



LX-10

Roland Digital Piano
Owner's Manual

Roland®

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

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



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



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

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

IMPORTANT SAFETY INSTRUCTIONS SAVE THESE INSTRUCTIONS

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

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

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

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS," "USING THE UNIT SAFELY" (p. 8), and "Important Notes" (p. 11). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

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Introduction

Thank you, and congratulations on your choice of the LX-10. To ensure that you obtain the maximum enjoyment and take full advantage of the LX-10's functionality, please read this owner's manual carefully.

About the Manual

You should first read the "Before You Play" (p. 18) section of the owner's manual (this document). This explains how to connect the power cord and turn on the power.

This owner's manual explains everything from basic operations that use the LX-10's playback functions to more advanced operations, such as using the LX-10 to record a song.

Conventions in this Manual

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

- Text enclosed in square brackets [] indicates the name of a button or a knob, such as the [Piano] button.
- Lines that begin with **NOTE** or an asterisk * are cautionary statements that you must be sure to read.
- The numbers of pages that you can turn to for additional, related information are given like this: (p. **).
- This document uses screen shots for explanatory purposes. Please be aware that the settings in these explanatory screen shots may not match the actual factory settings (Tone names, etc.).

Features of the LX-10

Piano sounds with rich resonance and broad expressive range

The LX-10 uses a 88-key stereo multi-sampling piano sound generator that realistically reproduces even the sound of the hammers striking the strings, providing a faithful simulation of the sounds of a high-quality concert grand piano. With a maximum polyphony of 128 notes, it has ample capability even for performances that make extensive use of pedaling.

It contains not only piano sounds, but a total of more than 300 different sounds covering a wide range of musical styles. You can also play a drum set from the keyboard.

"Ivory feel" keyboard for realistic grand piano playing sensation

The unrivaled feel of the ivory and ebony traditionally used in the highest quality piano keyboards has been replicated using modern technology in the "ivory feel" keyboard. The white keys are a two-piece structure consisting of a base material and surface, providing a natural appearance as well as the ideal combination of strength and response.

The progressive hammer action II (PHA II) gives you a highly natural touch in which the low ranges have an appropriate weightiness and the high ranges have a light playing feel. In addition, the escapement mechanism that causes a distinctive sense of "click" when you play a note softly has also been faithfully replicated, giving the LX-10 a high degree of playability.

To ensure sanitary conditions under extended use, long-lasting antibacterial processing has also been applied.

Compact design with an air of sophistication

With a traditional design featuring a subdued color scheme and mirror-finish panel, the LX-10 is only 45 cm deep, while exuding a sense of sophistication and quality.

An enveloping sound field

The sound reproduction system features six speakers, delivering the full, rich sound of a piano throughout its full range, low through high.

You'll experience an enveloping sound field that emanates not only from speakers near your feet, but also from the top of the unit.

You can open or close the lid to change the tonal character in the same way as adjusting the lid of a grand piano.

Versatile functionality you expect from a digital piano

Piano Designer

The LX-10 rivals the sound and expressive power of a grand piano, with careful simulation of the changes in sound produced by opening or closing the grand piano lid, the subtle sounds of releasing a key, the sympathetic resonance between strings, and the sound of the damper pedal being pressed to move the damper away from the strings.

These aspects of the sound can be customized to your taste.

Concert hall reverberation

In addition to high-quality reverberation effects, the LX-10 provides a 3D Sound Control function, which reproduces the spatial depth of a full concert grand piano, and a Dynamics Sound Control function, which enhances the coherence and power of the sound.

You can also enjoy a special presence effect when performing with headphones.

Versatile functions to assist practicing, and built-in piano songs with accompaniment

The metronome function, a "3-track recorder," and internal preset songs with orchestral accompaniment and an included score collection (containing sixty songs) make the LX-10 an excellent choice for piano lessons.

Perform and save data

Data you perform using the recorder can be saved on a separately available floppy disk drive or USB memory device.

In addition to a floppy disk drive or USB memory, you can connect a commercially available USB-type CD drive and play back SMF music files, music CDs, or audio data.

SMF music files from USB memory, floppy disk, or CD-ROM can also be saved in internal memory.

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USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

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

About the Symbols

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

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

Do not disassemble or modify

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



Do not repair or replace parts

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



Do not use or store in the following types of locations

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



Do not place in an unstable location

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



⚠ WARNING

Connect the power cord to an outlet of the correct voltage

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



Use only the included power cord

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



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

Do not bend the power cord excessively, or place heavy objects on the power cord. Doing so will damage the power cord, and may cause short circuits or faulty connections, possibly resulting in fire or electrical shock.



Avoid extended use at high volume

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!



Do not insert foreign objects

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



⚠ WARNING

Turn off the power if an abnormality or malfunction occurs

Immediately turn the power off, remove the power cord from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:



- The power-supply cord or the plug has been damaged; or
- If smoke or unusual odor occurs
- Objects have fallen into, or liquid has been spilled onto the unit; or
- The unit has been exposed to rain (or otherwise has become wet); or
- The unit does not appear to operate normally or exhibits a marked change in performance.

Do not allow children to use without supervision

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.



Do not drop or subject to strong impact

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



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

Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.



Do not use overseas

Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.



Do not use a CD-ROM in an audio CD player or DVD player

If you attempt to play back a CD-ROM in a conventional audio CD player or DVD player, the resulting high volume may damage your hearing or your speakers.



⚠ WARNING

Do not place containers of water on the unit

Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.



CAUTION

Place in a well ventilated location

The unit should be located so that its location or position does not interfere with its proper ventilation.



Grasp the plug when connecting or disconnecting the power cord

Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.



Periodically wipe the dust off the power cord plug

At regular intervals, you should unplug the power plug and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.



Manage cables for safety

Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.



Do not stand or place heavy objects on this unit

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



Do not connect or disconnect the power cord with wet hands

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



Cautions when moving this unit

If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.



- Check to make sure the screws securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
- Disconnect the power cord.
- Disconnect external devices.
- Raise the adjuster of the stand (p. 22).
- Close the lid and top board.

CAUTION

Unplug the power cord from the AC outlet before cleaning

Before cleaning the unit, turn off the power and unplug the power cord from the outlet(p. 18).



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

Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.



Cautions when opening/closing the lid

Be careful when opening/closing the lid so you do not get your fingers pinched (p. 19). Adult supervision is recommended whenever small children use the unit.



Keep small items out of the reach of children

To prevent small items such as the following from being swallowed accidentally, keep them out of the reach of children.



- Included items
 - Screws for assembling the stand
 - Wing nut for headphone hook
- Removed parts
 - Volume knob
 - Brilliance knob

Important Notes

Power Supply

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

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow rubber, vinyl, or similar materials to remain on the unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.
- This unit is designed to be stable. However, if you are placing it at a distance from the wall, please install the included anti-tipping hardware to ensure maximum safety. For details on installing the anti-tipping hardware, refer to the assembly leaflet.

Maintenance

- Since your piano has a polished finish that is as delicate as that found on finely crafted wooden furniture, it needs careful, periodic care. A few important suggestions concerning the proper care of the unit follow.
 - For dusting, using a soft, clean cloth and/or piano-use feather duster. Be sure to wipe gently. Even the tiniest grains of sand or grit can leave scratches on the surface if too much force is applied while wiping. Do not use any cleaners or detergents, since they might deteriorate the surface of the cabinet, and produce cracks.
 - Do not use any cleaners or detergents, since they might deteriorate the surface of the cabinet, and produce cracks. Do not use dusting cloths that contain chemicals.
- To clean other part, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.
- The pedals of this unit are made of brass. Brass eventually darkens as the result of the natural oxidation process. If the brass becomes tarnished, polish it using commercially available metal polisher.

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 on a USB memory, 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.

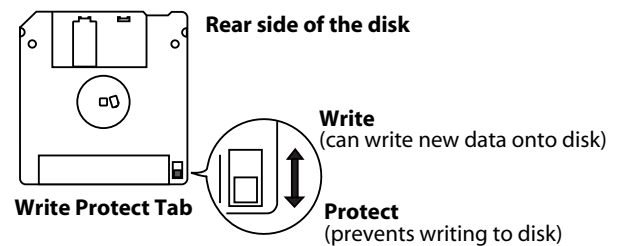
Additional Precautions

- 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 on a USB memory.
- Unfortunately, it may be impossible to restore the contents of data that was stored on a internal memory or a USB memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- A small amount of noise may be heard from the display during normal operation.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.
- Do not apply undue force to the music stand while it is in use.
- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.
- Before opening or closing the keyboard lid, always make sure that no pets or other small animals are located on top of the instrument (in particular, they should be kept away from the keyboard and its lid). Otherwise, due to the structural design of this instrument, small pets or other animals could end up getting trapped inside it. If such a situation is encountered, you must immediately switch off the power and disconnect the power cord from the outlet. You should then consult with the retailer from whom the instrument was purchased, or contact the nearest Roland Service Center.
- The horizontal bars that connect the main unit to the bottom of the front legs are quite strong; however for safety's sake, please do not allow children to get on them.

Floppy Disk Handling

(Using Optional Floppy Disk Drive)

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



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

USB Memory Handling


(Using Optional USB Memory)


- When connecting USB memory, firmly insert it all the way in.
- Do not touch the pins of the USB memory connector, or allow them to become dirty.
- USB memory is made using high-precision electronic components, so please observe the following points when handling it.
 - To prevent damage from static electrical charges, discharge any static electricity that might be present in your body before handling USB memory.
 - Do not touch the terminals with your fingers or any metal object.
 - Do not bend or drop USB memory, or subject it to strong impact.
 - Do not leave USB memory in direct sunlight or in locations such as a closed-up automobile. (Storage temperature: 0–50 degrees C)
 - Do not allow USB memory to become wet.
 - Do not disassemble or modify USB memory.
- When connecting USB memory, position it horizontally with the external memory connector and insert it without using excessive force. The external memory connector may be damaged if you use excessive force when inserting USB memory.
- Do not insert anything other than USB memory (e.g., wire, coins, other types of device) into the external memory connector. Doing so will damage the external memory connector.
- Do not apply excessive force to the connected USB memory.
- If you will not be using USB memory for an extended period of time, close the USB memory cover.

Handling the CDs (CD-ROMs)

(Using Optional CD-Drive)

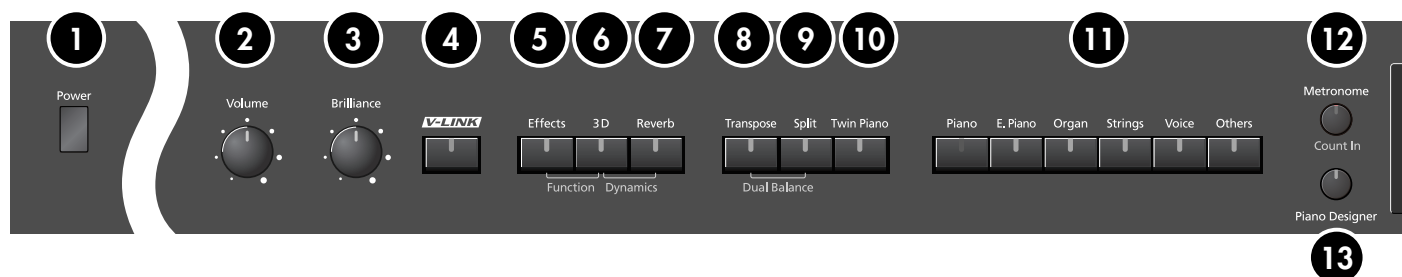
- When handling the discs, please observe the following.
 - Do not touch the encoded surface of the disc.
 - Do not use in dusty areas.
 - Do not leave the disc in direct sunlight or an enclosed vehicle.
- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.
- Keep the disc in the case.
- Do not keep the disc in the CD drive for a long time.
- Do not put a sticker on the label of the disc.
- Wipe the disc with a soft and dry cloth radially from inside to outside. Do not wipe along circumference.
- Do not use benzine, record cleaner spray or solvents of any kind.
- Do not bend the disc. Bending discs may prevent proper reading and writing of data, and may further result in malfunction.

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

* XGLite () is a registered trademark of Yamaha Corporation.

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

Names of Things and What They Do



Front Panel

1 [Power] switch

Turns the power on/off (p. 20).

2 [Volume] knob

Adjusts the overall volume of the LX-10 (p. 21).

If headphones are connected, this adjusts the headphone volume (p. 23).

3 [Brilliance] knob

Adjusts the tone brightness (p. 21).

4 [V-LINK] button

Turns V-LINK on/off (p. 86).

5 [Effects] button

Lets you apply a variety of effects to the sound (p. 36).

You can also set a number of different functions when this button and the [3D] button are held down (p. 79).

6 [3D] button

Adds a sense of depth to the sound (p. 33).

By holding down this button and pressing the [Reverb] button to change the setting, you can make the sound more expressive (p. 34).

7 [Reverb] button

Adds reverberation similar to what you would hear when performing in a concert hall (p. 35).

8 [Transpose] button

Transposes the keyboard and/or song (p. 38).

By holding down this button and pressing the [Split] button, you can adjust the volume balance between the two sounds when using Dual play (p. 44).

9 [Split] button

Divides the keyboard into right-hand and left-hand areas, allowing you to play a different sound in each area (p. 45).

10 [Twin Piano] button

Divides the keyboard into two separate sections, allowing two people to perform in the same registers (p. 40).

11 Tone buttons

Here you can select the sound you'll hear when you play the keyboard (p. 28).

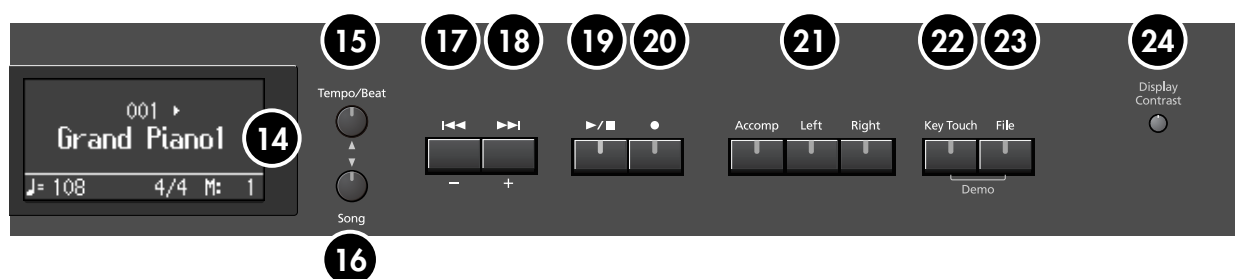
12 [Metronome/Count In] button

Turns the metronome on/off (p. 48).

This also lets you sound a count before the song begins, so that you can match the timing of your playing to the song (p. 49).

13 [Piano Designer] button

Here you can adjust the character of the piano sound to your taste by modifying parameters such as the sympathetic resonances of the piano strings (p. 29).



14 Display

This shows the sound name, song number, tempo, time signature, and the value of various settings.

15 [Tempo/Beat] (▲) button

Here you can adjust the tempo and time signature of the metronome (p. 48).

16 [Song] (▼) button

This lets you select the song to play back (p. 50).

17 [◀◀] (–) button

You can select the preceding song by pressing this button while the song select screen is displayed (p. 50).

If you hold down this button while a song is playing, the song will be rewind (p. 51).

Use this button to select variations of the sound you're playing on the keyboard (p. 28).

This button is also used to edit various values.

18 [▶▶] (+) button

You can select the next song by pressing this button while the song select screen is displayed (p. 50).

If you hold down this button while a song is playing, the song will be fast-forwarded (p. 51).

Use this button to select variations of the sound you're playing on the keyboard (p. 28).

This button is also used to edit various values.

19 [▶/■] (Play/Stop) button

Use this button to play/stop an internal preset song or a song you've recorded (p. 50).

This button is also used to begin recording your performance (p. 60).

20 [●] (Rec) button

This lets you record your own performance into the LX-10 (p. 60).

21 Track buttons

You can use these buttons to play back or record your performance separately for each hand (p. 54, p. 63).

The right-hand performance of internal preset songs is assigned to the [Right] button, the left-hand performance to the [Left] button, and the remaining parts of the performance to the [Accomp] button.

22 [Key Touch] button

This lets you adjust the touch sensitivity of the keyboard (p. 32).

You can listen to the demo songs by holding down this button and pressing the [File] button (p. 25).

23 [File] button

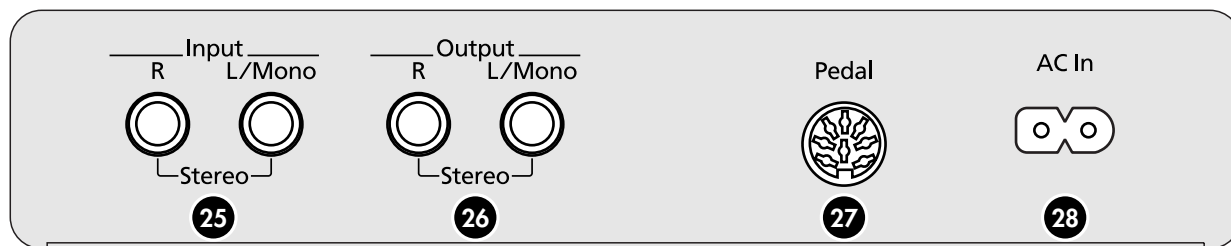
This lets you save a recorded song in internal memory or in USB memory (p. 73).

You can also copy songs between internal memory and USB memory (p. 77).

24 [Display Contrast] knob

This adjusts the brightness of the screen (p. 21).

Bottom Panel (Rear)



25 Input jacks (L/Mono, R)

Here you can connect an audio device or another electronic musical instrument, and listen to the connected device through the LX-10's speakers (p. 93).

26 Output jacks (L/Mono, R)

You can connect an audio device or external powered speakers here to reproduce the LX-10's sound (p. 92).

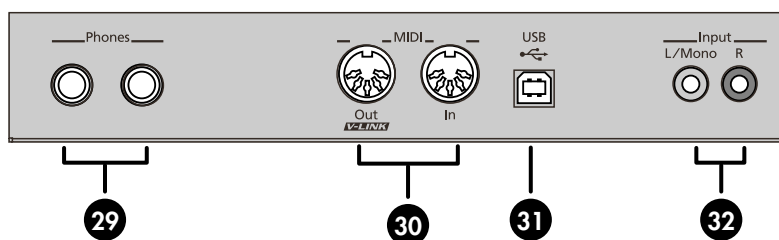
27 Pedal connector

Connect the pedal cord of the dedicated stand to this connector (p. 18).

28 AC In (AC Inlet)

Connect the included power cord here (p. 18).

Bottom Panel (Front Bottom Left)



29 Phones jacks

Here you can connect headphones. The LX-10 lets you use two sets of headphones simultaneously (p. 23).

30 MIDI Out/In connectors

You can connect these to external MIDI devices to transfer performance data (p. 94).

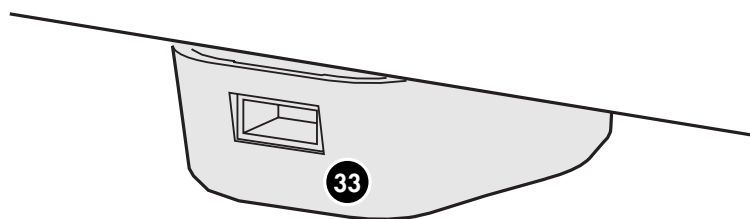
31 USB connector

You can connect this to your computer for transferring performance data (p. 95).

32 Input jacks (L/Mono, R)

Here you can connect an audio device or another electronic musical instrument, and listen to the connected device through the LX-10's speakers (p. 93).

Bottom Panel (Front Right)



33 External Memory connector

Here you can connect USB memory, a floppy disk drive, or a CD drive, and play back stored songs (p. 50). You can also use USB memory to save a song you've recorded on the LX-10 (p. 73).

By rotating the base you can neatly store the USB memory or USB cable.

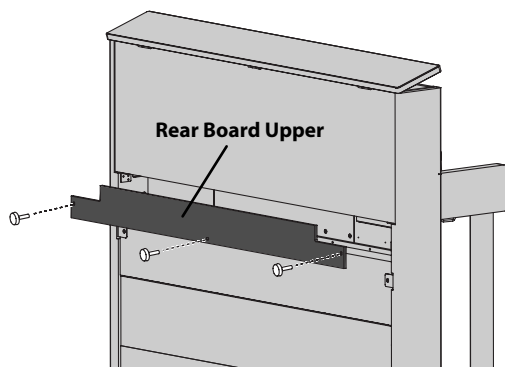
* CD drives that draw their power from the USB connector cannot be used.

Before You Play

Getting Ready to Play

Before connecting cables to the bottom panel (the back edge of the LX-10's bottom), you'll need to remove the rear board upper.

