V-Accordion

FR-8x

Owner's Manual

Roland

Owner's Manual (this document)

Read this first. It explains the basic things you need to know in order to use the FR-8x.

PDF Manual (download from the Web)

- **Tone & Drum Kit List**

  This is a list of the sounds contained in the FR-8x.

To obtain the PDF manual

1. **Enter the following URL in your computer.**
   http://www.roland.com/manuals/
2. **Choose "FR-8x" as the product name.**

For EU Countries

This product complies with the requirements of EMC Directive 2004/108/EC.

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.

This equipment requires shielded interface cables in order to meet FCC class B limit.
Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For Canada

CAN ICES-3 (B)/NMB-3 (B)

For C.A. US (Proposition 65)

WARNING

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

For Korea

사용자 안내문

기종별	사용자 안내문
B 급 기기 (가정용 방송통신기자재)	이 기기는 가정용(B 급) 전자파적합기기로서 주로 가정에서 사용하는 것을 목적으로 하며, 모든지역에서 사용할 수 있습니다.

For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

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

For the USA

DECLARATION OF CONFORMITY
Compliance Information Statement

Model Name :	FR-8x
Type of Equipment :	Digital Accordion
Responsible Party :	Roland Corporation U.S.
Address :	5100 S. Eastern Avenue, Los Angeles, CA 90040-2938
Telephone :	(323) 890-3700

Roland

V-Accordion

Owner's Manual

Thank you and congratulations on your choice of the Roland FR-8x V-Accordion.

To ensure that you obtain the maximum enjoyment and take full advantage of the FR-8x's functionality, please read this owner's manual carefully.

About This Manual

You should first read the chapter ***"6. Before you Start Playing" (p. 18)***. It explains how to connect the AC adaptor and turn on the power. This Owner's Manual explains everything, from the FR-8x's basic operations to more advanced functions.

Conventions Used in This Manual

Text enclosed in square brackets [ ] indicates the name of a button or knob. Example: the [MENU] button.

Reference pages are indicated by (p. **).

The following symbols are used.

NOTE	This indicates an important note; be sure to read it.
MEMO	This indicates a memo regarding the setting or function; read it as desired.
TIPS	This indicates a useful hint for operation; read it as necessary.

* 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 FR-8x. 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

1. 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

To completely turn off power to the unit, pull out the plug from the outlet

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Do not disassemble or modify by yourself

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

Do not repair or replace parts by yourself

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.

Do not use or store in the following types of 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.

⚠ WARNING

Use only the included AC adaptor and the correct voltage

Be sure to use only the AC adaptor included 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.

Do not place in an unstable location

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.

Use only the included power cord

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

Do not bend the power cord or place heavy objects on it

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!

Avoid extended use at high volume

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

Adults must provide supervision in places where children are present

When using the unit in locations where children are present, be careful so no mishandling of the unit can take place. An adult should always be on hand to provide supervision and guidance.

⚠ WARNING

Don't allow foreign objects or liquids to enter unit; never place containers with liquid on unit

Do not place containers containing liquid (e.g., a glass of water) on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

Do not drop or subject to strong impact

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

Turn off the unit if an abnormality or malfunction occurs

Immediately turn the unit 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; or
- 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.

Do not share an outlet with an unreasonable number of other devices

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.

⚠ WARNING

Do not use overseas

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.

Handle batteries carefully

The battery pack must never be heated, taken apart, or thrown into fire or water.

Never expose the battery pack to excessive heat such as sunshine, fire or the like.

Incorrect handling of battery pack, can cause leakage, overheating, fire, or explosion. Before use, you must read and strictly observe all of the precautions written in this owner's manual.

Use only the FR-8x to recharge the battery pack.

⚠ CAUTION

Place in a well ventilated location

The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

Grasp the plug when connecting or disconnecting the AC adaptor

Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit.

Periodically clean the AC adaptor's plug

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.

Manage cables for safety

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.

Avoid climbing on top of the unit, or placing heavy objects on it

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

Do not connect or disconnect the AC adaptor with wet hands

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

Disconnect everything before moving the unit

Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

Unplug the AC adaptor from the outlet before cleaning

Before cleaning the unit, turn it off and unplug the AC adaptor from the outlet (*p. 20*).

If there is a possibility of lightning strike, disconnect the AC adaptor from the outlet

Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.

⚠ CAUTION

Handle battery pack carefully

If used improperly, battery pack may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions.

- Carefully follow the installation instructions for battery pack, and make sure you observe the correct polarity.
- Remove the battery pack whenever the unit is to remain unused for an extended period of time.

- Never keep battery packs together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.
- Used battery pack must be disposed of in compliance with whatever regulations for their safe disposal that may be observed in the region in which you live.

Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.

- Reference buttons for the treble keyboard (only for FR-8X button type) (*p. 25*)
- Reference caps for the bass buttons (*p. 26*).

Take care not to get burned

Battery pack may reach a high temperature; please be careful to avoid burning yourself.

Handle leaking battery pack carefully

If fluid has leaked from a battery pack, make sure not to touch it with your bare hands.

If any of the leaking fluid gets into your eyes, the loss of vision may result. Do not rub your eyes; use clean water to flush them thoroughly. Then, promptly see a doctor.

Burning of the skin or dermatitis may result if fluid has gotten onto your skin or clothing. Use clean water to flush affected areas thoroughly; then, promptly see a doctor.

Using a soft cloth, carefully wipe any remaining fluid from the inside of the battery compartment. Then, install new battery pack.

2. Important Notes

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 or a motor (such as a refrigerator, washing machine, microwave oven, or air conditioner). 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.
- To prevent malfunction and equipment failure, always make sure to turn off the power on all your equipment before you make any connections.
- With the factory settings, the FR-8x will automatically be switched off 10 minutes after you stop playing or operating the unit. If you don't want the unit to turn off automatically, change the "AUTO Off" setting to "Off" as described on *p. 106*.

NOTE

The settings you were editing will be lost when the unit is turned off. If you want to keep your settings, you must save your settings before turning the unit off.

Power Supply: Use of Battery pack

- When installing or replacing the battery pack, always turn this unit off and disconnect any other devices you may have connected. This way, you can prevent malfunction and damage.
- The charge of the supplied battery pack may be limited. Fully charge battery pack before use it for the first time (*p. 18*).
- If operating this unit on batteries, please use the proper battery pack only (BP-24-45).

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow 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 on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

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, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Additional Precautions

- Unfortunately, it may be impossible to restore the contents of data that was stored on a USB memory once it has been lost. Roland assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, potentiometers, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing others nearby, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- 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.

Battery pack Additional Precautions

- Only charge the battery pack using the FR-8x.
- Never disassemble the battery pack. Doing so may cause an internal or external short circuit or result in exposed material of battery reacting chemically with the air. It may also cause heat generation, explosion and fire. Also, this is dangerous as it may cause splashing of alkaline fluid.
- Never modify or reconstruct battery pack.
- The (+) positive and (-) negative terminals of battery pack are predetermined. Do not force the terminals to connect them to an external charger or an equipment.
- The battery pack contain a strong colorless alkaline solution (electrolyte), If the skin or clothing comes in contact with fluid from a battery pack, thoroughly wash the area immediately with clean water from the tap or another source. Battery fluid can irritate the skin.
- Do not remove the outer tube from a battery or damage it. Doing so will expose the battery of the risk of a short circuit, and may cause leakage of battery fluid, heat generation, explosion and fire.
- Keep the battery pack out of the reach of babies and small children, in order to avoid accidental swallowing of batteries. In the event the batteries are swallowed, consult a doctor immediately.
- Bu sure to charge the battery pack within a temperature range of 0 to 40 deg. C (degree Celsius)
- After removed from FR-8x, store the battery pack in a dry place and within the recommended storage temperature range (-20 to +30 deg. C for longer service life)
- To use the battery pack for the first time after purchase it or having not used for a long period of time, be sure to charge them.
- After long term of storage, there is the possibility that the battery pack could be not fully charged. In order to fully charge it, please charge and discharge the battery pack for a few times.

Storage devices that can be connected to the FR-8x's USB MEMORY port

- The FR-8x 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 FR-8x 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.
- USB memories are constructed using precision components; handle the storage devices carefully, paying particular note to the following.
  - To prevent damage to the USB memory from static electricity, be sure to discharge any static electricity from your own body before handling the cards.
  - Do not touch or allow metal to come into contact with the contact portion of the USB memory.
  - Do not bend, drop, or subject cards to strong shock or vibration.
  - Do not keep cards in direct sunlight, in closed vehicles, or other such locations.
  - Do not allow USB memories to become wet.
  - Do not disassemble or modify the USB memory.
- Never touch the terminals of the USB memory. Also, avoid getting the terminals dirty.
- When connecting a USB memory, position it horizontally with the FR-8x'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 connect or disconnect a USB drive while it is being rear from, or written to (i.e., while the USB flash access indicator blinks).
- Never connect your USB memory to the FR-8x via a USB hub.

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.
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- MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia 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.

3. Look at What you Can Do!

Stand-alone instrument

Battery-powered instrument with built-in speakers

Though the FR-8x is a fully electronic instrument, you do not need to connect it to an amplifier in order to produce sounds. Its onboard amplification system is powerful enough for small venues, restaurants, etc.

Furthermore, the FR-8x comes with a rechargeable battery pack (Ni-Mh) so that you do not need to connect it to a wall outlet

High Quality Sounds

Powered by four multi-effect sections (MFX)

One multi-effect section (MFX) can be used for the accordion sounds on the right hand.

Three multi-effect sections are used for the orchestral sounds: two on the right hand and one on the left hand.

Super realistic accordion sounds (*p. 32*)

The FR-8x V-Accordion is based on Roland's sound generation technology called "PBM" (Physical Behavior Modeling) whose sonic result is very close to the sound of traditional accordions.

All sounds the FR-8x produces were obtained by sampling the most popular traditional acoustic accordions, allowing you to switch from an Italian jazz accordion to German folk, French musette or a historic bandoneon sound – without changing your technique. Different tuning systems are also available.

Orchestral sounds (*p. 32*)

The FR-8x is also equipped with orchestral sounds that can be used in combination with traditional accordion sounds – complete with full bellows articulation and unique right hand keyboard modes (Off, Zone, High and Low).

The orchestral sounds can be freely assigned to the desired register for optimum flexibility. You can also assign other orchestral sounds to the registers.

Virtual Tonewheel organ sounds (*p. 32*)

Thanks to its Virtual Tonewheel organ sound engine, the FR-8x allows you to play amazing organ sounds like an organ player by using the right hand (TW Upper) and left hand (TW Lower, TW Pedal) sections.

Drum sounds (*p. 37*)

You can also use the FR-8x to play simply drum parts with your left and right hand by assigning drums and percussion sounds to the bass and chord buttons.

Sound expansion (*p. 111*)

The FR-8x provides four internal memories that allow you to add new sounds.

Enhanced Playability

A more sophisticated bellows response (*p. 12*)

The bellows in a acoustic accordion are used to create pressure and vacuum, driving air across the internal reed mechanism.

Applying pressure increases the sound volume.

The bellows resistance decrease or increase depending on the number of pressed keys and the selected registers.

The FR-8x has a sophisticated pressure control that adjusts the bellows resistance as a real acoustic accordion.

As most acoustic accordion, the FR-8x has an air button on the side of the instrument that doesn't play any notes, but instead lets air in and out of the instrument.

Velocity sensitive keyboards (*p. 12*)

To give much expression to your performances, the FR-8x provides a right-hand and a left-hand manual systems that are sensitive to how fast or slow the keys are pressed.

Programmable chin switches (*p. 98*)

Let your hands be focused only on playing notes.

Three programmable chin switches will help you to change registers, change user programs and control many other functions by using your chin and, therefore, without moving your hands away from the accordion bass and treble keyboards.

Convenient functions

Play different voices with the left and right hand (*p. 32,34*)

The Right and Left button sections allow you to quickly to turn the parts on/off.

This way you can simultaneously play three parts (sounds) in the right and left hand.

Greater flexibility to play different voices on the right hand (*p. 38*)

Using the keyboard mode ("Zone") you can split the keyboard in more part and use different voices for each part. You can also use one or more part to play voices in layer.

Another possibility is to set the keyboard mode in "Low" or "Hi". In this way the first note that you play triggers an accordion voice . If you hold down that key or button and play higher ("Low") or lower ("Hi") notes, those notes are played by the orchestra sound or viceversa.

Transpose the key of the keyboard (*p. 40*)

This function allows you to transpose FR-8x's pitch in semi-tone steps.

Player & Rec Feature

Audio player and recorder on a connected optional USB memory (*p. 48*,*54*)

The FR-8x provides an audio player function that can play back mp3 and WAV files on a connected USB memory.

You can also record your performances as WAV files.

Play List function (*p. 50*)

The Play List function allows you to prepare lists of mp3 and/or WAV audio files you want to play back in succession.

Audio looping (*p. 56*)

You can record your temporary short phrase which you believe might be worth being repeated. You can listen and record over it while adding more notes.

Organize your performance

Create your User Program list (*p. 57*)

To prepare sets of User Program memories for any event like weddings, parties, anniversaries, etc.

Wireless LAN functions

Ad-Hoc and WPS connection (*p. 114*)

By inserting the wireless USB Adapter (WNA1100-RL; sold separately) into the FR-8x's USB MEMORY port, you'll be able to use wireless compatible applications (such as the "Air Recorder" iPhone app).

Other important features

Intuitive user interface

With the color display, the use of graphics and icons to portray parameters being set and their meanings, operation is intuitive and easily understood.

MIDI connection for more performance flexibility (*p. 22*)

The FR-8x allows you to control external MIDI compatible instruments such as BK-7m Backing Module.

A convenient on-board battery charger (*p. 18*)

You can re-charge the supplied FR-8x battery on-board without using any external charger.

Energy-Efficient design

The power will turn off after a specified time has elapsed

When 10 minutes have elapsed since you last played or operated the FR-8x, the power will turn off automatically.

* If you don't want the power to turn off automatically, change the *"AUTO OFF" (p. 106)*.

Contents

4. A first look at your FR-8x

The Sections of Your FR-8x

Let's briefly look at the various "sections" of your instrument, as that will help you understand how your V-Accordion works.

Right Hand Section

This section is normally used for playing the melody.

The FR-8x's righ hand keyboard is velocity sensitive.

Master Bar

Pressing this switch all registers are "opened" (Default).

In High, Low (*p. 39*) or Layer mode (*p. 37*) the master bar allows you to switch the Orchestra section on and off.

Chin Switches

This is useful for if you want to recall a function without having to take your hand off the keyboard.

The Chin Switches are programmable.

See *"13.4 Chin function" (p. 98)*

Right Hand Registers

This section contains the registers for the right hand and other selectors and knobs.

Bellows

The bellows is an important part of the accordion.

The movement of the bellows indeed lends expression and dynamics to the sound. Several techniques are available, one of which is called "bellows shake" (rapid opening and closing movements).

The bellows inertia decrease or increase depending on the number of pressed keys or, if you want, you can fix the bellows resistance as you prefer (*p. 100*).

Left Hand Registers

This section contains seven registers for the left hand.

Air Button

The air button operates a valve that allows the bellows to open and close without the accordion making any sound.

Left Hand Bass and chord section

This section is normally used to play the accompaniment.

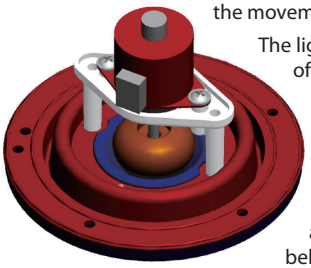
There are two general categories: one is called "Stradella", and the other "Free Bass". The FR-8x allows you to use either type.

If you select the "Free Bass" system, all buttons are used to play single bass notes.

The FR-8x's bass and chord section is velocity sensitive.

About Dynamic Bellows Behaviour Technology

In the acoustic accordion sounds are produced by reeds which vibrate when stimulated by an air flow generated by the movement of the bellows.



The lightness or hardness of the opening of the bellows depends on how many reeds are selected (registers) and how many notes the musician plays.

The **Dynamic Bellows Behaviour** technology allows to open and close in real time the overall "air hole" (overall amount of air going into / out of the bellows) considering the selected register and the number of played notes.

5. Panel Description

Right Hand Control Panel

1 POWER button

Turns the power on/off (*p. 27*).

With the factory settings FR-8x's power will automatically be switched off 10 minutes after you stop playing or operating the FR-8x.

If FR-8x's power has been turned off automatically, you can use the [POWER] button to turn the FR-8x back on. If you don't want the power to turn off automatically, set the "Auto Off" parameter to "Off" (*p. 106*).

NOTE

Be aware that any unsaved changes are lost when the FR-8x is switched off by that function.

2 CHARGE button

To recharge FR-8x battery pack press and hold this button until it lights red.

For more information see *"How to Charge the Battery Pack" (p. 18)*.

3 VOLUME knob

This knob allows you to set the V-Accordion's overall volume.

4 BALANCE knob

This knob allows you to set the balance between the right hand and the left hand sections.

5 DATA/ENTER knob

This knob allows you to scroll through and select menu pages, and to modify parameter values.

6 UP/DOWN buttons

On the main page, [UP] and [DOWN] allow you to select important functions like Transpose.

When the menu is displayed, [UP] and [DOWN] are used to scroll menu pages.

7 EXIT/JUMP button

The [EXIT/JUMP] button allows you to return to the main page. After selecting a menu function, briefly pressing [EXIT/JUMP] takes you back to a higher level.

Press it again to return to the main page.

By holding down [EXIT/JUMP] while the main page is displayed, you activate the JUMP function (see *p. 68*).

8 MENU/WRITE button

This button allows you to select the FR-8x's MENU environment where you can set and view all available functions. By holding down [MENU/WRITE], you activate the WRITE function, which allows you to save your User Program, Set and Settings.

9 SET buttons

These two buttons allow you to choose among 100 Sets. Each Set contains suitable settings for all sections (accordion, orchestral/tonewheel organ, drums).

10 LEFT HAND section

These buttons allow to switch On/Off the parts controlled in the left hand:

ORCH BASS, ORCH CHRD/F.BASS, FBASS, BASS & CHORD

11 RIGHT HAND section

These buttons allow to switch On/Off the parts controlled in the right hand:

ORCH1, ORCH2, ORGAN, ACCORDION,

12 Right hand registers

The 14 right hand registers allow you to select the desired sound.

NOTE

In ORCH 1, ORCH 2, and ORGAN mode registers [1]~[14] provide access to two sounds (A/B). To select a "B" sound, press the corresponding register twice.

NOTE

By pressing and holding any register, you can switch the selected right section off. The notes will continue to be transmitted only via MIDI

Press the same or another register to switch it back on.

13 MODE section

These buttons allow to switch On/Off the functions:

DRUMS (*p. 37*), BASS TO TREBLE (*p. 34*), USER PROGRAM (*p. 57*).

14 PLAYER section

- The [LOOP] button allow you to use the PLAYER section for the loop function. See *p. 56*.
- The [⏮] button allows you to return to the beginning of the current song,
- The [▶/II] button allows you to start or temporary stop (pause) the song playback.
- The [REC] button is used to start audio recording of your performance. See *p. 54*

15 CHORUS knob, REVERB knob, DELAY knob

16

17

Use these knobs to set the level of the chorus, reverb and delay effects.

18 EFFECT knob

Use this knob to set the level of the MFX effects.

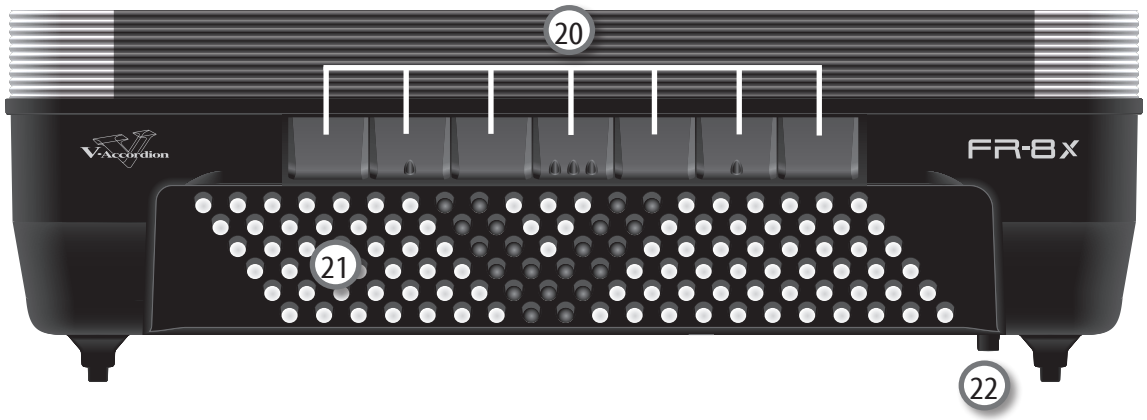
19 USB MEMORY port

Connect an optional USB memory here.

NOTE

- Carefully insert the USB memory all the way in-until it is firmly in place.
- Use USB memory sold by Roland. We cannot guarantee operation if any another USB memory is used.
- Roland does not recommend using USB hubs, irrespective of whether they are active or passive. Please connect only one USB memory to this port.

Left Hand Control Panel



20 Left hand registers

The 7 left hand registers allow you to select the desired sound.

21 Bass and chord buttons

These 120 buttons are used to play bass notes and chords They are velocity-sensitive). They also allow you to play drum sounds.

22 Air button

The air button operates a valve that allows the bellows to open and close without the accordion making any sound.

By pressing it you can purge the air that still remains in the bellows after playing.

Display, Master Bar and Chin Switches

23 Display

This graphic colour display shows information related to your operation.

24 Master Bar

When an accordion sound is selected, press this switch to "open" all registers (Default). You change this setting and choose to open only some other.

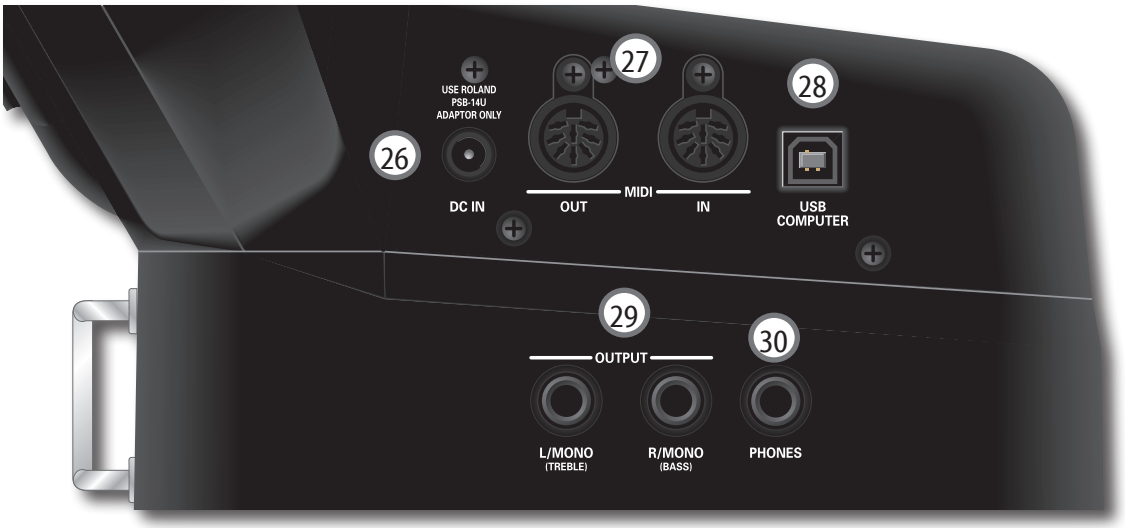
In High, Low (*p. 39*) or Layer mode (*p. 37*) the master bar allows you to switch the Orchestra section on and off.

25 Chin Switches

This is useful for if you want to recall a function without having to take your hand off the keyboard.

The Chin Switches are programmable. See *"13.4 Chin function" (p. 98)*.

Connection panel



26 DC IN socket

Connect the supplied PSB-14U AC adapter here (*p. 20*)

27 MIDI OUT & IN sockets

You can connect MIDI devices to these sockets (*p. 22*).

28 USB COMPUTER port

This port can be connected to one of your computer's USB ports (see *p. 23*). Please use a commercially available USB cable.

29 OUTPUT L/MONO (TREBLE) & R/MONO (BASS) sockets

These sockets can be connected to an amplifier, a mixing console or a commercially available wireless system. For stereo operation, be sure to connect both jacks.

NOTE

Using these sockets and switching off the FR-8x's speakers (see "Speaker Mode" on *p. 106*) allows you to save battery power.

30 PHONES socket

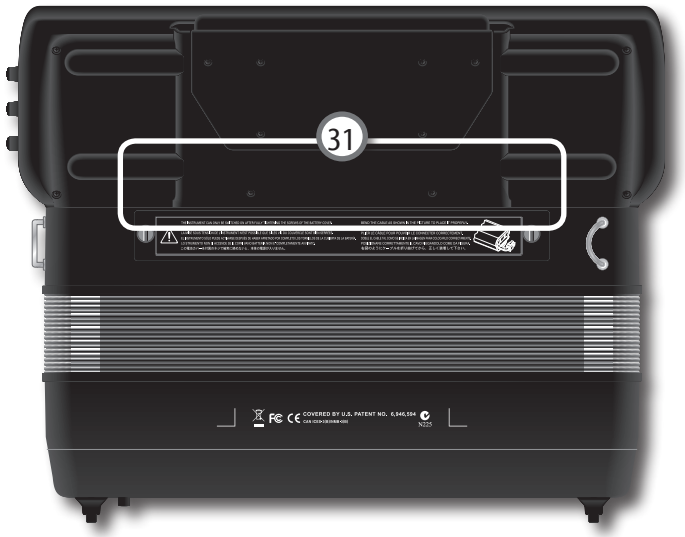
This is where you can connect optional stereo headphones (Roland RH-series).

NOTE

Connecting a pair of headphones mutes the internal speakers.

If you want to use the FR-8x internal speakers also while a pair of headphones is connected, set the parameter *"SPEAKERS" (p. 106)* appropriately.

Battery compartment



31 Battery compartment

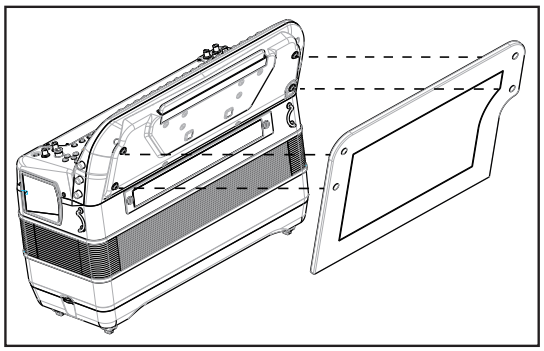
This is where you install the supplied battery pack (see *p. 18*).

Power Supply FR-8x by the Battery Pack

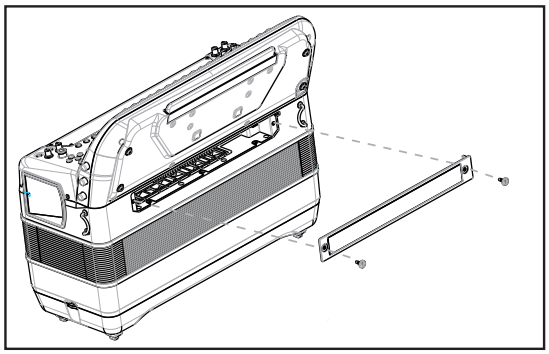
How to Install the Battery Pack

The FR-8x comes with a rechargeable battery pack that needs to be installed when you first unpack the FR-8x.

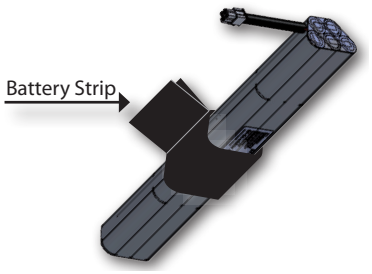
1. **Prepare a coin that fits into the screws of battery pack compartment.**
2. **Remove the back pad located between the right hand manual and the bellows.**



3. **Use the coin to loosen the two screws of the battery pack compartment cover.**

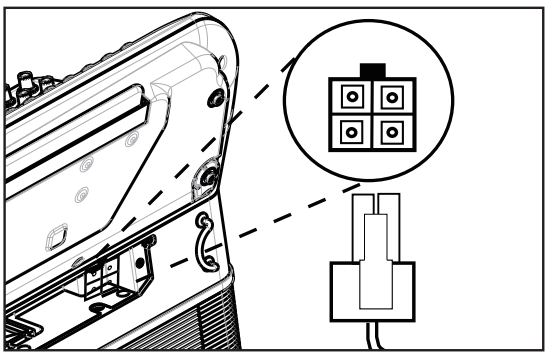


4. **Remove the cover from the FR-8x battery pack compartment.**
5. **In the battery pack compartment you will find the battery strip. Take it and position it around the battery pack as shown:**



This strip comes in handy whenever you need to remove the battery pack.

6. **Connect the battery pack to the FR-8x connector and insert the battery pack into the FR-8x compartment.**



7. **Arrange the strip on the battery pack in such a way that it will not prevent you from installing the battery pack compartment cover.**
8. **Close the FR-8x's battery compartment and use a coin to tighten the screws.**
9. **Reinstall the back pad.**

NOTE

We recommend that you keep the battery pack installed in the unit even though you'll be powering it with the AC adaptor. That way, you'll be able to continue a performance even if the cord of the AC adaptor gets accidently disconnected from the unit.

How to Charge the Battery Pack

The FR-8x comes with one Ni-Mh battery pack that can be recharged when it has gone flat.

General remarks about the battery pack

- Please read "Precautions for the included battery" on *p. 5,6*.
- We recommend occasionally to completely discharge the battery pack (wait until the FR-8x goes off) followed by a full recharge.

Battery duration

- A new or fully charged battery pack should last about 8 hours (The length of time your battery will power the FR-8x depends on how you use it).

Start the charging

- You can start to charge the battery pack regardless of whether the FR-8x is turned on or turned off. While charging you can still play your FR-8x.

Charging Time

- Chargers take from a few minutes to several hours to charge a battery pack. It depends on the battery charge status. A discharged battery can take up to 3.5 hours to fully recharge.

NOTE

To use the battery pack for the first time after purchase it or having not used for a long period of time, be sure to charge them.

Charge the Battery Pack Without Powering On the FR-8x

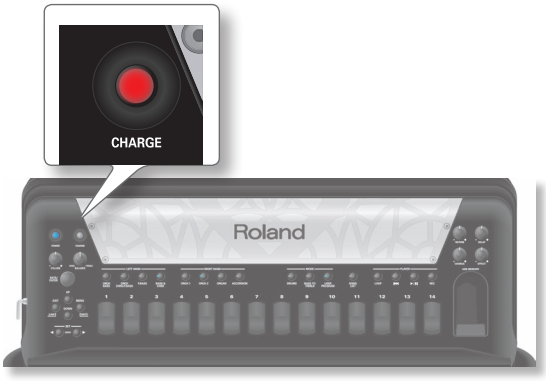
In the following example we will charge the battery without powering on the FR-8x.

NOTE

If you don't need to play FR-8x while charging the battery, we

suggest to charge the battery with the instrument turned off, to reduce the power consumption.

1. **Install the battery pack.**
   See *"How to Install the Battery Pack" (p. 18)*
2. **Connect the FR-8x to the PSB-14U AC adaptor.**
   See*"Connecting the AC Adaptor" (p. 20)*
3. **Press and hold the [CHARGE] button until the button lights red steady.**



4. **When the battery is fully charged the [CHARGE] button lights green.**
   The button will remain lit green for a few minutes, then it turns off .
5. **At the first power on, the FR-8x shows a message to indicate that the battery has been charged.**
   See *"Battery Charging Messages" (p. 19)*.
6. **Push the [DATA/ENTER] knob to indicate that you have read the message.**

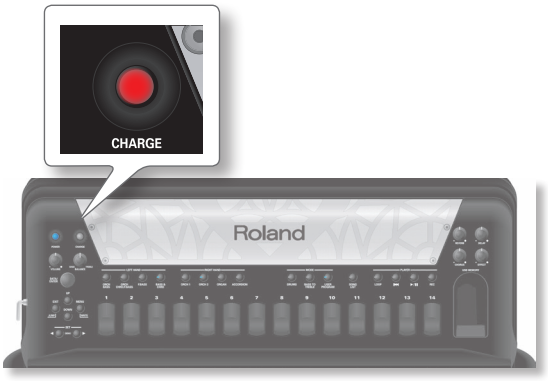
Charge the Battery Pack Powering On the FR-8x

In the following example we will charge the battery powering on the FR-8x.

NOTE

If you don't need to play FR-8x while charging the battery, we suggest to charge the battery with the instrument turned off, to reduce the power consumption.

1. **Install the battery pack.**
   See *"How to Install the Battery Pack" (p. 18)*
2. **Connect the FR-8x to the PSB-14U AC adaptor.**
   See*"Connecting the AC Adaptor" (p. 20)*
3. **Switch on the FR-8x.**
4. **Press and hold the [CHARGE] button until the button lights red steady.**



5. **When the battery is fully charged the [CHARGE] button lights green and a message is shown to indicate that the battery has been charged.**
   See *"Battery Charging Messages" (p. 19)*.
6. **Push the [DATA/ENTER] knob to indicate that you have read the message.**

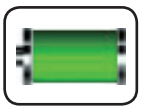
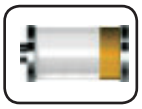
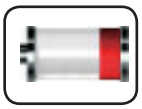
Battery Charging Messages

Pop-up window Message	[CHARGE] button indicator	Explanation
Battery Charging Complete	Steady Green	The battery pack is fully charged.
Temperature lower than 0 degree Celsius	Flashing Yellow	Extremely cold and hot conditions may stop charging battery.
Temperature greater than 40 degree Celsius	Flashing Yellow	
Temperature greater than 60 degree Celsius	Flashing Yellow	
Timeout	Flashing Red	Probably the battery is exhausted. Replace the battery pack (*p. 20*). If the problem persists, request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page
No battery	Flashing Red	Please install the battery pack (*p. 18*).
Hardware Error	Flashing Red	Please check the connection of the battery pack cable. If the problem persists, request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page
Battery charging not complete	Flashing Red	The charging operation was interrupted. This can happen when there is a power interruption or the power cord was unplugged from power outlet.

When the Battery Pack has to be charged

You need to charge the battery pack the first time that you use it and whenever the battery pack is low.

The main page shows information about the power supply of FR-8x.

Power Supply Icon	Explanation
	FR-8x is powered by the PSB-14U AC adaptor.
	FR-8x is powered by the battery pack. The battery icon shows how much power is left (in our example: maximum charge).
	If the charge indicator turns yellow, the remaining battery power is low. A warning message will appear on the screen. Recharge the batteries at your earliest convenience.
	If the charge indicator turns red, it means that you need to charge the batteries right away (or use the supplied AC adaptor). A warning message will appear on the screen.
	The battery pack is being charged.

How to Replace the exhausted Battery Pack with a New One

When to replace the battery pack

The FR-8x's battery pack can be recharged several times before it needs to be replaced with a new one.

Note that it is normal for the battery pack to last increasingly shorter as time goes by. At the end of its life cycle, it may only last one hour, for example. You will arrive at the time when the battery pack is useless and you will need to buy a new one.

Only use BTY/FR battery pack.

Never try to insert any other batteries into the FR-8x than the one it came with FR-8x. Purchased the suitable replacement battery pack from your Roland dealer only.

Exhausted battery pack

The battery pack should be recycled. The battery pack should not be disposed of with household waste but taken to battery collection points for recycling.

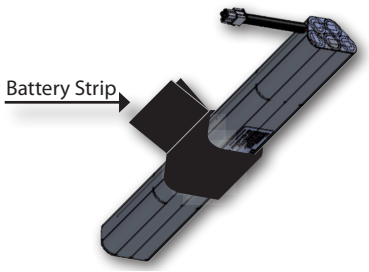
Please refer to regulation as defined in your region.

Warning!

Before removing the battery pack, be sure to power the FR-8x off (the [POWER] button indicator must be dark). See *"Turning the Power Off" (p. 27)*

1. **Switch off the FR-8x.**
2. **Prepare a coin.**
3. **Remove the back pad located between the Right Hand keyboard and the bellows.**
4. **Use the coin to loosen the two screws of the battery compartment cover.**
5. **Remove the cover from the FR-8x battery compartment.**
6. **Pull the battery strip so that the battery pack protrudes a little from the battery case.**
7. **Remove the connector and take the battery pack out of the battery case**

   The battery pack is connected to the FR-8x by means of a cable. You need to disconnect the cable from the battery pack by pressing the clip on the connector before fully removing the battery pack.
8. **Remove the strip from the exhausted battery pack.**
9. **Position the strip around the new battery pack as shown:**



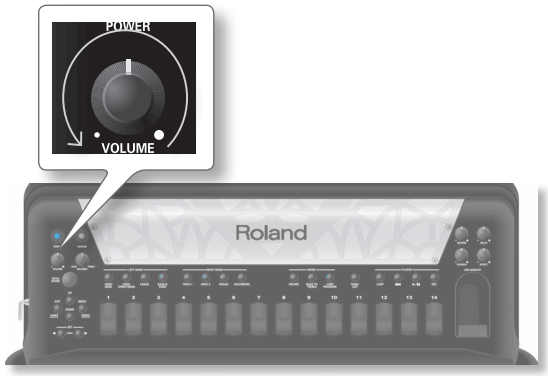
This strip comes in handy whenever you need to remove the battery pack

10. **Connect the new battery pack to the FR-8x connector and insert the battery pack into the FR-8x compartment.**
11. **Arrange the strip on the battery pack in such a way that it will not prevent you from installing the battery pack compartment cover.**
12. **Close the FR-8x battery compartment and use a coin to tighten the screws.**
13. **Reinstall the back pad.**
14. **Charge the new battery pack.**

    See *"How to Charge the Battery Pack" (p. 18)*

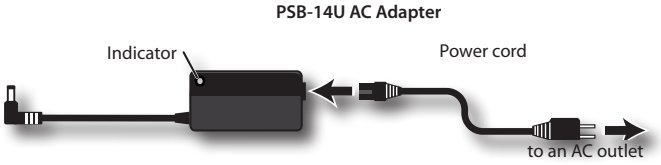
Connecting the AC Adaptor

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



2. **Connect the included power cord to the AC adapter.**

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



Place the AC adapter so that 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.

NOTE

Be sure to use only the AC adaptor supplied with the unit (PSB-14U). Also, make sure the line voltage at the installation matches the input voltage specified on the AC adapter body. Other AC adapters 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 FR-8x for an extended period of time, disconnect the power cord from the electrical outlet.

3. **Connect the AC adaptor to FR-8x'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

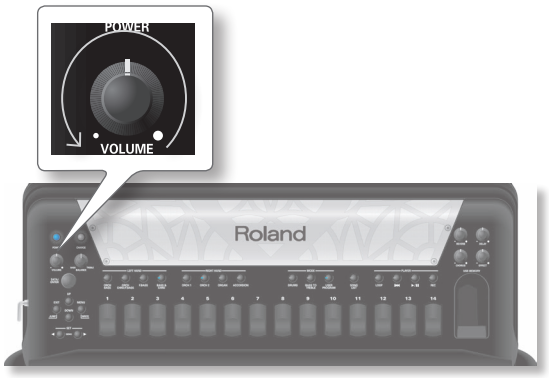
NOTE

To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord. See *"Securing the AC Adapter cable" (p. 25)*.

Connecting the FR-8x to an Amplification System

The FR-8x is equipped with an internal speaker system and thus does not need to be connected to an amplifier at all. There may be times, however when using an external amplification system is more convenient.

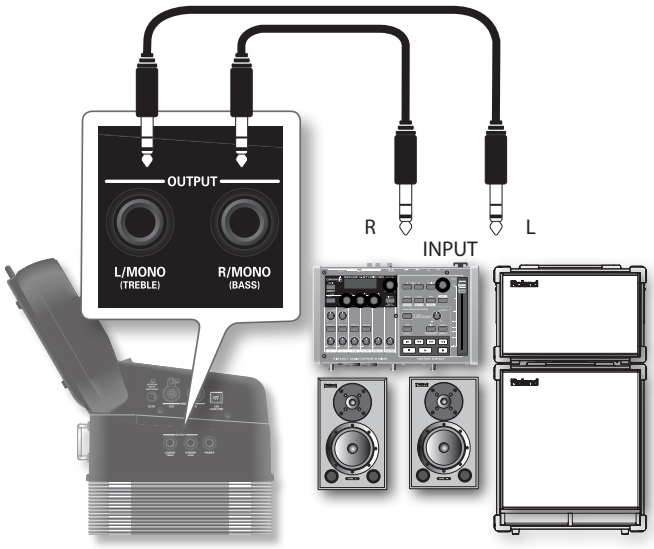
1. **Turn the [VOLUME] knob all the way to the left to minimize the volume.**



2. **Switch off all device to which you are connecting the FR-8x.**

3. **Connect the FR-8x's OUTPUT jacks to the inputs of your external device.**

Please choose unbalanced (mono) cables with 1/4" jacks at one end (for the FR-8x). The connectors at the other end need to match the input sockets of the device to which you are connecting the FR-8x.



NOTE

If you use a commercially available wireless transmitter, the FR-8x's output signals may distort. In that case, change the FR-8x's output level (see *"OUTPUT LEVEL" (p. 106)*.

NOTE

If your amplifier is monaural, you only need to connect the L/MONO socket.

NOTE

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

TIPS

If you are using the supplied rechargeable battery pack and need to connect the FR-8x to a PA system or mixer, we recommend using a commercially available wireless system to avoid using excessively long signal cables.

Connecting Headphones

You can connect the [PHONES] jack to a set of Headphones The internal speakers are automatically shut off when a plug is inserted into this jack.

If you want to use the FR-8x internal speakers also while a pair of headphones is connected, set the parameter *"SPEAKERS" (p. 106)* appropriately.

1. Plug the headphones into the PHONES jack located on the FR-8x's connection panel.

NOTE

Use stereo headphones. Please use only Roland headphones.

Headphones from other manufacturers may be unable to provide sufficient volume.

2. Use the FR-8x'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.

NOTE

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

Connecting a MIDI Device

By connecting an external MIDI device and exchanging performance data, you can control one device from another. For instance, you can output sound from other instruments, switch sounds or receive MIDI data from an external sequencer that cause your FR-8x to play. See *p. 112* for MIDI parameters.

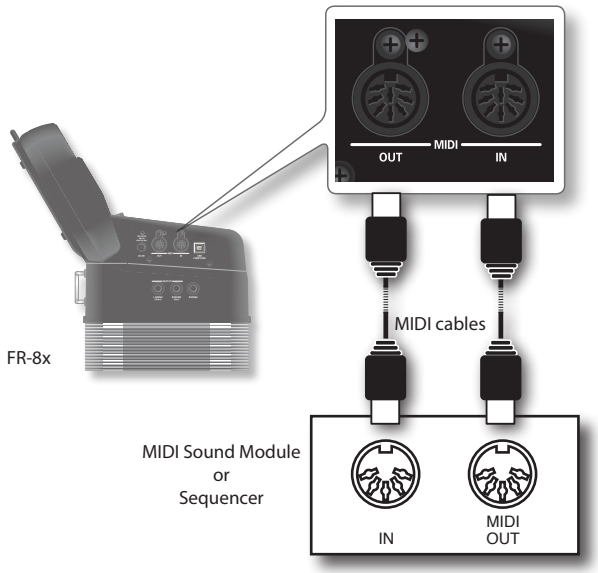
What is MIDI?

MIDI, short for "Musical Instrument Digital Interface," was developed as a universal standard for the exchange of performance data among electronic musical instruments and computers.

The FR-8x is equipped with MIDI connectors to let it exchange performance data with external devices. These connectors can be used to connect the unit to an external device for even greater versatility.

Connection example

If you use a MIDI cable to connect this unit's MIDI OUT connector to the MIDI IN connector of your external MIDI sound module, you'll be able to produce sound on the external MIDI sound module by playing this unit's keyboard. As necessary, set the external MIDI sound module's receive channel to match this unit's MIDI transmit channel.



An important application for the FR-8x's MIDI functions is controlling an backing module (e.g. BK-7m) that supplies the accompaniment. "Backing modules" use short accompaniment patterns that can be selected in realtime and whose key depends on the note information they receive.

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 FR-8x use the following MIDI channels:

Section	Channel
Accordion section	1
Bass/Free Bass section	2
Chord section	3
Orchestra1/Organ section	4
Orchestra Bass section	5
Orchestra Chord section	6
Orchestra Free Bass section	7
Drum section	10
Orchestra2 section	11
Basic Channel (For selection Sets, User Program)	13

NOTE

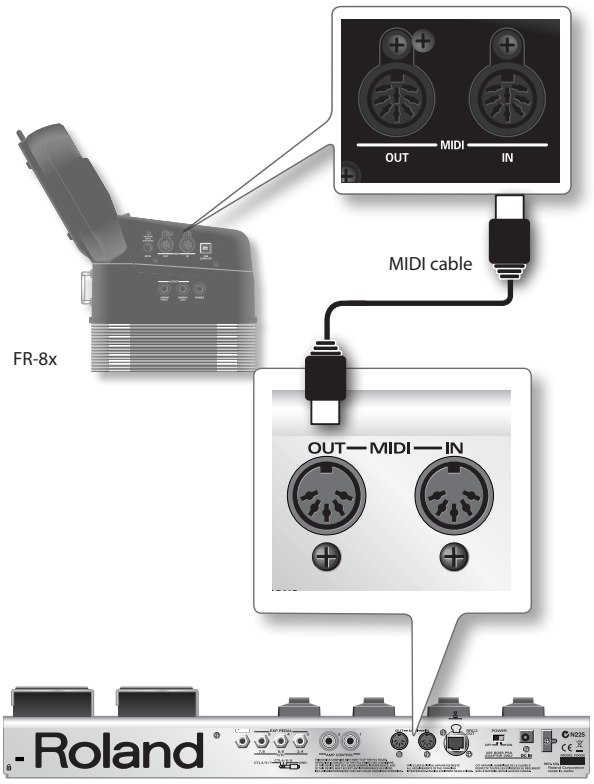
Before making connections with other devices, you must turn down the volume of all devices and turn off the power to avoid

malfunctions or speaker damage.

Connecting FR-8x to FC-300 MIDI Foot Controller

You can connect the FC-300 to expand your performance capabilities by nine industrial-grade footswitches and two programmable expression pedals.

1. Use a MIDI cable (commercially available) to connect the FR-8x to the FC-300.



NOTE

When making connections to FC-300, be sure that all equipment are switched off.

2. Switch on the power of the FR-8x (*p. 27*) and the FC-300 (Refer to the Owner's Manual of FC-300).

Operation on FC-300

3. Press the [MODE] button repeatedly to switch the MIDI foot controller in the "SYS" mode.

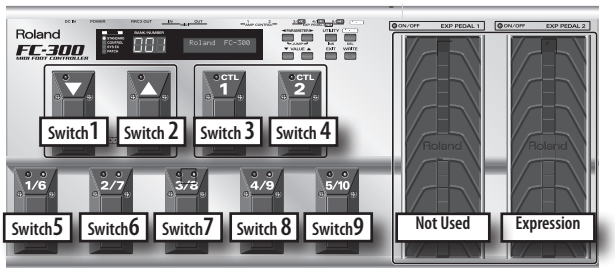
For details see the Owner's Manual of FC-300.

Operations on FR-8x

4. Set the "Type Device" of "MIDI Foot Controller" to "FC-300" and select the desiderate functions that you want assign to these pedals.

See *"14.8 MIDI Foot Controller" (p. 107)*.

You can assign up to 9 pedals:



See *"5.6 Controllers" (p. 81)*, *"8.5 Controllers" (p. 86)*, *"9.7 Controllers" (p. 90)* and *"10.7 Controllers" (p. 93)* to enable the expression pedal control for each Orchestra part.

NOTE

The FR-8x recognize the FC-300 "EXP PEDAL 2" only.

Connecting the FR-8x to Your Computer

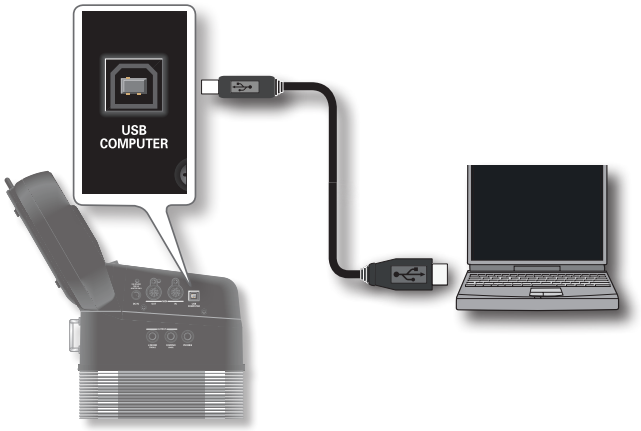
If you use a USB cable (commercially available) to connect the COMPUTER port located on the FR-8x's connection panel to the USB port of your computer, you'll be able to do the following things:

- Use the FR-8x as a sound module.
- By transferring MIDI data between the FR-8x and your sequencer software, you'll be able to enjoy a wide range of possibilities for music production and editing.

NOTE

The FR-8x not supported the GM/GS standard

1. Use a standard USB cable (A→B-type connectors, commercially available) to connect the FR-8x to your computer as shown below.



If the computer doesn't 'see' the FR-8x

Normally, you don't need to install a driver in order to connect the FR-8x 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" (p. 107)*.

NOTE

- 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 FR-8x cannot be transmitted or received.
- Switch on the power to the FR-8x before you start up the MIDI application on your computer. Never turn the FR-8x's power on/off while your MIDI application is running.

