press [ENTER/SELECT] to replace the old file with the new one (the old file will be lost).

Otherwise, select "NO" and press the [ENTER/SELECT] button to return to the "Save" page and enter a different name.

Recording other tracks and divisions

You can now record the second track – probably the bass. If you'd like to do the guided tour again, return to page 82. Do not forget to set the key for the bass part (see "Key" on p. 83).

Once the first Division is finished, you can record other Divisions. Use the clone functions ("=") to record several patterns in one go.

Do not forget to record the Fills, Intros and Endings to complete your rhythms. There are two groups of three fills: "Up" 1~3 and "Dwn" 1~3. "Up" fills are used when you switch on the [AUTO FILL] button and then press a VARIATION button of a higher number (transition from [1] to [2], for example).

"Dwn" fills are used when you switch on the [AUTO FILL] button and then press a VARIATION button of a lower number.

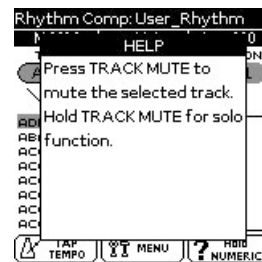
Intros are usually used at the beginning of a song and End patterns provide professional closing sections.

NOTE

The ABass track is monophonic. You can only record single-note patterns.

Help function on the main Rhythm Composer page

1. Press and hold the [NUMERIC] button.
The display changes to:



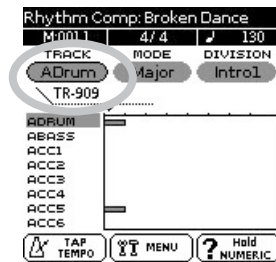
This page explains how to temporarily switch off ("Mute") and isolate ("Solo") specific tracks.

2. Press the [EXIT] or [NUMERIC] button to return to the main Rhythm Composer page.

Muting tracks while recording others

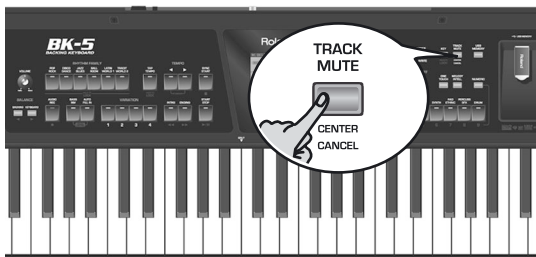
After programming a few tracks, you may find that certain parts tend to confuse you. That is why the BK-5 allows you to mute tracks that you do not want to hear during recording.

1. On the main Rhythm Composer page, use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to select the "TRACK" parameter.

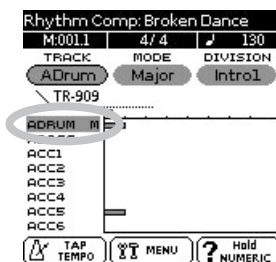


The field below the "TRACK" parameter shows the name of the Tone or Drum Set assigned to the selected track ("TR-909" in our example).

2. Press the [TRACK MUTE] button.



An "M" appears next to the track you have just muted.



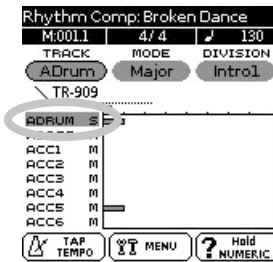
3. Press the [TRACK MUTE] button again to switch off the mute function (the "M" disappears).

NOTE

This mute setting only applies to the Rhythm Composer page. During normal Arranger playback, all tracks that contain data are played back. Use the "Erase" function to remove parts that should not appear in your accompaniments (see p. 89).

Solo

If you need to listen to a track in isolation, press and hold the [TRACK MUTE] button and start playback. This mutes all other tracks, while the selected track is flagged with an "S".



Press the [TRACK MUTE] button again to switch off the function of the Solo function.

NOTE

If the track you solo was muted, it will be soloed like any other track. After switching off the Solo function, the track in question is once again muted.

Playback in Arranger mode

NOTE

Save your rhythm before trying it out with the Arranger.

If the rhythm stops unexpectedly during playback in Arranger mode, try different chords. Chances are that you only programmed the major pattern, so that the Arranger selects an empty pattern when you play a minor or seventh chord. Remember to set the Mode parameter to "M=m=7" until you have come to grips with the possibilities of the BK-5's Arranger. That way, those three patterns will sound alike, but at least you are sure that the Arranger does not stop when you play a minor or seventh chord.

Rhythm Track Edit functions

The "Track Edit" level of the Rhythm Composer provides 12 functions: Quantize, Erase, Delete, Copy, Insert, Key, Change Velo, Change Gate Time, Global Change, Shift Clock, Track Length and Time Signat. There is also a "Micro Edit" environment that allows you to add, delete or change individual events. See page 99 for details.

1. Return to the main Rhythm Composer page.
2. Press the [MENU] button (its indicator flashes).

The display changes to:



3. Use the [CURSOR/VALUE] dial to select "Track Edit", then press the [ENTER/SELECT] button.

The display changes to:



You can use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to edit the available functions.

■ Quantize

Use this function if you chose not to quantize your music during recording and now realize that the timing is not quite what you expected it to be. If only

certain notes in a given time range need to be quantized, you should narrow down the edit range using the "From"/"To" parameters.



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	1~[last measure of the track or pattern]	Refers to the first measure to be edited. By default, the "From" value is set to the beginning of the selected track(s).
From Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
From CPT	0~119	Refers to the starting CPT position. "CPT" is short for "Clock Pulse Time", the smallest unit used by the BK-5. (There are 120 CPTs to every beat of a 4/4 bar.) Change this setting only if your edit operation should start after the selected beat.
To Bar	1~[last measure of the track or pattern]	This is where you specify the last measure to be edited. By default, the "To" position is set to the last event of the selected track (or the last event of the longest track when you select "All").

Parameter	Setting	Explanation
To Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
To CPT	0~119	Refers to the last clock that should be affected by the edit operation. Change this setting only if your edit operation should not end exactly on the selected beat.
Resolution	1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	This parameter sets the resolution of the Quantize function. Be sure to always select the value of the shortest note you recorded. Otherwise, your part no longer sounds the way you played it, because shorter notes are shifted to the wrong positions.
Strength	0%~100%	Use this parameter to specify how precise the timing correction should be. "0%" means that the selected "Resolution" value is not applied ("0% correction"), while "100%" means that all notes are shifted to the mathematically correct positions.
From Note	0 C~127 G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From/To" time range.
To Note	0 C~127 G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From/To" time range.

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ Erase

"Erase" allows you to selectively delete data either within a specified range of measures, beats or clocks or from the entire track(s). When "Data Type" is set to "All", "Erase" substitutes the required number of rests for the data you delete, so that you end up with the equivalent number of blank measures. If you also want to eliminate the measures themselves, use "Delete" (see below).



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	1~[last measure of the track or pattern]	Refers to the first measure to be edited. By default, the "From" value is set to the beginning of the selected track(s).
From Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
From CPT	0~119	Refers to the starting CPT position. "CPT" is short for "Clock Pulse Time", the smallest unit used by the BK-5. (There are 120 CPTs to every beat of a 4/4 bar.) Change this setting only if your edit operation should start after the selected beat.

Parameter	Setting	Explanation
To Bar	1~[last measure of the track or pattern]	This is where you specify the last measure to be edited. By default, the "To" position is set to the last event of the selected track (or the last event of the longest track when you select "All").
To Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
To CPT	0~119	Refers to the last clock that should be affected by the edit operation. Change this setting only if your edit operation should not end exactly on the selected beat.
Data Type (select the data to be edited)	ALL	All parameters listed below.
	Note	Only note messages.
	Modulation	CC01 messages usually used for adding vibrato (i.e. use of the BENDER/MODULATION lever).
	PanPot	CC10 messages that specify the stereo position.
	Expression	CC11 messages that are used for temporary volume changes.
	Reverb	Reverb Send messages (how strongly the part should be processed by the reverb effect).
	Chorus	Chorus Send messages (how strongly the part should be processed by the chorus effect).
	Program Change	Program change messages, used to select sounds or Drum Sets. Note: by deleting program change messages you also dispose of the related CC00 and CC32 (bank select) messages.
	P.Bender:	Pitch Bend data (i.e. use of the BENDER/MODULATION lever).

Parameter	Setting	Explanation
From Note	0 C~127 G9	This parameter is only displayed if "Data Type" (see above) is set to "Note". It allows you to set the note (or lower limit of the note range) to be modified within the specified "From/To" time range.
To Note	0 C~127 G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From/To" time range.

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ Delete

Unlike the "Erase" function, "Delete" not only erases the data but also the measures, beats and/or CPT units, so that all data that lie behind the "To" position are shifted towards the beginning of the track(s). You cannot choose the data type to be erased.



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. Select "ALL" to edit all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar~ To CPT	See page 88.	

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

Copy

This function can be used to copy individual tracks, Modes and Divisions to replace existing parts while keeping the remaining parts of the rhythm already in the RAM memory.



1. Set "Location" to "Source".

The following parameters are displayed:

Parameter	Setting	Explanation
Location	Source, Destination	Allows you to select the rhythm whose tracks you wish to copy ("Source") to another rhythm ("Destination").
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to copy. Select "ALL" to edit all tracks.
Mode	Major, Minor, 7th, ALL	Allows you to select the Mode to be copied.
Division	Intro 1~4, IntroALL, Main 1~4, MainALL, Fill Dwn 1~3, Fill DwnALL, Fill Up 1~3, Fill UpALL, End 1~4, EndALL	Use this parameter to select the Division you want to copy.
From Bar~ To CPT	See page 88.	

2. Select a rhythm.

Selecting a factory rhythm: Use the RHYTHM FAMILY buttons and the displayed parameters to select the desired rhythm. Skip to step (3) below.

Selecting an 'external' rhythm: You can also work with a rhythm on a USB memory:

- Press the [USB MEMORY] button to jump to the "USB Memory" page.
- Select the rhythm that contains the track(s) you want to copy.

NOTE

The "Copy" page now displays a "USB MEMORY" field to indicate that you can select a rhythm on the connected USB memory.



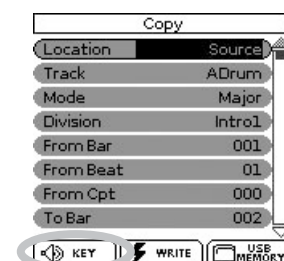
3. Press the [ENTER/SELECT] button.



NOTE

When you import a rhythm, the "Location" parameter is set to "Destination". To continue as explained below, you need to select the "Source" setting.

- Rotate the [CURSOR/VALUE] dial to select the "Track" parameter, then press the [ENTER/SELECT] button.
- Rotate the [CURSOR/VALUE] dial to select the track to be copied. You can also select "ALL" to copy all tracks of a given Mode/Division. In that case, "Destination-Track" (see below) is also set to "ALL".
- Repeat this operation with the "Mode" and "Division" parameters to select the Mode (Major, Minor, 7th, ALL) and Division (Int 1~4, Int ALL, Main 1~4, Main ALL, FDw 1~3, FDw ALL, FUp 1~3, FUp ALL, End 1~4, End ALL).
- Press the [KEY] button to listen to the pattern you are about to copy.



NOTE

This audition function is not available when you select "ALL" for the "Mode" or "Division" field.

8. Use the "From" and "To" parameters (3 each) to specify the beginning and end of the excerpt you want to copy.
By default, the "From" parameters are set to "Bar 1, Beat 1, CPT 0", while the "To" values are set to include the entire track.

9. Set "Location" to "Destination".
The following parameters are displayed:



Parameter	Setting	Explanation
Location	Source, Destination	Allows you to select the rhythm whose tracks you wish to copy ("Source") to another rhythm ("Destination").
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. Select "ALL" only to replace all tracks.
Mode	Major, Minor, 7th, ALL	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
Into Bar Into Beat Into CPT	The "Into" position indicates where the beginning of the source excerpt will be after the copy operation. To copy the source data to the beginning of the destination track, select BAR= "1", BEAT= "1" and CPT= "0".	
Copy Mode	Replace	The data in the selected range of the source track overwrite the destination track.
	Mix	The data in the selected range of the source track are added to the data on the destination track.
Copy Times	1~999	Allows you to specify the number of copies to be made. Select "1" to copy the excerpt only once.

10. Set "Copy Mode" to "Replace" or "Mix".
In either case, the length of the destination track may change to include all data of the source track.
11. Use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to set "Track" to the track you wish to copy the data to.

NOTE

AccDrums data can also be copied to other tracks (preferably Acc1~Acc6). You can only copy ABass data to other ABass tracks. If you selected "ALL" for "Source - Track", this "Track" parameter is also set to "ALL".

12. Repeat this operation with the "Mode" (Major, Minor, 7th, ALL) and "Division" parameters (Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4, ALL).

NOTE

If you selected "ALL" for "Source - Mode" or "Source - Division", this "Mode" or "Division" parameter is also set to "ALL".

13. Use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to select "Copy Times" and specify the number of copies you need.
Select "1" to copy the excerpt only once.
14. Press the [KEY] button to audition the destination track.
15. Use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to specify the target position using the three "Into" parameters.
16. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ **Insert**

"Insert" allows you to insert space and shift data that lie behind the "From" position further towards the end of the track (this is the exact opposite of "Delete"). The empty measures you create can be "filled" using the "Copy" function or by recording new phrases in that area.

NOTE

This function provides no "To" pointer. Instead, you need to specify the length of the insert using the "For" values.

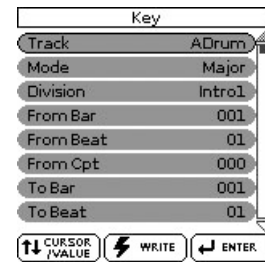


Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar~ From CPT	See page 88.	
For Bar, For Beat, For CPT	Specifies how many bars, beats and CPTs are to be inserted.	

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ **Key (transposition)**

This function allows you to transpose the notes of the selected track (non-note data obviously cannot be transposed).



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar~ To CPT	See page 88.	
Value	-127~127)	This is where you set the transposition interval in semi-tone steps. Select "2", for example, to transpose a pattern in "C" to "D". Be careful when applying "Key" to the AccDrums track. Transposing all notes of this track leads to dramatic changes.
From Note	0 C~127 G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	0 C~127 G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

Change Velo

The "Change Velo" function allows you to modify the dynamics (called "velocity") of a track or excerpt. Only note events can be changed.



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar~ To CPT	See page 88.	
Bias*	-99~99)	Allows you to specify by how much the velocity values should change. Select a positive value to increase the velocity (the value is added to the velocity value of the affected notes) or a negative value to decrease the velocity values (that value is subtracted). Select "0" if you prefer to work with the "Magnify" parameter (see below).

Parameter	Setting	Explanation
Magnify**	0~200%	This parameter works like a "Compander" effect (a dynamics processor that simultaneously acts as compressor and expander), although it processes MIDI data: by selecting a value above "100%" you increase the differences between high and low velocity values in the selected range. Values below "64" are lowered, while values above "64" are increased. The result is therefore that the difference between pianissimo and fortissimo becomes far more pronounced.
From Note/ To Note	0 C~127 G9	"From Note" refers to the lower limit of the note range you want to change. "To Note" represents the upper limit.

[*] Even the highest positive or negative value doesn't allow you to go beyond "1" or "127". There is a reason why "0" is impossible: that value is used to indicate the end of a note (note-off). "127", on the other hand, is the highest velocity value the MIDI standard can muster. Adding a high positive velocity value may thus lead to all notes being played at "127".