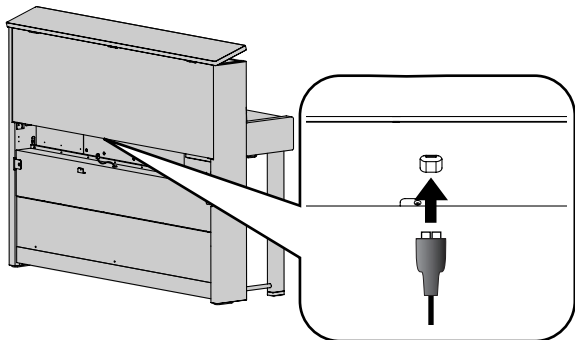
To remove the rear board upper, remove the three screws from the locations shown in the illustration.



Connecting the Speaker Cable

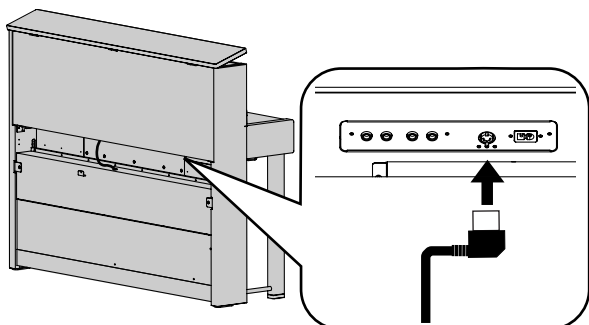
Plug the speaker cable extending from the stand into the SPEAKER connector located at the rear of the LX-10's bottom panel.

Pay attention to the shape of the speaker cable's connector, and insert it until you hear it click securely into place.



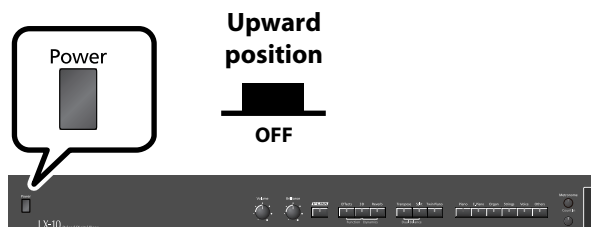
Connecting the Pedal Cord

Plug the pedal cord extending from the stand into the Pedal connector located at the rear of the LX-10's bottom panel.

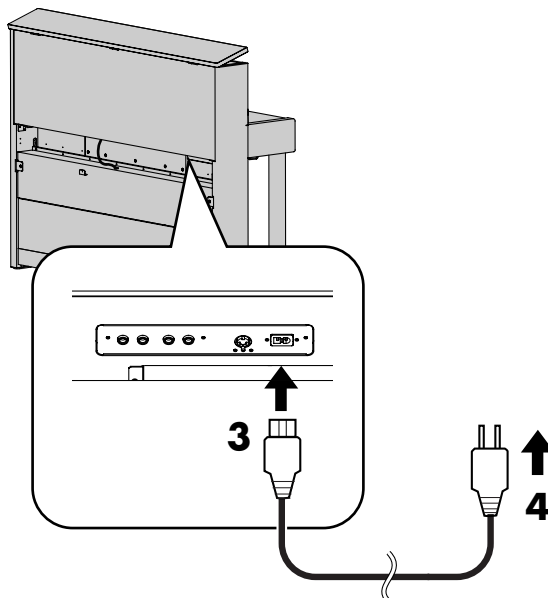


Connecting the Power Cord

1. Make sure that the [Power] switch located at the left side of the front panel is off (in the upward position).



2. Turn the [Volume] knob all the way toward the left to minimize the volume.
3. Connect the included power cord to the AC In (AC Inlet) located at the rear of the bottom panel.
4. Plug the other end of the power cord into an AC outlet.



NOTE You must use the power cord included with the LX-10.

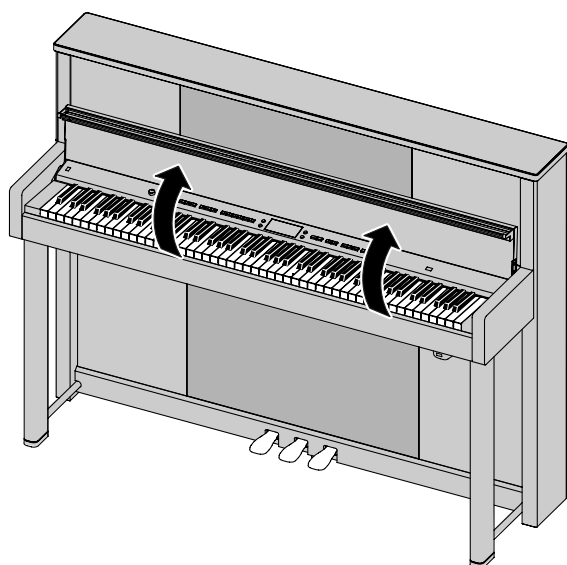
Opening/Closing the Lid

To open the lid, use both hands to lift it lightly.

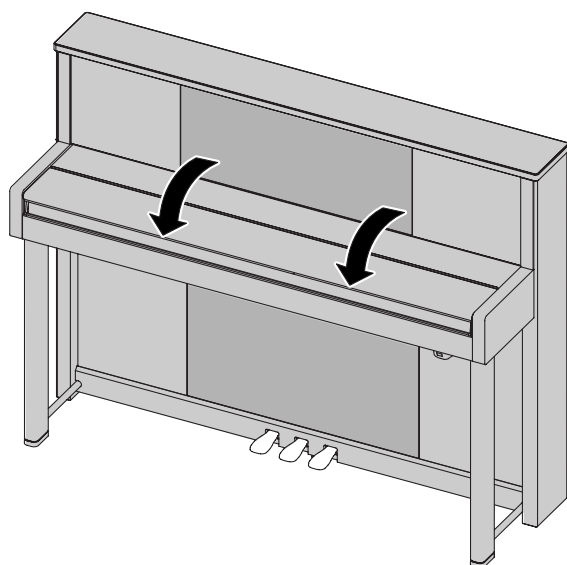
NOTE

The lid of the LX-10 is designed to close softly even if you remove your hands from it. However, it will close quite abruptly if it has been opened only slightly. Be careful not to pinch your fingers.

1. To open the lid, use both hands to lift it.



2. To close the lid, use both hands to gently lower it.



NOTE

If you need to move the piano, make sure the lid is closed first to prevent accidents.

Opening/Closing the Top Lid

NOTE

The top lid must be opened or closed by an adult.

NOTE

Do not force the top lid backward; doing so will damage it.

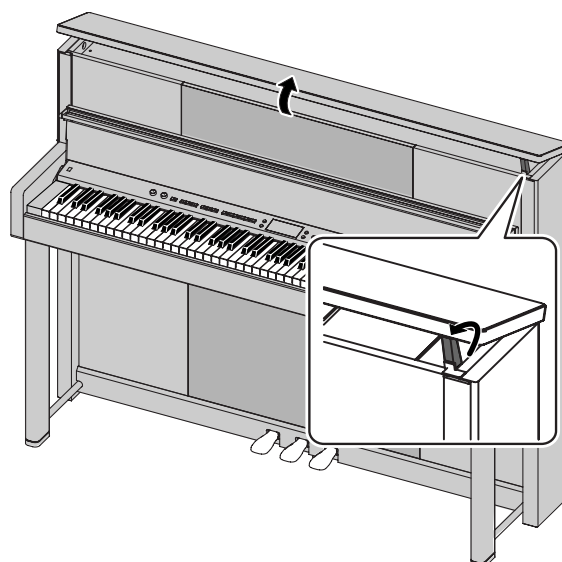
NOTE

Be careful not to pinch your fingers.

Opening the Top Lid

.....

1. Lift up the top lid.
2. Raise the topstick located at the right edge.
3. Gently lower the top lid.



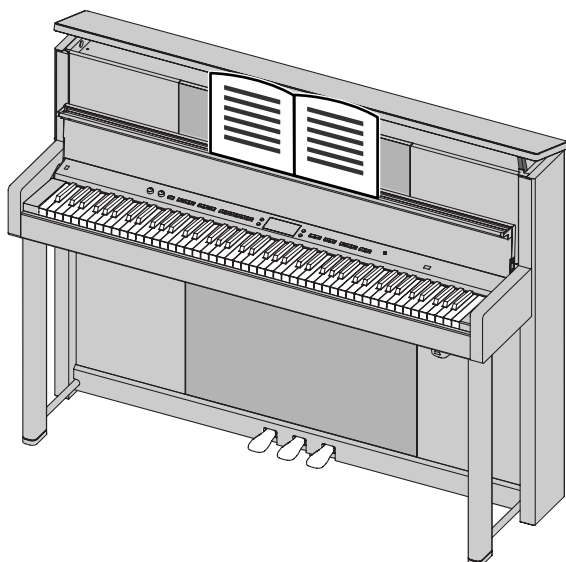
Closing the Top Lid

.....

1. Lift up the top lid.
2. Fold down the topstick.
3. Gently lower the top lid.

Using the Music Rest

You can place music books or sheet music on the top edge of the opened lid.



Tips for Placing Music

- Insert the sheet music into the groove on the top edge of the lid.
- Crease sheet music so that it will stay open. If this does not work, use paper clips to secure it.
- If the sheet music is thin, attach it to a clipboard before placing it on the music Rest.

Turning the Power On/Off

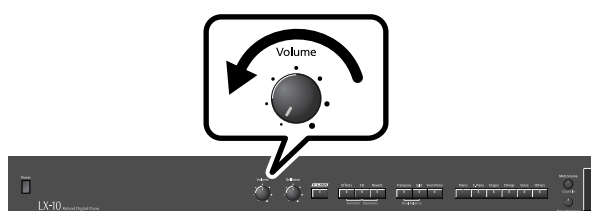
NOTE

Once you've got everything connected properly, you can turn on the power using the following procedure. If you fail to perform these steps in the correct order, you risk causing a malfunction or damaging your speakers.

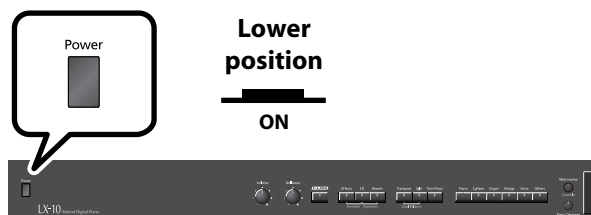
Turning the Power On

.....

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



2. Press the [Power] switch.



The power will turn on. The [Piano] button will light. After a brief interval, you'll be able to produce sounds by playing the keyboard.

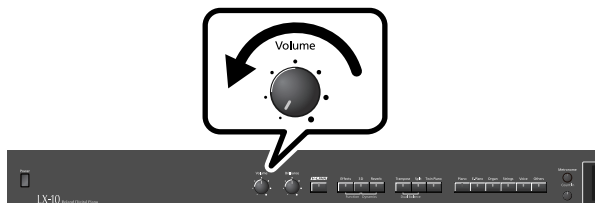
NOTE

Due to a circuitry protection feature, this unit requires a few moments after power is turned on before it is ready for normal operation.

3. Use the [Volume] knob to adjust the volume (p. 21).

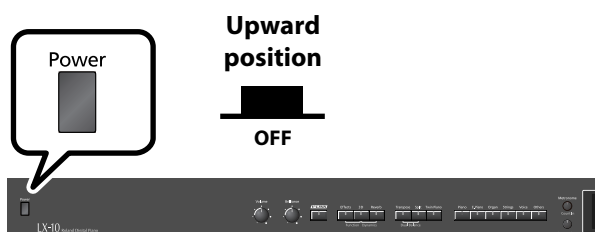
Turning the Power Off

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



2. Press the [Power] switch.

The screen goes blank and the power is turned off.



NOTE

If you need to turn off the power completely, first turn off the [Power] switch, then unplug the power cord from the power outlet. Refer to “Power Supply” (p. 11).

Adjusting the Sound's Volume and Brilliance

Here's how to adjust the volume of your keyboard playing or the playback volume of an internal song or USB memory song.

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

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

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

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

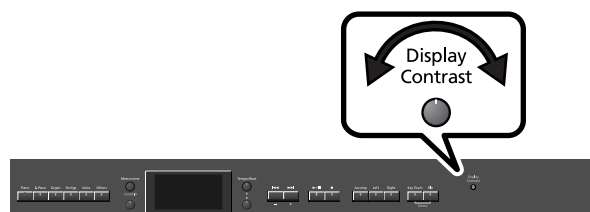
2. Turn the [Brilliance] knob to adjust the brightness of the sound.

Turning the knob toward the right will make the sound brighter, and turning it toward the left will make the sound more mellow.



Adjusting the Brightness of the Display

You can adjust the brightness of the LX-10's display.



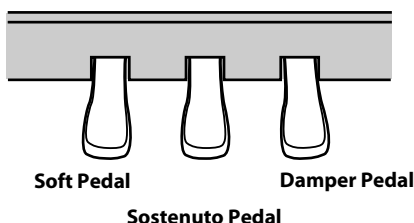
1. To adjust the brightness, turn the [Display Contrast] knob located at the right of the front panel.

Cautions Regarding the LCD Display

- You may notice something like vertical lines in the screen, but this is due to the characteristics of a liquid crystal display, and is not a malfunction. You can minimize this by using the [Display Contrast] knob to adjust the brightness of the screen.
- The brightness may be affected by the temperature.

About the Pedals

The pedals perform the following operations. You'll use them mainly when playing piano.



Damper Pedal (right pedal)

Use this pedal to sustain the sound.

While this pedal is held down, notes will be sustained for an extended time even if you release your fingers from the keyboard.

The length of sustain will change subtly depending on how deeply you press the pedal.

When you press the damper pedal of an acoustic piano, a slight noise is heard when the damper frees the strings, and a richly spacious resonance is added by the strings that vibrate in sympathy with the strings of the notes you actually play. The LX-10 replicates the sound created when the damper releases the string ("damper noise") and the sympathetic vibration ("damper resonance").



You can modify the sound of the damper releasing the string and the sound of the sympathetic vibration. Refer to the Piano Designer function (p. 29) settings "Damper Noise" and "Damper Resonance."

Sostenuto Pedal (center pedal)

The notes you are pressing when this pedal is depressed will be sustained.

Soft Pedal (left pedal)

This pedal is used to make the sound softer.

Playing with the soft pedal depressed produces a sound that is not as strong as when otherwise played with the equivalent strength. This is the same function as the left pedal of an acoustic piano.

The softness of the tone can be varied subtly by the depth to which you press the pedal.



You can switch the function of the sostenuto pedal. Refer to "Changing How the Pedals Work (Center/Left Pedal Func)" (p. 85).

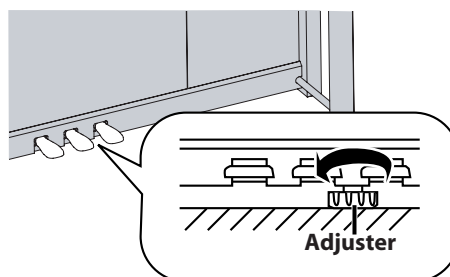


If you disconnect the pedal cable from the LX-10 while the power is turned on, the pedal effect will remain applied. You must connect or disconnect the pedal cable while the LX-10's power is switched off.

About the Adjuster

If you feel that the pedal is unstable (for example if you've moved the LX-10 to a different location), you can adjust the adjuster located on the bottom of the pedals as follows.

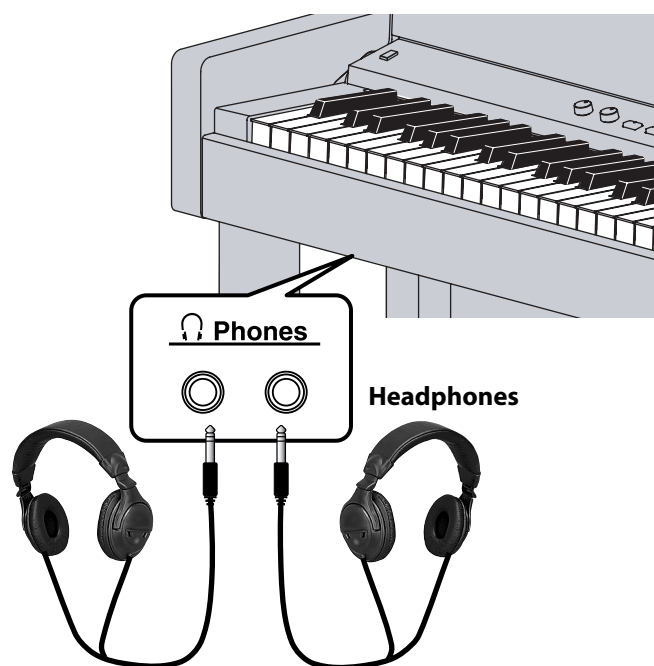
- Turn the adjuster to lower it until the adjuster is in firm contact with the floor. The pedal may be damaged if there is a gap between the adjuster and the floor. In particular, when you've placed the LX-10 on carpet, you must turn the adjuster until it is pressing firmly against the floor.



Listening through Headphones

You can use headphones to enjoy the LX-10 without disturbing those around you, such as at night. Since the LX-10 has two headphone jacks, two people can also use headphones simultaneously.

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



1. **Plug the headphones into the Phones jack located at the left of front side bottom of the LX-10's bottom panel.**

If headphones are connected, no sound will be output from the LX-10's speakers.

2. **Use the LX-10's [Volume] knob (p. 21) to adjust the headphone volume.**

Cautions when Using Headphones

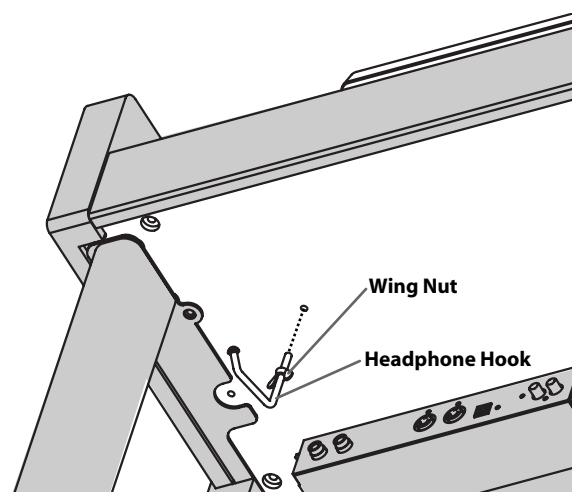
- To prevent damage to the cord's internal conductors, avoid rough handling. When using headphones, mainly try to handle either the plug or the headset.
- Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.
- Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at an appropriate volume.
- Use headphones that have a stereo 1/4" phone plug.

Using the Headphone Hook

Whenever you are not using the headphones, you can hang them on the headphone hook of the LX-10.

Attaching the Headphone Hook

1. **Press and twist the headphone hook included with the LX-10 into the hole in the bottom left of the LX-10 (refer to the figure above).**
2. **Turn the headphone hook wing nut to secure the headphone hook.**

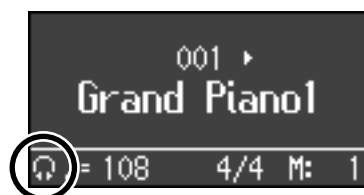


NOTE

Do not hang anything other than headphones on the headphone hook. Doing so may damage the instrument or the hook.

MEMO

If headphones are connected, a headphone symbol is shown in the lower left of the screen.



Using External Memory

A song you've recorded on the LX-10 can be saved by copying it to separately sold USB memory (p. 77). You can also copy songs to a disk using a separately sold floppy disk drive.

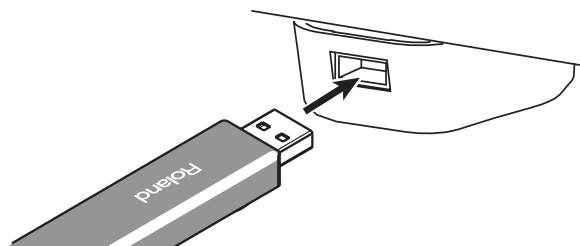
SMF Music files or audio data saved on USB memory or floppy disk can also be played back (p. 50).

NOTE

Use USB memory and floppy disk drive available from Roland. Proper operation cannot be guaranteed if other USB device is used.

Connecting USB Memory

1. Connect the USB memory to the External Memory connector.



Carefully insert the USB memory all the way in—until it is firmly in place.

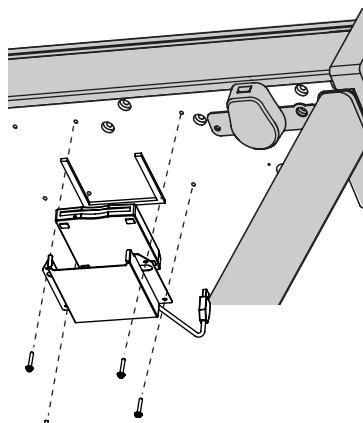
MEMO

If you're using new USB memory or floppy disk, you'll need to initialize (format) it on the LX-10. For details, refer to "Initializing the Memory" (p. 70).