Straps

Attaching the Straps

1. **Unpack the straps.**

The FR-8x comes with two shoulder straps, both are fitted with Velcro strip at their ends. The Velcro strip is illustrated below:

2. **Put the FR-8x on a stable surface as shown in the illustration below.**

3. **Slide the upper end (with the Roland brand) of one strap through the left holder ring (see the illustration).**

4. **Attach the strap upper part to the Velcro layer below it.**

5. **Close the security clip to ensure that the strap cannot come loose.**

6. **Repeat steps (3)~(5) for the other strap.**

The upper strap ends should look as follows:

7. **Slide the lower end of one strap through the right holder ring as shown.**

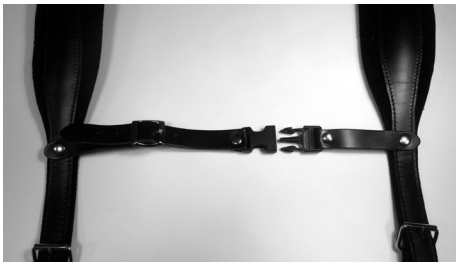
8. **Attach the strap upper part to the Velcro layer below it.**

9. **Close the security clip to ensure that the strap cannot come loose.**

10. **Adjust the length of your shoulder straps using the buckle (see the illustration).**

11. **Repeat steps (7)~(10) for the other lower strap end.**

12. **Fasten the back strap.**



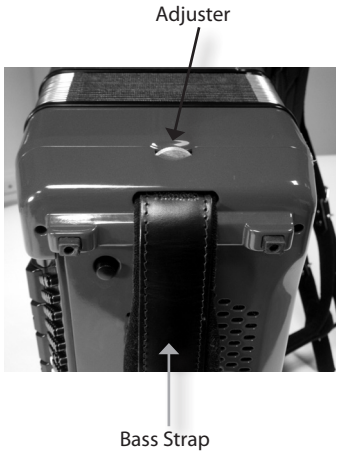
13. **Adjust the back strap length to your own correct ergonomic position using the buckle.**

Adjusting the Bass strap

The FR-8x bass strap, which is used to move the bellows in and out, is made out of leather. Its slack can be adjusted according to your preference by rotating the adjuster (see the illustration).

Turn it to one side to tighten the bass strap, and to the other to

loosen it



NOTE

If you loosen the Bass strap adjuster too much, the Bass strap will come out of the cabinet.

Securing the AC Adapter cable

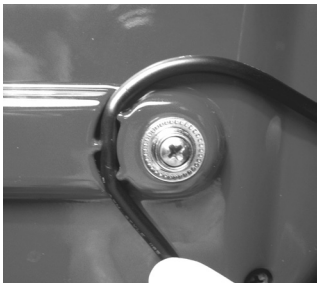
Proceed as follows to ensure that the adapter cable doesn't come loose while you are playing.

1. Unfasten the indicated part of the back pad.

The back pad is attached with several clips. You only need to unfasten the part shown in the illustration below

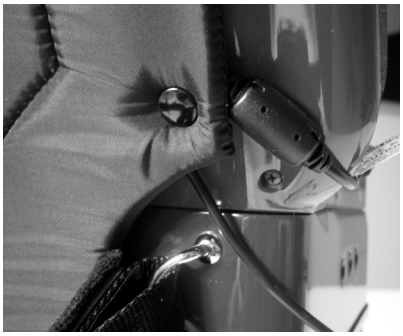
Notice the cable guide next to the right clip that is the closest one to the connection panel.

2. Connect the small plug of the AC adaptor cable to the FR-8x DC IN socket and wind the cable around its guide:



3. Reinstall the back pad, while taking care to secure the adapter cable you have just installed.

When finished, the FR-8x should look as follows:



4. Reverse these steps to remove and disconnect the adapter when you want to stop playing.

About Button Type Keyboard

The FR-8x give you a professional feeling with a different touch thanks to new buttons in synthetic nacre material.

How to Replace a Right Hand Button of your FR-8x Keyboard

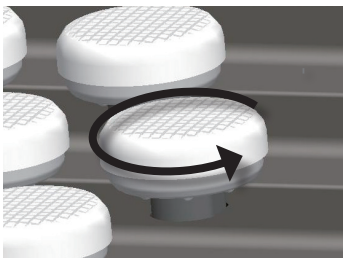
Your FR-8x uses the same treble buttons as an acoustic accordion.

You can replace the FR-8x treble buttons with other buttons commercially available.

Use buttons with the following characteristics:

FR-8x Button with built-in screw	
Button diameter	15 mm
Button thickness	~ 3.5 mm
Screw-Length	~ 9 mm
Screw-Diameter	2 mm

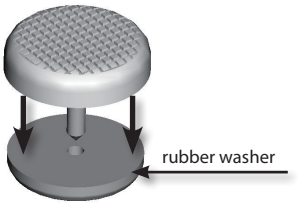
5. Unscrew anti-clockwise the treble button that you want to replace.



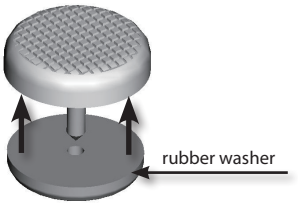
rubber washer

6. Remove from the just extract treble button the rubber washer.

The rubber washer must be used for new treble button.



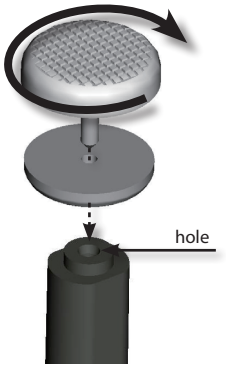
7. Insert the rubber washer in the screw of new treble button.



NOTE

If you use the treble buttons supplied with the FR-8x, you don't need to insert the rubber washer. The supplied treble buttons are already provided with the rubber washers.

8. Place the new treble button perpendicular to the hole and screw clockwise gently for 3-4 turns <u>without pushing it</u>.



WARNING

While you're screwing the treble button, do not push the shaft down.

The shaft can get stuck down.

NOTE

Using a commercially available tool to unscrew or screw the treble buttons can be handy.

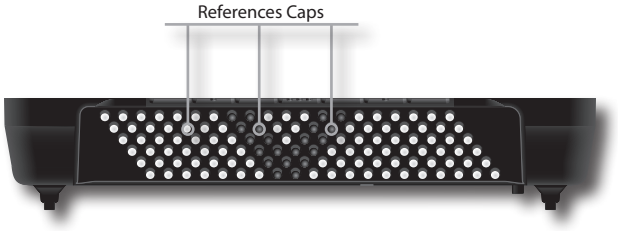
9. Carefully continue to screw tighten the treble button without force it (tighten with a torque 0.3 Nm max).

IMPORTANT NOTE

	Do not replace the rubber washer with another type. If you forgot it, call your nearest Roland Service Center to order it as spare part.
	Take care do not force to tighten the treble button (tighten with a torque 0.3 Nm max). To do it you risk to strip the hole.
	Take in consideration that the number of tightening for a single button is not unlimited. Replace the buttons sparingly.
	If you remove the treble button and the rubber washer from the button keyboard, be sure to replace it; don't leave them lying around where it could accidently be swallowed by small children.

Bass & Chord Button Board

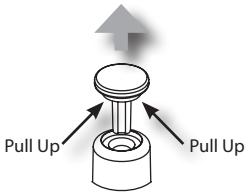
The FR-8x is supplied with several reference caps (concave and with lines) designed to help you locate the bass and chord buttons without looking at them. At the factory, three caps are installed on the buttons shown in black in the illustration below. Feel free to remove them and to slide them over other buttons if that feels more comfortable.



How to Remove and Insert Reference Caps

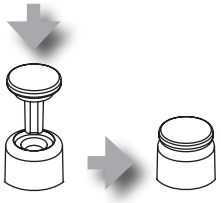
Removing the cap

1. Hold the cap with two fingers and pull it up.



Inserting the cap

1. Insert the cap into the button hole and push it.



IMPORTANT NOTE

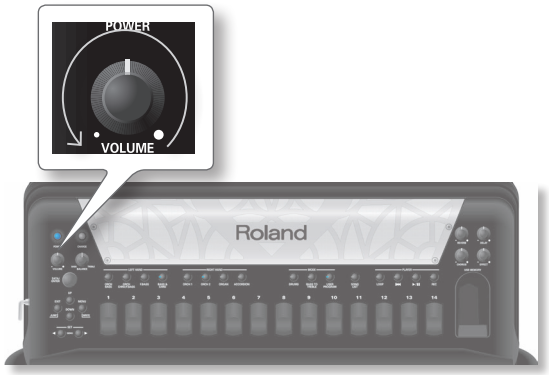
If you remove the caps from the Bass & Chord button board , be sure to replace it; don't leave them lying around where it could accidently be swallowed by small children.

Turning the Power On/Off

Once everything is properly connected (See *"6. Before you Start Playing" (p. 18)*, be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

Turning the Power On

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

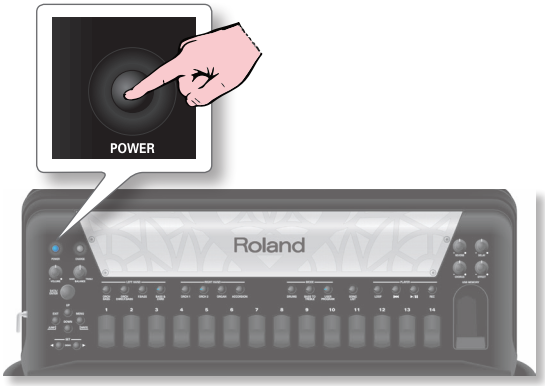


NOTE

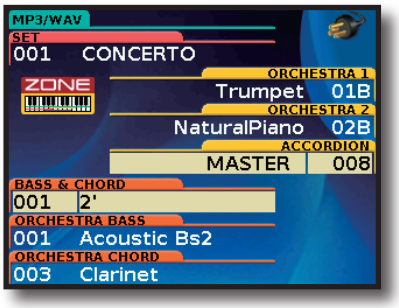
Before turning the FR-8x on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the FR-8x on/off.

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 FR-8x's screen, and then the main page will appear.



After a brief interval, the FR-8x will be ready to produce sound.

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

NOTE

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

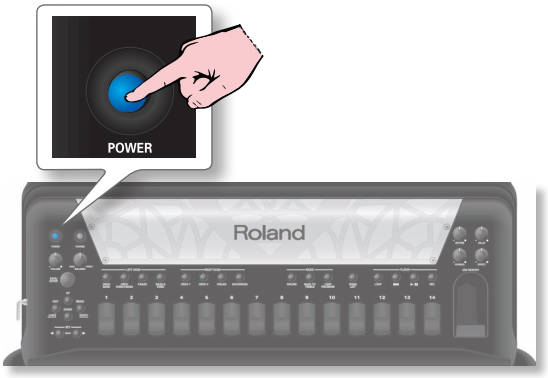
Turning the Power Off

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

NOTE

Never switch off the FR-8x while playback or recording is running or while data are being read from, or written to, an external USB memory.

2. Press the FR-8x's [POWER] switch.



The display will go dark and the power will turn off.

If you don't want the power to turn off automatically, turn the "Auto Off" setting off !

With the factory settings, the unit's power will automatically be switched off 10 minutes after you stop playing or operating the unit.

Shortly before the FR-8x shuts down automatically, the display starts counting down the seconds. If you want to keep using the FR-8x at this stage, press any button. When the FR-8x 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 FR-8x back on.

If you don't want the power to turn off automatically, change the "Auto Off" setting to "Off" as described on *p. 106*.

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" (p. 20)*.

Real-time Adjustments

Adjusting the Sound Volume

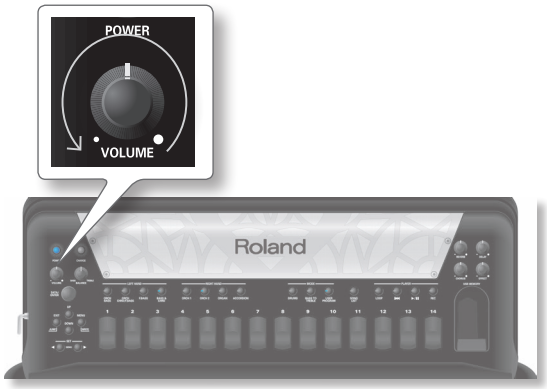
Here's how to adjust the volume of your FR-8x playing or the playback volume of an audio song.

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

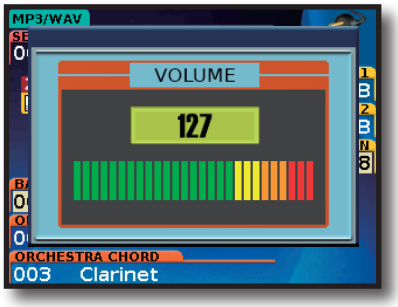
1. Turn the [Volume] knob to adjust the overall volume.

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

Turning the knob toward the right will increase the volume, and turning it toward the left will decrease the volume.

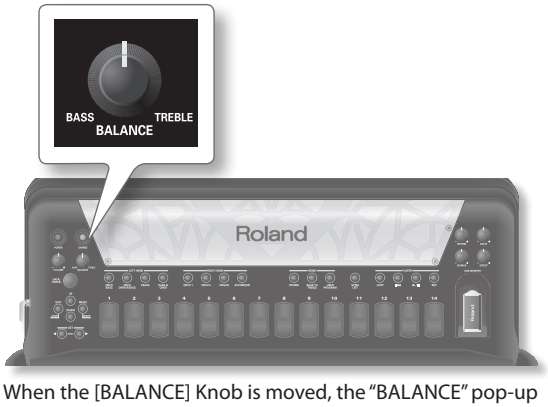


When the [VOLUME] Knob is moved, the "VOLUME" pop-up window appears, showing the current setting:

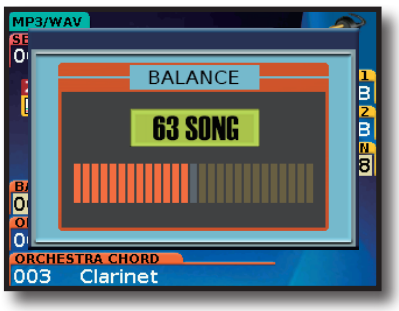


Volume Balance Between the Right Hand and Left Hand Sections

If the left hand section is too loud or too soft with respect to the right hand section you are using, you can change the balance with the [BALANCE] knob.



When the [BALANCE] Knob is moved, the "BALANCE" pop-up window appears, showing the current setting:



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

Adjusting the effects

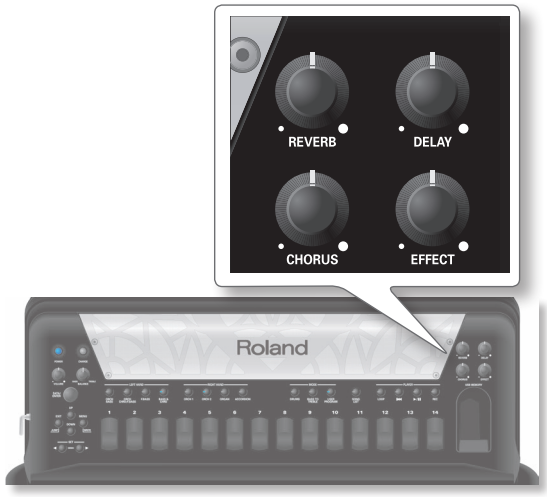
The FR-8x contains three knobs that can be used to set the level of Chorus, Reverb, Delay .

The [EFFECT] knob sets the level of the MFX effects.

1. Turn a knob to adjust the relative effect level.

Adjust the relative effect level while you play the FR-8x.

Turning the knob toward the right will increase the level, and turning it toward the left will decrease the level.



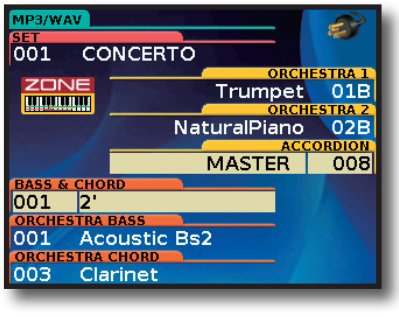
Listening to the demo songs

The FR-8x contains several of demo songs that illustrate its wide variety of sounds and applications.

1. Switch on the FR-8x.

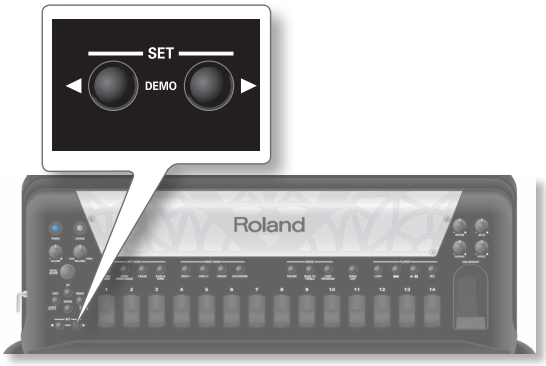
See *"Turning the Power On/Off" (p. 27)*.

The display now looks more or less as follows:



Let us agree to call this page the "main page".

2. Simultaneously press and hold the SET [◀][▶] buttons.



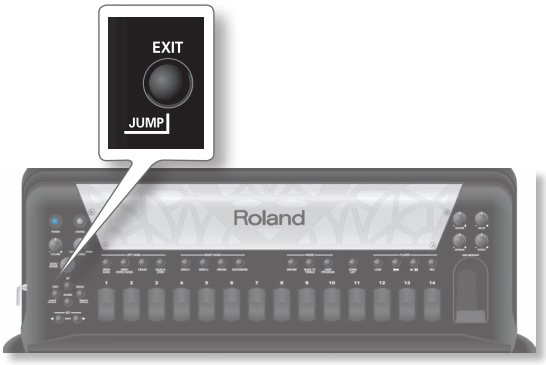
The display jump to the following display page:

Playback starts automatically with the first demo song (there are 19 demo songs in all). See the table on page below.

3. Use the SET [◀][▶] buttons to select another demo song.

4. Use the [VOLUME] knob to change the volume if it is too loud or too soft.

5. Press [EXIT/JUMP] (or again SET [◀] and [▶] simultaneously) to leave demo mode.



NOTE

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NOTE

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

Demo Songs

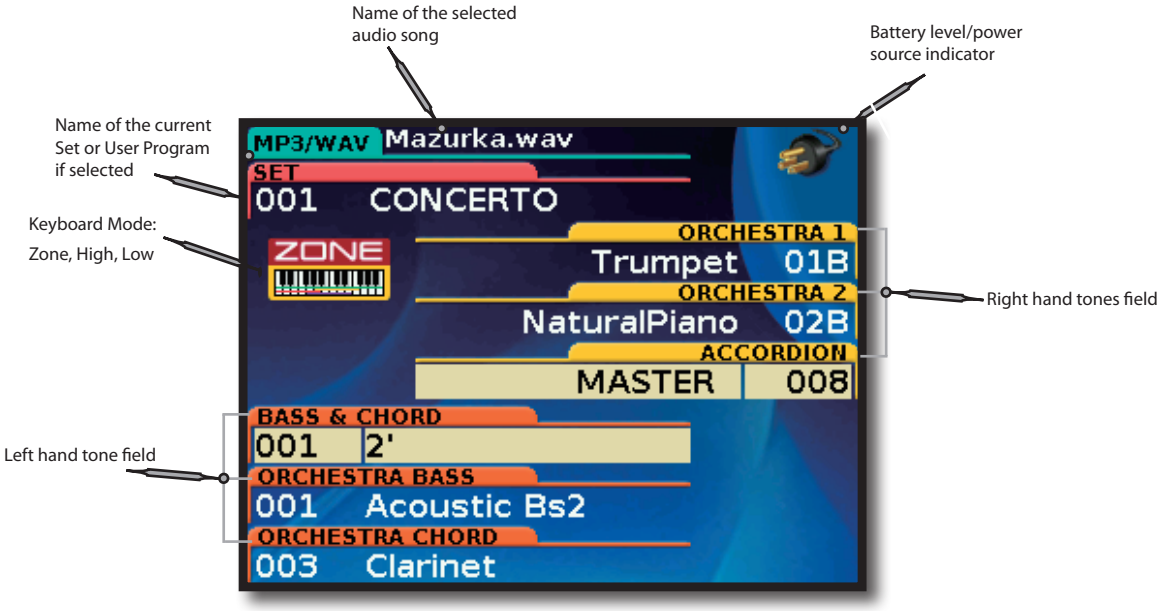
#	Displayed Name	Song Title	Performed By
1	MerryGoRound	My Merry-Go-Round	Ludovic Beier
2	Squirrel	Squirrel	Ludovic Beier
3	Running to U	Running to you	Ludovic Beier
4	Balkan Felix	Balkan Felix	Ludovic Beier
5	Funky Night	Funky Night	Ludovic Beier
6	Mad Mouse	Mad Mouse	Ludovic Beier
7	Nostalgia	Nostalgia	Ludovic Beier
8	Pink Cafè	Pink Cafè	Ludovic Beier
9	My RockWorld	My Rock World	Ludovic Beier
10	Marcus Slap	Marcus Slap	Ludovic Beier
11	Starry Night	Starry Night	Ludovic Beier
12	Scat fantasy	Scat fantasy	Ludovic Beier
13	StepsInSpace	Steps into space	Ludovic Beier
14	BaroqueDance	Baroque Dance	Ludovic Beier
15	CrazyRound	Crazy Roundabout	Ludovic Beier
16	Sonata C Maj	Sonata in C Maj by D. Scarlatti	Sergio Scappini
17	Capriccio 13	Capriccio 13 by N. Paganini	Sergio Scappini
18	Islands	Islands	Ludovic Beier
19	Bop Swing	Bop Swing	Ludovic Beier

7. Basic Operation of the FR-8x

About the Display and Cursor Operation

This section introduces the information that appear on the main page in FR-8x's display and how to navigate the menu.

Main Screen Page

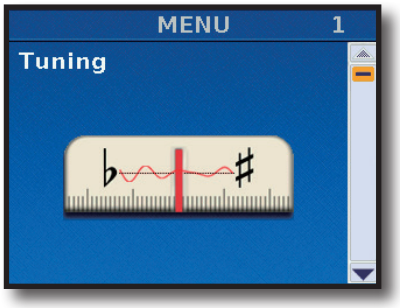


Moving Between Windows and Setting Parameter Values

Using the following buttons you can navigate the menu, select the setting you want to change and change it:

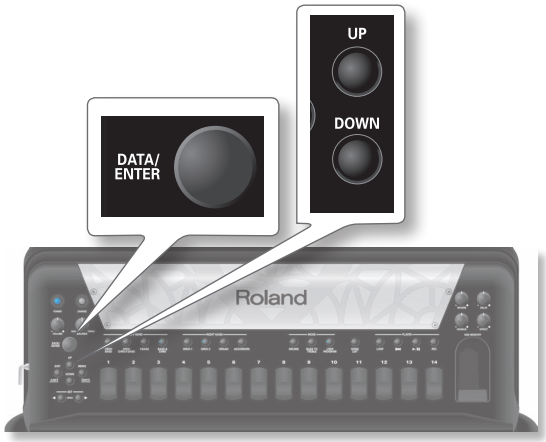
1. Press [MENU] button.

The display changes to:



The first page of menu allows you to select the "1. Tuning" function group.

2. Rotate the [DATA/ENTER] knob or press [UP] and [DOWN] buttons to select the entry of the desired function group.

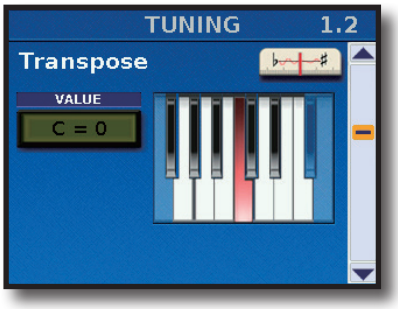


For this example, we will select "1. Tuning" (The first Menu page).

3. Push the [DATA/ENTER] knob to go to the "1. Tuning" function group.

The display changes to:

4. Rotate the [DATA/ENTER] knob or press [UP] and [DOWN] buttons to select the parameter whose value you want to change. For example "1.2 Transpose".



5. **Press the [DATA/ENTER] knob to select the parameter.**

The setting field of the selected parameter lights.

MEMO

In some pages with multiple parameters, press the [DATA/ENTER] repeatedly to select one of them.

6. **Rotate the [DATA/ENTER] knob to change the value.**

7. **Press the [EXIT] button to deselect the field.**

How to type a name in FR-8x

When using FR-8x it will happen you have to enter the name of a User Program, Play List, etc.

In the example above we have the page of User Program writing.

The first character of the field name is already selected (see the character with a white background).

8. **If necessary, select a different character position by rotating the [DATA/ENTER] knob.**

9. **Press the [DATA/ENTER] knob to confirm your selection.**

A character in the keyboard is now shown:

10. **Rotate the [DATA/ENTER] knob to select the desired character in the keyboard, then press the knob to confirm.**

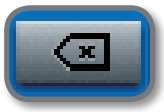
The new character is inserted in the field name and the next position is selected (see the character with a white background).

11. **Now you can repeat the step 10 to enter the remaining characters.**

- or

If you need to select a different character position in the field name, press [EXIT] button and repeat from the step 8.

The keyboard buttons below allow you the following operations:

Keyboard Button	Explanation
	Press this button to switch between upper-case, lower-case characters.
	Press this button to switch to numbers and symbols.
	Press this button to insert a character.
	Press this button to delete the selected character.

12. **Press the [WRITE] button to save your setting.**

Selecting Tones and Playing with the Right Hand

The right hand section can be played using the 41-key keyboard (piano-type model) or 92 buttons (button-type model) on the right-hand side.

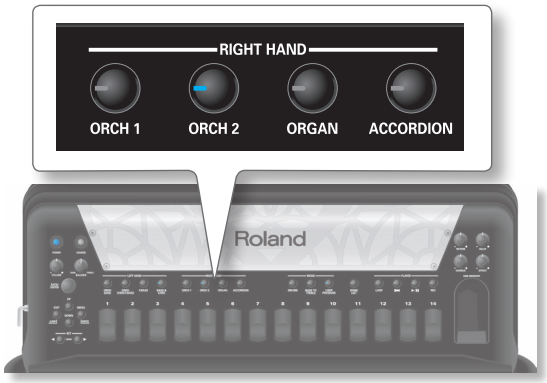
With the right hand you can play accordion, orchestral and organ sounds.

You can play drum sounds too. See *"Playing Drum sounds" (p. 37)*.

Piano-type

Button-type

1. Press a RIGHT HAND [ORCH 1], [ORCH 2], [ORGAN], [ACCORDION] button to select the section that you want to play.



The pressed button lights. The button of the previously selected section turns off. In this standard operation you can select one section at a time only.

2. Play the keyboard.

You'll hear a sound in relation to the section you selected earlier.

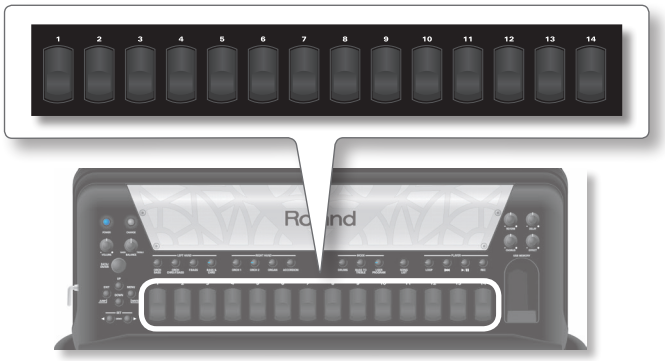
MEMO

The FR-8x only produces sound if you move the bellows.

When you don't move the bellows, you hear nothing at all (as on an acoustic accordion).

When the FR-8x is controlled via MIDI, or when the parameter *"BELLOWS CURVE TYPE" (p. 100)* uses a "Fixed" setting, or when a Piano, E. Piano or Guitar is selected, there is no need to move the bellows.

3. Use the right registers [1]~[14] to select other sounds of the selected section.



On the main page, the selected sound appears in the right hand tones field. See *"Main Screen Page" (p. 30)*.

You can select more than 14 sound even though there are only 14 right registers.

The FR-8x allows you to select among 28 organ and 28 orchestral sounds (even though there are only 14 right registers).

Pressing a register [1] or [2] repeatedly selects one of the two available sounds (a or b).

NOTE

The sounds recalled by right registers [1]~[14] depend on which Set is currently selected. See *"10. Using Sets" (p. 42)*

NOTE

By pressing and holding any right register, you can switch off the right section. (Even in that case, the right section continues to send MIDI commands.).

Press the same or another register to switch it back on.

4. If you think the sound is too loud or too soft, change the setting of the [VOLUME] knob.

5. If you still can't hear the notes, set the [BALANCE] knob to the center position.

About Organ Sounds (VTW)

The FR-8x contains a virtual organ that is based on Roland's Virtual ToneWheel technology.

You can play organ sounds like an organ player by using the Right Hand (TW Upper), Left Hand chord and Bass sections(TW Lower, TW Pedal).

You are free to assign an organ sound and a number of typical organ effects and noises to just one section, to two, or to all three of them. For more details see *"7. Organ Edit parameters (Righ Hand)" (p. 82)*, *"8. Orch Bass Edit parameters" (p. 84)* and *"9. Orch Chord Edit parameters" (p. 87)*.

Playing Multiple Tones with the Keyboard

You can perform with up to three layered tones applied to the entire keyboard .

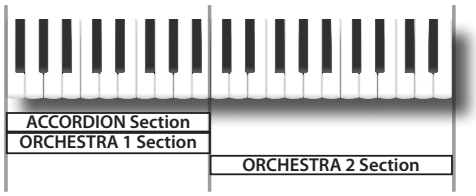
To do this you can select more than one section simultaneously by pressing the desired RIGHT HAND buttons at the same time and by assigning one tone to each of these layers. See *"How to change tones of the selected sections" (p. 33)*.

ACCORDION Section
ORCHESTRA 1 Section
ORCHESTRA 2 Section
ORGAN Section

MEMO

You have the possibility to change the key range of each section.

In this way you can play the Accordion + Orchestra 1 section in the left part of the keyboard and the Orchestra 2 section in the right part. See *"Assigning a Portion of Right Hand Keyboard to Each Section" (p. 38)*.



The following combinations are possible:

What you want to play	Press and hold simultaneously
ACCORDION + ORGAN	• [ACCORDION] and [ORGAN] button
ACCORDION + ORCHESTRA 1	• [ACCORDION] and [ORCH 1] button
ACCORDION + ORCHESTRA 2	• [ACCORDION] and [ORCH 2] button
ACCORDION + ORGAN + ORCHESTRA 2	• [ACCORDION], [ORGAN] and [ORCH 2] button
ACCORDION + ORCHESTRA 1 + ORCHESTRA 2	• [ACCORDION], [ORCH 1] and [ORCH 2] button
ORCHESTRA 1 + ORCHESTRA 2	• [ORCH 1] and [ORCH 2] button
ORCHESTRA 2 + ORGAN	• [ORCH 2] and [ORGAN] button

NOTE

The Organ section and the Orchestra 1 section cannot be used at the same time.

1. Press and hold simultaneously two or three RIGHT HAND buttons to select the section combination that you want to play.

The combination of the RIGHT HAND sections are shown in the table just above.

The buttons of the selected sections light.

NOTE

When you select a combination of sections, the last RIGHT HAND button pressed is active for changing tone.

2. Play the keyboard.

You'll hear a sound in relation to the sections you selected earlier.

The active sections play in relation to the selected Keyboard Mode. At default the Keyboard Mode parameter value is set to "Zone" and all sections play on the whole extension of the keyboard. For more detail about the Keyboard Mode see *"Right Hand Keyboard Mode" (p. 38)* .

3. If you want to play an accordion solo, press the master bar. Push again to restore the previous condition.

How to change tones of the selected sections

You can have more than one active section but only one of them is active for changing the tone.

4. Press and hold the button of one active section where you want to change the tone, as long as it starts flashing.

The display highlights the section selected for changing tone.

In the above example the "ACCORDION" section is active for changing tone.

5. Use the right registers [1]~[14] to select other sounds belonging to the selected section.

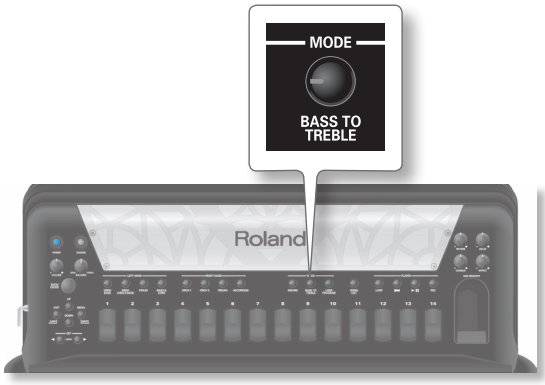
NOTE

The sounds recalled by right registers [1]~[14] depend on which Set is currently selected. See *"10. Using Sets" (p. 42)*

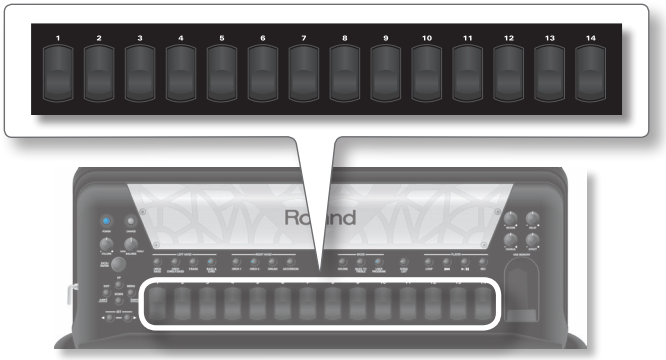
Playing the Bass Section with your Right Hand Like a Bassoon (BASS TO TREBLE)

The FR-8x provides a mode in which it can be used like a bassoon accordion. In this mode, the bass part is played with the right hand. The bass and chord buttons on the left hand are inactive (a real bassoon accordion doesn't have bass/chord buttons and can only be played with one hand).

1. Press the [BASS TO TREBLE] button.



2. Use the right registers [1]~[14] to select the desiderate bass-to-treble sound.



The first seven registers [1]~[7] recall accordion sounds and the other seven register [8]~[14] recall orchestral sounds.

NOTE

Bass-to-Treble mode uses the BASS (accordion sounds) and ORCH BASS (orchestral sounds).

The bass orchestral sounds assignments can be different for each Set.

3. Start playing the bass part with your right hand.

4. Press the [BASS TO TREBLE] button again to leave this mode.

Selecting Tones and Playing with the Left Hand

The left hand section can be played using the bass button board. These 120 buttons are used to play bass notes and chords.

With the left hand you can play accordion, orchestral sounds and organ sounds (You can select the organ sounds by the orchestra tone list).

You can play drum sounds also. See *"Drum Sounds on the Left Hand" (p. 38)*.

MEMO

The FR-8x only produces sound if you move the bellows.

When you don't move the bellows, you hear nothing at all (as on an acoustic accordion).

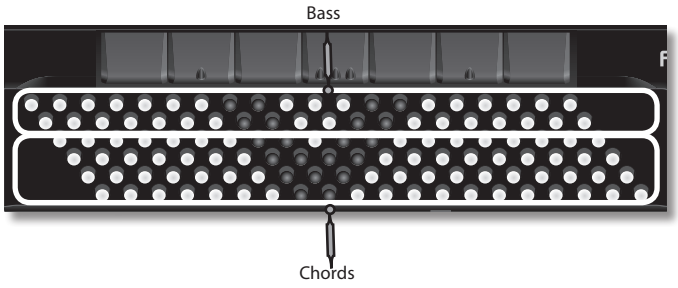
When the FR-8x is controlled via MIDI, or when the parameter *"BELLOWS CURVE TYPE" (p. 100)* uses a "Fixed" setting, or when a Piano, E. Piano or Guitar is selected, there is no need to move the bellows.

Bass and Chord System (BASS & CHRD)

The bass button board in this system allows you to play both bass notes and chords. The "real" bass notes are assigned to the two highlighted rows. The remaining buttons are used to play chords.

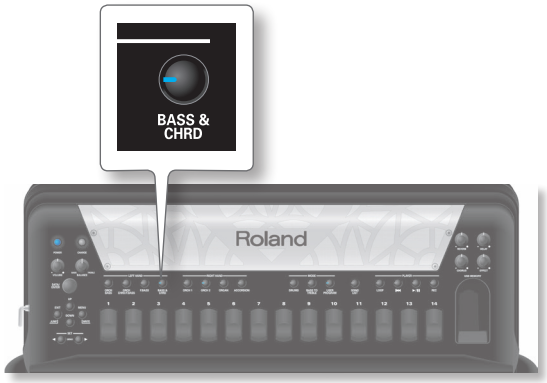
The button board use the "Stradella" bass standard layout.

The FR-8x give you to specify the layout of the Bass and Chord board. See *"BASS & CHORD MODE" (p. 100)*.

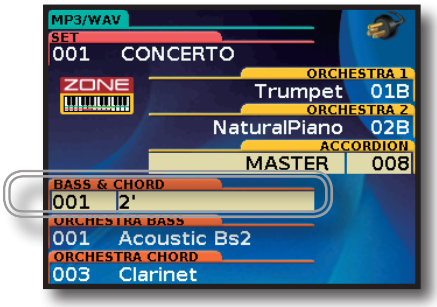


1. Press the LEFT HAND [BASS & CHRD] button.

The [BASS & CHRD] button lights (default condition when FR-8x is turned on).



The display shows the BASS & CHORD mode is active.

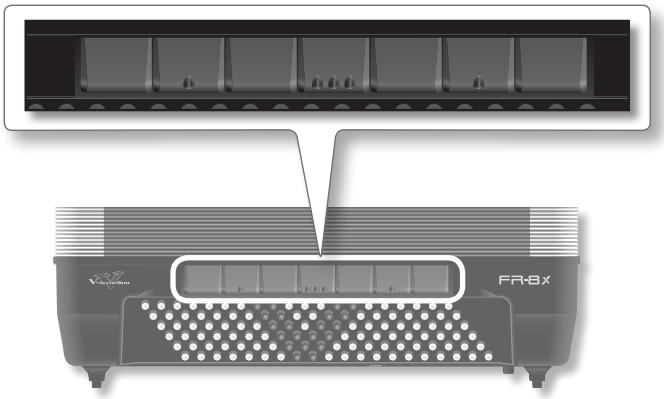


2. Play the bass button board.

You'll hear an accordion sound.

3. Use the left registers to select other accordion sounds.

This choice always applies to both the bass and the chord rows.



The display shows the selected sound in the left hand tones field. See *"Main Screen Page" (p. 30)*.

NOTE

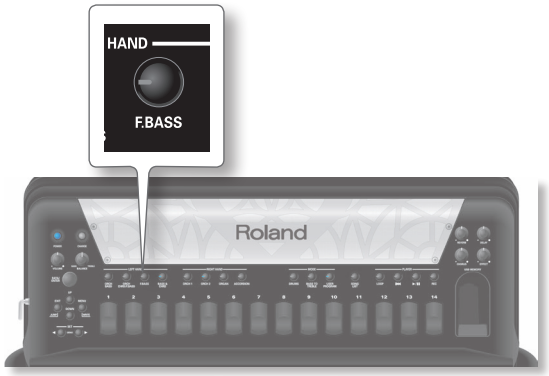
The sounds recalled by left registers depend on which Set is currently selected. See *"10. Using Sets" (p. 42)*

Free Bass System (F.BASS)

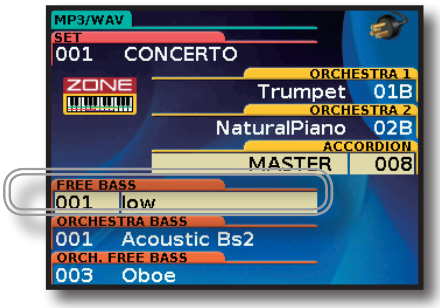
The bass button board in this system allows you to play melodies on the left hand and to form your own chords. In this system all base buttons play single notes in contrast to "Stradella" system (BASS & CHORD) which only allows to play bass notes and preset chords.

1. Press the LEFT HAND [F.BASS] button.

The [F.BASS] button lights.



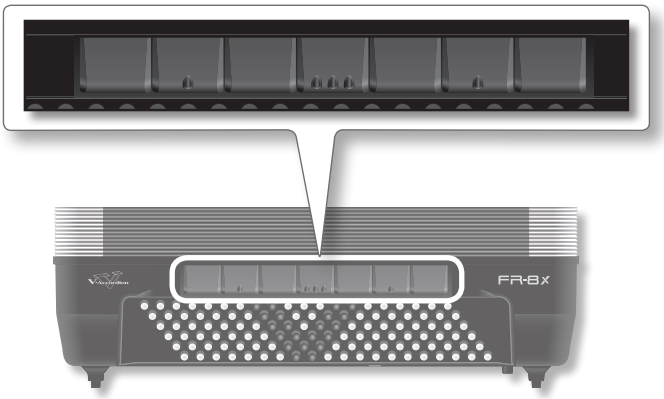
The display shows the free bass mode is active.



2. Play the bass button board.

You'll hear single accordion sounds.

3. Use the left registers to select other accordion sounds.



The display shows the selected sound in the left hand tones field. See *"Main Screen Page" (p. 30)*.

NOTE

The sounds recalled by left registers depend on which Set is currently selected. See *"10. Using Sets" (p. 42)*

4. Press the LEFT HAND [BASS & CHRD] button to exit from Free Bass system.

Playing Orchestral Sounds

Here is how to select an orchestral sound for the left hand.

An orchestral sound can be assigned to only the bass buttons, only the chord buttons, or both (in which case you can select different orchestral sounds for the bass and chord rows).

You can also play accordion and orchestral sounds at the same time.

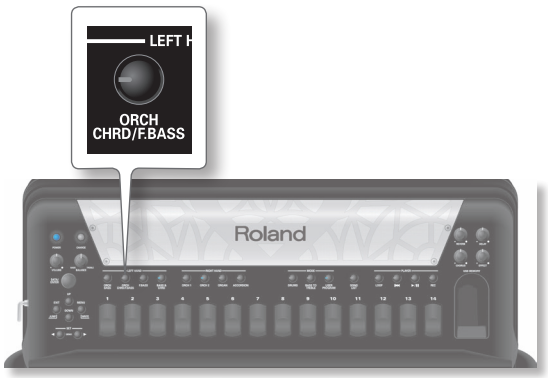
You can obtain different combinations using the buttons in the LEFT HAND section.

Playing Orchestral Sounds Using Bass and Chord System

1. Press the LEFT HAND [BASS & CHRD] button.

The [BASS & CHRD] button lights

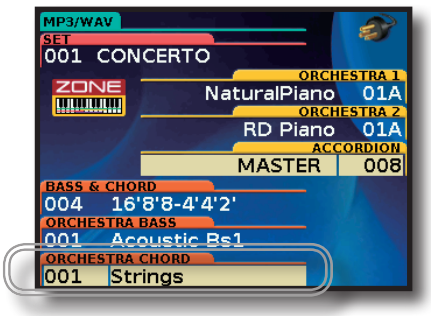
2. Press the LEFT HAND [ORCH CHRD/F.BASS] button to select an orchestral sound in the Chord section.



The [ORCH CHRD/F.BASS] button indicator lights to indicate that the Chord section plays Orchestral Sounds.

The [BASS & CHRD] button indicator flashes to indicate that the Chord section doesn't play Accordion Sounds.

The Orchestra Chord section is active for changing tone. The display highlights the section selected for changing tone.



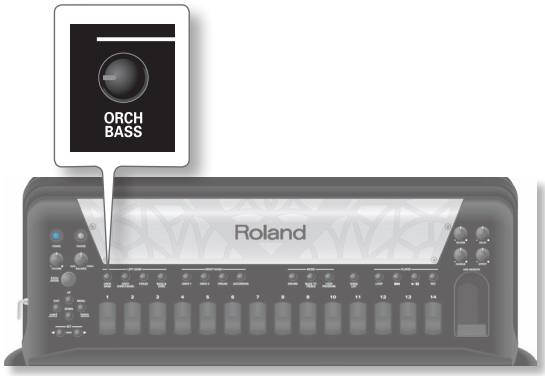
3. Play the bass button board.

You'll hear an Orchestra sound when you press a chord button in the button board and an Accordion sound when you play bass buttons.

4. Use the left registers to select other Orchestral sounds.

This choice is applied to Chord Section.

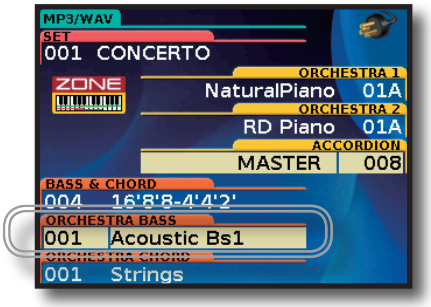
5. Press the LEFT HAND [ORCH BASS] button to select an orchestral sound in the Bass section.



The [ORCH BASS] button indicator lights to indicate that the Bass section plays Orchestral Sounds.

The [BASS & CHRD] button indicator flashes to indicate that the Chord and Bass section doesn't play Accordion Sounds.

The Orchestra Bass section is active for changing tone. The display highlights the section selected for changing tone.



6. Use the left registers to select other Orchestral sounds.

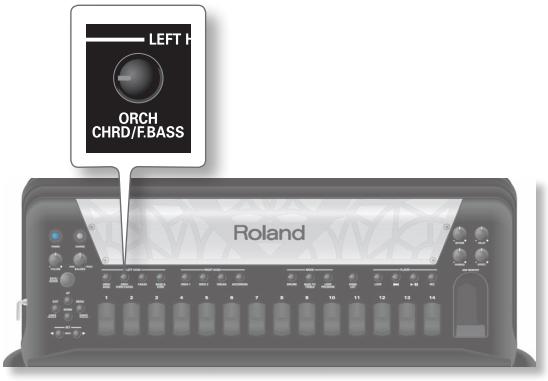
This choice is applied to Bass Section.

Playing Orchestral Sounds Using Free Bass System

1. Press the LEFT HAND [F.BASS] button.

The [F.BASS] button lights.

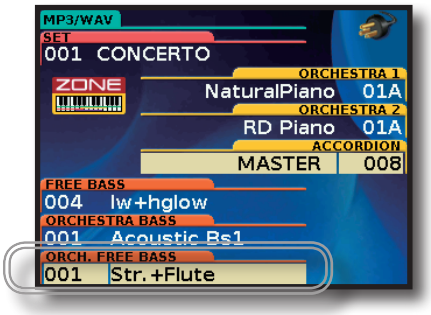
2. Press the LEFT HAND [ORCH CHRD/F.BASS] button to select an orchestral sound in the Chord section.



The [ORCH CHRD/F.BASS] button indicator lights to indicate that the Chord section plays Orchestral Sounds.

The [F.BASS] button indicator flashes to indicate that the Chord section doesn't play Accordion Sounds.

The Orchestra Chord section is active for changing tone. The display highlights the section selected for changing tone.



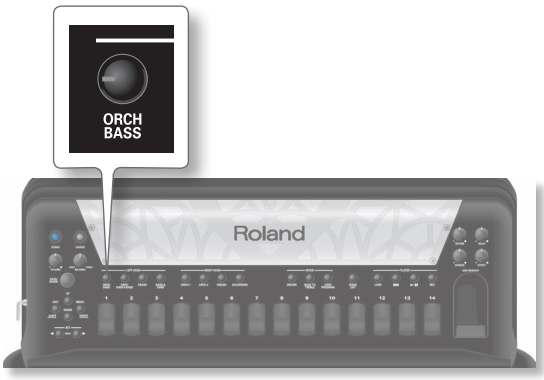
3. Play the bass button board.

You'll hear an Orchestra sound when you press a chord button in the button board and an Accordion sound when you play bass buttons.

4. Use the left registers to select other Orchestral sounds.

This choice is applied to Chord Section.

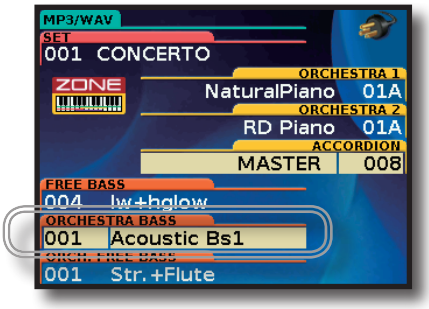
5. Press the LEFT HAND [ORCH BASS] button to select an orchestral sound in the Bass section.



The [ORCH BASS] button indicator lights to indicate that the Bass section plays Orchestral Sounds.

The [BASS & CHRD] button indicator flashes to indicate that the Chord and Bass section doesn't play Accordion Sounds.

The Orchestra Bass section is active for changing tone. The display highlights the section selected for changing tone.



6. **Use the left registers to select other Orchestral sounds.**

This choice is applied to Bass Section.

How to Play different Accordion and Orchestral Sounds Together (Layer)

The FR-8x allows you to play different sounds in the left hand, both of which play whenever you press a key.

If you wish to play more than one sound in layer press the desired LEFT HAND buttons at the same time.

The following combinations are possible:

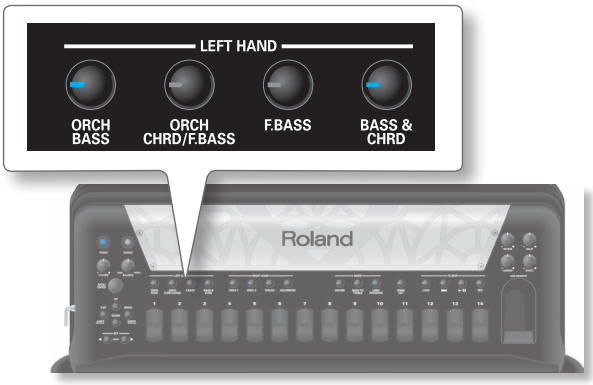
What you want to play in	Press and hold simultaneously
Bass rows: Accordion + Orchestra **Chord rows:** Accordion	• [BASS & CHRD] and [ORCH BASS] button
Bass rows: Accordion **Chord rows:** Accordion + Orchestral	• [BASS & CHRD] and [ORCH CHRD/F.BASS] button
Bass rows: Accordion + Orchestral **Chord rows:** Accordion + Orchestral	• [BASS & CHRD], [ORCH CHRD/F. BASS] and [ORCH BASS] button

MEMO

The same combinations are possible using [F.BASS] instead of [BASS & CHRD].

1. **Press and hold simultaneously two or three LEFT HAND buttons to select the sound combination that you want to play.**

The combination of the LEFT HAND sections are shown in the table just above.



The buttons of the selected sections light steady.

NOTE

When you select a combination of sections, the last LEFT HAND button pressed is active for changing tone.

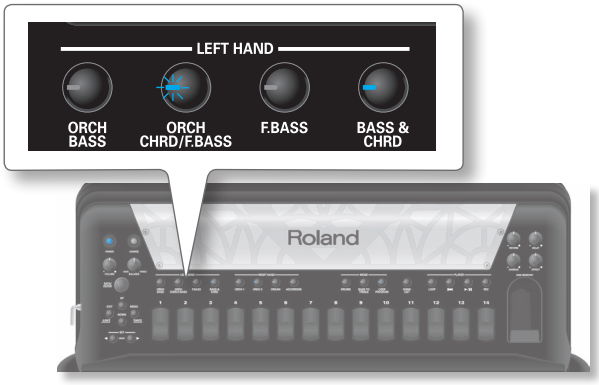
2. **Play the bass button board.**

You'll hear a sound in relation to the sections you selected earlier.