[**] "Magnify" values below "100%" have the opposite effect: they push all velocity towards the imaginary center of "64", thus reducing differences in playing dynamics.

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

Change Gate Time

This function allows you to modify the duration of the notes in the selected time ("From"/"To") and note ("From Note"/"To Note") ranges. We recommend you only use this function to shorten notes that suddenly seem too long when you assign a different sound to the track in question. You cannot view the duration of the notes here, which makes editing the data "en bloc" a little bit hazardous. See "Editing individual rhythm events (Micro Edit)" on p. 99 for how to change the duration of individual notes.

After selecting a sound with a slow release (i.e. a sound that lingers on after all notes have been released), however, "Change Gate Time" will help you cut the notes down to size and thus avoid undesirable overlaps.



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar~ To CPT	See page 88.	
Bias	-1920~1920	This parameter sets the amount by which the duration (or gate time) of the selected notes is to change. The shortest possible "Gate Time" value is "1" (used for all drum notes), so that selecting "-1000" for notes with a "Gate Time" value of "1" in the specified time range still leaves you with the same value.
Magnify	0~200%	Use this parameter rather than "Bias" to produce proportional changes to the affected "Gate Time" values. Values below "100%" decrease the duration, while anything above "100%" increases it. Select "100%" if you prefer to work with the "Bias" parameter (see above).

Parameter	Setting	Explanation
From Note/ To Note	0 C~127 G9	"From Note" refers to the lower limit of the note range you want to change. "To Note" represents the upper limit.

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

Global Change

This function allows you to make quick changes to certain settings. The changes always apply to entire tracks (you cannot use "Global Change" for just a few measures). You can apply global changes to the four editable rhythms track parameters ("Express", "Reverb", "Panpot" and "Chorus") when you notice that the effect is too prominent or not strong enough.

You can also use it to "upgrade" older rhythms to ensure that they use the BK-5's new sounds.



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th, ALL	Allows you to select the Mode to be edited.
Division	Intro 1~4, IntroALL, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4, ALL	Use this parameter to select the Division you want to edit.
Alteration Mode*	Nearest, Degree, -	This message type is only available for melodic rhythm tracks (i.e. not for ADrums or ABass tracks). Rhythm tracks you only just recorded do not contain it. See also "About 'Alteration Mode' messages" on p. 100.

Parameter	Setting	Explanation
		<p>Nearest**: Refers to a more musical system for real-time shifts of the recorded rhythm notes during Arranger playback.</p> <p>Degree: This setting refers to the "old" system for real-time conversion of track information during rhythm playback. See page 100. Select "---" if the selected pattern should ignore this setting.</p>
From/To... CC00, CC32, PC	---, 0~127, ALL 1~128	Enter the original data value (i.e. the value that is being used right now by the selected track(s)) for "From". For "To", specify the new value that should replace the "From" value. These are what we call "absolute" changes: you don't add or subtract values, you replace them with other values. This system is only available for messages that allow you to select sounds or sound banks.***
Inc/Dec... Expression, Reverb, Chorus, Panpot	-127~127	These parameters allow you to add (+) or subtract (-) a given value to/from the current Expression, Pan, Reverb Send or Chorus Send values. This may come in handy if the real-time changes you recorded turn out to be too high or too low.

[*] This parameter is *not* available for: ADrums and ABass tracks, Intro3 & 4 and End3 & 4 patterns.

[**] The notes of the melodic rhythm tracks are compared against the chords played in the recognition area. If the next chord you play contains the note the selected part is already sounding (based on the previous chord), that note is maintained.

If the new chord does not contain that note, the rhythm part in question uses the closest ("Nearest") note. This produces a more musical behavior than any other system on the market.

[***] CC00 messages are the so-called "MSB" bank select messages. They allow you to select the Capital Tone (select "0") of a sound address. Select "---" if the current setting must not change. The CC32 control change is the so-called "LSB" bank select message. Use the PC parameter to change the address, a.k.a. program change number, of a sound (e.g. from "1" to "2").

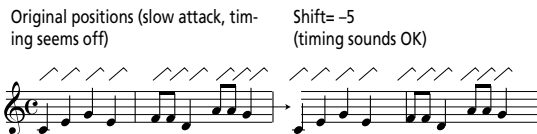
Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ Shift Clock



"Shift Clock" allows you to shift the notes within the selected "From"/"To" range. It can be used for two things:

- To correct "slow" notes due to a slow(er) attack. You may want to use "Shift Clock" after assigning a sound to a track that has a considerably slower attack than the sound you used for recording the part in question. This technique is frequently used in pop music to "time" 1/16-note string arpeggios played with a "slow" pad sound. Rather than have the notes begin at the mathematically correct time (e.g. 2-1-0), you could shift them to the left (e.g. to 1-4-115), so that the peak volume of the attack is reached on the next beat:



- To correct the timing of notes recorded via MIDI without quantizing them. You can use external sequences as raw material for your songs. Recording such excerpts via MIDI may cause a slight delay (e.g. 5 CPT). If that is not acceptable, use "Shift Clock" to "push" the recorded data to the left (select "-5"). That allows you to preserve any irregularities the original may contain because it was not quantized. After selecting a sound with a slow release (i.e. a sound that lingers on after all notes have been released), however, "Change Gate Time" will help you cut the notes down to size and thus avoid undesirable overlaps.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.

Parameter	Setting	Explanation
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar~ To CPT	See page 88.	
Data Type	See page 90.	
Value (CPT)	-4800~4800	This parameter sets the amount by which the notes are shifted. The value refers to CPT units (one CPT= 1/120 ♩). Notes on the first beat of the first bar cannot be shifted further to the left, because that would mean shifting them to the "0" measure, which doesn't exist.
From Note, To Note	0 C~127 G9	"From Note" allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range. "To Note" allows you to set the upper limit of the note range to be modified.

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ Track Length

This function allows you to modify the length (number of bars, beats and clocks) of a pattern after recording. Data that lie outside the range you decided to keep are discarded. Obviously, you only need to change the settings of the Mode whose length you want to modify.

NOTE

There is no way to recall the previous version, so be sure to save your rhythm before continuing (see p. 85).

Track Length	
Track	ADrum
Division	Intro1
Length Bar	001
Length Beat	01
Length Cpt	00
Mode	Major



Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
Length Bar		Use the [CURSOR/VALUE] dial and the [ENTER/SELECT] button to set the length of the selected pattern(s) in steps of one bar. You can also make an existing track longer by specifying a "Bar" value that lies beyond the last notes.
Length Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
Length CPT		This parameter allows you to "fine-tune" the length. In most cases, you will probably work with multiples of ♩ notes (i.e. 120CPT) because 120CPT represent one beat of an X/4 bar (1/4, 2/4, 3/4, 4/4, etc.).

Parameter	Setting	Explanation
Mode	Major, Minor, 7th, Major+Minor, Major+7th, Major+Minor+7th, Minor+7th	Choose the Modes to which the new length setting should apply. You can also switch on two or all three button icons. If you set "Track" to "ALL", all three Modes are selected automatically (and that cannot be changed).

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

■ Time Signature

The "Time Signature" parameter allows you to check and set the time signature of the patterns. The major, minor and seventh Modes of a pattern must always use the same time signature, which is why you cannot edit them separately.

Use this parameter to specify the time signature of the selected pattern ("Division", see below). The MAIN, INTRO and ENDING instances comprise four variations, which is why there are four "Time Signatures" values you can select using the VARIATION [1]~[4] button icons. When you select "Fill Up" or "Fill Dwn" for "Division", only three "Time Signature" instances can be edited.

The most commonly used time signatures are: 2/4, 3/4, 4/4, 6/8 and 12/8. Other values (such as 7/4, 13/8, etc.) are also possible.

NOTE

When you change the time signature of an already recorded pattern, its notes and events are "reshuffled", so that you may end up with incomplete measures. None of your data are deleted, however.

Time Signature	
Division	Intro
Time Signature	4/4
Var1	On
Var2	Off
Var3	Off
Var4	Off



Parameter	Setting	Explanation
Division	Intro, Main, FillDwn, FillUp, End, ALL	Use this parameter to select the Division you want to edit.
Time Signature	1/16~32/2	This parameter allows you to set the time signature.

Parameter	Setting	Explanation
Variation 1, 2, 3, 4	On, Off	Use these parameters to select the pattern you want to change. If you set "Division" to "Fill Dwn" or "Fill Up", there are only three button icons. You can switch on several or all button icons if you like. (But you cannot switch off all four or three.)

Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

Editing individual rhythm events (Micro Edit)

Select this mode if you need to change just one aspect of an otherwise perfect rhythm.

In this section, we will use the word "event" for any kind of message. An event is thus a command (or instruction) for the Arranger.

You can only view and edit one track at a time. Therefore, be sure to check the "Track" setting before editing the events displayed on this page.

1. Return to the main Rhythm Composer page.
2. Use the "Track", "Mode" and "Division" parameters to select the pattern you want to edit.
3. Press the [MENU] button (its indicator flashes).

The display changes to:



4. Use the [CURSOR/VALUE] dial to select "Micro Edit", then press the [ENTER/SELECT] button.

The display changes to:

Micro Edit		
ADrum	Major	Intro1
001:01:000		
CC	00: Bank MSB	0
001:01:000		
CC	32: Bank LSB	4
001:01:000		
PC	Program Change 31	
001:01:000		
CC	10: Panpot	64

You can use the [CURSOR/VALUE] dial and [ENTER/SELECT] button to edit the available functions.

NOTE

This page doesn't allow you to select a different rhythm pattern ("ADrum - Major - Intro1" in our example). Be sure to select the correct button before calling up the "Micro Edit" page (see step (2) above).

General notes about 'Micro Edit'

Micro Edit		
ADrum	Major	Intro1
001:01:000		
CC	00: Bank MSB	0
001:01:000		
CC	32: Bank LSB	4
001:01:000		
PC	Program Change 31	
001:01:000		
CC	10: Panpot	64

Micro Edit		
ADrum	Major	Intro1
001:01:000		
CC	11: Expression	80
001:01:000		
CC	91: Reverb	50
001:01:000		
CC	93: Chorus	0
001:01:000		
Note	42: F#2	72 1

Position indications: Sequencers only register "events" whose positions and distances specify when the notes are to be sounded or when they should change (i.e. their "sequence").

Each event is executed at a given point in time, which is why they all have a position indication ("1-01-119", for example). The first figure refers to the bar, the second to the beat within that bar and the third to the clock (CPT) between the current beat and the next. Each beat of a 4/4 bar comprises 120 clocks.

Monitoring note events: The Rhythm Composer can play back the note events you select. This may help you identify the occurrence you want to edit. When you move the cursor to a note event, it is played back.

General procedure

To change information already available on the selected track, proceed as follows:

1. Use the [CURSOR/VALUE] dial to select the list entry you want to edit.
2. Press the [ENTER/SELECT] button to select the first value.

In the following examples, we selected the CC00 message (left) and the first parameter of a note event (right):

Micro Edit		
ADrum	Major	Intro1
001:01:000		
CC	00: Bank MSB	0
001:01:000		
CC	32: Bank LSB	4
001:01:000		
PC	Program Change 31	
001:01:000		
CC	10: Panpot	64

Micro Edit		
ADrum	Major	Intro1
001:01:000		
CC	11: Expression	80
001:01:000		
CC	91: Reverb	50
001:01:000		
CC	93: Chorus	0
001:01:000		
Note	42: F#2	72 1

3. Rotate the [CURSOR/VALUE] dial to set the value.
4. Press the [ENTER/SELECT] button to select the next value and edit it.
5. When you're done, press the [EXIT] button to return to the Rhythm Composer page, then save your rhythm (page 85).

■ Parameters you can change

● **Note velocity and gate time messages**—These messages always come in pairs. The first value ("42:F#2", for example) refers to the note itself and the second ("72") to the velocity (playing dynamics). The "Micro Edit" page adds a third message to that pair. It describes the duration of the note in question. You may remember this value from the "Track Edit" environment, where it is called "Gate Time".

● **CC**—These messages usually add something to the notes being played, like modulation, a different volume, a new stereo position... The BK-5 recognizes (and allows you to edit) all control change numbers the Arranger uses (CC01, 10, 11, 91, 93) and displays their "official" name.

NOTE

CC64 (Hold) events generated by a footswitch connected to the HOLD FOOTSWITCH socket are converted into the equivalent GATE TIME values at the time of recording. You may therefore have to change the duration of the notes themselves.

● **PC/Program Change**—These messages are used to select sounds within the current bank. As there are only 128 possibilities, these messages are usually preceded by control changes CC00 and CC32. That's why the BK-5 inserts all three when you use the "Create Event" function. To assign a Drum Set to an Acc1~6 track, you must create a "CC00" event with the value "111".

NOTE

The CC00 value of ADrums tracks cannot be edited.

● **Pitch Bend**—These messages are used for temporary changes to the pitch of the notes being played at that time. Pitch Bend messages can be positive (higher) or negative (lower). Setting range: -128~128.

● **Alteration Mode**—This event allows you to specify how the notes recorded for a rhythm track will be used during Arranger playback. See below for details.

NOTE

This parameter is not available for ADrums tracks or the Intro3,, Intro4, Ending3, Ending4 divisions.

Editing events

■ Editing Pitch Bend messages

Pitch Bend messages can be positive or negative (the range is -128~128). The value "0" means that the pitch of notes being played in that area is not altered. If a Pitch Bend occurrence is not reset to "0" at some stage, all notes will keep sounding flat when you no longer want them to.

■ Editing control changes

These messages (CC) can be set to the desired value (0~127) when the corresponding effect is needed - but they also need to be reset to "0" to avoid unpleasant surprises.

■ About the 'Note' messages

As stated above, note messages comprise a note number, a velocity value and a Gate Time value. The range for note numbers is "0 (C-)~"127 (G9)". Velocity messages can be set anywhere between "1" (extremely soft) and "127". The value "0" cannot be entered, because it would effectively switch off the note.

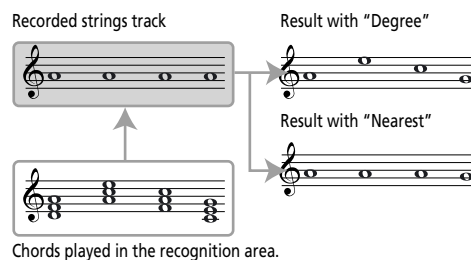
About 'Alteration Mode' messages

This message type is only available for melodic rhythm tracks (i.e. not for ADrums or ABass tracks) and needs to be inserted by hand (using "Create Event"). Rhythm tracks you only just recorded do not contain it.

It allows you to use a revolutionary system for adapting the recorded notes to a more natural behavior (also known as "voicing"). There are two options:

● **Degree**—This setting refers to the "old" system for real-time conversion of rhythm track information for Arranger playback. Based on the fundamentals of the chords you play during Arranger playback, it often leads to odd jumps of certain parts.

● **Nearest**—Refers to a more musical system for real-time shifts of the recorded rhythm notes during Arranger playback. Let us first look at an illustration:



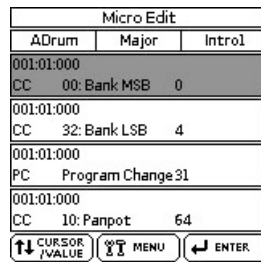
This new system is called "Adaptive Chord Voicing". The notes of the melodic rhythm tracks are compared against the chords played in the recognition area. If the next chord you play contains the note the selected part is already sounding (based on the previous chord), that note is maintained.