Installing the Floppy Disk Drive

Attach the floppy disk drive as shown the figure, using the mounting holes on the LX-10's bottom panel.

- * For details of the attachment, refer to the owner's manual of the floppy disk drive.



Using CD

You can play back audio CDs and CD-ROMs containing saved SMF music files.

- * You can also play songs on VIMA CD-ROMs (VIMA TUNES) sold by Roland.

Precautions Concerning Use of the CD

- CDs that contain both music tracks and data will not play correctly.
- The LX-10 is capable of playing back only commercial CDs that conform the official standards—those that carry the "COMPACT disc DIGITAL AUDIO" logo.
- The usability and sound quality of audio discs that incorporate copyright protection technology and other non-standard CDs cannot be guaranteed.
- For more detailed information on audio discs featuring copyright protection technology and other non-standard CDs, please consult the disc vendor.
- You cannot save songs to CDs, and you cannot delete songs recorded to CDs. Furthermore, you cannot format CDs.

Connecting a CD Drive

- * The LX-10 does not support CD drives that are powered by the USB bus. If you use a USB-bus-powered CD drive, you must use the power supply included with the CD drive so that the drive will operate under its own power.

1. Switch off the power to the LX-10 and the CD drive to be connected.
2. Connect the USB cable included with the CD drive to the External Memory connector on the LX-10.
3. Turn on the power to the LX-10.
4. Turn on the power to the connected CD drive.

NOTE

For information on how to perform the following CD-drive operations, refer to the owner's manual for the drive.

- Switching the power on and off
- Inserting and ejecting a CD

MEMO

A list of the CD drives that have been tested and found to be compatible is available on the Roland website.
<http://www.roland.com/>

Listening to Demo Songs

Listening to the Tone Demo Songs

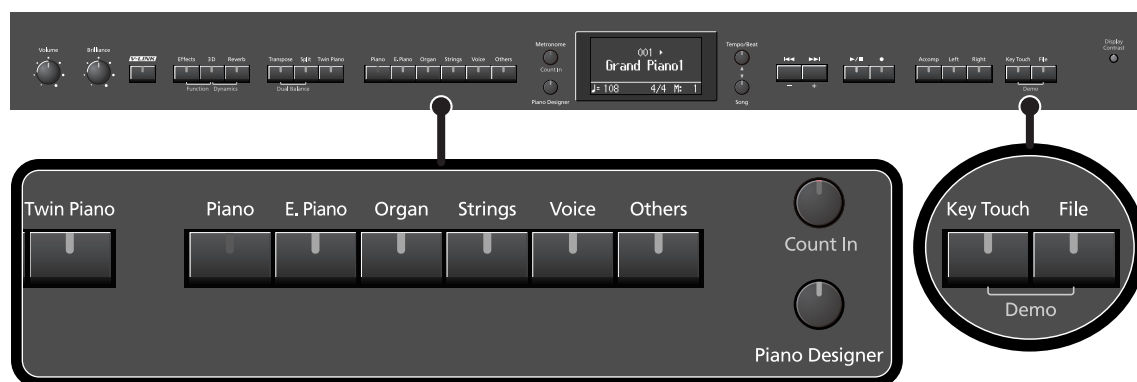
Now, try listening to demo songs.

The LX-10 comes with seven demo songs.

The six Tone buttons and the [Twin Piano] button are each assigned one demo song.

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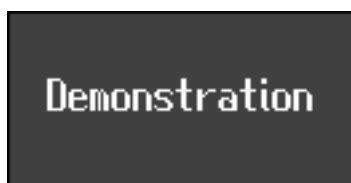
NOTE No MIDI data for the music that is played will be output.



1. Hold down the [Key Touch] button and press the [File] button.

The indicators for the Tone, [Twin Piano], and [Piano Designer] buttons flash.

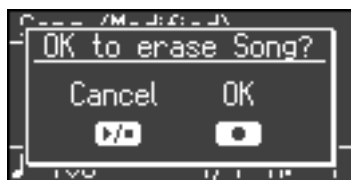
The following appears in the display.



| Button with tone demo | Demo content |
|-----------------------|---|
| [Piano] | Piano tone demo song |
| [E. Piano] | E. piano tone demo song |
| [Organ] | Organ tone demo song |
| [Strings] | Strings tone demo song |
| [Voice] | Demo song using Voice tones |
| [Others] | Demo song using Guitar tones |
| [Twin Piano] | Demo song using the Twin Piano function (p. 40) |

When the following appears in the display

If there is the performance you recorded but have not yet saved, the following display will appear if you attempt to select a song.



You cannot play back a demo song if memory contains an unsaved song.

If you want to delete your performance and play back the demo song, press the [●] button.

If you don't want to delete your performance, press the [►/■] button. If you want to save your recorded performance, refer to "Saving the Songs You Record" (p. 73).

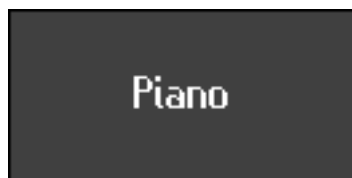
2. Press one of the six Tone buttons or the [Twin Piano] button.

The songs will play consecutively, starting with the demo song you selected.

The button for the song currently being played back flashes on and off.

When playback of the last song is reached, playback continues by returning to the first song and playing that again.

The display will show the name of the currently playing demo song.



3. To stop playback, press the flashing button.

4. Press the [Key Touch] button or the [File] button to exit Demo mode.

The indicators return to their previous state.

MEMO If a button is not flashing, it means that it has no demo song.

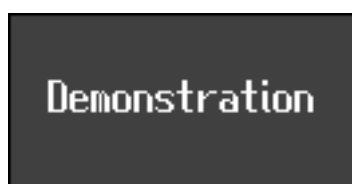
Listening to Piano Designer Demo Songs

Here's how you can listen to the differences in various sounds created by the Piano Designer function (p. 29).

1. Hold down the [Key Touch] button and press the [File] button.

The indicators for the Tone, [Twin Piano], and [Piano Designer] buttons flash.

The following appears in the display.



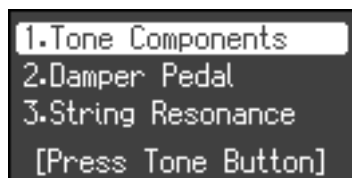
NOTE

You can't play back the demo songs if your recorded performance has not been saved. Either press the [●] button to erase your performance (p. 26), or press [▶/■] button and save your recorded performance (p. 73).

2. Press the [Piano Designer] button.

Several of the tone buttons at the left and the [Piano Designer] button will flash.

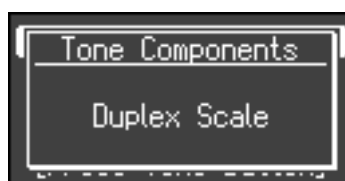
The piano designer demo screen appears.



3. Use the [▲] [▼] buttons to select the demo you want to hear.

4. Press the flashing tone button.

The demo corresponding to the button you pressed will play.



By repeating steps 3 and 4, you can listen to other demos.

5. Press the [Key Touch] button or the [File] button to exit Demo mode.

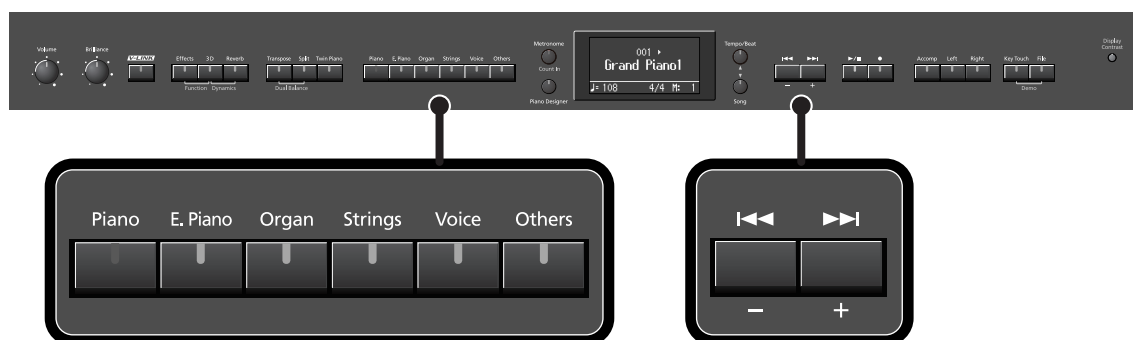
The indicators return to their previous state.

Performing with a Variety of Sounds

The LX-10 features over 300 different internal sounds, allowing you to enjoy performing with sounds suitable for many different types of music.

These onboard sounds are called “Tones.” The Tones are divided into six different groups, each of which is assigned to a different Tone button.

The Tone “Grand Piano 1” is selected when the instrument’s power is turned on.



1. Press a Tone button to select a tone group.

You'll hear the Tone assigned to Tone number 1 in the selected Tone Group. Try fingering the keyboard.

The display will indicate the name and the number of the currently selected tone.



2. Use the [-] [+] buttons to select a sound from the tone group.

The Tone you've selected is heard when you finger the keyboard.

The next time you select this Tone button, you'll hear the tone you selected here.



MEMO About the Tone name, refer to “Tone List” (p. 101).

NOTE For some sounds, there are keys that do not produce sound.

Adjusting the Piano Sound to Your Taste (Piano Designer)

The LX-10 provides a “Piano Designer” function that lets you customize the piano sound by adjusting aspects such as the sound of the sympathetically vibrating piano strings.

You can also save a favorite sound you’ve created (p. 89).

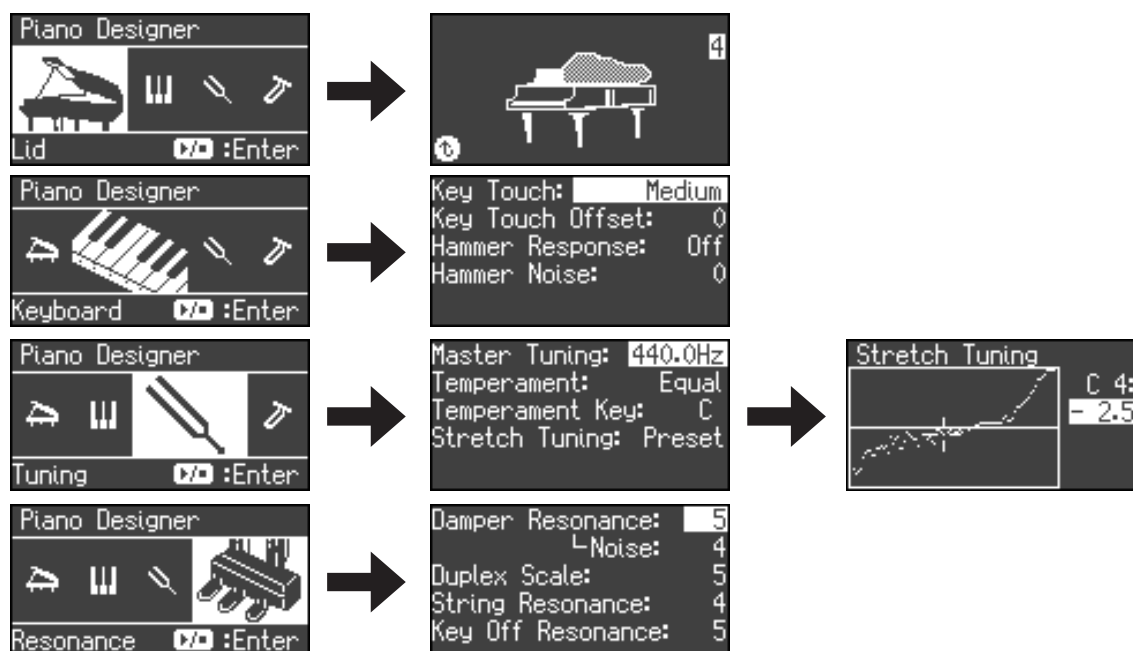
1. Press the [Piano Designer] button.

The [Piano Designer] button will light, and the Piano Designer screen appears.

The Tone “Grand Piano 1” is selected.

2. Use the [-] [+] buttons to select the setting you want to adjust, and press the [▶/■] button to enter the setting screen.

There are four Piano Designer screens.



3. Use the [▲] [▼] buttons to select the item you want to adjust.

4. Use the [-] [+] buttons to adjust the setting.

The lid setting can also be adjusted using the [▲] [▼] buttons.

5. Press the [Piano Designer] button to return to the previous screen.

6. Repeat steps 3–6 to adjust the piano sound to your taste.

7. Press the [Piano Designer] button to return to the tone select screen.

Performing

| Display | Parameter | Value | Description |
|------------------|--------------------------|--|--|
| Lid | Open/Close Lid | 0–6 | Adjusts the extent to which the lid of the grand piano is open. The sound will become more mellow as you close the lid of the piano in the screen. The sound will become brighter as you open the lid of the piano in the screen. |
| Keyboard | Key Touch | Fixed, Super Light, Light, Medium, Heavy, Super Heavy | Adjusts the touch sensitivity of the keyboard. If you select “Fixed,” notes will sound at a uniform volume regardless of how strongly you play the keyboard. |
| | Key Touch Offset | -10–0–9 | This lets you make further detailed adjustments to the keyboard sensitivity as appropriate for the strength of your fingers. Higher settings will produce a heavier playing feel. |
| | Hammer Response | Off, 1–10 | This adjusts the time from when you play a key until the piano sound is heard. Higher settings will produce slower response. If this is OFF, the sound will be heard as soon as you strike the key, regardless of how strongly you strike it. |
| | Hammer Noise | -2–0–+2 | This adjusts the sound produced when the hammer of an acoustic piano strikes the string. Higher settings will produce a louder sound of the hammer striking the string. |
| Tuning | Master Tuning | 415.3–440.0–466.2 Hz | This adjusts the LX-10s standard pitch (the pitch of the middle A note). |
| | Temperament | Equal, Just (Major), Just (Minor), Arabic, Kirnberger, Meantone, Pythagorean, Werkmeister | You can play classical styles such as Baroque using historic temperaments (tuning methods). Most modern songs are composed for and played in equal temperament, the most common tuning in use today. But at one time, there were a wide variety of other tuning systems in existence. By playing in the temperament that was in use when a composition was created, you can experience the sonorities of chords originally intended for that song. For details, refer to “Temperaments” (p. 31). |
| | Tonic | C–B | When playing with tuning other than equal temperament, you need to specify the tonic note for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key). If you choose an equal temperament, there’s no need to select a tonic note. |
| | Stretch Tuning | Off, Preset, User (User: -50–0–+50) | This lets you specify the amount of “stretched tuning,” a tuning method specifically for pianos, in which the high range is tuned slightly sharper, and the low range is tuned slightly flatter. If you select “Preset,” a standard tuning curve created for the LX-10 will be used. If you select “User,” you’ll be able to edit the stretched tuning yourself. Play the key whose pitch you want to adjust, then use the [-] [+] buttons to adjust its pitch. (If you adjust the “Preset” setting, the selection will change to “User.”) |
| Resonance | Damper Resonance | Off, 1–10 | This adjusts the damper resonance of the acoustic piano sound (the sympathetic vibration produced in strings other than those actually played when you press the damper pedal). Higher settings will make the sympathetic vibration louder. |
| | Damper Noise | Off, 1–10 | This adjusts the damper noise of the acoustic piano sound (the sound of the damper releasing the strings when you press the damper pedal). |
| | Duplex Scale | Off, 1–10 | This adjusts the sympathetic vibrations of an acoustic piano’s Duplex Scale (p. 31). Higher settings will make the sympathetic vibration louder. |
| | String Resonance | Off, 1–10 | This adjusts the string resonance of the acoustic piano sound (the sympathetic vibrations of strings for previously played notes that occur when you play another note). Higher settings will make the sympathetic vibration louder. |
| | Key Off Resonance | Off, 1–10 | This adjusts sympathetic vibrations such as an acoustic piano’s key-off sound (the subtle sound that occurs when you release a note). Higher settings will make the sympathetic vibration louder. |

Temperaments

| Temperament | Qualities |
|---------------------|--|
| Equal | In this tuning, each octave is divided into twelve equal steps. Every interval produces about the same amount of slight dissonance. |
| Just (Major) | This tuning eliminates ambiguities in the fifths and thirds. It is unsuited to playing melodies and cannot be transposed, but is capable of beautiful sonorities. |
| Just (Minor) | The Just tunings differ from major and minor keys. You can get the same effect with the minor scale as with the major scale. |
| Arabic | This tuning is suitable for the music of Arabia. |
| Kirnberger | This is an improvement of the Meantone and Just tunings that provides a high degree of freedom of modulation. Performances are possible in all keys (III). |
| Meantone | This scale makes some compromises in just intonation, enabling transposition to other keys. |
| Pythagorean | This tuning, devised by the philosopher Pythagoras, eliminates dissonance in fourths and fifths. Dissonance is produced by third-interval chords, but melodies are euphonious. |
| Werkmeister | This temperament combines the Meantone and Pythagorean tunings. Performances are possible in all keys (first technique, III). |

What is the Duplex Scale?

The Duplex Scale is a system of sympathetically vibrating strings sometimes included in grand pianos.

These sympathetically vibrating strings are not struck directly with hammers, but sound by vibrating in sympathy with the vibrations of other strings. By resonating with the overtones, these strings add richness and brilliance to the sound. These sympathetic strings are added only to the high register above approximately C4. Since they do not have a damper (a mechanism that stops them from sounding), they will continue sounding even after you play a note and then release it to stop the sound of the string that was actually struck.

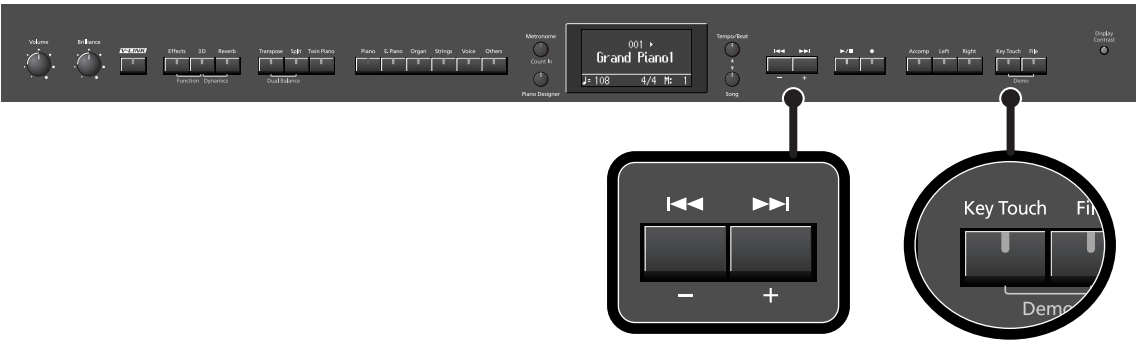
Duplex scaling is often seen on expensive grand pianos, but some manufacturers do not use it. It is rarely used on upright pianos.

Saving the Piano Designer Settings

The piano sound you create using Piano Designer will return to its original state when you turn off the power. If you want to keep the sound you created so that it will be preserved even when the power is off, execute the Memory Backup operation (p. 89) to save your settings.

Adjusting the Keyboard Sensitivity (Key Touch)

You can change the touch sensitivity, or response of the keys. You can adjust the keyboard touch as appropriate for the playing strength of the person who is performing.



1. Press the [Key Touch] button so it's flash.



2. Press the [-] [+] buttons to select the keyboard touch.

| Indicate | Button color | Description |
|-------------|--------------|--|
| Fixed | Orange | The sound plays at one set volume, regardless of the force used to play the keys. |
| Super Light | Green | This setting produces the lightest keyboard touch. |
| Light | Green | You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easy to play, even for children. |
| Medium | Dark | This sets the standard keyboard touch. You can play with the most natural touch. This is the closest to the touch of an acoustic piano. |
| Heavy | Red | You have to finger the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. Dynamic fingering adds even more feeling to what you play. |
| Super Heavy | Red | This setting produces the heaviest keyboard touch. |

3. Press the [Key Touch] button so its illumination is turned off.



You can specify the volume at which the sound plays when the keyboard touch is set to “Fixed.” Refer to “Changing the Velocity When the Key Touch is Set to “Fixed” (Fix Velocity)” (p. 84).



You can also specify the keyboard touch from the Piano Designer screen. There you can also make more detailed settings for keyboard touch (p. 30).



You can use the Memory Backup function to store this setting in internal memory (p. 89).

Adding Spatial Depth to the Sound (3D Sound Control)

The LX-10 provides a “3D Sound Control” function, which creates the sense of spatial depth that you experience when playing a grand piano. This function adds the natural resonance and spaciousness that are characteristic of an acoustic piano.



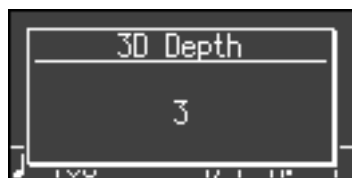
1. Press the [3D] button so it's lit.