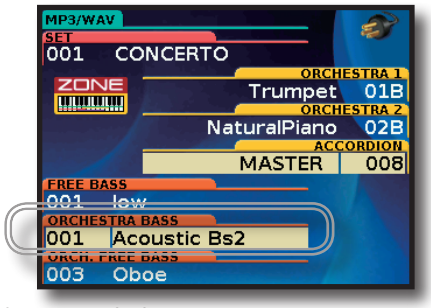
How to change tones of the selected sections

You can have more than one active section but only one of them is active for changing the tone.

3. **Press and hold the button of one active section where you want to change the tone, as long as it starts flashing.**



The display highlights the section selected for changing tone.



In the above example the "ORCH BASS" section is active for changing tone.

4. **Use the left registers to select other sounds belonging to the selected section.**

NOTE

The sounds recalled by left registers depend on which Set is currently selected. See *"10. Using Sets" (p. 42)*

Playing Drum sounds

The FR-8x gives you the possibility to play drum sounds with the Right and Left Hand.

You can assign the Drum section to the Left Hand, Right Hand or both. At default the Drum section is assigned to the left Hand.

For details see *"DRUM ASSIGN" (p. 94)*.

You can set many other parameters such as the type of Drum Set for your performance and link drum instruments to the Left Hand and much more. See *"11. Drum Edit parameters" (p. 94)*.

NOTE

The Drum section is not active in Free Bass, Orchestra Free Bass and in Bass To Treble system.

1. **Press the [DRUMS] button to activate the Drum section.**

2. **Play the Left Hand button board.**

You'll hear Drum sounds.

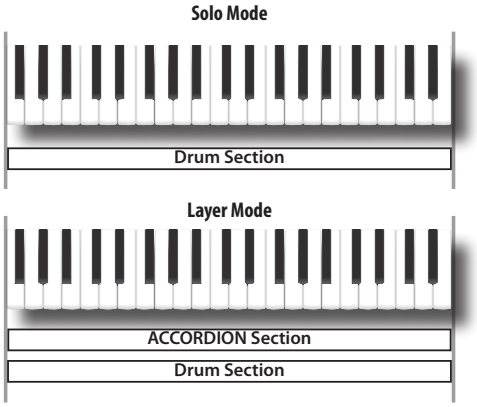
For more details read *"Drum Sounds on the Left Hand" (p. 38)*.

To change the drum instruments see *"11.3 Bass&Chord BASS Link 1" (p. 95)* or/and *"11.6 Bass&Chord CHORD Link 1" (p. 95)*.

3. **To Play Drum sound in the Right Hand keyboard you need to set the "DRUM ASSIGN" to "All or Treble" (** *p. 94***).**

Drum sounds on the Right Hand

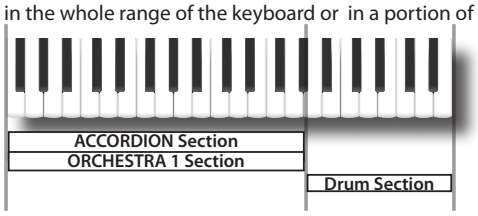
The Drum section can be used to play full-fledged Solo or several sounds simultaneously (which is called a "layer").



In the example above the Accordion section is in layer with the Drum section. You can activate other section to play in layer.

To choose how to play the Drum Section (Solo or Layer) you need to set the "MODE" parameter (*p. 95*).

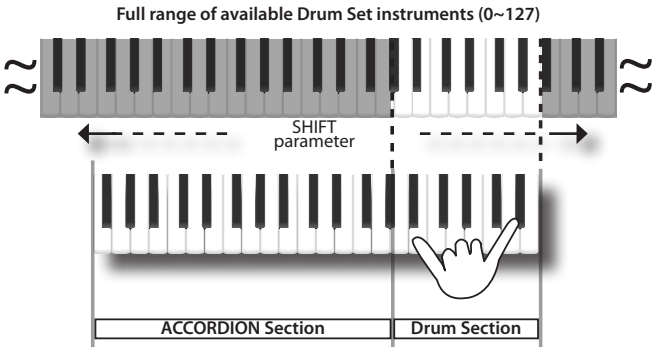
In addition, you can choose whether to play the Drum section in the whole range of the keyboard or in a portion of it.



In the example above the Drum Section is placed in the high range of the keyboard and the Accordion and Orchestra 1 sections are placed in the low range.

You can set the range of the keyboard for each section. See *"Assigning a Portion of Right Hand Keyboard to Each Section" (p. 38)*.

In most cases, you'll need to fit your desired drum instruments in the keyboard portion of Drum section. To do this see *"SHIFT" (p. 95)*.



Drum Sounds on the Left Hand

You can assign up to three drum sounds to the bass buttons and up to three drum sounds to the chord buttons.

If you assign three sounds, all three will be played simultaneously whenever you press a bass or chord button. Note that you can assign a drum sound when you press the button and another drum sound when you release the button. See *"11.3 Bass&Chord BASS Link 1" (p. 95)* or/and *"11.6 Bass&Chord CHORD Link 1" (p. 95)* to assign drum sounds.

Right Hand Keyboard Mode

The FR-8x gives you the possibility to assign a portion of the Right Hand keyboard to each sound section. Moreover you have the possibility to set a keyboard mode (High or Low) that allows you to play two or more different sounds depending on the way you play.

Assigning a Portion of Right Hand Keyboard to Each Section

1. Select the *"12.1 Keyboard Mode" (p. 96)* and use the knob to set the "TYPE" parameter value to "Zone".

See *"Selecting Parameters" (p. 68)*.

At default the "TYPE" value is "Zone".

Now you can choose for each section a range of note.

2. Select the *"12.2 Zone Accordion - Orch1/Organ" (p. 96)* to adjust the range of the sections of "ACCORDION" and/or "ORCH1/ORGAN".

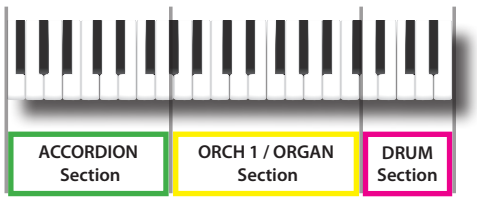
See *"Selecting Parameters" (p. 68)*.

3. Select the *"12.3 Zone Orchestra 2 - Drum" (p. 97)* to adjust the range of the sections of "ORCHESTRA2" and/or "DRUM".

See *"Selecting Parameters" (p. 68)*.

4. Use the [DATA/ENTER] knob to set the range of keyboard for each section.

In the following example we split up the keyboard in three parts: Accordion, Orch1 / Organ and Drum section.



Now depending on the portion where you play notes you will hear different sounds.

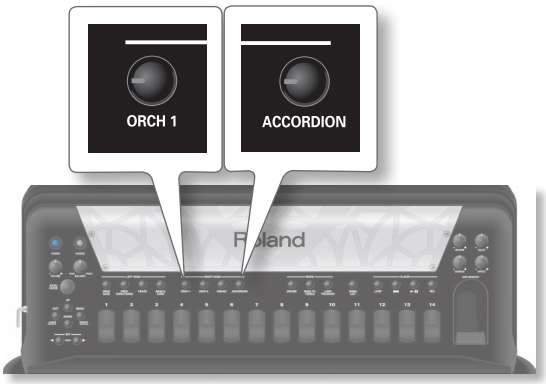
Playing Chords and a Solo Line Using Different Sections (High and Low)

To use these types of keyboard mode you need to select more than one section simultaneously by pressing the desired RIGHT HAND buttons at the same time. See *"Playing Multiple Tones with the Keyboard" (p. 33)*.

1. Select the *"12.1 Keyboard Mode" (p. 96)* and use the [DATA/ENTER] knob to set the "TYPE" parameter value to "High" or "Low".

See *"Selecting Parameters" (p. 68)*.

2. While pressing the RIGHT HAND [ACCORDION] button, press the RIGHT HAND [ORCH1] button.



The [ACCORDION] button indicator lights steadily to indicate that it is the first section that plays when you press a key in the right keyboard. The [ORCH 1] button indicator flashes.

You can also use the following combinations:

Press and hold (1st button pressed)	Indicator	Press (2nd button pressed)	Indicator
ACCORDION	Lights steadily	ORCH1	Flashes
ACCORDION	Lights steadily	ORCH1 + ORCH2 (Layer)	Flash
ORCH1	Lights steadily	ACCORDION	Flashes
ORCH1 + ORCH2 (Layer)	Light steadily	ACCORDION	Flashes

NOTE

If you select any combinations other than the above ones, the Keyboard mode "High" or "Low" has no effect.

MEMO

Keep in mind that the first RIGHT HAND button that you press, is the first section that plays when you press a key in the right keyboard.

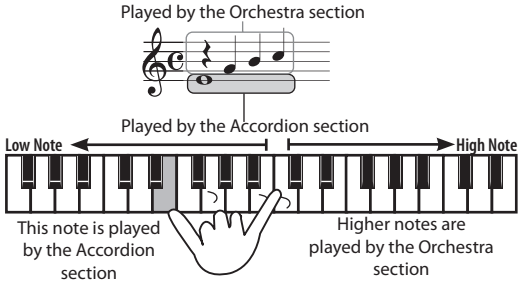
In the following explanation we selected the combination at the step 2.

3. If you select this mode and play just one note, you hear the sound of the Accordion section for all keyboard extension. This because at the step 1 you pressed [ACCORDION] button before the [ORCH1] button.

If you set the Keyboard Mode to"Low"

a. If you keep holding a key while pressing another (higher) key, the highest note is played by the Orchestra 1 section. Lower notes, however, are played by Accordion section.

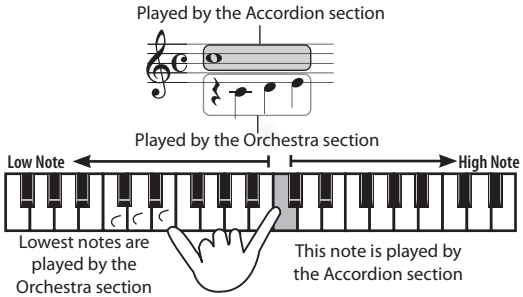
This is perfect for situations where you need to play chords and a solo line using different sounds.



If you set the Keyboard Mode to"High"

This is the opposite of "Low" mode:

a. If you keep holding a key while pressing another (lower) key, the lowest note is played by the Orchestra 1 section. Higher notes, however, are played by Accordion section.



4. If you want to play an accordion solo, press the master bar to deselect the keyboard type "High" or "Low". Push again to restore the previous mode.

9. Other Important Function

This section presents other important functions you may need regularly.

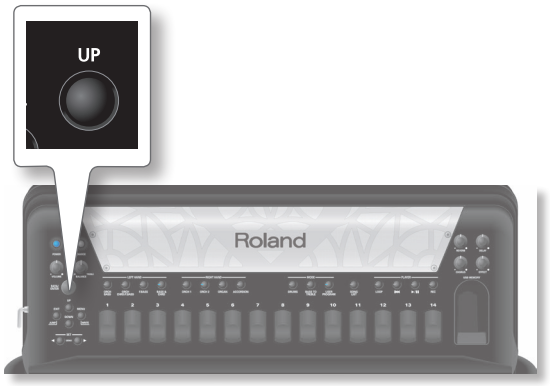
Transposing to a Different Key

You can also change the Transpose setting using [MENU] button→"1.2 Transpose" (*p. 71*).

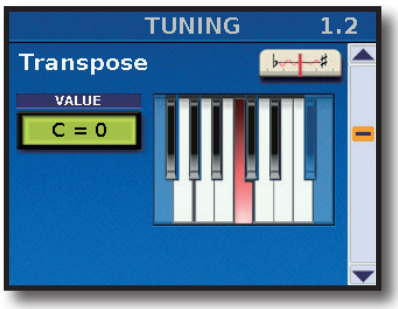
This function allows you to transpose the FR-8x's pitch in semi-tone steps.

The advantage of this system is that you can play a song in E major (for example), while using the fingering of the C major scale (for example). This may come in handy when you are used to playing a given song in one key and suddenly need to play it in a different key.

1. While the main page is displayed, press the [UP] button once.



The display changes to:



2. Rotate the [DATA/ENTER] knob to select the desired key (transposition).

Parameter	Value
Transpose	-6 ~ 0 ~ +5 (semi tone units)

The setting range is –6~+5 semi tones. Select "0" to switch off the transposition.

3. Press [EXIT/JUMP] to return to the main page.

See*"Saving an User Program" (p. 57)* to save your changes.

Musette Detune

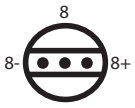
You probably know that an accordion's 8'Treble register may consist of 2 or even 3 reeds that are usually tuned apart to provide a richer sound (accordionists call it the "musette effect"). One reed is tuned slightly above, the other slightly below the correct pitch, and the third (if available) is tuned "properly".

Tuning reeds is a specialist job and usually not performed by accordion players themselves.

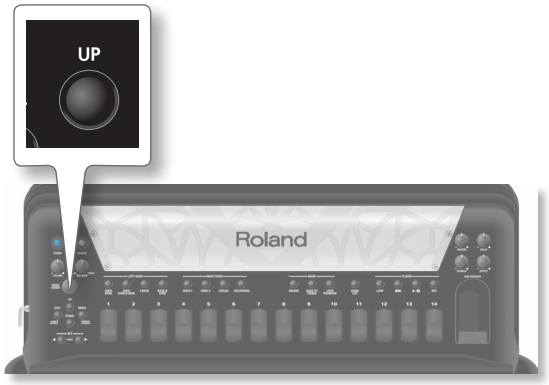
On the FR-8x, however, "tuning" the "reeds" (that do not really exist) is a matter of turning the [DATA/ENTER] knob.

NOTE

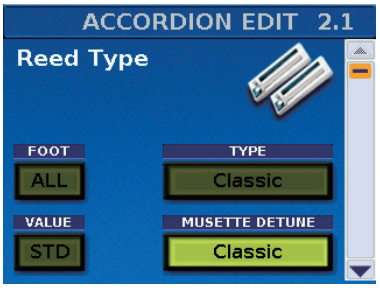
This function is only available for the Accordion section and if an accordion sound that contains at least the following footages is selected:

Footages	
"8", "8-" "8", "8+" "8", "8-", "8+"	

1. While the main page is displayed, press the [UP] button twice.



The display changes to:



2. Rotate the [DATA/ENTER] knob to select the a different tuning for the treble "reeds".

Parameter	Value
MUSETTE DETUNE	Off (no detune), Dry, Classic FFolk American L, American H, North Eu, German L, DFolk L, Italian L, German H, Alpine, Italian H, D-Folk H, French, Scottish.

3. Press [EXIT/JUMP] to return to the main page.

See *"How to Save a Set" (p. 42)* to save your changes.

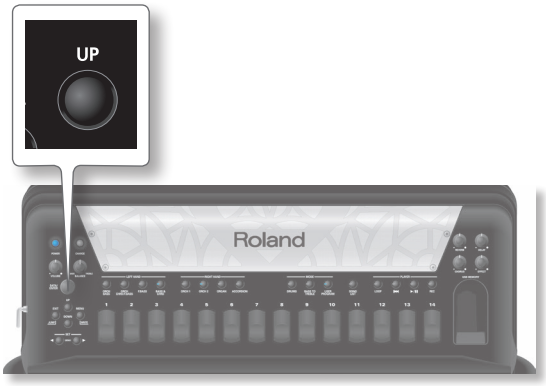
Scale (Tuning)

Almost every music culture has its own accordion variety.

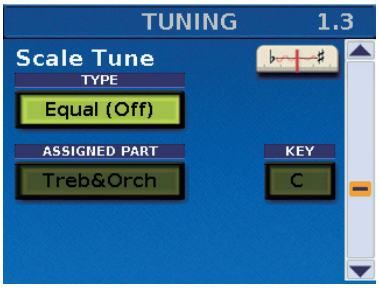
Arabic, Indonesian and other musical cultures do not use the equal temperament that is favored in Europe, the Americas, etc.

The FR-8x features a "Scale" parameter that allows you to select the tuning system that best fits the music you want to play. If the tuning system you need is not among the factory settings, you can program it yourself, save it to a User 1~3 memory and then select it here. See *"1.4 Scale Tune Edit" (p. 71)*.

1. While the main page is displayed, press the [UP] button three times.



The display changes to:



2. Rotate the [DATA/ENTER] knob to select a different tuning system and then push it.

TYPE	Explanation
Equal (Off)	This tuning divides each octave into 12 equal steps (intervals).
User 1~3	These settings refer to the tuning systems programmed by yourself (or someone else). See *"1.4 Scale Tune Edit" (p. 71)* for details.
Arabic 1~2	These two settings refer to Arabic tuning systems. • Select "1" to lower the E and B notes by a quarter tone (–50 cents). • "2" represents a scale where the E and A are tuned down a quarter tone.
Just Major	This is a classical (western) tuning that resolved the ambiguity of fifths and thirds. Quite beautiful sonorities are produced with chords, but the scale is unbalanced, so it is not well-suited for melodies.
Just Minor	This is a just scale for pieces in minor keys.
Pythagorean	This system was invented in ancient Greece. It resolves the ambiguity of fourths and fifths. Though thirds are somewhat imperfect, melodies sound clearer.
Mean-Tone	A temperament that adds some compromises to the just temperament and facilitates transposition.
Werckmeister	A combination of the Mean Tone and Pythagorean temperaments, this tuning allows for playing in any key.
Kirnberger	As a result of improvements made to the Mean Tone and Just temperaments, this tuning system is relatively tolerant towards transposition and can be used to play in all keys.

3. Turn the [DATA/ENTER] knob to select the desired part and push it.

ASSIGNED PART	Explanation
Accordion	The Scale Tune is assigned to the selected part. Select "All" to assign your settings to all parts.
Orchestra 1	
Orchestra 2	
Accordion&Orchestra	
Bass&Chord	
Orch Bass	
Orch Chord	
Orch Free Bass	
ALL	

MEMO

Except for "Equal", you also need to specify the root/fundamental ("C" for major and "A" for minor) according to the key of the song to be played.

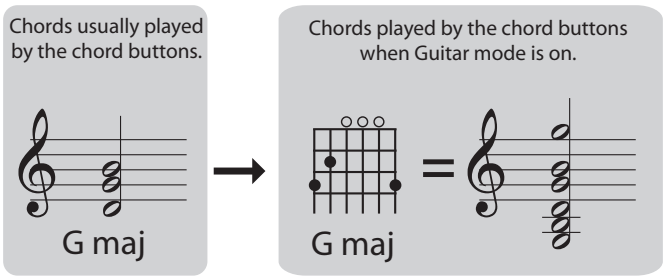
4. Turn the [DATA/ENTER] knob to select the desired root note (C~B).

5. Press [EXIT/JUMP] to return to the main page.

See *"How to Save System Parameters" (p. 117)* to save your changes.

Guitar Mode for the Orchestral Chord Section

The FR-8x Guitar mode allows you to play realistic guitar parts. When you activate this mode, all chord buttons trigger 6-note chords (like on a guitar) rather than the 3-note chords typical of an accordion.



You can activate this setting in the *"9.2 Tone Control" (p. 88)*.

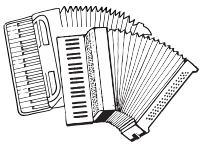
In the "LOWER NOTE" parameter, rather than simply specify the lowest notes the chords can play, you can also choose one of thee guitar chord voicings ("Gtr Table1", "Gtr Table2", "Gtr Table3" tablatures).

10. Using Sets

Your FR-8x is a "virtual" accordion. It recreates the sounds of various accordion instruments and can even generate orchestral sounds (like trumpet, flute, etc.), organ and drum sounds.

There are 100 Set memories and some of them already contain useful settings right out of the box. But you can replace them with your own settings. (And if 100 Sets are not enough, you can archive and load new sets using an optional USB memory) see *"15.7 EXPORT" (p. 110)* and *"15.8 IMPORT" (p. 110)*.

The FR-8x has an extra Set memory called Working Area (W.A). This area is used to load a Set linked to a User Program. See *"14. Working with User Programs" (p. 57)*.



What is a set?

Each set is a type of accordion.

When you change a set you change your accordion into another accordion.

The FR-8x comes with different accordions (sets) already programmed.

Obviously your "Virtual" accordion is capable of playing also orchestral, organ and drum sounds

Design your own accordion.

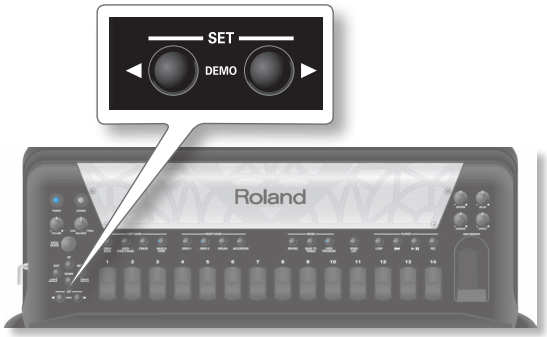
Moreover you can change many parameters designing your favorite accordion and save them into a Set. See *"How to Save a Set" (p. 42)*.

See *"2. Accordion Edit Parameters" (p. 71)* to edit the accordion parameter.

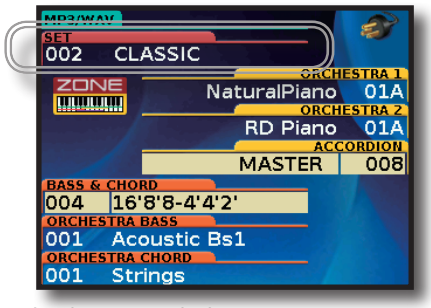
How to Select Sets

Sequential Selection

1. Use the SET [◀][▶] buttons.



The Set is recalled and the display shows:



In the above example the "002 CLASSIC" set was selected.

2. Again press a SET [◀][▶] button to select other sets.

MEMO

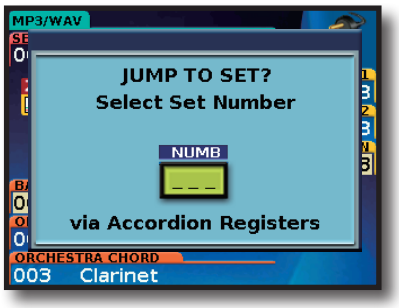
To select Sets you can use the Chin switches or the Function switches opportunely programmed. See *"13.4 Chin function" (p. 98)* and *"14.5 Function Switch" (p. 106)*.

Direct Selection (by number)

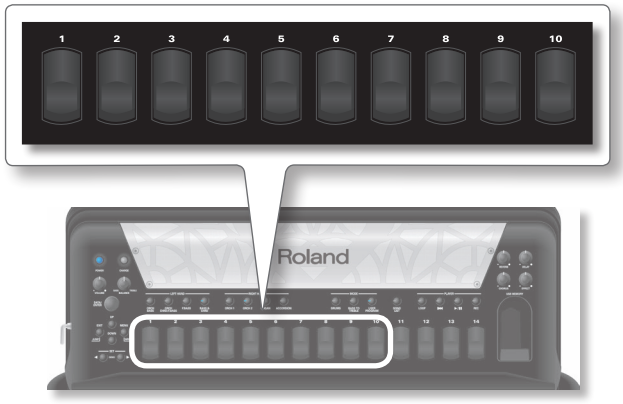
If you already know which Set you want to use, you can also select it directly:

1. While the main page is displayed, press and hold the SET [◀] or [▶] button.

The following pop-up window appears:



2. Use the right hand registers [1]~[10] to enter the number of the desired Set.



The [10] register is used to enter the number "0".

To select Set "1", for instance, you need to press register [10], then register [1]. To select Set "37", first press register [3], then register [7].

NOTE

If you only press one register ([5], for example), the FR-8x automatically selects that Set after ±2 seconds.

How to Save a Set

The FR-8x has a memory that holds the data of all Sets, User Program, Registers, Global settings, etc. You can change whatever you need to change without worrying about saving your changes until you are sure that you want to keep them. Be aware, however, that all unsaved changes are lost when you switch off the FR-8x or when it is turned off by the "AUTO OFF" function *p. 106*.

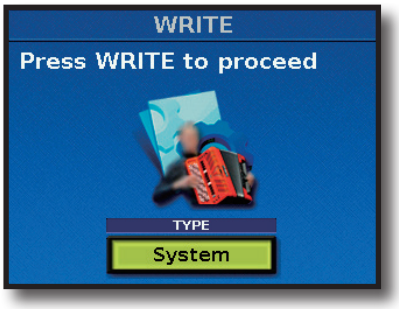
So be sure to save everything you want to keep at regular intervals.

1. Select all settings you would like to use for the new own accordion.

You can, for instance, change a desired tone , reverb, chorus , reed growl and so on. Please see "*"Selecting Parameters" (p. 68)*".

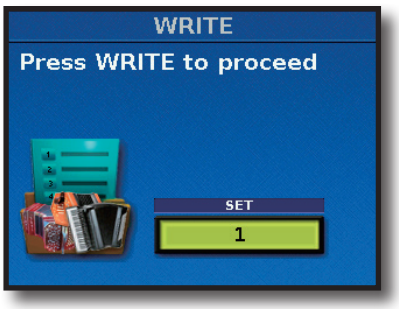
2. Press and hold the [MENU/WRITE] button to jump to the "Write" page.

The display shows the following page.



3. **Use the [DATA/ENTER] to select "Set".**

4. **Press [WRITE] to proceed.**

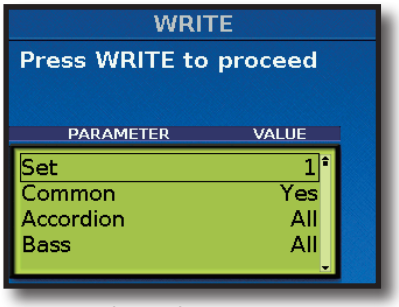


5. **Rotate the [DATA/ENTER] knob to select the Set.**

Value	Explanation
All, 1~100	Allows you to save Sets (either a specific one or all). • **All**: Save all Set • **1~100**: Save the selected Set

6. **Press [WRITE] to proceed.**

The display shows:



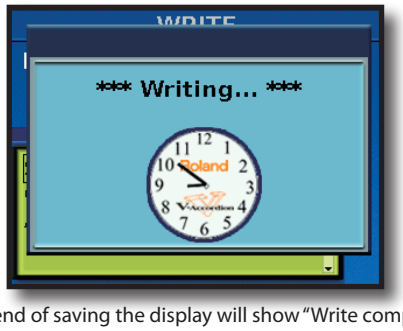
In this page you can choose the parameters you want to save.

7. **Use the [DATA/ENTER] knob to edit the desired parameter.**

Parameter	Value	Explanation
Set	All, 1~100	Allows you to save Sets (either a specific one or all). • **"All"**: Save all Sets. • **"1~100"**: Save the selected Set.
Common	No, Yes	Select "Yes" to save the Common Group parameters (*p. 97*). Default: "Yes".
Accordion	No, All, 1~14	Allows you to save the Accordion registers. • **"No"**: The Accordion registers are not saved. • **"All"**: Save all registers (1-14). (Default). • "1~14": Save the selected register.
Bass	No, All, 1~7	Allows you to save the Bass registers. • **"No"**: The Bass registers are not saved. • **"All"**: Save all registers (1-7). (Default). • **"1~7"**: Save the selected register.
Free Bass	No, All, 1~7	Allows you to save the Free Bass registers. • **"No"**: The Free Bass registers are not saved. • **"All"**: Save all registers (1-7). (Default). • **1~7**: Save the selected register.
Orch 1/Organ	No, All, 1A~14B	Allows you to save the Orchestra 1/Organ registers. • **"No"**: The Orchestra 1/Organ registers are not saved. • **"All"**: Save all registers (1A-14A,1B-14B). (Default). • **"1A~14B"**: Save the selected register.
Orchestra 2	No, All, 1A~14B	Allows you to save the Orchestra 2 registers. • **"No"**: The Orchestra 2 registers are not saved. • **"All"**: Save all registers (1A-14A,1B-14B). (Default). • **"1A~14B"**: Save the selected register.
Orch. Bass	No, All, 1~7	Allows you to save the Orch. Bass registers. • **"No"**: The Orch. Bass registers are not saved. • **"All"**: Save all registers (1-7). (Default). • **"1~7"**: Save the selected register.
Orch. Chord	No, All, 1~7	Allows you to save the Orch. Chord registers. • **"No"**: The Orch. Chord registers are not saved. • **"All"**: Save all registers (1-7). (Default). • **"1~7"**: Save the selected register.
Orch. Fbass	No, All, 1~7	Allows you to save the Orch. FBass registers. • **"No"**: The Orch. FBass registers are not saved. • **"All"**: Save all registers (1-7). (Default). • **"1~7"**: Save the selected register.

8. **Press [WRITE] to save.**

The following pop-up window appears:



At the end of saving the display will show "Write complete!"

Export and Import Sets to/from the Optional USB memory

The FR-8x allows you to Export or Import Sets to/from a USB memory.

These functions can be useful either to back-up your Sets or to share your Set with other musicians.

Export Sets to the Optional USB memory

1. Insert the optional USB memory into the FR-8x USB port.

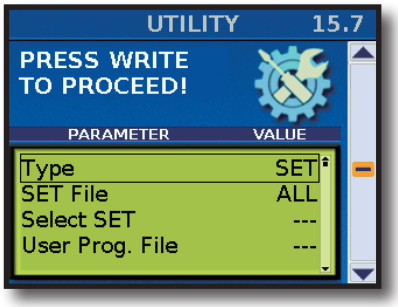
2. Press the [MENU] button and use the [DATA/ENTER] knob to select the following page:

For more information about how to navigate see *"Selecting Parameters Via the Menu" (p. 68).*

3. Rotate the [DATA/ENTER] knob to select the "Type" field and push it.

4. Rotate the [DATA/ENTER] knob to select "SET" field and push it.

5. The display changes as follows:



6. Use the [DATA/ENTER] knob to select "SET File" field

Now you can choose one of the following options:

Value	Explanation
ALL	Select "ALL" to export All Sets.
Single	Select "Single" to export the single Set.

If you selected "ALL"

a. Press the [MENU/WRITE] button.

The display shows the root folder of the USB memory.

To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

b. Continue to the step 7

If you selected "Single"

a. Use the [DATA/ENTER] knob to select "Select SET" field to set the number of Set that you want to export.

b. Press the [MENU/WRITE] button

The display shows the root folder of the USB memory.

To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

c. Continue to the step 7

7. Press the [MENU/WRITE] button

The display shows the following page like this:

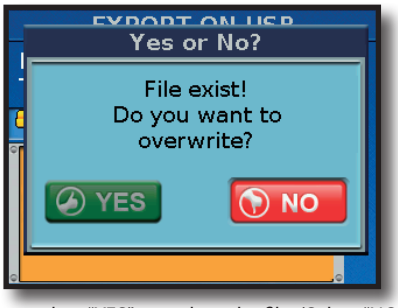
8. Use the [DATA/ENTER] knob to enter the desired name.

See *"How to type a name in FR-8x" (p. 31)***.**

9. Press the [WRITE] button to perform the operation.

A confirmation message is shown to indicate that exported function has finished.

If a file of the same name already exists, you are asked whether you want to overwrite it.



In that case, select "YES" to replace the file. (Select "NO" to return to the "SAVE" page.)

Then, push the [DATA/ENTER] knob.

A confirmation message is shown to indicate that exported function has finished.

Import Sets to the Optional USB memory

1. Insert the optional USB memory that should contain the data to be imported into the FR-8x USB port.

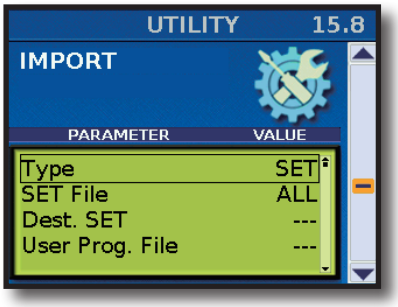
2. Press the [MENU] button and use the [DATA/ENTER] knob to select the following page:

For more information about how to navigate see *"Selecting Parameters Via the Menu" (p. 68).*

3. Rotate the [DATA/ENTER] knob to select the "Type" field and push it.

4. Rotate the [DATA/ENTER] knob to select "SET" field and push it.

5. The display changes as follows:



6. Use the [DATA/ENTER] knob to select "SET File" field.

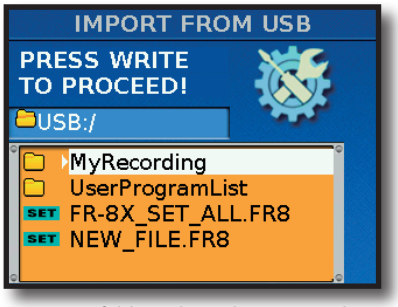
Now you can choose one of the following options:

Value	Explanation
ALL	Select "ALL" to import All Sets. **NOTE** Selecting this function all Sets in the FR-8x internal memory will be replaced.
Single	Select "Single" to import the single Set.

If you selected "ALL"

a. Press the [MENU/WRITE] button

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

b. Rotate the [DATA/ENTER] knob to select a file with "FR8" extension.

c. Press the [MENU/WRITE] button to proceed.

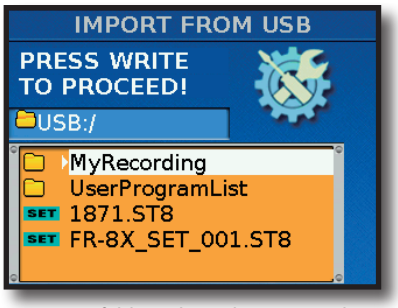
The display shows the importing is in progress. A confirmation message is shown to indicate that the import function has finished.

If you selected "Single"

a. Use the [DATA/ENTER] knob to select "Dest. SET" to set the number of Set that you want to import.

b. Press the [MENU/WRITE] button.

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

c. Rotate the [DATA/ENTER] knob to select a file with "ST8" extension.

d. Press the [MENU/WRITE] button to proceed.

A confirmation message is shown to indicate that import function has finished.

Import FR-7x Sets from the Optional USB memory

The FR-8x gives you the possibility to import FR-7x SETs.

FR-7x SETs that you import are converted in User Program memories. Each single SET of FR-7x is converted in 14 User Program memories.

All SET of FR-7x occupy 1120 FR-8x User Programs memories.

For more information see *"15.8 IMPORT" (p. 110).*

Import All FR-7x Sets from an Optional USB memory

IMPORTANT NOTE

FR-7x SETs that you import are converted in User Program memories.

Be careful when you import SETs do not overwrite User Program memories that you need.

Always check the contents of the User Program memories before deciding to overwrite them.

1. **Insert into the FR-8x USB port an optional USB memory that contains data to import.**

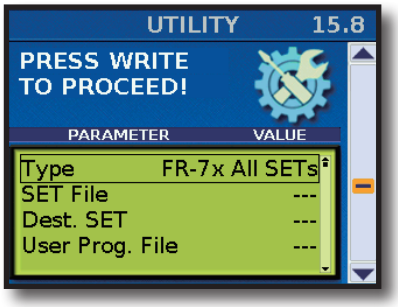
2. **Press the [MENU] button and use the [DATA/ENTER] knob to select the following page:**

For more information about how to navigate see *"Selecting Parameters Via the Menu" (p. 68).*

3. **Rotate the [DATA/ENTER] knob to select the "Type" field and push it.**

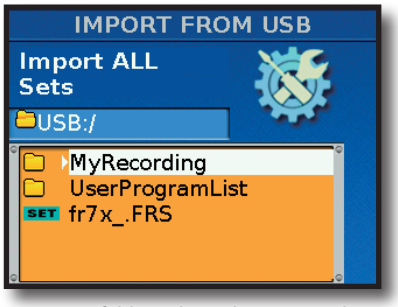
4. **Rotate the [DATA/ENTER] knob to select "FR-7x All SET's" and push it.**

The display changes as follows:



5. **Press the [MENU/WRITE] button.**

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

6. **Rotate the [DATA/ENTER] knob to select a file with "FRS" extension.**

7. **Press the [MENU/WRITE] button to proceed.**

The display shows the operation is in progress. A confirmation message is shown to indicate that the import function has finished.

Import a Single FR-7x Set from an Optional USB memory

IMPORTANT NOTE

FR-7x SET that you import is converted in User Program memories.

Be careful when you import SET do not overwrite User Program memories that you need.

Always check the contents of the User Program memories before deciding to overwrite them.

1. **Insert into the FR-8x USB port an optional USB memory that contains data to import.**

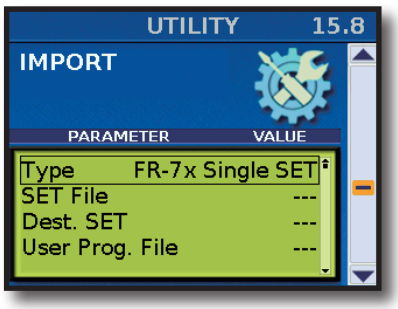
2. **Press the [MENU] button and use the [DATA/ENTER] knob to select the following page:**

For more information about how to navigate see *"Selecting Parameters Via the Menu" (p. 68).*

3. **Rotate the [DATA/ENTER] knob to select the "Type" field and push it.**

4. **Rotate the [DATA/ENTER] knob to select "FR-7x Single SET" and push it.**

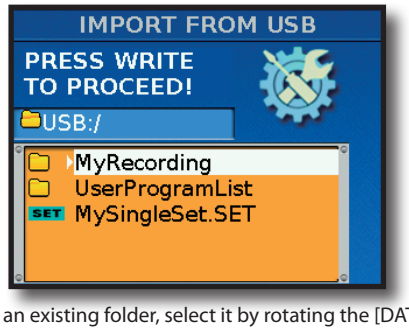
The display changes as follows:



5. **Use the [DATA/ENTER] knob to select "UPG Dest. Bank" to set the number of bank that you want to import.**

6. **Press the [MENU/WRITE] button.**

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

7. Rotate the [DATA/ENTER] knob to select a file with "SET" extension.

8. Press the [MENU/WRITE] button to proceed.

The display shows the opearation is in progress. A confirmation message is shown to indicate that the import function has finished.

Factory Sets

N	Set Name
01	CONCERTO
02	CLASSIC
03	JAZZ
04	"F" JAZZ
05	"I" SCALA
06	BAJAN
07	"I" FOLK
08	"D" FOLK
09	"F" FOLK
10	"SP" FOLK
11	BallROOM
12	BANDNEON
13	ALPINE
14	CAJUN
15	TEX MEX
16	OldPARIS
17	CiaoROME
18	DiatFOLK
19	STUDIO
20	TRDITION
21	BAROQUE
22	ROMANTIC
23	CONCERTN
24	SCOTTISH
25	IRISH
26	CELTIC
27	XLowReed
28	HalfVALV
29	FUTURE
30	MUSETTE
31	BASSOON
32	MASTER
33	V-Set
34	FIN CASS
35	KRAVATTI
36	Balkan
37~100	*- empty -*

11. Using the FR-8x USB Audio Player

This section explains how to playback audio songs stored on an optional USB memory. New song and rhythm files can be copied to the USB memory using your computer as you purchase them.

Getting Ready to Use the FR-8x as a USB Audio Player

1. On your computer, copy the audio songs to an optional USB memory.

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 FR-8x.

NOTE

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

NOTE

Never remove a USB memory while this unit is turned on. Doing so may corrupt the unit's data or the data on the USB memory.

NOTE

The FR-8x supports USB memories with a capacity of up to 2 TB.

File types the FR-8x can read and play back

	Extension	Format
Audio files	.mp3	• MPEG-1 Audio Layer 3 • Sampling frequency: 44.1kHz • Bit rate: 32/40/48/56/64/80/96/112/128/160/192/224/256/320 kbps, VBR (variable bit rate)
	.wav	• 16-bit linear • Sampling frequency: 44.1 kHz • Stereo/mono

Caution when Playing Back Audio Files

Playing back an mp3 file of an audio file places a significant processing burden on the FR-8x, and in some cases may cause it to be unable to completely process all of the performance data from the keyboard.

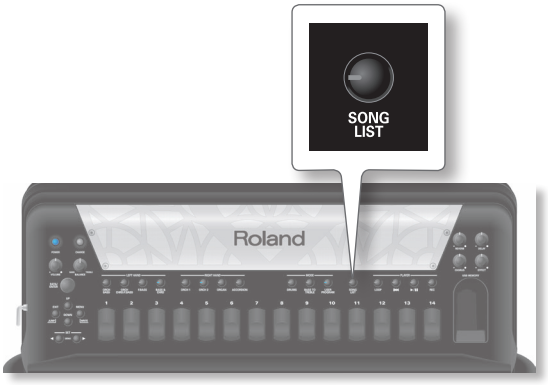
If this occurs, you may be able to solve the problem by taking the following actions.

- Use WAVE format data rather than mp3 format data

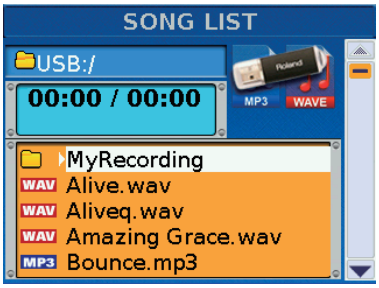
Selecting a Song on a USB Memory

1. Connect an optional USB memory to the FR-8x

2. Press the [SONG LIST] button



The display shows the contents of the USB memory.



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

Icon	Explanation
MP3	Audio mp3 file
WAV	Audio WAVE file
PLS	Play List file
	Folder

3. Rotate the [DATA/ENTER] knob to select the Song you want to play back.

The selected song name is highlighted.

4. Push the [DATA/ENTER] knob to load the file.

If the file you need is located inside a folder, you must first select that folder, the [DATA/ENTER] knob to see its contents and then select the file. If you opened a folder by mistake, press the [EXIT/JUMP] button to return to a higher level.

MEMO

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

Playing Back a Song from a USB Memory

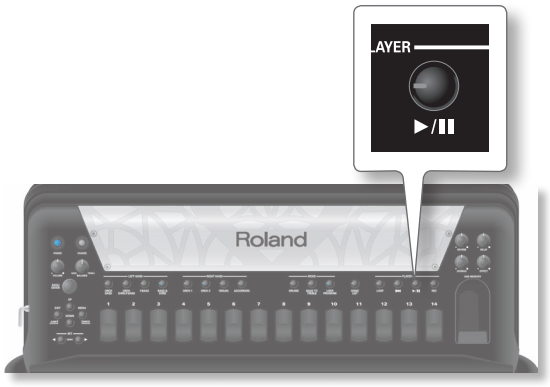
1. Select a song on the USB memory.

See *"Selecting a Song on a USB Memory" (p. 48)*.

NOTE

Make sure that the "LOOP" function is not active ([LOOP] button indicator dark).

2. Press the [▶/II] button to start playback.



The [▶/II] button's indicator lights and song playback starts.

NOTE

If the playback of audio file seems too loud or too soft, you may want to change the audio level. See the parameter *"WAV/MP3 LEVEL" (p. 106)*.

3. Press the [▶/II] button again to pause song playback.

Its indicator goes dark.

4. To return to the beginning of the selected song press the [⏮] button.

Operations on USB Memory

Deleting a Song (Delete)

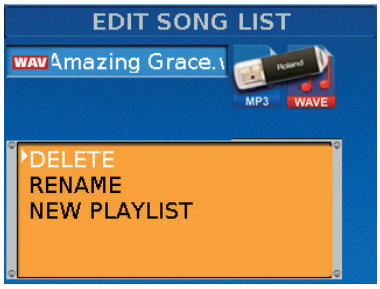
1. Select a song you want to delete.

See *"Selecting a Song on a USB Memory" (p. 48)*.

The display shows the contents of the USB memory with the selected song highlighted.

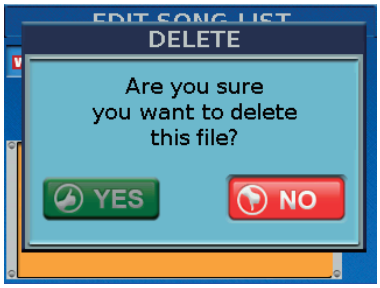
2. Press and hold the [SONG LIST] button to jump to the "EDIT SONG LIST" page.

The display changes to:



3. Rotate the [DATA/ENTER] knob to select "DELETE" and push it.

The display asks you to confirm your intention.



4. Rotate the [DATA/ENTER] knob to select "YES", then push the knob to delete the song.

The display briefly confirms this operation.

Select "NO" or press the [EXIT/JUMP] button if you do not want to delete the song after all.

Changing the Name of a Song (Rename)

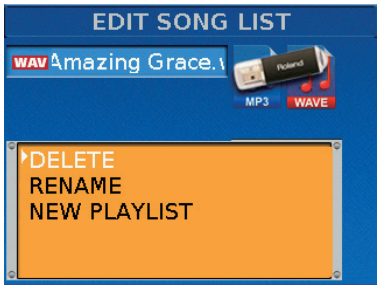
1. Select a song you want to rename.

See *"Selecting a Song on a USB Memory" (p. 48)*.

The display shows the contents of the USB memory with the selected song highlighted.

2. Press and hold the [SONG LIST] button to jump to the "EDIT SONG LIST" page.

The display changes to:



3. Rotate the [DATA/ENTER] knob to select "RENAME" and push it.

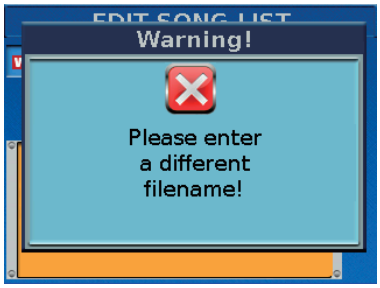
The display shows the following page:

4. **Use the [DATA/ENTER] knob to enter the desired name.**
See *"How to type a name in FR-8x" (p. 31)*.

5. **Press the [WRITE] button to rename the Song.**

After a confirmation message, the display shows the contents of the USB memory.

If the USB memory already contains a Song of the name you have entered, the display informs you to select a different name.



Play List Function

The Play List function allows you to prepare lists of mp3 and/or WAV audio files you want to play back in succession.

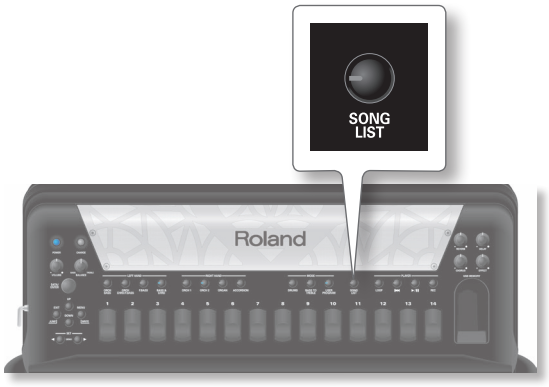
Programming your Play List

Here's how a new Play List can be created and prepared.

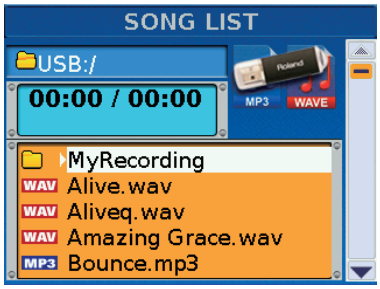
The Play List is automatically saved in an optional USB memory. You don't need to save it.

1. **Insert the optional USB memory that contains the desired song files into the FR-8x USB port.**

2. **Press the [SONG LIST] button**



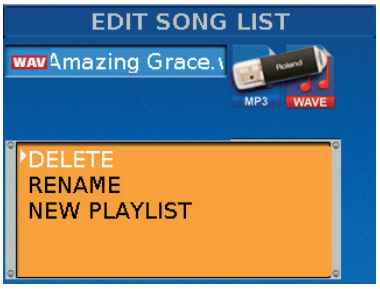
The display shows the contents of the USB memory.



3. **Rotate the [DATA/ENTER] knob to select an audio file.**

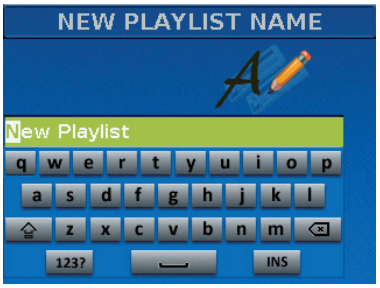
4. **Press and hold the [SONG LIST] button to jump to the "EDIT SONG LIST" page.**

The display changes to:



5. **Rotate the [DATA/ENTER] knob to select "NEW PLAYLIST" and push it.**

The display shows the following page:



The FR-8x suggests the name "New PlayList".

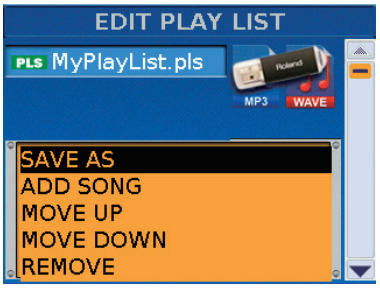
6. **Use the [DATA/ENTER] knob to enter the desired name.**
See *"How to type a name in FR-8x" (p. 31)*.

7. **Press the [WRITE] button to proceed.**

You have just created a new Play List, which is still empty and therefore looks like this:

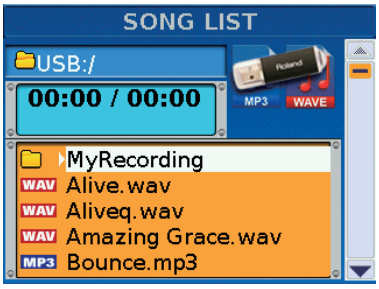
8. **Press and hold the [SONG LIST] button to jump to the "EDIT PLAY LIST" page.**

The display changes to:



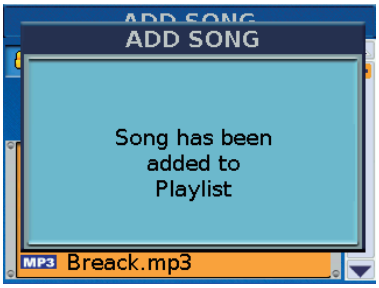
9. **Rotate the [DATA/ENTER] knob to select "ADD SONG" and push it.**

The display shows the contents of the USB memory.



10. **Select the song to add by rotating the [DATA/ENTER] knob and push it to confirm.**

The following temporary message appears to indicate that the song was added to Play List.

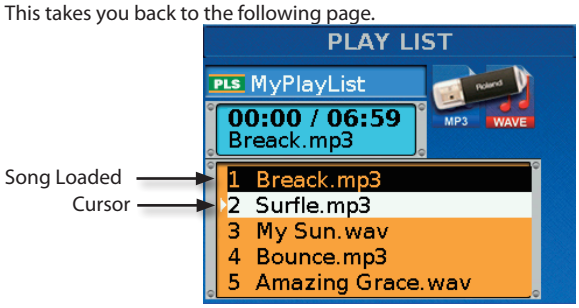


The display shows again the contents of the USB memory.

11. **To insert other songs repeat from the step 9.**

12. **Press [EXIT/JUMP] several time until the display shown the Play List with the new songs.**

This takes you back to the following page.