If the new chord does not contain that note, the rhythm part in question uses the closest ("Nearest") note. In the example above, the "G" is closer to the "A" sounded by the strings part than the "C". This produces a more musical behavior than any other system on the market.

Both "Degree" and "Nearest" allow you to specify the note range ("Limit Low" and "Limit High") the selected part may play. Notes that would fall outside that range during Arranger playback are automatically transposed to values inside the selected range. Rather than specifying two note values, you can also choose "Std", which means that the BK-5 decides automatically when extremely high (or low) notes need to be shifted down (or up) by one or several octaves.

Other edit operations

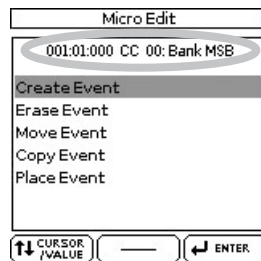
The "Micro Edit" page allows you to select several functions.



You can select several consecutive events and edit them in one go: select the first event of a series, press and hold the [ENTER/SELECT] button and rotate the [CURSOR/VALUE] dial.

1. Select the event you want to edit.
2. Press the [MENU] button (its indicator flashes).

The display changes to:



The top line shows the event type that can be edited ("CC00 Bank MSB" in our example) and its location ("001:01:000"). You cannot change the event type on this page.

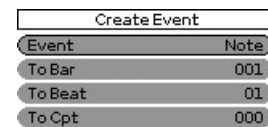
If you selected several events (see above), the display looks as follows:



3. Use the [CURSOR/VALUE] dial to select the desired edit function, then press the [ENTER/SELECT] button.

Create Event

Select this function to add a new event to the selected track.



If the position for which you create a new event already contains other events, the new event is added at the end of that group.

Parameter	Setting	Explanation
Event	Note, Control Change, Program Change, Pitch Bend, Alteration Mode	Allows you to specify the event type you want to add.
To Bar, To Beat, To CPT	See page 88.	Specifies the position where your new event will be inserted.

The selected event is inserted with a default value:

Note: Note Number: 60 C4
On Velocity: 100
Gate Time: 60

Program Change: CC00 Bank Select MSB, value "0"
CC32 Bank Select LSB, value "4"
Program Change Number "1"
(The bank select messages are added automatically: you don't have to worry about that.)

Pitch Bend: "0"

Alteration Mode: Nearest
Limit Low: Std
Limit High: Std

Obviously, you will then need to change the default settings depending on the result you want to achieve.

Press the [WRITE] button to confirm your settings and add the new event. The BK-5 returns to the "Micro Edit" page.

Erase Event

This function allows you to remove one or several events without changing the positions of the remaining events.

1. Use the [CURSOR/VALUE] dial to select the event you want to delete.

The selected event is displayed at the center of the display page.

NOTE

To select several consecutive events, press the [ENTER/SELECT] button while rotating the [CURSOR/VALUE] dial towards the left (upward direction) or the right (downward direction).

2. Press the [ENTER/SELECT] button icon to remove the event you selected.

The BK-5 returns to the "Micro Edit" page.

Move Event

This function allows you to move one or several events.

1. Select the event you want to move.
2. Select the "Move Event" function.
3. Set "To Bar", "To Beat" and "To CPT".

Parameter	Setting	Explanation
To Bar, To Beat, To CPT	See page 88.	Specifies the position to which the first event (in chronological order) of the selected group should be shifted.

NOTE

If the position to which you move the selected event already contains other events, the moved event is added at the end of that group.

NOTE

Events located at "1-01-00" cannot be moved further to the left.

4. Press the [WRITE] button to confirm your settings and move the event.

The BK-5 returns to the "Micro Edit" page.

Copy Event

This function allows you to copy one or several events. Use "Place Event" to insert a copy of those events at the desired position.

1. Select the event you want to copy.

To select several consecutive events, press and hold the [ENTER/SELECT] button while rotating the [CURSOR/VALUE] dial towards the left (upward direction) or the right (downward direction).

All events selected in this way appear on a gray background.

2. Select the "Copy Event" function.
3. Press the [ENTER/SELECT] button.
Each new selection will replace the previous one.
4. Use the "Place Event" function to specify where you want to insert the copied event(s).

Place Event

This function is only available if the Rhythm Composer's clipboard already contains events that you copied using "Copy Event".

1. Select the "Place Event" function.
2. Set "To Bar", "To Beat" and "To CPT".

Parameter	Setting	Explanation
To Bar, To Beat, To CPT	See page 88.	Specifies the position where the first event you copied should be inserted.

3. Press the [WRITE] button to confirm your settings and paste the new event(s).

NOTE

Events inserted with "Place Event" are added to any events that may already exist in that area. Existing events are not pushed towards the end of the track.

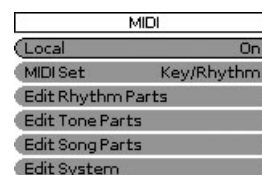
MIDI parameters

This section discusses the BK-5's MIDI parameters and the associated memories called "MIDI Sets".

What's MIDI

"MIDI" stands for "Musical Instrument Digital Interface." It is a universal standard that allows performance data to be exchanged among electronic musical instruments and computers. The BK-5 provides a MIDI IN and MIDI OUT socket so that performance data can be received from other MIDI instruments. It is also equipped with a COMPUTER port (USB) that can receive and transmit MIDI data from a computer.

The MIDI parameters can be selected using [MENU] button → "MIDI".



The BK-5's MIDI environment contains the following options:

MIDI parameter group	Explanation
Local	This setting allows you to establish or remove the connection between the BK-5's keyboard and the internal tone generator.
MIDI Set	Allows you to load a MIDI Set ("Key/Rhythm", "PK Series", "Song", "User1" ~ "8").

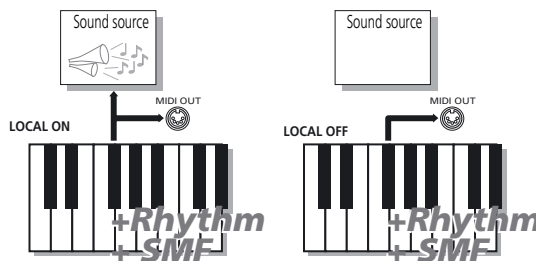
MIDI parameter group	Explanation
Edit Rhythm Parts	Here, you can edit all MIDI parameters of the rhythm parts (ADrum, ABass, Acc1~6). See page 104.
Edit Tone Parts	Here, you can edit all MIDI parameters related to the keyboard parts (UP1, UP2, LWR and Mel.Intell). See page 105.
Edit Song Parts	Here, you can edit all MIDI parameters of the Song parts. See page 105.
Edit System	This groups contains all MIDI parameters that apply to the BK-5 as a whole. See page 106.

Local

This setting allows you to establish or remove the connection between the BK-5's keyboard and the internal tone generator.

Parameter	Setting
Local	On, Off (---)

If you select "On" (default), playing on the BK-5's keyboard or playing back a song/rhythm causes the corresponding notes to sound. If you select "Off", the corresponding MIDI messages are no longer sent to the internal tone generator – but they are still transmitted to the MIDI OUT socket (or USB COMPUTER port) and hence to external MIDI instruments. When a parameter is modified inside a part, the display shows "---".



Loading a MIDI Set

The MIDI Set environment contains two options with preset settings. All you need to do is select them to restore the default settings for the sections or aspects in question. In addition, there are 8 MIDI Set memories where you can save your own settings.

Parameter	Setting
MIDI Set	Key/Rhythm, PK Series, Song, User1~8

■ Key/Rhythm

This option recalls the factory MIDI settings for the keyboard parts (UP1, UP2, LWR, MELODY INT) and the rhythm parts (ADrum, ABass, Acc1~6). The most important (and practical) use for this field is resetting

the MIDI transmit/receive channels of the real-time and rhythm parts and to switch off MIDI transmission/reception of the song parts.

NOTE

This parameter applies to both reception (RX) and transmission (TX). The BK-5 indeed allows you to set separate TX and RX channels for each part.

■ PK Series

This option prepares the BK-5 for MIDI control using a PK-series MIDI pedalboard. The most important settings are: "Part Switch" is set to "Int" and "Rhythm Pcrx" is set to "On".

■ Song

This option restores the factory settings for the BK-5's SMF song parts and switches off the MIDI transmission and reception of the real-time and rhythm parts.

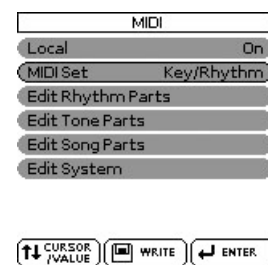
■ User1~8

The BK-5 also allows you to store and recall 8 different MIDI configurations.

NOTE

Loading a MIDI Set only changes the MIDI settings and has no effect on the remaining parameters.

1. Rotate the [CURSOR/VALUE] dial to select the "MIDI Set" field.



2. Press the [ENTER/SELECT] button to edit the "MIDI Set" field.

The "MIDI Set" field is now displayed in reverse.

3. Use the [CURSOR/VALUE] dial to select the MIDI Set you want to load.

The BK-5 loads the selected MIDI Set.

Press the [ENTER/SELECT] button if you want to edit other parameters on this page.

Edit Rhythm Parts

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit Rhythm Parts".



1. Use the [CURSOR/VALUE] dial to select the part you want to edit (ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6).

The display now shows the settings for the selected part.

Tx

Select "On" if you want the selected part to transmit MIDI data.

Parameter	Setting
Tx	Off, On

Tx Ch

Allows you to assign a MIDI transmit channel to the selected part.

Parameter	Setting
Tx Ch	1~16

Tx Shift

This parameter allows you to transpose the note messages before they are transmitted to an external MIDI instrument or computer. The maximum possible transposition is four octaves up (+48) or down (-48). Each step represents a semi-tone.

Parameter	Setting
Tx Shift	-48~0~+48

Tx Local

This is where you can disconnect the part from the internal sound source ("Off") – or re-establish that connection ("On").

Parameter	Setting
Tx Local	Off, On

Tx Event

The "TX Event" section provides a number of filters that allow you to specify whether the messages in question should be transmitted (On) or not (Off).

Filter	Setting	Explanation
Program Change	Off, On	Select "On" to transmit program change and bank select (CC00, CC32) messages.

Filter	Setting	Explanation
Pitch Bender	Off, On	Select "On" to transmit Pitch Bend messages.
Modulation	Off, On	Select "On" to transmit Modulation messages (CC01).
Volume	Off, On	Select "On" to transmit Volume messages (CC07).
Panpot	Off, On	Select "On" to transmit Panpot messages (CC10).
Expression	Off, On	Select "On" to transmit Expression messages (CC11).
Reverb	Off, On	Select "On" to transmit Reverb messages (CC91).
Chorus	Off, On	Select "On" to transmit Chorus messages (CC93).
Select All	Off, On	Select "On" to transmit all MIDI message listed above.

Rx

Select "On" if you want the selected part to receive MIDI data.

Parameter	Setting
Rx	Off, On

Rx Ch

Allows you to assign a MIDI receive channel to the selected part.

Parameter	Setting
Rx Ch	1~16

Rx Shift

This parameter allows you to transpose the note messages received from an external MIDI instrument or computer. The maximum possible transposition is four octaves up (+48) or down (-48). Each step represents a semi-tone.

Parameter	Setting
Rx Shift	-48~0~+48

Rx Limit Low/Limit High

"Limit Low" and "Limit High" allow you to set the note range to be received. If not all note messages received on a given MIDI channel should be played by the selected BK-5 part, narrow down the range.

Parameter	Setting
Rx Limit Low	C~G9
Rx Limit High	C~G9

NOTE

The "Limit Low" value cannot be higher than the "Limit High" value (and vice versa).

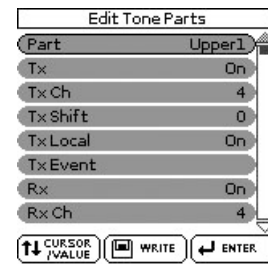
Rx Event

The "Rx Event" section provides a number of filters that allow you to specify whether the messages in question should be received (On) or not (Off).

Filter	Setting	Explanation
Program Change	Off, On	Select "On" to receive program change and bank select (CC00, CC32) messages.
Pitch Bender	Off, On	Select "On" to receive Pitch Bend messages.
Modulation	Off, On	Select "On" to receive Modulation messages (CC01).
Volume	Off, On	Select "On" to receive Volume messages (CC07).
Panpot	Off, On	Select "On" to receive Panpot messages (CC10).
Expression	Off, On	Select "On" to receive Expression messages (CC11).
Reverb	Off, On	Select "On" to receive Reverb messages (CC91).
Chorus	Off, On	Select "On" to receive Chorus messages (CC93).
Hold	Off, On	Select "On" to receive Hold messages (CC64).
Sostenuto	Off, On	Select "On" to receive Sostenuto messages (CC66).
Soft	Off, On	Select "On" to receive Soft messages (CC67).
Caf	Off, On	Select "On" to receive Caf-Channel aftertouch.
RPN	Off, On	Select "On" to receive Registered parameter number messages (CC100/101).
NRPN	Off, On	Select "On" to receive Non-registered parameter number messages (CC98/99).
System Exclusive	Off, On	Select "On" to receive System Exclusive messages.
CC16	Off, On	General purpose controller that allows you to influence the "C1" parameter (see p. 60). Select "On" to receive this message type.
Select All	Off, On	Select "On" to receive all MIDI message listed above.

Edit Tone Parts

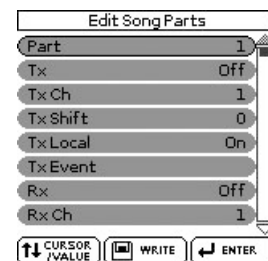
The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit Tone Parts".



1. Use the [CURSOR/VALUE] dial to select the part you want to edit (Upper1, Upper2, Lower, Mel.Intell).
2. Press the [ENTER/SELECT] button.
The display now shows the settings for the selected part.
Tx, Tx Ch, Tx Shift, Tx Local, Tx Event
For the explanation of these parameters please refer to page 104.
Rx, Rx Ch, Rx Shift, Rx Limit Low/High, Rx Event
For the explanation of these parameters please refer to page 104.

Edit Song Parts

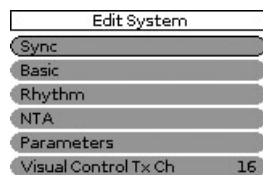
The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit Song Parts".



1. Use the [CURSOR/VALUE] dial to select the part you want to edit (Part 1~16).
2. Press the [ENTER/SELECT] button.
The display now shows the settings for the selected part.
Tx, Tx Ch, Tx Shift, Tx Local, Tx Event
For the explanation of these parameters please refer to page 104.
Rx, Rx Ch, Rx Shift, Rx Limit Low/High, Rx Event
For the explanation of these parameters please refer to page 104.

Edit System

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System".

