

GW-7 Workstation

Owner's Manual

Thank you, and congratulations on your choice of the Roland Workstation GW-7.

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



Conventions Used in This Manual

Operating buttons are enclosed by square brackets []; e.g., [ENTER].

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.
TIP	This indicates a useful hint for operation; read it as necessary.
cf.	This indicates information for your reference; read it as necessary.
TERM	This indicates an explanation of a term; read it as necessary.

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

BLUE: NEUTRAL
BROWN: LIVE

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

USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

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

About the Symbols

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

ALWAYS OBSERVE THE FOLLOWING







⚠ WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.
- Do not open (or modify in any way) the unit or its AC adaptor.
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.
- Never use or store the unit in places that are:
 - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
 - Damp (e.g., baths, washrooms, on wet floors); or are
 - Humid; or are
 - Exposed to rain; or are
 - Dusty; or are
 - Subject to high levels of vibration.
- This unit should be used only with a stand that is recommended by Roland.











⚠ WARNING

- When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.
- Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.
- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

⚠ WARNING

- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit. 
- Immediately turn the power off, remove the 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 or the power-supply cord has been damaged; or
 - If smoke or unusual odor occurs
 - Objects have fallen into, or liquid has been spilled onto the unit; or
 - The unit has been exposed to rain (or otherwise has become wet); or
 - The unit does not appear to operate normally or exhibits a marked change in performance.
- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. 
- Protect the unit from strong impact. (Do not drop it!) 
- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through. 
- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 

⚠ CAUTION

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. 
- This unit is for use only with Roland stand KS-12. Use with other stands is capable of resulting in instability causing possible injury. 
- Always grasp only the output plug or the body of the AC adaptor when plugging into, or unplugging from, this unit or an outlet. 
- At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire. 
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children. 
- Never climb on top of, nor place heavy objects on the unit. 
- Never handle the AC adaptor body, or its output plugs, with wet hands when plugging into, or unplugging from, an outlet or this unit. 
- Before moving the unit, disconnect the AC adaptor and all cords coming from external devices. 
- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet. 
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet. 

IMPORTANT NOTES

In addition to the items listed under “USING THE UNIT SAFELY” on page 2–3, please read and observe the following:

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the 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.

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.

Repairs and Data

- Please be aware that all data contained in the unit’s memory may be lost when the unit is sent for repairs. Important data should always be backed up in another MIDI device (e.g., a sequencer) or on a computer, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit’s memory, another MIDI device (e.g., a sequencer), or on a computer.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit’s memory, another MIDI device (e.g., a sequencer), or on a computer once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit’s buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable’s internal elements.
- To avoid disturbing your neighbors, try to keep the unit’s volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- The effective range of the D Beam controller is greatly reduced in strong light, such as direct sunlight. Please be aware of this when using the D Beam controller.

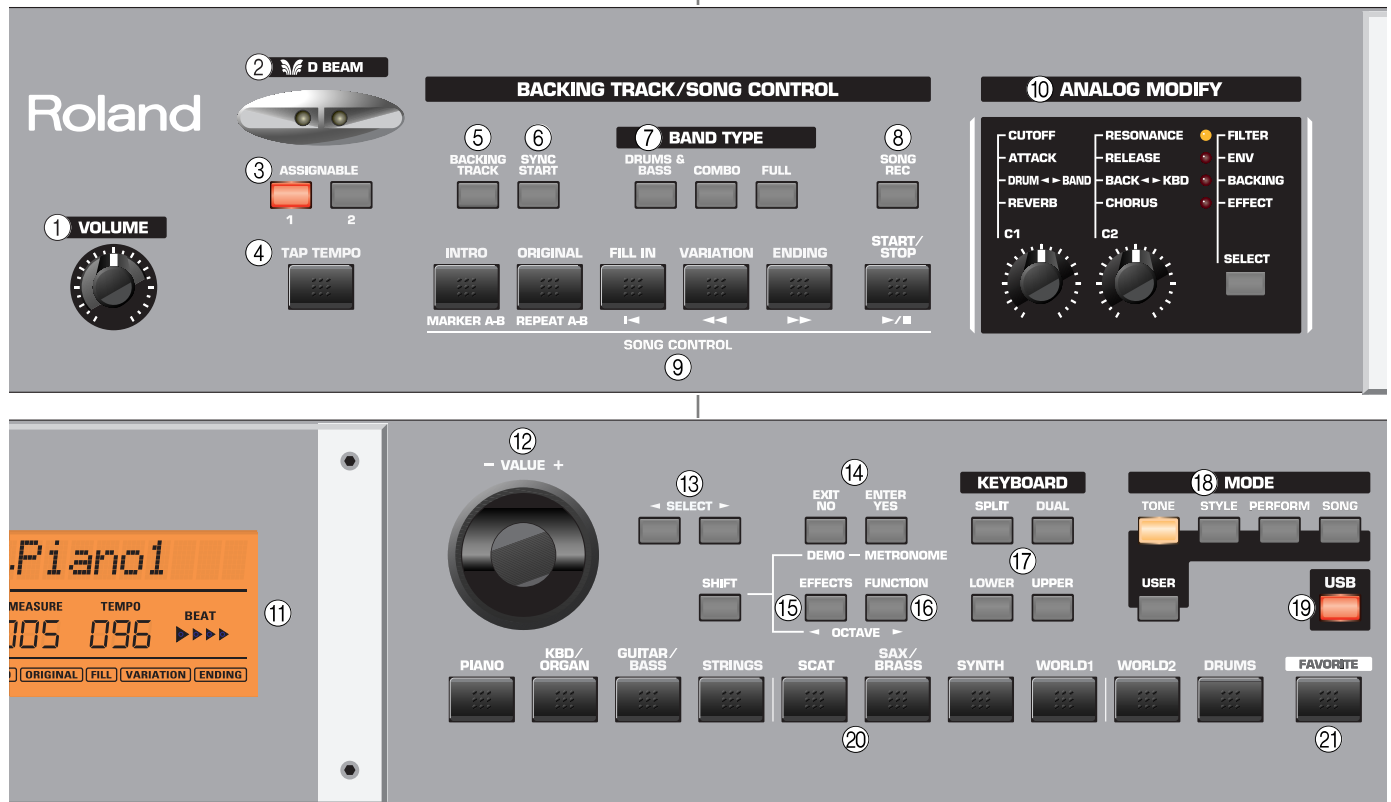
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Contents

USING THE UNIT SAFELY	2
IMPORTANT NOTES	4
Panel Descriptions	6
Front Panel	6
Rear Panel	7
Introduction.....	8
About the GW-7	8
Making Connections	8
Connecting External Equipment, Pedals, and Switches.....	8
Connecting the AC Adaptor	9
Turning the Power On/Off	9
Turning the Power On	9
Turning the Power Off	9
Adjusting the Screen Contrast.....	9
Listening to the Demo Song	9
Playing Sounds from the Keyboard (Keyboard Mode).....	9
Using Main Mode	9
Using Split Mode.....	10
Using Dual Mode	10
Using the Metronome.....	10
Restoring the GW-7 to Its Factory Settings	10
Initializing the User Style and User Song Memory.....	10
Keyboard Mode Functions	11
Selecting the Tone for the Keyboard Mode	11
Selecting a Tone	11
Using the Favorite Tone Function	11
Registering a Favorite Tone	11
Selecting a Favorite Tone	11
Drum Sounds and Sound Effects (SFX)	11
Drum Sets	11
Sound Effects (SFX).....	11
Octave Settings	11
Editing a Tone	12
Editing a Tone in Detail	12
Saving a Tone.....	12
Other Functions	13
Using the GW-7 as a MIDI Keyboard Controller	13
Playing with an Accompaniment (Backing)	14
Playing Back a Backing	14
Changing the Backing Ensemble	14
Adjusting the Volume Balance.....	14
Adjusting the Tempo.....	14
Sync Start.....	14
Stopping the Backing.....	14
Selecting a Music Style	15
Adding Music Styles.....	15
Deleting a Music Style.....	15
Other Functions Related to Music Styles.....	15
Performance Functions and Effects	16
Performance Functions.....	16
D Beam Controller	16
Pitch Bend and Modulation.....	17
Assignable Pedal	17
Using Preset Performances.....	17
Selecting a Performance	17
Editing a Performance	17
Saving a Performance.....	17
Performance Parameters	18
Using Effects.....	19
Adjusting the Reverb or Chorus Send Level	19
Editing the Effects	19
Multi-Effect List.....	20
Song Functions	21
Recording a Song	21
All	21
Keyboard	21
Single.....	21
Punch-In/Out.....	22
Recording Another Song (After Previously Recording a Song)	22
Saving a Song	22
Deleting a Song	22
Selecting and Playing a Song	23
Moving the Playback Location of a Song	23
Minus-One Playback	23
USB Functions and System Functions ...	24
Transferring Files via USB.....	24
Terminating the USB Connection between the GW-7 and Your Computer.....	24
System Settings	24
System Parameter Functions	25
MIDI Functions	26
MIDI Channels	26
MIDI Parameters.....	26
Bulk Dump	27
Bulk Load.....	27
Using the GW-7 as a MIDI Sound Module	27
Troubleshooting	28
Power Does Not Turn On.....	28
No Sound from the GW-7.....	28
No Sound from a Specific Part.....	28
No Sound from a Connected MIDI Device.....	28
No Sound in a Specific Range of Pitches.....	28
Effects Are Not Applied	28
The Effect Sounds Wrong.....	28
Pitch Bend Not Obtained When Pitch Bend Lever Is Moved.....	28
Sound Is Alternately Heard from Left and Right (Panned) Each Time You Play a Note.....	28
Sound Is Distorted	29
Pitch Is Wrong	29
Notes Are Cut Off.....	29
Tone Lists.....	30
Drum Sets.....	35
Music Styles	40
Chord Intelligence (“MODE 1” setting)....	41
Specifications	44
Index	45

Panel Descriptions

Front Panel



1. VOLUME knob

This knob controls the volume of the entire GW-7.

2. D Beam controller

You can use this controller simply by moving your hand above it. (p. 16)

3. ASSIGNABLE buttons

You can use these buttons to turn the D Beam controller on/off, or to select the D Beam function. (p. 16)

4. TAP TEMPO button

You can use this button to set the tempo. (p. 14)

5. BACKING TRACK button

Press this button when you want the backing to play. (p. 14)

6. SYNC START button

This button activates the Sync Start function. (p. 14)

7. BAND TYPE buttons

Use these buttons to change the backing ensemble, or to use the minus-one function. (p. 14, p. 23)

8. SONG REC button

Press this button to record a song. (p. 21)

9. SONG CONTROL buttons

Use these buttons to play back the backing or song. (p. 14, p. 23)

10. ANALOG MODIFY section

Turn the C1/C2 knobs to control the functions you select by pressing the SELECT button. (p. 12, p. 14, p. 25)

11. Screen

This displays various information according to the operations you perform.

12. VALUE dial

Use this to edit the value of the parameters (settings) in the screen.

13. SELECT buttons ([<] [>])

Use these buttons to change between screen pages, tone categories, or music styles.

14. EXIT (NO)/ENTER (YES) buttons

Pressed to issue the "Cancel" (EXIT) or "OK" (ENTER) commands in screens that prompt you to make such a selection.

To listen to the demo songs, hold down [SHIFT] and press [EXIT]. (p. 9)

To use the metronome, hold down [SHIFT] and press [ENTER]. (p. 10)

15. EFFECTS button

This button lets you make effect settings. (p. 19)

To lower the pitch of the keyboard tone in steps of one octave, hold down [SHIFT] and press [EFFECTS]. (p. 11)

16. FUNCTION button

This button takes you to the settings screen for various parameters.

To raise the pitch of the keyboard tone in steps of one octave, hold down [SHIFT] and press [FUNCTION]. (p. 11)

17. KEYBOARD section

Use these buttons to switch the keyboard mode. (p. 9, p. 11)

18. MODE section

Use these buttons to switch between Tone, Style, Performance, and Song modes.

19. USB button

The GW-7 can exchange music style data or song files with your computer via a USB connection. (p. 24)

20. [PIANO]–[DRUMS]

Use these buttons to select tones by category. (p. 9–11)

21. FAVORITE button

Use this button to access favorite tones. (p. 11)

22. Bender/Modulation lever

You can raise or lower the pitch by moving this lever to the left or right. Push the lever away from yourself to apply modulation (normally vibrato) to the sound. (p. 17)



Rear Panel



1. USB connector

Use a USB cable to connect the GW-7 to your computer via this connector. (p. 24)

2. MIDI OUT/IN connectors

Connect MIDI devices to these connectors. (p. 26)

3. CONTROL PEDAL jack

Connect a separately available pedal switch (Roland DP Series), a separately available foot switch (BOSS FS-5U) or a separately available expression pedal (Roland EV-5) to this jack. (p. 8, p. 17)

4. HOLD PEDAL jack

Connect a separately available pedal switch (Roland DP Series) to this jack. (p. 8)

5. OUTPUT R/L (MONO) jacks

Connect your cassette deck, power amp, audio amp, keyboard amp, monitor speakers, etc., to these jacks. (p. 8)

6. PHONES jack

Connect a separately available pair of headphones to this jack. Sound will be output from the OUTPUT jacks even if you connect headphones.

7. Cord hook

Use this to secure the AC adaptor cord. (p. 9)

8. DC IN jack

Connect the included AC adaptor here. (p. 9)

9. POWER switch

This turns the power on/off. (p. 9)

Introduction

About the GW-7

TERM

What is a **Tone**? (p. 11)

On the GW-7, each of the sounds you normally play is called a "Tone." If we use the analogy of an orchestra, a Tone corresponds to an instrument played by one of the musicians. Settings for parameters such as effects and filters are also included in a Tone.

TERM

What is **Backing**? (p. 14)

"Backing" refers to the automatic accompaniment functionality of the GW-7.

TERM

What is a **Music Style**? (p. 15)

A "Music Style" is a musical template used by a Backing. The GW-7 contains a variety of music styles such as rock, dance, Latin, and jazz. You can also add style data by connecting the GW-7 to your computer via USB. (p. 24)

NOTE

You can't create music styles using the GW-7 itself; you'll need to use the built-in styles provided by the GW-7, or load commercially available style data.

TERM

What is a **Performance**? (p. 16)

A "Performance" is a group of settings that specifies the Tone and Style, the keyboard mode, and various other parameters.

TERM

What is a **Song**? (p. 21)

The GW-7 contains a 16-track recorder, which you can use to record the music you play. You can add a Backing to the performance you play on the keyboard, and save the result as a Song. You can also load Song data from a computer connected to the GW-7 via USB. (p. 24)

Making Connections

NOTE

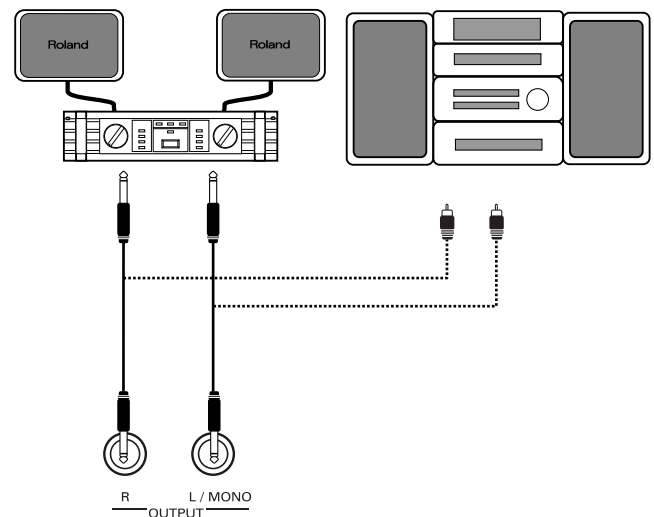
To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

Connecting External Equipment, Pedals, and Switches

Connecting External Equipment

You can record your playing (or a song recorded on the GW-7) onto a cassette tape or other audio recording device. Connect the **OUTPUT** jacks on the GW-7's rear panel to the input jacks of your external device.

Cassette deck, power amp, audio amp, keyboard amp, monitor speakers, etc.



Connecting a Pedal and Switch

NOTE

You must switch off the GW-7's power before you connect a pedal and/or switch.

Connect a separately available pedal switch (Roland DP Series) to the **HOLD PEDAL** jack on the rear panel. You can use this pedal switch to sustain notes even after taking your hands off the keyboard.

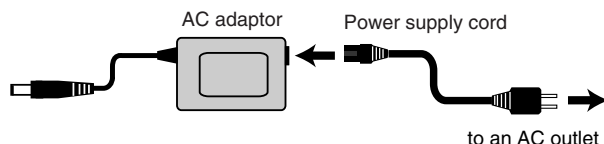
Connect a separately available pedal switch (Roland DP Series), a separately available foot switch (Boss FS-5U) or separately available expression pedal (Roland EV-5) to the rear panel **CONTROL PEDAL** jack. You can use this to control various functions that you assign. (p. 25)

NOTE

Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Connecting the AC Adaptor

1. Remove the GW-7 from its shipping carton, and place it on a horizontal surface.
2. Connect the included power supply cord to the included AC adaptor.



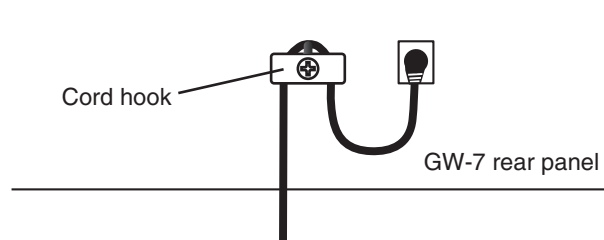
MEMO

Depending on your region, the included AC adaptor may be a different type than the one shown above. If so, omit step 2 and proceed.

3. Connect the AC adaptor to the DC IN jack on the GW-7's rear panel, and then plug the AC adaptor into an electrical 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 using the cord hook, as shown in the illustration.



Turning the Power On/Off

Turning the Power On

NOTE

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

1. Before you turn on the power, turn the VOLUME knob all the way to the left to minimize the volume.
2. Press the rear panel POWER button to turn on the power.

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.

NOTE

If the GW-7 is connected to a keyboard amp or audio amp, turn on the power of the GW-7 first, and then switch on your amp.