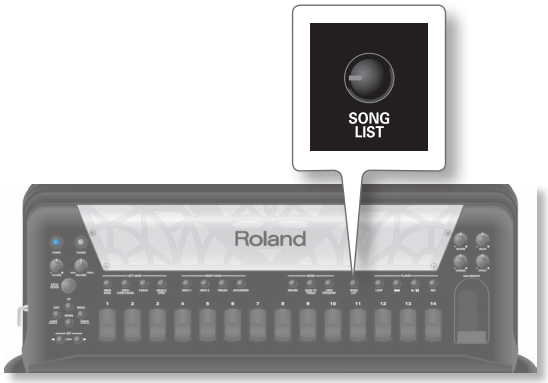
The songs are assigned to step 1, 2 and 3.

Your Play List is now ready to be used. See *"Using Play List" (p. 52)*.

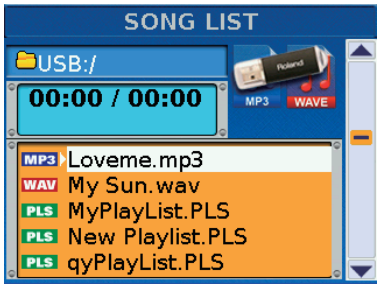
How to Load Play List

1. **Insert the optional USB memory that contains the desired song files into the FR-8x's USB port.**

2. **Press the [SONG LIST] button**

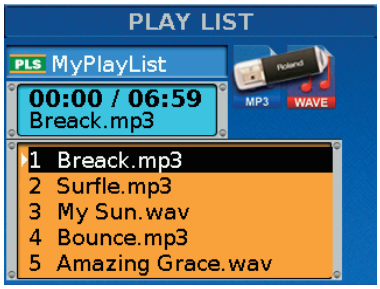


The display shows the contents of the USB memory.



3. **Rotate the [DATA/ENTER] knob to select the Song List file (PLS) you want to load. Push the [DATA/ENTER] knob to confirm.**

The Play List is loaded and the display shows the content of Play List.



Now you can either edit the loaded Play List or use it as is.

See *"Editing an Existing Play List" (p. 51)*.

See *"Using Play List" (p. 52)*.

Editing an Existing Play List

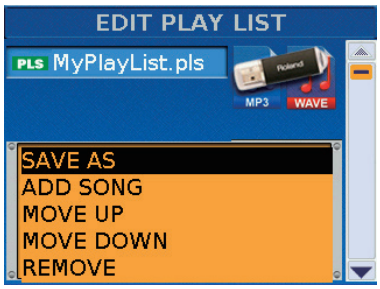
While programming or using a Play List, if you notice that one song is missing from the list, or if you decide not to use a given song file after all, you can edit your Play List.

1. **Load a Play List.**

See *"How to Load Play List" (p. 51)*.

2. **Press and hold the [SONG LIST] button to jump to the "EDIT PLAY LIST" page.**

The display changes to:



The following edit functions are available:

Function	Explanation
SAVE AS	This function is useful to copy the current Play List into another one with a different name. See *"Editing a Play List Starting from an Existing One." (p. 52)*.
ADD SONG	Add new songs to the current Play List.
MOVE UP	The selected song is moved one step upwards in the Play List..
MOVE DOWN	The selected song is moved one step downwards in the Play List.
REMOVE	The selected song is removed from the Play List.
CLEAR ALL	Clear all songs in the Play List.

Function	Explanation
CHAIN	See *"Playback Options (Chain & Repeat)" (p. 52)*.
REPEAT	

If you want you can now add other songs, change steps position, remove songs or clear all songs in the list.

3. **Rotate the [DATA/ENTER] knob to select the Edit function.**

4. **Push the [DATA/ENTER] knob to change the value.**

Editing a Play List Starting from an Existing One.

This function allows you to save an existing Play List in another one.

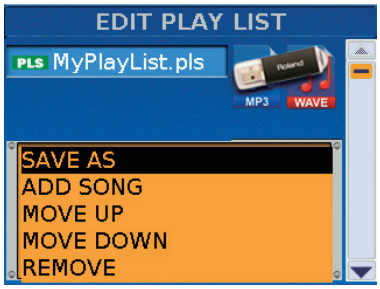
This function is useful when you want to start from an existing Play List without change it.

1. **Load a Play List you want to use.**

See *"How to Load Play List" (p. 51)*.

2. **Press and hold the [SONG LIST] button to jump to the "EDIT PLAY LIST" page.**

The display changes to:



3. **Rotate the [DATA/ENTER] knob to select the "SAVE AS" function and push it.**

The display shows the following page:

The FR-8x suggests the name of current Play Lis.

4. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**

5. **Press the [WRITE] button to save the new Play List.**

The new Play List is now ready to be edited.

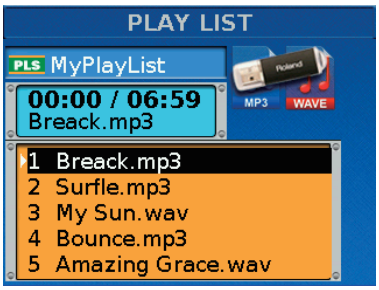
Using Play List

Here's how Play List can be used for your performances.

1. **Create or Load a Play List you want to use.**

See *"Programming your Play List" (p. 50)*.

See *"How to Load Play List" (p. 51)*.



2. **Rotate the [DATA/ENTER] knob to select the song you want to start from your Play List, then press the knob.**

3. **Press the [▶/II] button to start playback.**

- If the "CHAIN" function is set to "PLAY", the next song file is selected automatically at the end of the current step.
- If the "CHAIN" function is set to "STOP", playback stops at the end of the current step, the next step is loaded, but playback needs to be started using the [▶/II] button.

See *"Playback Options (Chain & Repeat)" (p. 52)*.

NOTE

If the playback of audio file seems too loud or too soft, you may want to change the audio level. See the parameter *"WAV/MP3 LEVEL" (p. 106)*.

4. **If you need, press and hold the [EXIT/JUMP] button to return to the main page.**

5. **You can pause playback pressing the [▶/II] button at any time.**

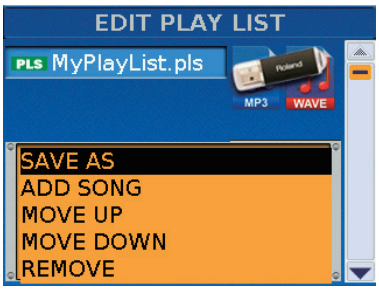
Playback Options (Chain & Repeat)

Play Lists are "merely" lists that allow you to prepare the desired audio songs for your performances. By default, you need to select the next song in the list and start playback by hand. You can, however, "automate" Play List playback using the "CHAIN" function.

The FR-8x also allows you to specify whether the selected Play List should be played once or repeatedly.

1. **From the PLAY LIST" page, press and hold the [SONG LIST] button to jump to the "EDIT PLAY LIST" page.**

The display changes to:



2. **Rotate the [DATA/ENTER] knob to select the playback option parameters (The playback option parameters are positioned at the end of the functions list).**

3. **Push the [DATA/ENTER] knob to change the value.**

Playback Option	Value	Explanation
CHAIN	Off, STOP, PLAY	• "**Off**": At the end of the current Play List step, the audio player stops. Rotate the [DATA/ENTER] knob to select another step, then start playback. (If you start playback again without selecting a different step, the same song file is played back again.). • "**PLAY**" : The next song file is selected automatically at the end of the current step and playback of the new step starts automatically. • "**STOP**": The next song file is selected automatically at the end of the current step but playback of the next step needs to be started by hand.
REPEAT	Off, On	• "**Off**": The audio player stops at the end of the last Play List step • "**On**": At the end of the last Play List step, playback will resume from the beginning until you stop it. (This option is only useful if you set the "CHAIN" function to "PLAY".)

4. Press the [EXIT/JUMP] knob to return to the previous page.

12. Recording your Performance as Audio Data

Your FR-8x allows you to record your performance and the performance of your band on the optional USB memory.

The resulting audio file is stored in the "My Recordings" folder.

The recording format is WAVE (not mp3), which allows you to burn your recordings onto a CD using your computer.

NOTE

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

Recording

NOTE

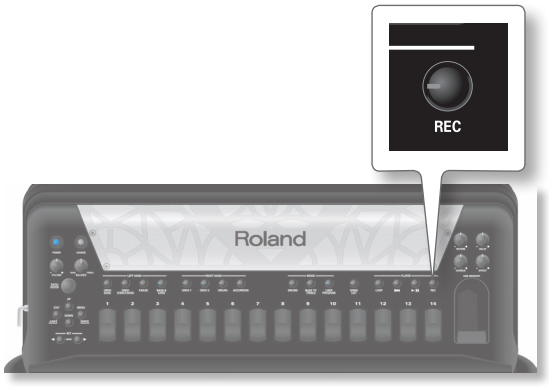
Make sure that the "LOOP" function is not active ([LOOP] button indicator dark).

1. Insert the optional USB memory that should contain your audio recording into the FR-8x USB port.

2. Prepare everything you want to record:

- Select the registers you want to use.
- Set the levels and effects, etc.

3. Press the [REC] button to start recording (its indicator lights).



The Main page shows the recording time is running:

MEMO

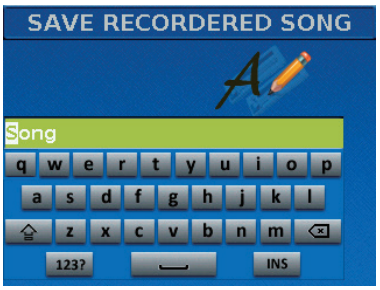
Recording can also be started and stopped with the Chin Switches (*p. 98*).

NOTE

You cannot start recording while the player is playing back a song. If you try it nevertheless, the display will show the "Cannot execute. Audio playback is ON." message.

4. At the end of the song, press the [REC] button once again to stop recording.

After a while, the display shows the following page:



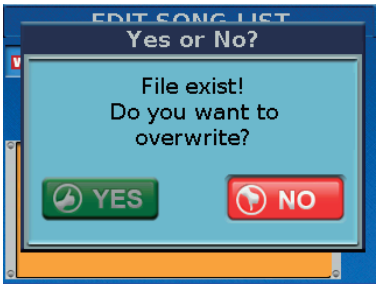
The FR-8x suggests the file name.

5. Use the [DATA/ENTER] knob to enter the desired name.
See *"How to type a name in FR-8x" (p. 31)*.

6. Press the [WRITE] button to save your recording.

The display briefly shows a "Function complete" message to indicate that the file is saved in the USB memory.

If a file of the same name already exists, you are asked whether you want to overwrite it.



In that case, select "YES" to replace the file. (Select "NO" to return to the "SAVE" page.)

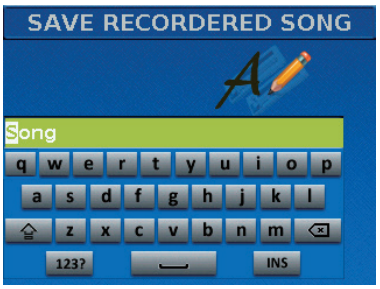
Then, push the [DATA/ENTER] knob.

In case you decide not to save the audio file…

There may be times when you are unhappy about your recording and therefore prefer not to save it. In that case, proceed as follows:

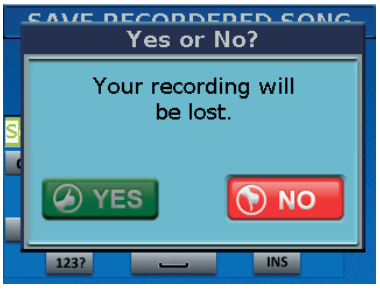
1. If you are still recording, press the [REC] button to stop the recorder.

The display shows the following page:



2. Press the [EXIT/JUMP] button.

The display changes to:

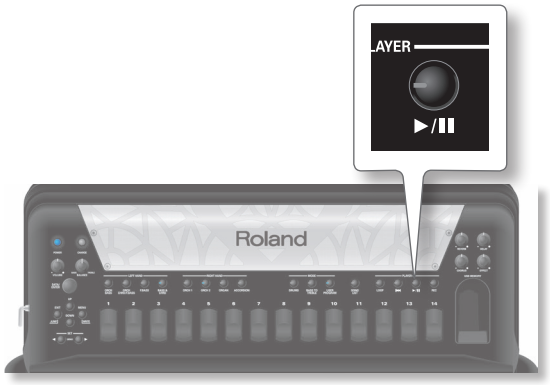


3. **Use the [DATA/ENTER] knob to select "YES", then push the knob to erase your recording.**

4. **Selecting "NO" here takes you back to the state where you enter the name.**

Listening Your Recording

1. **Press the [▶/II] button to start playback.**



The [▶/II] button's indicator lights and song playback starts.

NOTE

If the playback of your audio file seems too loud or too soft, you may want to change the audio level. See the parameter *"WAV/MP3 LEVEL" (p. 106).*

2. **Press the [▶/II] button again to pause song playback.**

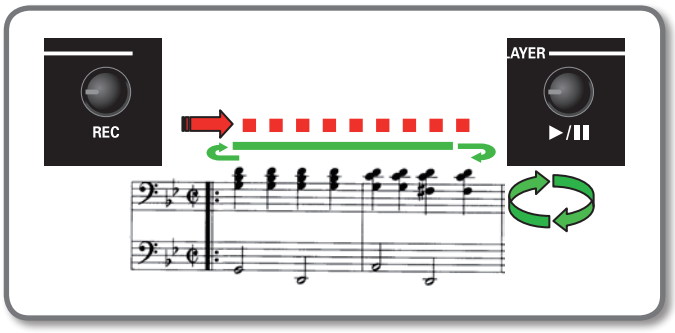
Its indicator goes dark.

MEMO

To listen your recording later see *"11. Using the FR-8x USB Audio Player" (p. 48)*.

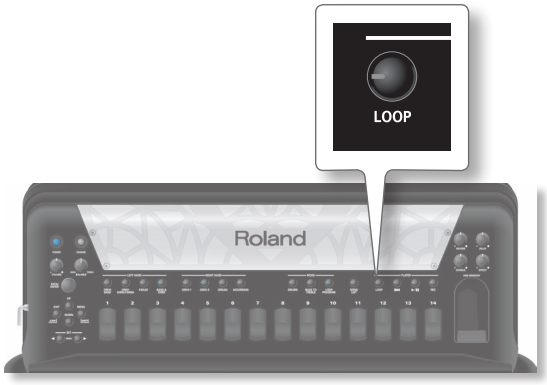
13. Real-Time Audio Looper (Loop)

The Loop function is a very powerful tool that allows you to record on the fly a short (max 1 minute) portion of your playing and replicate it several time during your performance. Moreover you can overdubs while listen your loop phrase more time and all in real-time.



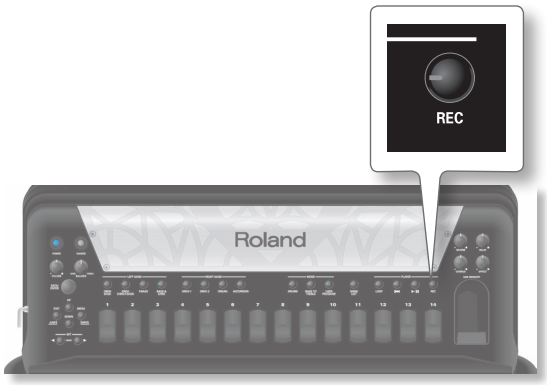
1. Press [LOOP] button to enable the Loop function.

Its indicator lights.

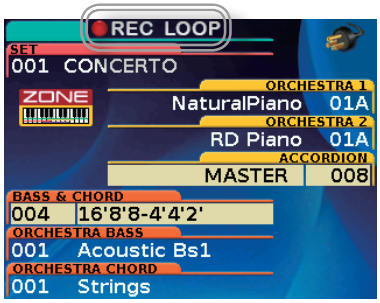


2. While playing your performance, press [REC] button to start the recording of your loop phrase.

Its indicator lights.



The Main page shows that the Rec Loop function is enabled.

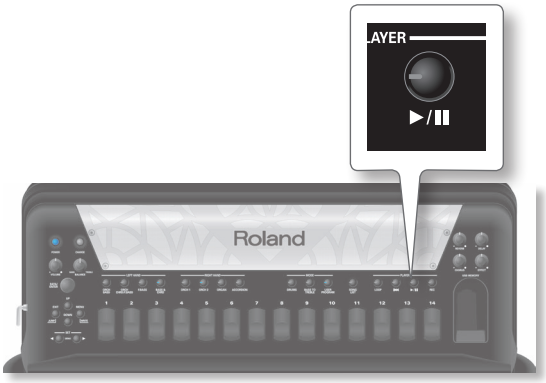


MEMO

Recording can also be started and stopped with the Chin Switches (*p. 98*).

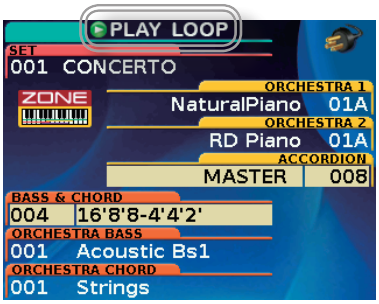
3. Play your loop phrase.

4. At the end of your loop phrase press the [▶/II] button.



The recording is stopped automatically and the phrase just recorded is played back.

The Main page shows that the Play Loop function is enabled.



MEMO

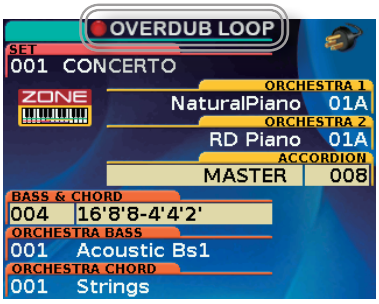
The audio phrase playback again and again until you press the [▶/II] button.

While the audio phrase playback you can play the FR-8x.

Overdubs your audio phrase

5. If you want, press the [REC] button to overdubs the audio phrase in playback.

The Main page shows that the Overdub Loop function is enabled.



6. Play the notes that you want to add your phrase.

The note that you are playing are added to your previous audio phrase.

7. Press the [REC] button to stop the recording.

The audio phrase continue to playback again and again.

8. Press the [▶/II] button to stop the playback.

9. If you want record another audio phrase, press [⏮] button to erase the current one and repeat from the step 2.

MEMO

You can use the Chin switch to manage the Loop function. See *"13.4 Chin function" (p. 98)*. In this way you keep your hand free to play your performance.

14. Working with User Programs

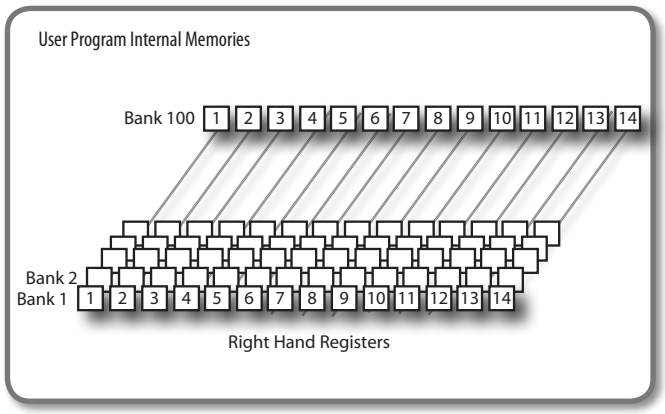
The FR-8x provides User Program memories that allow you to store almost all settings you make on the front panel and the various display pages. In additional the User Program store the selected Set.

See *"10. Using Sets" (p. 42)*.

About the User Program Memory Structure

User Programs reside in the internal memory or on a optional USB memory.

The FR-8x contains up to 1400 User Programs in the internal memory. They are divided in banks and numbers. The FR-8x contains 100 banks. Each bank contains 14 memories that can be selected by the Right Hand registers [1~14].



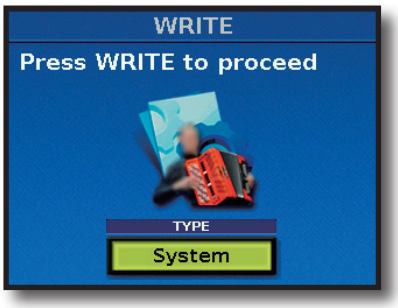
Saving an User Program

1. Select all settings you would like to use.

You can, for instance, select Set, select the desired section and assign the desired Tones for each section, select the set that you want to use, modify all settings you need, etc.

2. Press and hold the [MENU/WRITE] button to jump to the "Write" page.

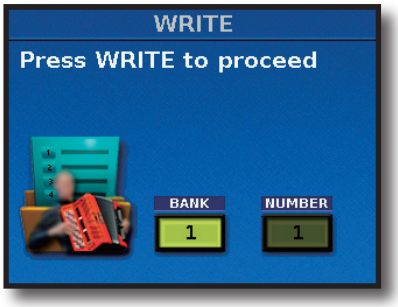
The display shows a page like this:



3. Use the [DATA/ENTER] knob to select "User Program".

4. Press [WRITE] to proceed.

The following page appears:



5. Rotate the [DATA/ENTER] knob to set the "BANK" where you want to save your User Program. Push the [DATA/ENTER] knob to confirm.

6. Rotate the [DATA/ENTER] knob to set the "NUMBER" where you want to save your User Program. Push the [DATA/ENTER] knob to confirm.

7. Press [WRITE] to save your User Program.

The following page appears:

The FR-8x suggests a name.

8. Use the [DATA/ENTER] knob to enter the desired name.

See *"How to type a name in FR-8x" (p. 31)*.

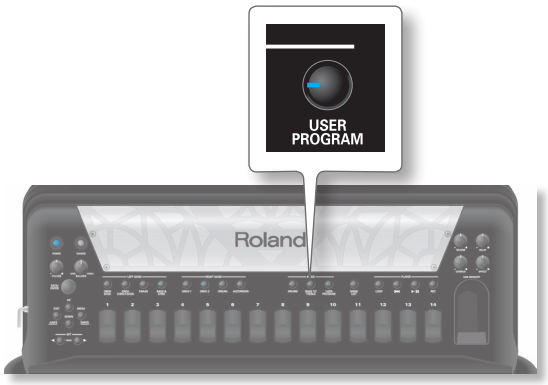
9. Press the [WRITE] button to save the User Program.

After a while the display briefly confirms the operation.

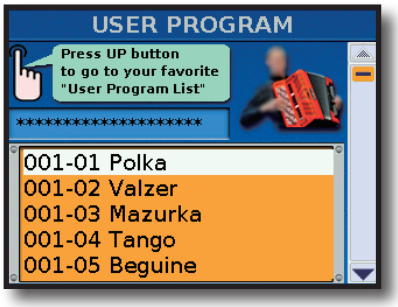
Recalling a User Program

Here is how to select a User Program.

1. Press the [USER PROGRAM] button. Its indicator lights.



The following page appears:



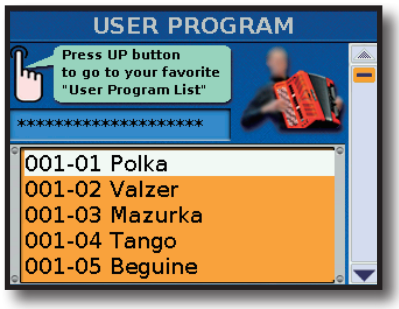
Select an User Program by its list

2. Rotate the [DATA/ENTER] knob to view the list of 1400 User Programs.

3. Pushing the [DATA/ENTER] knob you can recall the selected User Program.

Scrolling the User Program by Banks

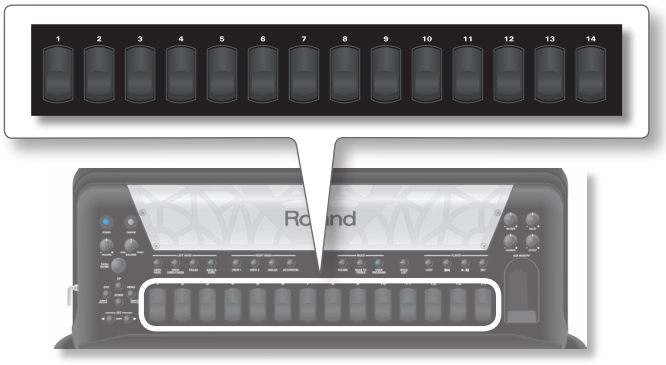
This method is more convenient scroll User Programs if you know the bank number.



2. Use the SET [◀][▶] buttons to decrement or increment the User Program memory Bank.

In the example above we pressed [▶] button.

3. Use the Right Hand register [1]~[14] buttons to recall the number of User Program desired in the selected bank.



NOTE

The Set linked to a User Program is loaded in the Set Working Area (W.A). See *"10. Using Sets" (p. 42)*.

4. Press the [USER PROGRAM] button to exit from the User Program function. Its indicator goes dark.

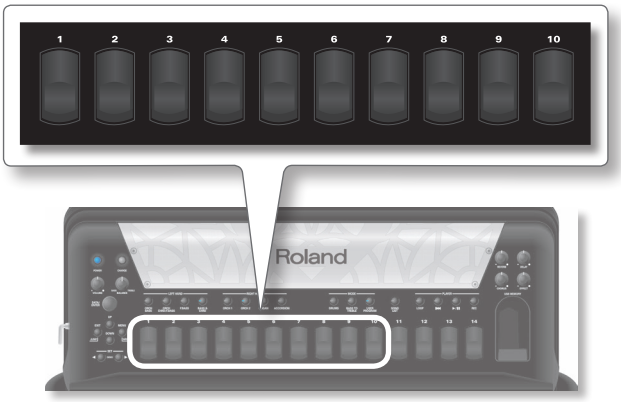
Select a User Program by Bank and Number

If you already know which User Program you want to use, you can also select it directly:

1. While the User Program function is active, press and hold the SET [◀] or [▶] button.

The following pop-up window appears:

2. Use the right hand registers [1]~[10] to specify the number of the desired User Program bank.



The [10] register is used to enter the number "0".

To select bank "1", for instance, you need to press register [10], then register [1]. To select the bank "37", first press register [3], then register [7].

NOTE

If you only press one register ([5], for example), the FR-8x automatically selects the bank [5] after ±2 seconds.

3. Use the right hand registers [1]~[10] to specify the number of User Program.

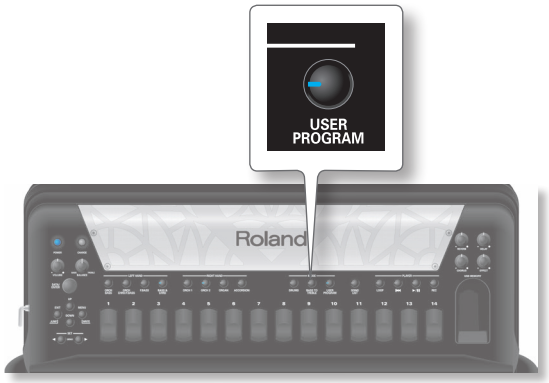
NOTE

If you only press one register ([3], for example), the FR-8x automatically selects the number [3] after ±2 seconds.

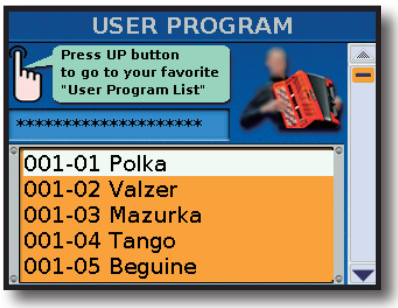
Recalling a User Program from the Main Page

The FR-8x gives you the possibility to recall the User Programs from the Main page. It can be useful to watch the parameter shown in the Main page and access the Menu options.

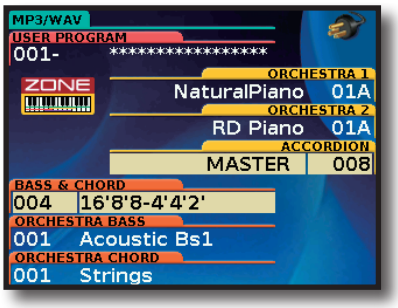
1. Press the [USER PROGRAM] button. Its indicator lights.



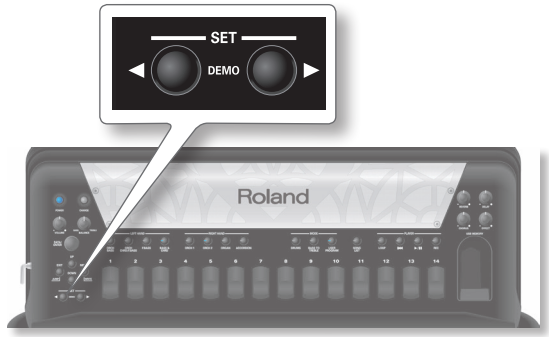
The following page appears:



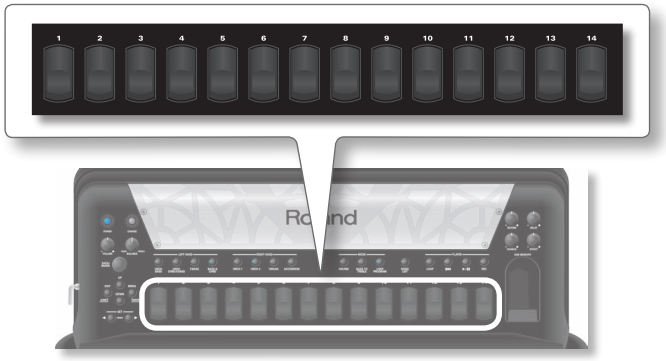
2. **Press and hold the [EXIT/JUMP] button until the Main page is shown.**



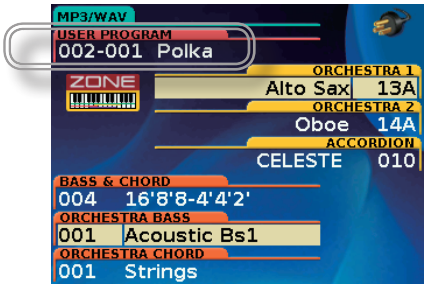
3. **Use the SET [◀][▶] buttons to decrement or increment the User Program memory Bank.**



4. **Use the Right Hand register [1]~[14] buttons to recall the number of User Program desired in the selected bank.**



The User Program that you recalled is shown in the Main page:



5. **Press and hold the [USER PROGRAM] button if you want to come back to the page of the User Program list.**

6. **Press the [USER PROGRAM] button if you want to exit from the User Program function. Its indicator goes dark.**

About the User Program List

To keep this massive amount of information manageable, the FR-8x works with User Program Set Lists.

The User Program List is a list of up to 1400 Performance memories.

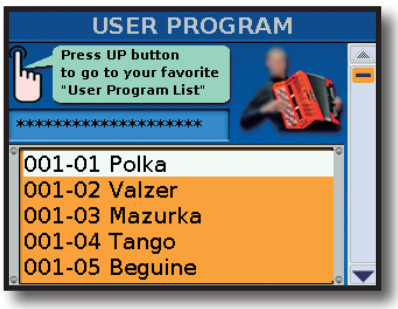
The User Program memories you create are saved in a User Program List. This allows you to prepare one set of User Program memories for weddings, another for corporate events, a third for anniversaries, etc. The User Program Lists can be exported on a USB memory.

Preparing a New User Program List

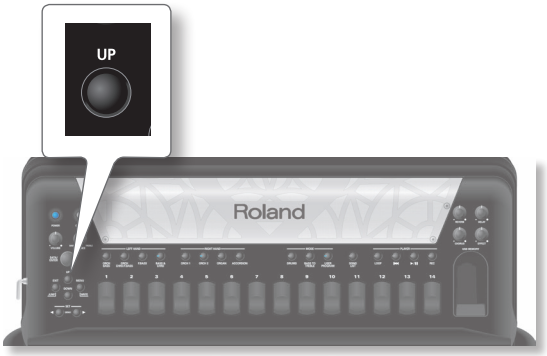
This function allows you to create a new User Program List. See *"About the User Program List" (p. 59)*.

1. **Press the [USER PROGRAM] button.**

A page like this appears:



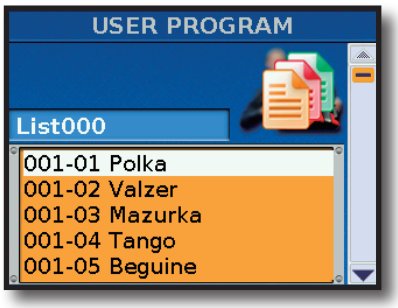
1. **Press the [UP] button to open the "USER PROGRAM LIST" page.**



The display shows the following page:

2. Rotate the [DATA/ENTER] knob to select "NEW LIST" and press the knob

The display shows the list of User Program to add.



3. Rotate the [DATA/ENTER] knob to scroll the list and press the knob to add the User Program in the new list.

Repeat the step 3 to add other User Programs in the list.

MEMO

You can use the SET [◀][▶] buttons to scroll the User Program in step of 14.

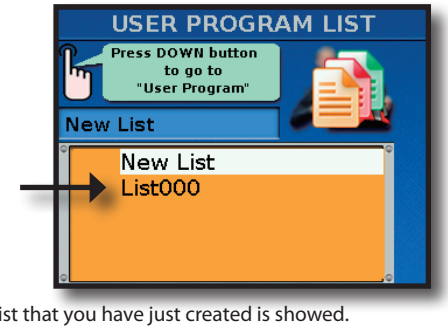
4. Press the [WRITE] button to save the User Program List that you have just created.

The FR-8x suggests a name.

5. Use the [DATA/ENTER] knob to enter the desired name.
See *"How to type a name in FR-8x" (p. 31)*.

6. Press the [WRITE] button to save the User Program List.

The display shows the list of User Program List.



The list that you have just created is showed.

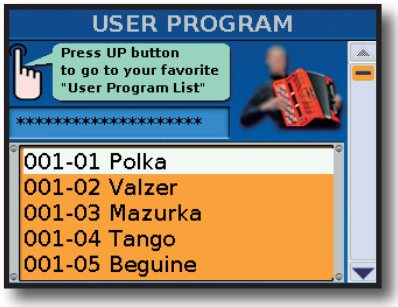
To load the list see "Loading a User Program List" below.

7. Press the [EXIT/JUMP] button to exit.

Loading a User Program List

1. Press the [USER PROGRAM] button.

A page like this appears:

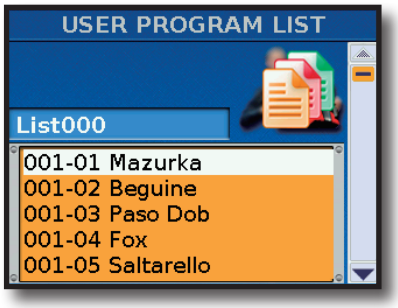


2. Press the [UP] button to open the "USER PROGRAM LIST" page.

The display shows the following page:

3. Rotate the [DATA/ENTER] knob to select the list to load and push it.

The display shows the list of User Program.



Recalling a User Program in the User Program List

1. Load a User Program List

See *"Loading a User Program List" (p. 60)*

2. Rotate the [DATA/ENTER] knob to select the User Program that you want to recall and press the knob.

MEMO

You can use the SET [◀][▶] buttons to scroll the User Program in step of 14.

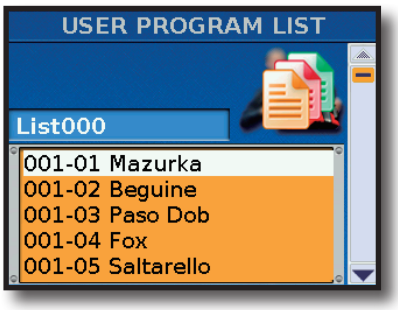
Editing a User Program List

If, while programming or using a User Program List, you notice that one User Program is missing from the list or if you decide not to use a given User Program after all, you can edit your List.

1. Load a User Program List

See *"Loading a User Program List" (p. 60)*

The display shows the list of User Program.

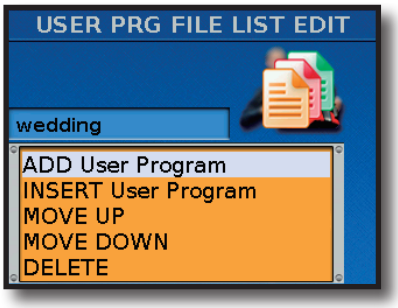


NOTE

A User Program List loaded from the USB memory cannot be edited.

2. If necessary, rotate the [DATA/ENTER] knob to select the User Program that you need to edit.

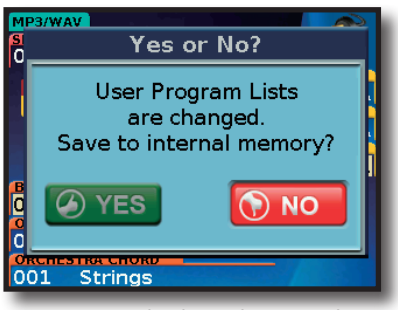
3. Press and hold the [USER PROGRAM] button until the User Program edit page is shown:



Now you can:

Function	Page	Explanation
ADD User Program	*p. 61*	Add User Programs at the end of the list.
INSERT User Program	*p. 61*	Insert User Programs in a specified position.
MOVE UP	*p. 62*	Change the order of existing User Programs in your list.
MOVE DOWN		
DELETE	*p. 62*	Remove a User Program from the list.
CLEAR ALL	*p. 62*	Remove all User Programs from the list.

If you try to exit from the User Program function and you edited a User Program List, the following message appears:



Rotate the [DATA/ENTER] knob to select "YES", then push the knob to save the edited User Program List in the internal memory.

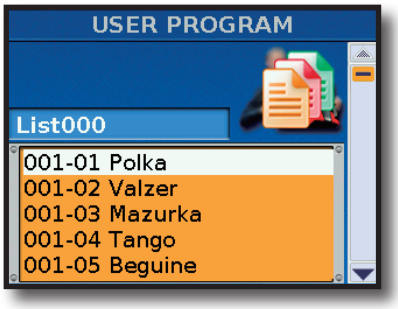
Select "NO" if you want to reject the changes.

Adding User Program in the List

This function add User Programs at the end of the list.

a. Rotate the [DATA/ENTER] knob to select "ADD User Program " and press the knob.

The display shows the list of User Program.



b. Rotate the [DATA/ENTER] knob to scroll the User Program and press the knob to add the User Program in the new list.

Repeat the step **b** to add other User Programs in the list.

MEMO

You can use the SET [◀][▶] buttons to scroll the User Program in step of 14.

c. Press the [EXIT] button twice to return to the User Program List page.

Your User Program has been added at the end of the list.

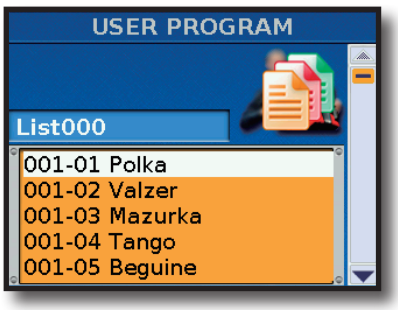
Inserting User Program in the List

This function insert a User Program in a specified position in the list.

In the step 2 of *"Editing a User Program List" (p. 60)* you selected the insert position of the new User Program.

a. Rotate the [DATA/ENTER] knob to select "INSERT User Program " and press the knob.

The display shows the list of User Program.



b. Rotate the [DATA/ENTER] knob to scroll the User Program and press the knob to insert the User Program in the new list.

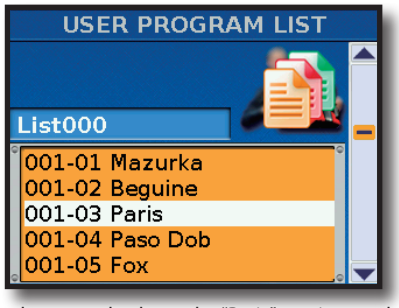
Repeat the step **b** to insert other User Programs in the list.

MEMO

You can use the SET [◀][▶] buttons to scroll the User Program in step of 14.

c. Press the [EXIT] button twice to return to the User Program List page.

Your User Program has been insert in the previous specified position in the list.



In the example above the "Paris" was inserted.

Moving up or down a User Program in a Different Position the List

You can also change the order of existing User Programs in your list.

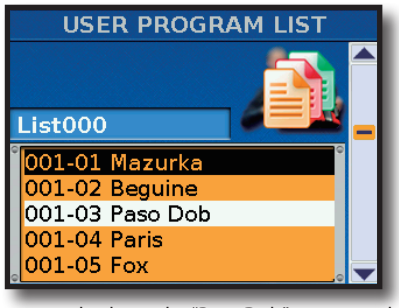
In the step 2 of *"Editing a User Program List" (p. 60)* you selected the User Program to move to a different position.

a. Rotate the [DATA/ENTER] knob to select "MOVE UP" or "MOVE DOWN".

b. Press the [DATA/ENTER] knob to move the selected User Program towards the beginning (if you pressed "MOVE UP") or towards the end of the list (if you pressed "MOVE DOWN").

c. Press the [EXIT] button to return to the User Program List page.

Your User Program has been moved in the list.



In the example above the "Paso Dob" was moved up.

Deleting a User Program from the List

You can also remove a User Program that you no longer need.

In the step 2 of *"Editing a User Program List" (p. 60)* you selected the User Program to remove.

a. Rotate the [DATA/ENTER] knob to select "DELETE".

b. Press the [DATA/ENTER] knob to remove the selected User Program.

The display changes to:

c. Rotate the [DATA/ENTER] knob to select "YES", then push the knob to remove the User Program selected.

Select "NO" if you do not want to remove the User Program after all.

Your User Program has been removed from the list.

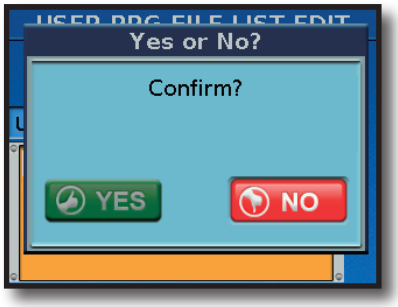
Deleting All User Programs from the List

This function remove all User Program from the List.

a. Rotate the [DATA/ENTER] knob to select "CLEAR ALL".

b. Press the [DATA/ENTER] knob to remove All User Programs from the list.

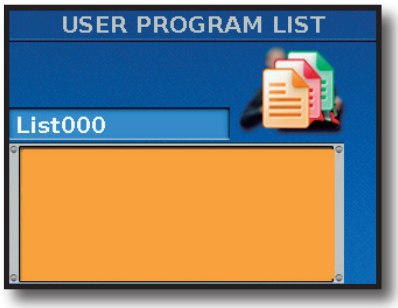
The display changes to:



c. Rotate the [DATA/ENTER] knob to select "YES", then push the knob to remove all User Programs from the list.

Select "NO" if you do not want to remove the User Programs after all.

All User Programs have been removed from the list.

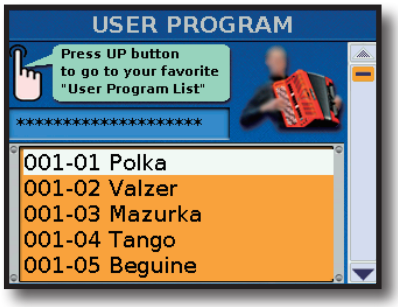


How to rename a User Programs List

The FR-8x gives you the possibility to rename a User Program List.

1. Press the [USER PROGRAM] button.

A page like this appears:

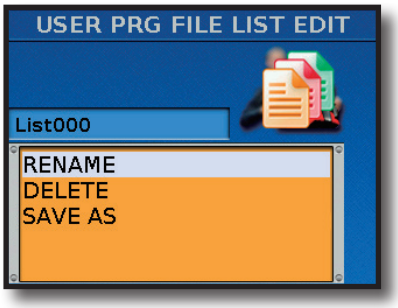


2. Press the [UP] button to open the "USER PROGRAM LIST" page.

The display shows the following page:

3. Rotate the [DATA/ENTER] knob to select the User Program List you want rename.

4. Press and hold the [USER PROGRAM] button until the following page appears:



5. Rotate the [DATA/ENTER] knob to select "RENAME" and push it.

The display shows the following page:

6. Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.

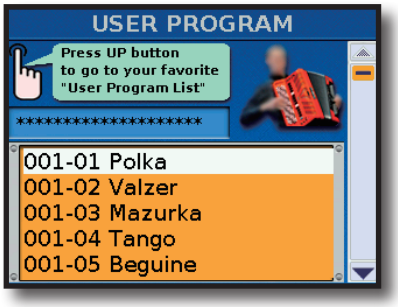
7. Press the [WRITE] button to rename the List.

How to remove a User Programs List

This function allows you to delete a User Program List.

1. Press the [USER PROGRAM] button.

A page like this appears:

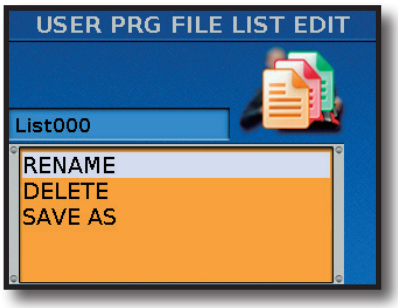


2. Press the [UP] button to open the "USER PROGRAM LIST" page.

The display shows the following page:

3. Rotate the [DATA/ENTER] knob to select the User Program List you want delete.

4. Press and hold the [USER PROGRAM] button until the following page appears:



5. Rotate the [DATA/ENTER] knob to select "DELETE" and push it.

The FR-8x asks you to confirm:

6. To delete the User Program List use the [DATA/ENTER] knob to select "YES". Otherwise, select "NO" or press the [EXIT] button.

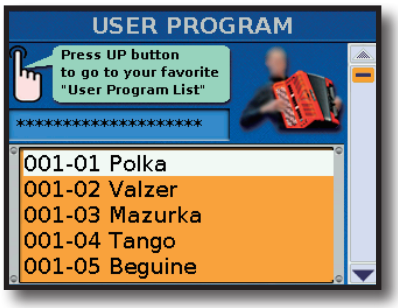
The display confirms this operation.

How to duplicate Your User Programs List (Save as)

This function allows you to copy your User Program List with another name.

1. **Press the [USER PROGRAM] button.**

A page like this appears:

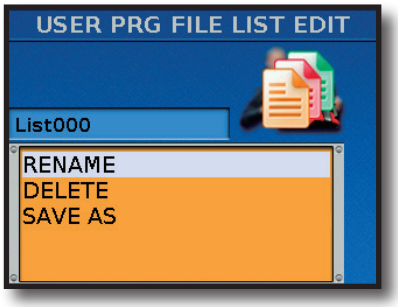


2. **Press the [UP] button to open the "USER PROGRAM LIST" page.**

The display shows the following page:

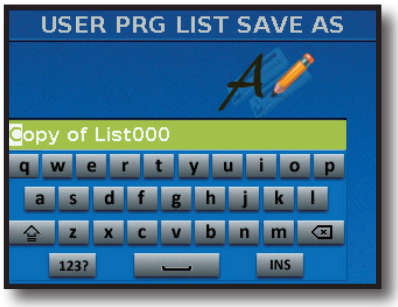
3. **Rotate the [DATA/ENTER] knob to select the User Program List you want to duplicate.**

4. **Press and hold the [USER PROGRAM] button until the following page appears:**



5. **Rotate the [DATA/ENTER] knob to select "SAVE AS" and push it.**

The display shows the following page:



6. **Use the [DATA/ENTER] knob to enter the desired name. See** *"How to type a name in FR-8x" (p. 31)***.**

7. **Press the [WRITE] button to duplicate the List.**

If the FR-8x already contains a User Program List of the name you have entered, the display asks you whether it is OK to overwrite the other User Program List.

Export and Import User Programs to/ from the Optional USB memory

The FR-8x allows you to Export or Import User Programs to/from a USB memory.

These functions can be useful either to back-up your User Program data or to share your User Program with other musicians.

Export User Programs to the Optional USB memory

1. **Insert the optional USB memory into the FR-8x USB port.**

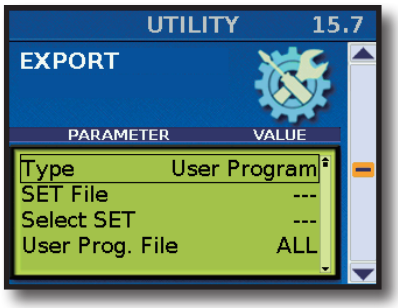
2. **Press the [MENU] button and use the [DATA/ENTER] knob to select the following page:**

For more information about how to navigate see *"Selecting Parameters Via the Menu" (p. 68).*

3. **Rotate the [DATA/ENTER] knob to select the "Type" field and push it.**

4. **Rotate the [DATA/ENTER] knob to select "User Program" field and push it.**

5. **The display changes as follows:**



6. **Use the [DATA/ENTER] knob to select "User Prog. File" field**

Now you can choose one of the following options:

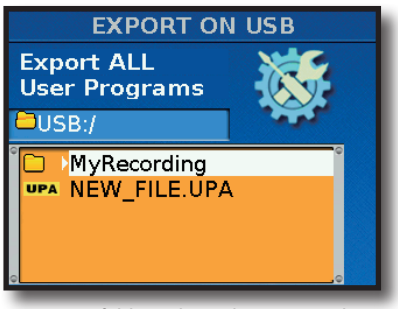
Value	Explanation
ALL	Select "ALL" to export All User Programs.
Bank	Select "Bank" to export all User Programs of the selected bank.
Single	Select "Single" to export the single User Program.

Value	Explanation
List	Select "List" to export a User Program List.

If you selected "ALL"

a. Press the [MENU/WRITE] button.

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

b. Continue to the step 7

If you selected "Bank"

a. Use the [DATA/ENTER] knob to select "User Prog. Bank" field to set the number of bank that you want to export.

b. Press the [MENU/WRITE] button.

The display shows the root folder of the USB memory.

To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

c. Continue to the step 7

If you selected "Single"

a. Use the [DATA/ENTER] knob to select "User Prog. Bank" to set the number of bank of User Program that you want to export.

b. Use the [DATA/ENTER] knob to select "User Prog. Num" to set the number of User Program that you want to export.

c. Press the [MENU/WRITE] button

The display shows the root folder of the USB memory.

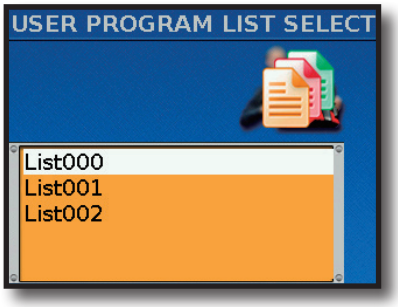
To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

d. Continue to the step 7

If you selected "List"

a. Press the [MENU/WRITE] button

The display shows the list of all User Program List:



b. Rotate the [DATA/ENTER] knob to select the list of User Program that you want to export and push it.

The display shows the following page:

c. Continue to the step 8

7. **Press the [MENU/WRITE] button**

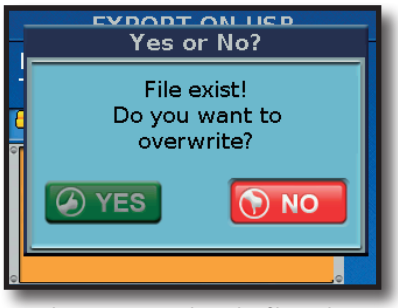
The display shows the following page like this:

8. **Use the [DATA/ENTER] knob to enter the desired name.**
See *"How to type a name in FR-8x" (p. 31)*.