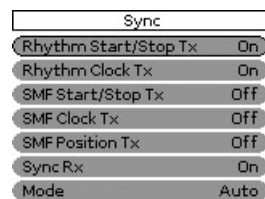


The "Edit System" group contains the following parameters:

Edit System	Explanation
Sync	These parameters are used to synchronize external MIDI devices. See below.
Basic	The parameters of this group affect the BK-5's Basic channel. The Basic channel is used to receive and transmit Program Change and Bank Select messages for selecting Performances as well as for the reception and transmission of other kinds of messages that are not directly related to a specific MIDI channel. See page 107.
Rhythm	The parameters of this group affect the BK-5's Rhythm channel. The Rhythm channel is used for receiving program change and bank select messages that select rhythm and volume messages that change the rhythm's volume. See page 108.
NTA	These parameters allow you to assign MIDI channels to the BK-5's NTA parts (Note-to-Arranger). Only notes received on one of these channels are considered chord information that can be used to transpose rhythm playback in real-time. See page 108.
Parameters	This group contains MIDI parameters that are not related to the previous groups. See page 109.
Visual Control TxCh	Allows you to set the MIDI transmit channel for the Visual Control function. (The BK-5 does not receive Visual Control messages.)

Sync

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "Sync".



The "Sync" parameters allow you to specify whether or not the BK-5 should send MIDI real-time messages when you start rhythm or song playback. This allows you to synchronize external instruments or (software) sequencers with your BK-5.

Rhythm Start/Stop Tx

If you activate this option, the BK-5 sends start or stop messages when you start (or stop) rhythm playback.

Parameter	Setting
Rhythm Start/Stop Tx	Off, On

Rhythm Clock Tx

If you activate this option the rhythm playback sends MIDI Clock messages.

Parameter	Setting
Rhythm Clock Tx	Off, On

SMF Start/Stop Tx

Similar to "Rhythm Start/Stop Tx" but for songs.

Parameter	Setting
SMF Start/Stop Tx	Off, On

SMF Clock Tx

Similar to "Rhythm Clock Tx" but for songs.

Parameter	Setting
SMF Clock Tx	Off, On

SMF Position Tx

If you switch this parameter on, the song playback sends Song Position Pointer (SPP) messages that indicate the current playback position.

Parameter	Setting
SMF Position Tx	Off, On

Sync Rx

This parameter is used to specify whether rhythm and song playback should be synchronized by an external MIDI device.

Parameter	Setting
Sync Rx	Off, On

Mode

Parameter	Setting
Mode	Internal, Auto, MIDI, Remote

Internal: Song or rhythm playback uses BK-5 internal tempo.

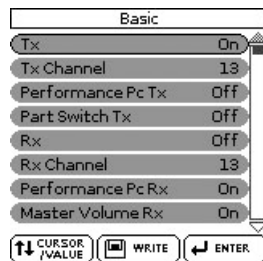
Auto: A good setting for remote control of song or rhythm playback (using a PK-series dynamic MIDI pedal board, for example). If the BK-5 receives a MIDI Start message (FA), it waits for Clock messages that specify the tempo. If those Clock messages are not received, the BK-5 starts playback using its internal tempo. If, however, Clock messages (F8) follow after the Start message, the BK-5 uses the external tempo.

MIDI: Song or rhythm playback can be started or stopped with MIDI real-time messages (Start, Stop, Clock) received from an external clock source.

Remote: Song or rhythm playback waits for a start message to start playback at its own tempo. When it receives a stop message, playback stops. External clock messages are ignored.

Basic

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "Basic".



The Basic channel is used to receive and transmit Program Change and Bank Select messages for selecting Performances, as well as for the reception and transmission of other kinds of messages that are not directly related to a specific MIDI channel.

NOTE

If you select another channel, messages intended for the Basic parameters might also cause other parameters to change when you don't want them to.

The following parameters are available here:

Tx

Switches the transmission of MIDI messages on the Basic channel on or off.

Parameter	Setting
Tx	Off, On

Tx Channel

The channel used to transmit MIDI messages.

Parameter	Setting
Tx Channel	1~16

Performance PC Tx

This parameter is used to enable or disable the transmission of program change and bank select messages related to Performance selection.

Parameter	Setting
Performance PC Tx	Off, On

Part Switch Tx

Whenever you mute or un-mute a part on the "Rhythm Parts" page, the BK-5 transmits an NRPN message that describes your action. Not sending this message may be useful to keep your external sequencer from recording it—or the receiving GS module from muting the part assigned to that MIDI channel.

Parameter	Setting
Part Switch Tx	Off, On

Rx

Switches the reception of MIDI messages on the Basic channel on or off.

Parameter	Setting
Rx	Off, On

Rx Channel

Use this parameter to assign a MIDI transmit channel to the "Basic" channel.

Parameter	Setting
Rx Channel	1~16

Performance PC Rx

This parameter is used to enable or disable the reception of program change and bank select messages related to Performance selection.

Parameter	Setting
Performance PC Rx	Off, On

Master Volume Rx

Allows you to enable or disable the reception of Master Volume messages that would change the BK-5's overall volume. This is an exclusive message common to all newer MIDI devices.

Parameter	Setting
Master Volume Rx	Off, On

Part Switch Rx

Whenever you mute or un-mute a part on the "Rhythm Parts" page, the BK-5 transmits an NRPN message that describes your action. You can keep the BK-5 from responding to such messages to avoid that external instruments mute its parts.

Parameter	Setting
Part Switch Rx	Off, On

Rhythm

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "Rhythm".

Rhythm	
Tx	On
Tx Channel	10
Rx	Off
Rx Channel	10
Rhythm Volume Rx	Off
Rhythm Pc Rx	On



The Rhythm channel is used for receiving program change and bank select messages that select rhythms and volume messages that change the rhythm's volume.

The MIDI address of a rhythm consists of three elements: a CC00 number, a CC32 number and a program change number. The values assigned to CC00 and CC32 define the rhythm (see "Rhythm list" on p. 117), whereas the program change number defines the Division (Intro, Ending, etc.). See "Rhythm division program change numbers" on p. 118.

Sending only a program change number selects another Division of the currently active rhythm. Be aware, however, that only sending CC00 and CC32 messages (without a program change) has no effect.

NOTE

When you select another rhythm on your BK-5, it transmits a CC00-CC32-PC cluster on the Rhythm channel, which you could record using an external sequencer.

Tx

Switches the transmission of MIDI messages on the Rhythm channel on or off.

Parameter	Setting
Tx	Off, On

Tx Channel

The channel used to transmit MIDI messages.

Parameter	Setting
Tx Channel	1~16

Rx

Switches the reception of MIDI messages on the Rhythm channel on or off.

Parameter	Setting
Rx	Off, On

Rx Channel

Use this parameter to assign a MIDI receive channel to the Rhythm section.

Parameter	Setting
Rx Channel	1~16

Rhythm Volume Rx

Allows you to enable or disable the reception of volume messages relating the rhythm.

Parameter	Setting
Rhythm Volume Rx	Off, On

Rhythm Pc Rx

This parameter allows you to enable or disable the reception of program change and bank select messages for rhythm selection.

Parameter	Setting
Rhythm Pc Rx	Off, On

NTA

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "NTA".

NTA	
Channel	Ch 1
Rx	On
Rx Octave	0
Rx Global Limit Low	C-
Rx Global Limit High	G9



NTA notes are only received (from an external MIDI instrument). What you play in the chord recognition area of the keyboard to feed the Arranger is automatically converted to the corresponding MIDI note numbers, so that all rhythm parts transmit their notes to external instruments. There is thus no need to transmit the note messages of what you play in the chord recognition area (NTA) separately.

These parameters allow you to specify on which MIDI channels the BK-5 should receive chord information used to change the rhythm's key in real-time.

Channel

Allows you to select the MIDI channel on which the BK-5 should receive NTA messages.

Parameter	Setting
Channel	Ch1~Ch16

Rx

This parameter allows you to specify whether ("On") or not ("Off") the selected MIDI channel should be used to receive chord information.

Parameter	Setting
Rx	Off, On

Rx Octave

Use this parameter to transpose the notes received on the selected MIDI channel ("Ch") in steps of one octave.

Parameter	Setting
Rx Octave	-4~0~4

Rx Global Limit Low/High

These parameters allow you to set the note range to be received. If not all note messages of the selected MIDI channel should be received by the NTA "part", set the range to the desired values.

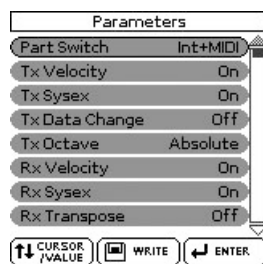
Parameter	Setting
Rx Global Limit Low	C~G9
Rx Global Limit High	C~G9

NOTE

The "Limit Low" value cannot be higher than the "Limit High" value (and vice versa).

Parameters

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "Parameters".



This page contains several parameters that are not related to one another (the other MIDI pages always concentrate on one aspect).

Part Switch

This parameter allows you to specify whether or not a muted part should go on sending MIDI messages:

Parameter	Setting
Part Switch	Internal, Int+MIDI

Internal: A muted part can no longer be played via the BK-5's keyboard or Arranger/song player but continues to send MIDI messages. Selecting "Internal" and muting a part thus has the same effect as selecting "Local Off" (see p. 103).

Int+MIDI: A muted part can no longer be played via the BK-5's keyboard or Arranger/song player and no longer sends MIDI messages.

Tx Velocity

Your BK-5 is equipped with a velocity-sensitive keyboard and a tone generator capable of responding to velocity messages. Use this parameter to switch the transmission (TX) of velocity messages on or off.

If you don't select "On", specify which velocity value to use instead of the continuous flux. The value you set will be used for all notes sent to MIDI OUT/USB COMPUTER.

Parameter	Setting
Tx Velocity	On, 1~127

Tx SysEx

Use this parameter to specify whether ("On") or not ("Off") the BK-5 should send SysEx messages. Such messages are not standardized, so that each manufacturer can use them ad lib for temporary (or permanent) changes to the way a part behaves. Effects parameters, for instance, can only be changed via SysEx messages.

Such messages may slow down playback on external MIDI instruments or yield no effect at all, which is why you have the option to switch off their transmission in the first place.

Parameter	Setting
Tx SysEx	Off, On

Tx Data Change

This parameter allows you to specify how the original program changes of the songs you play back are transmitted via MIDI. The BK-5 may change sound addresses (usually CC00 and CC32 values) so as to play back all songs with the best possible quality. If you switch this parameter on, such real-time transformations are also transmitted via MIDI. If you switch this parameter off, the original sound addresses are transmitted to the receiving device. (But the BK-5's tone generator continues to "enhance" the songs you play back.)

Parameter	Setting
Tx Data Change	Off, On

Octave Tx

The "Octave Tx" parameter can be set to **Absolute** or **Relative**. You may have noticed that if you assign a bass sound to the UP1 or UP2 part in SPLIT mode, the notes are transposed to allow you to play meaningful bass lines using the UP1/2 part. "Relative" means that this internal (and automatic) transposition is translated into MIDI note numbers.

In "Absolute" mode, however, the MIDI note numbers sent to other instruments will be the ones of the keys you actually press.

Parameter	Setting
Octave Tx	Relative, Absolute

Rx Velocity

Your BK-5 is equipped with a velocity-sensitive keyboard and a tone generator capable of responding to velocity messages. This parameter allows you to switch the reception (RX) of velocity messages on or

off. If you don't need "On", specify which velocity value to use instead of the continuous flux. This value will be used for all notes received via MIDI..

Parameter	Setting
Rx Velocity	On, 1~127

Rx SySex

Use this parameter to specify whether the BK-5 should receive SysEx messages from other devices.

Parameter	Setting
Rx SySex	Off, On

Rx Transpose

Use this parameter to specify whether or not the BK-5 should transpose the MIDI note messages it receives.

Parameter	Setting
Rx Transpose	Off, On

Soft Thru

Select "On" if the BK-5 should transmit all MIDI messages it receives (using its MIDI OUT socket).

Parameter	Setting
Soft Thru	Off, On

Visual Control TxCh

This parameter allows you to set the MIDI transmit channel for the Visual Control function. (The BK-5 does not receive Visual Control messages.) By default, this channel is set to 16.

Parameter	Setting
Visual Control TxCh	1~16

Save MIDI Set

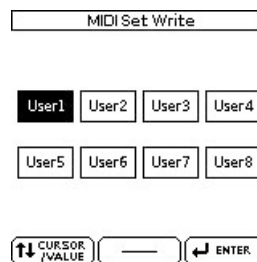
This function allows you to save your changes to a "User" memory for quick recall.

This function can be selected using the [WRITE] button while the "MIDI" page is displayed.



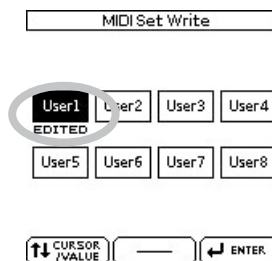
1. Edit the desired MIDI parameters ("Edit Rhythm Parts", "Edit Song Parts", "Edit Tone Parts", "Edit System").
2. Press the [WRITE] button.

The display changes to:



3. Rotate the [CURSOR/VALUE] dial to select the MIDI Set where you want to save your settings ("User1"~ "User8").
4. Press the [ENTER/SELECT] button to confirm. A confirmation message informs you that the MIDI Set has been saved.

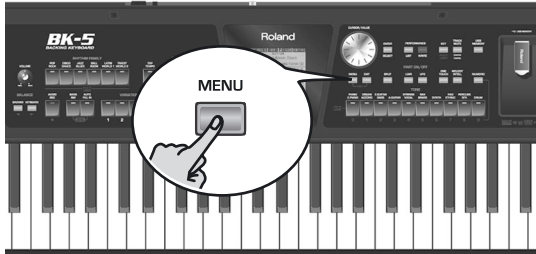
If you change the MIDI settings after loading a "User" set, the BK-5 alerts you to the fact that you may need to save the MIDI Set again (provided, you want to keep your changes):



Factory Reset

The following function allows you to recall the BK-5's original factory settings. This has no effect on the data stored on a USB memory.

1. Press the [MENU] button.



The display changes to:



2. Rotate the [CURSOR/VALUE] dial to select the "Factory Reset" entry, then press the [ENTER/SELECT] button.



3. Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to load the factory settings.

Select "NO" to return to the previous display page without loading the factory settings.

A confirmation message informs you that the BK-5 has been initialized.

Formatting a USB memory

This function allows you to format the connected USB memory.

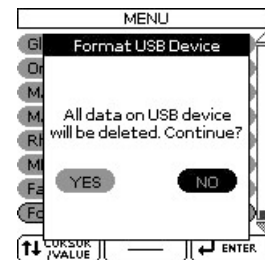
USB memories using the FAT-32 file system may not need to be formatted. We nevertheless recommend formatting all new USB storage devices with the BK-5.

IMPORTANT NOTE: Formatting a USB memory means that all files (songs, rhythms, etc.) it contains are lost. Always check the contents of the memory before deciding to format it.

1. Connect the a USB storage you want to format device to the USB MEMORY port on the BK-5's front panel.
2. Press the [MENU] button.



3. Rotate the [CURSOR/VALUE] dial to select the "Format USB Device" entry, then press the [ENTER/SELECT] button.



4. Rotate the [CURSOR/VALUE] dial to select "YES", then press the [ENTER/SELECT] button to format the USB memory.

A confirmation message informs you that the USB memory has been formatted.

■ The following folders are created on the USB memory

Name	Value
My Performances	This folder is used to save Performance Lists. (The contents of this folder cannot be viewed by pressing the [USB MEMORY] button. You need to press the PERFORMANCE [LIST] button gain access to the files it contains. The contents can be viewed on a computer, however.)
My Recordings	This folder is used to store your audio recordings (see p. 52).
My Songs	This folder can be used to save SMF songs you edited with the "Makeup Tools" functions (see p. 74).
My Rhythms	This folder can be used to save rhythms you edited with the "Makeup Tools" or "Rhythm Composer" functions (see p. 74).