The 3D Sound Control function will be turned on, and the sound will have more spatial depth.

2. While holding down the [3D] button, use the [-] [+] buttons to adjust the spatial depth of the sound.

You can adjust the spatial depth over four levels.

Increasing the value will increase the spatial depth of the sound.



MEMO You can use the Memory Backup function to store this setting in internal memory (p. 89).

MEMO You can change the way in which the 3D Sound Control function is applied (p. 88).

NOTE 3D Sound Control cannot be applied to audio data or a music CD.

NOTE 3D Sound Control does not affect the sound from the Input jack or the sound of external devices connected to the MIDI Out connector.

NOTE If the Piano Designer screen is displayed, 3D Sound Control will be turned off.

NOTE When you turn Twin Piano on, 3D Sound Control will be turned off.

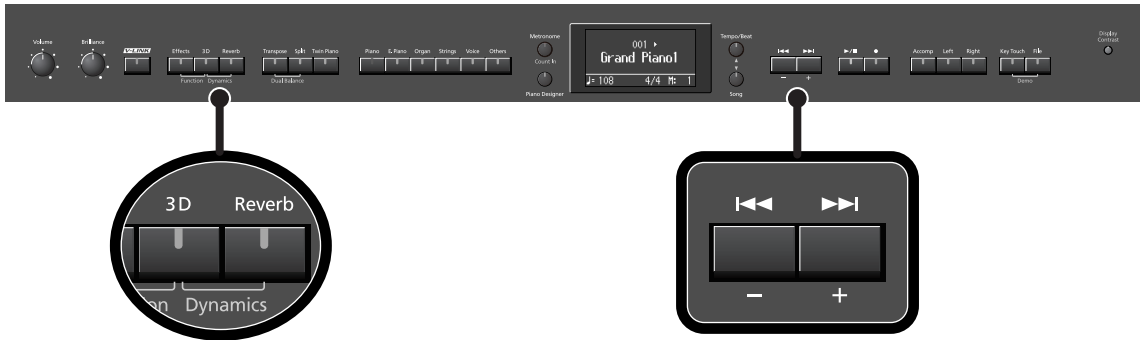
NOTE If you use the Playback Transpose function (p. 58) or the Center Cancel function (p. 59) when a music CD song or an audio file is selected, 3D Sound Control will be turned off.

Turning off 3D Sound Control

1. Press the [3D] button so its light is turned off.

Adding Liveliness to the Sound (Dynamics Sound Control)

You can add liveliness to the sound to give it superb clarity and distinctness.

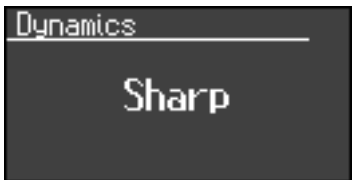


1. Hold down the [3D] button and press the [Reverb] button.

A screen appears, allowing you to select the type of Dynamics Sound Control.



2. Use the [-] [+] buttons to select the desired sound control setting.



| Indicate | Description |
|----------|--|
| Off | Dynamics sound control is turned off. |
| Sharp | Creates a sound with boosted bass and treble. |
| Clear | Produces a sound with chords in the low registers that are clear and distinct. |
| Power | Creates a sound with boosted bass. |

3. Press the [3D] button or the [Reverb] button.

You will return to the normal screen.

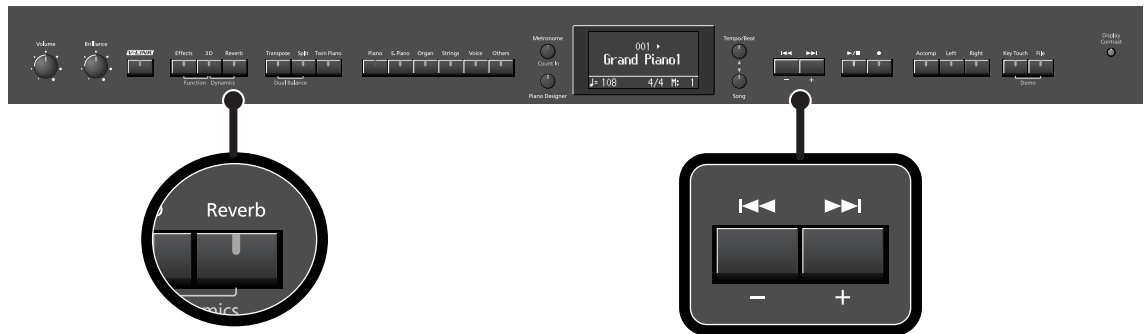
MEMO You can use the Memory Backup function to store this setting in internal memory (p. 89).

NOTE For some sounds, you may hear distortion. If so, lower the master gain (p. 88).

NOTE Dynamics Sound Control does not affect the sound from the Input jack or the sound of external devices connected to the MIDI Out connector.

Adding Reverberation to Sounds (Reverb Effect)

You can apply a reverb effect to the notes you play on the keyboard. With the reverb effect, you obtain a pleasant reverberation, making it sound as if you were performing in a concert hall or similar space.



1. Press the [Reverb] button so it's lit.

Try fingering the keyboard.

The reverb effect is applied to the entire tone.

NOTE Reverb cannot be applied to audio data or a music CD.

Turning Off the Reverb Effect

1. Press the [Reverb] button so its light is turned off.

NOTE Reverb will not be applied if Twin Piano is turned on with Twin Piano Mode "2" selected.

Changing the Depth of Reverb Effect

You can select from ten levels of depth for the reverb effect.

1. Hold down the [Reverb] button and press the [-] [+] buttons.

The depth for the reverb effect appears in the display.



MEMO You can use the Memory Backup function to store this setting in internal memory (p. 89).

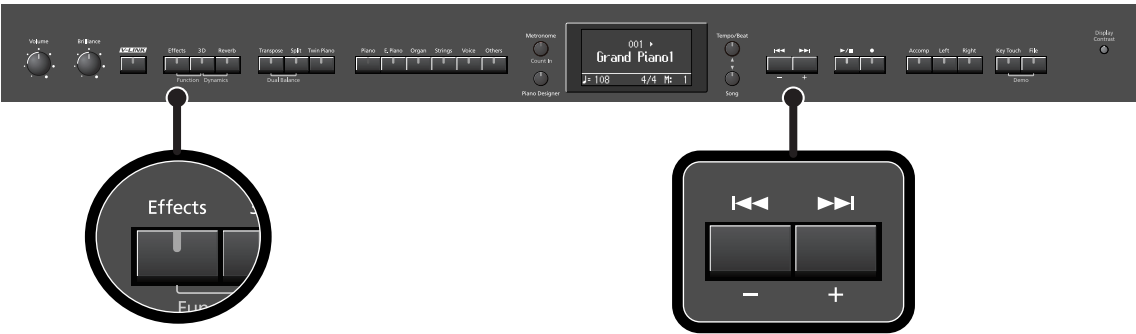
NOTE You cannot make separate reverb effect depth settings for each individual tone. The effect will be applied with the same depth to all tones.

NOTE This will not change the reverb depth for the song that is playing back.

Adding a Variety Effects to the Sound (Effects)

In addition to reverb, you can apply a variety of effects to the LX-10’s sounds. These are referred to as “effects.” With the factory settings, an effect suitable for each tone is selected.

NOTE Effects may not be applied with some of sounds.



1. Press the [Effects] button so it’s lit.

Try fingering the keyboard.
The effect is applied to the currently selected tone.

MEMO Some tones initially have effect applied. Selecting such a tone makes the [Effects] button light up automatically.

NOTE Effects cannot be applied to audio data or a music CD.

Turning Off the Effects

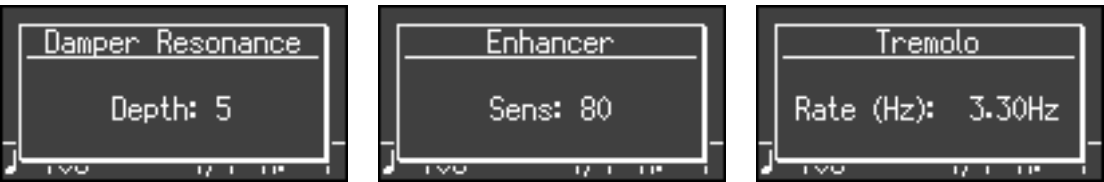
1. Press the [Effects] button so its light is turned off.

Editing the Effect Settings

Here’s how to edit the settings of the effect.

1. Hold down the [Effects] button and press the [-] [+] buttons.

The screen will show the effect parameters and their values.



The most suitable type of effect is assigned for each tone.

NOTE Depending on settings such as 3D Sound Control, the effect may not be applied in some cases.

Adding a Spinning Sound to Organ Tones (Rotary Effect)

The Rotary effect is applied to some Organ tones you can select with the [Organ] button. When one of these tones is selected, you can use the [Effects] button to change the speed of the rotary effect.

What's the Rotary Effect?

What the rotary effect does is to add a "spinning" effect similar to the sound of an organ using a rotating speaker. In most rotary speakers, the high-frequency speaker and low-frequency speaker rotate at different speeds. The LX-10 can simulate this complex type of modulation.

1. Press the [Effects] button to switch the speed of the rotary effect between rapid and slow rotation.

Pressing the [Effects] button toggles the rotary effect between fast and slow rotation.

If the [Effects] button is flashing rapidly, the rotary effect is being applied with the fast rotational speed. If the [Effects] button is flashing slowly, the rotary effect is being applied with the slow rotational speed.

Changing the Key of the Keyboard (Key Transpose)

The “Key Transpose” function lets you play a song at a different key. If you’re accompanying a singer, you can use the Key Transpose function to shift the pitch to a key that’s comfortable for the singer while you continue playing in the same familiar key (fingering).

You can also use this function to transpose the pitch of your playing without changing your fingering on the keyboard. For example, if the song is in a difficult key with numerous sharps (♯) or flats (♭), you can transpose to a key that’s easier for you to play.

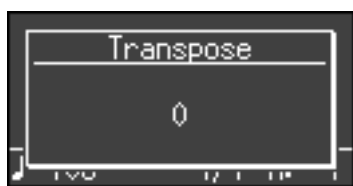


On the LX-10, you can transpose the pitch of just the keyboard, or the pitch of the keyboard and song together, or the pitch of just the song (Transpose Mode; p. 84).

When the LX-10 is shipped from the factory, it is set so that the pitch of the keyboard and song will be transposed together “Changing the Key of the Song Playback (Playback Transpose)” (p. 58).

1. Hold down the [Transpose] button and press the key corresponding to the tonic of the desired key. (In this case, the note will not sound.)

The Key Transpose settings value continues to appear in the display while the [Transpose] button is held down.



With the [Transpose] button held down, you can change the value, even by pressing the [-] [+] buttons.

The available range is -6–0–+5 (semitone steps).

If this is set to a value other than 0, the [Transpose] button will light.

If the transpose value is not “0,” you can use the [Transpose] button to turn the Transpose function on/off.

When you release the [Transpose] button, you return to the previous screen.



By holding down the [Transpose] button and pressing both the [-] and [+] buttons simultaneously, the setting returns to its original value (0).

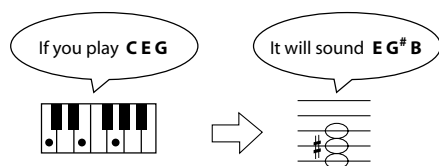
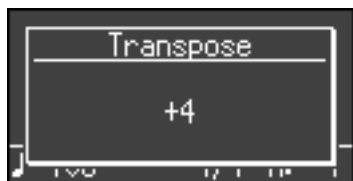


If you set Transpose Mode (p. 84) to “Song,” the Key Transpose function will not be applied.

Example: Playing a Song in the Key of E Major After Transposition to C Major

Hold down the [Transpose] button and press the E key (since E is the tonic).

Counting from C as a reference point, one moves up four keys, including the black keys, to reach E, thus "+4" appears in the display.

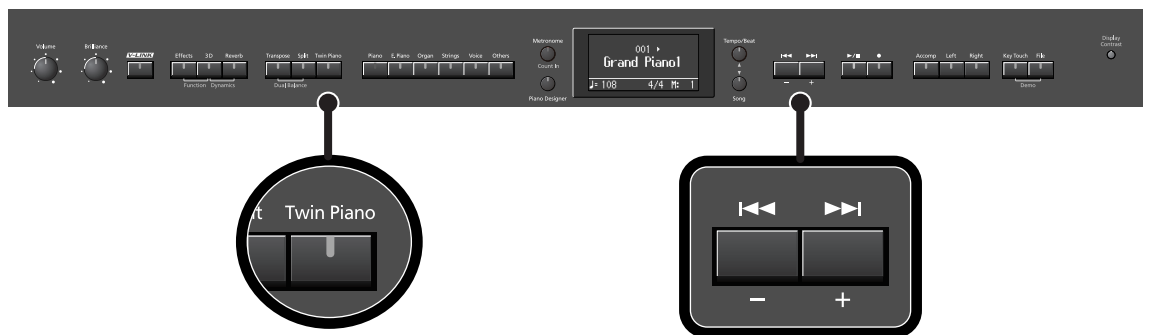
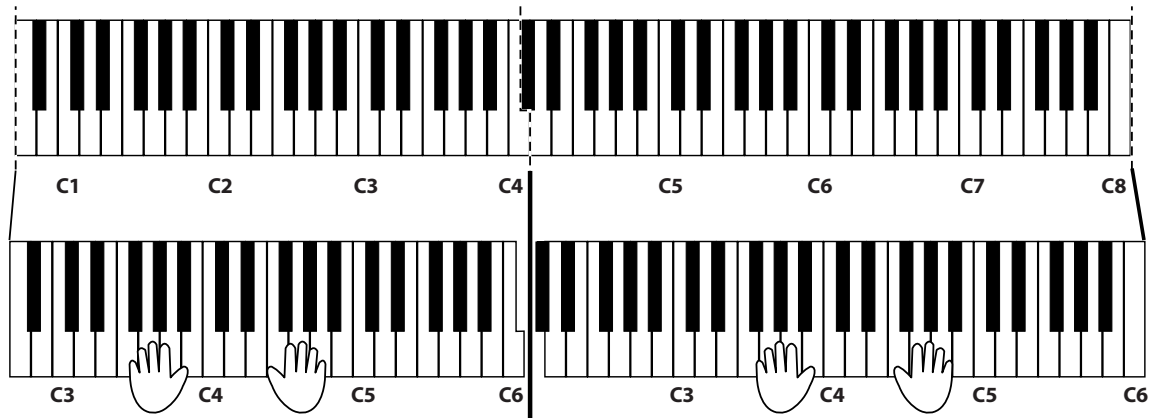


If you switch songs or turn off the power, the Transpose setting will return to "0."

Dividing the Keyboard for Two-person Performance (Twin Piano)

You can divide the keyboard into left and right areas so that two people can play the same range of pitches.

This means that you'll be able to use the keyboard as though it were two separate pianos. For example, this provides a convenient way for one person to follow along with another person's performance to check it.



1. Press the [Twin Piano] button, getting its indicator to light.



When you turn Twin Piano on, the instrument will be in the following state.

- The keyboard will be divided into left and right areas, with “middle C” located in the center of each area.
- The left and right areas will have the same sound (Grand Piano 1).
- The right pedal will be the damper pedal for the right area, and the left pedal will be the damper pedal for the left area.
- If the Split function or the Dual function was on when you turned Twin Piano on, the Split function and the Dual function will be turned off.
- 3D Sound Control and the effect will be off.

Turning Off Twin Piano

1. Press the [Twin Piano] button so its illumination is turned off.

Changing the Way in which the Sound is Heard (Twin Piano Mode)

1. Hold down the [Twin Piano] button and press the [-] [+] buttons.

You can choose one of the following ways in which the sound will be heard.



| Indicate | Description |
|----------|---|
| 1 | As usual, the sound will be heard from the right as you play toward the right of the keyboard, and from the left as you play toward the left. |
| 2 | Notes played in the right area will be heard from the right speaker, and notes played in the left area will be heard from the left speaker. |

NOTE If you set Twin Piano mode to “2,” reverb will no longer be applied when you turn on Twin Piano mode.

NOTE For some sounds, the sound may not be split even if you set Twin Piano mode to “2.”

MEMO You can use the Memory Backup function to store this setting in internal memory (p. 89).

Performing with Two Layered Tones (Dual Play)

You can play two different sounds from a single key at the same time. This method of performance is called “Dual Play.”

As an example, let’s try layering piano and strings sounds.



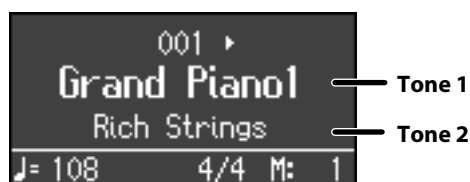
1. Hold down the [Piano] button and press the [Strings] button.

The indicators for both buttons light.

Try fingering the keyboard. Both the piano and string sounds play.

Pressing two Tone buttons at the same time in this manner activates Dual Play.

Of the two selected tones, the one for the tone button at left is called “Tone 1” and the one for the button at right is called “Tone 2.”



Here, the piano tone is the Tone 1 and the strings tone is the Tone 2.

NOTE You can’t select Dual Play if you’ve turned on Split play or Twin Piano.

Turning Off Dual Play

1. Press any one of the Tone buttons.

Now you’ll hear only the tone of the button you pressed.

MEMO You can change the pitch of the Tone 2 an octave at a time. Refer to “Changing the Pitch of the Tone in Octave Steps (Octave Shift)” (p. 84).

MEMO You can vary the volume-level balance of the two tones. Refer to “Changing the Volume Balance for Dual Play” (p. 44).

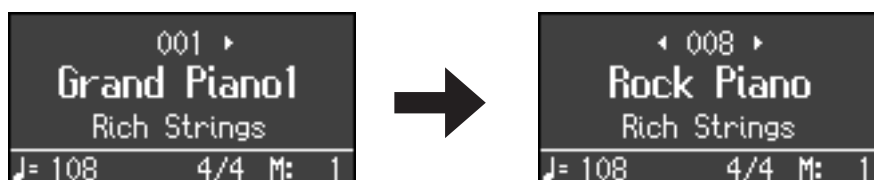
If you press the pedals while using Dual Play, the effect will be applied to both Tone 1 and Tone 2. **MEMO** However, you can change this setting so that the pedals will affect only one of the tones. Refer to “Changing How the Pedal Effects Are Applied (Damper/Center/Left Pedal Part)” p. 85.

NOTE Depending on the combination of the two tones, the effect may not be applied to Tone 2.

Changing the Tone Variations

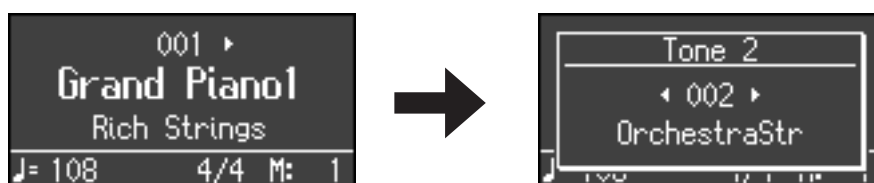
Changing the Tone 1

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



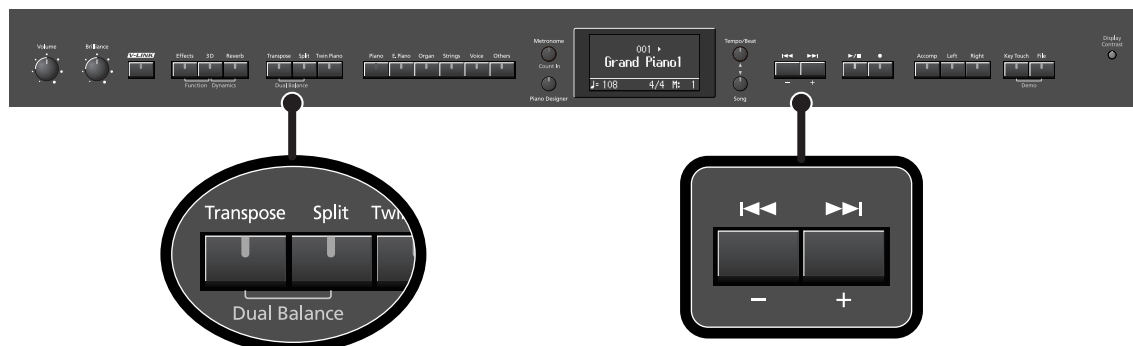
Changing the Tone 2

1. Hold down the Tone button for the Tone 2 (the rightmost of the lit Tone buttons), and press the [-] [+] buttons.



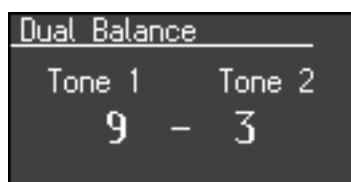
Changing the Volume Balance for Dual Play

You can change the volume balance of the Tones 1 and 2.