9. **Press the [WRITE] button to perform the operation.**

The display shows the exporting is in progress. A confirmation message is shown to indicate that exported function has finished.

If a file of the same name already exists, you are asked whether you want to overwrite it.



In that case, select "YES" to replace the file. (Select "NO" to return to the "SAVE" page.)

Then, push the [DATA/ENTER] knob.

Import User Programs to the Optional USB memory

1. **Insert the optional USB memory that should contain the data to be imported into the FR-8x USB port.**

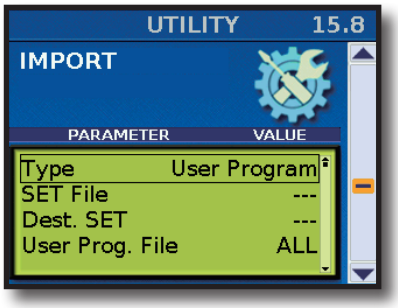
2. **Press the [MENU] button and use the [DATA/ENTER] knob to select the following page:**

For more information about how to navigate see *"Selecting Parameters Via the Menu" (p. 68).*

3. **Rotate the [DATA/ENTER] knob to select the "Type" field and push it.**

4. **Rotate the [DATA/ENTER] knob to select "User Program" field and push it.**

5. **The display changes as follows:**



6. **Use the [DATA/ENTER] knob to select "User Prog. File" field.**

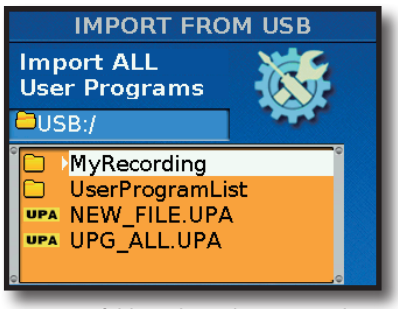
Now you can choose one of the following options:

Value	Explanation
ALL	Select "ALL" to import All User Programs. **NOTE** Selecting this function all User Programs in the FR-8x internal memory will be replaced.
Bank	Select "Bank" to import all User Programs of the selected bank.
Single	Select "Single" to import the single User Program.

If you selected "ALL"

a. Press the [MENU/WRITE] button

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

b. Rotate the [DATA/ENTER] knob to select a file with "UPA" extension.

c. Press the [MENU/WRITE] button to proceed.

The display shows the importing is in progress. A confirmation message is shown to indicate that the import function has finished.

If you selected "Bank"

a. Use the [DATA/ENTER] knob to select "UPG Dest. Bank" to set the number of bank that you want to import.

b. Press the [MENU/WRITE] button

The display shows the root folder of the USB memory.

To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

c. Rotate the [DATA/ENTER] knob to select a file with "UPB" extension.

d. Press the [MENU/WRITE] button to proceed.

The display shows the importing is in progress. A confirmation message is shown to indicate that the import function has finished.

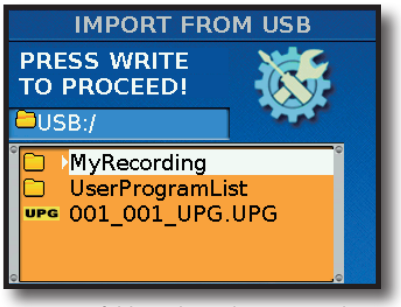
If you selected "Single"

a. Use the [DATA/ENTER] knob to select "UPG Dest. Bank" to set the number of bank of User Program that you want to import.

b. Use the [DATA/ENTER] knob to select "UPG Dest. Num" to set the number of User Program that you want to import.

c. Press the [MENU/WRITE] button.

The display shows the root folder of the USB memory.



To open an existing folder, select it by rotating the [DATA/ENTER] knob, then press the [DATA/ENTER] knob. Press the [EXIT/JUMP] button to return to a higher level (i.e. leave the current folder).

d. Rotate the [DATA/ENTER] knob to select a file with "UPG" extension.

e. Press the [MENU/WRITE] button to proceed.

A confirmation message is shown to indicate that import function has finished.

15. Menu Options

The FR-8x's [MENU] button provides access to the available parameters and functions.

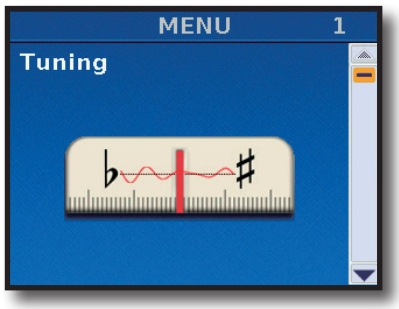
Selecting Parameters

The FR-8x's parameters can be selected by using the Menu structure or entering their numbers.

Selecting Parameters Via the Menu

1. Press the [MENU] button.

The display changes to:



2. Rotate the [DATA/ENTER] knob or use the [UP]/[DOWN] buttons to select the desired function groups.

3. Push the [DATA/ENTER] knob to enter that group.

The display now responds with (this depends on the function group you selected).

In the example above we selected the group 2 Accordion Edit.

4. Rotate the [DATA/ENTER] knob to select the group of parameters you wish to edit.

In the example above we selected the group 2.3 Effects Send.

5. Push the [DATA/ENTER] knob to activate the first parameter for editing.

The first parameter is highlighted.

6. Rotate the [DATA/ENTER] knob to change the value.

7. Push the [DATA/ENTER] knob to confirm your setting and activate for editing the possible next parameter.

If a display page contains more then one adjustable parameters, you may have to repeat the procedure from step 6.

8. Press the [EXIT/JUMP] button twice to return to the function group.

Select Parameters using Jump Function

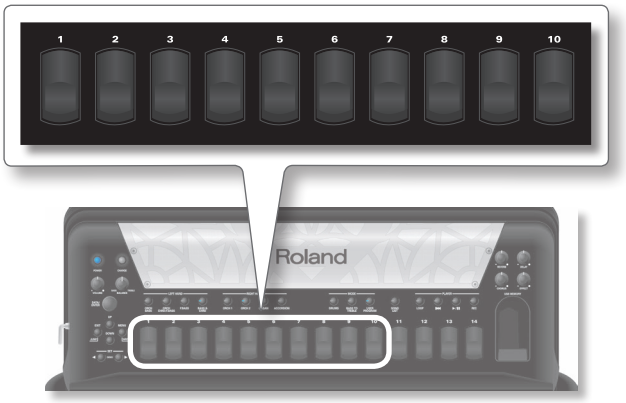
If you already know which parameter you want to change, you can also select it directly:

1. While the main page is displayed, press and hold the [EXIT/JUMP] button.

The following pop-up window appears:

2. Use the right hand registers [1]~[10] to specify the number of the desired group parameter.

See *"Available Parameters List" (p. 69)*.



The [10] register is used to enter the number "0".

To select group "1", for instance, you need to press register [10], then register [1]. To select the group "12", first press register [1], then register [2].

NOTE

If you only press one register ([5], for example), the FR-8x automatically selects the group [5] after ±2 seconds.

3. Use the right hand registers [1]~[10] to specify the number of page parameter.

NOTE

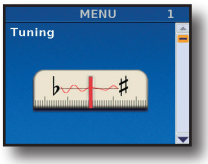
If you only press one register ([3], for example), the FR-8x automatically selects the number [3] after ±2 seconds.

The parameter page is displayed.

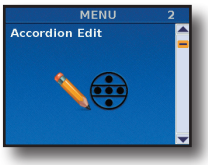
Available Parameters List

NOTE

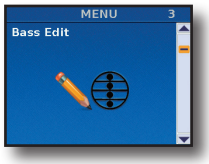
Some parameter groups cannot be selected if the related section is not activated. For example if the Orchestra 1 section is not activated ([ORCH1] button doesn't light), the "Orchestra 1 Edit" is not accessible.



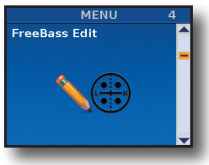
1 Tuning		
1.1	Master Tune	*p. 71*
1.2	Transpose	*p. 71*
1.3	Scale Tune	*p. 71*
1.4	Scale Tune Edit	*p. 71*



2 Accordion Edit		
2.1	Reed Type	*p. 71*
2.2	Register	*p. 71*
2.3	Effects Send	*p. 72*
2.4	MFX Edit	*p. 72*
2.5	MFX Control	*p. 73*
2.6	Controllers	*p. 73*
2.7	MIDI TX	*p. 73*
2.8	Name	*p. 75*



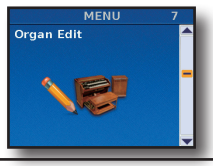
3 Bass Edit		
3.1	Reed Type	*p. 75*
3.2	Register	*p. 75*
3.3	Noises	*p. 76*
3.4	Effects Send	*p. 76*
3.5	Controllers	*p. 76*
3.6	BASS MIDI TX	*p. 76*
3.7	CHORD MIDI TX	*p. 76*
3.8	Name	*p. 77*



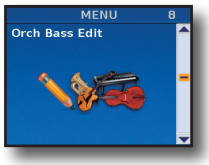
4 FreeBass Edit		
4.1	Reed Type	*p. 77*
4.2	Register	*p. 77*
4.3	Effects Send	*p. 78*
4.4	Controllers	*p. 78*
4.5	FREE BASS MIDI TX	*p. 78*
4.6	Name	*p. 79*

5 Orchestra 1 Edit		
5.1	Tone Selection	*p. 79*
5.2	Effects Send	*p. 79*
5.3	MFX Edit	*p. 80*
5.4	MFX Controls	*p. 80*
5.5	Sound Edit	*p. 80*
5.6	Controllers	*p. 81*
5.7	MIDI TX	*p. 81*

6 Orchestra 2 Edit		
6.1	Tone Selection	See Orchestra 1 Edit
6.2	Effects Send	
6.3	MFX Edit	
6.4	MFX Controls	
6.5	Sound Edit	
6.6	Controllers	
6.7	MIDI TX	

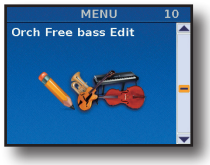


7 Organ Edit		
7.1	Organ Selection	*p. 82*
7.2	Organ Parameters	*p. 83*
7.3	VTW Upper	*p. 84*



8 Orch Bass Edit		
8.1	Tone Selection	*p. 84*
8.2	Tone Control	*p. 84*
8.3	Effects Send	*p. 85*
8.3	VTW Pedal Parameters	*p. 85*
8.4	Sound Edit	*p. 86*
8.5	Controllers	*p. 86*
8.6	MIDI TX	*p. 87*
8.7	VTW Pedal	*p. 87*

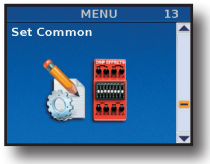
9 Orch Chord Edit		
9.1	Tone Selection	p. 87
9.2	Tone Control	p. 88
9.3	Effects Send	p. 88
9.3	VTW Lower Parameters	p. 88
9.4	MFX Edit	p. 89
9.5	MFX Controls	p. 89
9.6	Sound Edit	p. 89
9.7	Controllers	p. 90
9.8	MIDI TX	p. 90
9.9	VTW Lower	p. 90



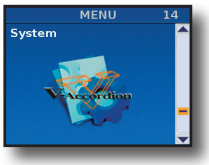
10 Orch Free Bass Edit		
10.1	Tone Selection	p. 91
10.2	Tone Control	p. 91
10.3	Effects Send	p. 91
10.3	VTW Lower Parameters	p. 92
10.4	MFX Edit	p. 92
10.5	MFX Controls	p. 92
10.6	Sound Edit	p. 93
10.7	Controllers	p. 93
10.8	MIDI TX	p. 93
10.9	VTW Lower	p. 94

11 Drum Edit		
11.1	Drum Set Selection	p. 94
11.2	Treble	p. 94
11.3	Bass&Chord BASS Link 1	p. 95
11.4	Bass&Chord BASS Link 2	p. 95
11.5	Bass&Chord BASS Link 3	p. 95
11.6	Bass&Chord CHORD Link 1	p. 95
11.7	Bass&Chord CHORD Link 2	p. 95
11.8	Bass&Chord CHORD Link 3	p. 95
11.9	Effects Send	p. 95
11.10	Controllers	p. 96
11.11	MIDI TX	p. 96

12 Right Hand Mode		
12.1	Keyboard Mode	p. 96
12.2	ZONE Accordion - Orch1/Organ	p. 96
12.3	ZONE Orchestra 2 - Drum	p. 97



13 Set Common		
13.1	Reverb macro/Parameters	p. 97
13.2	Chorus macro/Parameters	p. 97
13.3	Delay macro/Parameters	p. 98
13.4	Chin Function	p. 98
13.5	Master Bar Recall	p. 99
13.6	Icon	p. 99
13.7	Name	p. 100



14 System		
14.1	Dynamic Bellows Behaviour	p. 100
14.2	Layout	p. 100
14.3	Audio/Power Setting	p. 106
14.4	Audio Settings	p. 106
14.5	Function Switch	p. 106
14.6	Sustain - A routing	p. 107
14.7	Sustain - B routing	p. 107
14.8	MIDI Foot Controller	p. 107
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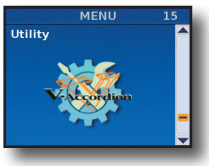

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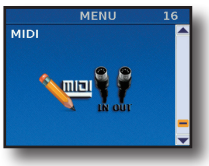

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Important remark about saving your settings

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings.

Be aware, however, that all changes are lost when the FR-8x is switched off. This includes situations where the FR-8x is switched off by the "AUTO OFF" function (*p. 106*).

Remember to save all settings as soon as you are sure that you want to keep them.

1. Tuning Parameters

The parameters of the TUNING group apply to the entire FR-8x and are not saved to a Set. You can save most of them to the FR-8x System memory.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

See *"How to Save System Parameters" (p. 117)* to save your changes. Also be sure to read "Important remark about saving your settings". See above.

1.1 Master Tune

This parameter allows you to change the FR-8x overall tuning, which may be necessary when you play with acoustic instruments that cannot be tuned easily.

Parameter	Value	Explanation
Master Tune	415.3~440.0~466.2 Default: 440.0	This parameter allows you to change the FR-8x overall tuning

1.2 Transpose

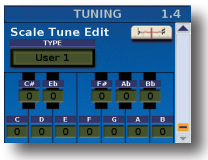
This parameter allows you to transpose all sections of the FR-8x. See *"Transposing to a Different Key" (p. 40)* for details.

Parameter	Value	Explanation
Transpose	F#~C~F (-6~0~5) Default: C	This parameter allows you to transpose all sections of the FR-8x.

1.3 Scale Tune

This page contains three parameters that allows you to select the tuning for each part. This was already discussed on page *p. 41*.

1.4 Scale Tune Edit



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

To select a User Scale Tune see *"Scale (Tuning)" (p. 41)*

Parameter	Value	Explanation
TYPE	User 1~User 3	Select the User you want to edit.
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.)

2. Accordion Edit Parameters

The parameters of the Accordion Edit group are saved to the selected Set.

They allow you to build your own (virtual) accordion. After setting these parameters, you probably also need to adjust the BASS EDIT or FREE BS EDIT parameters (which are also saved to the Set). See *"Selecting Parameters" (p. 68)* for how to select and adjust the parameters.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to Accordion Parameters

While familiarizing yourself with and using the following parameters, try to think of yourself as an accordion manufacturer. Some parameters in this group indeed rely on the power of Roland's "virtual" technology (called "PBM" or "Physical Behavior Modeling") and are in fact a warehouse with all kinds of accordion components from which you can build your personal accordion or to customize an existing "model".

IMPORTANT NOTE

- All changes you make here apply to the last Accordion register you selected. So be sure to press the register ([1]~[14]) whose settings you wish to change before selecting and editing any of the Accordion Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.
- The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

2.1 Reed Type

These parameters allow you to do two things that are impossible on an acoustic accordion: you can transform the selected register into a different instrument and assign different sounds to each footage the register plays. You can also detune the 8' reeds choosing the system used to detune.

Parameter	Value	Explanation
FOOT	All, 16', 8', 8'–, 8'+, 4', 5-1/3', 2-2/3'	Chose the reed you wish to assign another sound to. **NOTE** Whenever you select "All" and set a different reed type, the "VALVE NOISE" setting (*p. 72*) is automatically adapted to the reed type you select here. You may have to change it afterwards if you wish to use a different noise type.
TYPE	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, OldItaly, TexMex, Trikitixa, F-Jazz, Classic3, Bajan	Select a type of instrument.

Parameter	Value	Explanation
VALUE	-100~Std~+100	Specify how prominent the detune should be.

Parameter	Value	Explanation
MUSETTE DETUNE	Off, Dry, Classic, F-Folk, American_L, American_H, North_Eu, German_L, D Folk_L, Italian_L, German_H, Alpine, Italian_H, D-Folk_H, French, Scottish	This parameter allows you to choose the system used for detuning the 8′ reeds. See *"Musette Detune" (p. 40)* for details.

2.2 Register

The parameters on this page are used in combination with the settings above. Here, you decide which feet should be audible and how they should be played. It is therefore on this page that you specify whether the sounds you selected above will indeed be used.

Parameter	Value	Explanation
FOOT	All, 16′, 8′, 8′–, 8′+, 4′, 5-1/3′, 2-2/3′	Chose the reed you wish to edit.
STATUS	Off, On, CASS	• "**Off**": No sound • "**On**": Sound • "**CASS**": On-Cassotto (muffled sound)
OCTAVE	-1~0~+1	This parameter allows you to transpose the selected register one octave up or down. This can be used for two purposes: • to quickly correct the pitch that results from the active reeds (see above) –or– • to avoid overlaps of the selected register when using an ORCHESTRA sound. (The ORCHESTRA section also provides an "Octave" parameter.)
LEVEL	Off, –40~Std~+40	This parameter can be set for each reed/footage individually. It allows you to create the desired "mix" (volume balance) for the active reeds. This is a relative parameter: its value is added to or subtracted from the standard value ("Std"). As a rule, first decide which reed is most important and set its "Volume" parameter to "Std". Then reduce or increase the volume of the "ancillary" reeds to create the desired balance.

Parameter	Value	Explanation
VALVE NOISE	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, OldItaly, TexMex, Trikitixa, F-Jazz, Classic3, Bajan.	This parameter allows you to not only set the level of the "typical" valve noises, but also to specify what kind of instrument should generate the noise.
LEVEL	Off, –40~Std~+40	Use the LEVEL parameter to specify how prominent the noise should be.

2.3 Effects Send

The FR-8x contains 1 multi-effects processors ("MFX"), one reverb processor, one chorus processor and one delay processor that can be used to process the accordion section.

Parameter	Value	Explanation
REVERB	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the accordion section).
CHORUS		
DELAY		
MFX	Off, On	Select "Off" if you don't need the MFX processor.
MFX Type	See the table below.	The FR-8x 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 MFX available types are:

N.	Mfx Type	N.	Mfx Type	N.	Mfx Type
1	Thru	29	OD→ Delay	57	VK Rotary
2	Stereo EQ	30	DST→ Cho	58	3D Chorus
3	Overdrive	31	DST→ Flgr	59	3D Flanger
4	Distortion	32	DST→ Delay	60	3D Step Flgr
5	Phaser	33	EH→ Chorus	61	Band Cho
6	Spectrum	34	EH→ Flanger	62	Band Flgr
7	Enhancer	35	EH→ Delay	63	B. Step Flgr
8	Auto Wah	36.	Cho→DLY	64	VS Overdr.
9	Rotary	37	Flgr→ DLY	65	VS Distort.
10	Compress	38	CHO→ Flgr	66	GT AmpSim
11	Limiter	39	CHO/DLY	67	Gate
12	Hexa-Cho	40	Flgr/DLY	68	Long Delay
13	Trem Cho	41	CHO/Flgr	69	Serial Delay
14	Space-D	42	Isolator	70	M. Tap DLY
15	St. Chorus	43	Low Boost	71	Reverse DLY
16.	St. Flanger	44	Super Filter	72	Shuffle DLY
17	StepFlanger	45	Step Filter	73	3D Delay
18	St. Delay	46	Humanizer	74	Long Delay
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 Shift	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	Symp Reso
27	OD→Chorus	55	Step Pan	83	VIB-OD-Rot
28	OD→Flanger	56	Slicer	84	Center Can

2.4 MFX Edit

The parameters in this page depend on the MFX type that you selected.

Select and set the desiderate parameter.

For details regarding MFX edit parameters refer to the"Tone & Drum Kit List " supplementary manual.

2.5 MFX Control

Select this page to assign a control to the MFX.

Parameter	Value	Explanation
Control 1 Source	Off, EFX Pot, Aftert	Select "EFX Pot" to control the MFX by "EFFECT" potentiometer. Select "After" to control the MFX by aftertouch. **NOTE** The treble keyboard of the piano-type model also generates aftertouch messages (on the button- type model, aftertouch can be generated with the Master bar). "Aftertouch" refers to the fact that you press a key even further down after playing a note.
Control 1 Sens	-63~0~+63	Adjust the sensitivity.
Control 1 Assign	The effects to assign depend on the MFX type that you selected. See *"2.3 Effects Send" (p. 72)*.	
Control 2 Source	As "Control 1 Source"	
Control 2 Sens	As "Control 1 Sens"	
Control 2 Assign	As "Control 1 Assign"	
Control 3 Source	As "Control 1 Source"	
Control 3 Sens	As "Control 1 Sens"	
Control 3 Assign	As "Control 1 Assign"	
Control 4 Source	As "Control 1 Source"	
Control 4 Sens	As "Control 1 Sens"	
Control 4 Assign	As "Control 1 Assign"	

2.6 Controllers

In this page you can control the release of sound, the bellows detune and the after touch pitch.

Parameter	Value	Explanation
RELEASE	–64~0~63	This parameter that allows you to shorten the right hand accordion sounds if you feel the virtual reeds linger a bit long after you release a key. To do so, select a negative value. The term "Release" is taken from synthesizers and refers to the speed at which the notes you play disappear when you release the keys.
BELLOWS DETUNE	Off, Low, Standard, High	This parameter further adds to the realism of the sounds emulated by your FR-8x. Here, you can specify how strongly the pitch of the simulated Treble reed(s) changes when you open or close the bellows faster than usual. If the "Standard" setting seems too mild, try "High". If it is too strong, use "Low". If you don't want any detuning effect, select "Off". The most convincing setting usually depends on the selected instrument(s). See *"2.1 Reed Type" (p. 71)*.
AFTERTOUCH PITCH	Off, 1/4 Down, 1/2 Down, 1/4 Up, 1/2 Up	As stated earlier, the right hand keyboard of the piano-type model also generates aftertouch messages (on the button- type model, aftertouch can be generated with the Master bar). "Aftertouch" refers to the fact that you press a key even further down after playing a note. This effect allows you to bend the pitch down (temporarily lower the note) by a quarter tone ("1/4 Down") or a semi-tone ("1/2 Down"). Select "1/4 Up" or "1/2 Up" to bend the notes up a quarter or a semi-tone. Select "Off" to switch off the treble section's aftertouch recognition. **NOTE** This aftertouch effect applies to all notes that are sounding simultaneously. If you play a chord and then only press down one key of the chord's constituent notes even further, all notes are bent by the same amount.

2.7 MIDI TX

This page contains a series of MIDI parameters for the selected register. You need to set them one by one. These parameters are saved along with all other Set parameters, which allows you to use different MIDI settings for each Set – and even each register within a Set.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	Set this parameter to "Off" if the external instrument must not double the notes you are playing on the right hand (Accordion section).
Octave	–3~0~+3 Default: 0	This parameter allows you to transpose the Note-on messages transmitted by the accordion section (if "Note" is set to "On") up to three octaves up or down. Each MIDI note has a unique number. This parameter allows you to add (or subtract) 12 ("1" octave), 24 ("2" octaves) or 36 ("3" octaves) to (from) the note numbers generated by your playing.

Parameter	Value	Explanation
CC 00 **CC 32**	Std, Off, 0~127 Default: Std	These three messages belong together. The "oldest" message is called "program change" or "PC" for short. It is used to select sounds or memories on the receiving instrument simply by recalling another sound (or memory) on the transmitting instrument. What you set here is transmitted to the FR-8x's MIDI OUT socket whenever you select the register you are currently editing. (You can set separate addresses for each register.) This allows you to cause an external module to select sounds.
PC	Std, Off, 1~128 Default: Std	Select "Off" if a register should not send CC00, CC32 and/or PC messages. Select "Std" to transmit the MIDI address of the register you assign this setting to (Right Hand register [12], for example, which would then send PC "12" for CC00= 00/CC32= 00). When you select "Std" for one of the three parameters (CC00, CC32, or PC), the other two parameters also adopt the "Std" setting. See the following "Std" table:
Volume	Off, 0~127 Default: 100	This parameter allows you to specify the volume value (CC07) the register should send to an external device whenever you press it. That way, the MIDI instrument you are controlling is automatically set to the desired level. Remember that selecting "0" silences the receiving MIDI instrument. Select "Off" if the register should not transmit this message. **NOTE** The FR-8x does not execute this message if it is returned to the FR-8x via the external device's "Soft Thru" function.
Panpot	Off, 0~127 Default: 64	This parameter allows you to specify the value (CC10) the register should send to an external device when you press it. That way, the MIDI instrument you are controlling automatically selects the desired stereo position. "0" corresponds to hard left, "64" to dead center, and "127" to hard right. Select "Off" if the register should not transmit this message. **NOTE** The FR-8x does not execute this message if it is returned to the FR-8x via the external device's "Soft Thru" function.
Reverb	Off, 0~127 Default: 40	This parameter allows you to specify the Reverb Send Level value (CC91) the register should send to an external device when you press it. Selecting "0" will set the receiving MIDI instrument to "dry" (no reverb), while "127" represents the maximum Reverb Send level. Select "Off" if the register should not transmit this message. **NOTE** If there is no audible change, you may have to check the reverb effect settings on the receiving MIDI instrument. **NOTE** Not all MIDI instruments have a reverb effect, and even if they do, they may not support this control change number

Parameter	Value	Explanation
Chorus	Off, 0~127 Default: 0	This parameter allows you to specify the Chorus Send Level value (CC93) the register should send to an external device whenever you press it. "0" will set the receiving MIDI instrument to "dry" (no chorus), while "127" represents the maximum Chorus Send level. Select "Off" if the register should not transmit this message. **NOTE** If there is no audible change, you may have to check the reverb effect settings on the receiving MIDI instrument. **NOTE** Not all MIDI instruments have a chorus effect, and even if they do, they may not support this control changenumber.
Velocity	On, 1~127 Default: On	Your FR-8xx is velocity sensitive. The volume and brightness of the notes you play on the right hand or left hand keyboard therefore depend on how hard (or fast) you press the keys/buttons. The accordion sounds do not respond to these playing dynamics, but the Orchestra (Treble, Bass, Chord, Free Bass) sounds do and so do most MIDI-compatible sound modules. Even though the MIDI standard recognizes 128 different velocity values, only 127 can actually be used for expression purposes. That explains why the setting range is 1~127. Value "0" is usually used to signal the end of a note (i.e. when you release a key or button). This parameter allows you to specify whether the velocity values corresponding to the strength with which you press a key/button should be transmitted ("On") or whether your playing dynamics should not be translated as such. In the latter case, you need to select a value (1~127) that will be applied to all notes that are transmitted via MIDI. "64" is still relatively soft. Even lower values are probably not what you want in most cases. Fixed velocity values can be useful for playing organ sounds on an external module. Note that the setting you select here has no effect when the "Note Tx" parameter is set to "Off", because note numbers are always transmitted along with a velocity value (any value different from "0" also means "start playing this note").
Expression	Off, Bellows, Pedal Default: Belows	You probably noticed that the strength/speed with which the bellows is pressed or pulled influences the sound – which corresponds to an acoustic accordion's response. This effect can be translated into a MIDI message most external instruments understand. The MIDI standard provides a message ("control change") for remotely controlling the volume of an external instrument: CC11. It is chiefly used for expression purposes (similar to the way in which a guitarist or organ player uses a volume pedal). If you want to use the bellows for expressive purposes, set this parameter to "Bellows". If you don't (because the external instrument is too sensitive and therefore changes its volume too often), select "Off". If you purchased an optional MIDI foot controller (e.g. FC-300) that have a pedal expression, you can also control the relative volume by foot. In that case, set this parameter to "Pedal".

Parameter	Value	Explanation
After-touch	Off, On Default: On	The right hand keyboard of the piano-type model also generates aftertouch messages (on the button-type model, aftertouch can be generated with the Master bar). Aftertouch is usually used for temporary changes to a sound's volume, tone or pitch (this needs to be set on the receiving instrument). Used right, it can be a very powerful expressive tool. Select "Off" if this message type should not be transmitted. Select "On" if you want to transmit aftertouch messages.
Sustain	Off, On Default: On	This parameter allows you to enable the transmission of sustain values (CC10) to an external device. The sustain can be controlled by Chin Switched (*p. 98*), Function Switches (*p. 106*) or by an optional MIDI foot controller (e.g. FC-300) connected to the MIDI IN socket of FR-8x (*p. 107*).

2.8 Name

This page allows you to name the currently selected accordion register for easy reference while performing with the FR-8x.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

3. Bass Edit parameters (Accordion)

The parameters of the Bass Edit group apply to the Bass section (bass and chord notes) and are saved to the selected Set. They allow you to build your own (virtual) accordion. See *"Selecting Parameters" (p. 68)* for how to select and adjust the parameters.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

NOTE

These parameters cannot be selected if the Free Bass section is activated.

Introduction to Bass Parameters

All changes you make here apply to the last Bass register you selected. So be sure to select LEFT HAND [BASS & CHORD] button and press the register whose settings you wish to change before selecting and editing any of the Bass Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

3.1 Reed Type

These parameters allow you to transform the selected register into a different instrument, and to assign different sounds to each reed the register plays.

See *"2.1 Reed Type" (p. 71)* for a discussion of the possibilities and the aspects you need to pay attention to.

Bear in mind, however, that the parameters on this page apply to the selected bass register.

Parameter	Value	Explanation
FOOT	All, 16', 8', 8'-4', 4', 2"	Chose the reed you wish to assign another sound to. **NOTE** Whenever you select "All" and set a different reed type, the "Valve Noise" setting (*p. 72*) is automatically adapted to the reed type you select here. You may have to change it afterwards if you wish to use a different noise type.
TYPE	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	Select a type of instrument. **TIPS** To save time while changing the "TYPE" setting of one or several reeds, you could proceed as follows: suppose all reeds are currently set to the wrong TYPE and you want to use 16', 8' and 4' as "Bandoneon". In that case, set FOOT to "All" and TYPE to "Bandoneon". Now, all reeds use the "Bandoneon" setting. Now use "TYPE" to switch off the reeds you do not need.

3.2 Register

The parameters on this page are used in combination with the parameters above.

Here, you decide which reeds should be audible and how they should be played. It is therefore on this page that you specify whether the sounds you selected above will be used.

Parameter	Value	Explanation
BASS	All, 16', 8'	Chose the reed you wish to edit.
STATUS	Off, Bass	• "**Off**": No sound • "**Bass**": Sound
LEVEL	Off, –40~Std~+40	This parameter can be set for each reed/footage individually. It allows you to create the desired "mix" (volume balance) for the active reeds. This is a relative parameter: its value is added to or subtracted from the standard value ("Std"). As a rule, first decide which reed is most important and set its "Volume" parameter to "Std". Then reduce or increase the volume of the "ancillary" reeds to create the desired balance.
CHORD	All, 8'-4', 4', 2'	Chose the reed you wish to edit.
STATUS	Off, Chord, Bass & Chord	• "**Off**": No sound • "**Chord**": Sound • "**Bass & Chord**": Sound

Parameter	Value	Explanation
LEVEL	Off, –40~Std~+40	This parameter can be set for each reed/footage individually. It allows you to create the desired "mix" (volume balance) for the active reeds. This is a relative parameter: its value is added to or subtracted from the standard value ("Std"). As a rule, first decide which reed is most important and set its "Volume" parameter to "Std". Then reduce or increase the volume of the "ancillary" reeds to create the desired balance.

NOTE

Whenever you select "ALL" and set a different reed type, the "3.3 Noises" settings are automatically adapted to the reed type you select here.

You may have to change those settings afterwards if you wish to use different noise type.

3.3 Noises

On this page, you can specify the instrument whose button noises ("BUTTON NOISE") should be used when you select this register while playing. (Note that other bass registers can be assigned different noises.)

The "REED GROWL" parameter allows you to simulate the typical noise a bass reed makes just before it stops vibrating altogether (a kind of "musical flatulence" if you will).

Each instrument of the accordion family produces its own typical growl. The growl that matches the sound selected with "3.1 Reed Type" probably yields the most realistic effect – but feel free to select another one if you like it better.

Parameter	Value	Explanation
BASS/CHORD NOISE	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan.	Select the desired setting.
LEVEL	Off, –40~Std~40,	Use the "LEVEL" parameter to specify how prominent the noise should be.
REED GROWL	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	Select the desired setting.
LEVEL	Off, –40~Std~40	To set the volume of the Reed Growl sound.

3.4 Effect Send

On this page, you can adjust the Reverb, Chorus and Delay effect for the bass section.

Parameter	Value	Explanation
REVERB	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the bass section). The higher the value you set, the more the bass section (which includes the chord buttons) will be processed by the effect in question.
CHORUS	0~127	
DELAY	0~127	

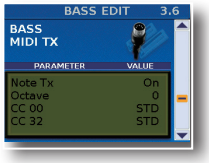
3.5 Controllers

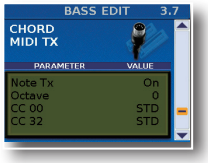
This parameter further adds to the realism of the sounds emulated by your FR-8x

Parameter	Value	Explanation
BELLOWS DETUNE	Off, Low, Standard, High	Here, you can specify how strongly the pitch of the simulated Bass reed(s) changes when you open or close the bellows faster than usual. If the "Standard" setting seems too mild, try "High". If it is too strong, use "Low". If you do not want any detuning effect, select "Off". The most convincing setting usually depends on the selected instrument(s). See *"3.1 Reed Type" (p. 75)*.

3.6 BASS MIDI TX

3.7 CHORD MIDI TX





These pages contain a series of MIDI parameters for the selected register. You need to set them one by one. One page allows you to specify which

MIDI messages the bass notes (i.e. the two or three button rows closest to the bellows) should transmit, the other does the same for the chord buttons (the remaining buttons in the bass section).

These parameters are saved along with all other Set parameters, which allows you to use different MIDI settings for each Set – and even each register within a Set.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Octave	–3~0~+3 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
CC 00	Std, Off, 0~127 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
CC 32		
PC	Std, Off, 1~128 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.

Parameter	Value	Explanation
Volume	Off, 0~127 Default: 100	See *"2.7 MIDI TX" (p. 73)* for details.
Panpot	Off, 0~127 Default: 64	See *"2.7 MIDI TX" (p. 73)* for details.
Reverb	Off, 0~127 Default: 40	See *"2.7 MIDI TX" (p. 73)* for details.
Chorus	Off, 0~127 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
Velocity	On, 1~127 Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Expression	Off, Bellows, Pedal Default: Belows	See *"2.7 MIDI TX" (p. 73)* for details.
Aftertouch	Off, On Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Sustain	Off, On Default: On	See *"2.7 MIDI TX" (p. 73)* for details..

3.8 Name

This parameter allows you to name the currently selected bass register for easy reference while performing with the FR-8x.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

4. Free Bass Edit parameters

The parameters of the "Free Bass Edit" group apply to the bass section when it is used in Free Bass mode. See *"Free Bass System (F.BASS)" (p. 35)*. They can be saved to the selected Set.

See *"Selecting Parameters" (p. 68)* for how to select and adjust the parameters.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

NOTE

These parameters can only be selected if the Free Bass section is activated ([FBASS] button indicator lights).

Introduction to Bass Parameters

All changes you make here apply to the last Free Bass register you selected. So be sure to select LEFT HAND [F.BASS] button and press the register whose settings you wish to change before selecting and editing any of the Free Bass Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one..

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

4.1 Reed Type

Thee parameters allow you to transform the selected register into a different instrument, and to assign different sounds to each reed the register plays.

Bear in mind, however, that the parameters on this page apply to the selected Free Bass register.

Parameter	Value	Explanation
FOOT	All, 16', 8'	Chose the reed you wish to assign another sound to. **NOTE** Whenever you select "All" and set a different reed type, the "VALVE NOISE" setting (*p. 72*) is automatically adapted to the reed type you select here. You may have to change it afterwards if you wish to use a different noise type.
TYPE	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	Select a type of instrument.
REED GROWL	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	This parameter allows you to simulate the typical noise a bass reed makes just before it stops vibrating altogether. Each instrument of the accordion family produces its own typical growl. The growl that matches the sound selected with "4.1 Reed Type" probably yields the most realistic effect, but feel free to select another one if you like it better.
LEVEL	Off, –40~Std~40	This is the last parameter that can be set for each reed individually. It allows you to create the desired "mix" (volume balance) for the active reeds. This is a relative parameter: its value is added to or subtracted from the standard value ("Std"). As a rule, first decide which reed is most important and set its "Volume" parameter to "Std". Then reduce or increase the volume of the "ancillary" reeds to create the desired balance.

4.2 Register

The parameters on this page are used in combination with the parameters above. Here, you decide which reeds should be audible and how they should be played. It is therefore on this page that you specify whether the sounds you selected above will be used.

Parameter	Value	Explanation
FOOT	All, 16', 8'	Chose the reed you wish to assign another sound to. **NOTE** Whenever you select "All" and set a different reed type, the "VALVE NOISE" setting (*p. 72*) is automatically adapted to the reed type you select here. You may have to change it afterwards if you wish to use a different noise type.
STATUS	Off, Low, High, Whole	To specify whether the selected reed should sound and which bass buttons can be used to play it. • "**Off**": No sound • "**Low**": the lower half • "**High**": the upper half • "**Whole**": all buttons These options allow you to program what keyboard players would call a "split". You can create several nifty combinations, like "High" for 8' and "Low" for 16' (or vice versa), or "Whole" for 16' (all buttons) and "High" for 8' (only the upper three rows). **NOTE** Assigning the same partial "STATUS" ("High" or "Low") to both reeds means that only half the number of available bass buttons can be used.
LEVEL	Off, –40~Std~40	It allows you to create the desired "mix" (volume balance) for the active reeds. This is a relative parameter: its value is added to or subtracted from the standard value ("Std"). As a rule, first decide which reed is most important and set its "Volume" parameter to "Std". Then reduce or increase the volume of the "ancillary" reeds to create the desired balance.
FREE BASS NOISE	Bandoneon , I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	The bass section of almost all accordion instruments can be played via buttons. Such buttons produce a typical noise when pressed. You can select the instrument whose button noises should be used when you select this register. (Note that other Free Bass registers can be assigned different noises.)
LEVEL	Off, –40~Std~40	Use the "LEVEL" parameter to specify how prominent the noise should be. **NOTE** Whenever you select "ALL" for "4.1 Reed Type" and set a different reed type, this noise setting is automatically adapted to the reed type you select. It would therefore be a good idea to first select the reed type and only then change the noise type

4.3 Effect Send

On this page, you can adjust the Reverb, Chorus and Delay effect for the bass section.

Parameter	Value	Explanation
REVERB	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the Free Bass section). The higher the value you set, the more the Free Bass section (which includes the chord buttons) will be processed by the effect in question.
CHORUS	0~127	
DELAY	0~127	

4.4 Controllers

In this page you can control the bellows detune.

Parameter	Value	Explanation
BELLOWS DETUNE	Off, Low, Standard, High	Here, you can specify how strongly the pitch of the simulated Free Bass reed(s) changes when you open or close the bellows faster than usual. If the "Standard" setting seems too mild, try "High". If it is too strong, use "Low". If you do not want any detuning effect, select "Off". The most convincing setting usually depends on the selected instrument(s). See *"4.1 Reed Type" (p. 77)*.

4.5 FREE BASS MIDI TX

This parameter further adds to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Octave	–3~0~+3 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
CC 00	Std, Off, 0~127 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
CC 32		
PC	Std, Off, 1~128 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
Volume	Off, 0~127 Default: 100	See *"2.7 MIDI TX" (p. 73)* for details.
Panpot	Off, 0~127 Default: 64	See *"2.7 MIDI TX" (p. 73)* for details.
Reverb	Off, 0~127 Default: 40	See *"2.7 MIDI TX" (p. 73)* for details.
Chorus	Off, 0~127 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
Velocity	On, 1~127 Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Expression	Off, Bellows, Pedal Default: Belows	See *"2.7 MIDI TX" (p. 73)* for details.

4.6 Name

This parameter allows you to name the currently selected Free Bass register for easy reference while performing with the FR-8x.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

5. Orchestra 1 Edit parameters

The parameters of the "Orchestra 1 Edit" group apply to the right hand orchestra section. See *"Playing Orchestral Sounds" (p. 35)* for details about the Orchestra section. They can be saved to the selected Set.

See *"Selecting Parameters" (p. 68)* for how to select and adjust the parameters.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

NOTE

These parameters can only be selected if the Orchestra 1 section is activated ([ORCH 1] button indicator lights).

Introduction to Orchestra 1 Parameters

All changes you make here apply to the last Orchestra 1 register you selected. So be sure to select RIGHT HAND [ORCH1] button and press the register whose settings you wish to change before selecting and editing any of the Orchestra 1 Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

5.1 Tone Selection

Thee parameters group allows you to assign the desiderate orchestra sound, to transpose the Orchestra section, to adjust the volume and the panpot.

Parameter	Value	Explanation
TONE	For details regarding this settings refer to the"Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/	This parameter allows you to assign the desired orchestral sound to the selected register.
OCTAVE	–3~0~+3	This parameter allows you to transpose the Orchestra 1 section (i.e. the currently selected orchestral 1 sound) up or down. This can be interesting when you are using the Orchestra 1 part in layer mode (*p. 33*) and want it to sound above or below the selected treble accordion register.
VOLUME	Off, –40~Std~40	This parameter allows you to set the Orchestra 1 section's volume. This is a relative parameter, which means that its value is added to or subtracted from the standard value ("Std").
PANPOT	63 Bass~0~63 Treble	Depending on the selected sound, this parameter allows you to change the Orchestra 1 part's placement in the stereo sound field (i.e. between the left and right speakers) to create a livelier sound image. The "Treb" values mean that the sound will appear on the same side as the Right Hand (treble) accordion sound. This setting applies to both the FR-8x internal speakers and the L/MONO socket. The "Bass" values mean that the sound will appear on the same side as the bass accordion sound. This setting applies to both the FR-8x internal speakers and the R/MONO socket. Choose "0" if the Orchestra 1 sound should be at the center of the stereo image.

5.2 Effect Send

The FR-8x contains 1 multi-effects processors ("MFX"), one reverb processor, one chorus processor and one delay processor that can be used to process the Orchestra 1 section.

Parameter	Value	Explanation
REVERB **CHORUS** **DELAY**	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the Orchestra 1 section).
MFX	Off, On	Select "Off" if you don't need the MFX processor.
MFX Type	See the table below.	The FR-8x 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 MFX available types are:

N.	Mfx Type	N.	Mfx Type	N.	Mfx Type
1	Thru	29	OD→ Delay	57	VK Rotary
2	Stereo EQ	30	DST→ Cho	58	3D Chorus
3	Overdrive	31	DST→ Flgr	59	3D Flanger
4	Distortion	32	DST→ Delay	60	3D Step Flgr
5	Phaser	33	EH→ Chorus	61	Band Cho
6	Spectrum	34	EH→ Flanger	62	Band Flgr
7	Enhancer	35	EH→ Delay	63	B. Step Flgr
8	Auto Wah	36.	Cho→DLY	64	VS Overdr.
9	Rotary	37	Flgr→ DLY	65	VS Distort.

N.	Mfx Type	N.	Mfx Type	N.	Mfx Type
10	Compress	38	CHO→ Flgr	66	GT AmpSim
11	Limiter	39	CHO/DLY	67	Gate
12	Hexa-Cho	40	Flgr/DLY	68	Long Delay
13	Trem Cho	41	CHO/Flgr	69	Serial Delay
14	Space-D	42	Isolator	70	M. Tap DLY
15	St. Chorus	43	Low Boost	71	Reverse DLY
16.	St. Flanger	44	Super Filter	72	Shuffle DLY
17	StepFlanger	45	Step Filter	73	3D Delay
18	St. Delay	46	Humanizer	74	Long Delay
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 Shift	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	Symp Reso
27	OD→Chorus	55	Step Pan	83	VIB-OD-Rot
28	OD→Flanger	56	Slicer	84	Center Can

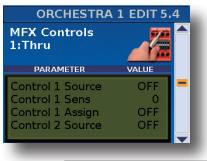
5.3 MFX Edit

The parameters in this page depend on the MFX type that you selected.

Select and set the desiderate parameter.

For details regarding MFX edit parameters refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web http:/ www.roland.com/manuals/.

5.4 MFX Control



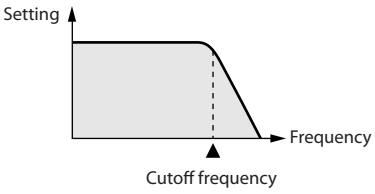
Select this page to assign a control to the MFX.

Parameter	Value	Explanation
Control 1 Source	Off, EFX Pot, Aftert	Select "EFX Pot" to control the MFX by "EFFECT" potentiometer. Select "After" to control the MFX by aftertouch. **NOTE** The treble keyboard of the piano-type model also generates aftertouch messages (on the button- type model, aftertouch can be generated with the Master bar). "Aftertouch" refers to the fact that you press a key even further down after playing a note.
Control 1 Sens	-63~0~+63	Adjust the sensitivity.
Control 1 Assign	The effects to assign depend on the MFX type that you selected. See *"2.3 Effects Send" (p. 72)*.	
Control 2 Source	As "Control 1 Source"	
Control 2 Sens	As "Control 1 Sens"	
Control 2 Assign	As "Control 1 Assign"	
Control 3 Source	As "Control 1 Source"	
Control 3 Sens	As "Control 1 Sens"	
Control 3 Assign	As "Control 1 Assign"	
Control 4 Source	As "Control 1 Source"	
Control 4 Sens	As "Control 1 Sens"	
Control 4 Assign	As "Control 1 Assign"	

5.5 Sound Edit

The following parameters allow you to set the sound's "envelope" and filters.

The envelope parameters affect both the volume (TVA) and the filter (TVF). The cutoff frequency will rise as the envelope rises and will fall as the envelope falls.

Parameter	Value	Explanation
ATTACK	-64~0~+63	This parameter adjusts the onset of the sound. Negative values speed up the attack, so that the sound becomes more aggressive.
DECAY	-64~0~+63	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.
RELEASE	-64~0~+63	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.
CUTOFF	–64~0~+63	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). Characteristics of a low-pass filter Characteristics of a low-pass filter  **NOTE** For some sounds, positive (+) Cutoff settings will cause no noticeable change because the pre-programmed Cutoff parameter is already set to its maximum value
DELAY	–64~0~+63	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
DEPTH	–64~0~+63	This parameter adjusts the intensity of the pitch modulation. Positive (+) settings mean that the "wobble" becomes more prominent, while negative (–) settings make it shallower.
RATE	–64~0~+63	This parameter adjusts the speed of the pitch modulation. Positive (+) settings make the preset pitch modulation faster and negative (–) settings make it slower.

Parameter	Value	Explanation
RESO	–64~0~+63	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. **NOTE** For some sounds, negative (–) "Resonance" settings may produce no noticeable change because the Resonance is already set to the minimum value.

5.6 Controllers

These parameters further add to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
AFTERTOUCH	Off, 1/4 Down, 1/2 Down, 1/4 Up, 1/2 Up	The right hand keyboard of the piano-type model generates aftertouch messages (on the button-type model, aftertouch can be generated with the Master bar). "Aftertouch" refers to the fact that you press a key even further down after playing a note. This effect allows you to bend the pitch down (temporarily lower the note) by a quarter ("1/4 Down") or a semi-tone ("1/2 Down"). Select "1/4 Up" or "1/2 Up" to bend the notes up a quarter or a semi-tone. Select "Off" to switch off the Orchestra section's aftertouch recognition. The treble section also contains this parameter. You are thus free to decide whether the Orchestral 1 sound should be affected by aftertouch messages or only one of them. **NOTE** This aftertouch effect applies to all Orchestra 1 notes that are sounding simultaneously.
BELLOWS DETUNE	Off, Low, Standard, High	This parameter allows you to specify how strongly the orchestral sound's pitch should be influenced by opening and closing the bellows faster than usual. If the "Standard" setting seems too mild, try "High". If it is too strong, use "Low". If you do not want any detuning effect, select "Off". The most convincing setting usually depends on the selected sound.
EXP PEDAL	Off, On	• Select "**Off**" If you want to use the bellows for expressive purposes. • Select "**On**" if you want control the expression by foot purchasing an optional MIDI foot controller (e.g. FC-300).

Parameter	Value	Explanation
ORCH 1 TOUCH	Fixed Low, Fixed Med., Fixed High, Low, Medium, High, Fixed Low+Bellows, Fixed Med.+Bellows, Fixed High+Bellows, Bellows	This parameter allows you to specify the velocity sensitivity of the Right Hand section keys when they are used to play Orchestral 1 sounds. • There are three "**Fixed**" curves that always use the same value, no matter how hard or lightly you press the keys (no dynamic control). "**Low**" means that a low value is used, "**Med**" represents a medium value and "**High**" a high value. • "**Low**": means that even relatively light key presses already allow you to play loud notes. • "**Medium**": is in the middle of Low and High. • "**High**": represents the most responsive velocity curve that requires a considerable amount of strength for fortissimo notes, but it also provides more expressive options. • "**Heavy**": provides a greater variety of nuances. • "**Fixed Low+Bellows**", "**Fixed Med.+Bellows**", "**Fixed High+Bellows**": mean that the selected orchestral sound uses fixed velocity values but can also be controlled by the bellows movements. • "**Bellows**": means that the selected orchestral sound is controlled by the bellows movements - not the velocity values generated by the keys. **NOTE** The "ORCH 1 TOUCH" parameter does not act if the orchestral sound selected can be controlled by bellows only. For details regarding these sounds refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/

5.7 MIDI TX

This page contains a series of MIDI parameters for the Orchestra 1 section you need to set one by one.