NOTE

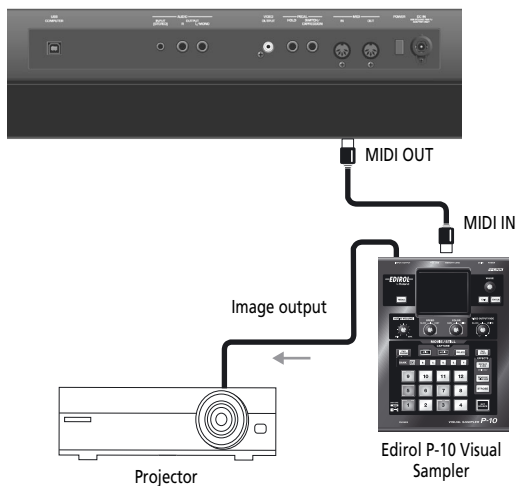
We recommend copying the contents of your USB memory to your computer before formatting it.

16. Visual Control function

The BK-5 has a powerful interface for realtime audio-and-video integration. "Visual Control" is a function that allows music and images to be performed together. When MIDI Visual Control- or V-LINK compatible devices are connected via MIDI, you'll be able to easily enjoy a variety of visual effects that are linked to the expressive elements of your performance.

For example, if you use the BK-5 with the EDIROL P-10, you'll be able to use the various controls on the BK-5's keyboard to switch and control images on the EDIROL P-10.

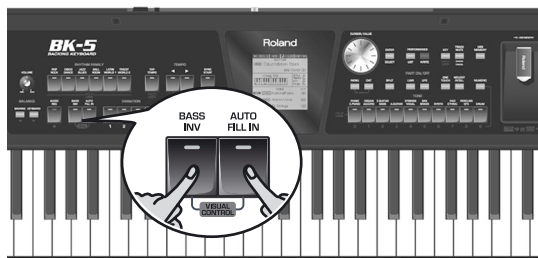
In order to enjoy the Visual Control function with the BK-5 and the EDIROL P-10, you'll need to make connections using a MIDI cable (sold separately).



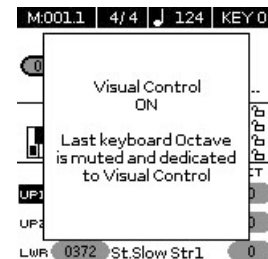
NOTE

To prevent malfunction and speaker damage, you must minimize the volume on all equipment and turn off their power before you make any connections.

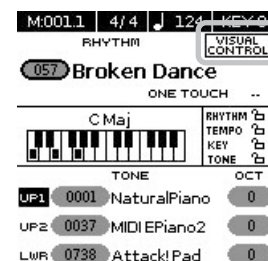
1. Connect the BK-5's MIDI OUT socket to the MIDI IN socket of the optional MIDI Visual Control/V-LINK device.
2. Press and hold the [BASS INV] button while pressing the [AUTO FILL IN] button.



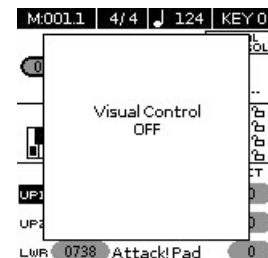
The following confirmation appears:



The display changes to:



Repeat this step to switch the Visual Control function back off. The following message briefly confirms this operation:



Selecting clips and banks on an optional MIDI Visual Control/V-LINK device

1. Switch on the "Visual Control" function.
2. Press a key in the highest octave (C#6~C7) to select the desired clips on the external MIDI Visual Control/V-LINK-compatible device.



Clip selection via MIDI Visual Control/V-LINK

Key	MIDI Visual Control/V-LINK	MIDI message
C#6	Control the image bank (Bank Select)	BF 00 00
D6	Switch images (Clip 1)	CF 00
D#6	Control the image bank (Bank Select)	BF 00 01
E6	Switch images (Clip 2)	CF 01
F6	Switch images (Clip 3)	CF 02
F#6	Control the image bank (Bank Select)	BF 00 02
G6	Switch images (Clip 4)	CF 03
G#6	Control the image bank (Bank Select)	BF 00 03
A6	Switch images (Clip 5)	CF 04
A#6	Control the image bank (Bank Select)	BF 00 04
B6	Switch images (Clip 6)	CF 05
C7	Switch images (Clip 7)	CF 06

Using the black keys (Bank Select) and white keys (PC), $5 \times 7 = 35$ clips can be selected.

NOTE

While the Visual Control function is active, the C#6~C7 keys are temporarily unavailable for playing notes.

17. Troubleshooting

Symptom	Action	Page
Power does not turn on.	Is the included AC adaptor/power cord correctly connected to an AC outlet and to the BK-5? Do not use any AC adaptor or power cord other than the ones included. Doing so will cause malfunctions.	16
No sound from the BK-5.	Did you switch the BK-5 on?	16
	Could the [VOLUME] knob be turned down? Select a higher setting.	—
	Can you hear sound through headphones? If you can hear sound through headphones, it may be that the connection cables are broken, or that your amp or speaker has malfunctioned. Check the cables and your equipment once again.	—
	Could the part volume settings have been minimized? Check the "Volume" setting of each part.	56, 61
	Could a MIDI message received from an external MIDI device (volume message or exclusive message) have lowered the volume?	—
The volume level of the instrument is too low when it is connected to an amplifier.	Could you be using a connection cable that contains a resistor? Use a connection cable that doesn't contain a resistor.	—
The pitch of the selected rhythm/song is incorrect.	Is the "Tuning" setting appropriate?	65
	Did you transpose the rhythm/song? Also check the "Rhythm Scale Tune" parameter.	—
Can't hear the vocal of an audio file (mp3 or WAV).	If the [TRACK MUTE] (CENTER CANCEL) button is lit, the vocal sound will be attenuated.	42
Can't hear the melody of SMF files.	If the [TRACK MUTE] button is lit, the melody of the MIDI files will be muted. Switch it off.	
A "buzz" is heard from the external amplifier	Is the external amplifier or other device used with the BK-5 connected to a different AC power outlet? Connect the amplifier or other device to the same AC outlet as the BK-5.	—
Can't play an audio/mp3-format song	Is the song in a format that the BK-5 is able to read?	34
After connecting the BK-5's USB COMPUTER port to your computer, the BK-5 doesn't receive MIDI messages.	The BK-5 may be receiving on a MIDI channel on which the MIDI controller doesn't transmit. Correct the MIDI controller's transmit channel.	—
Unable to read from/write to USB memory.	Are you using an (optional) Roland USB memory (M-UF series)? Reliable performance cannot be guaranteed if you use non-Roland USB memory products.	—
	Check the format of your USB memory. The BK-5 can use USB memory that has been formatted as FAT. If your USB memory was formatted using any other method, please re-format it using the BK-5.	111
Can't save to USB memory.	Could the USB memory be write protected?	—
	Is there sufficient free space on the USB memory?	—
Audio recording won't start or stops unexpectedly.	Are you using an (optional) Roland USB memory (M-UF-series)? Reliable performance cannot be guaranteed if you use non-Roland USB memory products.	—
	Is there sufficient free space on the USB memory?	—

Symptom	Action	Page
The external screen remains dark.	Did you connect it to the VIDEO OUTPUT socket?	18
	Did you switch on your TV or external screen—and did you select the correct channel? See the TV's or screen's owners manual for how to select the channel that corresponds to the video input to which the BK-5 is connected.	—
	Are you using a supported TV or monitor screen?	—
Thin horizontal lines flicker in the television screen.	Thin horizontal lines may flicker on the television screen, but this is due to the television itself, and is not a malfunction of the BK-5.	—
Can't see the edge of the image on the television screen	In some cases, the edge of the image may not be visible on the television screen, but this is due to the characteristics of the television and is not a malfunction on the BK-5.	—
Lyric display is wrong.	For some types of music files, the lyrics may sometimes be displayed incorrectly. Some words may be incorrectly shown outside the screen display area.	—
Insufficient volume from a device connected to the BK-5's AUDIO INPUT (STEREO) socket.	Could you be using a connection cable that contains a built-in resistor? Use a connection cable that does not contain a resistor.	—
	Check the setting of the "Audio In Level" parameter and correct it, if necessary (page 68).	—
The songs won't play.	The file type of the song is not one of the file types that the BK-5 can play.	34
	It may be that the song data is damaged.	—
No Performance Lists are displayed.	The USB memory doesn't contain any Performance List files.	—
	For some reason the USB memory is not recognized.	—

No.	Name	CC00	CC32	PC
1102	Car-Engine	1	4	126
1103	Seal	8	4	124
1104	Rain	1	4	123
1105	Thunder	2	4	123
1106	Wind 1	3	4	123
1107	Wind 2	6	4	123
1108	Stream	4	4	123
1109	Bubble	5	4	123
1110	DoorCreaking	2	4	125
1111	Siren	5	4	126
1112	Train	6	4	126
1113	Jetplane	7	4	126
1114	Starship	8	4	126
1115	Burst Noise	9	4	126
1116	Car Engine	24	4	126
1117	Car Horn	25	4	126
1118	Car-Pass	3	4	126
1119	Car-Stop	2	4	126
1120	Car-Crash	4	4	126
1121	Door	3	4	125
1122	Cricket	7	4	123
1123	White Noise	17	4	123
1124	Winds Hit	47	4	123
1125	Pink Noise	16	4	123
1126	Scratch 1	4	4	125
1127	TapeRewind	9	4	125
1128	ShortCircuit	80	4	56
1129	Trumpet Nz	9	4	122
1130	Calculating	10	4	126
1131	Scratch 2	7	4	125
1132	ScratchKey	8	4	125
1133	Phono Noise	10	4	125
1134	HandClapMenu	40	4	116
1135	909 HandClap	32	4	116
1136	Applause 1	0	4	127
1137	Applause 2	6	4	127
1138	ApplauseWave	8	4	127
1139	Voice ComeOn	23	4	127
1140	Voice One	16	4	127
1141	Voice Two	17	4	127
1142	Voice Three	18	4	127
1143	Voice Tah	19	4	127
1144	Voice Aou	24	4	127
1145	Voice Oou	25	4	127
1146	Voice Hie	26	4	127
1147	Voice Whey	20	4	127
1148	Voice Kikit	22	4	127
1149	Burner	12	4	126
1150	Glass & Glam	13	4	126
1151	Ice Ring	14	4	126
1152	Crack Bottle	16	4	126
1153	Pour Bottle	17	4	126
1154	Open CD Tray	19	4	126
1155	Audio Switch	20	4	126
1156	Bounce	18	4	117
1157	Key Typing	21	4	126
1158	SL 1	22	4	126
1159	SL 2	23	4	126
1160	Boeeeen	26	4	126
1161	R.Crossing	27	4	126
1162	Compressor	28	4	126
1163	Sword Boom!	29	4	126
1164	Sword Cross	30	4	126
1165	Stab! 1	31	4	126
1166	Stab! 2	32	4	126
1167	Laughing	1	4	127
1168	BabyLaughing	9	4	127
1169	Screaming	2	4	127
1170	Punch	3	4	127
1171	Heart Beat	4	4	127
1172	Footsteps	5	4	127

	PC 43 [CC32= 4]	PC 33 [CC32= 4]	PC 34 [CC32= 4]	PC 1 [CC32= 4]	PC 2 [CC32= 4]	PC 3 [CC32= 4]	PC 9 [CC32= 4]	PC 13 [CC32= 4]	PC10 [CC32= 4]
	Brush 2 L/R	Jazz	Jazz L/R	Standard 1	Standard 2	Standard L/R	Room	Room L/R	Hip Hop
84	C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bar Chimes	Bell Tree	Bell Tree	Bell Tree
85	C#6	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87	D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
88	E6	Applause	Applause	Applause	Applause 2	Applause 2	Applause 2	Applause 2	Small Club
89	F6	---	---	---	---	---	---	---	Rap Snare
90	F#6	---	---	---	---	---	---	---	Power Snare2
91	G6	---	---	---	---	---	---	---	Noise Slap
92	G#6	---	---	---	---	---	---	---	St Snare1
93	A6	---	---	---	---	---	---	---	St Snare2
94	Bb6	---	---	---	---	---	---	---	Rm Snare 1
95	B6	Br Kick 1	---	Jazz Kick 1	Rm Snare 2	---	St Kick 1	St Snare2	Rm Kick 1
96	C7	Br Kick 2	---	Jazz Kick 2	Rm Snare 1	---	St Kick 2	St Snare1	Rm Kick 2
97	C#7	Brush Crash	---	Crash Cymb1	Std.1 Snare1	Std.1 Snare1	Crash Cymb1	Std.1 Snare1	Crash Cymb1
98	D7	Br Snare1	Br Snare1	Jazz Snare1	Std.1 Snare2	Std.1 Snare2	St Snare2	Std.1 Snare2	Rm Snare 2
99	D#7	Ride Cym IN	Br Snare2	Ride Cym IN	Std.2 Snare1	Std.2 Snare1	Ride Cymbal	Std.2 Snare1	Ride Cymbal
100	E7	Br Snare2	Brush Swirl	Jazz Snare2	Std.2 Snare2	Std.2 Snare2	St Snare1	Std.2 Snare2	Rm Snare 1
101	F7	Lite Tom 4	Brush Tap	Real Tom 6	Tight Snare	Tight Snare	Real Tom 6	Tight Snare	Room Tom 5
102	F#	Brs HiHatCls	Brush Slap1	JazzClosedHH	StandrdSnar1	StandrdSnar1	Close HiHat2	StandrdSnar1	Closed HiHat
103	G7	Lite Tom 4	Brush Slap2	Real Tom 4	LD Snare M	LD Snare M	Real Tom 4	LD Snare M	Room Tom 2
104	G#7	Brush RideBL	Brush Slap	Ride Bell	LD Snare C	LD Snare C	Ride Bell	LD Snare C	Ride Bell
105	A7	Lite Tom 4	Brush Swirl	Real Tom 1	Jazz Snare 1	Jazz Snare 1	Real Tom 1	Jazz Snare 1	Room Tom 2
106	Bb7	Brs HiHatOpn	Brush Swirl	JazzOpenHH	Jazz Snare 2	Jazz Snare 2	Open HiHat2	Jazz Snare 2	R8OpenHiHat2
107	B7	Br Kick1P	Long Swirl	Jazz Kick1 P	Room Snare 1	Room Snare 1	St Kick1 P	Room Snare 1	Rm Kick1 P
108	C8	Br Kick2P	Jazz Snare 1	Jazz Kick2 P	Room Snare 2	Room Snare 2	St Kick2 P	Room Snare 2	Rm Kick2 P
109	C#8	BrCrashCymbP	Jazz Snare 2	JzCrashCym1P	Dance Snare1	Dance Snare1	JzCrashCym1P	Dance Snare1	JzCrashCym1P
110	D8	Br Snare1P	Std.1 Snare1	Jazz Snare1P	Power Snare1	Power Snare1	St Snare2 P	Power Snare1	Rm Snare2 P
111	D#8	BrRideCymbal	Std.1 Snare2	Ride Cymbal	Rev.Snare	Rev.Snare	Ride Cymbal	Rev.Snare	Ride Cymbal
112	E8	Br Snare2P	Std.2 Snare1	Jazz Snare2P	Power Snare2	Power Snare2	St Snare1P	Power Snare2	Rm Snare1 P
113	F8	Lite4_t P	Std.2 Snare2	Real Tom	Elec Snare 1	Elec Snare 1	Real Tom	Elec Snare 1	Room Tom 5 P
114	F#8	BrHiHatClosP	Tight Snare	JzHiHatClosP	Dance Snare2	Dance Snare2	St HiHatClsP	Dance Snare2	Rm HiHatClsP
115	G8	Lite4_t P	StandrdSnar1	Real Tom	Elec Snare 2	Elec Snare 2	Real Tom	Elec Snare 2	Room Tom 2 P
116	G#8	Br RideBell	LD Snare M	Ridbl_c P	Elec. Snare	Elec. Snare	Ridbl_c P	Elec. Snare	Ridbl_c P
117	A8	Lite4_t P	LD Snare C	Real Tom	Elec Snare 3	Elec Snare 3	Real Tom	Elec Snare 3	Room Tom 2 P
118	Bb8	BrHiHatOpenP	Room Snare 1	JzHiHatOpenP	TR-707 Snare	TR-707 Snare	St HiHatOpnP	TR-707 Snare	Rm HiHatOpnP
119	B8	---	Room Snare 2	---	808 Snare 1	808 Snare 1	---	808 Snare 1	---
120	C9	---	Dance Snare1	---	808 Snare 2	808 Snare 2	---	808 Snare 2	---
121	C#9	---	Power Snare1	---	909 Snare 1	909 Snare 1	---	909 Snare 1	---
122	D9	---	Rev.Snare	---	909 Snare 2	909 Snare 2	---	909 Snare 2	---
123	D#9	---	Power Snare2	---	Rap Snare	Rap Snare	---	Rap Snare	---
124	E9	---	Elec Snare 1	---	JungleSnare1	JungleSnare1	---	JungleSnare1	---
125	F9	---	Dance Snare2	---	House Snare	House Snare	---	House Snare	---
126	F#9	---	Elec Snare 2	---	House Snare	House Snare	---	House Snare	---
127	G9	---	Elec Snare 3	---	House Snare	House Snare	---	House Snare	---