3. Turn the VOLUME knob to adjust the volume of the GW-7.

Turning the Power Off

1. Press the POWER switch once again to turn off the power.

NOTE

If the GW-7 is connected to a keyboard amp or audio amp, switch off the power to your amp first, then turn off the power on the GW-7.

Adjusting the Screen Contrast

Hold down [FUNCTION] and turn the VALUE dial.

Listening to the Demo Song

1. Hold down [SHIFT] and press [EXIT] (DEMO).
The screen will indicate "DEMO PLAY."
2. Press [START/STOP] to begin demo playback.
3. Press [START/STOP] to stop demo playback.
4. Press [EXIT] to return to the previous screen.

NOTE

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NOTE

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

Playing Sounds from the Keyboard (Keyboard Mode)

Immediately after you turn on the power, the GW-7 will be in a state where you can use the entire keyboard to play a piano sound. The GW-7's keyboard can operate in one of the following three modes.

MAIN	The entire keyboard plays one Tone.
SPLIT	The region of the keyboard to the left of the split point becomes the Lower Part , while the region of the keyboard to the right of the split point becomes the Upper Part . Each part plays a different Tone.
DUAL	The entire keyboard plays two Tones simultaneously.

Using Main Mode

1. Turn on the power as described in "Turning the Power On"
A piano sound will be selected.
2. Select the desired Tone.
 1. Press MODE [TONE] so the button is lit.
 2. Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO]–[DRUMS] to select a Tone by category.

cf.

Refer to p. 11 for details.

3. Play the keyboard.
Turn the VOLUME knob to adjust the volume.

Using Split Mode

1. If you want to use your left and right hands to play different Tones, press **KEYBOARD [SPLIT]** so the button is lit.

MEMO

The Tone you selected in Main mode (i.e., when [SPLIT] and [DUAL] were extinguished) will be the Tone for the Upper Part.

2. **Select a different Tone for each Part.**
 1. To select the Tone for the Upper Part, press [UPPER] so the button is lit. To select the Tone for the Lower Part, press [LOWER] so the button is lit.
 2. Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO]–[DRUMS] to select a Tone by category.

3. **Play the keyboard.**

Turn the VOLUME knob to adjust the volume.

MEMO

The split point is set to C4 (note number 60).

MEMO

In Split mode, the most suitable octave settings for each tone are applied automatically.

TIP

If you press and hold [SPLIT] (for approximately two seconds), the split point setting screen will appear. You can turn the VALUE dial to change the split point. When you're finished, press [EXIT].

TIP

If you press and hold [UPPER] or [LOWER] (for approximately two seconds), the volume setting screen for each part will appear. You can turn the VALUE dial to adjust the volume of each part. When you're finished, press [EXIT].

NOTE

You can't select a drum set Tone for the Lower Part.

Using Dual Mode

1. If you want to play two Tones simultaneously, press **KEYBOARD [DUAL]** so the button is lit.
2. **Select two Tones.**
 1. To change the Tone that you selected in Main mode, press [UPPER] so the button is lit. To change the second Tone that you want to layer with the first Tone, press [LOWER] so the button is lit.
 2. Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO]–[DRUMS] to select a Tone by category.

3. **Play the keyboard.**

Turn the VOLUME knob to adjust the volume.

TIP

If you press and hold [UPPER] or [LOWER] (for approximately two seconds), the volume setting screen for each part will appear. You can turn the VALUE dial to adjust the volume of each part. When you're finished, press [EXIT].

NOTE

You can't select a drum set Tone as the second Tone.

Using the Metronome

It's convenient to use the metronome when you're practicing a new song.

1. **Hold down [SHIFT] and press [ENTER] (METRONOME).**
The metronome setting screen will appear, and the metronome will begin sounding.
2. **Use SELECT [◀][▶] and turn the VALUE dial to specify the time signature and volume for the metronome.**
3. **To stop the metronome, hold down [SHIFT] and press [ENTER] (METRONOME).**

Restoring the GW-7 to Its Factory Settings

1. **Press [FUNCTION].**
2. **Use SELECT [◀][▶] to get the screen to indicate "Utility?", and then press [ENTER].**
3. **Use SELECT [◀][▶] to get the screen to indicate "Factory Reset?"**
4. **Press [ENTER]. The screen will prompt "Sure?"**
5. **Press [ENTER] to initialize the GW-7.**
If you press [EXIT] instead, you're returned to the previous screen and no initialization takes place.
Once the initialization is complete, the previous screen will reappear.

MEMO

Restoring the factory settings will initialize the System, User Tone, and User Performance settings.

Initializing the User Style and User Song Memory

1. **Press [FUNCTION].**
2. **Use SELECT [◀][▶] to get the screen to indicate "Utility?", and then press [ENTER].**
3. **Use SELECT [◀][▶] to get the screen to indicate "Init IntDRV?"**
4. **Press [ENTER]. The screen will prompt "Sure?"**
5. **Press [ENTER] to initialize the settings.**
If you press [EXIT] instead, you're returned to the previous screen and no initialization takes place.
Once the initialization is complete, the previous screen will reappear.

Keyboard Mode Functions

Selecting the Tone for the Keyboard Mode

The GW-7 contains 657 different Tones. You can use these Tones in the three keyboard modes (Main, Split, Dual) (p. 9).

Selecting a Tone

1. Press MODE [TONE] so the button is lit.

The Tone memory locations are organized as follows.

Number	Type	Explanation
P001–P657	Preset	These Tones are built into the GW-7. They cannot be overwritten.
U001–U144	User	You can use these memory locations to store Tones you've edited. To switch to User Tones, press [USER] so the button is lit. To switch back to Preset Tones, press [USER] once again so its illumination is switched off. * U129–U144 are only for drum sets.

2. Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO]–[DRUMS] to select a Tone by category.

TIP

You can use SELECT [◀ || ▶] to step through the categories one by one.

TIP

If, after selecting a Preset tone, you press and hold down (for approximately two seconds) the category button in which that tone is registered, that tone will be selected first when you press the same button the next time. (You can't do this for User tones.)

MEMO

In Split mode or Dual mode, you can select two Tones independently. (p. 10)

MEMO

When [BACKING TRACK] is lit, the left-hand region of the keyboard will play a string sound and a chord bass sound. If you don't want these to play, press [BACKING TRACK] so the illumination is turned off.

Using the Favorite Tone Function

TERM

The "Favorite Tone" function lets you register up to ten Tones to each of the ten category buttons [PIANO]–[DRUMS], regardless of the category of the Tone or whether it is a Preset Tone or a User Tone. For example, if you register the Tones you use most frequently, you'll be able to select them quickly in a live performance situation.

Registering a Favorite Tone

After selecting a Tone, hold down [FAVORITE] and press the category button (one of the ten buttons [PIANO]–[DRUMS]) in which you want to register that Tone.

Selecting a Favorite Tone

Press [FAVORITE] so the button is lit, and press the category button (one of the ten buttons [PIANO]–[DRUMS]) in which you registered the desired Tone.

Drum Sounds and Sound Effects (SFX)

Drum Sets

The last 51 Tones (P607–P657) are called "drum sets." When you select a drum set, a different sound is assigned to each note of the keyboard. For example, the left most key will play a bass drum (kick) sound, and other keys will play snare drum and other sounds. A drum set is a collection of ninety or more sounds, each assigned to a different key.

NOTE

You can't select a drum set for the Lower Part of Split mode, nor as the second Tone in Dual mode.

Sound Effects (SFX)

The GW-7 contains sound effect, drum, and percussion Tones (P543–P606), and you can assign just one of these Tones to the keyboard and use it to play a melody. You can use these across the entire keyboard in Main, Split, or Dual modes.

TIP

If you're using Split mode, you'll probably want to set the split point to about C6 if you're going to play a sound effect or percussion sound with your right hand, or to about C3 if you're using your left hand.

Octave Settings

You can shift the pitch of a Tone upward or downward in steps of an octave, over a maximum of four octaves upward or downward.

Hold down [SHIFT] and use OCTAVE [◀ || ▶].

In Split Mode

If [UPPER] is lit, hold down [SHIFT] and use OCTAVE [◀ || ▶] to change the octave setting of the Upper Part.

If [LOWER] is lit, this operation will change the octave setting of the Lower Part.

In Dual Mode

If [UPPER] is lit, hold down [SHIFT] and use OCTAVE [◀ || ▶] to change the octave setting of the first Tone.

If [LOWER] is lit, this operation will change the octave setting of the second Tone.

Keyboard Mode Functions

Editing a Tone

You can turn the C1/C2 knobs to edit the currently selected Tone (including drum set Tones). After editing a Tone, you can save it in user memory.

For example, if the KEYBOARD [SPLIT] and [UPPER] buttons are lit, the following procedure will edit the Tone for the Upper Part of Split mode.

1. Press **ANALOG MODIFY [SELECT]** to make **FILTER** light.
2. Turn the **C1 knob** to adjust **CUTOFF**, or turn the **C2 knob** to adjust **RESONANCE**.

CUTOFF	This specifies the cutoff frequency at which the filter will begin affecting the spectral components of the sound. Turn the knob toward the right to brighten the sound, or toward the left to darken the sound.
RESONANCE	This boosts the sound in the region of the cutoff frequency, adding a distinctive character to the sound. Turn the knob toward the right to strengthen this character, or toward the left to decrease it.

3. Press **ANALOG MODIFY [SELECT]** to make **ENV** light.
4. Turn the **C1 knob** to adjust **ATTACK**, or turn the **C2 knob** to adjust **RELEASE**.

These parameters affect the way in which the volume changes between the time a key is pressed and released.

ATTACK	Adjusts the attack time (the time from when you press a key until the sound reaches its full volume). Turn the knob toward the right to lengthen the attack time, or toward the left to shorten it.
RELEASE	Adjusts the release time (the time from when you release a key until the sound disappears). Turn the knob toward the right to lengthen the release time, or toward the left to shorten it.

Editing a Tone in Detail

You can edit the currently selected tone (including drum set Tones) in more detail. After editing a Tone, you can save it in user memory.

1. Press **[FUNCTION]**.
2. Use **SELECT [◀][▶]** to get the screen to indicate "Edit Tone?"
3. Press **[ENTER]**.
If you press **[EXIT]**, you're returned to the previous screen.
4. Use **SELECT [◀][▶]** to select a parameter, and turn the **VALUE dial** to adjust the value of the parameter.

Parameter	Range	Explanation
Tone Volume	0-127	Adjusts the volume of the tone.
Porta Sw	OFF, ON	Specifies whether portamento (see the glossary item in the right column of this page) will be applied (ON) or not (OFF).

Parameter	Range	Explanation
Porta Time	0-127	Adjusts the speed at which the pitch will change when portamento is used. Higher settings will lengthen the time over which the pitch changes to the next note.
Cutoff	-64+63	The same as CUTOFF described in the left column of this page.
Resonance	-64+63	The same as RESONANCE described in the left column of this page.
Attack Time	-64+63	The same as ATTACK described in the left column of this page.
Decay Time	-64+63	Adjusts the decay time (the time from when the attack has finished until the volume reaches the level at which it will remain as long as you hold down the key). Higher settings produce a longer decay time.
Release Time	-64+63	The same as RELEASE described in the left column of this page.
Vib Rate	-64+63	Adjusts the modulation speed of vibrato (see the glossary item below). Higher settings produce faster vibrato.
Vib Depth	-64+63	Adjusts the modulation depth vibrato. Higher settings produce more intense vibrato.
Vib Delay	-64+63	Adjusts the time until vibrato begins. Higher settings produce a longer delay until vibrato will begin.

TERM

Portamento is an effect that smoothly changes the pitch from one note to the next.

TERM

Vibrato is an effect that uses an LFO (Low Frequency Oscillator) to cyclically vary the pitch.

Saving a Tone

After you've edited the currently selected Tone (including drum set Tones), here's how you can save it in user memory.

1. Press **[FUNCTION]**.
2. Use **SELECT [◀][▶]** to get the screen to indicate "Write Tone?"
3. Press **[ENTER]**; the screen will indicate "Tone Num: U001."
4. Turn the **VALUE dial** to select a save destination (U001-U144). Then press **[ENTER]**.
5. Input a name for the user Tone.
Use **SELECT [◀][▶]** to move the cursor, and turn the **VALUE dial** to change each character.
6. Press **[ENTER]**; the screen will indicate "Write Sure?"
7. Press **[ENTER]** to write the edited tone into user memory.
If you press **[EXIT]**, you're returned to the previous screen without the tone being written.

Other Functions



Keyboard Velocity (p. 18)



Master Tune (p. 25)



Volume (p. 18)



Transpose (p. 25)



Chord Mode (p. 18)

Using the GW-7 as a MIDI Keyboard Controller

You can change the **MIDI channel** transmitted by the keyboard. This is convenient when you're using the GW-7 with an external computer, sequencer, or sound module.

- 1. Hold down [SHIFT] and press MODE [SONG] so the button is lit. The screen will indicate "Kbd Ch:1."**
- 2. Turn the [VALUE] dial to change the setting (1–16).**
- 3. Press SELECT [▶]; the screen will indicate "Local Ctrl: OFF."**
This lets you change the Local Control setting (p. 26).
- 4. Press SELECT [◀] to return to the keyboard channel screen.**

Playing with an Accompaniment (Backing)

Playing Back a Backing

1. Press **[BACKING TRACK]** so the button is lit.
When you play the left-hand area of the keyboard, you will hear a strings sound and an chord bass sound.

MEMO

At this time, the keyboard split point will be set to **C4** (note number **60**).

TIP

If you press and hold **[SPLIT]** (for approximately two seconds), the split point setting screen will appear. You can turn the **VALUE** dial to change the split point. When you're finished, press **[EXIT]**.

2. Press **[START/STOP]**; the backing will start playing.

MEMO

If **[BACKING TRACK]** is unlit, pressing **[START/STOP]** will cause only the drums to start playing.

3. Use your left hand to play a chord (or a single note).
4. If you play a different chord (or single note), the backing key will change.
5. Use the following buttons to select a different pattern for the currently selected music style.

INTRO	A backing pattern suitable for an introduction.
ORIGINAL	A simple backing pattern.
FILL IN	This backing pattern is used when transitioning to ORIGINAL or VARIATION .
VARIATION	This is a more intense backing pattern, ideal for use during a break.
ENDING	When you want to stop playback, you can press this button instead of the [START/STOP] button; the ending will play, and then the backing will stop.

MEMO

The chord name is displayed in the backing chord area of the screen.

Use your left hand to play the backing chord, and your right hand to play the melody.

Changing the Backing Ensemble

You can press the following **BAND TYPE** buttons to change the type of ensemble that will play the backing.

DRUMS & BASS	Simple backing patterns, with only drums and bass line.
COMBO	Backing patterns played by a band with several types of instrumental sounds.
FULL	Backing patterns with a full arrangement of multiple instruments.

When the power is turned on, "FULL" is selected.

Adjusting the Volume Balance

Volume Balance Between the Drum Part and Other Parts

1. Press **ANALOG MODIFY [SELECT]** to make **BACKING** light.
2. Turn the **C1 knob (DRUM ◀▶ BAND)** to adjust the volume balance between the drum part and the other parts.
Turn the knob toward the left to make the drum part louder.

Volume Balance Between the Backing and the Keyboard Performance

1. Press **ANALOG MODIFY [SELECT]** to make **BACKING** light.
2. Turn the **C2 knob (BACK ◀▶ KBD)** to adjust the volume balance between the backing and the keyboard performance.
Turn the knob toward the left to make the backing louder.

TIP

If you want to adjust the volume of the entire **GW-7**, turn the **VOLUME** knob.

Adjusting the Tempo

1. Press **[TAP TEMPO]**.
The tempo setting screen will appear.
2. Turn the **VALUE** dial to adjust the tempo.

TIP

You can also specify the tempo by pressing **[TAP TEMPO]** three or more times at the desired interval.

TIP

To return to the original tempo, hold down **[SHIFT]** and press **[TAP TEMPO]**.

3. Press **[EXIT]** to return to the previous screen.

Sync Start

1. Press **[SYNC START]** so the button is lit.

TERM

Sync Start is a function that automatically starts the backing when you play a note to the left of the split point. This is convenient when you want the backing to begin playing the moment you play a chord in the left hand.

TIP

To defeat this setting, press **[SYNC START]** so the button goes out.

Stopping the Backing

1. Press **[START/STOP]** once again to make the backing stop.

TIP

If you press **[ENDING]**, the ending phrase will play and then the backing will stop.

Selecting a Music Style

The style memory locations are organized as follows.

Number	Type	Explanation
Ps001–Ps110	Preset	These are the styles built into the GW-7. They cannot be overwritten.
Us001–Us099	User	Separately sold Music Style data can be loaded from your computer via USB into the GW-7, and written into these memory locations. (p. 24)

TIP

To switch to user styles, press [USER] so the button is lit. To return to preset styles, press [USER] once again so the button goes out.

Selecting a Preset Style

1. Press [BACKING TRACK] so the button is lit.
2. Press MODE [STYLE] so the button is lit.
3. Press [USER] so the button goes out.
4. Use SELECT [◀][▶] to select a style by genre. Immediately after you press SELECT [◀][▶], the screen will show the name of the first music style in the selected genre.
5. Turn the VALUE dial to step through the styles one by one.

Selecting a User Style

1. Press [BACKING TRACK] so the button is lit.
2. Press MODE [STYLE] so the button is lit.
3. Press [USER] so the button is lit.
4. Turn the VALUE dial to step through the styles one by one, and then press [ENTER].

Adding Music Styles

cf.

Use a USB cable to connect the GW-7 to your computer. (p. 24)
Copy music style files from your computer to the user memory of the GW-7.

Deleting a Music Style

1. Press [FUNCTION].
2. Use SELECT [◀][▶] to get the screen to indicate “Utility?” Then press [ENTER].
3. Use SELECT [◀][▶] to choose “Delete Style?” Then press [ENTER].
4. Turn the VALUE dial to select the user style (Us001–Us099) that you want to delete.
5. Press [ENTER]; the screen will indicate “Delete Sure?”
6. Press [ENTER] to delete the user style you selected. If you press [EXIT], you’re returned to the previous screen without the style being deleted.

Other Functions Related to Music Styles

cf.

Adjusting the volume balance between the backing and the keyboard performance (p. 14)

cf.

Adjusting the volume of a specific part in the music style (p. 18)

cf.

Changing the split point (p. 18)

cf.