These parameters are saved along with all other Set parameters, which allows you to use different MIDI settings for each Set and even each register within a Set.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Octave	–3~0~+3 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
CC 00	Std, Off, 0~127 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
CC 32		

Parameter	Value	Explanation
PC	Std, Off, 1~128 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
Volume	Off, 0~127 Default: 100	See *"2.7 MIDI TX" (p. 73)* for details.
Panpot	Off, 0~127 Default: 64	See *"2.7 MIDI TX" (p. 73)* for details
Reverb	Off, 0~127 Default: 40	See *"2.7 MIDI TX" (p. 73)* for details.
Chorus	Off, 0~127 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
Velocity	On, 1~127 Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Expression	Off, Bellows, Pedal Default: Belows	See *"2.7 MIDI TX" (p. 73)* for details.
Aftertouch	Off, On Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Sustain	Off, On Default: On	See *"2.7 MIDI TX" (p. 73)* for details.

6. Orchestra 2 Edit parameters

The parameters of the "Orchestra 2 Edit" group apply to the right hand orchestra section. See *"Playing Orchestral Sounds" (p. 35)* for details about the Orchestra section. They can be saved to the selected Set.

For details about the parameters of the "Orchestra 2 Edit" refer to *"5. Orchestra 1 Edit parameters" (p. 79)*.

7. Organ Edit parameters (Righ Hand)

The parameters of the "Organ" group apply to the right hand Organ section. See *"Playing Multiple Tones with the Keyboard" (p. 33)* for details about the Organ selection. The parameters can be saved to the selected Set.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

NOTE

These parameters can only be selected if the Organ section is activated ([ORGAN] button indicator lights).

Introduction to Organ Parameters

All changes you make here apply to the last Organ register you selected. So be sure to select RIGHT HAND [ORGAN] button and press the register whose settings you wish to change before selecting and editing any of the Organ Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.

IMPORTANT NOTE

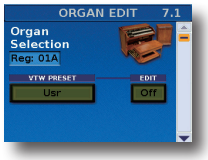
The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

NOTE

The Organ section and the Orchestra 1 section cannot be used at the same time.

7.1 Organ Selection



Your FR-8x contains a three-part Virtual ToneWheel organ. You can set the (virtual) harmonic bars—and a number of typical organ effects and noises—to your liking (like on a real organ).

There are three organ parts: TW Upper (Right Hand keyboard), TW Lower (chord rows of the bass buttons) and TW Pedal (bass rows of the bass buttons).

In this page you can assign to the selected register of the Right Hand a VTW Presets, edit a User VTW and/or transpose the Organ section in octave.

Parameter	Value	Explanation
VTW PRESET	Usr, P1~P32	Select the Organ preset that you wish to assign to the selected register. • "**Usr**" User preset (Only If you edited a VTW preset) • "**P1~P32**" 32 Organ preset (Not editable)
EDIT	Rotate the [DATA/ENTER] knob to select this field and rotate knob to select "On". The "VTW RIGHT HAND " edit page is shown. See below.	

Editing the selected organ sound

You can edit the selected preset by proceeding as follows:

1. **See *"Selecting Tones and Playing with the Right Hand" (p. 32)* for assigning an organ sounds to the Right Hand.**
2. **Select the Right Hand register that you want to edit.**
3. **Select the "7.1 Organ Selection" page.**
4. **Select the Organ preset (VTW PRESET) you wish to edit.**
5. **Rotate the [DATA/ENTER] knob to select the "EDIT" field and push the knob to edit the VTW Preset that you selected earlier.**

   The following page appears:

6. **Push the [DATA/ENTER] knob repeatedly to select the harmonic bar you want to edit:**

   16′, 5 1/3′, 8′, 4′, 2 2/3′, 2, 1 3/5′, 1 1/3′, 1′.

7. **Rotate the [DATA/ENTER] knob to set the level of the selected harmonic bar.**

   NOTE

   If the "Perc. Switch" parameter is on, the sound of the 1′ harmonic bar will not be heard. This is not a malfunction.

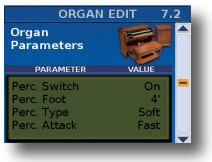
8. **Repeat the step 6 and 7 to set the level the of the remaining harmonic bars to your liking.**
9. **Press [EXIT/JUMP] button to leave this page.**

   The new harmonic bars preset is assigned to the selected register.

   See *"7.3 VTW Upper (Right Hand Organ)" (p. 84)* to give a name

at your preset.

7.2 Organ Parameters



This page allows you to make additional detailed settings for the Organ section.

Percussion

The "Percussion" parameter allows you to add a "thumping" sound to the notes you play, making the organ more aggressive. You can also specify the pitch, the level and the speed (onset) of the percussion sound.

Parameter	Value	Explanation
Perc. Swtich	Off, On	You can enable the Percussion sound.
Perc. Foot	2'-2/3', 4'	• "**2'-2/3**": The Percussion use the 2-2/3' harmonic bar. • "**4'**": The Percussion use the 4' harmonic bar.
Perc. Type	Hard, Soft	Sets the percussion sound's level. • "**Hard**": normal level • "**Soft**": softer level.
Perc. Attack	Fast, Slow	Specifies the desired attack (aggressiveness) of the percussion sound. • "**Fast**": fast and more abrupt • "**Slow**": slow and longer.

Vibrato/Chorus

The vibrato effect cyclically modulates the pitch of organ sounds (which is different from the Rotary effect).

The chorus effect mixes the normal sound of the organ with a sound to which vibrato has been applied, adding richness and spaciousness to the sound. Only one of these two effects can be used at a time (either vibrato or chorus).

NOTE

The Vibrato/Chorus organ effects described below apply to all Organ parts. There is one processor each for each effect. Therefore, the left hand Organ Chord and Organ Bass parts will use the same settings as the right hand organ part. If the right hand organ part is not used (i.e. if the treble keyboard plays an accordion or orchestral sound), the effects settings of the left hand organ chord part are used and also applied to the left hand organ bass part. (And if only the left hand organ bass part is active, it will use its own effects settings.)

Parameter	Value	Explanation
Vib/Cho Switch	Off, On	You can apply vibrato or chorus to the organ sound.
Vib/Cho Type	V-1, V-2, V-3 C-1, C-2, C-3	The effect will intensify as the vibrato type (V-1, V-2, V-3) or chorus type (C-1, C-2, C-3) moves to a higher number
Vib/Cho Vintage	'50, '60, '70	Tonewheel used in tonewheel organs of 1950, 1960, 1970.
Vib/Cho Level	0~127	Use this parameter to set the Vibrato or chorus level.

Overdrive

This effect distorts the sound, giving it an "edge" and making it suitable for hard rock and similar musical genres. See also the "NOTE" under "Vibrato/Chorus".

Parameter	Value	Explanation
Overdrive Switch	Off, On	Allows you to switch the overdrive effect on or off.
Overdrive Drive	0~127	Specifies how strongly the sound is distorted. A value toward 127 raise the gain, adding distortion to the sound.
Overdrive Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.

Rotary

The effect in this section simulates the typical sound modulation generated by a cabinet with rotating loudspeakers.

Most functions (start/stop, rotation speed selection, etc.), need to be selected with an optional MIDI foot controller (e.g. FC-300) (*p. 107*), Chin Switches (*p. 98*) or Function Switches (*p. 106*).

Parameter	Value	Explanation
Leakage Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.
Rotary Snd Level	0~127	You can adjust the level of rotary effect.
Rotary Snd Reverb	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the reverb effect. Choose "0" if the sound should not be processed by the organ reverb processor.
Rotary Snd Chorus	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ chorus effect. Choose "0" if the sound should not be processed by the organ chorus processor.
Rotary Snd Delay	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ delay effect. Choose "0" if the sound should not be processed by the organ delay processor.

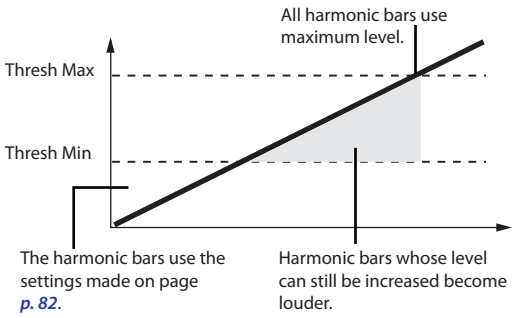
Bellows Crescendo

Here is an effect that allows you to use the bellows to "move" the virtual harmonic bars. Suppose you set only one bar to the maximum value but want to be able to increase the level of the other bars to add special emphasis to certain notes or chords. In that case, set the "Crescendo" parameter to a higher value than "0" and move the bellows more forcefully.

This function temporarily increases the level of the harmonic bars. It has no effect if all harmonic bars are already set to the maximum level.

Parameter	Value	Explanation
Bellows Crescendo	Off, 1~100	Sets the organ sound's sensitivity to changes in the force with which the bellows is moved. The higher the value, the more the bellows will influence the organ sound.
Bellows Thres Min	0~110 (this value cannot be higher than the "Bellows Thresh Max" value)	This parameter allows you to specify the pressure you need to apply to the bellows to start triggering the "Crescendo" effect. Set a relatively high value if you want to change the footage levels only for accented notes.
Bellows Thres Max	20~120 (this value cannot be lower than the "Thresh Min" value)	This parameter allows you to specify the maximum pressure that will set the levels of all virtual harmonic bars to maximum level. Choosing a value below "120" means that the Crescendo effect is no longer applied when you press the bellows very forcefully.

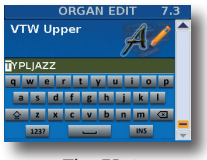
The following illustration may make things clearer:



NOTE

As stated above, the "Crescendo" effect will not be audible if all harmonic bars already use the maximum level.

7.3 VTW Upper (Right Hand Organ)



After editing the organ sound, you can decide to name it for easy identification. Your sound resides in the "User" memory.

After editing the organ sound, you can decide to name it for easy identification.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

8. Orch Bass Edit parameters

The parameters of the "Orch Bass Edit" group allow you to edit the Orchestra and VTW Organ of the Left Hand Bass section. See *"Bass and Chord System (BASS & CHRD)" (p. 34)* for details about the selection of the Orchestra section.

The parameters can be saved to the selected Set.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to Orchestral Bass Parameters

All changes you make here apply to the last Orchestra Bass register you selected. So be sure to select LEFT HAND [ORCH BASS] button and press the register whose settings you wish to change before selecting and editing any of the Orchestra Bass Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

8.1 Tone Selection

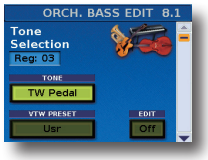
This parameter group allows you to assign the desired orchestral or organ sound (VTW) to the selected register.

Parameter	Value	Explanation
TONE	For details regarding this settings refer to the"Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/	This parameter allows you to assign the desired orchestral and VTW Organ sound to the selected register. The VTW Organ Sound is the first in the Orchestra Tone List.

8.1 Tone Selection (only for VTW Organ Tone)

If you selected a VTW Organ Tone (It's the first in the list):

The following page appears:



Two parameters are added in the "Tone Selection" page:

Parameter	Value	Explanation
VTW PRESET	Usr, P1~P16	Select the Organ preset that you wish to assign to the selected register. • "**Usr**" User preset (Only If you edited a VTW preset) • "**P1~P16**" 16 Organ preset (Not editable)
EDIT	Rotate the [DATA/ENTER] knob to select this field and rotate knob to select "On". The "VTW PEDAL" edit page is shown:  To detailed information to edit the selected preset see *"Editing the selected organ sound" (p. 82)*.	

8.2 Tone Control

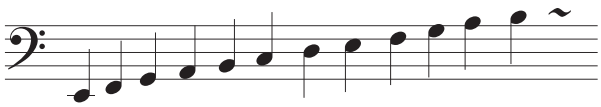
These parameters group allow you to adjust the some useful parameters.

Parameter	Value	Explanation
LOWEST NOTE	E, F, F#, G, Ab, A, Bb, B, C Default: E	This parameter allows you to specify the lowest note the selected sound can sound.

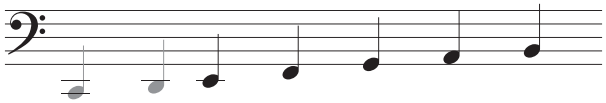
About "LOWEST NOTE"

The ORCHESTRA BASS sounds (like the orchestral sounds of the treble section) are PCM waveforms (samples) of acoustic instruments. Each acoustic instrument has a set range: it cannot sound notes below or above that range.

A normally tuned 4-string bass guitar allows you to play a low E, but not the D below it, for instance:

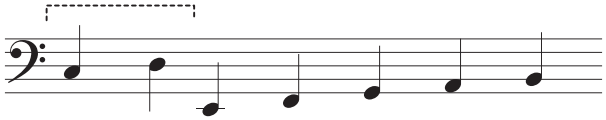


Samples (PCM waveforms), on the other hand, can lower the pitch of a recorded sound almost indefinitely. But that doesn't sound very natural. The "Lowest Note" parameter allows you to specify the lowest pitch the sample can use. If you nevertheless play a lower note on the bass keyboard, it will be sounded one octave above the corresponding pitch and sound natural. Here is an example:
If this is what you play on the bass keyboard…



…after choosing... Lowest Note = E

…these notes are transposed 1 octave up



The Orchestra Bass sound thus changes octaves. For some songs, the default setting (E) may yield odd results, especially if you need to play walking bass lines, etc. In that case, you can change the "Lowest Note" setting to achieve a satisfactory result.

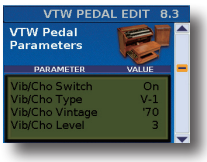
Parameter	Value	Explanation
OCTAVE	–3~0~+3	This parameter allows you to transpose the Orchestra Bass section (i.e. the selected orchestral or organ sound) up or down. Use it if the part you want to play with the bass buttons is too low or too high for what you have in mind.
VOLUME	Off, –40~"Std"~40	This parameter allows you to set the level of the Orchestra Bass part
PANPOT	63 Bass~0~63 Treble	Depending on the selected sound, this parameter allows you to change the Orchestra Bass part's placement in the stereo sound field (i.e. between the left and right speakers) to create a livelier sound image. The "Treb" values mean that the sound will appear on the same side as the Right Hand (treble) accordion sound. This setting applies to both the FR-8x's internal speakers and the L/MONO socket. The "Bass" values mean that the sound will appear on the same side as the bass accordion sound (which is not available while an Orchestra Bass sound is being used). This setting applies to both the FR-8x's internal speakers and the R/MONO socket. Choose "0" if the Orchestra Bass sound should be at the center of the stereo image.

8.3 Effects Send

This page allows you to set various effects.

Parameter	Value	Explanation
REVERB	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the Orchestra Bass section).
CHORUS		
DELAY		

8.3 VTW Pedal Parameter (only for VTW Organ Tone)



This page allows you to make additional detailed settings for the Organ sound.

NOTE

The organ effects described below apply to all sections that use VTW Organ sound.

Vibrato/Chorus

The vibrato effect cyclically modulates the pitch of organ sounds (which is different from the Rotary effect).

Parameter	Value	Explanation
Vib/Cho Switch	Off, On	You can apply vibrato or chorus to the organ sound.
Vib/Cho Type	V-1, V-2, V-3 C-1, C-2, C-3	The effect will intensify as the vibrato type (V-1, V-2, V-3) or chorus type (C-1, C-2, C-3) moves to a higher number
Vib/Cho Vintage	'50, '60, '70	Tonewheel used in tonewheel organs of 1950, 1960, 1970.
Vib/Cho Level	0~127	Use this parameter to set the Vibrato or chorus level.

Overdrive

This effect distorts the sound, giving it an "edge" and making it suitable for hard rock and similar musical genres. See also the "NOTE" under "Vibrato/Chorus".

Parameter	Value	Explanation
Overdrive Switch	Off, On	Allows you to switch the overdrive effect on or off.
Overdrive Drive	0~127	Specifies how strongly the sound is distorted. A value toward 127 raise the gain, adding distortion to the sound.
Overdrive Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.

Rotary

The effect in this section simulates the typical sound modulation generated by a cabinet with rotating loudspeakers.

Most functions (start/stop, rotation speed selection, etc.), need to be selected with an optional MIDI foot controller (e.g. FC-300) (*p. 106*), Chin Switches (*p. 98*) or Function Switches (*p. 106*).

Parameter	Value	Explanation
Leakage Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.
Rotary Snd Level	0~127	You can adjust the level of rotary effect.
Rotary Snd Reverb	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the reverb effect. Choose "0" if the sound should not be processed by the organ reverb processor.

Parameter	Value	Explanation
Rotary Snd Chorus	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ chorus effect. Choose "0" if the sound should not be processed by the organ chorus processor.
Rotary Snd Delay	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ delay effect. Choose "0" if the sound should not be processed by the organ delay processor.

8.4 Sound Edit (Not for VTW Organ Tone)

The following parameters allow you to set the sound's "envelope" and filters.

The envelope parameters affect both the volume (TVA) and the filter (TVF). The cutoff frequency will rise as the envelope rises and will fall as the envelope falls.

Parameter	Value	Explanation
ATTACK	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
DECAY	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RELEASE	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
CUTOFF	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
DELAY	–64~0~+63	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
DEPTH	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RATE	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RESO	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.

8.5 Controllers

These parameters further add to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
EXP PEDAL	Off, On	• Select "**Off**" If you want to use the bellows for expressive purposes. • Select "**On**" if you want control the expression by foot purchasing an optional MIDI foot controller (e.g. FC-300).
ORCH BASS TOUCH	Fixed Low, Fixed Med., Fixed High, Low, Medium, High, Fixed Low+Bellows, Fixed Med.+Bellows, Fixed High+Bellows, Bellows	This parameter allows you to specify the velocity sensitivity of the Right Hand section keys when they are used to play Orchestral 1 sounds. • There are three "**Fixed**" curves that always use the same value, no matter how hard or lightly you press the keys (no dynamic control). "**Low**" means that a low value is used, "**Med**" represents a medium value and "**High**" a high value. • "**Low**": means that even relatively light key presses already allow you to play loud notes. • "**Medium**": is in the middle of Low and High. • "**High**": represents the most responsive velocity curve that requires a considerable amount of strength for fortissimo notes, but it also provides more expressive options. • "**Heavy**": provides a greater variety of nuances. • "**Fixed Low+Bellows**", "**Fixed Med.+Bellows**", "**Fixed High+Bellows**": mean that the selected orchestral sound uses fixed velocity values but can also be controlled by the bellows movements. • "**Bellows**": means that the selected orchestral sound is controlled by the bellows movements not the velocity values generated by the keys. **NOTE** This parameter allows you to specify the velocity sensitivity of the bass and chord buttons when they are used to play one of the orchestral sounds. It has no effect on the VTW Organ sounds. **NOTE** The "ORCH BASS TOUCH" parameter does not act if the orchestral sound selected can be controlled by bellows only. For details regarding these sounds refer to the "Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/

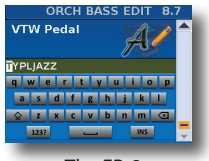
8.6 MIDI TX

This page contains a series of MIDI parameters for the Orchestra Bass section you need to set one by one.

These parameters are saved along with all other Set parameters, which allows you to use different MIDI settings for each Set and even each register within a Set.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Octave	–3~0~+3 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
CC 00	Std, Off, 0~127 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
CC 32		
PC	Std, Off, 1~128 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
Volume	Off, 0~127 Default: 100	See *"2.7 MIDI TX" (p. 73)* for details.
Panpot	Off, 0~127 Default: 64	See *"2.7 MIDI TX" (p. 73)* for details.
Reverb	Off, 0~127 Default: 40	See *"2.7 MIDI TX" (p. 73)* for details.
Chorus	Off, 0~127 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
Velocity	On, 1~127 Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Expression	Off, Bellows, Pedal Default: Bellows	See *"2.7 MIDI TX" (p. 73)* for details.

8.7 VTW Pedal (only for VTW Organ Tone)



After editing the organ sound, you can decide to name it for easy identification. Your sound resides in the "User" memory.

After editing the organ sound, you can decide to name it for easy identification.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

9. Orch Chord Edit parameters

The parameters of the "Orch Edit" group allow you to edit the Orchestra and VTW Organ of the Left Hand Chord section. See *"Bass and Chord System (BASS & CHRD)" (p. 34)* for details about the selection of the Orchestra section.

The parameters can be saved to the selected Set.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

NOTE

If the Free Bass section is activated ([FBASS] button indicator lights) the "Orch Chord Edit" parameters cannot be selected.

Introduction to Orchestral Chord Parameters

All changes you make here apply to the last Orchestra Chord register you selected. So be sure to select LEFT HAND [ORCH CHORD/F.BASS] button and press the register whose settings you wish to change before selecting and editing any of the Orchestra Chord Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

9.1 Tone Selection

This parameter allows you to assign the desired orchestral or organ sound (VTW) to the selected register.

Parameter	Value	Explanation
TONE	For details regarding this settings refer to the"Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/	This parameter allows you to assign the desired orchestral and VTW Organ sound to the selected register. The VTW Organ Sound is the first in the Orchestra Tone List.

9.1 Tone Selection (only for VTW Organ Tone)

If you selected a VTW Organ Tone (It's the first in the list):

The following page appears:

Two parameters are added in the "Tone Selection" page:

Parameter	Value	Explanation
VTW PRESET	Usr, P1~P32	Select the Organ preset that you wish to assign to the selected register. • "**Usr**" User preset (Only If you edited a VTW preset) • "**P1~P32**" 32 Organ preset (Not editable)

Parameter	Value	Explanation
EDIT		Rotate the [DATA/ENTER] knob to select this field and rotate knob to select "On". The "VTW LEFT HAND" edit page is shown  To detailed information to edit the selected preset see *"Editing the selected organ sound" (p. 82)*.

9.2 Tone Control

These parameters group allow you to adjust some useful parameters.

Parameter	Value	Explanation
LOWEST NOTE	C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B,	The note you select will be the lowest note the chords you play. See also the explanation for *"About "LOWEST NOTE"" (p. 84)*.
	Gtr Table1, Gtr Table2, Gtr Table3	Select one of these options to take advantage of the FR-8x Guitar mode. The numbers (1~3) represent different chord voicings (tablatures). For more details see *"Guitar Mode for the Orchestral Chord Section" (p. 41)*. **NOTE** Guitar mode can also be interesting for other sounds than guitar. Feel free to experiment
OCTAVE	–3~0~+3	This parameter allows you to transpose the Orchestra Chord section (i.e. the selected orchestral or organ sound) up or down. Use it if the part you want to play with the bass buttons is too low or too high for what you have in mind.
VOLUME	Off, –40~"Std"~40	This parameter allows you to set the level of the Orchestra Bass part
PANPOT	63 Bass~0~63 Treble	Depending on the selected sound, this parameter allows you to change the Orchestra Chord part's placement in the stereo sound field (i.e. between the left and right speakers) to create a livelier sound image. The "Treb" values mean that the sound will appear on the same side as the Right Hand (treble) accordion sound. This setting applies to both the FR-8x's internal speakers and the L/MONO socket. The "Bass" values mean that the sound will appear on the same side as the bass accordion sound (which is not available while an Orchestra Chord sound is being used). This setting applies to both the FR-8x's internal speakers and the R/MONO socket. Choose "0" if the Orchestra Chord sound should be at the center of the stereo image.

9.3 Effects Send (Not for VTW Organ Tone)

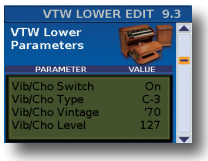
The FR-8x contains 1 multi-effects processors ("MFX"), one reverb processor, one chorus processor and one delay processor that can be used to process the Orchestra Chord section.

Parameter	Value	Explanation
REVERB CHORUS DELAY	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the Orchestra 1 section).
MFX	Off, On	Select "Off" if you don't need the MFX processor.
MFX Type	See the table below.	The FR-8x 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 MFX available types are:

N.	Mfx Type	N.	Mfx Type	N.	Mfx Type
1	Thru	29	OD→ Delay	57	VK Rotary
2	Stereo EQ	30	DST→ Cho	58	3D Chorus
3	Overdrive	31	DST→ Flgr	59	3D Flanger
4	Distortion	32	DST→ Delay	60	3D Step Flgr
5	Phaser	33	EH→ Chorus	61	Band Cho
6	Spectrum	34	EH→ Flanger	62	Band Flgr
7	Enhancer	35	EH→ Delay	63	B. Step Flgr
8	Auto Wah	36.	Cho→DLY	64	VS Overdr.
9	Rotary	37	Flgr→ DLY	65	VS Distort.
10	Compress	38	CHO→ Flgr	66	GT AmpSim
11	Limiter	39	CHO/DLY	67	Gate
12	Hexa-Cho	40	Flgr/DLY	68	Long Delay
13	Trem Cho	41	CHO/Flgr	69	Serial Delay
14	Space-D	42	Isolator	70	M. Tap DLY
15	St. Chorus	43	Low Boost	71	Reverse DLY
16.	St. Flanger	44	Super Filter	72	Shuffle DLY
17	StepFlanger	45	Step Filter	73	3D Delay
18	St. Delay	46	Humanizer	74	Long Delay
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 Shift	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	Symp Reso
27	OD→Chorus	55	Step Pan	83	VIB-OD-Rot
28	OD→Flanger	56	Slicer	84	Center Can

9.3 VTW Lower Parameter (only for VTW Organ Tone)



This page allows you to make additional detailed settings for the Organ sound.

NOTE

The organ effects described below apply to all sections that use VTW Organ sound.

Vibrato/Chorus

The vibrato effect cyclically modulates the pitch of organ sounds (which is different from the Rotary effect).

Parameter	Value	Explanation
Vib/Cho Switch	Off, On	You can apply vibrato or chorus to the organ sound.
Vib/Cho Type	V-1, V-2, V-3 C-1, C-2, C-3	The effect will intensify as the vibrato type (V-1, V-2, V-3) or chorus type (C-1, C-2, C-3) moves to a higher number
Vib/Cho Vintage	'50, '60, '70	Tonewheel used in tonewheel organs of 1950, 1960, 1970.
Vib/Cho Level	0~127	Use this parameter to set the Vibrato or chorus level.

Overdrive

This effect distorts the sound, giving it an "edge" and making it suitable for hard rock and similar musical genres. See also the "NOTE" under "Vibrato/Chorus".

Parameter	Value	Explanation
Overdrive Switch	Off, On	Allows you to switch the overdrive effect on or off.
Overdrive Drive	0~127	Specifies how strongly the sound is distorted. A value toward 127 raise the gain, adding distortion to the sound.
Overdrive Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.

Rotary

The effect in this section simulates the typical sound modulation generated by a cabinet with rotating loudspeakers.

Most functions (start/stop, rotation speed selection, etc.), need to be selected with an optional MIDI foot controller (e.g. FC-300) (*p. 107*), Chin Switches (*p. 98*) or Function Switches (*p. 106*).

Parameter	Value	Explanation
Leakage Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.
Rotary Snd Level	0~127	You can adjust the level of rotary effect.
Rotary Snd Reverb	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the reverb effect. Choose "0" if the sound should not be processed by the organ reverb processor.
Rotary Snd Chorus	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ chorus effect. Choose "0" if the sound should not be processed by the organ chorus processor.
Rotary Snd Delay	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ delay effect. Choose "0" if the sound should not be processed by the organ delay processor.

9.4 MFX Edit (Not for VTW Organ Tone)

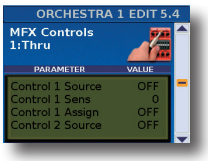
The parameters in this page depend on the MFX type that you selected.

Select and set the desiderate parameter.

For details regarding MFX edit parameters refer to the"Tone & Drum Kit List " supplementary manual.

Download it from the Web http:/ www.roland.com/manuals/.

9.5 MFX Controls (Not for VTW Organ Tone)



Select this page to assign a control to the MFX.

Parameter	Value	Explanation
Control 1 Source	Off, EFX Pot, Aftert	Select "EFX Pot" to control the MFX by "EFFECT" potentiometer. Select "After" to control the MFX by aftertouch. **NOTE** The treble keyboard of the piano-type model also generates aftertouch messages (on the button- type model, aftertouch can be generated with the Master bar). "Aftertouch" refers to the fact that you press a key even further down after playing a note.
Control 1 Sens	-63~0~+63	Adjust the sensitivity.
Control 1 Assign	The effects to assign depend on the MFX type that you selected. See *"2.3 Effects Send" (p. 72)*.	
Control 2 Source	As "Control 1 Source"	
Control 2 Sens	As "Control 1 Sens"	
Control 2 Assign	As "Control 1 Assign"	
Control 3 Source	As "Control 1 Source"	
Control 3 Sens	As "Control 1 Sens"	
Control 3 Assign	As "Control 1 Assign"	
Control 4 Source	As "Control 1 Source"	
Control 4 Sens	As "Control 1 Sens"	
Control 4 Assign	As "Control 1 Assign"	

9.6 Sound Edit (Not for VTW Organ Tone)

The following parameters allow you to set the sound's "envelope" and filters.

The envelope parameters affect both the volume (TVA) and the filter (TVF). The cutoff frequency will rise as the envelope rises and will fall as the envelope falls.

Parameter	Value	Explanation
ATTACK	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
DECAY	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RELEASE	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
CUTOFF	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
DELAY	–64~0~+63	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
DEPTH	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RATE	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.

Parameter	Value	Explanation
RESO	–64~0~+63 Default: 0	See *"5.5 Sound Edit" (p. 80)* for detailed information.

9.7 Controllers

These parameters further add to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
EXP PEDAL	Off, On	• Select "**Off**" If you want to use the bellows for expressive purposes. • Select "**On**" if you want control the expression by foot purchasing an optional MIDI foot controller (e.g. FC-300).
ORCH CHORD TOUCH	Fixed Low, Fixed Med., Fixed High, Low, Medium, High, Fixed Low+Bellows, Fixed Med.+Bellows, Fixed High+Bellows, Bellows,	This parameter allows you to specify the velocity sensitivity of the Right Hand section keys when they are used to play Orchestral 1 sounds. • There are three "**Fixed**" curves that always use the same value, no matter how hard or softly you press the keys (no dynamic control). "**Low**" means that a low value is used, "**Med**" represents a medium value and "**High**" a high value. • "**Low**": means that even relatively light key presses already allow you to play loud notes. • "**Medium**": is in the middle of Low and High. • "**High**": represents the most responsive velocity curve that requires a considerable amount of strength for fortissimo notes, but it also provides more expressive options. • "**Heavy**": provides a greater variety of nuances. • "**Fixed Low+Bellows**", "**Fixed Med.+Bellows**", "**Fixed High+Bellows**": mean that the selected orchestral sound uses fixed velocity values but can also be controlled by the bellows movements. • "**Bellows**": means that the selected orchestral sound is controlled by the bellows movements not the velocity values generated by the keys. **NOTE** This parameter allows you to specify the velocity sensitivity of the bass and chord buttons when they are used to play one of the orchestral sounds. It has no effect on the VTW Organ sounds. **NOTE** The "ORCH CHORD TOUCH" parameter does not act if the orchestral sound selected can be controlled by bellows only. For details regarding these sounds refer to the"Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/

9.8 MIDI TX

This page contains a series of MIDI parameters for the Orchestra Chord section you need to set one by one.

These parameters are saved along with all other Set parameters, which allows you to use different MIDI settings for each Set and even each register within a Set.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Octave	–3~0~+3 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
CC 00 CC 32	Std, Off, 0~127 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
PC	Std, Off, 1~128 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
Volume	Off, 0~127 Default: 100	See *"2.7 MIDI TX" (p. 73)* for details.
Panpot	Off, 0~127 Default: 64	See *"2.7 MIDI TX" (p. 73)* for details.
Reverb	Off, 0~127 Default: 40	See *"2.7 MIDI TX" (p. 73)* for details.
Chorus	Off, 0~127 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
Velocity	On, 1~127 Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Expression	Off, Bellows, Pedal Default: Belows	See *"2.7 MIDI TX" (p. 73)* for details.

9.9 VTW Lower (only for VTW Organ Tone)

After editing the organ sound, you can decide to name it for easy identification. Your sound resides in the "User" memory.

After editing the organ sound, you can decide to name it for easy identification.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

10. Orch Free Bass Edit parameters

The parameters of the "Orch Free Bass Edit" group allow you to edit the Orchestra and VTW Organ of the Left Hand Free Bass section. See *"Free Bass System (F.BASS)" (p. 35)* for details about the selection of the Free Bass section.

The parameters can be saved to the selected Set.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

NOTE

If the Free Bass section is not activated ([FBASS] button indicator unlit) the "Orch Free Bass Edit" parameters cannot be selected.

Introduction to Orch. Free Bass Chord Parameters

All changes you make here apply to the last Orchestra Free Bass register you selected. So be sure to select LEFT HAND [ORCH CHORD/F.BASS] button and press the register whose settings you wish to change before selecting and editing any of the Orchestra Chord Edit parameters. You can, however, decide to save your settings to a different register if you realize that you've been editing the wrong one.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

10.1 Tone Selection

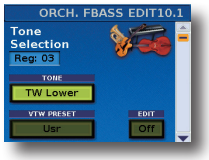
This parameter allows you to assign the desired orchestral or organ sound (VTW) to the selected register.

Parameter	Value	Explanation
TONE	For details regarding this settings refer to the"Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals/	This parameter allows you to assign the desired orchestral and VTW Organ sound to the selected register. The VTW Organ Sound is the first in the Orchestra Tone List.

10.1 Tone Selection (only for VTW Organ Tone)

If you selected a VTW Organ Tone (It's the first in the list):

The following page appears:



Two parameters are added in the "Tone Selection" page:

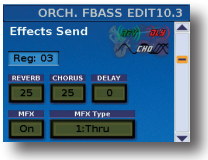
Parameter	Value	Explanation
VTW PRESET	Usr, P1~P32	Select the Organ preset that you wish to assign to the selected register. • "**Usr**" User preset (Only If you edited a VTW preset) • "**P1~P32**" 32 Organ preset (Not editable)
EDIT	Rotate the [DATA/ENTER] knob to select this field and rotate knob to select "On". The "VTW LEFT HAND" edit page is shown  To detailed information to edit the selected preset see *"Editing the selected organ sound" (p. 82)*.	

10.2 Tone Control

This parameter group allows you to adjust the some useful parameters.

Parameter	Value	Explanation
OCTAVE	–3~0~+3	This parameter allows you to transpose the Orchestra Free Bass section (i.e. the selected orchestral or organ sound) up or down. Use it if the part you want to play with the bass buttons is too low or too high for what you have in mind.
VOLUME	Off, –40~"Std"~40	This parameter allows you to set the level of the Orchestra Bass part
PANPOT	63 Bass~0~63 Treble	Depending on the selected sound, this parameter allows you to change the Orchestra Free Bass part's placement in the stereo sound field (i.e. between the left and right speakers) to create a livelier sound image. The "Treb" values mean that the sound will appear on the same side as the Right Hand (treble) accordion sound. This setting applies to both the FR-8x's internal speakers and the L/MONO socket. The "Bass" values mean that the sound will appear on the same side as the bass accordion sound (which is not available while an Orchestra Free Bass sound is being used). This setting applies to both the FR-8x internal speakers and the R/MONO socket. Choose "0" if the Orchestra Free Bass sound should be at the center of the stereo image.

10.3 Effects Send (Not for VTW Organ Tone)



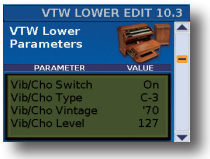
The FR-8x contains 1 multi-effects processors ("MFX"), one reverb processor, one chorus processor and one delay processor that can be used to process the Orchestra Free Bass section.

Parameter	Value	Explanation
REVERB	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the Orchestra 1 section).
CHORUS		
DELAY		
MFX	Off, On	Select "Off" if you don't need the MFX processor.
MFX Type	See the table below.	The FR-8x 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 MFX available types are:

N.	Mfx Type	N.	Mfx Type	N.	Mfx Type
1	Thru	29	OD→ Delay	57	VK Rotary
2	Stereo EQ	30	DST→ Cho	58	3D Chorus
3	Overdrive	31	DST→ Flgr	59	3D Flanger
4	Distortion	32	DST→ Delay	60	3D Step Flgr
5	Phaser	33	EH→ Chorus	61	Band Cho
6	Spectrum	34	EH→ Flanger	62	Band Flgr
7	Enhancer	35	EH→ Delay	63	B. Step Flgr
8	Auto Wah	36.	Cho→DLY	64	VS Overdr.
9	Rotary	37	Flgr→ DLY	65	VS Distort.
10	Compress	38	CHO→ Flgr	66	GT AmpSim
11	Limiter	39	CHO/DLY	67	Gate
12	Hexa-Cho	40	Flgr/DLY	68	Long Delay
13	Trem Cho	41	CHO/Flgr	69	Serial Delay
14	Space-D	42	Isolator	70	M. Tap DLY
15	St. Chorus	43	Low Boost	71	Reverse DLY
16.	St. Flanger	44	Super Filter	72	Shuffle DLY
17	StepFlanger	45	Step Filter	73	3D Delay
18	St. Delay	46	Humanizer	74	Long Delay
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 Shift	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	Symp Reso
27	OD→Chorus	55	Step Pan	83	VIB-OD-Rot
28	OD→Flanger	56	Slicer	84	Center Can

10.3 VTW Lower Parameter (only for VTW Organ Tone)



This page allows you to make additional detailed settings for the Organ sound.

NOTE

The organ effects described below apply to all sections that use VTW Organ sound.

Vibrato/Chorus

The vibrato effect cyclically modulates the pitch of organ sounds (which is different from the Rotary effect).

Parameter	Value	Explanation
Vib/Cho Switch	Off, On	You can apply vibrato or chorus to the organ sound.
Vib/Cho Type	V-1, V-2, V-3 C-1, C-2, C-3	The effect will intensify as the vibrato type (V-1, V-2, V-3) or chorus type (C-1, C-2, C-3) moves to a higher number
Vib/Cho Vintage	'50, '60, '70	Tonewheel used in tonewheel organs of 1950, 1960, 1970.
Vib/Cho Level	0~127	Use this parameter to set the Vibrato or chorus level.

Overdrive

This effect distorts the sound, giving it an "edge" and making it suitable for hard rock and similar musical genres. See also the "NOTE" under "Vibrato/Chorus".

Parameter	Value	Explanation
Overdrive Switch	Off, On	Allows you to switch the overdrive effect on or off.
Overdrive Drive	0~127	Specifies how strongly the sound is distorted. A value toward 127 raise the gain, adding distortion to the sound.
Overdrive Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.

Rotary

The effect in this section simulates the typical sound modulation generated by a cabinet with rotating loudspeakers.

Most functions (start/stop, rotation speed selection, etc.), need to be selected with an optional MIDI foot controller (e.g. FC-300) (*p. 107*), Chin Switches (*p. 98*) or Function Switches (*p. 106*).

Parameter	Value	Explanation
Leakage Level	0~127	Specifies the level of the effect with respect to the unprocessed organ signal.
Rotary Snd Level	0~127	You can adjust the level of rotary effect.
Rotary Snd Reverb	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the reverb effect. Choose "0" if the sound should not be processed by the organ reverb processor.
Rotary Snd Chorus	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ chorus effect. Choose "0" if the sound should not be processed by the organ chorus processor.
Rotary Snd Delay	0~127	Allows yo to specify the level of the rotary signal that is transmitted to the organ delay effect. Choose "0" if the sound should not be processed by the organ delay processor.

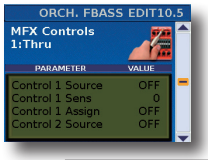
10.4 MFX Edit (Not for VTW Organ Tone)

The parameters in this page depend on the MFX type that you selected.

Select and set the desiderate parameter.

For details regarding MFX edit parameters refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web http:/ www.roland.com/manuals/.

10.5 MFX Controls (Not for VTW Organ Tone)



Select this page to assign a control to the MFX.

Parameter	Value	Explanation
Control 1 Source	Off, EFX Pot, Aftert	Select "EFX Pot" to control the MFX by "EFFECT" potentiometer. Select "After" to control the MFX by aftertouch. **NOTE** The treble keyboard of the piano-type model also generates aftertouch messages (on the button- type model, aftertouch can be generated with the Master bar). "Aftertouch" refers to the fact that you press a key even further down after playing a note.
Control 1 Sens	-63~0~+63	Adjust the sensitivity.
Control 1 Assign	The effects to assign depend on the MFX type that you selected. See *"2.3 Effects Send" (p. 72)*.	
Control 2 Source	As "Control 1 Source"	
Control 2 Sens	As "Control 1 Sens"	
Control 2 Assign	As "Control 1 Assign"	
Control 3 Source	As "Control 1 Source"	
Control 3 Sens	As "Control 1 Sens"	
Control 3 Assign	As "Control 1 Assign"	
Control 4 Source	As "Control 1 Source"	
Control 4 Sens	As "Control 1 Sens"	
Control 4 Assign	As "Control 1 Assign"	

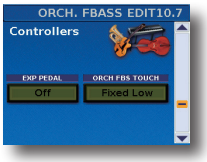
10.6 Sound Edit (Not for VTW Organ Tone)

The following parameters allow you to set the sound's "envelope" and filters.

The envelope parameters affect both the volume (TVA) and the filter (TVF). The cutoff frequency will rise as the envelope rises and will fall as the envelope falls.

Parameter	Value	Explanation
ATTACK	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
DECAY	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RELEASE	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
CUTOFF	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
DELAY	–64~0~+63	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
DEPTH	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RATE	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.
RESO	–64~0~+63	See *"5.5 Sound Edit" (p. 80)* for detailed information.

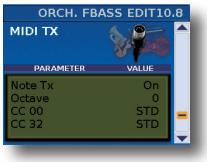
10.7 Controllers



These parameters further add to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
EXP PEDAL	Off, On	• Select "**Off**" If you want to use the bellows for expressive purposes. • Select "**On**" if you want control the expression by foot purchasing an optional MIDI foot controller (e.g. FC-300).
ORCH CHORD TOUCH	Fixed Low, Fixed Med., Fixed High, Low, Medium, High, Fixed Low+Bellows, Fixed Med.+Bellows, Fixed High+Bellows, Bellows,	This parameter allows you to specify the velocity sensitivity of the Right Hand section keys when they are used to play Orchestral 1 sounds. • There are three "**Fixed**" curves that always use the same value, no matter how hard or lightly you press the keys (no dynamic control). "**Low**" means that a low value is used, "**Med**" represents a medium value and "**High**" a high value. • "**Low**": means that even relatively light key presses already allow you to play loud notes. • "**Medium**": is in the middle of Low and High. • "**High**": represents the most responsive velocity curve that requires a considerable amount of strength for fortissimo notes, but it also provides more expressive options. • "**Heavy**": provides a greater variety of nuances. • "**Fixed Low+Bellows**", "**Fixed Med.+Bellows**", "**Fixed High+Bellows**": mean that the selected orchestral sound uses fixed velocity values but can also be controlled by the bellows movements. • "**Bellows**": means that the selected orchestral sound is controlled by the bellows movements not the velocity values generated by the keys. **NOTE** This parameter allows you to specify the velocity sensitivity of the bass and chord buttons when they are used to play one of the orchestral sounds. It has no effect on the VTW Organ sounds.

10.8 MIDI TX



This page contains a series of MIDI parameters for the Orchestra Chord section you need to set one by one.

These parameters are saved along with all other Set parameters, which allows you to use different MIDI settings for each Set and even each register within a Set.

Parameter	Value	Explanation
Note Tx	On, Off Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Octave	–3~0~+3 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
CC 00 CC 32	Std, Off, 0~127 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
PC	Std, Off, 1~128 Default: Std	See *"2.7 MIDI TX" (p. 73)* for details.
Volume	Off, 0~127 Default: 100	See *"2.7 MIDI TX" (p. 73)* for details.
Panpot	Off, 0~127 Default: 64	See *"2.7 MIDI TX" (p. 73)* for details.
Reverb	Off, 0~127 Default: 40	See *"2.7 MIDI TX" (p. 73)* for details.
Chorus	Off, 0~127 Default: 0	See *"2.7 MIDI TX" (p. 73)* for details.
Velocity	On, 1~127 Default: On	See *"2.7 MIDI TX" (p. 73)* for details.
Expression	Off, Bellows, Pedal Default: Belows	See *"2.7 MIDI TX" (p. 73)* for details.

10.9 VTW Lower (only for VTW Organ Tone)

After editing the organ sound, you can decide to name it for easy identification. Your sound resides in the "User" memory.

The FR-8x suggests the name of selected register.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

11. Drum Edit parameters

The parameters of the "Drum Edit" group allow you to edit the Drum of the Left and Right hand. See *"Drum sounds on the Right Hand" (p. 38)* and *"Drum Sounds on the Left Hand" (p. 38)* for details about the selection of the Drum section.

NOTE

The Drum section is not active in Free Bass and Orchestra Free Bass system.

The parameters can be saved to the selected Set.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to Drum Parameters

All changes you make here apply to the Left or Right Hand.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

11.1 Drum Set Selection

The parameters in this page allow you to chose the Drum Set and other parameters that can be assigned to the Left Hand section, Right Hand section or both.

Parameter	Value	Explanation
DRUM SET	Standard 2, New Pop, New Folk, New Brush Pop, V-Rock1, Dance, House, Electronic, TR-909, SuperOrch, Orchestra, V-VoxDrum, Ethnic, Oriental 3, Percussion 1, Percussion 2, SFX, Old FR-7x	Select the Drum Set to use in the Right and Left hand drum section. For details regarding the single instrument of each Drum Set refer to the"Tone & Drum Kit List" supplementary manual. Download it from the Web: http:/ www.roland.com/manuals
LEVEL	Off, –40~Std~40	It allows you to create the desired volume balance for the Drum section. This is a relative parameter: its value is added to or subtracted from the standard value ("Std").
DRUM ASSIGN	All, Bass & Chord, Treble	This parameter assign the Drum section to the Left Hand, Right Hand or both. You can active the Drum section pressing the MODE [DRUMS] button. See *p. 38*. • "**All**": The Drum section is assigned to the Left Hand and Right Hand. • "**Bass & Chord**": The Drum section is assigned to the Left Hand. • "**Treble**": The Drum section is assigned to the Right Hand.
PANPOT	63 Bass~0~63 Treble	This parameter allows you to change the Drum part's placement in the stereo sound field (i.e. between the left and right speakers) to create a livelier sound image. The "Treb" values mean that the sound will appear on the same side as the Right Hand (treble) sound. This setting applies to both the FR-8x's internal speakers and the L/MONO socket. The "Bass" values mean that the sound will appear on the same side as the bass accordion sound. This setting applies to both the FR-8x internal speakers and the R/MONO socket. Choose "0" if the Drum sound should be at the center of the stereo image.

11.2 Treble

The parameters in this page are related to Right Hand Drum section.

Parameter	Value	Explanation
SHIFT	-36~0~36	These parameters allow you to transpose the drum note (instruments) in the Right Hand keyboard. This can be useful to fit your desired instruments in the FR-8x keyboard portion. See *"12. Right Hand Mode parameters" (p. 96)*.
MODE	Solo, Layer	• "**Solo**": The notes you play with your right hand sound the Drum section only. • "**Layer**": The notes you play with your right hand sound the Drum section and the other active sections.

11.3 Bass&Chord BASS Link 1

11.4 Bass&Chord BASS Link 2

11.5 Bass&Chord BASS Link 3

These parameters allow you to assign up to three drum sounds to the Left Hand bass buttons and to set their levels..

If you assign three sounds, all three will be played simultaneously whenever you press a bass button.

Note that you can assign different sounds to the chord buttons (see below), so maybe try to make "complementary" selections, like selecting a bass drum for the bass buttons, the snare drum for the chord buttons, etc.

Parameter	Value	Explanation
NOTE ON	Off, 1: (instrument name)~128: (instrument name)	Select the drum instrument you want to trigger when you press a bass button. You can play a few notes to audition the sound. Choose "Off" if the selected "LINK" memory should not trigger any drum percussion sound. For details regarding the single instrument of each Drum Set refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web: http:/ www.roland.com/manuals
VOLUME	–100~Std~100	It allows you to create the desired volume balance for the drum instrument selected. This is a relative parameter: its value is added to or subtracted from the standard value ("Std").

Parameter	Value	Explanation
NOTE OFF	Off, 1: (instrument name)~128: (instrument name)	Select the drum instrument you want to trigger when you release a bass button. You can play a few notes to audition the sound. Choose "Off" if the selected "LINK" memory should not trigger any drum percussion sound. For details regarding the single instrument of each Drum Set refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web: http:/ www.roland.com/manuals
VOLUME	–100~Std~100	It allows you to create the desired volume balance for the drum instrument selected. This is a relative parameter: its value is added to or subtracted from the standard value ("Std").

11.6 Bass&Chord CHORD Link 1

11.7 Bass&Chord CHORD Link 2

11.8 Bass&Chord CHORD Link 3

These parameters allow you to assign up to three drum sounds to the Left Hand chord buttons and to set their levels.

If you assign three sounds, all three will be played simultaneously whenever you press a chord button.

Note that you can assign different sounds to the bass buttons (see above), so maybe try to make "complementary" selections, like selecting a bass drum for the bass buttons, the snare drum for the chord buttons, etc.

Parameter	Value	Explanation
NOTE ON	Off, 1: (instrument name)~128: (instrument name)	Select the drum instrument you want to trigger when you press a chord button. You can play a few notes to audition the sound. Choose "Off" if the selected "LINK" memory should not trigger any drum percussion sound. For details regarding the single instrument of each Drum Set refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web: http:/ www.roland.com/manuals
VOLUME	–100~Std~100	It allows you to create the desired volume balance for the drum instrument selected. This is a relative parameter: its value is added to or subtracted from the standard value ("Std").

Parameter	Value	Explanation
NOTE OFF	Off, 1: (instrument name)~128: (instrument name)	Select the drum instrument you want to trigger when you release a chord button. You can play a few notes to audition the sound. Choose "Off" if the selected "LINK" memory should not trigger any drum percussion sound. For details regarding the single instrument of each Drum Set refer to the"Tone & Drum Kit List " supplementary manual. Download it from the Web: http:/ www.roland.com/manuals
VOLUME	–100~Std~100	It allows you to create the desired volume balance for the drum instrument selected. This is a relative parameter: its value is added to or subtracted from the standard value ("Std").

11.9 Effects Send

On this page, you can adjust the Reverb, Chorus and Delay effect for the Drum section.

Parameter	Value	Explanation
REVERB	0~127	Use these parameters to set the Reverb, Chorus or Delay send levels (how much effect should be applied to the Drum section).
CHORUS	0~127	
DELAY	0~127	

11.10 Controllers

This parameter further add to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
BASS CHORD DRUM TOUCH	Dynamic, Fixed Low, Fixed Med., Fixed High	This parameter allows you to specify the velocity sensitivity of the Drum section for Left and Right hand. • There are three "**Fixed**" curves that always use the same value, no matter how hard or softly you press the button (no dynamic control). "**Low**" means that a low value is used, "**Med**" represents a medium value and "**High**" a high value. • "Dynamic": means that the drum sound is controlled by how hard or softly you press the button.
TREBLE DRUM TOUCH		

11.11 MIDI TX

This parameter further add to the realism of the sounds emulated by your FR-8x.