		PC 11 [CC32= 4] Jungle	PC12 [CC32= 4] Techno	PC14 [CC32= 4] House	PC17 [CC32= 4] Power	PC 25 [CC32= 4] Electronic	PC 15 [CC32= 5] 909 808 Kit	PC29 [CC32= 4] TR-606	PC30 [CC32= 4] TR-707	PC 26 [CC32= 4] TR-808
84	C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	808 Maracas	Bell Tree	Bell Tree	Bell Tree
85	C#6	Castanets	Castanets	Castanets	Castanets	Castanets	TR808 Claves	Castanets	Castanets	Castanets
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Triangle Mt	Mute Surdo	Mute Surdo	Mute Surdo
87	D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Triangle Op	Open Surdo	Open Surdo	Open Surdo
88	E6	Small Club	Applause 2	Applause 2	Applause 2	Small Club	Narrow Hit 2	Small Club	Small Club	Small Club
89	F6	Kick Roll	Dance Snare1	66 Snare 260	---	---	TR808 Cym1	---	---	---
90	F#6	Snare Roll	Elec Snare 2	Dance Snare1	---	---	MG Zap 4	---	---	---
91	G6	66 Snare 260	Dance Snare1	909 SD 1	---	---	Scratch 1	---	---	---
92	G#6	Dance Snare1	House Snare	Dance Snare1	---	---	MG Zap 1	---	---	---
93	A6	909 SD 1	Rap Snare	Dance Snare1	---	---	TR606 Snr 2	---	---	---
94	Bb6	Elec Snare 2	House Snare	Rap Snare	---	---	Synth Saw	---	---	---
95	B6	Dance Snare1	Dance Snare1	House Snare	---	---	Digi Breath	---	---	---
96	C7	Rap Snare	Rap Snare	House Snare	---	---	TR808 Cym2	---	---	---
97	C#7	Techno Hit	Techno Hit	Techno Hit	Std.1 Snare1	Techno Hit	TR808 Conga1	Techno Hit	Techno Hit	Techno Hit
98	D7	Philly Hit	Philly Hit	---	Std.1 Snare2	Philly Hit	TR808 Conga2	Philly Hit	Philly Hit	Philly Hit
99	D#7	Shock Wave	Shock Wave	Shock Wave	Std.2 Snare1	Shock Wave	Cajon 1	Shock Wave	Shock Wave	Shock Wave
100	E7	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	Std.2 Snare2	Lo Fi Rave	Vint.Snr 3	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave
101	F7	Bam Hit	Bam Hit	Bam Hit	Tight Snare	Bam Hit	Door Creak	Bam Hit	Bam Hit	Bam Hit
102	F#	Bim Hit	Bim Hit	Bim Hit	StandrdSnar1	Bim Hit	Vint.Phone	Bim Hit	Bim Hit	Bim Hit
103	G7	TapeRewind	TapeRewind	TapeRewind	LD Snare M	TapeRewind	Door Creak	TapeRewind	TapeRewind	TapeRewind
104	G#7	Phono Noise	Phono Noise	Phono Noise	LD Snare C	---	---	Phono Noise	Phono Noise	Phono Noise
105	A7	Dance Snare1	Dance Snare1	Dance Snare1	Jazz Snare 1	---	---	Dance Snare1	Dance Snare1	Dance Snare1
106	Bb7	Power Snare2	Power Snare2	Power Snare2	Jazz Snare 2	Power Snare2	---	Power Snare2	Power Snare2	Power Snare2
107	B7	Elec Snare 1	Elec Snare 1	Elec Snare 1	Room Snare 1	Elec Snare 1	---	Elec Snare 1	Elec Snare 1	Elec Snare 1
108	C8	Dance Snare2	Dance Snare2	Dance Snare2	Room Snare 2	Dance Snare2	---	Dance Snare2	Dance Snare2	Dance Snare2
109	C#8	Elec Snare 2	Elec Snare 2	Elec Snare 2	Dance Snare1	Elec Snare 2	---	Elec Snare 2	Elec Snare 2	Elec Snare 2
110	D8	Elec. Snare	Elec. Snare	Elec. Snare	Power Snare 1	Elec. Snare	---	Elec. Snare	Elec. Snare	Elec. Snare
111	D#8	Elec Snare 3	Elec Snare 3	Elec Snare 3	Rev.Snare	Elec Snare 3	---	Elec Snare 3	Elec Snare 3	Elec Snare 3
112	E8	66 Snare 260	66 Snare 260	66 Snare 260	Power Snare2	66 Snare 260	---	66 Snare 260	66 Snare 260	66 Snare 260
113	F8	TR-707 Snare	TR-707 Snare	TR-707 Snare	Elec Snare 1	TR-707 Snare	---	TR-707 Snare	TR-707 Snare	TR-707 Snare
114	F#8	808 Snare 1	808 Snare 1	808 Snare 1	Dance Snare2	808 Snare 1	---	808 Snare 1	808 Snare 1	808 Snare 1
115	G8	808 Snare 2	808 Snare 2	808 Snare 2	Elec Snare 2	808 Snare 2	---	808 Snare 2	808 Snare 2	808 Snare 2
116	G#8	TR-808Snare2	TR-808Snare2	TR-808Snare2	Elec. Snare	TR-808Snare2	---	TR-808Snare2	TR-808Snare2	TR-808Snare2
117	A8	909 Snare 1	909 Snare 1	909 Snare 1	Elec Snare 3	909 Snare 1	---	909 Snare 1	909 Snare 1	909 Snare 1
118	Bb8	909 Snare 2	909 Snare 2	909 Snare 2	TR-707 Snare	909 Snare 2	---	909 Snare 2	909 Snare 2	909 Snare 2
119	B8	909 SD 1	909 SD 1	909 SD 1	808 Snare 1	909 SD 1	---	909 SD 1	909 SD 1	909 SD 1
120	C9	TR-909Snare2	TR-909Snare2	TR-909Snare2	808 Snare 2	TR-909Snare2	---	TR-909Snare2	TR-909Snare2	TR-909Snare2
121	C#9	Rap Snare	Rap Snare	Rap Snare	909 Snare 1	Rap Snare	---	Rap Snare	Rap Snare	Rap Snare
122	D9	JungleSnare1	JungleSnare1	JungleSnare1	909 Snare 2	JungleSnare1	---	JungleSnare1	JungleSnare1	JungleSnare1
123	D#9	House Snare	House Snare	House Snare	Rap Snare	House Snare	---	House Snare	House Snare	House Snare
124	E9	House Snare	House Snare	House Snare	JungleSnare1	House Snare	---	House Snare	House Snare	House Snare
125	F9	House Snare	House Snare	House Snare	House Snare	House Snare	---	House Snare	House Snare	House Snare
126	F#9	Voice Tah	Voice Tah	Voice Tah	House Snare	Voice Tah	---	Voice Tah	Voice Tah	Voice Tah
127	G9	Noise Slap	Noise Slap	Noise Slap	House Snare	Noise Slap	---	Noise Slap	Noise Slap	Noise Slap

		PC 31 [CC32= 4] TR-909	PC 27 [CC32= 4] Dance	PC 28 [CC32= 4] CR-78	PC 64 [CC32= 4] V-VoxDrum	PC 49 [CC32= 4] Orchestra	PC 50 [CC32= 4] Ethnic	PC 32 [CC32= 4] Multi Drum	PC 4 [CC32= 5] StandardKit1	PC 5 [CC32= 5] StandardKit3
84	C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Agogo	Bell Tree	Bongo Hi Mt	Wind Chime
85	C#6	Castanets	Castanets	Castanets	Castanets	Castanets	Agogo	Castanets	Bongo Hi Slp	SprgDrm Hit
86	D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Shaker	Mute Surdo	Bongo Lo Slp	Crotale
87	D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Low Whistle	Open Surdo	Bongo Hi Op	R8 Click
88	E6	Applause 2	Small Club	Small Club	Cana	Applause	Low Whistle	ReverseCymb	Bongo Lo Op	Metro Bell
89	F6	---	66 Snare 260	---	Timbal HiFlm	---	Mute Cuica	Hoo	Cajon 1	DR202 Beep
90	F#6	---	909 SD 1	---	Timbal LoFlm	---	Open Cuica	Hoo	Cajon 2	Reverse Cym
91	G6	---	Elec Snare 2	---	NewTmbLPHS	---	MuteTriangl	MuteTriangl	Cajon 3	Xylo Seq.
92	G#6	---	House Snare	---	NewShekere1	---	OpenTriangl	OpenTriangl	Vint Snr 2	Vinyl Noise
93	A6	---	Rap Snare	---	NewShekere2	---	Short Guiro	MuteTriangl	Shaker 3	Mobile Phone
94	Bb6	---	House Snare	---	NHBngoMute	---	Long Guiro	OpenTriangl	WD Rim	Group Snap
95	B6	---	Dance Snare1	---	L BongoMute	---	Cabasa Up	808 Tom 2	Mix Kick 1	Laser
96	C7	---	Rap Snare	---	CajonHi	---	Cabasa Down	808 Tom 2	Mix Kick 2	Siren
97	C#7	Techno Hit	Techno Hit	Techno Hit	CajonHiFlm	Applause 2	Claves	808 Tom 2	Mix Kick 3	AnalogKick 3
98	D7	Philly Hit	Philly Hit	Philly Hit	Cajon Low	Small Club	Woodblock	808 Tom 2	Mix Kick 4	Old Kick 2
99	D#7	Shock Wave	Shock Wave	Shock Wave	CajonLoFlm	Timpani	Woodblock	808 Tom 2	Mix Kick 5	Reg.Kick
100	E7	Lo Fi Rave	Lo Fi Rave	Lo Fi Rave	FlnmcoHClap1	Timpani	---	808 Tom 2	Mix Clap 1	TR909 Snr 4
101	F7	Bam Hit	Bam Hit	Bam Hit	FlnmcoHClap1	Timpani	---	808 Cowbell	Wind Chime	TR808 Snr 2
102	F#	Bim Hit	Bim Hit	Bim Hit	BongoCowBell	Timpani	---	808 Conga	Tibet Cymbal	Short Snr1
103	G7	TapeRewind	TapeRewind	TapeRewind	AfHey	Timpani	---	808 Conga	Crotale	Vint Snr 4
104	G#7	Phono Noise	Phono Noise	Phono Noise	MamboCowBell	Timpani	---	808 Conga	---	---
105	A7	Dance Snare1	Dance Snare1	Dance Snare1	MexFVox2	Timpani	---	Synth Drum 2	---	---
106	Bb7	Power Snare2	Power Snare2	Power Snare2	AfFots	Timpani	---	Synth Drum 2	---	---
107	B7	Elec Snare 1	Elec Snare 1	Elec Snare 1	MexFVox1	Timpani	---	Synth Drum 2	---	---
108	C8	Dance Snare2	Dance Snare2	Dance Snare2	MexMVox1	Timpani	---	Synth Drum 2	---	---
109	C#8	Elec Snare 2	Elec Snare 2	Elec Snare 2	YodelFVox1	Timpani	---	Synth Drum 2	---	---
110	D8	Elec. Snare	Elec. Snare	Elec. Snare	MexMVox2	Timpani	---	Synth Drum 2	---	---
111	D#8	Elec Snare 3	Elec Snare 3	Elec Snare 3	YodelMVox1	Timpani	---	R&B OHHsh	---	---
112	E8	66 Snare 260	66 Snare 260	66 Snare 260	MexMVox3	Timpani	---	R&B OHH	---	---
113	F8	TR-707 Snare	TR-707 Snare	TR-707 Snare	FlnmcoFVox1	Timpani	---	R&B CHH	---	---
114	F#8	808 Snare 1	808 Snare 1	808 Snare 1	YodelFVox2	---	---	R&B OHH	---	---
115	G8	808 Snare 2	808 Snare 2	808 Snare 2	FlnmcoFVox2	---	---	TR-909 CHH	---	---
116	G#8	TR-808Snare2	TR-808Snare2	TR-808Snare2	NewWhistle1	---	---	TR-909 OHH	---	---
117	A8	909 Snare 1	909 Snare 1	909 Snare 1	FlnmcoFVox3	---	---	909 Crash	---	---
118	Bb8	909 Snare 2	909 Snare 2	909 Snare 2	NewWhistle2	---	---	Pop Kick 36	---	---
119	B8	909 SD 1	909 SD 1	909 SD 1	FlnmcoMVox1	---	---	IPopCStk37st	---	---
120	C9	TR-909Snare2	TR-909Snare2	TR-909Snare2	FlnmcoMVox2	---	---	IPopSn38st	---	---
121	C#9	Rap Snare	Rap Snare	Rap Snare	BrazilVox1	---	---	IPopSn40st	---	---
122	D9	JungleSnare1	JungleSnare1	JungleSnare1	FlnmcoMVox3	---	---	Pop Hi Hat1	---	---
123	D#9	House Snare	House Snare	House Snare	BrazilVox2	---	---	Pop Hi Hat2	---	---
124	E9	House Snare	House Snare	House Snare	BrazilVox3	---	---	Pop Hi Hat3	---	---
125	F9	House Snare	House Snare	House Snare	AfAahhh	---	---	Tom 43	---	---
126	F#9	Voice Tah	Voice Tah	Voice Tah	Voice Snare	---	---	Tom 47	---	---
127	G9	Noise Slap	Noise Slap	Noise Slap	Voice Snare	---	---	Tom 50	---	---