The backing playback Hold function (p. 18)

Performance Functions and Effects

Performance Functions

D Beam Controller

The D Beam controller is a controller that you use simply by positioning your hand above it. You can use this to control one of two functions that you select. By changing the selected assignment, you can control a wide variety of effects.

To turn the D Beam controller on, press either [ASSIGNABLE 1] or [ASSIGNABLE 2] so the button is lit. To turn it off, press the button to make it go dark.

NOTE

You can't use [ASSIGNABLE 1] and [ASSIGNABLE 2] at the same time.

Assigning the D Beam Controller Function

1. Press [ASSIGNABLE 1] or [ASSIGNABLE 2] to access the D Beam assignment screen.
2. Turn the VALUE dial to select the desired D Beam function.

D Beam function	Explanation
DRUM ROLL	A snare drum roll will continue as long as your hand is positioned over the D Beam. Move your hand closer to increase the volume, and move your hand rapidly away to play a cymbal.
CHIMES	Chimes will sound when you position your hand above the D Beam. The volume is greater when you move your hand more rapidly.
CUICA	Different sounds will be heard depending on the position of your hand above the D Beam. The volume is greater when you move your hand more rapidly.
GUIRO	Same as above.
CONGA	Same as above.
SITAR	Same as above.
TABLA	Same as above.
WADON	Same as above.
GENDER	Same as above.
BIG GONG	A gong will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.
BUBBLE	The sound of bubbles will continue as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer.
STREAM	The sound of running water will continue as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer.
EXPLOSION	An explosion will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.
GUN SHOT	A pistol shot will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.
ENGINE	An engine will continue sounding as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer.
APPLAUSE+	Applause will continue sounding as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer, and cheering will sound if you move your hand even closer.
LAUGHING	Laughter will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.

D Beam function	Explanation
SCREAMING	A scream will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.
BIRD	A bird call will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.
DOG	A dog's bark will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.
SEASHORE	Surf will sound when you position your hand over the D Beam. The volume will increase as you move your hand closer.
RAIN+	The sound of rain will continue as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer, and thunder will sound if you move your hand even closer.
MODULATION	The D Beam controller will apply the same effect as the MODULATION lever (p. 17).
EXPRESSION	The volume will increase when you bring your hand closer to the D Beam. The volume will return to the original level when you take your hand away.
BEND UP	The pitch will rise when you bring your hand closer to the D Beam. The pitch will return to the original level when you take your hand away.
BEND DOWN	The pitch will fall when you bring your hand closer to the D Beam. The pitch will return to the original level when you take your hand away.
EXP+UP	When you bring your hand closer to the D Beam, the volume of the keyboard performance will increase and the pitch will rise. The pitch and volume will return to the original level when you take your hand away.
EXP+DOWN	When you bring your hand closer to the D Beam, the volume of the keyboard performance will increase and the pitch will fall. The pitch and volume will return to the original level when you take your hand away.
TEMPO UP	The tempo will become faster when you bring your hand closer to the D Beam. The tempo will return to the original value when you take your hand away.
TEMPO DOWN	The tempo will become slower when you bring your hand closer to the D Beam. The tempo will return to the original value when you take your hand away.
START/STOP	Playback will start when you position your hand over the D Beam. Playback will stop when you position your hand over the D Beam once again.
FILL	If you position your hand over the D Beam while the backing is playing, a fill-in will sound. (This is the same function as [FILL IN].)
FADE OUT	If you position your hand over the D Beam, the volume will begin decreasing and will then reach zero. The backing performance will stop, and then the original volume will return after two or three seconds.

NOTE

If you turn off the power while the D Beam setting screen is displayed, the D Beam setting you chose will not be remembered by the GW-7. You must press [EXIT] before you turn off the power.

NOTE

A performance using a function that produces a sound such as DRUM ROLL can't be recorded in a song.

Pitch Bend and Modulation

The Bender/Modulation lever located at the left of the keyboard can be used to apply two types of effect to the sound you're playing in Keyboard mode.

TERM

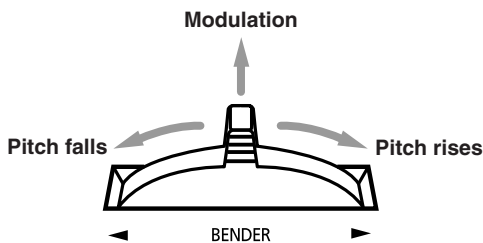
Pitch Bend is an effect that lowers the pitch of the sound you're playing when you move the lever toward the left, or raises it when you move the lever toward the right.

TERM

Modulation is an effect that applies vibrato to the sound you're playing when you push the lever away from yourself.

MEMO

If the MFX type is **ROTARY**, this will switch the rotational speed instead of Modulation.



If you press the lever away from yourself while moving it to left or right, both effects will be applied at the same time.

cf.

You can adjust the range of the pitch change. For details, refer to "P.Bend Range" (p. 25).

Assignable Pedal

You can connect a separately available foot switch (Boss FS-5U) or a separately available expression pedal (Roland EV-5) to the **CONTROL PEDAL** jack on the rear panel.

cf.

You can assign a variety of functions to this pedal. For details, refer to "Pedal" (p. 25).

Using Preset Performances

By selecting a preset performance, you can quickly recall settings that are appropriate for the song you're playing.

When you select a preset performance, settings for the following items will be recalled.

- Music style
- Tempo
- Tone for the keyboard mode
- Effect (Chorus, Reverb)
- Band type
- Keyboard touch

MEMO

If **MODE [PERFORM]** is lit, you will hear a string sound and a chord bass sound when you play the left-hand area of the keyboard.

Selecting a Performance

1. Press **MODE [PERFORM]** so the button is lit.
2. Turn the **VALUE** dial to select the desired performance setting.
If you want to select a user performance, press **[USER]** so the button is lit.

MEMO

In the screen, **Pf001–Pf110** indicates preset performances, and **Uf001–Uf032** indicates user performances.

Editing a Performance

You can edit the settings of a performance, and store them as a user performance.

1. Press **[FUNCTION]**.
2. Use **SELECT [◀][▶]** to get the screen to indicate "Edit Perform?", and press **[ENTER]**.
If you press **[EXIT]**, you're returned to the previous screen.
3. Use **SELECT [◀][▶]** to select a parameter, and turn the **VALUE** dial to edit the value of that parameter.

cf.

For details, refer to "Performance Parameters" (p. 18).

Saving a Performance

1. Press **[FUNCTION]**.
2. Use **SELECT [◀][▶]** to get the screen to indicate "Write Perform?"
3. Press **[ENTER]**; the screen will indicate "Perform Num: Uf001."
4. Turn the **VALUE** dial to select the desired destination (**Uf001–Uf032**), and then press **[ENTER]**.
5. Input a name for your user performance.
Use **SELECT [◀][▶]** to move the cursor, and turn the **VALUE** dial to change each character.
6. Press **[ENTER]**; the screen will prompt "Write Sure?"
7. Press **[ENTER]** to save the performance.
If you press **[EXIT]**, you're returned to the previous screen without the performance being saved.

Performance Parameters

Parameter	Range	Explanation
Kbd Velo Sw	OFF, ON	Specifies whether the loudness of the notes you play from the keyboard will be fixed (OFF) or not (ON).
Kbd Velocity	1–127	Specifies the loudness of each note when the above “Kbd Velo Sw” is OFF.
Split Point	36–96	Specifies the split point (the key at which the keyboard will be divided) used in Split mode. This will be the lowest note of the Upper Part. 60 corresponds to C4 .
Oct Main	-4+4	Raises or lowers the pitch in steps of one octave for Main mode, the Upper Part of Split mode, or the first Tone of Dual mode. * In the case of a drum set, this does not transpose the pitch; rather, it shifts the set of drum/percussion sounds that are assigned to the keyboard.
Oct Dual	-4+4	Raises or lowers the pitch in steps of one octave for the second Tone of Dual mode.
Oct Split	-4+4	Raises or lowers the pitch in steps of one octave for the Lower Part of Split mode.
Vol Main	0–127	Adjusts the volume for Main mode, the Upper Part of Split mode, or the first Tone of Dual mode.
Vol Dual	0–127	Adjusts the volume for the second Tone of Dual mode.
Vol Split	0–127	Adjusts the volume for the Lower Part of Split mode.
Vol ChordBs	0–127	Adjusts the Chord Bass volume. When [BACKING TRACK] is lit and the backing is stopped, the bass will sound according to the chord you play in the left hand.
Vol Drum	0–127	Adjusts the volume of the music style’s drum part.
Vol Bass	0–127	Adjusts the volume of the music style’s bass part.
Vol Backing	0–127	Adjusts the volume of the music style’s backing parts 1–6.
Pan Main	RND, L63–0–R63	Adjusts the panning (left/right stereo position) for Main mode, the Upper Part of Split mode, or the first Tone of Dual mode. RND : The pan position will change randomly for each note. L63–0–R63 : Values beginning with “L” place the sound at the left, 0 at the center, and “R” at the right.
Pan Dual	RND, L63–0–R63	Adjusts the panning (left/right stereo position) for the second Tone of Dual mode. RND : The pan position will change randomly for each note. L63–0–R63 : Values beginning with “L” place the sound at the left, 0 at the center, and “R” at the right.
Pan Split	RND, L63–0–R63	Adjusts the panning (left/right stereo position) for the Lower Part of Split mode. RND : The pan position will change randomly for each note. L63–0–R63 : Values beginning with “L” place the sound at the left, 0 at the center, and “R” at the right.
Chord Mode	OFF, MODE 1, MODE 2	This lets you use simple fingering to specify a chord without having to play all the notes in the chord. OFF : The chord will consist of only the note(s) you play on the keyboard in the Lower Part. MODE 1 : You can play chords as described in “Chord Intelligence” (p. 41). MODE 2 : You can specify chords in the following four ways. Major chords : Play the root note of the chord Minor chords : Play the root note and the black key located at its left Seventh chords : Play the root note and the white key located at its left Minor seventh chords : Play the root note + black key at left + white key at left
Backing Hold	OFF, ON	Selects how the backing part will sound. OFF : When you take your hand off the left side of the keyboard, instrumental sounds other than the drums of the backing part will stop; only the rhythm part will continue sounding. ON : The chord you played in the left hand will be remembered. The backing will continue playing with that chord until you play another chord.
Bass Inv	OFF, ON	Specifies how Chord Bass will be sounded. OFF : The root note of the chord you play will sound. ON : The lowest note of the chord you play will sound.
ScaleType	EQUAL, ARABIC	Selects the scale setting. EQUAL (Equal temperament): This is the method of tuning that is most widely used in Western music, in which the octave is divided into twelve equal steps. ARABIC (Arabic temperament): Compared to equal temperament, E and B are half a semitone low, and C#, F#, and Ab are half a semitone high. The intervals G–B, C–E, F–Ab, Bb–C#, and Eb–F3 are a neutral third (between a major third and minor third).
Scale Mode	MAIN, ALL	Specifies the part(s) to which the Scale setting will apply. MAIN : The scale setting applies to Main mode, the Upper Part of Split mode, and the first Tone of Dual mode. ALL : The scale setting applies to all parts.
Scale C–B	-64+63	As an alternative to the temperament commonly used in Western music, you can adjust the pitch of each note to create temperaments used in other musical cultures or historical periods (e.g., Oriental temperaments, or temperaments used in the Baroque era). You can adjust the pitch of each note in the octave (C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B). These settings are applied to every note of the same name (i.e., the C of each octave, the C# of each octave, etc.) Most often, the pitch is adjusted one quarter tone upward or downward, so you will select a value of 50 or -50 .

Using Effects

The GW-7 contains built-in reverb, chorus, and multi-effect (MFX) processors. You can choose an effect type for each processor.

Adjusting the Reverb or Chorus Send Level

1. Press **ANALOG MODIFY [SELECT]** so **EFFECT** is lit.
2. Turn the **C1 (REVERB)** or **C2 (CHORUS)** knob.

NOTE

Chorus is applied only if MFX is OFF.

Editing the Effects

1. Press **[EFFECTS]**.
2. Use **SELECT [◀] [▶]** to select a parameter, and turn the **VALUE** dial to edit its value.

Parameter	Range	Explanation
MFX	Refer to p. 20	Selects the type of multi-effect. It is memorized in each Tone. * For details, refer to "Multi-Effect List" (p. 20). * MFX are not applied to the following three types of tones. The lower part in Split mode The second tone in Dual mode Drum sets
Tone MFX	OFF, ON	Normally you will leave this ON. Only one setting can be saved in the entire GW-7. ON: When you switch the Tone, the MFX will also change. OFF: The MFX will not change when you switch the Tone.
Chorus	OFF, CHORUS 1-4, FB CHORUS, FLANGER, SHORT DLY, S DLY FB	Selects the type of chorus. It is memorized in each Performance. * Chorus is applied only if MFX is OFF. OFF: Chorus will not be applied. CHORUS 1-4: These are typical chorus effects that add depth and spaciousness. FB CHORUS: A chorus that produces a flanger-like effect, and a mild tone. FLANGER: A metallic-sounding effect reminiscent of a jet airplane taking off and landing. SHORT DLY: Delays the sound, producing an echo effect. S DLY FB: A short delay will be repeated.
Cho Main	0-127	Adjusts the amount of chorus applied to the Main mode Tone, the Tone of the Upper Part in Split mode, or the first Tone in Dual mode. It is memorized in each Tone.
Cho Dual	0-127	Adjusts the amount of chorus applied to the second Tone in Dual mode. It is memorized in each Performance.
Cho Split	0-127	Adjusts the amount of chorus applied to the Tone of the Lower Part in Split mode. It is memorized in each Performance.
Reverb	OFF, ROOM 1-3, HALL 1-2, PLATE, DELAY, PAN DELAY	Selects the type of reverb. It is memorized in each Performance. OFF: Reverb will not be applied. ROOM 1-3: These simulate the reverberation of a room. Higher-numbered settings simulate larger rooms. HALL 1-2: These simulate the reverberation of a concert hall. Higher-numbered setting simulate larger halls. PLATE: This is a digital simulation of a metal-plate reverb unit. It is particularly appropriate for percussive sounds. DELAY: A delay effect (without reverb), producing a repeating echo. PAN DELAY: A delay sound is repeated, alternating between the left and right channels.
Rev Main	0-127	Adjusts the amount of reverb applied to the Main mode Tone, the Tone of the Upper Part in Split mode, or the first Tone in Dual mode. It is memorized in each Tone.
Rev Dual	0-127	Adjusts the amount of reverb applied to the second Tone in Dual mode. It is memorized in each Performance.
Rev Split	0-127	Adjusts the amount of reverb applied to the Tone of the Lower Part in Split mode. It is memorized in each Performance.

3. When you're finished editing the effect settings, press **[EFFECTS]** or **[EXIT]** to return to the previous screen.

Multi-Effect List

OFF	MFX will not be applied.
ENHANCER	Controls the harmonic structure of the high-frequency portion of the sound, adding sparkle and improving the definition.
OVERDRIVE 1-4	Produces a natural-sounding distortion typical of a vacuum tube amplifier. 1: Small amp 2: Built-in type 3: Large double-stack amp 4: Large triple-stack amp
DISTORTION 1-4	Produces a more intense distortion than Overdrive. Four types are available.
PHASER	Adds a phase-shifted sound to the original sound, and modulates it over time to produce a twisting and turning sensation.
AUTO WAH	Cyclically moves a filter to produce a wah effect (cyclic change in tone).
ROTARY	Simulates the sound of classic rotary speakers from the past. You can switch the rotational speed (slow / fast) by moving the BENDER/MODULATION lever away from yourself, realistically simulating the behavior of an actual rotary speaker. This is particularly effective when applied to organ sounds.
ST FLANGER	Produces a metallic whooshing effect reminiscent of a jet airplane taking off and landing.
STEP FLANGER	The pitch of the flanger sound changes in stepwise fashion.
COMPRESSOR	Suppresses high-level sounds and boosts low-level sounds, making the overall volume more consistent.
LIMITER	Compresses sounds that are louder than a specified level, thus preventing distortion.
HEXA CHORUS	Six-phase chorus that adds depth and spaciousness to the sound (six chorus units with different delay times are layered).
TREMOLO CHO	Chorus with an added tremolo effect.
ST CHORUS	Stereo chorus.
SPACE-D	A multiple chorus that applies two-phase modulation in stereo. It does not produce an impression of modulation, but generates a transparent chorus effect.
ST DELAY	Repeats the input sound to create echoes.
MOD DELAY	Adds modulation to the delayed sound, creating a flanger-like effect.
3TAP DELAY	Three delayed sounds are panned to middle, left, and right.
4TAP DELAY	Four delayed sounds are heard.
TM CTRL DLY	This is a delay that lets you change the delay time in real time by operating the modulation lever.
REVERB	Adds reverberation to the original sound, simulating a large space.
GATE REV NR	Reverb that cuts the reverberation during its decay.
GATE REV RV	Gated reverb, where the reverberation gradually increases.
GATE REV S1	Reverb sound that moves from right to left.
GATE REV S2	Reverb sound that moves from left to right.

2PITCH SHIFT	Shifts the pitch of the original sound. Two pitch-shifted sounds can be layered onto the original sound.
FB PITCH SFT	Pitch shifter in which the pitch-shifted sound is fed back to the input, producing an echo.
OD>CHORUS	Overdrive and chorus are connected in series.
OD>FLANGER	Overdrive and flanger are connected in series.
OD>DELAY	Overdrive and delay are connected in series.
DS>CHORUS	Distortion and chorus are connected in series.
DS>FLANGER	Distortion and flanger are connected in series.
DS>DELAY	Distortion and delay are connected in series.
EH>CHORUS	Enhancer and chorus are connected in series.
EH>FLANGER	Enhancer and flanger are connected in series.
EH>DELAY	Enhancer and delay are connected in series.
CHO>DELAY	Chorus and delay are connected in series.
FL>DELAY	Flanger and delay are connected in series.
CHO>FLANGER	Chorus and flanger are connected in series.
CHO/DELAY	Chorus and delay are connected in parallel.
FL/DELAY	Flanger and delay are connected in parallel.
CHO/FLANGER	Chorus and flanger are connected in parallel.

Song Functions

The song memory locations are organized as follows.

Name	Type	Explanation
Sng00	Temporary song	Used when playing or recording a song. Erased when you switch off the GW-7's power.
Sng01–Sng99	User songs	Contain the songs you record and save. The contents are preserved even when you switch off the GW-7's power.