Parameter	Value	Explanation
BASS	Off, On Default: Off	Set this parameter to "On" if you want that the note played in the BASS button board are transmitted by FR-8x USB MIDI socket.
CHORD	Off, On Default: Off	Set this parameter to "On" if you want that the note played in the CHORD button board are transmitted by FR-8x USB MIDI socket.
TREBLE	Off, On Default: Off	Set this parameter to "On" if you want that the note played in the Righ Hand keyboard are transmitted by FR-8x USB MIDI socket.

12. Right Hand Mode parameters

The parameters of the "RIGHT HAND MODE" group allow you to set the Keyboard mode for the Right Keyboard.

These parameters can be saved in the User Program. See *"Saving an User Program" (p. 57)*.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to Right Hand Mode Parameters

All changes you make here apply to the Right Hand.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes.

12.1 Keyboard Mode

On this page, you can set the type of keyboard mode and set the keyboard range for each section.

Parameter	Value	Explanation
TYPE	Zone, High, Low	• "**Zone**": If you select this mode you can choose for each section a range of note. At default all section play in the whole range of the keyboard. To set the range for each section see *"Assigning a Portion of Right Hand Keyboard to Each Section" (p. 38)*. • "**High**": Use this mode if you need to play chords and a solo line using different sounds. For details see *"Playing Chords and a Solo Line Using Different Sections (High and Low)" (p. 39)*. **NOTE** If you selected "High" mode the range of all sections has not effect. • "**Low**": This is the opposite of "High" mode:. This can be used in situations where the melody (or counter-melody) lies above the notes you wish to hold. For details see *"Playing Chords and a Solo Line Using Different Sections (High and Low)" (p. 39)*. **NOTE** If you selected "Low" mode the range of all sections has not effect.

12.2 Zone Accordion - Orch1/Organ

On this page, you can set the keyboard range of Accordion and Orch1/Organ sections.

Parameter		Value	Explanation
ACCORDION	LW KEY	B2~A7	Set the keyboard range of ACCORDION section.
	HI KEY	B2~A7	
ORCH1/ORGAN	LW KEY	B2~A7	Set the keyboard range of ORCH1/ORGAN section.
	HI KEY	B2~A7	

For details see *"Assigning a Portion of Right Hand Keyboard to Each Section" (p. 38)*.

12.3 Zone Orchestra 2 - Drum

On this page, you can set the keyboard range of Orchestra 2 and Drum sections.

Parameter		Value	Explanation
ORCHESTRA 2	LW KEY	B2~A7	Set the keyboard range of ORCHESTRA 2 section.
	HI KEY	B2~A7	
DRUM	LW KEY	B2~A7	Set the keyboard range of DRUM section.
	HI KEY	B2~A7	

For details see *"Assigning a Portion of Right Hand Keyboard to Each Section" (p. 38)*.

13. Set Common

The SET COMMON group contains parameters that apply to all sections, but only within the framework of the currently selected Set, most notably the parameters that specify the sound/character of the Reverb, Chorus and Delay effects.

The parameters can be saved to the selected Set.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to Set Common Parameters

The settings you perform here apply to all sections that use the general reverb, chorus or delay effect. They do not apply to the VTW Organ reverb, chorus or delay processors, i.e. the effects available for organ sounds. The VTW Organ effects cannot be edited.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save a Set" (p. 42)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

13.1 Reverb macro/Parameters

This page contains several parameters that need to be selected to change the reverberation .

Parameter	Value	Explanation
Macro	Room 1, Room 2, Room 3, Hall 1, Hall 2, Plate, Delay, Panning Dly	• "**Room 1**","**Room 2**","**Room 3**": These types simulate the reverberation of a room. They provide a well-defined spacious reverberation. • "**Hall 1**","**Hall 2**": These types simulate the reverberation of a concert hall with a deeper reverberation than the Room reverbs. • "**Plate**": This effect type simulates a plate reverb (a studio device using a metal plate to simulate natural reverb). • "**Delay**": This is a conventional delay that produces echo effects. • "**Panning Dly**": This is a special delay in which the delayed sounds move left and right. It is effective when you are listening in stereo.
Level	0~127	Set the "Level" parameter of Reverb processor's output volume. The overall reverb volume depends on three things: the Send level of the various sections, the output level of the Reverb processor and the setting of the [REVERB] knob.
Character	0~7	This parameter specifies the reverb type you need. It does not load preset values for the Pre-LPF~RevPreDlyTm parameters.
Pre-LPF	0~7	A low-pass filter can be applied to the high-frequency range before the signals coming from the various sections are processed by the reverb. Higher values make the Send signals darker, which results in a mellower reverberation. This parameter only applies to the signals that are sent to the Reverb processor. It does not alter the sound of the active sections.
Time	0~127	This parameter sets the duration of the reverb effect. Higher values result in longer reverberation.
DlyFback	0~127	This parameter is only available when you set "Character" to "6" or "7". It specifies the number of echoes: higher values result in more repetitions.
Pre-DlyT	0~127	This parameter sets the time interval between the original ("dry") signal and the onset of the selected reverb effect. Higher values result in a longer pre-delay time, simulating a larger reverberant space.

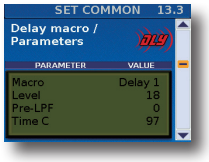
13.2 Chorus macro/Parameters

Chorus broadens the spatial image of the sound, adding richness.

Parameter	Value	Explanation
Macro	Chorus 1, Chorus 2, Chorus 3, Chorus 4, FBack Chr, Flanger, Short Delay, ShortDly FB	• "**Chorus 1**","**Chorus 2**", "**Chorus 3**","**Chorus 4**": These are conventional chorus effects that add spaciousness and depth to the sound.. • "**FBack Chr**": 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 or landing. • "**Short Delay**": This is a delay with a short delay time. • "**ShortDly FB**": This is a short delay with many repeats.
Level	0~127	Set the "Level" parameter of Chorus processor's output volume. The overall reverb volume depends on three things: the Send level of the various sections, the output level of the Chorus processor and the setting of the [CHORUS] knob.
Pre-LPF	0~7	A low-pass filter can be applied to the high-frequency range before the signals coming from the various sections are processed by the chorus. Higher values make the Send signals darker, resulting in a mellower chorus sound. This parameter only applies to the signals that are sent to the Chorus processor. It does not alter the sound of the active sections.

Parameter	Value	Explanation
Feedback	0~127	This parameter sets the level at which the Chorus sound is re-input (fed back) into the Chorus. By using Feedback, a denser chorus sound can be created. Higher values result in a greater feedback level.
Delay	0~127	This parameter sets the delay of the chorus effect. Higher values will cause greater deviation in pitch of the chorus sound.
Rate	0~127	This parameter sets the speed (frequency) at which the chorus sound is modulated. Higher values result in faster modulation.
Depth	0~127	This parameter sets the depth at which the chorus sound is modulated. Higher values result in a more pronounced modulation
Chr->Rev	0~127	This parameter sets the amount of chorus sound that is sent to the Reverb processor. The value "127" effectively allows you to connect the chorus and reverb effects in series (chorus before reverb). If you do not want the chorus signal to be processed by the reverb effect, set this value to "0".
Chr->Dly	0~127	This parameter sets the amount of chorus sound that is sent to the Delay processor. Higher values result in more sound being sent. The value "127" effectively allows you to connect the Chorus and Delay effects in series (Chorus before Delay). If you do not want the chorus signal to be processed by the delay effect, set this value to "0".

13.3 Delay macro/Parameters



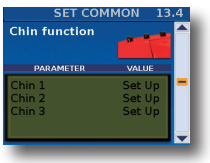
A delay effect creates echoes.

It can also broaden a sound by adding a slightly delayed copy to the original sound (a technique often used for rock-'n'-Roll songs and in karaoke bars).

Parameter	Value	Explanation
Macro	Delay 1, Delay 2, Delay 3, Delay 4, Pan Delay 1, Pan Delay 2, Pan Delay 3, Pan Delay 4, Dly > Rev, Pan Repeat	• "**Delay 1**","**Delay 2**","**Delay 3**": These are conventional Delays. 1, 2 and 3 have progressively longer delay times. • "**Delay 4**": This is an effect with a rather short delay time (a kind of "slap back" effect). • "**Pan Delay 1**", "**Pan Delay 2**", "**Pan Delay 3**": The repetitions move between left and right. This is effective when listening in stereo. "1", "2" and "3" have progressively longer delay times. • "**Pan Delay 4**": This is a rather short delay with the echoes moving between left and right. It is effective when listening in stereo (a kind of stereo "slap back" effect). • "**Dly > Rev**": Reverb is added to the delay sound which moves between left and right. It is effective when listening in stereo. • "**Pan Repeat**": The delay signal moves between the left and right channels, yet the stereo position is different from the effects listed above. It is effective when listening in stereo.

Parameter	Value	Explanation
Level	0~127	Set the "Level" parameter of Delay processor's output volume. The overall delay volume depends on three things: the Send level of the various sections, the output level of the Delay processor and the setting of the [DELAY] knob.
Pre-LPF	0~7	A low-pass filter can be applied to the high-frequency range before the signals coming from the various sections are processed by the Delay processor. Higher values make the Send signals darker, resulting in a mellower delay sound. Note that this parameter only applies to the signals that are sent to the Delay processor. It does not alter the sound of the active sections.
Time C	0.1~1000 (ms)	The delay effect of the FR-8x allows you to set three delay times: center (C), left (L) and right (R). "Time C" sets the delay time of the Delay located at the center.
Time L	4~500 (%)	These parameters sets the delay time of the left- or right-channel delay line as a percentage of the central Delay. The value "100%" means that the left or right delay repeats at the same speed as the center delay (see above).
Time R		
Level C	0~127	These parameters set the volume of the central, left and right delays individually, allowing you to create the desired "mix".
Level L		
Level R		
Feedback	–64~0~+63	This parameter specifies the number of times the delay will repeat. If you select "0", the delay will not repeat. Higher values result in more repetitions. With negative (–) values, the center delay will be fed back with inverted phase. This is especially effective for small "Time C" values.
Dly->Rev	0~127	This parameter sets the amount of delay sound that is sent to the Reverb. Higher values mean that the echoes will be more prominent in the reverb signal. Be careful not to overdo this effect because it tends to blur the sound image.

13.4 Chin function



In this page you can assign a function for each chin switch.

Parameter	Value	Explanation
Chin 1	See the functions in the table below.	Assign the desired function for each Chin switch.
Chin 2		
Chin 3		

You can assign to the Chin switches one of the following function:

Function	Explanation
Off	The Chin switch is not assigned.
Set Up, Set Down,	The Chin switch allows you to select the next (Down) or previous (Up) Set memory.
UPG Up, UPG Down,	The Chin switch allows you to select the next (Down) or previous (Up) User Program memory.
Regist Up, Regist Down,	The Chin switch allows you to select the next (Down) or previous (Up) treble register.

Function	Explanation
Sust. A, Sust. B,	The Chin switch can be used to hold the note messages the selected section transmits via MIDI. You can then release the keys or buttons the notes go on sounding until you release the Chin. See *"14.6 Sustain - A routing" (p. 107)* and *"14.7 Sustain - B routing" (p. 107)*.
Start/Stop,	Pressing the Chin switch once will cause the external MIDI device to start playback. Press the Chin again to stop playback.
Intro 1, Intro 2, Intro 3, Intro 4,	The Chin switch can be used to select the "Intro" patterns of an external MIDI arranger device (i.e BK-7m). **NOTE** Arranger instruments of other manufacturers may not understand this message.
Main 1, Main 2, Main 3, Main 4,	The Chin switch can be used to select the "Main" patterns of an external MIDI arranger device (i.e BK-7m). **NOTE** Arranger instruments of other manufacturers may not understand this message.
Fill Down 1, Fill Down 2, Fill Down 3, Fill Up 1, Fill Up 2, Fill Up 3,	The Chin switch can be used to select the "Fill" patterns of an external MIDI arranger device (i.e BK-7m). **NOTE** Arranger instruments of other manufacturers may not understand this message.
Ending 1, Ending 2, Ending 3, Ending 4,	The Chin switch can be used to select the "Ending" patterns of an external MIDI arranger device (i.e BK-7m).
Intro	The Chin switch can be used to select the "Intro" pattern of an external MIDI arranger device.
Fill to Original, Fill Down,	The Chin switch can be used to select a fill-in pattern of an external MIDI arranger device. If the instrument being controlled provides several fill-in patterns, you can select them one after the other in ascending order.
Ending,	The Chin switch can be used to select the "Ending" pattern of an external MIDI arranger device.
PitchUp 1/2, PitchUp 1,	The selected Chin switch allows you to bend the notes you are playing a semitone ("1/2") or two semi-tones ("1") up. When you release the Chin switch, the pitch returns to its regular level.
PitchDown 1/2, Pitch Down 1,	The selected Chin switch allows you to bend the notes you are playing a semitone ("1/2") or two semi-tones ("1") down. When you release the Chin switch, the pitch returns to its regular level.
Retry Sw,	The Chin switch allows you to switch the Rotary effect on and off.
Retry SlowFast,	The Chin switch allows you to alternate between the slow and fast rotation speeds. **NOTE** The function is only meaningful if the Rotary effect is currently on.
Retry Slow,	The Chin switch allows you to select the slow rotation speed. **NOTE** The function is only meaningful if the Rotary effect is currently on.
Retry Fast,	The Chin switch allows you to select the fast rotation speed. **NOTE** The function is only meaningful if the Rotary effect is currently on.

Function	Explanation
Brake OnOff,	The Chin switch allows you to switch the VTW organ part's brake effect on and off. This simulates the effect you get when you switch a tonewheel organ off ("On") or on ("Off") while playing.
Brake On,	When you press the Chin switch, the pitch will gradually fall.
Brake Off,	When you press the Chin switch, the pitch will gradually rise from a lower to the regular level.
Modulation.,	The Chin switch allows you to add vibrato to the notes you are currently playing.
Play/Pause,	The Chin switch can be used to start and temporarily stop playback of the selected audio file (see *p. 98*).
Skip BWD,	When the Playback is stopped, the Chin switch allows you to return to the beginning of the currently selected audio file. Press it twice to jump to the beginning of the previous file in alphabetical order. It can also be used to select the previous step of the selected playlist (see *p. 50*).
Skip FWD,	When the Playback is stopped, the Chin switch allows you to jump to the next audio file in alphabetical order ("FWD"). It can also be used to select the next step of the selected playlist.
Rec On/Off,	The Chin switch allows you to start and stop the FR-8x audio recorder (see *p. 54*).
Play/Pause Loop,	The Chin switch allows you to Play/Pause a phrase in the Loop function. Same behavior as [▶/II] button. See *"13. Real-Time Audio Looper (Loop)" (p. 56).*
Rec On/Off Loop,	The Chin switch allows you to start and stop audio phrase recorder in the Loop function. Same behavior as [REC] button. See *"13. Real-Time Audio Looper (Loop)" (p. 56).*
Rec Erase Loop,	When the audio phrase playback is stopped, the Chin switch allows you to erase and start to record another phrase in the loop function. See *"13. Real-Time Audio Looper (Loop)" (p. 56).*
Drum On/Off,	The Chin switch allows you to switch the DRUM section on and off.
Register 1~14	The Chin switch can be used to recall the selected Right Hand register. That is why you must specify a number here.

13.5 Master Bar Recall

This parameter allows you to choose the Right Hand register (1~14) that can be activated by pressing the Master bar.

This is only possible while the Accordion section is play in solo (no other Right Hand section are selected) or while the ORCHESTRA part is set to "CANCEL".

In all other cases (High, Low keyboard modes), the Master bar is used to mute the ORCHESTRA section.

Parameter	Value	Explanation
TREBLE	Register 1~14 Default: 8	Select the register you want to recall.

13.6 Icon

This parameter allows you to assign an icon to your Set, which is displayed above its name on the main page. In most cases, you will probably choose a picture that somehow illustrates the contents of your settings, but that is entirely up to you. The FR-8x contains 57 preset icons (stored in its internal memory).

Parameter	Value	Explanation
Index	Register 1~57	Assign a icon to your Set.

13.7 Name

This page allows you to name the currently selected Set for easy reference while performing with the FR-8x.

The FR-8x suggests the name of selected Set.

1. **Use the [DATA/ENTER] knob to enter the desired name. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**

14. System

The "SYSTEM" group contains parameters that are related to all Sets and all sections: they apply to the FR-8x as a whole.

The parameters can be saved to the System area.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to System Parameters

The settings you perform here apply to all Set and all sections.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save System Parameters" (p. 117)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

14.1 Dynamic Bellows Behaviour

This parameters allows you to specify how the FR-8x should respond to the bellows's movements.
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Parameter	Value	Explanation
STATUS	Off, On Default: On	The **Dynamic Bellows Behaviour** technology allows to open and close in real time the overall "air hole" (overall amount of air going into / out of the bellows) considering the selected register and the number of played notes. Select "**Off**" if you want a fixed bellows resistance without considering the selected register and the played notes. See also the "RESISTANCE" parameter below.
RESISTANCE	-64~0+63 Default: 0	Positive values increase the bellows resistance and negative values decrease the bellows resistance. If "STATUS" parameter is "On", the "RESISTANCE" adjust the bellows resistance considering the selected register and the number of played notes. If "STATUS" parameter is "Off", the "RESISTANCE" adjust the bellows resistance (the force needed to push and pull it).
BELLOWS CURVE TYPE	Fixed Low, Fixed Med, Fixed High, X-Light, Light, Standard, Heavy, X-Heavy Default: Standard	• "**Fixed Low**", "**Fixed Med**", "**Fixed High**": There are three "Fixed" curves that always use the same value, no matter how hard or lightly you push/pull the bellows (no dynamic control). "Low" means that a low value is used, "Med" represents a medium value and "High" a high value. When you select one of these three options, you do not need to move the bellows in order to hear the notes you play. • "**X-Light**": requires even less strength (the "X" stands for "extra"). • "**Light**": means that you do not need to push/pull hard to achieve a meaningful effect. • "**Standard**": refers to a normal response. • "**Heavy**": provides a greater variety of nuances. • "X-**Heavy**": is even more detailed.

14.2 Layout

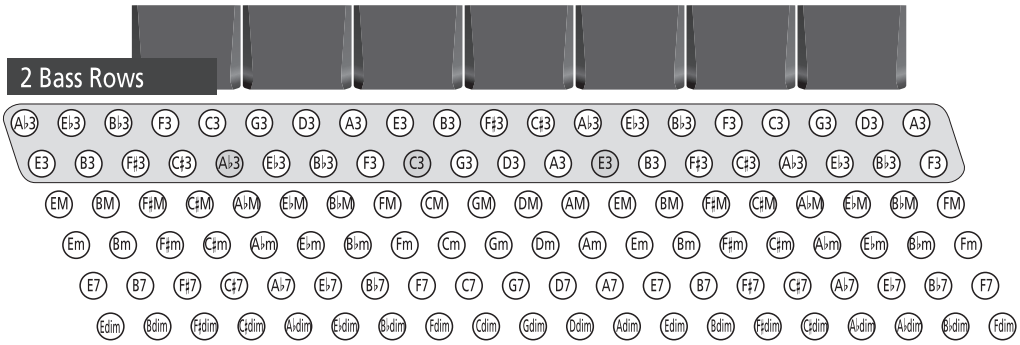
This parameters allows you to specify the layout of the Bass and Chord board and the Right Hand (Treble Mode) layout.

Parameter	Value	Explanation
BASS & CHORD MODE	2 Bs Rows, 3 Bs Rows A-7th, 3 Bs Rows A-5 dim, 3 Bs Rows B-7th, 3 Bs Rows B-5 dim, 3 Bs Rows Bx-7th, 3 Bs Rows Belgium Default: 2 Bs Rows	This parameter allows you to specify the number of button rows available for playing bass notes. The default is 2 bass rows and 4 chord rows. By selecting "**3 Bs Rows**", you thus gain 20 bass buttons (an entire row) and lose the "dim" chord buttons but that may just be more convenient for you. See *"BASS & CHORD TABLE" (p. 102)*. There are four "**3 Bs Rows**" options: "**A-7th**" and "**B-7th**" mean that the 6th chord row plays seventh chords ("7") that don't contain the fifth. In the case of a C7 chord, you therefore hear C-E-Bb (but not the G). "**A-7th**" and "**B-7th**" differ in the arrangement of the bass notes (see the illustration on page *p. 100*). The "**Bx-7th**" option reverses the "B-7th" settings (from right to left), so that the C3 note moves from 9th to 12th position. **NOTE** This shift does not apply to Free Bass mode, which is an altogether different mode. The "**A-5dim**" and "**B-5dim**" options mean that those seventh chords don't contain the root note. A C7 chord is then sounded with the notes E-G-Bb (but not the C). "**A-5dim**" and "**B-5dim**" differ in the arrangement of the bass notes. **NOTE** The FR-8x is supplied with several reference caps designed to help you locate the bass and chord buttons without looking at them. See *"How to Remove and Insert Reference Caps" (p. 26)*.

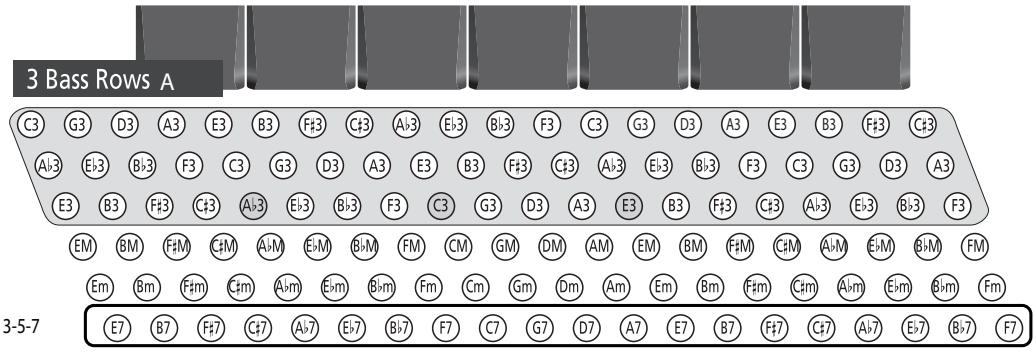
Parameter	Value	Explanation
FREE BS MODE	Minor 3rd, Bajan, Fifth, North Europe, Finnish Default: Minor 3rd	This parameter allows you to choose the note system used in Free Bass mode. We already mentioned that there are a vast number of accordion varieties. The same is true of Free Bass systems. Your FR-8x contains the 5 most popular ones (see the illustration on page ***p. 103***). Be aware that the system you select here is only used when you activate the FR-8x Free Bass mode. It is of no consequence for the "regular" Bass mode. **NOTE** The FR-8x is supplied with several reference caps designed to help you locate the bass buttons without looking at them. See ***"How to Remove and Insert Reference Caps" (p. 26)***.
TREBLE MODE (Only for button-type)	C-Griff Europe, C-Griff 2, B-Griff Bajan, B-Griff Fin, DGriff 1, D Griff 2, Default: C–Griff Europe	Like for the accordion instrument itself, there are different varieties of chromatic instruments, with different Right Hand button layouts. Since your FR-8x is an electronic musical instrument, changing the note assignments to the button keys is a matter of selecting the preset that best suits your playing style. Please look at the ***"TREBLE MODE TABLE" (p. 105)*** to identify the setting you need. Pay attention to the note names (all Cs appear on a grey background) and look at how they are arranged, then make your selection. The numbers next to the letters refer to the octave. The numbers below the note names represent the corresponding MIDI note numbers. You may have noticed that the Right Hand buttons are colored white (for notes without alteration) and black (notes with alteration, i.e. #/b). This coloring doesn't change when you select another system. You can, however, replace the buttons and install them in the right places so as to make the white and black buttons correspond to the notes being played. See ***"How to Replace a Right Hand Button of your FR-8x Keyboard" (p. 25)***.

BASS & CHORD TABLE

2 Bass Rows

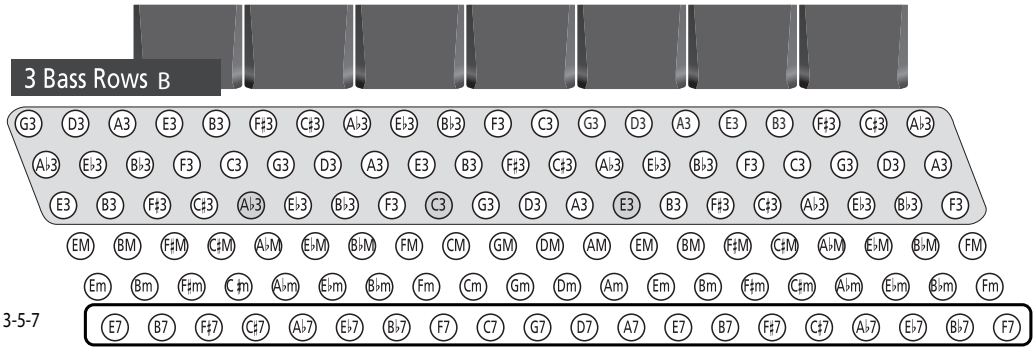


3 Bass Rows A



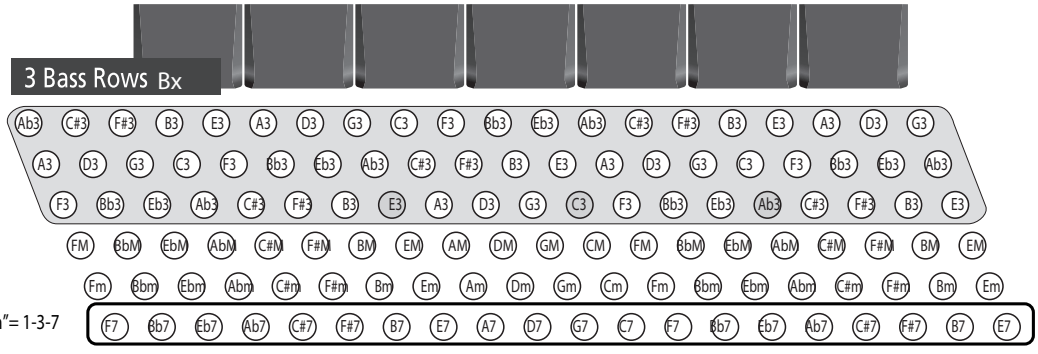
"7th"= 1-3-7; "5dim"= 3-5-7

3 Bass Rows B



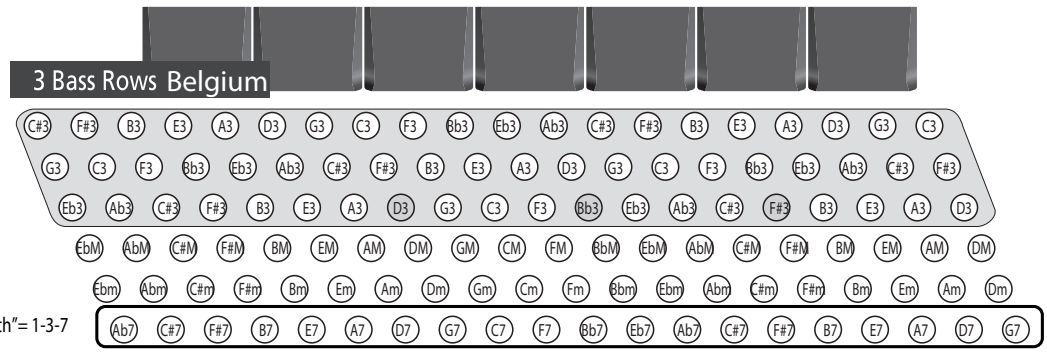
"7th"= 1-3-7; "5dim"= 3-5-7

3 Bass Rows Bx



"7th"= 1-3-7

3 Bass Rows Belgium



"7th"= 1-3-7

FREE BASS MODE TABLE

Minor 3rd

Bajan

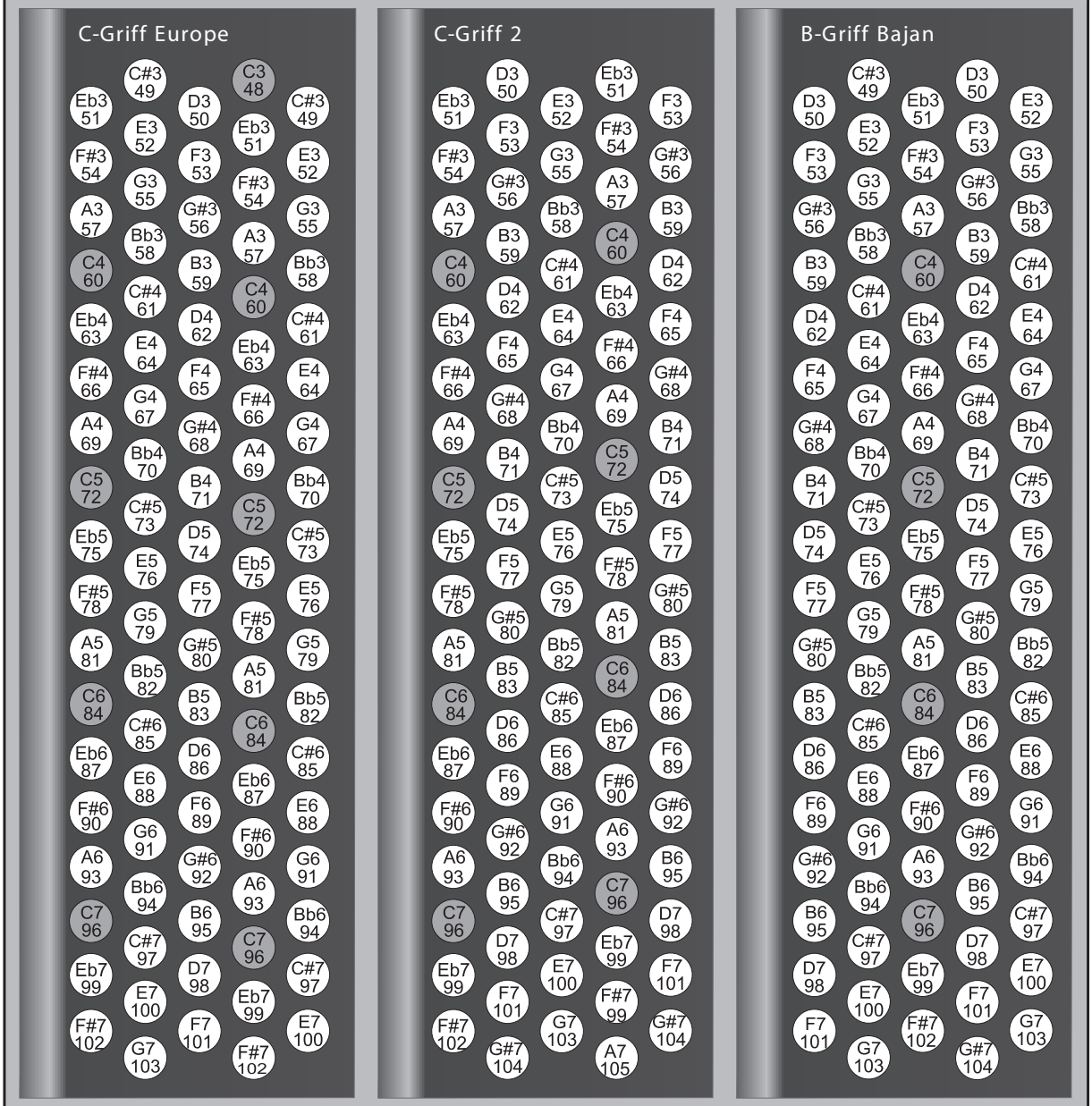
Fifth

N. Europe

Finnish

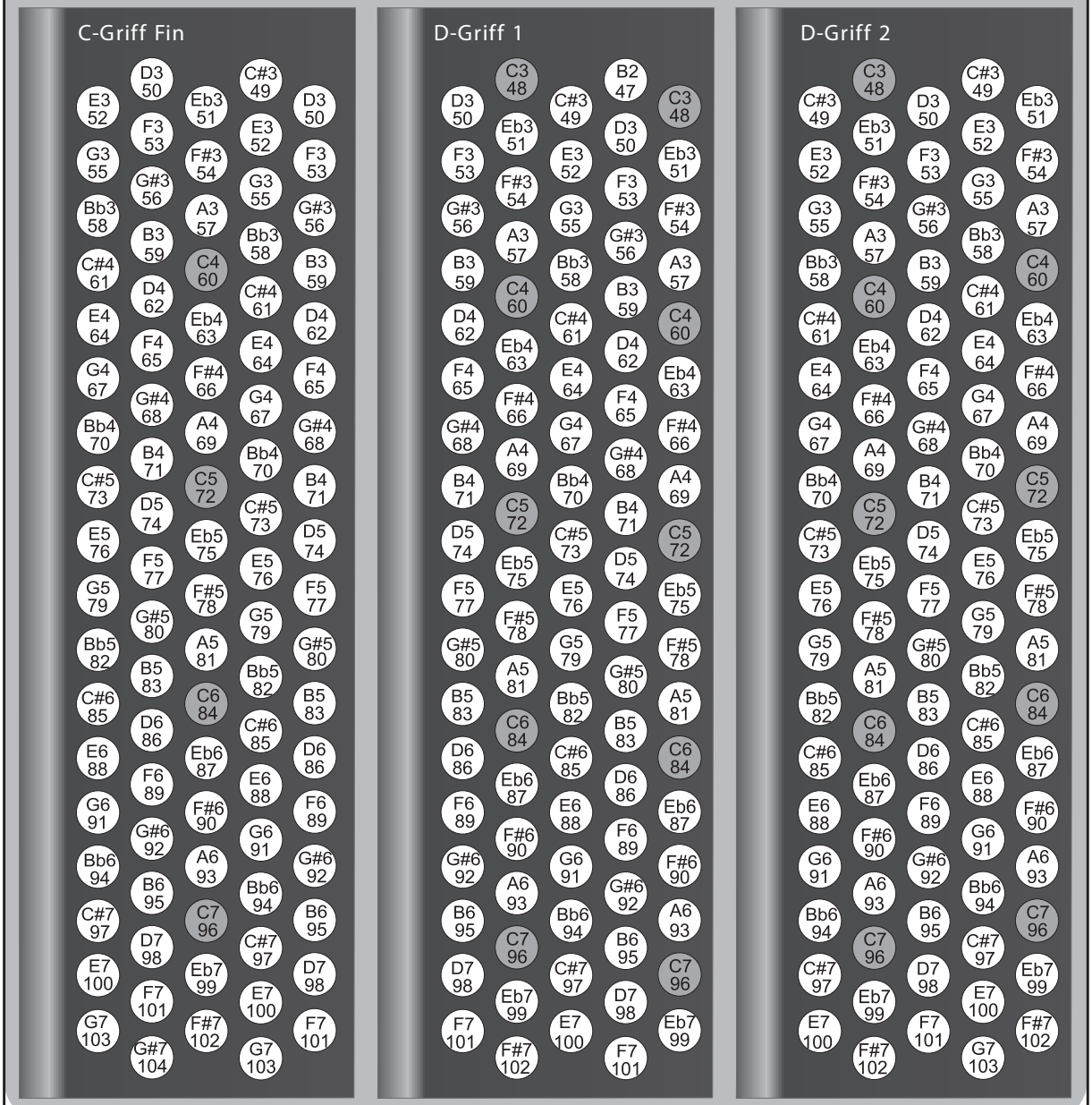
TREBLE MODE TABLE

1/2



TREBLE MODE TABLE

2/2



14.3 Audio/Power Setting

This parameters group allows you to specify Audio and Power Settings of FR-8x.

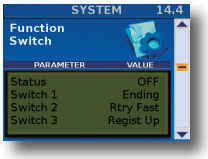
Parameter	Value	Explanation
OUTPUT LEVEL	–12 dB, –6 dB, 0 dB Default: 0 dB	This parameter is only meaningful when the FR-8x is connected to an amplifier, a HiFi mixing console or a commercially available wireless system. If the FR-8x output signal distorts even if the [VOLUME] knob is set to the minimum value (or close to it), try "–6dB". If that is still "too hot", set this parameter to "–12dB". **NOTE** This parameter has no effect on the FR-8x internal speakers.
STEREO WIDTH	-63~Natural, Wide Default: -15	Much care has been taken to provide a natural stereo image for the accordion sounds. If you think the stereo image is too wide for comfort (or if you prefer to set the PAN controls on your mixing console differently), you can use this parameter to reduce the stereo image. • "**–63**" corresponds to an extremely narrow stereo image. All other values represent slight (or increasingly drastic) reductions of the stereo width. • "**Natural**" means that the original stereo image is used, while • "**Wide**" represents the widest stereo image.
SPEAKERS	Off, On, On+Phones Default: On	• "**Off**": When you use the FR-8x for live performances and therefore connect it to an external amplification system, it may be convenient to switch off the FR-8x internal speakers, because doing so preserves battery power. • "**On**": Choose this option if you want to use the FR-8x internal speakers. **NOTE** Connecting a pair of headphones mutes the internal speakers. • "**On+Phones**": Choose this option if you want to use the FR-8x internal speakers also while a pair of headphones is connected.
AUTO OFF	Disable, 10 min, 15 min, 20 min Default: 10	This parameter allows you to cause the FR-8x to switch itself off after the selected number of minutes has elapsed if you are not using it. Select "Disable" if you prefer not to use this function.

14.4 Audio Settings

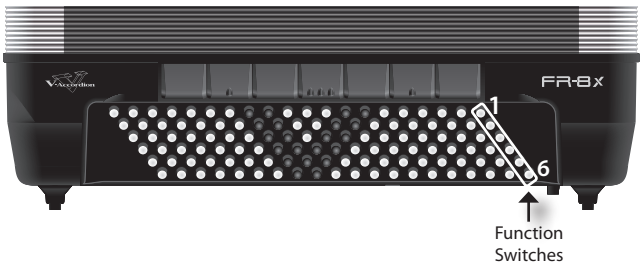
This parameters group allows you to specify some useful audio settings

Parameter	Value	Explanation
AUDIO BOOST	Off, On Default: Off	If active, this new parameter increases sound power on the FR-8x speakers. • "**Off**" It produces a standard sound power on the FR-8x speakers (Suggested). • "**On**" It enhances sound power on the FR-8x speakers. **NOTE** In some particular registers combination the increase of sound power can generate clipping or distortion in the speakers. Set the Boost parameters "Off" to eliminate the inconvenience.
WAV/MP3 LEVEL	0~127 Default: 100	If the playback of audio file seems too loud or too soft, you may want to change the audio level. **NOTE** The "WAV/MP3 LEVEL" doesn't adjust the Audio Looper level.

14.5 Function Switch



The parameters on this page allow you to assign the desired functions to the bass buttons that can be used as function switch. Remember that these functions are only used when the "Function Switch" parameter (see above) is set to "On".



Parameter	Value	Explanation
Status	Off, On	Select "On" if you want to use the bass button column closest to the FR-8x logo to select or control the desired functions. When this parameter is set to "On", the buttons in question can no longer be used to play notes or chords.
Switch 1	The functions you can assign are the same as for the Chin function. Please refer to *"13.4 Chin function" (p. 98)*.	
Switch 2		
Switch 3		
Switch 4		
Switch 5		
Switch 6		

14.6 Sustain - A routing

The parameters on this page allow you to specify whether or not the available sections should be controlled by the Chin switches or an external MIDI foot controller (e.g. FC-300) that has the "Sust. A" ("Sustain A routing") function.

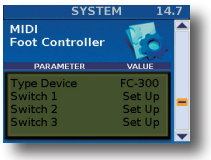
Parameter	Value	Explanation
Orchestra 1	Off, On	• "**Off**": the relative section is not controlled by the "Sust. A" ("Sustain A routing") function. • "**On**": the relative section is controlled by the "Sust. A" ("Sustain A routing") function.
Orchestra 2	Off, On	
Orchestra Bass	Off, On	
Orchestra Chord	Off, On	
Orchestra FBass	Off, On	
All parts	Off, On	

14.7 Sustain - B routing

The parameters on this page allow you to specify whether or not the available sections should be controlled by the Chin switches or an external MIDI foot controller (e.g. FC-300) that has the "Sust. B" ("Sustain B routing") function.

For the "Sustain - B routing" parameters see "*"14.6 Sustain - A routing" (p. 107)*".

14.8 MIDI Foot Controller

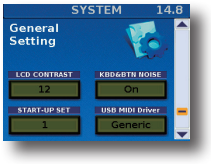


This page allows you to assign functions to the external MIDI foot controller (e.g. FC-300).

As you will notice below, there are also functions for remotely controlling external instruments, like an arranger module.

Parameter	Value	Explanation
Type Device	FC-300	Select the MIDI Foot Controller device
Switch 1		The functions you can assign are the same as for the Chin function. Please refer to *"13.4 Chin function" (p. 98)*.
Switch 2		
Switch 3		
Switch 4		
Switch 5		
Switch 6		
Switch 7		
Switch 8		
Switch 9		
Switch 10		
Switch 11		
Switch 12		
Switch 13		
Switch 14		
Switch 15		

14.9 General Setting



The parameters in this page allows you to set some general settings of FR-8x.

Parameter	Value	Explanation
LCD CONTRAST	0~12 Default: 12	This parameter allows you to change the contrast if the FR-8x display is difficult to read. The smaller the value, the darker the display becomes.
KBD&BTN NOISE	On, Off Default: On	This parameter allows you to specify if you want or not the typical noise that Keyboard and Button board produce.
START-UP SET	1~100	This parameter allows you to specify which Set should be loaded at power-on.
USB Driver	Generic, Original Default: Generic	• "**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).

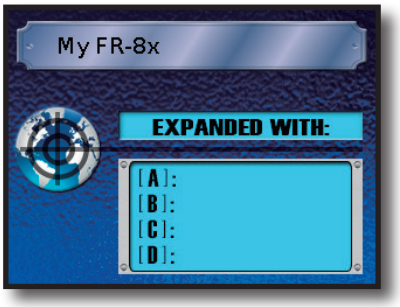
14.10 Start-Up Name

This parameter allows you to enter a short message (your name, for example) that is displayed each time you switch the FR-8x on.

1. **Use the [DATA/ENTER] knob to enter the desired message. See *"How to type a name in FR-8x" (p. 31)*.**
2. **Press [EXIT/JUMP] button to exit from the selection.**
3. **Save the System parameters before power off the FR-8x.**

   See *"How to Save System Parameters" (p. 117)*.

   The following page is displayed during the FR-8x start up:



In the example above we type the message "My FR-8x".

The page shows information related to the Sound Expansion areas.

15. Utility

The UTILITY group contains three kinds of parameters: those that keep you informed (to check the battery pack status), several parameters that allow you to copy settings and several parameters for archiving your settings.

15.1 Copy SET

This parameter allows you to copy the settings of one Set to another Set memory. It copies everything related to a Set: the Common parameters (including the effects) as well as the parameters of the various sections (Treble,

Orchestra, Bass, etc.).

Warning

All settings of the target memory are overwritten. It might therefore be a good idea to archive the target Set using *"15.7 EXPORT" (p. 110)* before proceeding.

1. **Use the [DATA/ENTER] knob to select the SET whose settings you wish to copy ("FROM").**
2. **Use the [DATA/ENTER] knob to select the SET to which the settings should be copied ("TO").**
3. **Press [MENU/WRITE] to copy the settings.**

   The display changes to:

4. **Rotate the [DATA/ENTER] knob to select "YES", then push the knob to copy the Set.**

   The display briefly confirms this operation.

   Select "NO" if you do not want to copy the Set after all.

15.2 Copy EFFECT to SET

This parameter allows you to copy the settings of the desired effects processors from one Set to another. This may help you save time, because the effects processors contain an impressive number of parameters.

NOTE

This function does not effect the VTW organ effects.

1. **Use the [DATA/ENTER] knob to select the type of effect you desire to copy ("TYPE").**

Parameter	Value
TYPE	All, Reverb, Chorus, Delay

3. **Use the [DATA/ENTER] knob to select the SET whose effect you wish to copy ("FROM").**
4. **Use the [DATA/ENTER] knob to select the SET to which the effect should be copied ("TO").**
5. **Press [MENU/WRITE] to copy the effect.**

   The display changes to:

6. **Rotate the [DATA/ENTER] knob to select "YES", then push the knob to copy effects.**

   The display briefly confirms this operation.

   Select "NO" if you do not want to copy the effect after all.

15.3 Treble register on current SET

This parameter allows you to change the settings of the Right Hand register (Treble) in the current SET.

This may help you save a lot of time, especially for increasing or decreasing the volume of some or all reeds, or for selecting a different noise type.

1. **Select before the Set whose Treble registers you want to edit simultaneously. See *"How to Select Sets" (p. 42)*.**
2. **Use the [DATA/ENTER] knob to select the type of register parameter you desire to edit for all Treble registers ("TYPE").**

   The field "VALUE" changes depending on the "TYPE" of selected parameter. See the following table:

TYPE	VALUE	Explanation
Reed ALL, Reed 16', Reed 8', Reed 8'-, Reed 8'+, Reed 4', Reed 5-1/3', Reed 2-2/3',	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, OldItaly, TexMex, Trikitixa, F-Jazz, Classic3, Bajan	You can set the reed type for all reed ("Reed ALL") or for a specific reed.
Vol All, Vol 16', Vol 8', Vol 8'-, Vol 8'+, Vol 4', Vol 5-1/3', Vol 2-2/3',	Off, –40~"Std"~+40	You can set the reed volume for all reed ("Vol All") or for a specific reed.
Noise,	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, OldItaly, TexMex, Trikitixa, F-Jazz, Classic3, Bajan	It allows you to specify what kind of instrument should generate the noise.
Noise Vol,	Off, –40~"Std"~+40	It allows you to specify how prominent the noise should be.
Mus Detune	Off, Dry, Classic, F-Folk, American_L, American_H, North_Eu, German_L, D-Folk_L, Italian_L, German_H, Alpine, Italian_H, D-Folk_H, French, Scottish	It allows you to choose the system used for detuning the 8' reeds

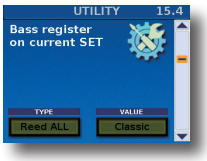
3. **Use the [DATA/ENTER] knob to set the value ("VALUE").**
4. **Press the [MENU/WRITE] to proceed.**

   If you selected "Reed ALL" or "Vol ALL", the following warning may be displayed:

5. **To make your changes use the [DATA/ENTER] knob to select "YES". Otherwise, select "NO".**

The display briefly confirms this operation.

15.4 Bass register on current SET



This is an environment in its own right that has the same functionality as "15.3 Treble register on current SET". It applies to the Bass registers of the currently selected Set, however.

1. Select before the Set whose Bass registers you want to edit simultaneously. See *"How to Select Sets" (p. 42)*.

2. Use the [DATA/ENTER] knob to select the type of register parameter you desire to edit for all Bass registers("TYPE").

The field "VALUE" changes depending on the "TYPE" of selected parameter. See the following table:

TYPE	VALUE	Explanation
Reed ALL, Reed 16', Reed 8', Reed 8'-4', Reed 4', Reed 2',	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	You can set the reed type for all reed ("Reed ALL") or for a specific reed.
Vol All, Vol 16', Vol 8', Vol 8'-4, Vol 4', 'Vol 2',	Off, –40~"Std"~+40	You can set the reed volume for all reed ("Vol All") or for a specific reed.
Noise,	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	It allows you to specify what kind of instrument should generate the noise.
Noise Vol,	Off, –40~"Std"~+40	It allows you to specify how prominent the noise should be.
Reed Growl,	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	It allows you to choose the typical instrument noise a bass reed makes just before it stops vibrating altogether (a kind of "musical flatulence" if you will).
Growl Vol	Off, –40~"Std"~+40	It allows you to specify how prominent the noise should be.

3. Use the [DATA/ENTER] knob to set the value ("VALUE").

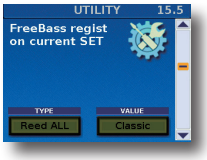
4. Press the [MENU/WRITE] to proceed.

The following message is displayed:

5. To make your changes use the [DATA/ENTER] knob to select "YES". Otherwise, select "NO".

The display briefly confirms this operation.

15.5 FreeBass register on current SET



This is an environment in its own right that has the same functionality as "15.4 Bass register on current SET". It applies to the Free Bass registers of the currently selected Set, however.

1. Select before the Set whose Free Bass registers you want to edit simultaneously. See *"How to Select Sets" (p. 42)*.

2. Use the [DATA/ENTER] knob to select the type of register parameter you desire to edit for all Free Bass registers("TYPE").

The field "VALUE" changes depending on the "TYPE" of selected parameter. See the following table:

TYPE	VALUE	Explanation
Reed ALL, Reed 16', Reed 8',	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	You can set the reed type for all reed ("Reed ALL") or for a specific reed.
Vol All, Vol 16', Vol 8',	Off, –40~"Std"~+40	You can set the reed volume for all reed ("Vol All") or for a specific reed.
Noise,	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	It allows you to specify what kind of instrument should generate the noise.
Noise Vol,	Off, –40~"Std"~+40	It allows you to specify how prominent the noise should be.
Reed Growl,	Bandoneon, I-Folk, I-Folk2, Classic, Cajun, Jazz, F-Folk, D-Folk, Organetto, F-Folk2, Classic2, Studio, Tradition, Steierische, Trikitixa, F-Jazz, Classic3, Bajan	It allows you to choose the typical instrument noise a bass reed makes just before it stops vibrating altogether (a kind of "musical flatulence" if you will).
Growl Vol	Off, –40~"Std"~+40	It allows you to specify how prominent the noise should be.

3. Use the [DATA/ENTER] knob to set the value ("VALUE").

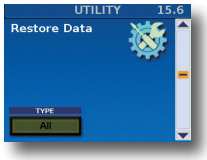
4. Press the [MENU/WRITE] to proceed.

The following message is displayed:

5. To make your changes use the [DATA/ENTER] knob to select "YES". Otherwise, select "NO".

The display confirms this operation.

15.6 Restore Data



This function allows you to undo all or some changes you made after last saving your settings by reloading the last version you saved. This can be handy when it turns out that your changes don't yield the expected result and that starting all over again would be quicker than changing the parameters back.

NOTE

This function does not necessarily load the factory settings: it loads the settings stored in the selected memory area(s).

1. Use the [DATA/ENTER] knob to select the type of parameters you desire to reload.

TYPE	Explanation
ALL,	Restores all of the FR-8x settings.
Master Tune,	Restores the last "1.1 Master Tune" setting you saved (*p. 71*).
Scale Tune,	Restores the last *"1.3 Scale Tune" (p. 71)* settings you saved.
System,	Restores the last "14. System" settings you saved (*p. 100*).
MIDI,	Restores the last "16. MIDI Parameters" settings you saved (*p. 112*).
All Sets	Restores the settings of all Sets and the registers they contain.
Set 1~100	Restores the settings of the selected Set.