		PC 14 [CC32= 5] India Menu	PC 11 [CC32= 5] IndiaDrmKit	PC 12 [CC32= 5] MidEastDrKit	PC 101 [CC32= 4] IndoMix1	PC 102 [CC32= 4] IndoMix2	PC 103 [CC32= 4] IndoMix3	PC 65 [CC32= 4] Or. R&B	PC 66 [CC32= 4] Or. Techno	PC 117 [CC32= 1] Oriental 1
84	C6	TablaBayaSlid	Udu Pot2 Mut	Doholla Tak	Open Surdo	CongaLoOpen_P5	AfricanCowBell	Tabla Tik 2	Tabla Tik 2	Sagat Mid
85	C#6	TablaBayaTin	Udu Pot2 Sht	Doira Dun	Small Club	Castanets	Castanets	Rek Raka	Rek Raka	Tabl Noueri Dom 1
86	D6	TablaBayaTun	Udu Pot MENU	Doira Tik	CR78 Tambour	Bongo High	Mute Surdo	Rek Dom	Rek Dom	Sagat High
87	D#6	Udu Pot1 Acc	118:TablaByP	Sarna Bell	Side Stick	Bongo Low	Open Surdo	Rek Trill	Rek Trill	Tabl Noueri Tak 1
88	E6	Udu Pot1 Hi	TablaBY 3	Sitar Gliss	GospelHClp1	Mute H.Conga	Udo_Long	Rek Tak 1	Rek Tak 1	Sagat Sak
89	F6	Udu Pot1 Lo	Tablah 1	ZaghrutaStop	TR-808Snare2	Conga Hi Opn	808 Tom 2	Rek Rim	Rek Rim	Hager
90	F#6	Udu Pot1 Slp	Tablah 2	Yoh Tribe	909 Snare 1	Conga Mtlow	808 Tom 2	Rek Brass 1	Rek Brass 1	Zir
91	G6	Udu Pot2 Lng	Tablah 3	How Tribe	909 Snare 2	Conga Slap	808 Tom 2	Rek Tok	Rek Tok	Nakrazan A
92	G#6	Udu Pot2 Mut	Tablah 4	92:DholakPh	909 SD 1	NewShekere1	808 Tom 2	Rek Brass 2	Rek Brass 2	Zaghruta 1 Loop
93	A6	Udu Pot2 Sht	TablaBY 1	120:Dhol Ph	TR-909Snare2	NewShekere2	808 Tom 2	Rek Tak 2	Rek Tak 2	Nakrazan B
94	Bb6	---	TablaBY 2	African Ens	Rap Snare	NHBngoMute	808 Tom 2	Rek Sak	Rek Sak	Zaghruta 2 End
95	B6	---	Tablah Bend	Morocco Ens	JungleSnare1	L BongoMute	808 Cowbell	Rek Tik	Rek Tik	Zaghruta 2 Loop
96	C7	---	Metronome 2	Metronome 2	House Snare	CajonHi	808 Conga	Mazhar Dom	Mazhar Dom	Zaghruta 2 End
97	C#7	---	R8 Click	R8 Click	House Snare	CajonHiFlm	808 Conga	Mazhar Tak	Mazhar Tak	---
98	D7	---	Metronome 1	Metronome 1	House Snare	Cajon Low	808 Conga	Mazhar Sak	Mazhar Sak	---
99	D#7	---	---	---	Congas_SW	CajonLoFlm	Bend Gong	Mazhar Brass	Mazhar Brass	---
100	E7	---	---	---	Congas_SW2	FilmcoHClp1	FilmcoHClp1	Sagat Mid	Sagat Mid	---
101	F7	---	---	---	Congas_SW4	FilmcoHClp1	FilmcoHClp1	Sagat Hi	Sagat Hi	---
102	F#	---	---	---	MamboCowBell	BongoCowBell	BongoCowBell	Sagat Closed	Sagat Closed	---
103	G7	---	---	---	Tabla Dhut	PopSnareFl	Bend tik_drm	Sagat Sak	Sagat Sak	---
104	G#7	---	---	---	BongoCowBell	MamboCowBell	MamboCowBell	Dofs Tak	Dofs Tak	---
105	A7	---	---	---	Tabla_Ge	PopSnareDrag	Tabla_Ge	Dofs Dom	Dofs Dom	---
106	Bb7	---	---	---	Tabla Ge Hi	HiHatPhrase3	Tabla Ge Hi	Dofs Sak	Dofs Sak	---
107	B7	---	---	---	Talking Drum	CrashPhrase1	Talking Drum	Dofs Rim 1	Dofs Rim 1	---
108	C8	---	---	---	Bend tik_drm	CrashPhrase2	Bend tik_drm	Dofs Rim 2	Dofs Rim 2	---
109	C#8	---	---	---	Udo_Short	CrashPhrase3	Udo_Short	Dofs Dom st.	Dofs Dom st.	---
110	D8	---	---	---	Udo_Long	CrashPhrase4	Udo_Long	TablaNurDom	TablaNurDom	---
111	D#8	---	---	---	Udo_slap	CrashPhrase5	Udo_slap	Dofs Sak st.	Dofs Sak st.	---
112	E8	---	---	---	Tabla_Te	Crash_Stop	Tabla_Te	TablaNurRim	TablaNurRim	---
113	F8	---	---	---	Tabla_Na	RidePhrase1	Tabla_Na	TablaNurTak	TablaNurTak	---
114	F#8	---	---	---	Tabla_Tun	RidePhrase2	Tabla_Tun	TablaNurSak	TablaNurSak	---
115	G8	---	---	---	Ohkawa	RidePhrase3	Ohkawa	BassSlideFX	BassSlideFX	---
116	G#8	---	---	---	H kotsuzumi	Scrтч Push2	H kotsuzumi	BassSlapFX	BassSlapFX	---
117	A8	---	---	---	L Kotsuzumi	Scrтч Pull2	L Kotsuzumi	ZaghrutaSm2	ZaghrutaSm2	---
118	Bb8	---	---	---	Tabla Tong	Small Club	Open Surdo	Zir 1	Zir 1	---
119	B8	---	---	---	Tabla Tak	Explosion	Mute Surdo	ZaghrutaEd2	ZaghrutaEd2	---
120	C9	---	---	---	Tabla Tung	Wind	Conga Lo Opn	NewHiBongo	NewHiBongo	---
121	C#9	---	---	---	Tabla_Tang	Thunder	Tabla_Tun	NewLoBongo	NewLoBongo	---
122	D9	---	---	---	Tabla_Dung	Helicopter	Tabla_Tun	NewCongaSlp	NewCongaSlp	---
123	D#9	---	---	---	Harmess-bell1	Applause	Harmess-bell1	NewCongaOp	NewCongaOp	---
124	E9	---	---	---	Harmess-bell2	Screaming	Harmess-bell2	NewLoConga	NewLoConga	---
125	F9	---	---	---	Harmess-bell3	Laughing	Harmess-bell3	Timbal Hi	Timbal Hi	---
126	F#9	---	---	---	CembaloEnding	GtFretNoise	CembaloEnding	Timbal Lo	Timbal Lo	---
127	G9	---	---	---	CembaloFree	Wind Chimes	CembaloFree	Hager 1	Hager 1	---

Backing Keyboard BK-5
Drum Sets

	PC 117 [CC32= 2] Oriental 2	PC 117 [CC32= 3] Oriental 3	PC 117 [CC32= 4] Oriental4	PC 118 [CC32= 4] Greek 1	PC 119 [CC32= 4] Greek 2	PC 57 [CC32= 4] SFX
0 C-1	---	---	---	HipHop BD2	Timpani	---
1 C#-1	---	---	---	Rek 2 Rim 2	Timpani	---
2 D-1	---	---	---	Rek Dom 1	Snare Roll	---
3 D#-1	---	---	---	Rek 2 Tak 1	Concert Snr	---
4 E-1	---	---	---	Rek 2 Tak 2C	Concert BD	---
5 F-1	---	---	---	Rek 2 Sak 1	Jingle Bell	---
6 F#-1	---	---	---	Tabla_Ge	Bell Tree	---
7 G-1	---	---	---	Tabla_Na	Bar Chimes	---
8 G#-1	---	---	---	Tabla_Te	Wadaiko	---
9 A-1	---	---	---	Tabla_Tun	Small Gong	---
10 Bb-1	---	---	---	Djembe_rim	Gamelan Gong	---
11 B-1	---	---	---	IPopKik35	Udo_Long	---
12 C0	---	Wadaiko	---	IPopKik36	82JzBsDrum2	---
13 C#0	---	Ohkawa	---	IPopCStk37st	Side Stick	---
14 D0	---	Shimedaiko	---	IPopSn38_1	82JzSnare1	---
15 D#0	---	H kotsuzumi	---	IPopGstS39_1	Hand clap2	---
16 E0	---	L Kotsuzumi	---	IPopSn40st	82JzSnare2	---
17 F0	---	Tabla_Ge	---	PopFlrTmFl	Real Tom 6	---
18 F#0	---	Tabla_Na	---	IPopHat1_42	82JzClsHat8	---
19 G0	---	Tabla_Te	---	IPopTomL43	Real Tom 6	---
20 G#0	---	Tabla_Tun	---	IPopHat2_44	Pedal HiHat	---
21 A0	---	Udo_Long	---	RockTom2F1	Real Tom 4	MC-500 Beep
22 Bb0	---	Djembe_rim	---	IPopHat3_46	82JzOpenHat8	MC-500 Beep
23 B0	---	909 HandClap	---	IPopTomM47	Real Tom 4	ytwn3.xtp
24 C1	---	Tambourine	---	RockTom1F1	---	ytwn2.xtp
25 C#1	---	ChaChaCowb	---	IPopCymL2_52	Crash1c B	Guitar Slap
26 D1	---	Agogo	---	IPopTomH50	Real Tom 4	Chord Stroke
27 D#1	---	Agogo	---	IPopRd1_51	Ride_i B	Chord Stroke
28 E1	---	NewShaker2	---	IPopCym1_49	ChinaCymbal	Biwa 3
29 F1	---	NewShaker1	---	PopRideBl	Ridbl_c B	Phono Noise
30 F#1	---	PopSnare40 1	---	Tambourine	Tambourine	TapeRewind
31 G1	---	Elec Snare 2	---	Splash Cym.	Splash Cym.	Scrth Push2
32 G#1	---	909 Snare 2	---	ChaChaCBell	Cowbell	Scrth Pull2
33 A1	---	909 Snare 1	---	NewRkCrCym2	Crash Cym.2	GtCutNoise2
34 Bb1	---	Elec Kick 2	---	626 Shaker	Vibraslap	GtCutNoise2
35 B1 Bass Drum	TR-909 Kick2	TR-707 Kick1	NewRkRdCym1	RideCym Edge	Dist.CutNoiz	
36 C2 Bass Drum	Std.2 Kick1	TR-707 Kick1	TR-909 BD2	TR-909 BD2	Dist.CutNoiz	
37 C#2 Rim Shot	Pop Stick1	TR-707 Rim	Side Stick	808 Rimshot	Bass Slide	
38 D2 Snare Drum	PopSnare38 1	TR-707 Snare	House SD	Rap Snare	Pick Scrape	
39 D#2 Hand Clap 1	HandClap1st	Hand Clap 2	909 HandClap	HandClap	High-Q	
40 E2 Hand Clap 2	Hand Clap 21	TR-707 Snare	Elec Snare 2	House SD	Slap	
41 F2 Tom 1	TR-707 Snare	Tom	Real Tom 6	RkFlrTomFl	ScratchPush	
42 F#2 Closed Hi-Hat	JazzClosedHH	TR-707HiHatC	TR-707 HH-c	Room Chh	ScratchPull	
43 G2 Tom 2	Real Tom 6	Tom	Real Tom 6	RkFloorTom	Sticks	
44 G#2 Closed Hi-Hat	Pedal HiHat	TR-707HiHatC	CR-78 chh	Pedal HiHat	SquareClick	
45 A2 Tom 3	Real Tom 4	Tom	Real Tom 4	RockTom2F1	Mtrnm.Click	
46 Bb2 Open Hi-Hat	JazzOpenHH	TR-707HiHatO	909 OH	R8 Ohh2	Mtrnm. Bell	
47 B2 Tom 4	Real Tom 4	Tom	Real Tom 4	RockTom2	GtFretNoise	
48 C3 Tom 5	Tom 43	Tom	---	RockTom1F1	GtCutNoise	
49 C#3 Crash Cymbal	Crash Cymb1	TR-707 Crash	---	909 Crash	GtCutNoise	
50 D3 Tom 6	Tom 47	Tom	Real Tom 1	RockTom1	String Slap	
51 D#3 Ride Cymbal	RockRideCym1	Ride Cymbal	ReverseCymb1	Ride Cymbal	Fl.KeyClick	
52 E3 Doholla 2 Rim 1	Pop Ride2	Dholla2 Dom2	Dholla2 Dom2	ReverseCymb1	Laughing	
53 F3 Doholla 2 Dom	Dholla Dom	Dholla 2 Sak	Dholla 2 Sak	Dholla Dom	Screaming	
54 F#3 Hager	Dholla Sak 1	Tambourine	808clave	Dholla Sak 1	Punch	
55 G3 Doholla 2 Rim 2	Dholla Sak 2	Dholla2 Rim1	Dholla2 Rim1	Dholla Sak 2	Heart Beat	
56 G#3 Cowbell	Dholla Sak 3	Cowbell	Rek 2 Roll	Dholla Sak 3	Footsteps	
57 A3 Doholla 2 Sak	Dholla Rim	Dholla2 RimC	Dholla2 RimC	Dholla Rim	Footsteps	
58 Bb3 Zir	Dholla Raka	Cabasa	Rek 2 Sak 1	Dholla Raka	Applause	
59 B3 Dof 2 Rim 1	Dholla Tak 1	Doff 2 Dom 2	Doff 2 Dom 2	Dholla Tak 1	Creaking	
60 C4 Dof 2 Dom	Dholla Tak 2	Doff2 Sak 1B	Doff2 Sak 1B	Dholla Tak 2	Door	
61 C#4 Dof 2 Sak 1	DofDom 1	Low Bongo	Tabla Raka 1	DofDom 1	Scratch	
62 D4 Dof 2 Rim 2	DofDom 2	Doff 2 Sak 2	Tabla Tak 1	DofDom 2	Wind Chimes	
63 D#4 Dof 2 Sak 2	DofDom 3	High Bongo	Tabla Tik 1	DofDom 3	Car-Engine	
64 E4 Tabla 2 Tak 1	DofTak 1	Doff 2 Rim 3	Tabla Dom	DofTak 1	Car-Stop	
65 F4 Tabla 2 Tak 2	DofTak 2	Tabla1 Dom 2	Tabla Sak	DofTak 2	Car-Pass	
66 F#4 Tabla Roll	DofSak 1	Tabla Roll	Tabla Roll	DofSak 1	Car-Crash	
67 G4 Tabla 2 Dom	DofRim 1	Tabla 2 Sak	Tabla Tak 2	DofRim 1	Siren	
68 G#4 Tabla FX	DofSak 2	Tabla Fx	Tabla Raka 2	DofSak 2	Train	
69 A4 Tabla 2 Tak 3	DofRim 2	Tabla2 Tak1D	Tabla Rim 1	DofRim 2	Jetplane	
70 Bb4 Tabla 2 Sak	DofSak 3	Tabla 2 Tik	Tabla Toks	DofSak 3	Helicopter	
71 B4 Tabla 2 Rim	DofFinger 1	Tabla2 Rim 2	Tabla Rim 2	DofFinger 1	Starship	
72 C5 Rek Trill	DofFinger 2	Rek 2 Dom 1B	Tabla Tik 2	DofFinger 2	Gun Shot	
73 C#5 Rek 2 Sak	Tabla Raka 1	Rek 2 Rim 2	Rek Raka	NewClaves	Machine Gun	
74 D5 Rek 2 Dom Closed	Tabla Tak 1	Rek Dom 1	Rek Dom	NewShaker2	LaserGun	
75 D#5 Rek 2 Rim	Tabla Tik 1	Rek 2 Tak 1	Rek Trill	NewShaker1	Explosion	
76 E5 Rek 2 Dom Open	Tabla Dom	Rek 2 Tak 2C	Rek Tak 1	Tabla1 Tak 1	Dog	
77 F5 Rek 2 Tak 1	Tabla Sak	Rek 2 Sak 1	Rek Rim	Tabla1 Dom 1	HorseGallop	
78 F#5 Rek 2 Khana Open	Tabla Roll	Hager 2	Rek Brass 1	Tabla Roll	Bird	
79 G5 Rek 2 Tak 2	Tabla Tak 2	Rek2Khan Cl2	Rek Tok	Tabla1 Tak 2	Rain	
80 G#5 Rek 2 Roll	Tabla Raka 2	Zir 2	Rek Brass 2	Tabla Fx	Thunder	
81 A5 Rek 2 Khana Closed	Tabla Rim 1	Rek2Khan Op2	Rek Tak 2	Tabla1 Tak 3	Wind	
82 Bb5 Tabl Noueri Rim	Tabla Toks	Rek 2 Roll	Rek Sak	Tabla 1 Sak	Seashore	
83 B5 Rek 2 Tak 3	Tabla Rim 2	Rek 2 Sak 1	Rek Tik	Tabla 1 Rim	Stream	