Recording a Song

You can use the 16-track recorder of the GW-7 to record your own performances.

The following four recording modes are available.

Recording a new song	
ALL	Keyboard performance and backing are all recorded simultaneously.
KBD (Keyboard)	Only the keyboard performance is recorded.
Recording additional material to an existing song	
SINGLE	Record one track at a time. You can choose the track that will be recorded.
PUNCH (Punch-in/out)	Re-record over a specified region of a track.

NOTE

The GW-7 has one temporary song memory location (Sng00). This is the memory location that is used when you record a song—it is erased when you switch off the GW-7's power. If you don't want to lose the song, you must save it in a user song memory location (Sng01–Sng99). (p. 22)

NOTE

For the first recording, "SINGLE" is selected automatically. Be aware that if you choose "ALL" or "KBD," the temporary song (Sng00) will be erased. If you want to record additional material to an existing song, you must choose "SINGLE" or "PUNCH." If the temporary song (Sng00) contains no data, you can't select "SINGLE" or "PUNCH."

NOTE

You can't record a song while the GW-7 is synchronized to an external MIDI device.

All

This recording mode records the keyboard performance and all of the backing.

NOTE

The temporary song (Sng00) will be erased by the new recording.

1. Make preparations by selecting the keyboard mode (p. 9), Tone (p. 11), and Backing (p. 14).
2. Press [SONG REC] so the button is lit.
3. Turn the VALUE dial to set "Rec Mode" to ALL.
4. Press [▶/■] to start recording.
5. Perform.
6. Press [▶/■] to stop recording.

Keyboard

This recording mode records only the keyboard performance. The backing will not be available.

NOTE

The temporary song (Sng00) will be erased by the new recording.

1. Make preparations by selecting the keyboard mode (p. 9) and Tone (p. 11).
2. Press [SONG REC] so the button is lit.
3. Turn the VALUE dial to set "Rec Mode" to KBD.
4. Use the metronome if desired. (p. 10)
5. Press [▶/■] to start recording.
6. Perform.
7. Press [▶/■] to stop recording.

Single

This recording mode lets you layer additional material onto the previously recorded sounds, and record each track separately.

NOTE

You can't use this recording mode if the temporary track (Sng00) contains no data.

1. Press [SONG REC] so the button is lit.
2. Turn the VALUE dial to set "Rec Mode" to SINGLE.
3. Press SELECT [▶]. The recording track screen will appear. Turn the VALUE dial to select the track you want to record.
4. Make preparations to play a Tone (p. 11).
5. Press [▶/■] to start recording.
6. Perform.
7. Press [▶/■] to stop recording.
If you want to record additional material, continue from step 1.

The keyboard and backing parts are recorded on the following tracks.

Track	Part name
1	Backing 1
2	Backing bass *1
3	Backing 2
4	Main (Keyboard) *2
5	Backing 3
6	Dual (Keyboard) *3
7	Backing 4
8	Backing 5
9	Backing 6
10	Backing drums
11	Split (Keyboard) *4
12	
13	

Song Functions

Track	Part name
14	
15	
16	(Main (Keyboard)) *5

*1: The bass that sounds when the backing is playing

*2: Main mode, the Upper Tone of Split mode, or the first Tone of Dual mode

*3: Second Tone of Dual mode

*4: Lower Tone of Split mode

*5: If you assign a drum set for Main mode, the Upper Tone of Split mode, or the first Tone of Dual mode

Punch-In/Out

You can use punch-in/out to re-record a selected region of a previously recorded track. The data before and after the re-recorded region will not be erased.

NOTE

You can't use this if the temporary song (Sng00) contains no data.

1. Press [SONG REC] so the button is lit.
2. Turn the VALUE dial to set "Rec Mode" to PUNCH.
3. Press SELECT [▶]. The recording track screen will appear. Turn the VALUE dial to select the track you want to record.
4. Press [▶/■] to start playback.
5. At the point where you want to start re-recording, press [SONG REC] once again.
6. Perform.
7. Press [SONG REC] once again to stop recording.
8. Press [▶/■] to stop playback.
If you want to re-record again, continue from step 3.

Using a Foot Switch to Punch-In/Out

You can use a separately available pedal switch (Roland DP Series), foot switch (Boss FS-5U) to start and stop recording. This lets you play using both hands, or lets you use your left hand to operate pitch bend/modulation while you play the melody with your right hand.

1. Connect your foot switch to the rear panel CONTROL PEDAL jack.
2. Press [FUNCTION].
3. Use SELECT [◀][▶] to get the screen to indicate "Edit System?", and then press [ENTER].
4. Use SELECT [◀][▶] to choose "Pedal," and turn the VALUE dial to select PUNCH I/O.
5. Press [SONG REC] so the button is lit.
6. Turn the VALUE dial to set "Rec Mode" to PUNCH.
7. Press SELECT [▶]. The recording track screen will appear. Turn the VALUE dial to select the track you want to record.
8. Press [▶/■] to start playback.

9. At the point where you want to start re-recording, press the foot switch.

10. Perform.

11. Press the foot switch once again to stop recording.

12. Press [▶/■] to stop playback.

If you want to re-record again, continue from step 7.

Recording Another Song (After Previously Recording a Song)

1. Save the song you previously recorded. (See note below.)
2. Record your next song as described in the procedure for "All." (p. 21)

MEMO

The temporary song (Sng00) memory contains the song you just recorded. If you set the recording mode to ALL, the previously recorded song will be erased, allowing you to record a new song.

Saving a Song

Here's how you can save a song from the temporary song memory (Sng00) to a user song memory (Sng01-Sng99).

1. Press [FUNCTION].
2. Press SELECT [◀][▶] to get the screen to indicate "Write Song?" Then press [ENTER].
3. Enter a name for the user song.
Use SELECT [◀][▶] to move the cursor, and turn the VALUE dial to choose the characters you need.
4. Press [ENTER]; the screen will prompt "Write Sure?"
5. Press [ENTER] to save the song.
If you press [EXIT], you're returned to the previous screen without saving the song.

Deleting a Song

Here's how you can delete a song from a user song memory location (Sng01-Sng99).

1. Press [FUNCTION].
2. Press SELECT [◀][▶] to get the screen to indicate "Utility?" Then press [ENTER].
3. Use SELECT [◀][▶] to select "Delete Song?"
4. Turn the VALUE dial to select the user song that you want to delete.
5. Press [ENTER]; the screen will prompt "Delete Sure?"
6. Press [ENTER] to delete the song.
If you press [EXIT], you're returned to the previous screen without deleting the song.

Selecting and Playing a Song

1. Press **MODE [SONG]** so the button is lit.
2. Turn the **VALUE** dial to select a song.
3. Press **[ENTER]**.
4. Press **[▶/■]** to play the song.
To stop, press **[▶/■]** once again.

NOTE

When you select a user song, the temporary song memory (Sng00) will be overwritten by the user song you selected.

NOTE

You can't play back SMF data that contains more than 16 parts.

Moving the Playback Location of a Song

You can use the following buttons to do this.

- **[|◀]**
Moves to the beginning of the song.
- **[◀◀]**
Moves to the preceding measure.
- **[▶▶]**
Moves to the next measure.

Repeatedly Playing a Specified Region

You can make a specified region (A–B) play repeatedly.

1. Use **[◀◀][▶▶]** to move to the measure at which you want repeat playback to begin.
2. Press **[MARKER A-B]** to set marker A to the current location.
3. Use **[◀◀][▶▶]** to move to the measure at which you want repeat playback to end.
4. Press **[MARKER A-B]** to set marker B to the current location.
5. Press **[REPEAT A-B]**.
6. Press **[▶/■]** to start repeat playback.

NOTE

Don't set a marker in the last measure of a song; repeat playback will not work properly if you do so.

Minus-One Playback

You can mute (silence) a desired track of the song. For example, if you've copied an SMF (Standard MIDI File) to the GW-7, you can mute one of the tracks, and play that part yourself on the keyboard.

Muting a Track

1. Press **BAND TYPE [DRUMS & BASS]** (factory default setting: track 10), **[COMBO]** (factory default setting: track 1), or **[FULL]** (factory default setting: track 2) to specify the track you want to mute.
2. Press **[▶/■]**. The song will play, and the track you specified in step 1 will be muted.

Changing the Muted Track

You can change the mute track specified for each button **[DRUMS & BASS]**, **[COMBO]**, and **[FULL]**.

1. Press and hold one of the **BAND TYPE** buttons **[DRUMS & BASS]**, **[COMBO]**, or **[FULL]**. The mute track setting screen will appear.
2. Turn the **VALUE** dial to change the track that will be muted.

USB Functions and System Functions

Transferring Files via USB

The GW-7 can send and receive music styles and song files via a USB connection with your computer.

NOTE

You must not perform the following actions while the GW-7's [USB] button is lit or while files are being sent or received. If you perform these actions, your computer may freeze, or the files in the GW-7's memory may be damaged.

- Connect or disconnect the USB cable
- Restart, shut down, or enter or exit Suspend (Standby) or Hibernation mode on your computer
- Switch off power to the GW-7

NOTE

If you are using Windows 2000/XP, you must log onto Windows as one of the following users in order to complete the USB connection correctly.

- A user name belonging to the Administrators group, such as Administrator
- A user name whose account type is a computer administrator

NOTE

Do not connect two or more GW-7 units to one computer via USB. The system will not operate correctly with such connections.

1. Turn on the power of your computer.
2. Turn on the power of the GW-7.
3. Use a separately available USB cable to connect the GW-7 to your computer.
4. On the GW-7, press [USB] so the button is lit.

When a USB connection has been established with your computer, the GW-7's screen will indicate "USB Connecting." Then, the GW-7 will appear on your computer screen as an external drive ("GW-7_DRV" or as "Removable Disk").

MEMO

The drive letter will depend on the number of drives that Windows has detected. (This is not relevant for Mac OS.)

NOTE

Data transfer is possible for Windows 2000/Me/XP or later, and for Mac OS 9.0.4 or later. If you experience a problem with your system, please contact the nearest Roland dealer.

5. Open the GW-7 external drive on your computer screen, and open the "Style" or "Song" folder.
6. You can perform the following file operations.
 - Drag and drop music style files to copy them from the "Style" folder to the hard disk of your computer
 - Drag and drop song files to copy them from the "Song" folder to the hard disk of your computer
 - Drag and drop music style files to copy them from the hard disk of your computer to the "Style" folder
 - Drag and drop song files to copy them from the hard disk of your computer to the "Song" folder
 - Delete unwanted files
 - Rename files

NOTE

Do not delete or rename the "Style" or "Song" folders. The system will not operate correctly if you do so.

NOTE


The filenames for styles or songs must be no longer than eight characters, and may consist only of uppercase letters and numerals. Style files must have an extension of .STL, and song files must have an extension of .MID. The GW-7 cannot use files that do not conform to these specifications.

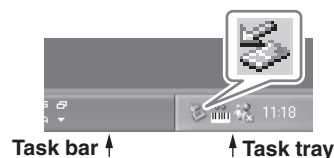
7. Terminate the USB connection as described in "Terminating the USB Connection between the GW-7 and Your Computer" (below), and then press [USB] or [EXIT] on the GW-7.

MEMO

If you copy a large number of music style files to the GW-7, the screen will indicate "Busy" -> "Converting," and the processing can take quite a while. This is because the .STL files are being converted to .STH (device-specific data) files.

Terminating the USB Connection between the GW-7 and Your Computer

1. Depending on the computer you're using, perform the action below.
 - **Macintosh:** Drag the "GW-7_DRV" or "Removable Disk" icon into the trash.
 - **Windows XP:** In My Computer, right-click the "GW-7_DRV" or "Removable Disk" icon, and execute "Eject."
 - **Windows 2000/Me:**
 1. Click  in the task tray, and click the message that indicates "Stop drive."



2. In the "Remove Hardware" dialog box, click [OK].
2. Disconnect the USB cable from the GW-7 and your computer.

System Settings

1. Press [FUNCTION].
2. Use SELECT [<] [>] to get the screen to indicate "Edit System?" Then press [ENTER].
If you press [EXIT], you're returned to the previous screen.
3. Use SELECT [<] [>] to select a parameter, and turn the VALUE dial to change the setting of that parameter.

cf.

For details, refer to "System Parameter Functions" (p. 25)

4. When you're finished making system settings, press [EXIT].

System Parameter Functions

Parameter	Range	Explanation
LCD Contrast	-20+20	Adjusts the contrast of the text in the screen.
Local Ctrl	OFF, ON	Refer to "Local Ctrl (Local Control)" (p. 26).
Master Tune	427.4–452.6 Hz	Adjusts the tuning of the entire GW-7. The displayed value is the frequency of the A4 key (middle A).
Transpose	-12+12	Transposes the pitch of the GW-7 in semitone steps.
Trans Mode	INT, SNG, I+S, MID, I+M, S+M, ALL	Selects the part(s) that will be affected by the above Transpose setting. INT: Only the keyboard part. Notes received from the MIDI IN connector will not be affected. SNG: Only the song parts will be transposed. I+S: The keyboard part and song part. MID: Only notes received from the MIDI IN connector will be transposed. I+M: The keyboard part and notes received from the MIDI IN connector. S+M: The song parts and notes received from the MIDI IN connector will be transposed. ALL: All parts and notes received from the MIDI IN connector will be transposed.
P.Bend Range	0–24	Specifies the range of pitch change that can be controlled using the pitch bend controller. (p. 17)
Pedal	EXPRESSION, CHORD OFF, CHORD TGL, SOSTENUTO, SOFT, ROTARY S/F, START/STOP, BASS INV, PUNCH I/O	Selects the function that will be controlled when you press a separately available pedal connected to the CONTROL PEDAL jack. EXPRESSION: The pedal will function as an Expression pedal. CHORD OFF: While you keep the pedal depressed, the Chord Assignment function in the left-hand region of the keyboard will be turned off, allowing you to play using the entire keyboard. CHORD TGL: When you press the pedal once, the Chord Assignment function for the left-hand region of the keyboard will be turned off, allowing you to play using the entire keyboard. When you press the pedal again, the keyboard will revert to its previous state, and you can use the left-hand region to specify chords. SOSTENUTO: The pedal will function as a Sostenuto pedal. When you press the pedal, notes that are already being held down will be sustained. (This function can be used only for the keyboard part.) SOFT: The pedal will function as a Soft pedal. Notes you play while holding down the pedal will have a softer tone. (This function can be used only for the keyboard part.) ROTARY S/F: The pedal will switch the speed of the rotary effect. This is valid only if the ROTARY type is selected for MFX. (p. 20) START/STOP: The pedal will start/stop the backing or song playback. BASS INV: The pedal will switch the Bass Inversion function on/off. (p. 18) PUNCH I/O: The pedal will control punch-in and punch-out during song recording. (p. 22)
Pedal Pol	STD, RVS	Switches the polarity of the pedal connected to the CONTROL PEDAL jack. Some pedals will operate in the opposite of the expected way when you press them. If you're using this type of pedal, set this parameter to RVS (reverse). If you're using a Roland pedal (without a polarity switch), use the STD (standard) setting.
Hold Pol	STD, RVS	Switches the polarity of the pedal connected to the HOLD PEDAL jack. (* See "Pedal Pol," above)
C1	REVERB SEND, CHORUS SEND, PORTA SW, PORTA TIME, DECAY TIME, VIB RATE, VIB DEPTH, VIB DELAY	Choose the EFFECT to be controlled when you press [SELECT] to choose REVERB and then turn the C1 knob. REVERB SEND: Adjusts the send level of each tone to the reverb. CHORUS SEND: Adjusts the send level of each tone to the chorus. PORTA SW: Portamento will be applied if you turn the knob to the right, and will not be applied if you turn the knob to the left. (p. 12) PORTA TIME: Adjusts the portamento time. Turn toward the right to lengthen the time. (p. 12) DECAY TIME: Adjusts the decay time. Turn toward the right to lengthen the time. (p. 12) VIB RATE: Adjusts the modulation speed of vibrato. Turn toward the right to make the vibrato faster. (p. 12) VIB DEPTH: Adjusts the modulation depth of vibrato. Turn toward the right to make the vibrato deeper. (p. 12) VIB DELAY: Adjusts the amount of time to pass before vibrato begins. Turn toward the right to lengthen the delay. (p. 12)
C2	Same as "C1" above	Choose the EFFECT to be controlled when you press [SELECT] to choose CHORUS and then turn the C2 knob.
Split Ctrl	OFF, ON	Selects whether the controllers (hold pedal, control pedal, pitch bend/modulation) will apply to the Lower Part of Split mode.
Metro Time	1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 6/8, 9/8	Specifies the time signature (the number of beats per measure) for the metronome. (p. 10)
Metro Vol	0–127	Adjusts the volume of the metronome. (p. 10)
MIDI TxRx	ALL, KBD, STL, SNG, OFF	Refer to "MIDI TxRx (MIDI Transmission/Reception)" (p. 26).
Sync Rx	OFF, ON	Refer to "Sync Rx (MIDI Synchronization)" (p. 26).
P.Bend TxRx	OFF, ON	Refer to "P.Bend TxRx (Pitch Bend Message Transmission/Reception)" (p. 27).
Mod TxRx	OFF, ON	Refer to "Mod TxRx (Modulation Message Transmission/Reception)" (p. 27).
Prog TxRx	OFF, ON	Refer to "Prog TxRx (Program Change Message Transmission/Reception)" (p. 27).
Velocity Rx	OFF, ON	Refer to "Velocity Rx (Velocity Reception)" (p. 27).
Clock Tx	OFF, ON	Refer to "Clock Tx (Clock Message Transmission)" (p. 27).
StartStop Tx	OFF, ON	Refer to "StartStop Tx (Start/Stop/Continue Message Transmission)" (p. 27).
SongPos TxRx	OFF, ON	Refer to "SongPos TxRx (Song Position Pointer Message Transmission/Reception)" (p. 27).
Lyrics Tx	OFF, ON	Refer to "Lyrics Tx (Lyrics Data Transmission)" (p. 27).

MIDI Functions

The GW-7 can transmit and receive performance data when connected to an external MIDI device, which enables the two devices to control each other's performance. For example, one device can play or switch sounds on the other device.