1. Hold down the [Transpose] button and press the [Split] button.

The current volume balance is shown.



2. Press the [-] [+] buttons to change the volume balance.

The volume balance will change.

If you want to return to the original volume balance, press the [-] [+] buttons simultaneously.



3. Press the [Transpose] button or [Split] button to return to the tone select screen.

MEMO You can use the Memory Backup function to store this setting in internal memory (p. 89).

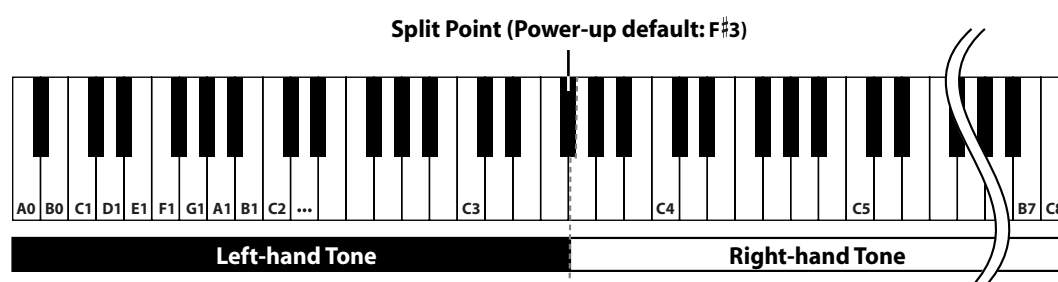
Performing with Different Tones in the Left and Right Sides of the Keyboard (Split Play)

Performing with the keyboard divided at a certain key into a left side and a right side is called “Split Play,” and the point at which the keyboard is divided is called the “split point.”

In Split Play, you can have a different tone sound in the left and right sides.

When the instrument is turned on, the split point is set to “F # 3.” The split point key is included in the left side.

While in Split Play, a sound played in the right side is called a “right-hand tone,” and the sound played in the left side is called a “left-hand tone.”



As an example, here's how to play the tone of the [Piano] button as part of a Split play.



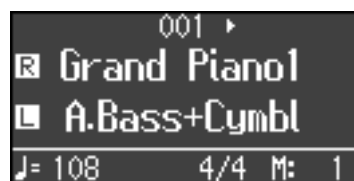
1. Press the [Piano] button.

Now, the piano tone is selected.

2. Press the [Split] button, getting its indicator to light.

The keyboard will be divided into left and right sides.

The F # 3 key forms the division between the left and right sides of the keyboard.



The right-hand section of the keyboard plays piano tone, and the left-hand section plays “A. Bass+Cymbal” tone.

Turning Off Split Play

1. Press the [Split] button so its illumination is turned off.

The right-hand tone becomes the tone for the entire keyboard.



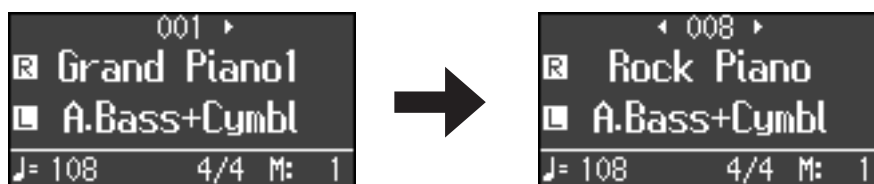
When you switch from Dual Play (p. 42) to Split Play, the Tone 1 used in Dual Play is selected as the right-hand one for Split Play.

Switching Tone Groups and Tone Variations

Changing the Right-hand Tone

1. Press the Tone button to choose a tone group.

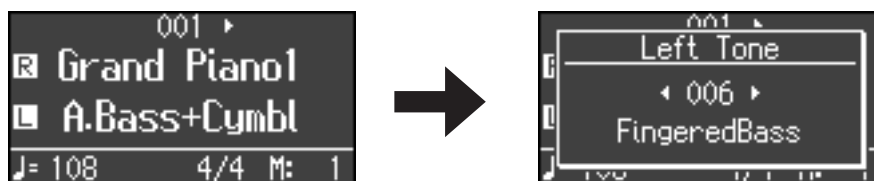
2. Press the [-] [+] buttons to select a variation tone.



Changing the Left-hand Tone

1. Hold down the [Split] button and press the Tone button to choose a tone group.

2. Hold down the [Split] button and press the [-] [+] buttons to select a variation tone.



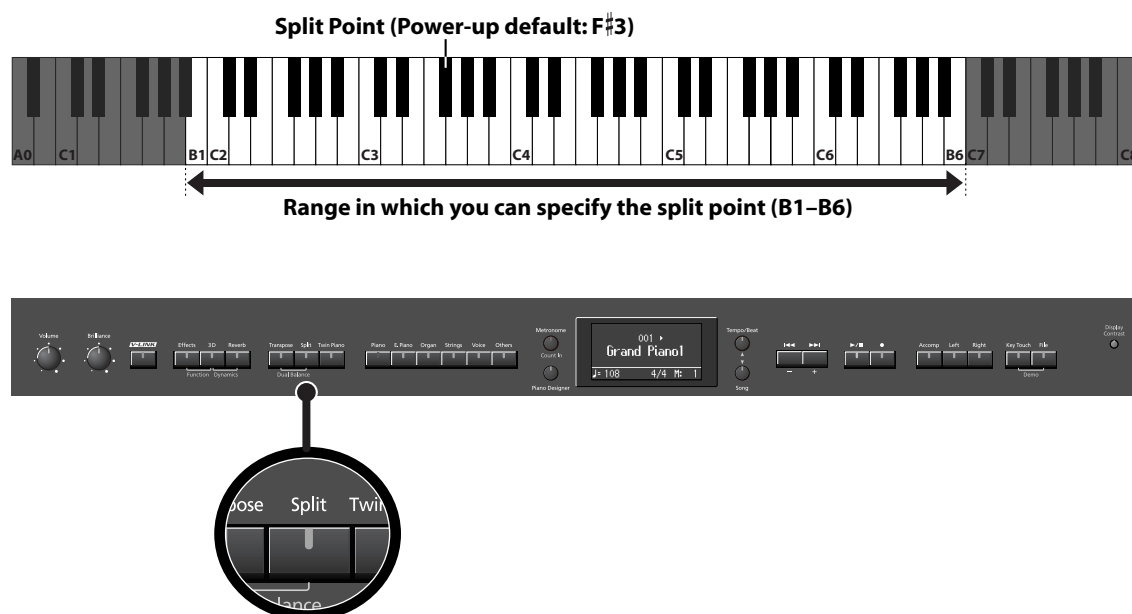
You can change the pitch of the left-hand tone an octave at a time. Refer to “Changing the Pitch of the Tone in Octave Steps (Octave Shift)” (p. 84).

Changing the Keyboard's Split Point

You can change the split point (the key at which the keyboard is divided).

The split point can be set to any value from B1 through B6.

This is set to "F # 3" at the factory settings.



1. Hold down the [Split] button and press a key set as the split point.

The key you pressed becomes the split point, and appears in the display.



The key being used as the split point belongs to the left-hand section of the keyboard.

The previous display will reappear when you release the [Split] button.

The name of the left-hand tone is displayed while you hold down the [Split] button.

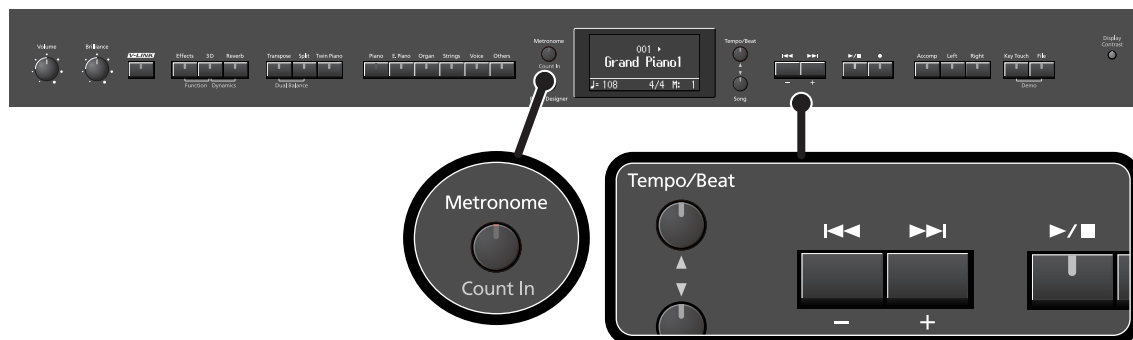


You can use the Memory Backup function to store this setting in internal memory (p. 89).

Performing with the Metronome

You can perform while the metronome sounds. The LX-10 provides a versatile Metronome function. You can adjust the volume or time signature of the metronome, and change the way that beats are marked. If a song is playing, the metronome will sound at the tempo and time signature of that song.

NOTE The metronome will not sound while audio data or a music CD is playing.

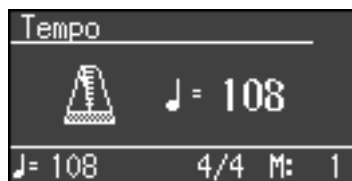


1. Press the [Metronome] button so it's lit.

The metronome screen appears, and the metronome will be heard.

The [Metronome] button flashes in red and green in time with the beat selected at that time.

The indicator lights in red on the downbeats, and in green on weak beats.



MEMO You can change the sound of the metronome (p. 83).

Stopping the Metronome Function

1. Press the [Metronome] button so its light is turned off.

Changing the Tempo

1. Press the [Tempo/Beat] button several times so it's lit in red.

The tempo is displayed.

If audio data or a music CD song is selected, the "audio tempo" (p. 57) is displayed. In this case, press the [Tempo/Beat] button once again to display the tempo.



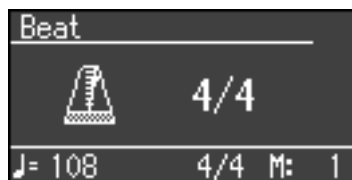
2. Press the [-] [+] buttons to adjust the tempo.

The tempo is set in terms of the value of a quarter note, with possible values ranging from 10 up to 500.

Changing the Beat

1. Press the [Tempo/Beat] button several times so it's lit in green.

The beat is displayed.



2. Press the [-] [+] buttons to select the beat.

With the "0/4" setting, only weak beats will be sounded.

MEMO When you record your performance, it will record in the beat that is selected.

MEMO You can change the way in which the metronome will distinguish the beats.
For details, refer to "Changing How the Metronome Marks the Beat (Metronome Pattern)" p. 83.

MEMO When you play back a song, the metronome's beat will be set to the beat of that song.

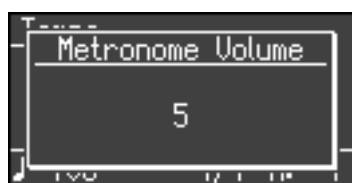
NOTE You can't change the metronome's beat while a song is playing.

Changing the Volume

The volume of the metronome can be adjusted, with 11 volume levels available.

1. While holding down the [Metronome] button, press the [-] or [+] button.

The display will indicate the metronome volume.



MEMO When the metronome volume is set to "0," the metronome sound does not play.

Sounding a Count to Keep Your Timing Accurate

A "count-in" is a count that is sounded before the song begins to play.

If you're playing along with a song, you can sound a count to make it easier to synchronize your own playing with the song.

1. Press the [▶/■] button while the metronome is sounding.

A two-measure count sounds before the song plays.

MEMO A "count-down" is a count that is sounded at the end of the song's introduction (before you begin playing the keyboard) (p. 84).

Playing Back Songs

Listening to Songs

The LX-10 allows you to select and play built-in piano songs (74 songs) as well as the following.

- SMF music files (when USB memory, CD drive, or floppy disk drive is connected)
- Audio data (WAV) (when USB memory or CD drive is connected)
- VIMA TUNES (CD-ROM for VIMA), music CDs (when CD drive is connected)

MEMO For details on the types of audio data that can be played by the LX-10, refer to p. 99.



Selecting a Song

1. Press the [Song] button so it's lit.

The following appears in the display.

MEMO

Songs can be selected from internal memory only if the song you want to hear has already been saved in internal memory. For details, refer to "Copying a Song" (p. 77).



2. Press the [-] [+] buttons to select the song.

If an internal preset song is selected, the screen will indicate "Preset."

Songs in internal memory are indicated as "Internal," songs in USB memory as "External," songs on floppy disk as "Disk," songs on CD-ROM as "CD," and songs on a music CD as "Music CD."

If a WAV song is selected, the indication "Audio" will appear below the song name.

To select a song that's inside a folder, select the folder and press the [▶/■] button.

To exit the folder, select "Up" and press the [▶/■] button.

NOTE If a folder contains 500 or more files and/or folders, some of the files and folders may not be displayed.

Playing the Song

3. Press the [▶/■] button.

The selected song will play. The selected song is played to the end, and then playback stops.

To stop playback, press the [▶/■] button once more.

The next time you press the [▶/■] button, playback will resume from the point at which you stopped.

MEMO

If you play back song data that contains lyrics, the lyrics will be shown in the screen. You can specify whether the lyrics will be shown (p. 88).

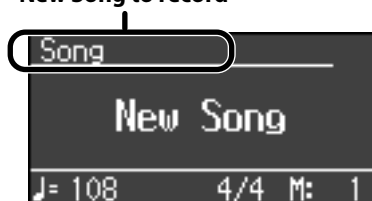
Fast-forward and Rewind

- Press the [►►] button to move to the beginning of the next song.
- Press the [◀◀] button to move to the beginning of the currently selected song. If you're already at the beginning of the song, you will move to the beginning of the preceding song.
- If you hold down the [►►] button while a song is playing, the song will fast-forward.
- If you hold down the [◀◀] button while a song is playing, the song will rewind.

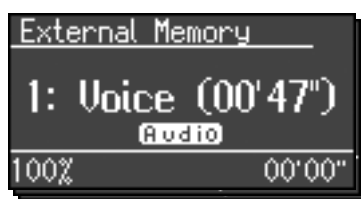
About the Song Select Screen

The song select screen shows the following information.

New Song to record



Song in USB Memory



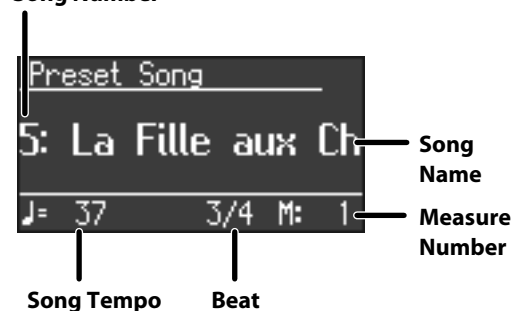
Song in Internal Memory



Internal Preset Song



Song Number



By holding down the [Song] button and pressing the [-] [+] buttons, you can quickly select the first song in each song group; e.g., "the first song in external memory," "the first song in internal memory," or "the first internal preset song."



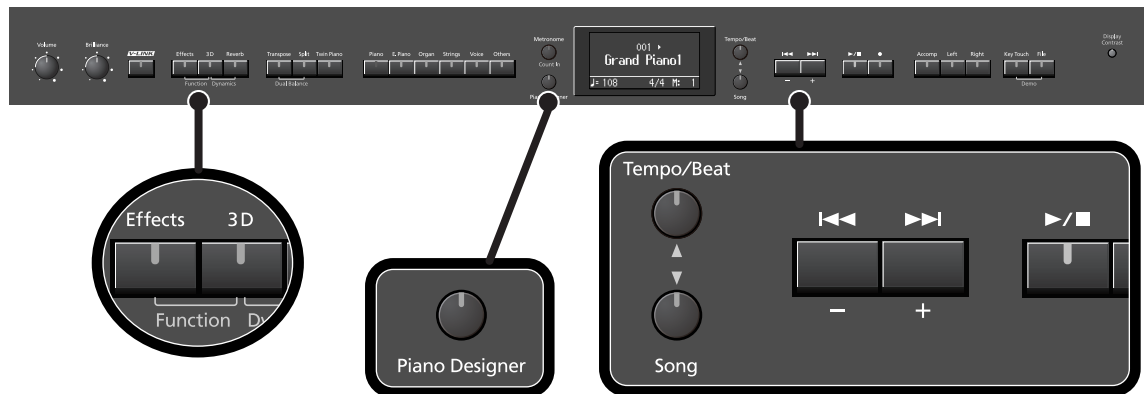
You won't be able to select "external memory" if there are no songs on the USB memory, or if no USB memory is connected.



About the name of the internal song, refer to "Internal Song List" (p. 108).

Playing Back All Songs Continuously (All Song Play)

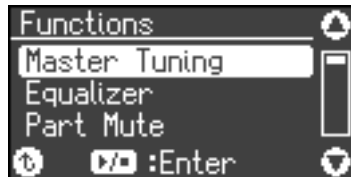
All songs in internal memory can be played repeatedly in succession.



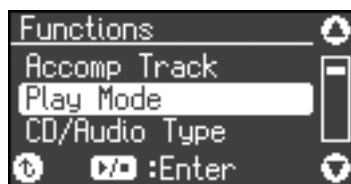
Making Preparations for Continuous Playback

1. Hold down the [Effects] button and press the [3D] button.

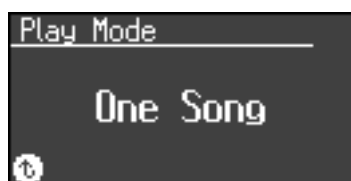
A screen like the following will appear, and you'll be in Function mode.



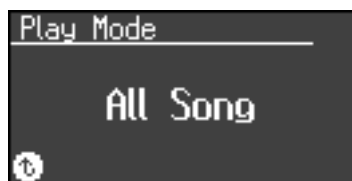
2. Use the [▲] [▼] buttons to select "Play Mode."



3. Press the [▶/■] button to enter the setting screen.



4. Press the [-] [+] buttons to select “All Song.”



5. Press the [Piano Designer] button twice.

You will return to the tone select screen.

Specifying the First Song

6. Press the [Song] button so it's lit.

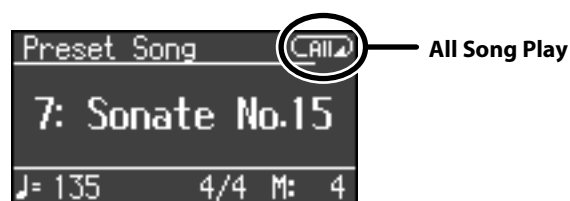
7. Press the [-] [+] buttons to select the song.

8. Press the [▶/■] button.

The songs will play successively, starting with the selected song.

When the last song finishes playing, playback will return to the first song and then continue.

If you're playing in All Song Play mode, a symbol to indicate this is shown in the upper right of the screen.



The songs in internal memory will play consecutively if an internal memory song is selected, and the songs in USB memory will play consecutively if a USB memory song is selected.

To Stop Playback

9. Press the [▶/■] button so its illumination is turned off.

The next time you press the [▶/■] button, playback will resume from the point at which you stopped.



You can use the Memory Backup function to store this setting in internal memory (p. 89).



By holding down the [Song] button and pressing the [▶/■] button, you can play all songs regardless of the Song Play mode.

Listening to Each Part Separately

When playing back internal songs or external memory songs, you can select the performance parts that will play.

You can also practice each hand separately while playing along with the song.

NOTE You can't play back (mute) individual parts for audio data or a song from a music CD.

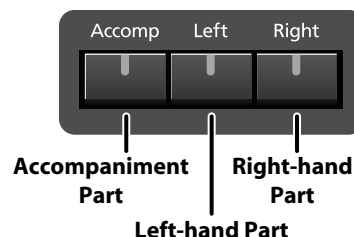


The performance data is assigned to the Track buttons as shown below.

The left-hand performance is assigned to the Track [Left] button, the right-hand performance is assigned to the Track [Right] button, and other performance is assigned to the Track [Accomp] button. "Tracks" are areas in which music files is held, and buttons [Left], [Right], and [Accomp] are referred to as the "track buttons."



Some songs don't include an accompaniment.
If you select one of these songs, the [Accomp] button will not light.



1. **Select the song that you want to play (p. 50).**
2. **Press the [▶/■] button to play the song.**
3. **Select the part that you don't want to play back.**

Press the Track [Left] button, Track [Right] button, or the Track [Accomp] button.

The button you pressed will go out, and the corresponding part will no longer be heard.

Temporarily silencing a specific part in this way is called "muting."



For example, if you want to practice the right-hand part, press the Track [Right] button so its illumination is turned off. When you play back the song, the right-hand part will not play.



You can select the part that will be muted when you press the Track [Accomp] button and turn off its light. Please refer to p. 82.



If you mute the accompaniment part before initiating playback, you can skip the intro.