		PC 117 [CC32= 2] Oriental 2	PC 117 [CC32= 3] Oriental 3	PC 117 [CC32= 4] Oriental4	PC 118 [CC32= 4] Greek 1	PC 119 [CC32= 4] Greek 2	PC 57 [CC32= 4] SFX
84	C6	Sagat Mid	Tabla Tik 2	Sagat Mid	Mazhar Dom	Rek Trill	Bubble
85	C#6	Tabl Noueri Dom 2	Rek Raka	Sagat Hi	Mazhar Tak	Rek 1 Sak	Kitty
86	D6	Sagat High	Rek Dom	Sagat Sak	Mazhar Sak	L Rek Tak 1	Bird 2
87	D#6	Tabl Noueri Tak 2	Rek Trill	Jingle Bell L	Mazhar Brass	Rek 1 Rim	Growl
88	E6	Sagat Sak	Rek Tak 1	ZaghrouaSm3	Sagat Mid	L Rek Dom	Applause 2
89	F6	Bongos Dom	Rek Rim	ZaghrouaEd3	Sagat Hi	L Rek Tak 2	Telephone 1
90	F#6	Nakrazan A	Rek Brass 1	TablaNurDom3	Sagat Closed	Rek 1 Brass	Telephone 2
91	G6	Bongos Tak	Rek Tok	Nakrazhan 1	Sagat Sak	L Rek Tak 3	Small Club
92	G#6	Zaghroua 1 Loop	Rek Brass 2	TablaNurRim2	Dofs Tak	Rek 1 Roll	Small Club 2
93	A6	Bongos Rim	Rek Tak 2	Nakrazhan 2	Dofs Dom	Rek 1 Khan A	ApplauseWave
94	Bb6	Zaghroua 1 End	Rek Sak	TablaNurTak3	Dofs Sak	TablaNurRim1	Eruption
95	B6	Zaghroua 2 Loop	Rek Tik	TR-707 Kick1	Dofs Rim 1	Rek 1 Khan B	Big Shot
96	C7	Zaghroua 2 End	Mazhar Dom	Hand Clap 1	Dofs Rim 2	Sagat Mid	Perc. Bang
97	C#7	---	Mazhar Tak	---	Dofs Dom st.	TablaNurDom1	---
98	D7	---	Mazhar Sak	---	TablaNurDom	Sagat Hi	---
99	D#7	---	Mazhar Brass	---	Dofs Sak st.	TablaNurTak1	---
100	E7	---	Sagat Mid	---	TablaNurRim	Sagat Sak	---
101	F7	---	Sagat Hi	---	TablaNurTak	Hager 1	---
102	F#7	---	Sagat Closed	---	TablaNurSak	Zir 1	---
103	G7	---	Sagat Sak	---	DoubleSlide	Nakrazhan 1	---
104	G#7	---	Dofs Tak	---	Bass Slide1	ZaghrouaSm1	---
105	A7	---	Dofs Dom	---	ZaghrouaSm2	Nakrazhan 2	---
106	Bb7	---	Dofs Sak	---	Zir 1	ZaghrouaEd1	---
107	B7	---	Dofs Rim 1	---	ZaghrouaEd2	ZaghrouaSm2	---
108	C8	---	Dofs Rim 2	---	NewHiBongo	ZaghrouaEd2	---
109	C#8	---	Dofs Dom st.	---	NewLoBongo	TR-707 BD	---
110	D8	---	TablaNurDom	---	NewCongaSlp	TR-909 BD2	---
111	D#8	---	Dofs Sak st.	---	NewCongaOp	Mix Kick	---
112	E8	---	TablaNurRim	---	NewLoConga	82RmBsDrum1	---
113	F8	---	TablaNurTak	---	NewTmbHi	82StSnare1	---
114	F#8	---	TablaNurSak	---	NewTmbLo	82JzSnare1	---
115	G8	---	BassSlideFX	---	Hager 1	House SD	---
116	G#8	---	BassSlapFX	---	---	Rev.Snare	---
117	A8	---	ZaghrouaSm2	---	---	---	---
118	Bb8	---	Zir 1	---	Jingle Bell	---	---
119	B8	---	ZaghrouaEd2	---	Bell Tree	---	---
120	C9	---	NewHiBongo	---	Bongo High	---	---
121	C#9	---	NewLoBongo	---	Bongo Lo	---	---
122	D9	---	NewCongaSlp	---	Mute H.Conga	---	---
123	D#9	---	NewCongaOp	---	Conga Hi Opn	---	---
124	E9	---	NewLoConga	---	Conga Lo Opn	---	---
125	F9	---	Timbal Hi	---	High Timbale	---	---
126	F#9	---	Timbal Lo	---	Low Timbale	---	---
127	G9	---	Hager 1	---	Agogo	---	---

21. Specifications

Display type	
Display	Graphic LCD, 160 x 160 dots, backlit
Keyboard	
Keyboard	61 velocity sensitive keys
Sound Source	
Max. Polyphony	128 voices (GM2/GS/XG Lite compatible)
Sounds	1,172 tones 60 Drum Sets
Multitimbral parts	3 keyboard parts (UP1, UP2, LWR) + 16 song parts
Master Tuning	415.3~466.2 Hz
Key Control (Transpose)	-6~+5 in semitones (for audio/MIDI data)
Tempo change	20~250 BPM for SMF and rhythms 75~125% for mp3 and WAV files
Part mute functions	TRACK MUTE: Rhythms, SMF CENTER CANCEL: mp3, WAV, AUDIO INPUT signals
Effects	
keyboard parts (UP1, UP2, LWR) Rhythms/SMF section	Reverb: 8 types (selectable via Makeup Tools) Chorus: 8 types (selectable via Makeup Tools) MFX: 84 types for keyboard parts (selectable via Tone Part MFX) A & B for rhythm and SMF section (selectable via Makeup Tools) Parametric EQ: 6 presets + 1 User memory Multi-band compressor: 6 presets + 1 User memory
Rhythm section	
Rhythms	305 in 6 "Rhythm" families (localized rhythms for specific areas are included in the WORLD 1 and WORLD 2 families)
Rhythm Composer	Internal Rhythm Composer, SMF-to-Rhythm Converter provided as PC application (Windows) on the bundled CD-ROM
One Touch memories	4 programmable registrations per rhythm
Rhythm Makeup Tools	Instrument-oriented editing
Songs	
Real-time player	SMF (Format 0/1), KAR, mp3, WAV, mp3+CDG
Song chord extractor	Automatic chord detection for SMF files
SMF Makeup Tools	Instrument-oriented editing
Performance Memories	
Performance Lists	Unlimited number (storage on USB memory) Over 500 "Music Assistant" memories (internal memory) 5 "Factory Song" memories (internal memory)
Performance memories per List	Max. 999
Search function	Quick location of SMF, audio and JPG files on the connected USB memory
Demo	
Demo	Yes

Recording	
Media	USB Flash memory
Save format	Audio files: WAV (44.1 kHz, 16-bit linear)
Video	
Lyrics	SMF, mp3/WAV, mp3+CDG
Slide shows	Picture folder linked to songs (recommended resolution: 512 x 384 or 1024 x 768 pixels)
Panel controls	
Knob	VOLUME
Rotary encoder	Data dial
Connectors	
PHONES jack x2	Stereo 1/4" phone type
AUDIO INPUT jack	Stereo miniature phone type
AUDIO OUTPUT jacks (L/Mono, R/Mono)	1/4" phone type
USB ports	USB COMPUTER connector (Type A, reception and transmission of MIDI data) USB MEMORY (Type B, data storage devices)
MIDI connectors	MIDI IN, MIDI OUT (Visual Control function)
VIDEO OUTPUT jack	RCA-type (CVBS, PAL or NTSC – selectable)
Foot pedal jacks	HOLD, SWITCH/EXPRESSION (programmable)
General specifications	
Speakers	2x 10 cm
Rated power output	2x 12 W RMW
Power supply	AC adaptor (PSB-7U adaptor)
Power consumption	1100mA
Auto Off function	Off, 10min, 30min, 240min
Dimensions	Without music rest: 1044 (W) x 317 (D) x 129 (H) mm 41-1/8 (W) x 12-1/2 (D) x 5-1/8 (H) inches Including music rest: 1044 (W) x 317 (D) x 301 (H) mm 41-1/8 (W) x 12-1/2 (D) x 11-7/8 (H) inches
Weight	7.5 kg (excluding AC adaptor and music rest) 16 lbs 9 oz (excluding AC adaptor and music rest)
Supplied Accessories	
	Owner's Manual, PSB-7U AC adaptor, Power cord (for connecting the AC adaptor), Music rest, CD-ROM (Style Converter 4.0, USB driver)
Options	
USB	USB flash memory (M-UF-series)
Pedals	DP-series/BOSS FS-5U foot switch Roland EV-series expression pedal

Note: In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

Style Converter 4 system requirements

Operating system	Microsoft® Windows® XP
	Microsoft® Windows® Vista® * This does not work with the 64-bit edition of Windows Vista®
	Microsoft® Windows® 7
CPU/clock	Pentium® Celeron® processor 1 GHz or higher
RAM	512 MB or more
Hard disk	2 MB or more
Display/colors	800 x 600 or higher / 65,536 colors (16-bit High Color) or more
Others	CD-ROM drive

22. MIDI Implementation Chart

[Backing Keyboard]

Date: November 2011

Model: BK-5

Version: 1.00

Function...		Transmitted		Recognized		Remarks	
Basic Channel	Default Changed	1~16	1~16, Off	1~16	1~16, Off		
Mode	Default Message Altered	Mode 3 Mode 3, 4 (M=1) *****		Mode 3 Mode 3, 4 (M=1)		*2	
Note Number	True Voice	0~127 *****		0~127 0~127			
Velocity	Note ON Note OFF	O X		O X			
After Touch	Key's Ch's	O O		O O	*1 *1		
Pitch Bend		O	*1	O	*1		
Control Change		0,32	O	*1	O	*1	Bank Select
		1	O	*1	O	*1	Modulation
		5	O		O		Portamento Time
		6, 38	O		O	*1	Data Entry
		7	O	*1	O	*1	Volume
		10	O	*1	O	*1	Panpot
		11	O	*1	O	*1	Expression
		16	O	*1	O		C1
		64	O		O	*1	Hold 1
		65	O		O	*1	Portamento
		66	O	*1	O	*1	Sostenuto
		67	O	*1	O	*1	Soft
		69	O		O		Hold 2
		71	O		O		Resonance
		72	O		O		Release Time
		73	O		O		Attack Time
		74	O		O		Cutoff
		75	O		O		Decay Time
		76	O		O		Vibrato Rate
		77	O		O		Vibrato Depth
	78	O		O		Vibrato Delay	
	84	O		O		Portamento Control	
	91	O	*1	O (Reverb)	*1	Effect 1 Depth	
	93	O	*1	O (Chorus)	*1	Effect 3 Depth	
	98, 99	O	*1	O	*1	NRPN LSB, MSB	
	100, 101	O	*1	O	*1	RPN LSB, MSB	
Program Change	True #	O *****	*1	O 0~127	*1	Program Number 1~128	
System Exclusive		O	*1	O	*1		
System Common	Song Position Pointer	O	*1	O			
	Song Sel	X		X			
	Tune	X		X			
System Real Time	Clock	O	*1	O			
	Commands	O	*1	O			
Aux Messages	All Sounds Off	X		O (120, 126, 127)			
	Reset All Controllers	X		O (121)			
	Local On/Off	O	*1	O (Song parts)			
	All Notes Off	X		O (123-125)			
	Active Sensing	O		O			
Reset	X		X				
Notes	*1 O X is selectable *2 Recognized as M= 1 even if M≠ 1						

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

O: Yes
X: No

23. Chord Intelligence

C	C#	D	E \flat	E	F
CM7	C#M7	DM7	E \flat M7	EM7	FM7
C7	C#7	D7	E \flat 7	E7	F7
Cm	C#m	Dm	E \flat m	Em	Fm
Cm7	C#m7	Dm7	E \flat m7	Em7	Fm7
CmM7	C#mM7	DmM7	E \flat mM7	EmM7	FmM7
Cdim	C#dim	Ddim	E \flat dim	Edim	Fdim
Cm7 (b5)	C#m7 (b5)	Dm7 (b5)	E \flat m7 (b5)	Em7 (b5)	Fm7 (b5)
Caug	C#aug	Daug	E \flat aug	Eaug	Faug
Csus4	C#sus4	Dsus4	E \flat sus4	Esus4	Fsus4
C7sus4	C#7sus4	D7sus4	E \flat 7sus4	E7sus4	F7sus4
C7/13	C#7/13	D7/13	E \flat 7/13	E7/13	F7/13

F#	G	A \flat	A	B \flat	B
F#M7	GM7	A \flat M7	AM7	B \flat M7	BM7
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#mM7	GmM7	A \flat mM7	AmM7	B \flat mM7	BmM7
F#dim	Gdim	A \flat dim	Adim	B \flat dim	Bdim
F#m7 (b5)	Gm7 (b5)	A \flat m7 (b5)	Am7 (b5)	B \flat m7 (b5)	Bm7 (b5)
F#aug	Gaug	A \flat aug	Aaug	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#7/13	G7/13	A \flat 7/13	A7/13	B \flat 7/13	B7/13

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MEMO

For EU countries



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.
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- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

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- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbóllal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
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- SK** Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
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For China

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