TERM

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

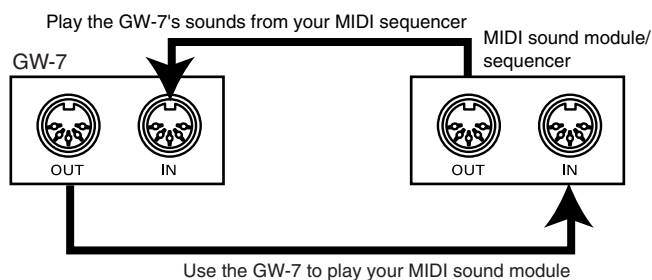
The GW-7's MIDI connectors allow it to transmit performance data to, and receive such data from other devices. You can use the GW-7 in a wide range of ways by connecting external devices to these connectors.

* A separate publication titled "MIDI Implementation" is also available. It provides complete details concerning the way MIDI has been implemented on this unit. If you should require this publication (such as when you intend to carry out byte-level programming), please contact the nearest Roland Service Center or authorized Roland distributor.

Connection Example

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.



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 GW-7 is capable of receiving on all channels, 1–16.

1	Backing 1
2	Backing bass *1
3	Backing 2
4	Main (Keyboard) *2
5	Backing 3
6	Dual (Keyboard) *3
7	Backing 4
8	Backing 5
9	Backing 6
10	Backing drums
11	Split (Keyboard) *4
12	Chord Bass (Keyboard) *5
13	
14	
15	
16	(Main (Keyboard)) *6

*1: The bass that sounds when the backing is playing

*2: Main mode, the Upper Tone of Split mode, or the first Tone of Dual mode

*3: Second Tone of Dual mode

*4: Lower Tone of Split mode

*5: The bass that sounds according to the chord you play in the left hand when [BACKING TRACK] is lit and the backing is stopped

*6: If you assign a drum set for Main mode, the Upper Tone of Split mode, or the first Tone of Dual mode

MIDI Parameters

For details on how to make these settings, refer to "System Settings" (p. 24).

MEMO

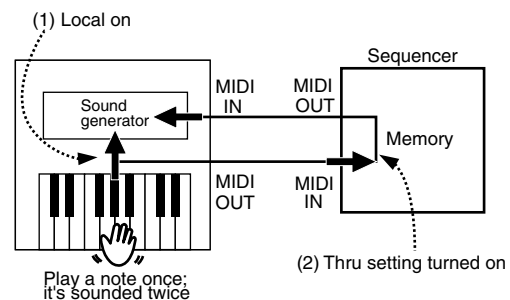
MIDI parameters other than "Local Ctrl" will be saved as soon as you exit System Edit mode.

Local Ctrl (Local Control)

(On/Off, default: On)

If the notes you play on the keyboard are sent to the sound generator via both of the two routes (1) and (2) as shown in the diagram, the notes will be duplicated or interrupted. To prevent this, you can disconnect route (1) by using the "Local Off" setting.

You should turn this setting Off if you've connected a MIDI sequencer to the GW-7.



NOTE

The setting of this parameter is cleared when you switch off the GW-7's power.

MIDI TxRx (MIDI Transmission/Reception)

This specifies the part(s) that will receive and transmit MIDI.

Option	Meaning
ALL	All parts
KBD	<ul style="list-style-type: none"> The keyboard part (refer to "(Keyboard)" in the "MIDI channel" table in the left column of this page) The song parts (1–16)
STL	<ul style="list-style-type: none"> The backing parts (Backing 1–6, Backing bass, Backing drums) The song parts (1–16)
SNG	Only the song parts (1–16)
OFF	None of the GW-7's parts will transmit or receive MIDI messages.

Sync Rx (MIDI Synchronization)

This specifies how the GW-7 will synchronize to an external MIDI device. Synchronization is available if the MIDI OUT connector of your external MIDI device is connected to the GW-7's MIDI IN connector. (If you've made the opposite connection, refer to the owner's manual for your external device.)

Off	The GW-7 will not synchronize to the external MIDI device.
On	The GW-7 will receive MIDI Start (or Continue) messages, and will begin playing the backing or song recording/playback in synchronization with the MIDI Clock messages that are subsequently received. When the GW-7 receives a Start message, it will wait a short time for MIDI Clock messages to arrive. If MIDI Clock messages are received, the GW-7 will synchronize to them. If not, the GW-7 will use its own tempo. In either case, you will be able to use MIDI Stop messages to stop playback or recording.

P.Bend TxRx (Pitch Bend Message Transmission/Reception)

(On/Off, default: On)

This is an on/off switch for Pitch Bend message transmission/reception. These messages temporarily raise or lower the pitch of the keyboard mode Tone.

Mod TxRx (Modulation Message Transmission/Reception)

(On/Off, default: On)

This is an on/off switch for Modulation message transmission/reception. These messages apply vibrato to the keyboard mode Tone (control change CC#01).

Prog TxRx (Program Change Message Transmission/Reception)

(On/Off, default: On)

This is an on/off switch for Program Change message transmission/reception. These messages are used to select Tones.

Velocity Rx (Velocity Reception)

(On, 1-127, default: On)

This is an on/off switch for Velocity reception. This applies only to the velocity of Note messages received via MIDI. If this is On, the GW-7 will use the velocity value that it receives. Otherwise, the GW-7 will use the velocity value you specify here.

Clock Tx (Clock Message Transmission)

(On/Off, default: On)

This specifies whether MIDI Clock messages will be transmitted. Use this when you want a connected external MIDI device to synchronize to the GW-7.

StartStop Tx (Start/Stop/Continue Message Transmission)

(On/Off, default: On)

This specifies whether Start/Stop/Continue messages will be transmitted.

Song mode: Start/Stop/Continue

Style mode: Start/Stop

SongPos TxRx (Song Position Pointer Message Transmission/Reception)

(On/Off, default: On)

This specifies whether Song Position Pointer messages will be transmitted/received to indicate the currently playing position in Song mode. If you don't want this message to be transmitted or received, choose the Off setting. This is valid only if MODE [SONG] is lit.

Lyrics Tx (Lyrics Data Transmission)

(On/Off, default: Off)

When playing back Format 0 SMF music data, this allows lyrics imbedded in the data to be transmitted to an external device.

Bulk Dump

The GW-7's User Tone data and User Performance data can be sent via MIDI and saved on an external sequencer or other MIDI device. Make settings on your external sequencer so that it is ready to record normal performance data, and perform the following steps on the GW-7.

NOTE

User Style and User Song data cannot be transmitted via MIDI. Use USB to transfer this data. (p. 24)

1. Use a separately available MIDI cable to connect the GW-7's MIDI OUT connector to your external sequencer's MIDI IN connector.
2. Press [FUNCTION].
3. Use SELECT [◀] [▶] to get the screen to indicate "Utility?", and then press [ENTER].
4. Use SELECT [◀] [▶] to choose "Bulk Dump?"
5. Press [ENTER]; the screen will prompt "Sure?"
6. Press [ENTER] again to execute the Bulk Dump. If you press [EXIT], the procedure is canceled and you're returned to the previous screen.

Bulk Load

GW-7 User Tone data and User Performance data saved on an external sequencer or other MIDI device can be received via MIDI (i.e., reloaded back into the GW-7).

NOTE

User Style and User Song data cannot be received via MIDI. Use USB to transfer this data. (p. 24)

NOTE

When you execute Bulk Load, the User Tone and User Performance data in the GW-7's memory will be overwritten. You should save any important data on an external MIDI device before you proceed.

1. Power up the GW-7.
2. Use a separately available MIDI cable to connect the GW-7's MIDI IN connector to your external sequencer's MIDI OUT connector.
3. Transmit the bulk dump from your external sequencer to the GW-7.

Using the GW-7 as a MIDI Sound Module

Press [SONG] to put the GW-7 in Song mode.

Troubleshooting

This section provides points to check and actions to take when the GW-7 does not function as you expect. Refer to the appropriate section for the problem you are experiencing.

Power Does Not Turn On

Is the included AC adaptor/power cord correctly connected to an AC outlet and to the GW-7? (p. 9)

Do not use any AC adaptor and power cord other than the one included. Doing so will cause malfunctions.

No Sound from the GW-7

Could the VOLUME knob be turned down?

If playing the keyboard does not produce sound, could Local Control be turned OFF?

Turn Local Ctrl ON. (p. 25, p. 26)

Could pedal operations or MIDI messages (exclusive or volume) received from an external MIDI device have lowered the volume?

No Sound from a Specific Part

Could the volume of the part be turned down?

Adjust the volume parameters (Vol Main, Vol Dual, Vol Split, Vol ChordBs, Vol Drum, Vol Bass, Vol Backing). (p. 18)

Could you have used the Minus-One function to mute (silence) a specific part? (p. 23)

Does the MIDI receive channel of the part match the MIDI transmit channel of the connected MIDI device?

Set the MIDI channel of the connected external device to match the GW-7. (p. 26)

No Sound from a Connected MIDI Device

Are MIDI messages being transmitted?

Turn MIDI TxRx to a setting other than OFF. (p. 25, p. 26)

Does the MIDI transmit channel of the GW-7's keyboard controller section match the MIDI receive channel of the connected MIDI device?

Set the MIDI channel of the connected external device to match the GW-7. (p. 26)

No Sound in a Specific Range of Pitches

Some tones, such as drum sets or bass tones, have a limited range of pitches.

Effects Are Not Applied

The reverb and chorus effects for the keyboard parts won't be applied if their amounts are set to 0.

Raise the Cho Main, Cho Dual, Cho Split, Rev Main, Rev Dual, and Rev Split settings above 0. (p. 19)

If MFX is not OFF, chorus is not applied to Main mode/the upper part of Split mode/the first tone of Dual mode.

The Effect Sounds Wrong

If Tone MFX is OFF, some combinations of tones and effects may sound different in comparison to other tones.

Turn the Tone MFX setting ON. Alternatively, select a different MFX type. (p. 19)

Pitch Bend Not Obtained When Pitch Bend Lever Is Moved

Could the pitch bend range be set to 0?

Set the P.Bend Range to a value other than 0. (p. 25)

Sound Is Alternately Heard from Left and Right (Panned) Each Time You Play a Note

Some tones alternately pan the sound to left and right each time you play a note.

You cannot change this setting for these tones.

If the Pan Main, Pan Dual, or Pan Split parameters are set to Rnd, the sound will alternate between left and right each time you play a note. (p. 18)

Sound Is Distorted

For some effect or part volume settings, the sound may distort. Adjust the following parameters.

- Volume parameters: **Vol Main, Vol Dual, Vol Split, Vol ChordBs, Vol Drum, Vol Bass, Vol Backing** (p. 18)
- Amount of reverb or chorus for the keyboard part: **Cho Main, Cho Dual, Cho Split, Rev Main, Rev Dual, Rev Split** (p. 19)
- Overall volume and volume balance (p. 14)

Could you be applying an effect such as overdrive or distortion which intentionally distorts the sound? (p. 20)

Pitch Is Wrong

For some tones, the pitch in certain ranges may sound different than other tones.

Could the tuning of the GW-7 be incorrect?

Check the **Master Tune** setting. (p. 25)

Could the pitch have been changed by pedal operations or by pitch bend messages received from an external MIDI device?

Notes Are Cut Off

If you attempt to play more than 64 voices simultaneously, currently sounding notes may be cut off.

Tone Lists

Button	No.	Tone	Category	PC	CC 00	CC 32
PIANO	1	St.Piano 1	PIANO	1	8	2
	2	EuropeanPf	PIANO	1	16	2
	3	Piano 2	PIANO	2	0	2
	4	Honkytonk	PIANO	4	0	2
	5	Piano 1	PIANO	1	0	2
	6	St.Piano 2	PIANO	2	8	2
	7	Piano 3	PIANO	3	0	2
	8	EG+EP 1	PIANO	3	1	2
	9	EG+EP 2	PIANO	3	2	2
	10	St.Piano 3	PIANO	3	8	2
	11	OldUpright	PIANO	4	8	2
	12	E.Piano 1	ELECTRIC PIANO	5	0	2
	13	St.Soft EP	ELECTRIC PIANO	5	8	2
	14	Dyno EP	ELECTRIC PIANO	5	47	2
	15	Wurly	ELECTRIC PIANO	5	48	2
	16	EP Legend	ELECTRIC PIANO	6	10	2
	17	Hard FM EP	ELECTRIC PIANO	6	24	2
	18	EP Phase	ELECTRIC PIANO	6	32	2
	19	FM+SA EP	ELECTRIC PIANO	5	16	2
	20	60s EP	ELECTRIC PIANO	5	24	2
	21	Hard EP	ELECTRIC PIANO	5	25	2
	22	Mellow EP	ELECTRIC PIANO	5	26	2
	23	E.Piano 2	ELECTRIC PIANO	6	0	2
	24	Detuned EP	ELECTRIC PIANO	6	8	2
	25	St.FM EP	ELECTRIC PIANO	6	16	2
	26	Nylon+EP	ELECTRIC PIANO	100	5	2
KBD/ ORGAN	27	Organ 2	ORGAN	18	0	2
	28	Organ 1	ORGAN	17	0	2
	29	R&B Organ	ORGAN	17	10	2
	30	Cool Organ	ORGAN	17	34	2
	31	60s Organ1	ORGAN	17	16	2
	32	Cheese Org	ORGAN	17	24	2
	33	Org Oct 2	ORGAN	17	21	4
	34	Org Oct 1	ORGAN	17	20	4
	35	Perc Org 1	ORGAN	18	9	2
	36	Organ 3	ORGAN	19	0	2
	37	Rotary Org	ORGAN	19	8	2
	38	RotarySlow	ORGAN	19	16	2
	39	RotaryFast	ORGAN	19	24	2
	40	ChurchOrg1	ORGAN	20	0	2
	41	ChurchOrg2	ORGAN	20	8	2
	42	OrganFlute	ORGAN	20	24	2
	43	Trem Flute	ORGAN	20	32	2
	44	Reed Organ	ORGAN	21	0	2
	45	Organ 101	ORGAN	17	1	2
	46	Dtnd Org 1	ORGAN	17	7	2
	47	Trem Organ	ORGAN	17	8	2
	48	Organ 109	ORGAN	17	9	2
	49	60s Organ2	ORGAN	17	17	2
	50	60s Organ3	ORGAN	17	18	2
	51	Pop Organ	ORGAN	17	31	2
	52	Rock Organ	ORGAN	17	32	2
	53	Even Bar	ORGAN	17	33	2
	54	Organ Bass	ORGAN	17	40	2
	55	Organ 201	ORGAN	18	1	2
	56	Chorus Org	ORGAN	18	8	2
	57	Dtnd Org 2	ORGAN	18	10	2
	58	Perc Org 2	ORGAN	18	32	2
	59	ChurchOrg3	ORGAN	20	16	2
	60	Puff Organ	ORGAN	21	16	2
	61	Squeeze Me	ACCORDION	22	5	4
	62	Oktober	ACCORDION	22	6	4
	63	Vint Accdn	ACCORDION	22	10	4
	64	Romance	ACCORDION	22	11	4
	65	La Seine	ACCORDION	22	12	4
	66	Accrdn 1	ACCORDION	22	1	4
	67	Accrdn 2	ACCORDION	22	2	4
	68	Accrdn 3	ACCORDION	22	3	4
	69	AccrdnJuno	ACCORDION	22	4	4
	70	Accrdn lt	ACCORDION	22	8	2
	71	Accrdn Fr	ACCORDION	22	0	2

Button	No.	Tone	Category	PC	CC 00	CC 32
KBD/ ORGAN	72	Bandoneon	ACCORDION	24	0	2
	73	Harmonica1	ACCORDION	23	0	2
	74	Harmonica2	ACCORDION	23	1	2
	75	Harpsi 2	KEYBOARD	7	24	2
	76	St.Harpsi	KEYBOARD	7	16	2
	77	Harpsi 1	KEYBOARD	7	0	2
	78	CoupledHps	KEYBOARD	7	8	2
	79	Clav	KEYBOARD	8	0	2
	80	Comp Clav	KEYBOARD	8	8	2
	81	Pulse Clav	KEYBOARD	8	39	2
	82	Celesta	CHROMATIC PERC	9	0	2
	83	Music Box	CHROMATIC PERC	11	0	2
	84	Vibraphone	CHROMATIC PERC	12	0	2
	85	Marimba	CHROMATIC PERC	13	0	2
	86	Xylophone	CHROMATIC PERC	14	0	2
	87	Tublr Bell	CHROMATIC PERC	15	0	2
	88	Sft Crystl	CHROMATIC PERC	99	2	2
	89	LoudGlockn	CHROMATIC PERC	99	4	2
	90	Choir&Bell	CHROMATIC PERC	99	16	2
	91	TinkleBell	CHROMATIC PERC	113	0	2
	92	Glocken	CHROMATIC PERC	10	0	2
	93	Hard Vibe	CHROMATIC PERC	12	1	2
	94	St.Vibe	CHROMATIC PERC	12	8	2
	95	St.Marimba	CHROMATIC PERC	13	8	2
	96	ChurchBell	CHROMATIC PERC	15	8	2
	97	Carillon	CHROMATIC PERC	15	9	2
	98	Crystal	CHROMATIC PERC	99	0	2
	99	Syn Mallet	CHROMATIC PERC	99	1	2
100	RndGlocken	CHROMATIC PERC	99	3	2	
101	GicknChime	CHROMATIC PERC	99	5	2	
102	Clr Bells	CHROMATIC PERC	99	6	2	
103	X'mas Bell	CHROMATIC PERC	99	7	2	
104	VibraBells	CHROMATIC PERC	99	8	2	
105	Digi Bell	CHROMATIC PERC	99	9	2	
106	Air Bells	CHROMATIC PERC	99	17	2	
107	Bell Harp	CHROMATIC PERC	99	18	2	
108	Gamelimba	CHROMATIC PERC	99	19	2	
GUITAR/ BASS	109	Nylon Gt 1	ACOUSTIC GUITAR	25	0	2
	110	Velo Harm	ACOUSTIC GUITAR	25	24	2
	111	Nyln+Steel	ACOUSTIC GUITAR	26	9	2
	112	Requint Gt	ACOUSTIC GUITAR	25	40	2
	113	FlamencoGt	ACOUSTIC GUITAR	25	49	2
	114	StlStr Gt1	ACOUSTIC GUITAR	26	0	2
	115	12 Str Gt	ACOUSTIC GUITAR	26	8	2
	116	Mandolin	ACOUSTIC GUITAR	26	16	2
	117	Ukulele	ACOUSTIC GUITAR	25	8	2
	118	Guitarron	ACOUSTIC GUITAR	25	9	4
	119	Nylon Gt 2	ACOUSTIC GUITAR	25	16	2
	120	Nylon Gt 3	ACOUSTIC GUITAR	25	32	2
	121	StlStr Gt2	ACOUSTIC GUITAR	26	32	2
	122	Steel+Body	ACOUSTIC GUITAR	26	33	2
	123	E.Gt Harm	ACOUSTIC GUITAR	32	0	2
	124	Ac.Gt Harm	ACOUSTIC GUITAR	32	16	2
	125	Atmosphere	ACOUSTIC GUITAR	100	0	2
	126	Nylon Harp	ACOUSTIC GUITAR	100	2	2
	127	Gt Fret Nz	ACOUSTIC GUITAR	121	0	2
	128	Jazz Gt 1	ELECTRIC GUITAR	27	0	2
	129	PedalSteel	ELECTRIC GUITAR	27	8	2
	130	Clean Gt 2	ELECTRIC GUITAR	28	1	2
	131	JC Clin Gt	ELECTRIC GUITAR	28	4	2
	132	MidTune Gt	ELECTRIC GUITAR	28	23	2
	133	Muted Gt	ELECTRIC GUITAR	29	0	2
	134	Overdrive	ELECTRIC GUITAR	30	0	2
	135	Dist Gt 1	ELECTRIC GUITAR	31	0	2
	136	Power Gt 1	ELECTRIC GUITAR	31	16	2
	137	Mellow Gt	ELECTRIC GUITAR	27	1	2
	138	Jazz Gt 2	ELECTRIC GUITAR	27	2	2
	139	Clean Gt 1	ELECTRIC GUITAR	28	0	2
	140	Open Hard	ELECTRIC GUITAR	28	3	2
	141	Chorus Gt	ELECTRIC GUITAR	28	8	2
	142	Clean Gt 3	ELECTRIC GUITAR	28	48	2