4. **If you again press the button you selected in step 3, so the button is lit, the sound of that part will be heard.**

NOTE Mute settings will be cleared when you switch songs.

Determining the Volume of a Muted Part

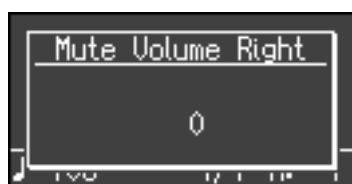
Here's how to adjust the volume that a part will have after you've pressed a track button to mute the playback while playing back a song.

The LX-10 lets you play back a specific part at a reduced volume so you can use that part as a "guide" for your own playing.

1. Hold down a track button and use the [-] [+] buttons to specify the volume that the track will have when its playback is muted.

The volume for when the track is muted will be shown while you hold down the track button.

The track mute volume can be set to any value from 0 to 80.



When you turn off the power, the track mute volume will be reset to "0."

Changing the Song Playback Volume

Here's how to change the volume at which the song will play.

When you're practicing along with a song, this allows you to adjust the volume balance between your keyboard performance and the song playback.

1. While holding down the [▶/■] button, press the [-] [+] buttons.

The song playback volume is displayed while you hold down the [▶/■] button.

The playback volume can be set to any value from 0 to 127.



When you turn off the power, the song playback volume will revert to "127."

Adjusting the Volume of the Audio Data and Music CDs

When you select an audio file or a song from music CD, it will play back at a separately-specified volume setting.

1. While holding down the [▶/■] button, press the [-] [+] buttons.



When you turn off the power, this playback volume will return to a setting of "64."

Changing the Tempo of a Song

You can change the tempo at which the song plays.
When you're practicing one of the internal songs, slowing down the tempo of the playback can make it easier to play along with a difficult song.

1. Press the [Tempo/Beat] button several times so it's lit in red.

The display will indicate the tempo.
If you've selected audio data or a song from a music CD, the screen will indicate "Audio Tempo" (p. 57).

2. Use the [-] [+] buttons to change the tempo.

Playing Back at a Fixed Tempo (Tempo Mute)

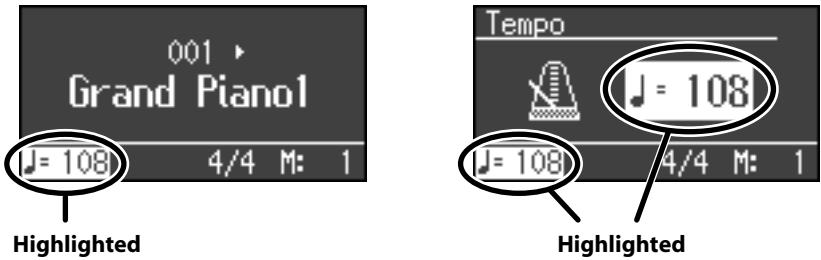
Some of the internal preset songs have a tempo that varies during the song.
Here's how you can make these songs play back at a fixed, unchanging tempo.

1. While holding down the [Tempo/Beat] button, use the [-] [+] buttons to change the setting.



| Setting | Description |
|---------|--|
| On | The tempo changes recorded in the song will be ignored, and the song will play at a fixed tempo. |
| Off | The song will play back according to the tempo changes recorded in the song. |

If you turn Tempo Mute on, the tempo indication in the screen will be highlighted.



MEMO When you switch songs, the Tempo Mute function will revert to the "Off" setting.

MEMO The tempo mute screen will not appear if you've selected audio data or a song from a music CD.

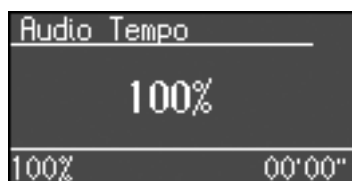
Changing the Tempo of Audio Data or a Music CD (Audio Tempo)

You can change the playback tempo of audio data or a song from a music CD.

1. Press the [Tempo/Beat] button a number of times until “Audio Tempo” appears.

Press the button repeatedly to cycle through the available choices for the screen, like this:

tempo (button lit red) → audio tempo (button lit red) → time signature (button lit green), then back to tempo (button lit red).



2. Use the [-] [+] buttons to adjust the audio tempo.

Relative to the original tempo as 100%, you can adjust the tempo in a range of 75% (slow) to 125% (fast).



The audio tempo screen will not appear if you've selected something other than audio data or a music CD.

Changing the Key of the Song Playback (Playback Transpose)

The “Playback Transpose” function lets you change the key of the song playback.



1. **Play back the song that you want to hear or play along with (p. 50).**
2. **While holding down the [Transpose] button, use the [-] [+] buttons to adjust the pitch.**

The pitch of the song will change in semitone steps.

The Playback Transpose setting is shown while you hold down the [Transpose] button.

The range is -6–0–+5 (semitone steps).

If this is set to a value other than 0, the [Transpose] button will light.

If the transpose value is other than “0,” you can use the [Transpose] button to turn the Playback Transpose function on/off.



If you hold down the [Transpose] button and press both the [-] and [+] buttons simultaneously, this setting will return to its original value (0).



The Playback Transpose function won’t be applied if the Transpose Mode (p. 84) is set to “Keyboard.”



If you’ve selected a song from a music CD or an audio data, using Playback Transpose may affect the tonal character and 3D Sound Control will be turned off.



The transpose setting will return to “0” when you select another song.

Minimizing the Center Sounds in the Playback (Center Cancel)

When playing back a commercially available music CD or audio data, you can minimize the sounds that are located in the center (such as vocals).



1. Play back an audio data or music CD (p. 50).
2. Press the [Right] track button so its illumination is turned off.
The melody or vocal sound will be minimized.

NOTE For some songs, the sounds in the center may not be entirely eliminated.

Defeating the Center Cancel Function

1. Press the [Right] track button so it's lit.

NOTE For some songs, using the Center Cancel function may affect the tonal character.

NOTE If you use Center Cancel when 3D Sound Control (p. 33) is on, 3D Sound Control will be turned off.

MEMO The Center Cancel setting will be cancelled when you select another song.

Recording

You can easily record your performances.

By playing back your performance you can listen to yourself playing, or use the keyboard to play the melody along with the song you recorded.

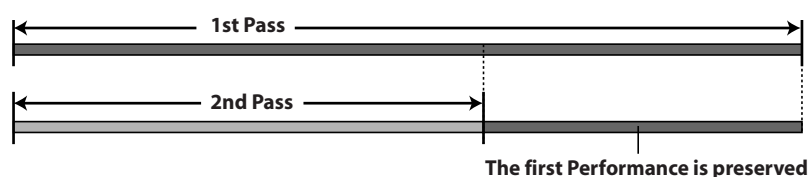
You can perform the following types of recording.

| | |
|---|---|
| Recording just your own keyboard performance | → “Recording Your Keyboard Performance” (p. 61) |
| Selecting a track button and recording | → “Recording Your Performance Separately for Each Hand” (p. 63) |
| Re-recording | → “Recording Your Performance Separately for Each Hand” (p. 63) |
| Recording along with an internal song | → “Recording Your Playing Along with a Song” (p. 66) |

NOTE You can’t perform recording operations for audio data or a song from a music CD.

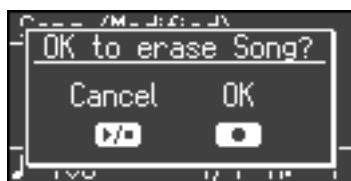
Memo

With second or later recordings, the previously recorded song is erased as the new material is recorded. When recording a new performance, it is probably a good idea to erase the previously recorded performance first (p. 69).



If the Following Display Appears

A display like the one shown below will appear if you attempt to select another song when there is a recorded performance that has not been saved.



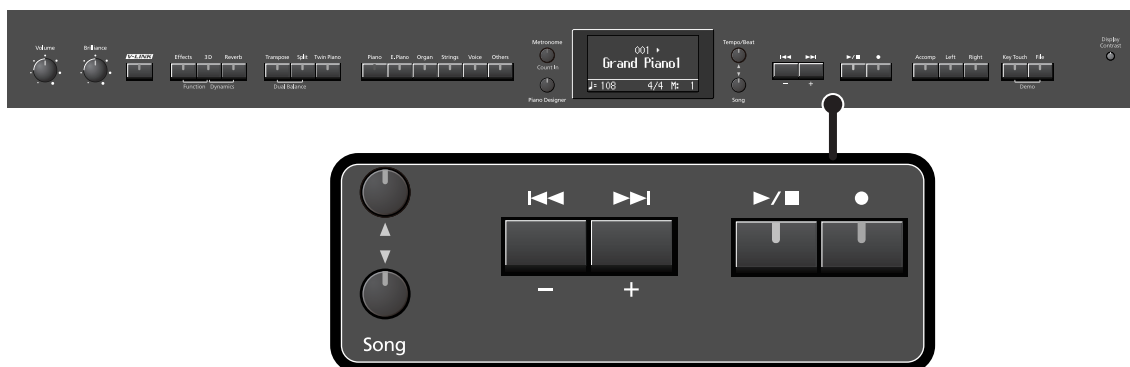
You can’t play back an another song if there is an unsaved (user) song.

If it is OK to delete the song, press the [●] button.

If you don’t want to delete the song, press the [►/■] button and save your song to internal memory or USB memory (p. 73).

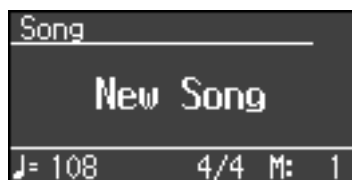
Recording Your Keyboard Performance

Here's how to record just your own keyboard performance without using an internal song.



Performance Settings

1. Press the [Song] button so it's lit.
2. Press the [-] button a number of times, until "New Song" appears in the display.



Alternatively, you can get "New Song" to be displayed by holding down the [Song] button and pressing the [●] button.

3. Select the Tone to be played (p. 28).
4. If necessary, sound the metronome.
Press the [Metronome] button (p. 48).
While listening to the metronome, adjust the song tempo (p. 48) and the beat (p. 49) as desired.

Settings for Recording

5. Press the [●] button.

The [●] button lights, the [▶/■] button begins flashing, and the LX-10 is put into recording standby.

If you decide not to record, press the [●] button once again.

Starting Recording

.....

6. Press the [▶/■] button or play the keyboard.

After two measures of count sound, recording begins.

Recording starts when you start playing the keyboard (without pressing the [▶/■] button). In this case, a count is not sounded.

When recording begins, the [●] button and [▶/■] button will light.

 During the count-in, the count measure is indicated in the lower right of the display as “-2” then “-1.”

Stopping Recording

.....

7. Press the [▶/■] button.

Recording will stop.

Listening to the Recorded Performance


.....

8. In the song select screen, press the [◀◀] button.


You will return to the beginning of the performance you recorded.


9. Press the [▶/■] button.

The recorded performance will play back.

 If you press the [▶/■] button while the metronome is sounding, there will be a two-measure count (“count-in”) before playback begins.

10. Press the [▶/■] button once again to stop playback.

 The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or USB memory. Refer to “Saving the Songs You Record” (p. 73).

 If you have not saved the performance you recorded, you won’t be able to play back another song. You’ll have to erase (p. 69) or save (p. 73) the performance before playing back another song.

Recording Your Performance Separately for Each Hand

The LX-10's recorder has three track buttons. You can record the performance of each hand separately to different track buttons (for example, the left-hand performance to the [Left] button and the right-hand performance to the [Right] button), or you can re-record just a specific track of a previously recorded performance.

How the track buttons correspond to the recorded performances

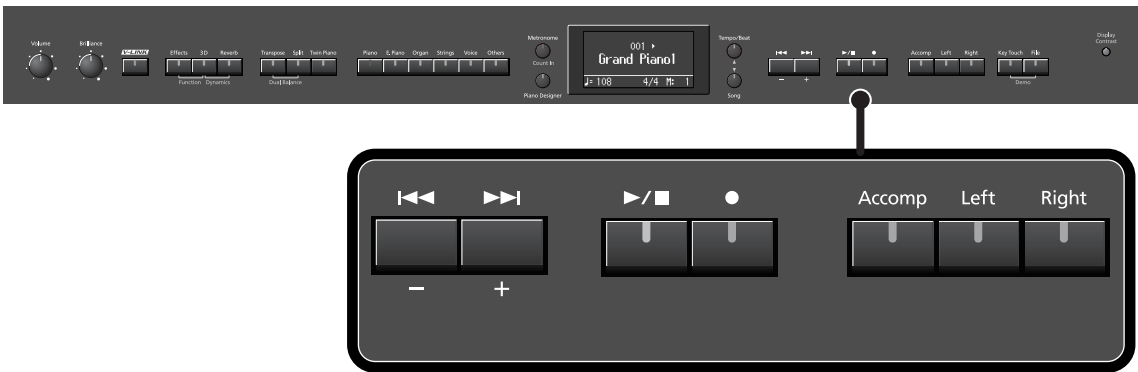
The recorded performances are assigned to the track buttons as follows.

● **Twin Piano (p. 40), Split performance (p. 45)**

| Track button | Recorded performance | |
|----------------|----------------------|-----------------|
| | Twin Piano | Split play |
| [Right] button | Right area | Right-hand tone |
| [Left] button | Left area | Left-hand tone |

● **Normal performance (the entire keyboard plays a single tone), Dual play**

- **When you record with just one recording track specified**
The performance will be recorded on the specified track.
- **When you record with multiple recording tracks specified**
Recording will take place in this order of priority: [Right] button → [Left] button → [Accomp] button.



Settings for Recording

1. Press the [Song] button so it's lit.
2. Press the [-] button a number of times, until "New Song" appears in the display.

3. Press the [●] button.

The [●] button will light, the [▶/■] button indicator will flash, and the LX-10 will enter recording standby mode.

If you decide not to record, press the [●] button once again.

The button of the track to be recorded will flash.

4. Press the button of each track you don't want to record, turning off its illumination.

MEMO You can record to only one track button at a time.

Recording

5. Press the [▶/■] button.

After two measures of count sound, recording begins.

Recording starts when you start playing the keyboard (without pressing the [▶/■] button). In this case, a count is not sounded.

When recording begins, the [●] button and [▶/■] button will light.

MEMO During the count-in, the count measure is indicated in the lower right of the display as "-2" then "-1."

6. To stop recording, press the [▶/■] button.

Recording an Additional Part

7. In the song select screen, press the [◀◀] button.

You will return to the beginning of the recorded performance.

8. Press the [●] button.

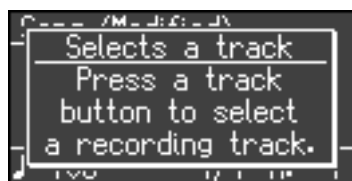
The following screen appears.



If you want to erase the previously recorded performance and re-record a new performance, press the [▶/■] button.

9. If you want to record another track, press the [●] button.

The following screen appears.



10. Press the button of the track you want to record, making it flash.



If you select a previously recorded track, that track will be overwritten by the newly recorded performance, and the previously recorded performance will be lost.

The [●] button will light, the [►/■] button indicator will flash, and the LX-10 will enter recording standby mode.

If you decide not to record, press the [●] button once again.

11. Press the [►/■] button.

After two measures of count sound, recording begins.

Recording starts when you start playing the keyboard (without pressing the [►/■] button). In this case, a count is not sounded.

When recording begins, the [●] button and [►/■] button will light.



During the count-in, the count measure is indicated in the lower right of the display as “-2” then “-1.”



If you record additional parts without erasing the previously recorded song, the song tempo and time signature will remain as it was when the song was first recorded.

12. To stop recording, press the [►/■] button.

Listening to the Recorded Performance

13. In the song select screen, press the [◀◀] button.

You will return to the beginning of the recorded performance.

14. Press the [►/■] button.

The recorded performance will play back.

15. When you press the [►/■] button once again, playback will stop.



If you hold down one of the track buttons while you press the [●] button, the performance of only that track will be erased. If you erase the performance from all tracks, the display will indicate “New Song.”



The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or USB memory. Refer to “Saving the Songs You Record” (p. 73).



If you have not saved the performance you recorded, you won’t be able to play back another song. You’ll have to erase (p. 69) or save (p. 73) the performance before playing back another song.

Recording Your Playing Along with a Song

Here's how you can play along with an internal memory song or an external memory song, and record your performance.

For example, you can listen to the left-hand part while you record the right-hand part.

The performance you play on the keyboard will be recorded in place of the sound of the part you select using the track buttons.



The sound of the track button you selected will not be heard during recording.



Performance Settings

1. Select a song.

For details on how to select a song, refer to “Listening to Songs” (p. 50).

If you want to record along with a song from external memory, connect USB memory or floppy disk drive before you continue (p. 24).



By adjusting the playback volume of the song, you can also change the volume balance between the song and the sound you're playing from the keyboard (p. 55).

2. Select the Tone to be played (p. 28).

3. Specify the recording tempo.

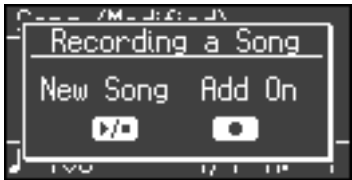


The performance will be recorded at the tempo of the song you selected when recording. If you record your playing along with a song, it will be recorded with the time signature of that song.

Settings for Recording

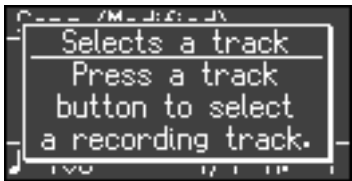
4. Press the [●] button.

The following screen appears.



5. Press the [●] button once again.

The following screen appears.



6. Press the track button for the part you want to record, making the button flash.

This allows you to record while listening to the selected song.
The [●] button will light, the [▶/■] button indicator will flash, and the LX-10 will enter recording standby mode.
If you decide not to record, press the [●] button once again.

How performance parts correspond with track buttons

| Track button | Performance part |
|-----------------------|--|
| Track [Right] button | Right-hand part |
| Track [Left] button | Left-hand part |
| Track [Accomp] button | Performance data other than the right-hand part and left-hand part |

Starting Recording

7. Press the [▶/■] button.

After a two-measure count, recording will begin.
Even if you don't press the [▶/■] button, recording will begin when you play the keyboard. In this case, a count won't be sounded.
When recording begins, the [●] button and [▶/■] button will light.



During the count, the count measure is indicated in the lower right of the display as "-2" then "-1."

Stopping Recording

.....

8. Press the [►/■] button.

Recording will stop.

Listening to the Recorded Performance

.....

9. In the song select screen, press the [◀◀] button.

You will return to the beginning of the recorded performance.

10. Press the [►/■] button.

The recorded performance will play.

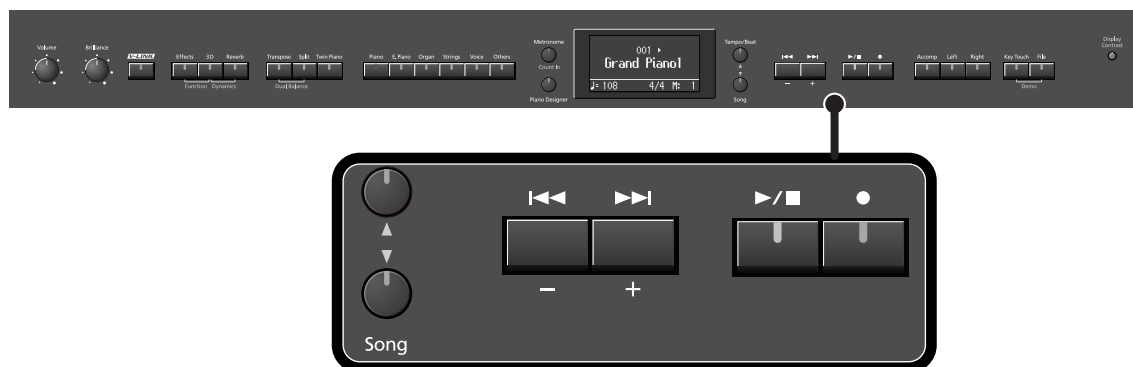
11. Press the [►/■] button once again to stop playback.

NOTE The recorded performance will disappear when you turn off the power. If you want to keep the performance you recorded, you must save it in internal memory or USB memory. Refer to “Saving the Songs You Record” (p. 73).

NOTE If you have not saved the performance you recorded, you won’t be able to play back another song. You’ll have to erase (p. 69) or save (p. 73) the performance before playing back another song.

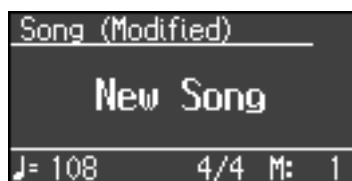
Erasing Recorded Performances

You can erase recorded performances.



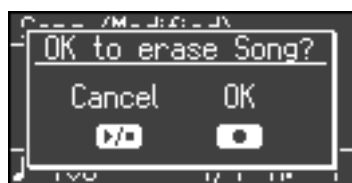
1. Press the [Song] button.