2. Press the [MENU/WRITE] button to reload the settings.

The display confirms this operation.

15.7 EXPORT

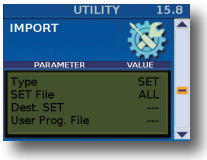
This function allows you to save the SET or User Program data to the connected USB memory.

Parameter	Value	Explanation
Type	SET, User Program	Select the type of data you want export.
SET File	ALL, Single	Select "ALL" to export All SET. Select "Single" to export the single SET. **MEMO** This field is active only if you selected to export "SET".
Select SET	1~100	Select the SET you want to export. **MEMO** This field is active only if you selected to export a single SET.
User Prog. File	ALL, Bank, Single, List	Select "ALL" to export All User Program. Select "Bank" to export all User Program of the selected bank. Select "Single" to export the single User Program. Select "List" to export the single User Program List. **MEMO** This field is active only if you selected to export "User Program".
User Prog. Bank	1~100	Select the Bank of User Program you want to export. **MEMO** This field is active only if you selected to export a bank of User Program.
User Prog. Num	1~14	Select the number of User Program you want to export. **MEMO** This field is active only if you selected to export a single User Program.

See *"Export and Import Sets to/from the Optional USB memory" (p. 44)*.

See *"Export User Programs to the Optional USB memory" (p. 64)*.

15.8 IMPORT



This function allows you to import the settings of a SET and User Program file. You can choose the Set and User Program memory the settings should be loaded to. Moreover you can import FR-7x SET.

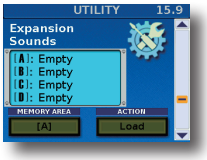
Parameter	Value	Explanation
Type	SET, User Program, FR-7x All SETs, FR-7x Single SET	Select the type of data you want import.
SET File	ALL, Single	Select "ALL" to import All SET. Select "Single" to import the single SET. **MEMO** This field is active only if you selected to import "SET".
Dest. SET	1~100	Select the SET you want to import. **MEMO** This field is active only if you selected to import a single SET.
User Prog. File	ALL, Bank, Single	Select "ALL" to import All User Program. Select "Bank" to import all User Program of the selected bank. Select "Single" to import a single User Program. **MEMO** This field is active only if you selected to import "User Program".
UPG Dest. Bank	1~100	Select the Bank of User Program in which you want to import data. **MEMO** This field is active only if you selected to import a bank of User Program.
UPG Dest. Num	1~14	Select the number of User Program you want to import. **MEMO** This field is active only if you selected to import a single User Program.

See *"Export and Import Sets to/from the Optional USB memory" (p. 44)*.

See *"Import User Programs to the Optional USB memory" (p. 66)*.

See *"Import FR-7x Sets from the Optional USB memory" (p. 45)*.

15.9 Expansion Sounds



The FR-8x allows you to add new sounds to the internal sound memory area. The new sounds (files with the ".bin" extension) must be copied to a USB storage device, after which you can load them with the FR-8x. "Loading" means that they will be copied to a permanent internal memory area. There are four such memory areas ("A", "B", "C" and "D").

The display shows the list of any possible Expansion Sounds already loaded.

Load an Expansion Sound

1. Insert into the FR-8x USB port an optional USB memory that contains the expansion to import.

NOTE

- Carefully insert the optional USB memory all the way into the port until it is firmly in place.
- Never remove a USB memory while this unit is turned on. Doing so may corrupt the unit's data or the data on the USB memory.
- The FR-8x supports USB memories with a capacity of up to 2 TB.

2. Use the [DATA/ENTER] knob to choose the "MEMORY AREA" to load the Expansion Sound.

Parameter	Value	Explanation
MEMORY AREA	[A], [B], [C], [D]	Select the memory area to load a Expansion Sound or to erase it.

3. Use the [DATA/ENTER] knob to choose the "ACTION" to do.

In this case we choose to "Load".

Parameter	Value	Explanation
ACTION	Load, Erase	Select if you want load a Sound Expansion or Erase the internal the selected memory area ([A], [B], [C], [D]).

4. Press the [MENU/WRITE] button to proceed.

The display shows the contents of the USB memory:

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

Icon	Explanation
EXP	Expansion Sound file (.BIN)
	Folder

5. Use the [DATA/ENTER] knob to select the Expansion Sound you want to load.

6. Press the [MENU/WRITE] button to load the Expansion Data.

The display confirms this operation.

How to erase an expansion memory "MEMORY AREA".

This procedure allows to delete an internal "MEMORY AREA".

1. Use the [DATA/ENTER] knob to choose the "MEMORY AREA" to erase.

2. Use the [DATA/ENTER] knob to choose the "ACTION" to do.

In this case we choose to "Erase".

3. Press the [WRITE] button to erase the selected "MEMORY AREA".

After an "Deleting…" message the display will show "Function complete".

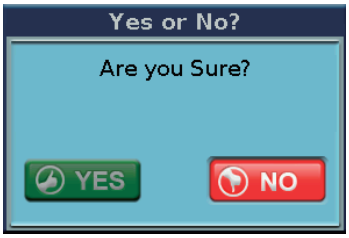
The "Expansion" page is shown again. The selected memory area is now empty.

15.10 FACTORY SETs RESET

You can reset the FR-8x SETs to its factory settings, which means that all SETs are replaced by the settings the FR-8x contained when you first got it.

1. Press the [MENU/WRITE] button to reset the SETs.

The following message is displayed:



2. To reset the SETs rotate the [DATA/ENTER] knob to select "YES" and push it. Otherwise, select "NO" or press the [EXIT] button.

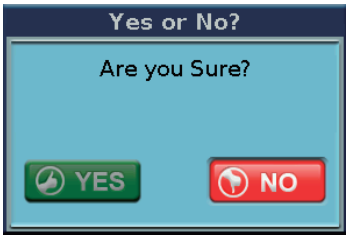
The display confirms this operation.

15.11 FACTORY UPGs RESET

You can reset the FR-8x User Program memories to its factory settings, which means that all User Program memories are replaced by the settings the FR-8x contained when you first got it.

1. Press the [MENU/WRITE] button to reset the User Program memories.

The following message is displayed:



2. To reset the User Program memories rotate the [DATA/ENTER] knob to select "YES" nad push it. Otherwise, select

"NO" or press the [EXIT] button.

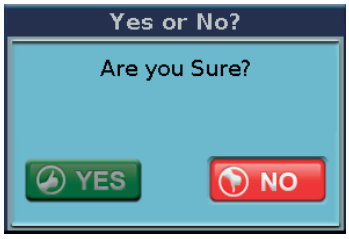
The display confirms this operation.

15.12 FACTORY ALL RESET

You can reset the FR-8x to its factory settings, which means that all settings are replaced by the settings the FR-8x contained when you first got it..

1. Press the [MENU/WRITE] button to start initializing the FR-8x.

The following message is displayed:



2. To reset the FR-8x to its factory settings, rotate the [DATA/ENTER] knob to select "YES" and push it. Otherwise, select "NO" or press the [EXIT] button.

The display briefly shows a "Please Wait" message and then "Operation Complete".

16. MIDI Parameters

Your FR-8x also transmits and receives MIDI data. In this chapter we'll look which MIDI parameters are available on the FR-8x.

For detail about how to connect a MIDI device see *"Connecting a MIDI Device" (p. 22)*.

The parameters can be saved in the System area.

Press [UP] and [DOWN] simultaneously to select the value that is indicated as "Default setting".

Introduction to MIDI Parameters

The settings you perform here apply to all Set and all sections.

IMPORTANT NOTE

The FR-8x internal memory remembers your settings while the FR-8x is switched on. While editing, there is no absolute need to save your settings. Be aware, however, that all changes are lost when the FR-8x is switched off.

See *"How to Save System Parameters" (p. 117)* to save your changes. Also be sure to read *"Important remark about saving your settings" (p. 70)*.

16.1 Real Time RX-TX

The table on page *p. 22* specifies the default MIDI channel assignments the FR-8x uses. Those choices are based on how most accordion players prefer to use their instrument. You can, however, change the MIDI channel assignments.

Parameter	Value	Explanation
Accordion	1~16, Off Default 1	Allows you to assign a MIDI receive and transmit channel to the selected part. Select "Off" if the part in question should neither receive nor transmit MIDI data.
Orchestra 1/Organ	1~16, Off Default 4	
Orchestra 2	1~16, Off Default 11	
Bass/Free Bass	1~16, Off Default 2	
Chord	1~16, Off Default 3	
Orchestra Bass	1~16, Off Default 5	
Orchestra Chord	1~16, Off Default 6	
Orchestra FBass	1~16, Off Default 7	
Drum	1~16, Off Default 10	
Basic	1~16, Off Default 13	Allows you to assign a MIDI receive and transmit channel to the Basic part. Select "Off" if the part in question should neither receive nor transmit MIDI data. The Basic channel can be used for selecting Sets from an external MIDI device (using program change numbers 1~100). If your external source sends Bank Select messages along with the program change number, CC00 and CC32 must both be set to "0".
Control Channel	1~16, Off Default 13	Allows you to assign a MIDI receive and transmit channel to the control channel.

16.2 External Seq. Playback

By selecting "On" for a section, you switch off its connection with the internal tone generator (this is what MIDI buffs call "Local Off"). The section now receives MIDI data from a sequencer or other instrument you connect to the FR-8x MIDI IN port (It also transmits MIDI messages to the FR-8x MIDI OUT port).

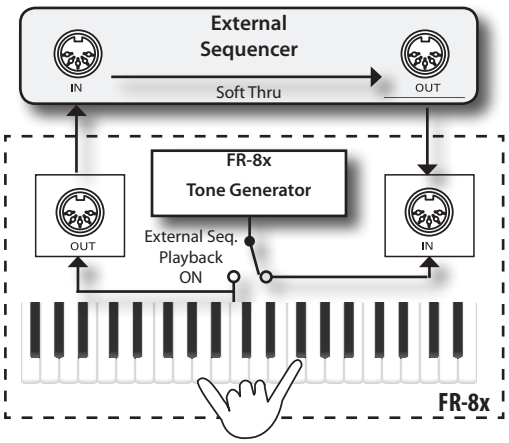
Parameter	Value	Explanation
All parts	Off, On Default Off	Select "On" to switch off its connection with the FR-8x internal tone generator. **NOTA** "**Bass & Chord**" includes Orch. bass Orch. Chord Orch. Free bass. **NOTA** "**Orchestra**" includes Orchestra 1, Orchestra 2 and Organ.
Accordion	Off, On Default Off	
Bass & Chord	Off, On Default Off	
Orchestra	Off, On Default Off	
Drum	Off, On Default Off	

Working with a sequencer.

The FR-8x can be used as "input device" for recording your music. In the case of a keyboard instrument, such a device is usually called a "master keyboard".

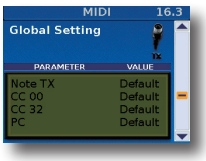
The FR-8x can be used for two things: to "input" new parts (i.e. MIDI events) and to play them back.

When you play on the FR-8x keyboards, it sends MIDI data to the MIDI OUT socket. That socket must be connected to the sequencer's MIDI IN port. MIDI data always go from OUT to IN:



If the FR-8x is used as tone generator for an external sequencer, you must connect the sequencer's MIDI OUT socket to the FR-8x MIDI IN socket.

16.3 Global Setting



This page contains Global Filters parameters that allow you to filter some MIDI messages each section can transmit.

Use these settings if the receiving MIDI device poses problems whenever the FR-8x transmits a given MIDI message.

NOTE

This parameter applies to the FR-8x as a whole (all Sets).

Parameter	Value	Explanation
Note TX	TX Off, Default	Select "**TX Off**" to filter the transmission of MIDI note messages.
CC 00	TX Off, Default	Select "**TX Off**" to filter the transmission of Control Change 00 messages.
CC 32	TX Off, Default	Select "**TX Off**" to filter the transmission of Control Change 32 messages.
PC	TX Off, Default	Select "**TX Off**" to filter the transmission of Program Change messages.
Aftertouch TX	TX Off, Default	Select "**TX Off**" to filter the transmission of AfterTouch messages.
Volume	TX Off, Default	Select "**TX Off**" to filter the transmission of Volume messages.
Panpot	TX Off, Default	Select "**TX Off**" to filter the transmission of Panpot messages.
Reverb	TX Off, Default	Select "**TX Off**" to filter the transmission of Reverb messages.
Chours	TX Off, Default	Select "**TX Off**" to filter the transmission of Chorus messages.

Parameter	Value	Explanation
Bellows TX	Super, High, Normal, Low Default: Low	This parameter allows you to specify how many data the FR-8x bellows may transmit for expression purposes (see also the "Expression" parameter for each section on *p. 74*). As long as the external sequencer you work with does not display a "MIDI buffer overflow" message, you can leave this setting at "**High**". Depending on your sequencer, you could also select "**Super**" to achieve the most natural response. If, however, the bellows' data amount is too much for the receiving sequencer (because such data are transmitted on several channels simultaneously), select a different setting. In that case, the amount of data will be reduced. This leads to a coarser resolution, and maybe even audible steps, but at least, your sequencer will be able to record the data. If "**Normal**" still generates too many data, select "**Low**". "TX" means that this parameter only applies to data sent by the FR-8x. Its own MIDI buffer is big enough to receive high-resolution data.
Chord TX Mode	Normal, D-Mode, Accordion Default: Normal	• "**Normal**": The note numbers of all chord notes are transmitted via MIDI. • "**D-Mode**": Each chord button only transmits one note number according to the following system: Major chords: 48~59* Minor chords: 60~71 7th chords: 72~83 Dim chords: 84~95 * All note numbers are specified in the order C~B. Example: Note number 48 represents a C major chord, note number 49 a C# major chord, etc. • "**Accordion**": The FR-8x transmits only the notes of the chords it plays without adding any other note degrees.
2nd Bass Out	Off, On Default: Off	This parameter allows you to define a second MIDI channel for the transmission of the bass notes you play on the FR-8x. This additional channel may come in handy for certain MIDI modules you may want to control from the FR-8x.
2nd Bass Ch.	1~16 Default: 1	The bass notes are transmitted on this MIDI channel.
2nd Bass Octave.	-3~0~+3 Default: 0	This parameter allows you to transpose the bass notes transmitted on the second MIDI channel up to three octaves up or down.
Start/Stop TX	Off, On Default: Off	This parameter allows you to specify whether or not pressing the [DATA/ENTER] knob while the main page is displayed sends a MIDI Start message the first time, and a MIDI Stop message the second time. This may come in handy when you use the FR-8x with a MIDI sequencer, a drum machine, or an arranger module.

16.4 Expression MIDI TX

This parameter allows you to specify which section should transmit Expression messages (see also "Expression" parameter TX for each section on *p. 74*). You can either select all sections ("All") or specific ones and activate or deactivate them individually. "TX" means that this parameter only

applies to data sent by the FR-8x.

NOTE

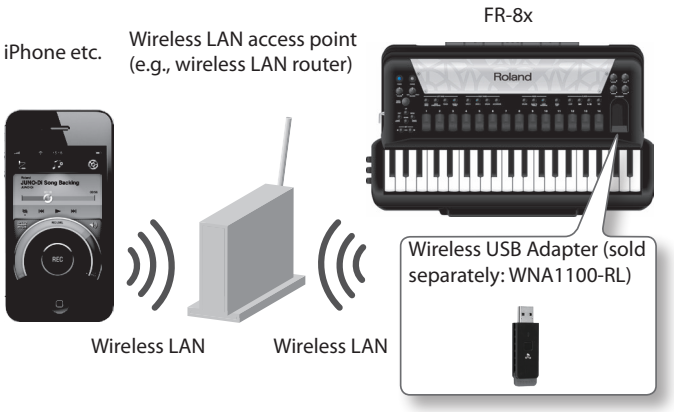
This parameter applies to the FR-8x as a whole (all Sets).

Parameter	Value	Explanation
All parts	Off, On Default: On	Select "**Off**" to deactivate the Expression MIDI transmission.
Accordion	Off, On Default: On	
Bass & Chord	Off, On Default: On	
Orchestra 1/Organ	Off, On Default: On	
Orchestra 2	Off, On Default: On	
Orchestra Bass	Off, On Default: On	
Orchestra Chord	Off, On Default: On	
Orchestra FBass	Off, On Default: On	

17. Wireless LAN Function

What is Wireless LAN Function?

By inserting the wireless USB Adapter (WNA1100-RL; sold separately) into the FR-8x's USB MEMORY port, you'll be able to use wireless compatible applications (such as the "Air Recorder" iPad app).



Items required to use the wireless LAN function

- ❑ Wireless USB Adapter (sold separately: WNA1100-RL)
- ❑ Wireless LAN access point (e.g., wireless LAN router) *1*2*3
- ❑ iPad etc.

NOTE

- The wireless LAN access point you use must support WPS. If your wireless LAN access point does not support WPS, you can connect using the procedure described in *"Connecting to a Wireless LAN Access Point That You Select" (p. 115)*.
- The ability to connect with all kinds of wireless LAN access points is not guaranteed.
- If you're unable to connect to the wireless LAN access point, try connecting using Ad-Hoc mode (*p. 116*).

Basic Connection Method (Connect by WPS)

This is a very simple method to connect your FR-8x to a wireless LAN access point .

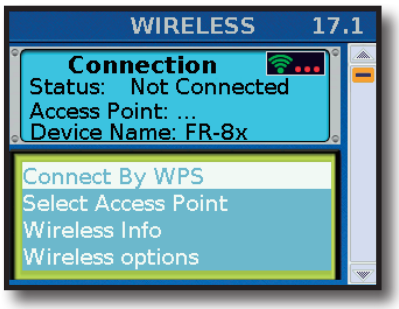
The first time you connect the FR-8x to a wireless network, you'll need to perform the following procedure (WPS) to join the wireless network.

This procedure is required only the first time (Once you've joined the network, this procedure will no longer be necessary).

What is WPS?

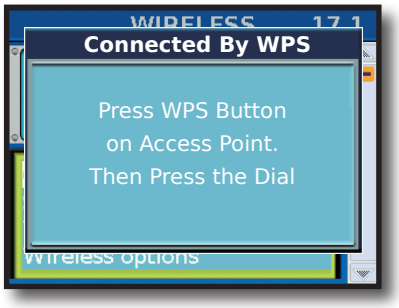
This is a standard that makes it easy to make security settings when connecting to a wireless LAN access point. We recommend that you use WPS when connecting to a wireless LAN access point.

1. **Turn on the power of the FR-8x.**
2. **Insert the wireless USB Adapter (WNA1100-RL; sold separately) into the FR-8x's USB MEMORY port.**
3. **Press [MENU] button.**
4. **Rotate the [DATA/ENTER] knob to select "17 Wireless LAN" and push it.**



5. **Rotate the [DATA/ENTER] knob to select "Connect By WPS" and push it.**

The display shows:



6. **Perform the WPS operation on your wireless LAN access point (e.g.), press and hold the WPS button on your wireless LAN access point).**

For details on WPS operation of your wireless LAN access point, refer to the documentation for your wireless LAN access point.

7. **Push the [DATA/ENTER] knob.**

Once successfully connected, the status field shows "Connected"

NOTE

The device (e.g., iPad) running the application must be connected to the same network.

MEMO

- The connection data is stored in memory when you perform the WPS procedure; the device will automatically connect to the wireless network next time.
- All connection data will be erased if you perform a factory reset.
- Connection data is not included in a backup.

Icons in the display

The wireless LAN status is shown in the main page and in the wireless menu when the wireless USB adapter is inserted.

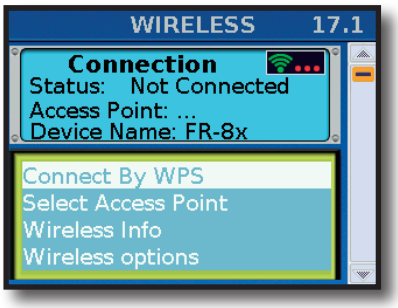
Icon	Explanation
	Currently connected to the wireless LAN access point. Three bars are used to indicate the signal level (the strength of the connected wireless LAN access point's radio signal).
	The wireless USB adapter is inserted, but not connected with a wireless LAN access point.
	Ad-Hoc mode (*p. 116*).

Wireless LAN Function Settings

You can view or edit the wireless settings.

1. Select the [MENU] button → "17 Wireless".

The Wireless page will appear.



2. Use the [DATA/ENTER] knob to move the cursor to select the desired parameter.

3. Push the [DATA/ENTER] knob to move in the new page.

"Status" Indication

The first row of the Wireless page shows the wireless LAN status.

Status Indication	Explanation
Connected	Currently connected to the wireless LAN access point. The identifier (name) of the connected wireless LAN access point is shown
Now Connecting	A connection with the wireless LAN access point is being established.
Not Connected	The wireless USB adapter is inserted, but not connected to a wireless LAN access point.
Not Available	The wireless USB adapter is not inserted.
Ad-Hoc	Ad-Hoc mode (*p. 116*). The Ad-Hoc SSID and Ad-Hoc Key are shown. For details, refer to *"Connecting in Ad-Hoc mode" (p. 116)*.

"Access Point" Indication

The second row of the Wireless page shows the Access Point connected. To select an Access Point see *"Connecting to a Wireless LAN Access Point That You Select" (p. 115)*.

"Device Name" Indication

The third row of the Wireless page shows the Device Name.

The Device Name is FR-8x (Default). See *"Wireless ID" (p. 116)*.

"Connect By WPS" Page

Connect the FR-8x to a wireless network by WPS (*p. 114*).

"Select Access Point" Page

Move to a screen where you can choose a wireless LAN access point and connect to it.

"Wireless Info" Page

Move to the screen to view the IP address and MAC address.

"Wireless Option" Page

Make settings for Wireless ID or Ad-Hoc mode (Ad-Hoc Mode).

See *"Other Settings (Wireless Option)" (p. 116)*.

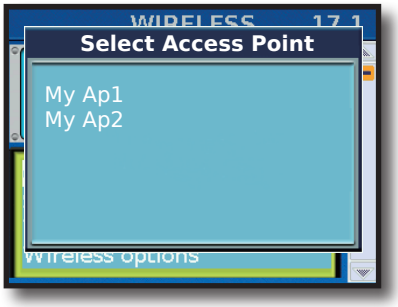
Connecting to a Wireless LAN Access Point That You Select

This method lets you connect by choosing a wireless LAN access point from the list that is displayed.

* Wireless standards 802.11g/n (2.4 GHz) and authentication methods WPA/WPA2 are supported.

1. Select the [MENU] button → "17 Wireless" →"17.1 Select Access Point"

After a short scan the Select Access Point list will appear.



MEMO

* The currently-connected wireless LAN access point is highlighted

* To refresh the list, exit and then reenter this screen.

2. Choose the wireless LAN access point to which you want

to connect, and push the [DATA/ENTER] knob.

• You will be connected to the selected wireless LAN access point.

• If you're using this wireless LAN access point for the first time, you'll proceed to the authorization (AUTHORIZATION) screen.

• If this is a wireless LAN access point to which you have connected in the past, just press the [DATA/ENTER] knob and you'll be connected. Once successfully connected, you'll be returned to the status (WIRELESS) screen.

Authorization screen (Enter Passphrase)

1. Use the [DATA/ENTER] knob to enter the security code (passphrase) of your wireless LAN access point. See *"How to type a name in FR-8x" (p. 31)*.

2. Press the [WRITE] button.

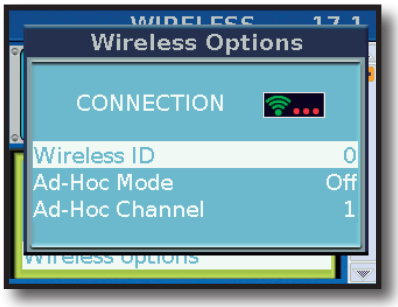
* You cannot enter a space at the end of the passphrase.

Once successfully connected, you'll be returned to the status "Wireless" screen.

Other Settings (Wireless Option)

1. Select the [MENU] button → "17 Wireless" →"17.1 Wireless Option".

The Wireless Option screen will appear.



Parameter	Explanation
Wireless ID	Specifies the final digits of the FR-8x's device name and Ad-Hoc SSID (FR-8x) that will be shown as the instrument in the wirelessly connected app. Normally, you should specify "0," but if you have more than one of the same instrument, you can set the Wireless ID in the range of 1–99 to change the device name and Ad-Hoc SSID for each instrument, as follows. If Wireless ID=0 "FR-8x" (default value) If Wireless ID=1, "FR-8x_1" : If Wireless ID=99, "FR-8x_99"
Ad-Hoc Mode	Turns Ad-Hoc mode on/off (default = "Off"). The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.
Ad-Hoc Channel	Specifies the channel (1–11) for Ad-Hoc mode (default = 1).

NOTE

* The Wireless Options settings are confirmed and saved when exiting from the Wireless Options screen.

* The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.

Connecting in Ad-Hoc mode

Here's how to connect in Ad-Hoc mode.

What is Ad-Hoc mode?

Ad-Hoc mode lets you connect the FR-8x directly to an iPhone or other wireless device without using a wireless LAN access point. This is a convenient way to use the FR-8x with an iPhone or other wireless device if you're in a location where the wireless LAN access point you normally use is unavailable, such as when you're away from home.

Limitations

The iPod touch or other wireless device connected in Ad-Hoc mode will be unable to communicate with the Internet or with another wireless device. However, an iPhone or other wireless device that has cellular capability will be able to connect to the Internet via the cellular connection.

Please be aware that if you use a cellular connection for Internet connectivity, you may incur costs depending on your rate plan.

1. Select the [MENU] button → "17 Wireless" →"17.1 Wireless Option".

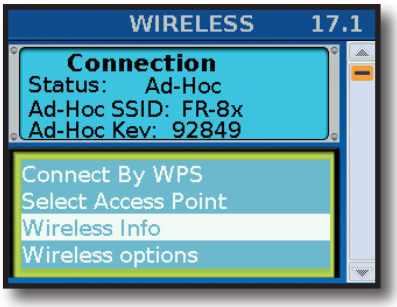
The Wireless Options screen will appear.

2. Turn the Ad-Hoc Mode "On".

You can use Channel to specify a channel (1–11) for Ad-Hoc mode. Normally, you won't need to change the channel. Try changing the channel only if you have problems connecting.

3. Press the [EXIT] button to return to the Wireless screen.

The Ad-Hoc SSID (FR-8x) and the Ad-Hoc Key (a five-character text string) will be displayed in the Wireless screen.



4. On the iPhone or other wireless device that you want to connect, select the Ad-Hoc SSID to make the connection. (For example, on an iPhone, choose [Settings] → [Wi-Fi] → [Choose a Network] to select the above Ad-Hoc SSID. A password entry screen will appear; enter the above Ad-Hoc key.)

For details on how to connect to a wireless LAN from an iPhone or other device, refer to the owner's manual of that device.

5. When you want to end the Ad-Hoc mode connection, restore the iPhone settings in [Settings] → [Wi-Fi] → [Choose a Network] to their previous state.

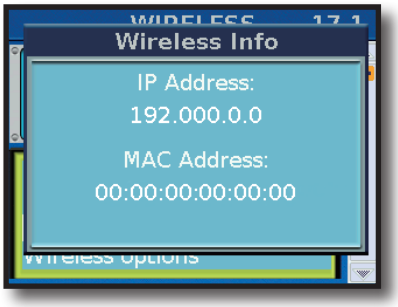
NOTE

The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.

Checking the IP Address and MAC Address (WIRELESS INFO)

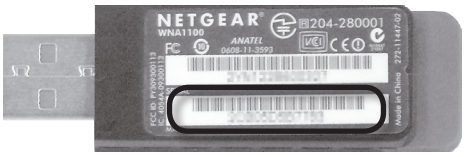
Here's how to check the IP address and MAC address.

1. Select the [MENU] button → "17 Wireless" → "17.1 Wireless Info".



MEMO

The MAC address shows the value indicated on the bottom of the wireless USB adapter (WNA1100-RL; sold separately).



How to Save System Parameters

1. Modify all parameters you would like to use.

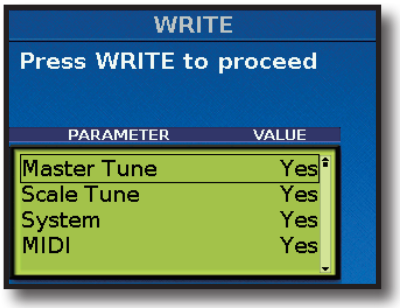
2. Press and hold the [MENU/WRITE] button to jump to the "Write" page.

The display shows the following page.

3. Use the [DATA/ENTER] knob to select "System".

4. Press [WRITE] to proceed.

The following page appears:



5. Use the [DATA/ENTER] knob to select the group of data you need to save.

At default all group are selected ("Yes").

6. Press the [WRITE] button to save the parameter groups.

After a while the display briefly confirms the operation and the returns to the main page.

16. Troubleshooting

This section provides an overview of points to check and actions to take when the FR-8x does not function as you expect.
Feel free to contact your Roland dealer if your issue remains unsolved after reading through this section.

Symptom	Action	Page
Power turns off on its own.	**When 10 minutes have elapsed since you last played or operated this unit, the power will turn off automatically. (This is the factory setting).** If you don't need the power to turn off automatically, turn the "Auto Off" setting "Off."	*106*
Power does not turn on.	**Is the included AC adaptor/power cord correctly connected to an AC outlet and to the FR-8x?** Connect the supplied AC adapter, or install the included FR-8x battery pack. **NOTE** Do not use any AC adaptor or power cord other than the ones included. Doing so will cause malfunctions.	*20, 18*
	Have you charged the FR-8x battery pack)? Please charge the battery pack or connect the FR-8x AC adaptor to an AC outlet.	*18, 20*
No sound from the FR-8x.	**Did you switch the FR-8x on?** Switch it on.	*27*
	Could the [VOLUME] knob be turned down? Select a higher setting.	-
	Are you moving the bellows while triggering accordion sounds? The FR-8x only produce sound if you move the bellows while playing notes (like on an acoustic accordion).	-
	Is the expression Pedal of an external MIDI Foot Controller device connected to FR-8x MIDI IN socket? Move the pedal expression all the way down.	-
	Did you select an extreme "Treble/Bass Balance" value? Select a center position.	-
	Did you set the "Speakers" parameter to off? If so, switch it to on.	*106*
	Could a MIDI message received from an external MIDI device (volume message or exclusive message) have lowered the volume?	-
Some bass and chord buttons don't play notes.	**Did you activate the "14.5 Function Switch" parameter?** If so, switch it off.	*106*
Why do the bass buttons provide three chord rows?	**Because you set the "Bass & Chord Mode" parameter to "3 Bs Rows". Set it to "2 Bs Rows".**	*100*
Why can't I play diminished chords using the bass buttons?	**Because you set the "Bass & Chord Mode" parameter to "3 Bs Rows". Set it to "2 Bs Rows".**	*100*
In Free Bass mode, the bass buttons play the wrong notes.	**You may have changed the "Free Bass Mode" setting.** **Be sure to select the system that best suits your playing style.**	*100*
No sound is heard when an external amplifier is connected.	**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.	-
	Did you connect the audio cables to the correct jacks? Check the connection cables.	*21*
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 FR-8x does not respond to your playing.	**Did you set the "16.2 External Seq. Playback" parameter to "Yes"?** In that case, the FR-8x only responds to MIDI messages received via its USB COMPUTER port—not the notes you play on its keyboards. Set the parameter to "No".	*112*
Issues related to the bass buttons board.	**Why do the bass buttons only provide three chord rows?** Because you set the "BASS & CHORD MODE" parameter to "3" bass rows. Set it to "2 Bs Rows".	*100*
	Why can't I play diminished chords using the bass buttons. Because you set the "BASS & CHORD MODE" parameter to "3. Set it to "2 Bs Rows".	*100*
	In Free Bass mode, the bass buttons play the wrong notes. You may have changed the "FREE BS MODE" setting. Be sure to select the system that best suits your playing style.	*101*
A "buzz" is heard from the external amplifier.	**Is the external amplifier or other device used with the FR-8x connected to a different AC power outlet?** Connect the amplifier or other device to the same AC outlet as the FR-8x.	-
MIDI-related issues	**What MIDI channels does the FR-8x use by default?** See the "MIDI channels" table.	*22*
	The FR-8x does not receive the MIDI messages I recorded for it. That's because the "16.2 External Seq. Playback" parameter is currently set to "No". Set it to "Yes".	*112*
	The external sequencer keeps displaying a "MIDI Buffer Overflow" message. The bellows sends too many data at once (its data are transmitted on many channels simultaneously). Select a different resolution. This leads to a coarser resolution, and maybe to audible steps, but at least, your sequencer will be able to record the data. See "Bellows TX" parameter.	*113*

Symptom	Action	Page
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 FR-8x can use USB memory that has been formatted as FAT. If your USB memory was formatted using any other method, please re-format it.	-
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?	-
The songs won't to play.	**The file type of the song is not one of the file types that the FR-8x can play.**	*p. 48*
	It may be that the song data is damaged.	
Can't connect to a wireless LAN access point.	• **Make sure that your wireless LAN access point supports WPS.** If your wireless LAN access point does not support WPS, you can connect using the procedure described in *"Connecting to a Wireless LAN Access Point That You Select" (p. 115)*. • **Have you entered the correct password in the iPhone or other wireless device?** Disconnect and reconnect the wireless device and then enter the right FR-8x Ad-Hoc Key. (For example, on an iPhone, to disconnect, choose [Settings] → [Wi-Fi], press the arrow icon on the right of the network name and then press "Forget this Network". • **The 802.11a/b wireless standard is not supported. Please use the 802.11g/n (2.4 GHz) wireless standard.** • **The WEP authentication method is not supported. Please use the WPA or WPA2 authentication method.** • **Make sure that DHCP is enabled for your wireless LAN access point.** • **If you don't get connected to the previously-connected wireless LAN access point when you turn on the power, check and make sure the setting described in "Connecting in Ad-Hoc mode" (p. 116) is OFF.** • **There is a limit to the connection data that can be remembered. Making a new connection may cause older connection data to be deleted.** • **All connection data will be deleted if you execute a factory reset.** • **If the connection data has been deleted, please re-connect to the wireless LAN access point.**	-
The display indicates "Access Point Not Supported," and can't connect to the wireless LAN access point.	• **This Access Point is not supported. Please use the WPA or WPA2 authentication method.**	-
Communication is unstable.	Communication may be unstable depending on the usage of the radio frequency spectrum. If communication is unstable, the response may be sluggish, or if using audio communication, there may be dropouts in the audio. The following actions may improve the situation. • **Move the wireless LAN access point and the FR-8x closer to each other.** • **Change the channel setting of the wireless LAN access point.**	-
The FR-8x is not found in the instrument connections of the app (such as the iPhone app Air Recorder).	• **Is the FR-8x powered up?** • **Is the wireless USB adapter (WNA1100-RL) inserted to the FR-8x?** • **Is the FR-8x connected to the wireless LAN?** • **Are the FR-8x and the iPhone connected to the same network (the same wireless LAN access point)?** • **Is the wireless LAN access point set to allow communication between wireless LAN devices?** For details on settings, refer to the owner's manual of your wireless LAN access point.	-
Your iPhone or iPod touch won't connect to the Internet.	• **Is the wireless LAN access point connected to the Internet?** • **Could you be connected in Ad-Hoc mode?** The iPod touch or other wireless device connected in Ad-Hoc mode will be unable to communicate with the Internet or with another wireless device. However, an iPhone or other wireless device that has cellular capability will be able to connect to the Internet via the cellular connection. Please be aware that if you use a cellular connection for Internet connectivity, you may incur costs depending on your rate plan. A wireless device such as an iPod touch that does not have cellular capability will become unable to connect to the Internet in this case.	-
The bellows exhibits an erratic behavior.	If the bellows doesn't work as expected, causing notes to sound even while it is not moved, its sensors may need resetting. To do this, follow these steps: **a) Switch off the FR-8x.** **b) Close the bellows pressing the air button.** **NOTE** Be sure to close very well the bellows to purge all air that remain. **c) Press and hold the [UP] and [DOWN] buttons while switching the FR-8x. back on.** After a few seconds, the display shows "Calibration Complete!" and then returns to the main page. d) **Switch off and switch on the FR-8x.** If this operation doesn't solve the problem, contact your Roland dealer.	

17. Specifications

DISPLAY TYPE	
Display	320 x 240 pixels, color graphic LCD 2,4" (backlit)
KEYBOARD	
Right Hand	**Piano Type**: 41 keys piano type with velocity sensitive and aftertouch
	Button Type: 92 buttons with velocity sensitive. Aftertouch via Master Bar
Left hand	120 bass buttons velocity sensitive. Standard **Mode**: Standard, Free Bass, Orch. Bass, Orch. Chord, Orch. Free Bass
Treble Mode (only FR-8x button)	C Griff Europe, C Griff 2, B Griff Bajan, C Griff Fin, D Griff 1, D Griff 2
Free Bass Mode	2 Bs Rows, 3 Bs Rows A-7th, 3 Bs Rows A-5dim, 3 Bs Rows B-7th, 3 Bs Rows B-5dim, 3 Bs Rows Bx-7th , 3 Bs Rows Belgium
BELLOWS	
Type	Advanced "Dynamic Bellows Behaviour" technology to manage the behavior of bellows. The Advanced "Dynamic Bellows Behaviour" technology consider the selected register and the number of played notes
Bellows Resistance	Off, On, –63 ~ 0 ~ +64
Bellows Curve	Fixed Low, Fixed Med, Fixed High, X-Light, Light, Standard, Heavy, X-Heavy
SOUND GENERATOR	
Max. Polyphony	128 voices
Tones (Accordion Set)	100 Accordion Sets, each one including: 14 Right Hand Registers, 7 Bass/Chord registers, 7 Free Bass registers, 7 Orchestra Free Bass registers, 7 Orchestra Bass registers, 7 Orchestra Chord registers, 180 Orchestral sounds (28 real time + others selectable by MENU), 18 Drum Sets
Reed Footages	7 Treble, 5 Bass, 3 Chord, 2 Free Bass
Wave Expansion	4 internal areas (8Mb each) to load new sounds
ORCHESTRAL SOUNDS	
Right Hand Tones	180: 28 real time (14x2) the others selectable by MENU
Left Hand Chord Tones	180: 7 real time, the others selectable by MENU
Left Hand Bass Tones	
Left Hand Free Bass Tones	
ORGAN SOUNDS (Virtual Tone Wheel Technology)	
Presets	32 for Right Hand, Chord and Free Bass sections, 16 x Bass section
Harmonic Bar combinations	Up to 28 customizable, can be controlled and shaped by bellows.
Vibrato/Chorus	V-1/V-2/V-3/C-1/C-2/C-3
Percussion	2nd/3rd, Soft, Slow
Rotary Sound	Slow/Fast, Brake, Level
Tone Wheel Type	50/60/70
Amplifier Type	TYPE 1/TYPE 2/TYPE 3/TYPE 4/ TYPE 5
DRUM SOUNDS	
Drum Set	18
Drum Shift	–36 ~ 0 ~ +36
Bass&Chord with drum/percussion sounds	Programmable drum/percussion sounds for Bass/Orch Bass 2 rows, Chord/Orchestra Chord 4 rows
APBM (Advanced Physical Behaviour Modelling)	
Noises	Stopping-reed growl, Closing valve noise, Left button noise
Individual Reed Simulation	Hysteresis threshold, Expression curve, Pressure variant filter, Pressure variant pitch deviation
Switching Reed Sound Wave	By bellows acceleration. by note repetition speed
Bellows opening/closing sound change	By bellows opening/closing detection
Bellows Behavior	Dynamic Bellows Behavior technology for a perfect simulation of the bellows behavior in an acoustic accordion
MUSETTE TUNING	
Micro-Tuning Presets	16 Types: Off, Dry, Classic, F-Folk, American L/H, North Europe, German L/H, D-Folk L/H, Alpine, Italian L/H, French, Scottish
Fine Tuning reed footages 8- / 8+	–100 ~ 0 ~ +100
EFFECTS	
Reverb/Chorus/Delay	8 types, 8 types, 10 types
MFX multi effects	MFX x 4 (84 types) for: Accordion, Orchestra 1, Orchestra 2, Orch Chord/Orch Free Bass
Rotary for Organ sound	Slow/Fast with Vibrato, Chorus, Overdrive and VK-Rotary
"Cassotto" simulation	Yes
USER PROGRAMS	
User Program Lists	Unlimited number (storage on USB memory)

Performance memories per List	1400: 100 User Program Bank x 14 registers
AUDIO PLAYER and AUDIO RECORDING	
Media	USB Flash memory
Audio Recorder Save format	Audio files (WAVE 44.1 kHz, 16-bit linear), MIDI files (SMF)
Audio Loop Function	REC (with Overdub function) and Play
OTHER FUNCTION	
Accordion, Orchest1/Organ Orchest2, Drum	Zone, High, Low
Octave	-1, 0, +1 for Treble, -3, 0, +3 for Orchest1, Orchest2
Orchestra Chord Guitar Mode	Gtr Table1, Gtr Table2, Gtr Table3
Sound Edit	Orchest1, Orchest2, Orch Bass, Orch Chord, Orch Free Bass
Speakers Off	Yes
Additional switches	6 user assignable function switches on last row of bass buttons
PANEL CONTROLS	
Encoder	Data Edit with Enter
Knob controls	Volume, Balance, Reverb Chorus, Delay, Effect (assignable)
Registers	14 Right Hand registers 7 Left Hand registers
Navigation switches	Up, Down, Menu/Write, Exit/Jump
Chin switches	3 programmable chin switches
Other switches	Set Up, Set Down, Orch 1 On/Off, Orch 2 On/Off, Organ On/Off, Accordion On/Off, Orch Bass On/Off, Orch Chord/Free Bass On/Off, Free Bass On/Off, Bass&Chord On/Off, Drums On/Off, Bass to Treble On/Off, User Program On/Off, Song List On/Off, Power On/Off, Charge On/Off, Loop/Wave/MP3 player: Loop, Reset/Stop, Play/Pause, Audio Rec
CONNECTORS	
Audio OUTPUT jacks (R, L/Mono)	1/4" phone type
PHONES jack	Stereo 1/4" phone type
MIDI connectors	IN, OUT
USB ports	USB COMPUTER connector (Type B, reception and transmission of MIDI data) USB MEMORY (Type A, data storage devices)
GENERAL SPECIFICATION	
Power supply	AC adaptor (PSB-14U adaptor)
Current Draw	3750 mA
Auto Off function	Disable, 10, 15, 20 minute
Dimensions	Piano type: 415 (H) x 543 (W) x 280 (D) mm; 16-3/8 (H) x 21-7/16 (W) x 11-1/16 (D) inches Button type: 410 (H) x 510 (W) x 260 (D) mm; 16-3/16 (H) x 20-1/8 (W) x 10-1/4 (D) inches
Weight	Piano type: 12,1 Kg, 26 lbs 11 oz without straps Button type: 11,9 Kg, 26 lbs 4 oz without straps
SUPPLIED ACCESSORIES	
	Owner's Manual PSB-14U AC adaptor, Power cord (for connecting the AC adaptor) Rechargeable Ni-MH battery pack (BP-24-45) Reference caps for the bass buttons Reference buttons for the treble keyboard (only for FR-8X button type) Straps Accordion Cloth Accordion soft bag
OPTIONS	
USB	USB flash memory (M-UF-series) Wireless USB Adaptor (WNA1100-RL)
Headphone	Roland RH Series
MIDI Foot Controller	FC-300

NOTE

In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

18. MIDI Implementation Chart

V-Accordion
Model: FR-8x

Date: May 2013
Version: 1.00

Function...		Transmitted		Recognized		Remarks
Basic	Default	1-16		1–16		1= Treble, 2=Bass/Freebass, 3=Chord, 4=Orch1/Organ, 5= Orch Bass, 6=Orch Chord, 7=Orch Free Bass. 11= Orch2
Channel	Changed	1–16, Off		1–16, Off		2 Logical parts: 13= Basic MIDI Channel for SET change, 13= Control MIDI Channel only TX
Mode	Default	Mode 3		Mode 3		
	Messages	**********		**********		
	Altered	**********		**********		
Note	True Voice	0~127	*1	0–127		
Number :		**********		0–127		
Velocity	Note On	O	*1	O		
	Note Off	X		X		
After	Key's	X		X		
Touch	Channel's	O	*1	O		
Pitch Bend		O		O		
	0, 32	O	*1	O		Bank Select
	1	O		O		Modulation
	7	O	*1	X		Volume
Control	10	O	*1	X		Panpot
Change	11	O	*1	O		Expression
	64	O		O		Hold 1
	91	O	*1	X		Reverb Send
	93	O	*1	X		Chorus Send
Program		O	*1	O		Program Number 1~128 transmitted Recognized: 1~100: - 1~14 Accordion Register - 1~7 Bass - 1~7 Free Bass - 1~7 Orchestra Bass - 1~7 Orchestra Chord - 1~7 Orchestra Free Bass - 1~28 Orchestra 1, Orchestra 2, Organ - 1~100 SET
Change	True Number	0~127		0–13		
System Exclusive		X		X		
System	Song Position Pointer	X		X		
Common	Song Select	X		X		
	Tune Request	X		X		
System	Clock	X		X		
Real Time	Commands	O	*1 *3	X		
	All Sound Off	X		X		
	Reset All Controllers	X		X		
Aux	Local On/Off	X		X		
Messages	All Notes Off	X		X		
	Active Sensing	O		O		
	System Reset	X		X		
Notes		*1 O X is selectable *2 Recognized as M = 1 even if M ≠ 1. *3 Transmit Start (FA), Stop (FC)				

Mode 1 : OMNI ON, POLY
Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY
Mode 4 : OMNI OFF, MONO

O : Yes
X : No

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Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

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REUNION
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TEL: (0361) 807-333

RUSSIA
Roland Music LLC
Dorozhnaya ul.3,korp.6
117 545 Moscow, RUSSIA
TEL: (495) 981-4967

SERBIA
Music AP
Sutjeska br. 5 XS - 24413 PALIC,
SERBIA
TEL: (0) 24 539 395

SLOVAKIA
DAN Distribution, s.r.o.
Povazská 18.
SK - 940 01 Nové Zámky,
SLOVAKIA
TEL: (035) 6424 330

SPAIN
Roland Systems Group EMEA, S.L.
Paseo García Faria, 33-35
08005 Barcelona, SPAIN
TEL: 93 493 91 00

SWEDEN
Roland Scandinavia A/S
SWEDISH SALES OFFICE
Mårbackagatan 31, 4 tr.
SE-123 43 Farsta, SWEDEN
TEL: (0) 8 683 04 30

SWITZERLAND
Roland (Switzerland) AG
Landstrasse 5, Postfach,
CH-4452 Itingen, SWITZERLAND
TEL: (061) 975-9987

TURKEY
ZUHAL DIS TICARET A.S.
Galip Dede Cad. No.33
Beyoglu, Istanbul, TURKEY
TEL: (0212) 249 85 10

UKRAINE
EURHYTHMICS Ltd.
P.O.Box: 37-a.
Nedecey Str. 30
UA - 89600 Mukachevo,
UKRAINE
TEL: (03131) 314-40

UNITED KINGDOM
Roland (U.K.) Ltd.
Atlantic Close, SWANSEA SA7
9FJ, UNITED KINGDOM
TEL: (01792) 702701

MIDDLE EAST

BAHRAIN
Moon Stores
No.1231&1249 Rumaytha
Building Road 3931,
Manama 339, BAHRAIN
TEL: 17 813 942

EGYPT
Al Fanny Trading Office
9, EBN Hagar Al Askalany Street,
ARD E1 Golf, Heliopolis,
Cairo 11341, EGYPT
TEL: (022)-417-1828

IRAN
MOCO INC.
Jadeh Makhsous Karaj (K-9),
Nakhe Zarin Ave.
Jalal Street, Reza Alley No.4
Tehran 1389716791, IRAN
TEL: (021)-44545370-5

ISRAEL
Halilit P. Greenspoon & Sons Ltd.
8 Retzif Ha'alia Hashnia St.
Tel-Aviv-Yafo ISRAEL
TEL: (03) 6823666

JORDAN
MUSIC HOUSE CO. LTD.
FREDDY FOR MUSIC
P. O. Box 922846
Amman 11192, JORDAN
TEL: (06) 5692696

KUWAIT
EASA HUSAIN AL-YOUSIFI & SONS CO.
Al-Yousifi Service Center
P.O.Box 126 (Safat) 13002,
KUWAIT
TEL: 00 965 802929

LEBANON
Chahine S.A.L.
George Zeidan St., Chahine Bldg.,
Achrafieh, P.O.Box: 16-5857
Beirut, LEBANON
TEL: (01) 20-1441

OMAN
TALENTZ CENTRE L.L.C.
Malatan House No.1
Al Noor Street, Ruwi
SULTANATE OF OMAN
TEL: 2478 3443

QATAR
AL-EMADI TRADING & CONTRACTING CO.
P.O. Box 62, Doha, QATAR
TEL: 4423-554

SAUDI ARABIA
Adawliah Universal Electronics APL
Behind Pizza Inn
Prince Turkey Street
Adawliah Building,
PO BOX 2154,
Al Khobar 31952,
SAUDI ARABIA
TEL: (03) 8643601

SYRIA
Technical Light & Sound Center
PO Box 13520 Bldg No.49
Khaled Abn Alwalid St.
Damascus, SYRIA
TEL: (011) 223-5384

U.A.E.
Adawliah Universal Electronics APL
Omar bin alkhattab street, fish
round about, nayef area, deira,
Dubai, U.A.E.
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NORTH AMERICA

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Roland Canada Ltd. (Toronto Office)
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CANADA
TEL: (905) 362 9707

U. S. A.
Roland Corporation U.S.
5100 S. Eastern Avenue
Los Angeles, CA 90040-2938,
U. S. A.
TEL: (323) 890 3700

As of Nov. 1, 2013 (ROLAND)

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.

FR Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.

IT Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.

ES Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.

PT Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.

NL Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.

DK Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.

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.

SE Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.

FI Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.

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 szimbólummal 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.

CZ Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.

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 vyhadzovať spolu s domovým odpadom.

EE See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.

LT Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinti produktai neturi būti išmetami kartu su buitinėmis atliekomis.

LV Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.

SI Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.

GR Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της E.E. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

For China

有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

环保使用期限

此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。

环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。

不当的使用，将会导致有害物质泄漏的危险。

产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳（壳体）	×	○	○	○	○	○
电子部件（印刷电路板等）	×	○	×	○	○	○
附件（电源线、交流适配器等）	×	○	○	○	○	○

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。

×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。

因根据现有的技术水平，还没有什么物质能够代替它。

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