Tone Lists

Button	No.	Tone	Category	PC	CC 00	CC 32
GUITAR/ BASS	143	Mt Dist Bs	ELECTRIC GUITAR	29	1	2
	144	Funk Pop	ELECTRIC GUITAR	29	8	2
	145	Funk Gt	ELECTRIC GUITAR	29	16	2
	146	Jazz Man	ELECTRIC GUITAR	29	24	2
	147	Gt Pinch	ELECTRIC GUITAR	30	4	2
	148	Dist Gt 2	ELECTRIC GUITAR	31	1	2
	149	Dazed Gt	ELECTRIC GUITAR	31	2	2
	150	Feedback 1	ELECTRIC GUITAR	31	8	2
	151	Feedback 2	ELECTRIC GUITAR	31	9	2
	152	Power Gt 2	ELECTRIC GUITAR	31	17	2
	153	5th Dist	ELECTRIC GUITAR	31	18	2
	154	Rock Rhy 1	ELECTRIC GUITAR	31	24	2
	155	Rock Rhy 2	ELECTRIC GUITAR	31	25	2
	156	Rock Rhy 3	ELECTRIC GUITAR	31	26	2
	157	Feedback 3	ELECTRIC GUITAR	32	8	2
	158	Gt CutNz 1	ELECTRIC GUITAR	121	1	2
	159	Gt CutNz 2	ELECTRIC GUITAR	121	3	2
	160	Dist CutNz	ELECTRIC GUITAR	121	4	2
	161	PickScrape	ELECTRIC GUITAR	121	6	2
	162	Ac.Bass 1	BASS	33	0	2
	163	Ac.Bass 2	BASS	33	1	2
164	Fingrd Bs1	BASS	34	0	2	
165	Jazz Bass	BASS	34	2	2	
166	Fingrd Bs3	BASS	34	3	2	
167	Pick Bass1	BASS	35	0	2	
168	Frtlss Bs1	BASS	36	0	2	
169	Slap Bass1	BASS	37	0	2	
170	Syn Bass 1	BASS	39	0	2	
171	Reso SH Bs	BASS	39	16	2	
172	Square Bs	BASS	39	22	2	
173	Ac.Bass 3	BASS	33	2	2	
174	Ac.Bass 4	BASS	33	3	2	
175	Baby Bass	BASS	33	4	4	
176	Fingrd Bs2	BASS	34	1	2	
177	Fingrd Bs4	BASS	34	4	2	
178	FingerSlap	BASS	34	7	2	
179	Pick Bass2	BASS	35	3	2	
180	Mt Pick Bs	BASS	35	8	2	
181	Frtlss Bs2	BASS	36	1	2	
182	Frtlss Bs3	BASS	36	2	2	
183	Frtlss Bs4	BASS	36	3	2	
184	Syn Frtlss	BASS	36	4	2	
185	Mr.Smooth	BASS	36	5	2	
186	Frtlss Bs5	BASS	36	8	2	
187	Fat Frtlss	BASS	36	48	2	
188	Reso Slap	BASS	37	8	2	
189	Slap Bass2	BASS	38	0	2	
190	Syn Bs 101	BASS	39	1	2	
191	Juno Bass	BASS	39	2	2	
192	106 Bass	BASS	39	3	2	
193	Acid Bass	BASS	39	8	2	
194	TB303 Bass	BASS	39	9	2	
195	Techno Bs	BASS	39	10	2	
196	Clav Bass	BASS	39	19	2	
197	Hammer	BASS	39	20	2	
198	JungleBass	BASS	39	21	2	
199	Pop Syn Bs	BASS	39	23	2	
200	LightSynBs	BASS	39	24	2	
201	FatTB Bass	BASS	39	25	2	
202	Syn Bass 2	BASS	40	0	2	
203	Syn Bs 201	BASS	40	1	2	
204	Mod Bass	BASS	40	2	2	
205	Seq Bass	BASS	40	3	2	
206	Beef FM Bs	BASS	40	8	2	
207	X Wire Bs	BASS	40	9	2	
208	RubberBass	BASS	40	16	2	
209	SH101 Bs 1	BASS	40	17	2	
210	SH101 Bs 2	BASS	40	18	2	
211	SmoothBass	BASS	40	19	2	
212	Mild Bass	BASS	40	20	2	
213	Detuned Bs	BASS	40	21	2	

Button	No.	Tone	Category	PC	CC 00	CC 32
GUITAR/ BASS	214	Attack Pls	BASS	40	29	2
	215	Str Slap	BASS	121	2	2
	216	Bass Slide	BASS	121	5	2
STRINGS	217	St.Strings	STRINGS	49	16	2
	218	St.SlowStr	STRINGS	50	10	2
	219	Legato Str	STRINGS	50	8	2
	220	SynStrings	STRINGS	51	0	2
	221	SuspensStr	STRINGS	45	9	2
	222	Pizz Str	STRINGS	46	0	2
	223	XP Strings	STRINGS	49	4	4
	224	Str Oct	STRINGS	49	32	4
	225	OR Str Oct	STRINGS	49	35	4
	226	Violin 1	STRINGS	41	0	2
	227	SlowVioln1	STRINGS	41	8	2
	228	Viola 1	STRINGS	42	0	2
	229	Cello 1	STRINGS	43	0	2
	230	Contrabass	STRINGS	44	0	2
	231	Violin 2	STRINGS	41	1	2
	232	SlowVioln2	STRINGS	41	9	2
	233	Viola 2	STRINGS	42	1	2
	234	Cello 2	STRINGS	43	1	2
	235	Trem Str	STRINGS	45	0	2
	236	Slow Trem	STRINGS	45	8	2
	237	Strings 1	STRINGS	49	0	2
	238	Strings 2	STRINGS	49	1	2
	239	Orchestra1	STRINGS	49	8	2
	240	Orchestra2	STRINGS	49	9	2
	241	Trem Orch	STRINGS	49	10	2
	242	XP Orch	STRINGS	49	21	4
	243	Choir Str	STRINGS	49	11	2
244	Velo Str	STRINGS	49	24	2	
245	60s Str	STRINGS	49	40	2	
246	Slow Str 1	STRINGS	50	0	2	
247	Slow Str 2	STRINGS	50	1	2	
248	Warm Str	STRINGS	50	9	2	
249	OB Strings	STRINGS	51	1	2	
250	Syn Str 1	STRINGS	51	2	2	
251	70s Str 1	STRINGS	51	8	2	
252	70s Str 2	STRINGS	51	9	2	
253	Syn Str 2	STRINGS	52	0	2	
254	Syn Str 3	STRINGS	52	1	2	
255	Double Hit	STRINGS	56	10	2	
256	Orch Hit	STRINGS	56	0	2	
257	Bass Hit	STRINGS	56	1	2	
258	6th Hit	STRINGS	56	2	2	
259	Euro Hit	STRINGS	56	3	2	
260	Techno Hit	STRINGS	56	4	2	
261	Impact Hit	STRINGS	56	8	2	
262	Philly Hit	STRINGS	56	9	2	
263	Lo-Fi Rave	STRINGS	56	16	2	
SCAT	264	St.Choir	VOCAL	53	8	2
	265	Humming	VOCAL	54	40	2
	266	Voice Doos	VOCAL	54	0	2
	267	Syn Vox	VOCAL	55	0	2
	268	Solo Vox	VOCAL	86	0	2
	269	ChoirAahs1	VOCAL	53	0	2
	270	Mellow Chr	VOCAL	53	9	2
	271	ChoirAahs2	VOCAL	53	32	2
	272	Syn Voice	VOCAL	55	8	2
	273	Ana Voice	VOCAL	55	19	2
	274	Harp Vox	VOCAL	100	3	2
	275	HllwReleas	VOCAL	100	4	2
SAX/ BRASS	276	Blow Tenor	SAX	67	8	2
	277	XP Breathy	SAX	67	10	4
	278	Sop Sax 1	SAX	65	0	2
	279	Alto Sax 1	SAX	66	0	2
	280	XP AltoSax	SAX	66	2	4
	281	Tenor Sax1	SAX	67	0	2
	282	XP Tnr Sax	SAX	67	2	4
	283	Baritin Sax	SAX	68	0	2
	284	Sop Sax 2	SAX	65	8	2

Tone Lists

Button	No.	Tone	Category	PC	CC 00	CC 32
SAX/ BRASS	285	Alto Sax 2	SAX	66	1	2
	286	Hyper Alto	SAX	66	8	2
	287	Tenor Sax2	SAX	67	1	2
	288	Velo Tenor	SAX	67	9	2
	289	Flute Vib	WIND	74	48	2
	290	Piccolo	WIND	73	0	2
	291	Oboe	WIND	69	0	2
	292	Bassoon	WIND	71	0	2
	293	Clarinet	WIND	72	1	2
	294	Pan Flute	WIND	76	0	2
	295	Whistle	WIND	79	0	2
	296	EnglishHorn	WIND	70	0	2
	297	JzClarinet	WIND	72	0	2
	298	BsClarinet	WIND	72	8	2
	299	Flute	WIND	74	0	2
	300	Recorder	WIND	75	0	2
	301	Ocarina	WIND	80	0	2
	302	BottleBlow	WIND	77	0	2
	303	Trumpet 1	ACOUSTIC BRASS	57	0	2
	304	Latin Tp 1	ACOUSTIC BRASS	57	7	4
	305	Latin Tp 2	ACOUSTIC BRASS	57	6	4
	306	FlugelHorn	ACOUSTIC BRASS	57	8	2
	307	Trombone 1	ACOUSTIC BRASS	58	0	2
	308	Tuba 1	ACOUSTIC BRASS	59	0	2
	309	Mute Tp 1	ACOUSTIC BRASS	60	0	2
	310	Fr.Horns 1	ACOUSTIC BRASS	61	0	2
	311	Brass 1	ACOUSTIC BRASS	62	0	2
	312	Brass Fall	ACOUSTIC BRASS	62	16	2
	313	Twin Tp	ACOUSTIC BRASS	62	24	2
	314	Tb Sect 1	ACOUSTIC BRASS	62	26	2
	315	Latin Tbs1	ACOUSTIC BRASS	62	28	4
	316	Latin Tbs2	ACOUSTIC BRASS	62	29	4
	317	Brass Oct	ACOUSTIC BRASS	62	30	4
	318	Trumpet 2	ACOUSTIC BRASS	57	1	2
319	Trumpet 3	ACOUSTIC BRASS	57	2	2	
320	Dark Tp	ACOUSTIC BRASS	57	3	2	
321	XP Trumpet	ACOUSTIC BRASS	57	5	4	
322	Bright Tp	ACOUSTIC BRASS	57	24	2	
323	Warm Tp	ACOUSTIC BRASS	57	25	2	
324	Trombone 2	ACOUSTIC BRASS	58	1	2	
325	Trombone 3	ACOUSTIC BRASS	58	2	2	
326	Bright Tb	ACOUSTIC BRASS	58	4	2	
327	Tuba 2	ACOUSTIC BRASS	59	1	2	
328	Mute Tp 2	ACOUSTIC BRASS	60	2	2	
329	Fr.Horns 2	ACOUSTIC BRASS	61	1	2	
330	XP Horns	ACOUSTIC BRASS	61	10	4	
331	FrHornSolo	ACOUSTIC BRASS	61	8	2	
332	XP Horn	ACOUSTIC BRASS	61	4	4	
333	Horn Orch	ACOUSTIC BRASS	61	16	2	
334	Brass 2	ACOUSTIC BRASS	62	1	2	
335	Brass 3	ACOUSTIC BRASS	62	8	2	
336	XP Brass 1	ACOUSTIC BRASS	62	6	4	
337	XP Brass 2	ACOUSTIC BRASS	62	11	4	
338	XP Tp&Sax	ACOUSTIC BRASS	62	15	4	
339	Twin Bones	ACOUSTIC BRASS	62	25	2	
340	Tb Sect 2	ACOUSTIC BRASS	62	27	2	
SYNTH	341	Syn Brass1	SYNTH BRASS	63	0	2
	342	Jump Brass	SYNTH BRASS	63	5	2
	343	OctSynBrss	SYNTH BRASS	63	16	2
	344	VeloBrass2	SYNTH BRASS	64	17	2
	345	Poly Brass	SYNTH BRASS	63	1	2
	346	Syn Brass5	SYNTH BRASS	63	3	2
	347	Juno Brass	SYNTH BRASS	63	4	2
	348	Syn Brass3	SYNTH BRASS	63	8	2
	349	Quak Brass	SYNTH BRASS	63	9	2
	350	Oct Brass	SYNTH BRASS	63	18	2
	351	Syn Brass2	SYNTH BRASS	64	0	2
	352	Soft Brass	SYNTH BRASS	64	1	2
	353	Syn Brass4	SYNTH BRASS	64	8	2
	354	VeloBrass1	SYNTH BRASS	64	16	2
	355	Big Lead	SYNTH LEAD	82	4	2

Button	No.	Tone	Category	PC	CC 00	CC 32
SYNTH	356	SquareWave	SYNTH LEAD	81	0	2
	357	Mellow FM	SYNTH LEAD	81	3	2
	358	CC Solo	SYNTH LEAD	81	4	2
	359	260 Sync	SYNTH LEAD	81	17	2
	360	Saw Wave 1	SYNTH LEAD	82	0	2
	361	Pulse Saw	SYNTH LEAD	82	2	2
	362	GR-300	SYNTH LEAD	82	6	2
	363	Waspy Syn	SYNTH LEAD	82	16	2
	364	Rhythm Saw	SYNTH LEAD	82	45	4
	365	Seq Saw	SYNTH LEAD	82	46	2
	366	SynCalliop	SYNTH LEAD	83	0	2
	367	PurePan Ld	SYNTH LEAD	83	2	2
	368	Charang	SYNTH LEAD	85	0	2
	369	Wire Lead	SYNTH LEAD	85	1	2
	370	Dist Lead	SYNTH LEAD	85	8	2
	371	Square	SYNTH LEAD	81	1	2
	372	Hollow Min	SYNTH LEAD	81	2	2
	373	Shmoog	SYNTH LEAD	81	5	2
	374	LM Square	SYNTH LEAD	81	6	2
	375	Sine Wave	SYNTH LEAD	81	8	2
	376	DistSquare	SYNTH LEAD	81	16	2
	377	P5 Saw	SYNTH LEAD	82	1	2
	378	Feline GR	SYNTH LEAD	82	3	2
	379	Velo Lead	SYNTH LEAD	82	5	2
	380	LA Saw	SYNTH LEAD	82	7	2
	381	Dr.Solo	SYNTH LEAD	82	8	2
	382	Saw Wave 2	SYNTH LEAD	82	9	2
	383	Saw Wave 3	SYNTH LEAD	82	10	2
	384	Natural Ld	SYNTH LEAD	82	36	2
	385	Vent Synth	SYNTH LEAD	83	1	2
	386	Chiffer Ld	SYNTH LEAD	84	0	2
	387	5thSawWave	SYNTH LEAD	87	0	2
	388	Big Fives	SYNTH LEAD	87	1	2
	389	Bass&Lead	SYNTH LEAD	88	0	2
	390	Big&Raw	SYNTH LEAD	88	1	2
	391	Fat&Perky	SYNTH LEAD	88	2	2
	392	Delayed Ld	SYNTH LEAD	88	7	2
	393	Poly Syn	POLY SYNTHESIZER	91	0	2
	394	80sPolySyn	POLY SYNTHESIZER	91	1	2
	395	Ice Rain	POLY SYNTHESIZER	97	0	2
	396	Warm Atoms	POLY SYNTHESIZER	100	1	2
	397	Brightness	POLY SYNTHESIZER	101	0	2
	398	Fantasia 1	POLY SYNTHESIZER	89	0	2
	399	Fantasia 2	POLY SYNTHESIZER	89	1	2
	400	Harm Rain	POLY SYNTHESIZER	97	1	2
	401	African wd	POLY SYNTHESIZER	97	2	2
402	Clav Pad	POLY SYNTHESIZER	97	8	2	
403	Rave	POLY SYNTHESIZER	98	8	2	
404	Warm Pad	PAD	90	0	2	
405	Thick Pad	PAD	90	1	2	
406	Rotary Str	PAD	90	3	2	
407	Soft Pad	PAD	90	4	2	
408	SpaceVoice	PAD	92	0	2	
409	Heaven II	PAD	92	1	2	
410	Itopia	PAD	92	3	2	
411	Tine Pad	PAD	94	1	2	
412	Panner Pad	PAD	94	2	2	
413	Sweep Pad	PAD	96	0	2	
414	Polar Pad	PAD	96	1	2	
415	Shwimmer	PAD	96	9	2	
416	Soundtrack	PAD	98	0	2	
417	AmbientPad	PAD	100	6	2	
418	Goblin Syn	PAD	102	1	2	
419	ResoPanner	PAD	103	5	2	
420	StarTheme1	PAD	104	0	2	
421	Horn Pad	PAD	90	2	2	
422	Sine Pad	PAD	90	5	2	
423	BowedGlass	PAD	93	0	2	
424	Metal Pad	PAD	94	0	2	
425	Halo Pad	PAD	95	0	2	
426	Converge	PAD	96	8	2	