The screen for the recorded performance appears.



2. Press the [+] button.

A confirmation message appears in the display.



If you decide not to delete the song, press the [▶/■] button.

3. Press the [●] button.

The recorded performance is erased.



You can also erase the recorded performance by holding down the [Song] button and pressing the [●] button.



If you hold down one of the track buttons and press the [●] button, the performance of only that track will be erased. If you erase the performances from all tracks, the display will indicate “New Song.”



A performance you recorded will be deleted automatically when you turn off the power.

Saving Your Performance

Initializing the Memory

Here's how you can completely erase all songs that were saved in internal memory, USB memory (sold separately), or a floppy disk (sold separately).

NOTE Once an initialization is performed, all songs that have been saved in memory will be erased. The erased data cannot be recovered, so we recommend that you check the contents of memory before you proceed.

NOTE If you're using new USB memory (sold separately) or floppy disk (sold separately) with the LX-10 for the first time, you'll need to initialize (format) the USB memory or floppy disk before using it. The LX-10 can't use USB memory or floppy disk that has not been initialized.

MEMO For details on handling USB memory, refer to "Using External Memory" (p. 24).



- 1. If you will be initializing internal memory, connect the USB memory to the external memory connector (p. 24).
If you will be initializing a floppy disk, connect your floppy disk drive to the external memory connector, and insert the disk into the drive.**

- 2. Press the [File] button.**
The File Menu screen appears.

- 3. Use the [▲] [▼] buttons to select "Format Media."**



4. Press the [▶/■] button.

The Initialize Media screen appears.



5. Use the [-] [+] buttons to select whether you will initialize Internal Memory, External Memory (USB memory), or Disk (floppy disk).

6. Press the [▶/■] button.

A confirmation message appears.



If you press the [▶/■] button, you'll return to the previous screen without initializing.

7. Press the [●] button.

Initialization will begin.

The entire contents of the selected memory will be erased.

NOTE Never turn off the power while "Executing..." is shown in the display.

NOTE If the screen indicates "Error," please refer to "Error Messages" (p. 100).

Initializing the LX-10's internal memory will not initialize settings other than the contents of internal memory. If you want to return settings other than the contents of internal memory to their factory-set condition, execute the Factory Reset operation (p. 90).

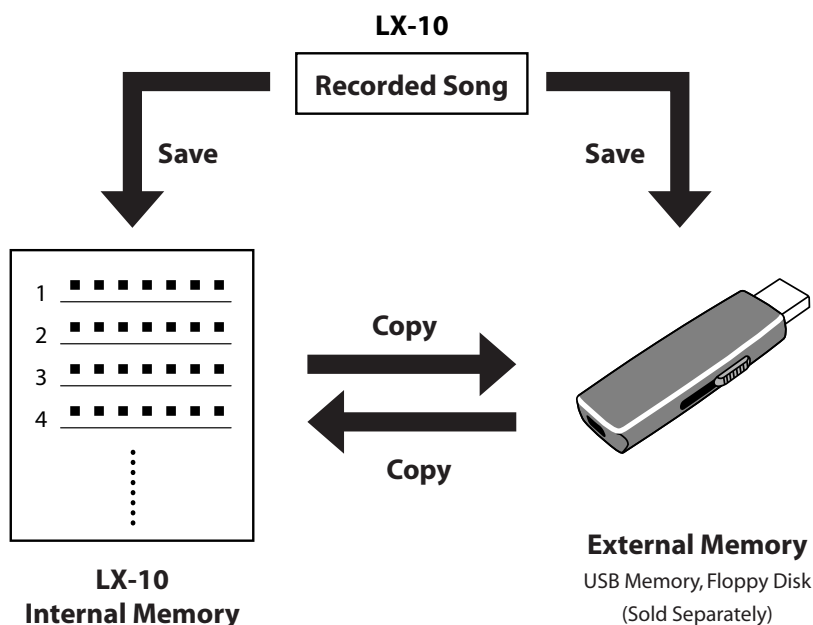
NOTE Don't disconnect the USB memory until USB memory initialization has been completed.

NOTE While a floppy disk is being initialized, do not eject the floppy disk from the floppy disk drive or disconnect the cable of the disk drive.

Saving and Copying

A song you've recorded can be saved in internal memory or USB memory.

Songs saved in internal memory can be copied to external memory, such as USB memory.



Saving a recorded song in internal memory

- A song you've recorded can be saved in the LX-10 so it won't disappear when you turn off the power.
A song you've recorded (but not saved) will disappear when you turn off the power. However, songs that have been saved in internal memory will not disappear when you turn off the power; the next time you turn on the power, you'll still be able to play these songs and listen to your performances.

Saving a recorded song to USB memory

- A song you've recorded can be saved to USB memory as a backup.
It's a good idea to save important performance data on USB memory.

Saving songs listened to frequently in internal memory

- Internal preset songs you're practicing can be saved in internal memory.

NOTE Audio data or songs from a music CD can't be copied to internal memory.

Saving the Songs You Record

A song you've recorded can be saved in internal memory or USB memory (sold separately). The songs you record will be lost if you simply turn off the LX-10's power before they've been saved. Since songs saved in internal memory won't be lost when the power is turned off, it's convenient to save a song in internal memory if you want to keep it.



- 1. If you want to save the song on USB memory, connect the USB memory to the external memory connector (p. 24).**

If you want to save the song on a floppy disk, connect your floppy disk drive to the external memory connector and insert a disk into the drive.

- 2. Press the [File] button.**

The file menu screen appears.



- 3. Use the [▲] [▼] buttons to select "Save Song."**

Edit the Song Name

- 4. Press the [▶/■] button.**

A screen in which you can edit the name of the song appears.



- 5. Use the [-] [+] buttons to select the character that you want to change.**
- 6. Use the tone buttons to select the character type.**

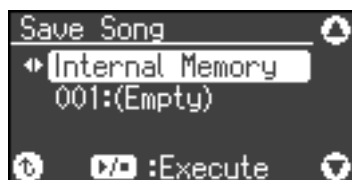
| Button | [Piano] | [E. Piano] | [Organ] | [Strings] | [Voice] |
|-----------|---------|------------|---------|--------------|------------------|
| Character | Letters | Numerals | Symbols | Insert space | Delete character |

7. Use the [▲] [▼] buttons to change the character.

8. When you've finished editing the name, press the [▶/■] button.

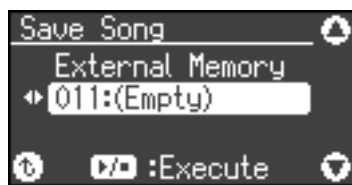
A screen in which you can choose the save destination appears.

Selecting the Save Destination for the Song



9. Use the [-] [+] buttons to specify whether you want to save the song in internal memory (inside the LX-10), external memory (USB memory) or floppy disk.

10. Use the [▲] [▼] buttons to highlight the save-destination number.



11. Use the [-] [+] buttons to select the save-destination number.

The song name is shown at the right of the number.

Wherever "Empty" is shown as the song name, it means that no song is saved at that number. Select a number at which no song has been saved.

If you want to erase an unwanted song and replace it with the newly saved song, select the number of the unwanted song.

Saving the Song

12. Press the [▶/■] button.

The song will be saved.

NOTE Never turn off the power while "Executing..." is shown in the display.

If in step 11 you selected a number at which a song has already been saved, the following confirmation message will appear when you press the [▶/■] button in step 12.



If you decide not to save the song, press the [▶/■] button.

If you want to erase the previously saved song and replace it with the newly saved song, press the [●] button.

Deleting a Song

Here's how you can delete a previously saved song from internal memory, USB memory or floppy disk.



If you want to delete all songs from internal memory, USB memory or floppy disk, refer to "Initializing the Memory" (p. 70).



- 1. If you're deleting a song from USB memory, connect your USB memory to the external memory connector (p. 24).**

If you're deleting a song from floppy disk, connect your floppy disk drive to the external memory connector and insert the floppy disk into the drive.

- 2. Press the [File] button.**

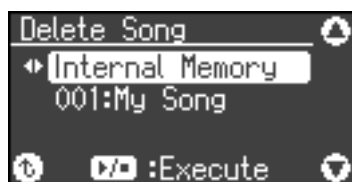
The file menu screen appears.

- 3. Use the [▲] [▼] buttons to select "Delete Song."**



- 4. Press the [▶/■] button.**

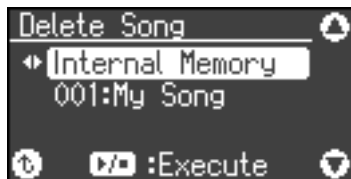
The Delete Song screen appears.



Selecting the Song to Delete

.....

5. Use the [-] [+] buttons to select whether you will be deleting a song from internal memory (the LX-10's memory), external memory (USB memory) or floppy disk.
6. Press the [▼] button.



7. Use the [-] [+] buttons to select the song that you want to delete.

Deleting the Song

.....

8. Press the [▶/■] button.

A confirmation message appears.



If you decide not to delete the song, press the [▶/■] button.

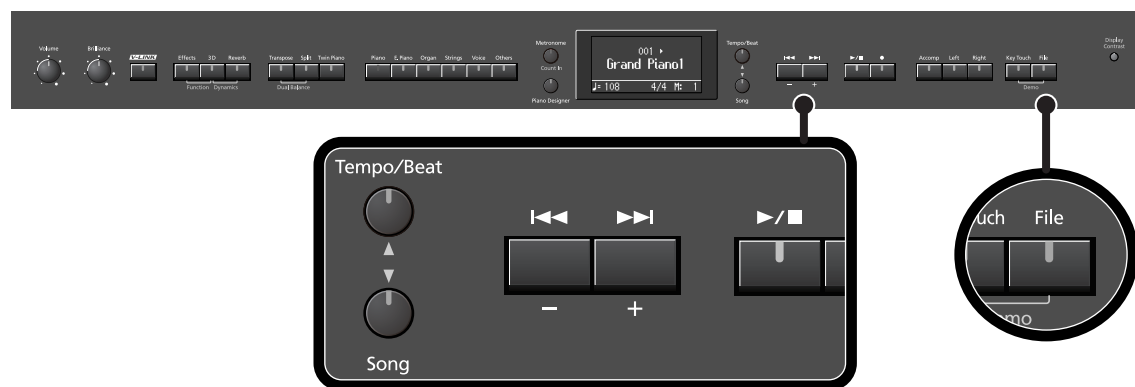
9. Press the [●] button.

The selected song will be deleted.

NOTE Never turn off the power while "Executing..." is shown in the display.

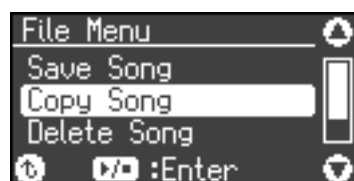
Copying a Song

Songs that have been saved in internal memory can be copied to USB memory or floppy disk. Alternatively, songs stored on a USB memory device or floppy disk can be copied to internal memory.



Preparing for the Copy

1. **Connect your USB memory to the external memory connector (p. 24). Alternatively, connect your floppy disk drive to the external memory connector, and insert the floppy disk into the drive.**
2. **Press the [File] button.**
The file menu screen appears.
3. **Use the [▲] [▼] buttons to select “Copy Song.”**



4. **Press the [▶/■] button.**
The song copy-source selection screen appears.



Selecting the Song to Copy

.....

5. Use the [-] [+] buttons to select the copy-source memory.

6. Press the [▼] button.

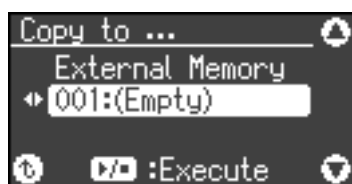


7. Use the [-] [+] buttons to select the song that you want to copy.

If you choose "Copy all," all songs in the copy-source memory will be copied.

8. Press the [▶/■] button.

The song copy-destination selection screen appears.



9. Use the [-] [+] buttons to select the copy-destination number.

The song name is shown at the right of the number.

Wherever "Empty" is shown as the song name, it means that no song is saved at that number. Select a number at which no song has been saved.

If you want to erase an unwanted song and replace it with the newly copied song, select the number of the unwanted song.

Copying the Song

.....

10. Press the [▶/■] button.

The selected song will be copied.

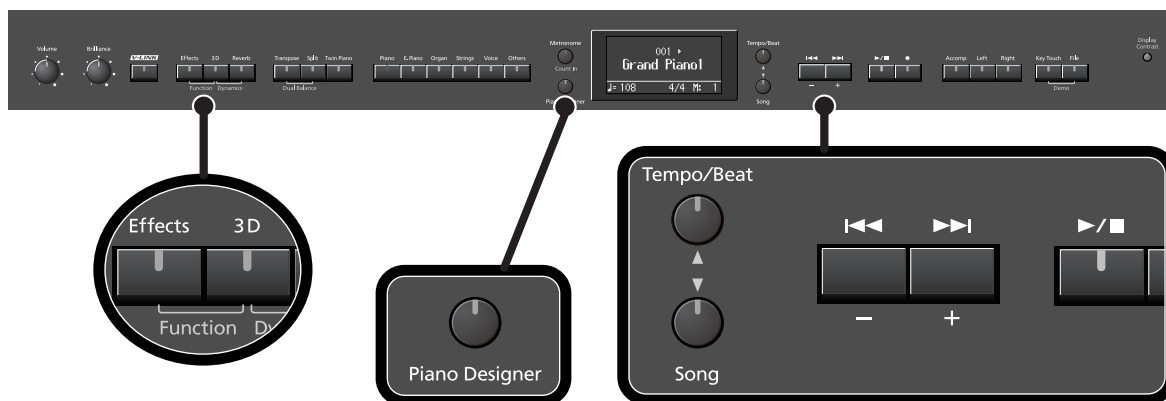
NOTE Never turn off the power while "Executing..." is shown in the display.

NOTE You cannot copy songs on audio data.

Various Settings

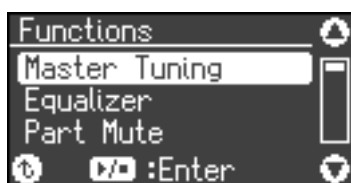
In “Function mode” you can make various settings for performance and recording.

Basic Operation in Function Mode



1. Hold down the [Effects] button and press the [3D] button.

A screen like the following appears, and you'll be in Function mode.



The [Effects] button, [3D] button, and [▶/■] button will blink, and the [▲] button, [▼] button, and [Piano Designer] button will light.

2. Use the [▲] [▼] buttons to select the setting that you want to change.
3. Press the [▶/■] button to enter the setting screen.
4. Use the [-] [+] buttons to change the setting.
5. Press the [Piano Designer] button to return to the previous screen.

If you want to make other settings, return to step 2 and select the setting you want to change.

6. Press the [Piano Designer] button to exit Function mode.

The indicators on buttons will return to their original state.

The settings you change will return to their original state when you turn off the power. If you want your changes to be retained even after the power has been turned off, carry out the Memory Backup procedure (p. 89) to save the settings.

NOTE

Settings You Can Change

| Function | Page |
|-------------------|-------|
| Master Tuning | p. 80 |
| Equalizer | p. 81 |
| Part Mute | p. 82 |
| Accomp Track | p. 82 |
| Play Mode | p. 82 |
| CD/Audio Type | p. 83 |
| CD/Audio Sync | p. 83 |
| Metronome Sound | p. 83 |
| Metronome Pattern | p. 83 |
| Countdown | p. 84 |
| Countdown Sound | p. 84 |
| Countdown Part | p. 84 |
| Transpose Mode | p. 84 |
| Octave Shift | p. 84 |
| Fix Velocity | p. 84 |
| Damper Pedal Part | p. 85 |
| Center Pedal Part | p. 85 |
| Center Pedal Func | p. 85 |

| Function | Page |
|-------------------|-------|
| Left Pedal Part | p. 85 |
| Left Pedal Func | p. 85 |
| Local Control | p. 85 |
| MIDI Transmit Ch. | p. 86 |
| Composer MIDI Out | p. 86 |
| USB Driver | p. 87 |
| Ext. Memory Mode | p. 87 |
| Master Gain | p. 88 |
| 3D Mode | p. 88 |
| Track Assign | p. 88 |
| Lyrics | p. 88 |
| Recommended Tone | p. 89 |
| Language | p. 89 |
| Memory Backup | p. 89 |
| Factory Reset | p. 90 |

Tuning Settings

Matching the Pitch with Other Instruments (Master Tuning)

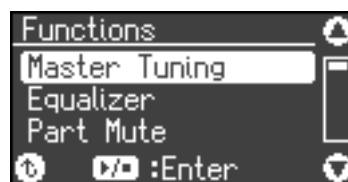
When playing ensemble with other instruments and in other such instances, you can match the standard pitch to another instrument.

The standard pitch generally refers to the pitch of the note that's played when you finger the middle A key. For a cleaner ensemble sound while performing with one or more other instruments, ensure that each instrument's standard pitch is in tune with that of the other instruments. This tuning of all the instruments to a standard pitch is called "master tuning."

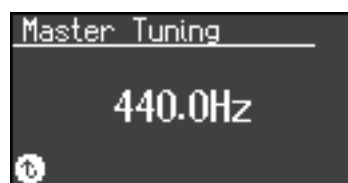
1. Hold down the [Effects] button and press the [3D] button.

The LX-10 will enter Function mode.

2. Use the [▲] button to select "Master Tuning."



3. Press the [▶/■] button to enter the setting screen.



4. Use the [-] [+] buttons to set the standard pitch.

| Settings |
|----------------------------|
| 415.3 Hz–440.0 Hz–466.2 Hz |

When the instrument is shipped from the factory, this is set to "440.0 Hz."

5. Press the [Piano Designer] button twice to exit Function mode.

Equalizer Settings

Changing the Equalizer Settings (Equalizer)

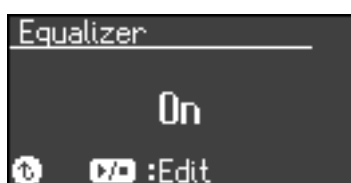
You can use the equalizer to modify the tonal character of the sound by boosting or reducing just the low-frequency or high-frequency range of the sound.

1. Hold down the [Effects] button and press the [3D] button.
2. Use the [▲] [▼] buttons to select "Equalizer."
3. Press the [▶/■] button.

The following appears in the display.

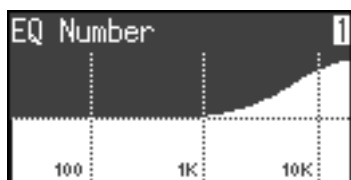


4. Press the [+] button to select "On."

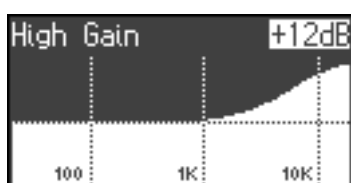


5. Press the [▶/■] button.

The equalizer setting screen appears.



6. Use the [▲] [▼] buttons to select an item.



7. Use the [-] [+] buttons to change the setting for the selected item.

| Item | Value | Description |
|---------------|-------------------------|---|
| EQ Number | 1–4 | Selects a set of preset equalizer settings. |
| High Gain | -12→+12 dB | Adjusts the level of the high-frequency range. |
| High Freq | 1.25 k–16.0 k (Hz) | Frequency point in the high-frequency range. Generally, this changes the level at and over this frequency. |
| High Mid Gain | -12→+12 dB | Adjusts the level of the mid-to high-frequency range. |
| High Mid Freq | 16–16.0 k (Hz) | Frequency point in the mid-to high-frequency range to midrange. This changes the level of the specified bandwidth centered on this frequency. |
| High Mid Q | 0.5, 1.0, 2.0, 4.0, 8.0 | Changes the bandwidth of the mid- to high-frequency range. The bandwidth affected by the controls narrows as the value increases. |
| Low Mid Gain | -12→+12 dB | Adjusts the level of the low-frequency range to midrange. |
| Low Mid Freq | 16–16.0 k (Hz) | Frequency point in the low-frequency range to midrange. This changes the level of the specified bandwidth centered on this frequency. |
| Low Mid Q | 0.5, 1.0, 2.0, 4.0, 8.0 | Changes the bandwidth of the low-frequency range to midrange. The bandwidth affected by the controls narrows as the value increases. |
| Low Gain | -12→+12 dB | Adjusts the level of the low-frequency range. |
| Low Freq | 100–1.0 k (Hz) | Frequency point in the low-frequency range. Generally, this changes the level at and below this frequency. |

NOTE

The sound may distort if you raise the gain value. If so, lower the master gain (p. 88).

Song Playback Settings

Determining the Parts that Sound (Part Mute)

For each part of the song data, you can specify whether or not it will be sounded.

- 1. Hold down the [Effects] button and press the [3D] button.
The LX-10 will enter Function mode.
- 2. Use the [▲] [▼] buttons to select “Part Mute.”
- 3. Press the [▶/■] button.

The following appears in the display.