Tone Lists

Button	No.	Tone	Category	PC	CC 00	CC 32
SYNTH	427	CelestiPad	PAD	96	10	2
	428	Ancestral	PAD	98	1	2
	429	Prologue	PAD	98	2	2
	430	Goblin	PAD	102	0	2
	431	50s Sci-Fi	PAD	102	2	2
	432	Echo Drops	PAD	103	0	2
	433	Echo Bell	PAD	103	1	2
	434	Echo Pan 1	PAD	103	2	2
	435	Echo Pan 2	PAD	103	3	2
	436	Big Panner	PAD	103	4	2
437	WaterPiano	PAD	103	6	2	
438	StarTheme2	PAD	104	1	2	
WORLD 1	439	SitarDrone	WORLD 1	105	4	4
	440	Sitar 3	WORLD 1	105	3	4
	441	Sarod	WORLD 1	105	24	4
	442	Erhu	WORLD 1	111	8	4
	443	Erhu/Vib	WORLD 1	111	10	4
	444	Erhu/Harm	WORLD 1	111	11	4
	445	Bonang 2	WORLD 1	113	26	4
	446	Gender 2	WORLD 1	113	27	4
	447	Saron	WORLD 1	113	28	4
	448	Yangqin	WORLD 1	47	32	4
	449	Yangqin/Hrd	WORLD 1	47	33	4
	450	Yangqin/Trm	WORLD 1	47	34	4
	451	Yangqin Trm	WORLD 1	47	36	4
	452	Guzheng	WORLD 1	108	1	4
	453	Guzhng/Trm	WORLD 1	108	2	4
	454	Guzhng Trm	WORLD 1	108	4	4
	455	Guzhng/Hrm	WORLD 1	108	3	4
	456	Sanxian	WORLD 1	107	16	4
	457	Sanxn/Trem	WORLD 1	107	17	4
	458	Pipa	WORLD 1	106	32	4
	459	Pipa/Vib	WORLD 1	106	33	4
	460	Pipa/Trem	WORLD 1	106	34	4
	461	Pipa Trem	WORLD 1	106	37	4
	462	Pipa/Harm	WORLD 1	106	35	4
	463	Qudi	WORLD 1	74	24	4
	464	Qudi/Orn	WORLD 1	74	25	4
	465	Bangdi	WORLD 1	74	28	4
	466	Bandi/Grwl	WORLD 1	74	29	4
	467	Bandi Grwl	WORLD 1	74	30	4
	468	Xiao	WORLD 1	78	8	4
	469	Xiao/Orn	WORLD 1	78	9	4
	470	Xun	WORLD 1	74	32	4
	471	Xun/Orn	WORLD 1	74	33	4
	472	Shakuhachi	WORLD 1	78	0	2
	473	Hulusi	WORLD 1	112	40	4
	474	Shanai 1	WORLD 1	112	0	2
	475	Shanai 2	WORLD 1	112	1	2
	476	Pungi	WORLD 1	112	8	2
	477	Suona	WORLD 1	112	32	4
	478	Suona/Grwl	WORLD 1	112	33	4
	479	Suona Grwl	WORLD 1	112	34	4
	480	Hichiriki	WORLD 1	112	16	2
	481	Bagpipe	WORLD 1	110	0	2
	482	Shamisen	WORLD 1	107	0	2
	483	Tsugaru	WORLD 1	107	1	2
	484	Koto	WORLD 1	108	0	2
	485	TaishoKoto	WORLD 1	108	8	2
	486	Zither	WORLD 1	47	24	2
	487	Harp	WORLD 1	47	0	2
488	Bonang 1	WORLD 1	113	8	2	
489	Gender 1	WORLD 1	113	9	2	
490	Gamln Gong	WORLD 1	113	10	2	
491	St.Gamelan	WORLD 1	113	11	2	
492	RamaCymbal	WORLD 1	113	16	2	
493	Atarigane	WORLD 1	114	8	2	
494	Gopichant	WORLD 1	106	16	2	
495	Sitar 2	WORLD 1	105	1	2	
496	Sitar 1	WORLD 1	105	0	2	
497	Dtnd Sitar	WORLD 1	105	2	2	

Button	No.	Tone	Category	PC	CC 00	CC 32
WORLD 1	498	TamburaDrn	WORLD 1	105	17	4
WORLD 2	499	SteelDrums	WORLD 2	115	0	2
	500	Quena	WORLD 2	75	8	4
	501	Zampona	WORLD 2	76	16	4
	502	Duduks	WORLD 2	112	41	4
	503	Banjo	WORLD 2	106	0	2
	504	Mute Banjo	WORLD 2	106	1	2
	505	Bouzouki	WORLD 2	106	11	4
	506	Saz	WORLD 2	106	13	4
	507	Tar	WORLD 2	106	12	4
	508	HurdyGurdy	WORLD 2	111	18	4
	509	Fiddle	WORLD 2	111	0	2
	510	Kemanche	WORLD 2	111	16	4
	511	Gadulka	WORLD 2	111	17	4
	512	Rabab 2	WORLD 2	106	10	4
	513	Rabab 1	WORLD 2	106	8	2
	514	Oud 1	WORLD 2	106	24	2
	515	Oud 2	WORLD 2	106	25	4
	516	Oud/Trem	WORLD 2	106	27	4
	517	Oud Trem	WORLD 2	106	26	4
	518	Oud&Str	WORLD 2	106	28	4
	519	Tambura	WORLD 2	105	9	4
	520	Kanoon 2	WORLD 2	108	17	4
	521	Kanoon Oct	WORLD 2	108	18	4
	522	Kanoon&Chr	WORLD 2	108	19	4
	523	Kanoon 1	WORLD 2	108	16	2
	524	Kawala 2	WORLD 2	76	9	4
	525	Kawala Oct	WORLD 2	76	10	4
	526	Kawala 1	WORLD 2	76	8	2
	527	Kaval Duo	WORLD 2	76	32	4
	528	Nay	WORLD 2	74	18	4
	529	Nay Oct	WORLD 2	74	19	4
	530	Mizmar	WORLD 2	112	24	4
	531	Mizmar Oct	WORLD 2	112	25	4
	532	MizmarDual	WORLD 2	112	26	4
	533	Zourna	WORLD 2	112	42	4
	534	Gajda	WORLD 2	110	16	4
	535	Santur 3	WORLD 2	16	2	4
	536	Santur 2	WORLD 2	16	1	2
	537	Santur 1	WORLD 2	16	0	2
	538	Cimbalom	WORLD 2	16	8	2
	539	Kalimba	WORLD 2	109	0	2
	540	Balafon 1	WORLD 2	13	16	2
	541	Balafon 2	WORLD 2	13	17	2
	542	Log Drum	WORLD 2	13	24	2
	543	Timpani	PERCUSSION	48	0	2
	544	Castanets	PERCUSSION	116	8	2
	545	Agogo Bell	PERCUSSION	114	0	2
	546	Woodblock	PERCUSSION	116	0	2
	547	Taiko	PERCUSSION	117	0	2
	548	Concert BD	PERCUSSION	117	8	2
	549	Mt CnrtBD	PERCUSSION	117	9	2
	550	Melo Tom 1	PERCUSSION	118	0	2
	551	Real Tom	PERCUSSION	118	1	2
	552	Melo Tom 2	PERCUSSION	118	8	2
	553	Rock Tom	PERCUSSION	118	9	2
	554	Synth Drum	PERCUSSION	119	0	2
	555	808 Tom	PERCUSSION	119	8	2
	556	Elec Perc	PERCUSSION	119	9	2
557	RevCymbal1	PERCUSSION	120	0	2	
558	RevCymbal2	PERCUSSION	120	1	2	
559	Rev Snare1	PERCUSSION	120	8	2	
560	Rev Snare2	PERCUSSION	120	9	2	
561	Rev Kick	PERCUSSION	120	16	2	
562	RevCnrtBD	PERCUSSION	120	17	2	
563	Rev Tom 1	PERCUSSION	120	24	2	
564	Rev Tom 2	PERCUSSION	120	25	2	
565	Thunder	SFX	123	2	2	
566	Wind	SFX	123	3	2	
567	Bird 1	SFX	124	0	2	
568	Bird 2	SFX	124	3	2	

Tone Lists

Button	No.	Tone	Category	PC	CC 00	CC 32
WORLD 2	569	HorseGallp	SFX	124	2	2
	570	Telephone2	SFX	125	1	2
	571	Helicopter	SFX	126	0	2
	572	Car Engine	SFX	126	1	2
	573	Car-Pass	SFX	126	3	2
	574	Siren	SFX	126	5	2
	575	Train	SFX	126	6	2
	576	Applause 1	SFX	127	0	2
	577	Laughing	SFX	127	1	2
	578	Screaming	SFX	127	2	2
	579	Explosion	SFX	128	3	2
	580	Breath Nz	SFX	122	0	2
	581	FlKeyClick	SFX	122	1	2
	582	Seashore	SFX	123	0	2
	583	Rain	SFX	123	1	2
	584	Stream	SFX	123	4	2
	585	Bubble	SFX	123	5	2
	586	Dog	SFX	124	1	2
	587	Kitty	SFX	124	4	2
	588	Growl	SFX	124	5	2
	589	Telephone1	SFX	125	0	2
	590	Door Creak	SFX	125	2	2
	591	Door	SFX	125	3	2
	592	Scratch 1	SFX	125	4	2
	593	Scratch 2	SFX	125	7	2
	594	WindChimes	SFX	125	5	2
	595	Car-Stop	SFX	126	2	2
	596	Car-Crash	SFX	126	4	2
	597	Jetplane	SFX	126	7	2
	598	Starship	SFX	126	8	2
	599	Burst Nz	SFX	126	9	2
	600	Punch	SFX	127	3	2
	601	Heart Beat	SFX	127	4	2
	602	Footsteps	SFX	127	5	2
	603	Applause 2	SFX	127	6	2
	604	Gun Shot	SFX	128	0	2
605	MachineGun	SFX	128	1	2	
606	Laser Gun	SFX	128	2	2	

Drum Sets

Button	No.	Rhythm	Category	PC	CC 00	CC 32
DRUMS	607	Standard 1	DRUMS	1	0	2
	608	Jazz Kit 1	DRUMS	33	0	2
	609	New TR-909	DRUMS	31	0	2
	610	Hip Hop	DRUMS	10	0	2
	611	R&B	DRUMS	14	0	2
	612	Tech&House	DRUMS	12	0	2
	613	Drum'n'Bss	DRUMS	11	0	2
	614	Latin Perc	DRUMS	47	0	4
	615	India Perc	DRUMS	45	0	4
	616	GamelanPrc	DRUMS	46	0	4
	617	China Perc	DRUMS	44	0	4
	618	India Kit	DRUMS	94	0	4
	619	OrientlKit	DRUMS	93	0	4
	620	Std Latin	DRUMS	75	0	4
	621	Jazz Latin	DRUMS	76	0	4
	622	TR909Latin	DRUMS	77	0	4
	623	HipHopLatn	DRUMS	80	0	4
	624	R&B Latin	DRUMS	81	0	4
	625	TechnoLatn	DRUMS	78	0	4
	626	D'n'B Latn	DRUMS	79	0	4
	627	Std Asia	DRUMS	67	0	4
	628	Jazz Asia	DRUMS	68	0	4
	629	TR909 Asia	DRUMS	69	0	4
	630	HipHopAsia	DRUMS	70	0	4
	631	R&B Asia	DRUMS	71	0	4
	632	TechnoAsia	DRUMS	72	0	4
	633	D'n'B Asia	DRUMS	73	0	4
	634	Std OR	DRUMS	82	0	4
	635	Jazz OR	DRUMS	83	0	4
	636	TR-909 OR	DRUMS	84	0	4
	637	HipHop OR	DRUMS	87	0	4
	638	R&B OR	DRUMS	88	0	4
	639	Techno OR	DRUMS	85	0	4
	640	D'n'B OR	DRUMS	86	0	4
	641	MxKit&Latn	DRUMS	89	0	4
	642	MxKit&India	DRUMS	90	0	4
643	MxKit&OR	DRUMS	92	0	4	
644	MxKit&Chin	DRUMS	91	0	4	
645	Standard 2	DRUMS	2	0	2	
646	Standard 3	DRUMS	3	0	2	
647	Room	DRUMS	9	0	2	
648	Power	DRUMS	17	0	2	
649	Jazz Kit 2	DRUMS	34	0	2	
650	Brush Kit	DRUMS	41	0	2	
651	Orchestra	DRUMS	49	0	2	
652	Ethnic	DRUMS	50	0	2	
653	Electronic	DRUMS	25	0	2	
654	TR-808&909	DRUMS	26	0	2	
655	Dance	DRUMS	27	0	2	
656	Kick&Snare	DRUMS	51	0	2	
657	SFX	DRUMS	57	0	2	

Drum Sets

	PC: 1 [CC32: 2] Standard 1	PC: 33 [CC32: 2] Jazz Kit 1	PC: 31 [CC32: 2] New TR-909	PC: 10 [CC32: 2] Hip Hop	PC: 14 [CC32: 2] R&B	PC: 12 [CC32: 2] Tech&House	PC: 11 [CC32: 2] Drum'n Bss	PC: 47 [CC32: 4] Latin Perc	PC: 45 [CC32: 4] India Perc	PC: 46 [CC32: 4] GamelanPrc	PC: 44 [CC32: 4] China Perc
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Drum Sets

	PC: 94 [CC32: 4] India Kit	PC: 93 [CC32: 4] Orienti Kit	PC: 75 [CC32: 4] Std Latin	PC: 76 [CC32: 4] Jazz Latin	PC: 77 [CC32: 4] TR909Latin	PC: 80 [CC32: 4] HipHopLatn	PC: 81 [CC32: 4] R&B Latin	PC: 78 [CC32: 4] TechnoLatn	PC: 79 [CC32: 4] D'n'B Latn	PC: 67 [CC32: 4] Std Asia	PC: 68 [CC32: 4] Jazz Asia
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	PC: 49 [CC32: 2] Orchestra	PC: 50 [CC32: 2] Ethnic	PC: 25 [CC32: 2] Electronic	PC: 26 [CC32: 2] TR-808&909	PC: 27 [CC32: 2] Dance	PC: 51 [CC32: 2] Kick&Snare	PC: 57 [CC32: 2] SFX
C1 24	-----	-----	-----	-----	-----	-----	-----
25	Snare Roll	Finger Snap	Snare Roll	Snare Roll	Snare Roll	-----	-----
26	Finger Snap	Tambourine	Finger Snap	Finger Snap	Finger Snap	-----	-----
27	Jazz Clsd.HH	Castanets	High-Q	High-Q	High-Q	-----	-----
28	Pedal HiHat	Crash Cym.1	Slap	Slap	Slap	-----	-----
29	Jazz Open HH	Snare Roll	Scrth Push2	Scrth Push2	Scrth Push2	-----	-----
30	Ride Cymbal	Concert Snr	Scrth Pull2	Scrth Pull2	Scrth Pull2	-----	-----
31	Sticks	Concert Cym.	Sticks	Sticks	Sticks	-----	Scrth Push2
32	SquareClick	Concert BD	SquareClick	SquareClick	SquareClick	-----	Scrth Pull2
33	Mtrm.Click	Jingle Bell	Mtrm.Click	Mtrm.Click	Mtrm.Click	-----	Gt.CutNoise2
34	Mtrm. Bell	Bell Tree	Mtrm. Bell	Mtrm. Bell	Mtrm. Bell	-----	Gt.CutNoise2
35	Jazz Kick 1	Bar Chimes	Elec Kick 2	TR-909 Kick	Dance Kick 2	-----	Dist.CutNoiz
C2 36	Concert BD	Wadaiko	Elec Kick 1	TR-808 Kick	Elec Kick 2	-----	Dist.CutNoiz
37	Side Stick	Wadaiko Rim	Side Stick	808 Rimshot	Side Stick	-----	Bass Slide
38	Concert Snr	Shimedaiko	Elec. Snare	808 Snare 1	Power Snare2	-----	Pick Scrape
39	Castanets	Atarigane	808clap	808clap	808clap	-----	High-Q
40	Concert Snr	Hyoushigi	Elec Snare 2	909 Snare 1	Elec Snare 1	Std.1 Kick1	Slap
41	Timpani	Ohkawa	Synth Drum 2	808 Tom 2	Synth Drum 2	Std.1 Kick2	ScratchPush
42	Timpani	H kotsuzumi	Jazz Clsd.HH	808 chh	CR-78 chh	Std.2 Kick1	ScratchPull
43	Timpani	L Kotsuzumi	Synth Drum 2	808 Tom 2	Synth Drum 2	Std2 Kick2	Sticks
44	Timpani	Ban Gu	Pedal HiHat	808 chh	808 chh	Kick 1	SquareClick
45	Timpani	Big Gong	Synth Drum 2	808 Tom 2	Synth Drum 2	Kick 2	Mtrm.Click
46	Timpani	Small Gong	Jazz Open HH	808 ohh	CR-78 ohh	Soft Kick	Mtrm. Bell
47	Timpani	Bend Gong	Synth Drum 2	808 Tom 2	Synth Drum 2	Jazz Kick 1	Gt.FretNoise
C3 48	Timpani	Rama Cymbal	Synth Drum 2	808 Tom 2	Synth Drum 2	Jazz Kick 2	Gt.Cut Noise
49	Timpani	Rama Cymbal	Crash Cym.1	808 Crash	Crash Cym.1	Concert BD	Gt.Cut Noise
50	Timpani	Gamelan Gong	Synth Drum 2	808 Tom 2	Synth Drum 2	Room Kick 1	String Slap
51	Timpani	Udo Short	Ride Cymbal	Ride Cymbal	Ride Cymbal	Room Kick 2	Fl.KeyClick
52	Timpani	Udo Long	ReverseCymb1	China Cymbal	ReverseCymb1	Power Kick1	Laughing
53	Timpani	Udo Slap	Ride Bell	Ride Bell	Ride Bell	Power Kick2	Screaming
54	Tambourine	Bendir	Tambourine	Tambourine	Tambourine	Elec Kick 2	Punch
55	Splash Cym.	Req Dum	Splash Cym.	Splash Cym.	Splash Cym.	Elec Kick 1	Heart Beat
56	Cowbell	Req Tik	Cowbell	808cowbe	Cowbell	Elec. Kick	Footsteps
57	Con.Cymbal2	Tabla Te	Crash Cym.2	Crash Cym.2	Crash Cym.2	TR-808 Kick	Footsteps
58	Vibraslap	Tabla Na	Vibraslap	Vibraslap	Vibraslap	TR-909 Kick	Applause
59	Concert Cym.	Tabla Tun	Ride Cymbal	Ride Cymbal	Ride Cymbal	Dance Kick 2	DoorCreaking
C4 60	Bongo High	Tabla Ge	Bongo High	Bongo High	Bongo High	Std.1 Snare1	Door
61	Bongo Lo	Tabla Ge Hi	Bongo Lo	Bongo Lo	Bongo Lo	Std.1 Snare2	Scratch
62	Mute H.Conga	Talking Drum	Mute H.Conga	808 Conga	Mute H.Conga	Std.2 Snare1	Wind Chimes
63	Conga Hi Opn	Bend Tik Drm	Conga Hi Opn	808 Conga	Conga Hi Opn	Std.2 Snare2	Car-Engine
64	Conga Lo Opn	Caxixi	Conga Lo Opn	808 Conga	Conga Lo Opn	Tight Snare	Car-Stop
65	High Timbale	DJembe	High Timbale	High Timbale	High Timbale	Concert Snr	Car-Pass
66	Low Timbale	Djembe rim	Low Timbale	Low Timbale	Low Timbale	Jazz Snare 1	Car-Crash
67	Agogo	Low Timbale	Agogo	Agogo	Agogo	Jazz Snare 2	Siren
68	Agogo	Timbl Paila	Agogo	Agogo	Agogo	Room Snare 1	Train
69	Cabasa	High Timbale	Cabasa	Cabasa	Cabasa	Room Snare 2	Jetplane
70	Maracas	Cowbell	Maracas	808marac	Maracas	Dance Snare1	Helicopter
71	ShrtWhistle	Bongo High	ShrtWhistle	ShrtWhistle	ShrtWhistle	Power Snare1	Starship
C5 72	LongWhistle	Bongo Lo	LongWhistle	LongWhistle	LongWhistle	Rev.Snare	Gun Shot
73	Short Guiro	Mute H.Conga	Short Guiro	Short Guiro	Short Guiro	Power Snare2	Machine Gun
74	Long Guiro	Conga Hi Opn	Long Guiro	Long Guiro	Long Guiro	Elec Snare 1	Lasergun
75	Claves	Conga MtLow	Claves	808clave	Claves	Dance Snare2	Explosion
76	Woodblock	Conga Slap	Woodblock	Woodblock	Woodblock	Elec Snare 2	Dog
77	Woodblock	Conga Lo Opn	Woodblock	Woodblock	Woodblock	House Snare	Horse-Gallop
78	Mute Cuica	Conga Slide	Mute Cuica	Mute Cuica	Hoo	Elec. Snare	Bird
79	Open Cuica	Mut Pandiero	Open Cuica	Open Cuica	Hoo	Elec Snare 3	Rain
80	Mute Triangl	Opn Pandiero	Mute Triangl	Mute Triangl	Mute Triangl	808 Snare 1	Thunder
81	Open Triangl	Open Surdo	Open Triangl	Open Triangl	Open Triangl	808 Snare 2	Wind
82	Shaker	Mute Surdo	Shaker	Shaker	Shaker	909 Snare 1	Seashore
83	Jingle Bell	Tamborim	Jingle Bell	Jingle Bell	Jingle Bell	909 Snare 2	Stream
C6 84	Bell Tree	Agogo	Bell Tree	Bell Tree	Bell Tree	Brush Swirl	Bubble
85	Castanets	Agogo	Castanets	Castanets	Castanets	Brush Tap	Kitty
86	Mute Surdo	Shaker	Mute Surdo	Mute Surdo	Mute Surdo	Brush Slap1	Bird 2
87	Open Surdo	Low Whistle	Open Surdo	Open Surdo	Open Surdo	Brush Slap2	Growl
88	Applause	Low Whistle	-----	-----	-----	Brush Slap	Applause 2
89	-----	Mute Cuica	-----	-----	-----	Brush Swirl	Telephone 1
90	-----	Open Cuica	-----	-----	-----	Brush Swirl	Telephone 2
91	-----	Mute Triangle	-----	-----	-----	Long Swirl	-----
92	-----	Open Triangle	-----	-----	-----	-----	-----
93	-----	Short Guiro	-----	-----	-----	-----	-----
94	-----	Long Guiro	-----	-----	-----	-----	-----
95	-----	Cabasa Up	-----	-----	-----	-----	-----
C7 96	-----	Cabasa Down	-----	-----	-----	-----	-----
97	-----	Claves	-----	-----	-----	-----	-----
98	-----	Woodblock	-----	-----	-----	-----	-----
99	-----	Woodblock	-----	-----	-----	-----	-----
100	-----	-----	-----	-----	-----	-----	-----

Music Styles

Name Tempo Time sign.

Rock:

1	SteadyRk	73	4/4
2	PowerRck	132	4/4
3	ElecRock	124	4/4
4	DynoRock	76	4/4
5	ThumpRck	104	4/4
6	USBallad	88	4/4

Dance:

7	FeverDnc	113	4/4
8	80sTekno	134	4/4
9	EuroDnce	138	4/4
10	IbizaDnc	138	4/4
11	KeepOnDc	140	4/4
12	90sTekno	140	4/4
13	HrdTekno	140	4/4
14	90sHouse	132	4/4
15	ClubHous	130	4/4
16	Hip'nHop	102	4/4
17	NowHipHp	87	4/4
18	Cool Rap	94	4/4
19	PianoRap	94	4/4
20	70sDance	108	4/4
21	EasyHop	88	4/4

8Beat:

22	PianoBal	56	4/4
23	Soul Bal	58	4/4
24	ClassBal	62	4/4
25	SimpleBl	80	4/4
26	AlClapBl	80	4/4
27	LayBakBl	83	4/4
28	PoppinBl	92	4/4
29	UKLiteBl	104	4/4
30	UpTempBl	110	4/4
31	SmilePop	118	4/4
32	German P	120	4/4

16Beat:

33	Easy Pop	64	4/4
34	Soul Pop	75	4/4
35	NightPop	78	4/4
36	Guitar P	86	4/4
37	LatinPop	92	4/4
38	LightPop	94	4/4
39	FeelGood	98	4/4
40	Groovy P	100	4/4
41	SunnyPop	104	4/4

Jazz:

42	JzBallad	70	4/4
43	BigBand	144	4/4
44	JazzClub	150	4/4
45	BgBndBld	82	4/4
46	JazzWltz	100	3/4

Latin:

47	LuvBossa	136	4/4
48	MidBossa	150	4/4
49	UpBossa	168	4/4
50	UpSamba	103	4/4
51	Discsamb	117	4/4
52	Salsa	100	4/4
53	Merengue	124	4/4
54	Bachata	128	2/4
55	Jogetmly	114	4/4
56	Guarach	181	4/4

Name Tempo Time sign.

Traditional:

57	Blues	61	4/4
58	70s R&B	117	4/4
59	FunkSoul	105	4/4
60	Reggae	140	4/4
61	Country	130	4/4
62	CntryPop	105	4/4
63	Cajun	114	4/4
64	Cool6_8	64	6/8
65	Oldie6_8	92	6/8
66	Schlager	127	4/4
67	March4_4	125	4/4
68	Polka	130	4/4
69	PolkaPop	127	4/4

Ballroom:

70	70sDisco	126	4/4
71	BigSamba	116	4/4
72	Rockin'	185	4/4
73	Boogie	150	4/4
74	Twist	162	4/4
75	EngWltz	91	3/4
76	W'Waltz	180	3/4
77	SIWaltz	90	3/4
78	Tango	120	4/4
79	Musette	175	3/4
80	Cha-Cha	130	4/4
81	Mambo	102	4/4
82	Beguine	110	4/4
83	Rhumba	100	4/4
84	Shuffle	145	4/4
85	Foxtrot	185	4/4
86	Charlest	205	4/4
87	PasDoble	122	4/4



































































World:

88	Wehda-Kb	120	4/4
89	WehdaKb2	135	4/4
90	Masmoudi	120	8/4
91	Dabkah-T	113	6/4
92	Saidi	110	4/4
93	Saidi-EG	95	4/4
94	Progms	119	4/4
95	Disco-OR	102	4/4
96	Raja Bha	89	4/4
97	Dadra	70	6/8
98	Kehrva A	110	4/4
99	Bhangra	109	4/4
100	Bangla	110	4/4
101	Cmprsari	132	4/4
102	Minang	82	4/4
103	Popsunda	98	4/4
104	Kromong	128	4/4
105	Korean	100	4/4
106	K_latin	134	4/4
107	ChinaPop	89	4/4
108	JiangNan	72	4/4
109	ChnOpera	120	4/4
110	JingJu	136	4/4

Chord Intelligence ("MODE 1" setting)

● = Constituent notes of this chord.

★ = Keys you need to press to hear this chord.

C	C#	D	E \flat	E	F
					
CM7	C#M7	DM7	E \flat M7	EM7	FM7
					
C7	C#7	D7	E \flat 7	E7	F7
					
Cm	C#m	Dm	E \flat m	Em	Fm
					
Cm7	C#m7	Dm7	E \flat m7	Em7	Fm7
					
CmM7	C#mM7	DmM7	E \flat mM7	EmM7	FmM7
					
Cdim	C#dim	Ddim	E \flat dim	Edim	Fdim
					
Cm7 (b5)	C#m7 (b5)	Dm7 (b5)	E \flat m7 (b5)	Em7 (b5)	Fm7 (b5)
					
Caug	C#aug	Daug	E \flat aug	Eaug	Faug
					
Csus4	C#sus4	Dsus4	E \flat sus4	Esus4	Fsus4
					
C7sus4	C#7sus4	D7sus4	E \flat 7sus4	E7sus4	F7sus4
					

Chord Intelligence ("MODE 1" setting)

● = Constituent notes of this chord.

★ = Keys you need to press to hear this chord.

F#	G	A \flat	A	B \flat	B
F#M7	GM7	A \flat M7	AM7	B \flat M7	BM7
F#7	G7	A \flat 7	A7	B \flat 7	B7
F#m	Gm	A \flat m	Am	B \flat m	Bm
F#m7	Gm7	A \flat m7	Am7	B \flat m7	Bm7
F#mM7	GmM7	A \flat mM7	AmM7	B \flat mM7	BmM7
F#dim	Gdim	A \flat dim	Adim	B \flat dim	Bdim
F#m7 (b5)	Gm7 (b5)	A \flat m7 (b5)	Am7 (b5)	B \flat m7 (b5)	Bm7 (b5)
F#aug	Gaug	A \flat aug	Aaug	B \flat aug	Baug
F#sus4	Gsus4	A \flat sus4	Asus4	B \flat sus4	Bsus4
F#7sus4	G7sus4	A \flat 7sus4	A7sus4	B \flat 7sus4	B7sus4

MIDI Implementation Chart

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1-16 1-16, OFF	1-16 1-16, OFF	
Mode	Default Messages Altered	Mode 3 Mode 3, 4 (M = 1) *****	Mode 3 Mode 3, 4 (M = 1)	* 2
Note Number :	True Voice	0-127 *****	0-127 0-127	
Velocity	Note On Note Off	O X	O X	
After Touch	Key's Channel's	X X	O O	
Pitch Bend		O *1	O *1	
Control Change	0, 32 1 5 6, 38 7 10 11 64 65 66 67 71 72 73 74 75 76 77 78 84 91 93 98, 99 100, 101	O *1 O *1 O	O *1 O *1 O O O O O O O O O O O O O O O O O O O (Reverb) O (Chorus) O O	Bank select Modulation Portamento time Data entry Volume Panpot Expression Hold 1 Portamento Sostenuto Soft Resonance Release time Attack time Cutoff Decay time Vibrato rate Vibrato depth Vibrato delay Portamento control Effects 1 depth Effects 3 depth NRPN LSB, MSB RPN LSB, MSB
Program Change :	True Number	O *1 *****	O *1 0-127	Program No. 1-128
System Exclusive		O	O	
System Common	: Song Position : Song Select : Tune Request	O *1 X X	O *1 X X	
System Real Time	: Clock : Commands	O *1 O *1 *3	O O *3	
Aux Messages	: All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	X X X X O X	O (120, 126, 127) O (121) O O (123-125) O X	
Notes		* 1 O X is selectable. * 2 Recognized as M=1 even if M≠1. * 3 Continue is not transmitted or received in Style mode.		

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONO

O : Yes
X : No

Specifications

GW-7 Workstation

Keyboard

61 keys (with velocity)

[Sound Generator]

Maximum Polyphony

64 voices

Parts

16 parts + Keyboard part

Wave Memory

32 M bytes (16-bit linear equivalent)

Preset Memory

Tones: 606 + 256 (GM2)

Drum Sets: 51 + 9 (GM2)

Performances: 110

User Memory

Tones: 128

Drum Sets: 16

Performances: 32

Effects

Multi-FX: 47 types

Reverb: 8 types

Chorus: 8 types

Transpose

-12 to +12

[Backing Track]

Tempo

20 to 250

Tracks

16

16-track Recorder Mode

4 easy modes (ALL, Keyboard, Single, Punch In/Out)

Preset Memory

Styles: 110

User Memory

Styles: 99

Songs: 99

Band Type

3 levels: Drum & Bass, Combo, Full Band

[Others]

USB (Data transfer)

Operating System

Windows: Windows 2000/Me/XP

Macintosh: Mac OS 9.0.4 or later, Mac OS X 10.0 or later

Controllers

D Beam Controller: 1

Pitch Bend/Modulation Lever: 1

Control Knobs: 2

Display

Large backlit custom LCD

Connectors

Output Jacks (L/MONO, R)

Headphones Jack

MIDI Connectors (IN, OUT)

Hold Pedal Jack

Control Pedal Jack

USB Connector

Power Supply

DC 9 V (AC Adaptor)

Current Draw

1,000 mA

Dimensions

1,045 (W) x 320 (D) x 86 (H) mm

41-3/16 (W) x 12-5/8 (D) x 3-7/16 (H) inches

Weight

5.0 kg / 11 lbs 1 oz (excluding AC adaptor)

Accessories

Owner's Manual

AC Adaptor (ACI Series or PSB-1U)

Options

Keyboard Stand: KS-12

Pedal Switch: DP Series

Foot Switch: BOSS FS-5U

Expression Pedal: EV-5

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

Index

- A**
AC Adaptor 9
ALL 21
ANALOG MODIFY 6, 12, 14, 19
ASSIGNABLE 6, 16
Attack 12
- B**
Backing 8, 14
BACKING TRACK 6, 14–15
Balance 14
BAND TYPE 6, 14, 23
Bender 7, 17
Bulk Dump 27
Bulk Load 27
- C**
C1 12, 14, 19, 25
C2 12, 14, 19, 25
Chord 14
Chorus 19
COMBO 14, 23
Contrast 9, 25
CONTROL PEDAL 7–8, 17
Cord Hook 7, 9
Cutoff 12
- D**
D Beam 6, 16
DC IN 7, 9
Decay 12
Delete Song 22
Delete Style 15
DEMO 9
Drum Set 11
DRUMS & BASS 14, 23
DUAL 9–10
- E**
Edit Perform 17
Edit System 22, 24
Edit Tone 12
EFFECTS 6, 19
ENDING 14
ENTER 6
ENV 12
EXIT 6
Expression Pedal 8, 17
- F**
Factory Reset 10
FAVORITE 7, 11
FILL IN 14
FILTER 12
Foot Switch 8, 17, 22
FULL 14, 23
FUNCTION 7
- H**
HOLD PEDAL 7–8
- I**
Init IntDRV 10
Initialize 10
INTRO 14
- K**
KBD 21
KEYBOARD 7, 21
Keyboard Mode 9, 11
- L**
Local Ctrl 26
LOWER 9–10
- M**
MAIN 9
MARKER 23
Metronome 10
MFX 19–20
MIDI 7, 26–27
MIDI Channel 13, 26
MODE 7, 9, 11, 15, 17, 23
Modulation 7, 17
Music Style 8, 15
Mute 23
- O**
Octave 11
ORIGINAL 14
OUTPUT 7–8
- P**
Pedal 17, 22, 25
Pedal Switch 8
PERFORM 17
Performance 8, 16–18
PHONES 7
Pitch Bend 17
Portamento 12
POWER 7, 9
PUNCH 21–22
- R**
Rec Mode 21–22
Recording 21–22
Release 12
REPEAT 23
Resonance 12
Reverb 19
ROTARY 17

S

Screen	6, 9
SELECT	6
Send Level	19
SFX	11
SINGLE	21
SONG	8, 23, 27
SONG CONTROL	6
SONG REC	6, 21–22
SPLIT	9–10
Split Point	18
STYLE	15
SYNC START	6, 14

T

TAP TEMPO	6, 14
Tempo	14
Tone	8–9, 11–12

U

UPPER	9–10
USB	7, 24
USER	11, 15, 17
User Song	10
User Style	10

V

VALUE	6
VARIATION	14
Vibrato	12
VOLUME	6, 14

W

Write Perform	17
Write Song	22
Write Tone	12



For EU Countries

This product complies with the requirements of European Directive 89/336/EEC.

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

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

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

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

For Canada

NOTICE

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

AVIS

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

For the USA

DECLARATION OF CONFORMITY Compliance Information Statement

Model Name : GW-7
Type of Equipment : Workstation
Responsible Party : Roland Corporation U.S.
Address : 5100 S. Eastern Avenue, Los Angeles, CA 90040-2938
Telephone : (323) 890-3700

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