- 4. Use the [▲] [▼] buttons to select a part.
- 5. Use the [-] [+] buttons to select the playback status for that part.

If you press the [+] button, an “M” will appear at the left of the selected part, and that part will be muted (i.e., it will not be heard). If you press the [-] button once again, muting will be cleared.



If you press the [-] button, an “M” will appear at the left of parts other than the selected part, and only the selected part will be heard (“soloed”). Press the [-] button once again to clear this setting.



Most commercially available SMF music files consists of sixteen channels (parts). Each channel contains a separate performance; for example, channel 1 might contain strings and channel 2 bass, with the drums on channel 10. The song data consists of these sixteen channels of performances, played back simultaneously.

| | |
|------------|---------|
| Channel 1 | Strings |
| Channel 2 | Bass |
| : | : |
| Channel 10 | Drums |
| : | : |
| Channel 16 | Guitar |

Using the [Accomp] Button to Switch the Part to be Muted (Accomp Track)

Here’s how to switch the part that will be muted when you press the [Accomp] track button and turn off its light.

| Setting | Description |
|-----------------|---|
| Accomp & Rhythm | Both the accompaniment and rhythm will be muted. |
| Accomp | Only the accompaniment will be muted. (The rhythm will not be muted.) |
| Rhythm | Only the rhythm will be muted. (The accompaniment will not be muted.) |

NOTE The change you make to this setting will not be applied until you select a song.

Changing the Song Playback Method (Play Mode)

You can choose the way in which songs are played back on the LX-10; one song at a time, or all songs successively.

| Setting | Description |
|----------|---|
| One Song | Songs will play one at a time. When the selected song has played to the end, playback will stop. |
| All Song | All internal preset songs, all songs in internal memory, or all songs in USB memory will continue being played consecutively. |

Changing the CD Settings

Setting the Type of CD To be Played Back (CD/Audio Type)

The LX-10 may be unable to correctly recognize the type of CD being used. In such instances, you can specify the type of CD manually.

| Value | Description |
|---------------|--|
| Auto | The CD type is detected automatically. |
| Type A | General CDs for Player Piano contain audio and MIDI data, and the data format may vary from one CD to the next. If the CD's data format does not match the LX-10's settings, a "beep" will sound. Certain general Piano player CDs may not be playable on the LX-10. |
| Type B | |
| Stereo | Commercial Audio CD (CDs other than those designed for use with the player piano) |

NOTE Note that some commercial player piano CDs cannot be played back on the LX-10.

Synchronizing the Timing of the Piano and Accompaniment (CD/Audio Sync)

With certain CDs designed to be used with the player function, the timing of the piano and accompaniment sounds may not be synchronized.

However, you can synchronize the piano and accompaniment.

| Value | Description |
|--------------|--|
| 0-100 | The piano sound is delayed more as the value is increased. |

Metronome Setting








Changing the Sound of the Metronome (Metronome Sound)

You can change the sound that's played by the metronome. The metronome will sound when you enter the setting screen.

| Sound |
|---|
| Click, Electronic, Voice (Japanese), Voice (English), Animal, Wood Block, Triangle & Castanets, Handclap |

Changing How the Metronome Marks the Beat (Metronome Pattern)

You can set the metronome to play at even smaller intervals. The metronome will sound when you enter the setting screen.

| Setting | Description |
|---|---|
| Normal | Usual sound |
|  | dotted half note |
|  | half note |
|  | dotted quarter note |
|  | quarter note |
|  | dotted eighth note |
|  | eighth note |
|  | sixteenth note |
| Double | note added to back beat of the first beat |
| Triplet | added notes sound the first beat as a triplet |
| Shuffle | notes added to create a shuffle |

NOTE The metronome will not sound if you are playing audio data or a song from a music CD.

Sounding a Count Before the Melody Begins (Countdown)

A “count-down” is when a count is sounded at the end of the song’s introduction (before you begin playing the keyboard). If you will be playing along with the song, sounding a count will help you match the timing of your playing with the song.

| Setting | Description |
|------------|------------------------|
| On | A count is sounded |
| Off | A count is not sounded |

Selecting the Count-down Sound (Countdown Sound)

You can select the sound that will be used to play the count-down.

| Sound |
|--|
| Voice (English), Voice (Japanese) |

Selecting the Part that Will Begin the Count-down (Countdown Part)

Specifies the part that will determine the beginning of the performance when adding a count-down.
The count will sound before the selected part begins playing.

| Setting | Description |
|-------------------------------|--|
| Right & Left Track | Right-hand and left-hand parts of a song |
| Left Track | Left-hand part of a song |
| Right Track | Right-hand part of a song |
| Part 1–16 | Part 1–16 |

NOTE

When you select another song, this setting will return to “Right & Left Track.”

Keyboard Settings

Specifying What the Key Transpose will Affect (Transpose Mode)

This setting specifies what the key transpose will affect. You can use the key transpose to change the pitch of both the song and the keyboard, the pitch of only the song, or the pitch of only the keyboard.

→ Key Transpose (p. 38), Playback Transpose (p. 58)

| Setting | Description |
|----------------------------|----------------------------------|
| Keyboard | Keyboard notes |
| Song | Song playback |
| Keyboard & Song | Keyboard notes and song playback |

Changing the Pitch of the Tone in Octave Steps (Octave Shift)

You can change the pitch of the Tone 2 in Dual Play (p. 42) and Lower Tone in Split Play (p. 45) an octave at a time. Altering the pitch in one-octave units in this way is called “Octave Shift.”
For example, you can raise the pitch of the Lower Tone to the same pitch of the Upper Tone in Split Play.

| Setting |
|---------------|
| -2-0+2 |

The range of available pitch change spans from two octaves higher to two octaves lower.
The pitch is lowered one octave each time the [-] button is pressed, while each press of the [+] button raises the pitch by one octave.
To return to the original pitch, press the [-] and [+] buttons simultaneously.

Changing the Velocity When the Key Touch is Set to “Fixed” (Fix Velocity)

This sets the velocity the sound will have when the keyboard touch (p. 32) is set to “Fixed.”
If you turn the keyboard’s touch sensitivity “Fixed,” all notes will sound at a fixed loudness regardless of how strongly you play the keyboard. The setting described below specifies the loudness in this case.

| Setting |
|--------------|
| 1-127 |

Pedal Settings

Changing How the Pedal Effects Are Applied (Damper/Center/Left Pedal Part)

When you press the pedal during Dual play or Split play, the pedal effect is normally applied to both tones, but you can also select the tone to which the effect is to be applied. This setting can be changed for each pedal.

| Setting | Description |
|-------------------------|---|
| Right & Left | All enabled |
| Right | Applied only to the Tone 1 (in dual mode)/ Right-hand Tone (in split mode) |
| Left | Applied only to the Tone 2 (in dual mode)/ Right-hand Tone (in split mode) |

Changing How the Pedals Work (Center/Left Pedal Func)

When you turn on the power, the left pedal functions as the soft pedal, and the center pedal functions as the sostenuto pedal (p. 22). You can change the function of the pedal to a variety of other operations.

| Function | Description |
|-------------------|--|
| Damper | Sets function to damper pedal. |
| Soft | Sets function to soft pedal. |
| Sostenuto | Sets function to sostenuto pedal. |
| Expression | Allows control of the volume. |
| Play/Stop | The pedal will have the same function as the [▶/■] button. |
| Effect Sw | Effects can be switched on/off by pressing the pedal instead of pressing the [Effects] button. When effect type is rotary, you can control the slow/fast of spinning. |
| Bend Up | Pitch rises by pressing the pedal. |
| Bend Down | Pitch lowers by pressing the pedal. |
| Modulation | Vibrato is added by pressing the pedal. |
| Layer | Pressing the pedal will layer on Tone 2, used for Dual play. * The Layer function can be applied only when using Dual play (p. 42). |
| Octave | Pressing the pedal will layer on a sound one octave higher. * The Octave function cannot be applied while using Twin Piano (p. 40), Dual play (p. 42), or Split play (p. 45). |

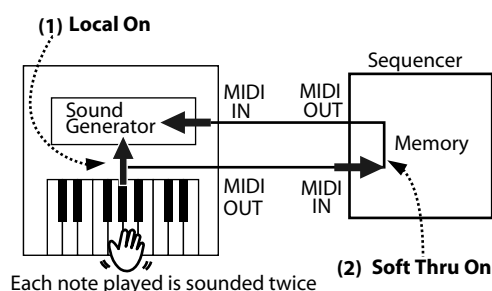
MIDI Settings

Here you can make various MIDI-related settings for the LX-10. For more about MIDI, refer to “Connecting to MIDI Devices” (p. 94).

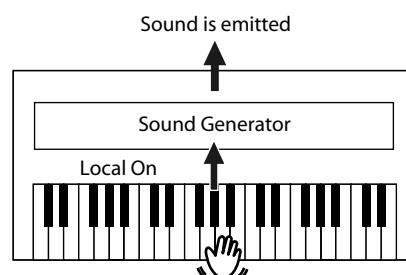
Preventing Doubled Notes When Connected to a Sequencer (Local Control)

When you have a MIDI sequencer connected, set this parameter to Local Off.

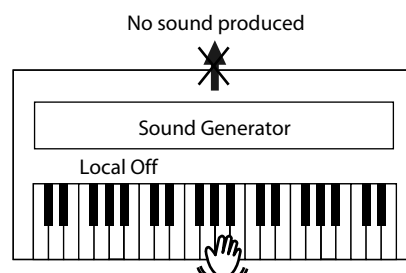
Since the Thru function of your sequencer will normally be turned on, notes played on the keyboard or played back by the recorder will be transmitted to the sound generator by the two routes (1) and (2) shown in the illustration, causing notes to be sounded in duplicate or to be cut off unnaturally. To prevent this, the setting called “Local Off” is used to disconnect the route in (1).



Local On: The keyboard and recorder are connected to the internal sound generator.



Local Off: The keyboard and recorder are not connected to the internal sound generator. No sound will be produced by the keyboard when it is played.



| Setting | Description |
|------------|--|
| On | The setting is Local On. The keyboard and recorder are connected to the internal sound generator. |
| Off | The setting is Local Off. The keyboard and recorder are not connected to the internal sound generator. Playing the keyboard or playing back a song will not produce sound. |



MIDI Transmit Channel Settings (MIDI Transmit Ch.)

This setting specifies the MIDI channel on which the LX-10 will transmit.

MIDI uses sixteen "MIDI channels," which are numbered 1 through 16.

By connecting MIDI devices and specifying the appropriate MIDI channel for each device, you can play or select sounds on those devices.

The LX-10 will receive all sixteen channels (1–16).

| Settings (Channel) | |
|---|--|
| Off, 1–16 | |
|  | If you turn this "Off," the LX-10 will not transmit MIDI data. |
|  | For details on connecting MIDI devices, refer to "Connecting to MIDI Devices" (p. 94). |

Sending Recorded Performance Data to a MIDI Device (Composer MIDI Out)

When Composer MIDI Out is "On," you can send performance data recorded with the LX-10 to a connected MIDI device or computer.

| Setting | Description |
|------------|--------------------------------------|
| On | Performance data is transmitted. |
| Off | Performance data is not transmitted. |

Other Settings


Using the V-LINK Function (V-LINK)

Connecting the LX-10 to a V-LINK compatible image device allows you to control the images with the LX-10.

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.

What is the V-LINK?

V-LINK () is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy a wide range of visual effects that are linked to the expressive elements of a music performance.

How to Use the V-LINK

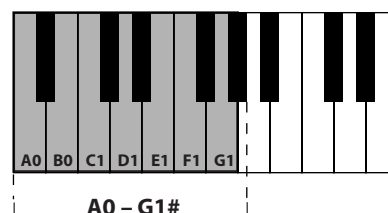
1. Press the [V-LINK] button to switch the V-LINK function On or off.

| Setting | Description |
|------------|--------------------------------------|
| On | The V-LINK function is switched on. |
| Off | The V-LINK function is switched off. |

When the V-LINK function is on, the V-LINK icon appears on the screen.



You can control images using the twelve keys at the left end of the keyboard.



NOTE

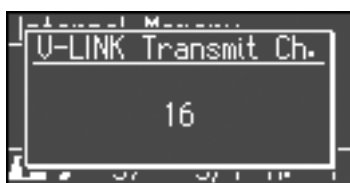
While V-LINK is switched on, no sound is produced when you press any of the twelve keys at the left end of the keyboard.

Specifying the V-LINK Transmission Channel

Here's how to specify the channel on which messages for controlling video will be transmitted.

1. While holding down the [V-LINK] button, press the [-] [+] buttons.

The screen for setting the V-LINK transmission channel appears.



2. Use the [-] [+] buttons to specify the transmission channel.

| Setting |
|---------|
| 1-16 |

With the factory settings, this is set to "16."

Changing the USB Driver Settings (USB Driver)

Normally, you don't need to install a driver in order to connect the LX-10 to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.

Specify the USB driver you want to use, and then install the driver.

| Setting | Description |
|-----------------|---|
| Generic | Choose this if you want to use the standard USB driver that was included with your computer. Normally, you should use this mode. |
| Original | Choose this if you want to use a USB driver downloaded from the Roland website. |

If you change this setting, turn on the power once again.

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

MEMO For details on connecting your computer via the USB connector, refer to "Connecting a Computer" (p. 95)

MEMO This setting is remembered even when the power is turned off.

Changing the External Memory Setting (Ext. Memory Mode)

In some cases, when USB memory is connected to the external memory connector, it may take longer for data to be loaded, or data may fail to be loaded successfully. If this occurs, you may be able to solve the problem by changing the external memory setting.

| Setting |
|---------------|
| Mode 1, Mode2 |

If you change this setting, turn on the power once again.

MEMO This setting is remembered even when the power is turned off.

Adjusting the Volume (Master Gain)

If you are playing the LX-10 through a connected external system, there may be cases in which the volume from your external system is too low even when the LX-10's [Volume] knob is turned to the maximum setting. In such cases, you can adjust the master gain setting as follows.

Adjusting the master gain will also affect the volume of the internal speakers and headphones.

NOTE The sound may distort if you increase the volume excessively.

| Setting |
|-------------|
| -12-0-12 dB |

Changing How Grand Space is Applied (3D Mode)

This specifies how 3D Sound Control (p. 33) will be applied.

| Setting | Description |
|-------------------|--|
| Auto | When the headphones are connected, the depth effect is optimized for headphones, and when no headphones are connected, the optimal depth for speakers is applied. |
| Speaker | The optimal depth for speakers is used, regardless of whether or not headphones are connected. 3D sound control is also applied to the sound output from the Output connectors, making this convenient when you want to play through speakers connected to the Output connectors. |
| Headphones | The optimal depth for headphones is used, regardless of whether or not headphones are connected. |

Changing the Parts Assigned to the Track Buttons During SMF Playback (Track Assign)

Ordinarily, when playing back SMF music files for Roland Piano Digital instruments (p. 110), the left-hand part is assigned to the Track [Left] button, and the right-hand part is assigned to the Track [Right] button. However, right-hand and left-hand part assignments in certain SMF music files may differ.

If these are set to "Auto," and as a result you are unable to use the track buttons to control the left- and right-hand parts (p. 54) properly, change the setting to "2/1 Part" or "3/4 Part."

NOTE This setting can be used for SMF format songs other than the internal preset songs. It will not affect internal preset songs.

| Setting | Description |
|-----------------|--|
| Auto | The part assigned to each track will be determined automatically, depending on the song file. |
| 2/1 Part | Assigns Part 1 to the [Right] button, Part 2 to the [Left] button, and the remaining parts to the [Accomp] button. |
| 3/4 Part | Assigns Part 4 to the [Right] button, Part 3 to the [Left] button, and the remaining parts to the [Accomp] button. |

NOTE After changing this setting, try selecting the song once again.

Switching On/Off the Display of Lyrics (Lyrics)

This lets you specify whether lyrics will be displayed in the screen when you play back song data that contains lyrics.

| Setting | Description |
|------------|-------------------------------|
| On | Lyrics will be displayed. |
| Off | Lyrics will not be displayed. |

This is set to "On" at the factory.

Switching VIMA TUNES Recommended Tones (Recommended Tone)

You can connect a commercially available USB CD drive to the LX-10, and play back separately sold CD-ROMs created for the VIMA (VIMA TUNES).

Songs on VIMA CD-ROM (VIMA TUNES) are programmed with “recommended tones” suitable for each song.

When you select a song from a VIMA CD-ROM (VIMA TUNES), recommended tones will be assigned to the LX-10’s [Strings], [Voice], and [Others] tone buttons, and these three tone buttons will blink.

When you press a flashing Tone button, the recommended tone is then selected, enabling you to perform the selected song using a tone matched to that song as it plays back.

You can set the LX-10 so that the recommended tones are automatically assigned or not assigned.

| Setting | Description |
|---------|--|
| On | When you select a song from a VIMA CD-ROM (VIMA TUNES), recommended tones will automatically be assigned to the LX-10’s [Strings], [Voice], and [Others] tone buttons. |
| Off | The recommended tones are not used, and only the LX-10’s internal tones can be selected. |

This is set to “On” at the factory.

Changing the Language Displayed in the Screen (Language)

You can change the language that is displayed in the screen.

| Settings |
|-------------------|
| English, Japanese |

Remembering the Settings (Memory Backup)

Normally, the settings of the various variations will revert to their default values when the power is turned off. However, you can specify that the various settings will be remembered even when the power is turned off.

This function is called “Memory Backup.”

1. Hold down the [Effects] button and press the [3D] button.

The LX-10 will enter Function mode.

2. Use the [▲] [▼] buttons to select “Memory Backup.”



3. Press the [▶/■] button.

The following appears in the display.



If you decide to cancel without executing, press the [Piano Designer] button.

4. If you're sure you want to execute Memory Backup, press [▶/■].

A confirmation message appears in the screen.



5. Press the [●] button.

If you decide to cancel without executing, press the [▶/■] button.

When the memory backup operation is completed, the function mode menu screen will appear.

NOTE For details on the items that are memorized, refer to “Parameters Stored in Memory Backup” (p. 109).

Restoring the Settings to the Factory Condition (Factory Reset)

The settings you've changed in Function mode can be restored to their factory-set condition. This operation is called "Factory Reset."

Execute this operation if you want the settings you've stored using Memory Backup to be returned to their original state.

NOTE

When you execute "Factory Reset," all settings you've stored up to that point will be cleared, and reset to their factory-set condition.

Executing this operation will not erase the songs from internal memory or USB memory.

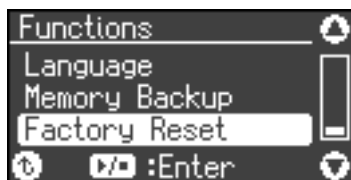
MEMO

If you want to erase all songs from the LX-10's internal memory and all songs from USB memory, refer to "Initializing the Memory" (p. 70).

1. Hold down the [Effects] button and press the [3D] button.

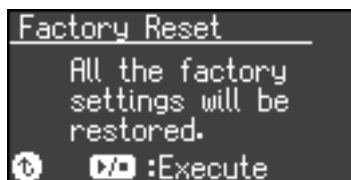
The LX-10 will enter Function mode.

2. Use the [▲] [▼] buttons to select "Factory Reset."



3. Press the [▶/■] button.

The following appears in the display.



If you decide to cancel without executing, press the [Piano Designer] button.

4. If you're sure you want to execute Factory Reset, press [▶/■].

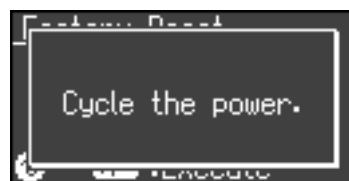
A confirmation message appears in the screen.



5. Press the [●] button.

If you decide to cancel without executing, press the [▶/■] button.

When the Factory Reset is complete and the following appears in the screen.



6. Turn the [Volume] knob all the way toward the left to minimize the volume.

7. Switch the power off, then back on.

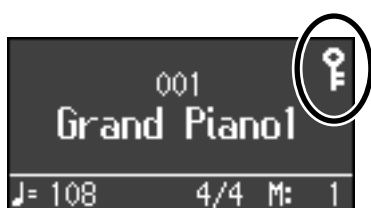
Disabling the Buttons (Panel Lock)

If you activate the Panel Lock function, all buttons will be locked and non-functional. You can use this to prevent a child from accidentally changing the settings by inadvertently pressing buttons.

1. Press the [V-LINK] button and [File] button simultaneously.

Panel Lock will be activated.

A key symbol will appear in the upper right of the screen, and all buttons will be disabled.



Canceling the Panel Lock Function

.....

Once again, press the [V-LINK] button and [File] button simultaneously.



Panel Lock will be cancelled when you turn off the power.

Connecting to Other Devices

Connecting to Audio Equipment

You can connect audio devices to play the sound of the LX-10 through the speakers of your audio system, or to record your performance on a tape recorder or other recording device.

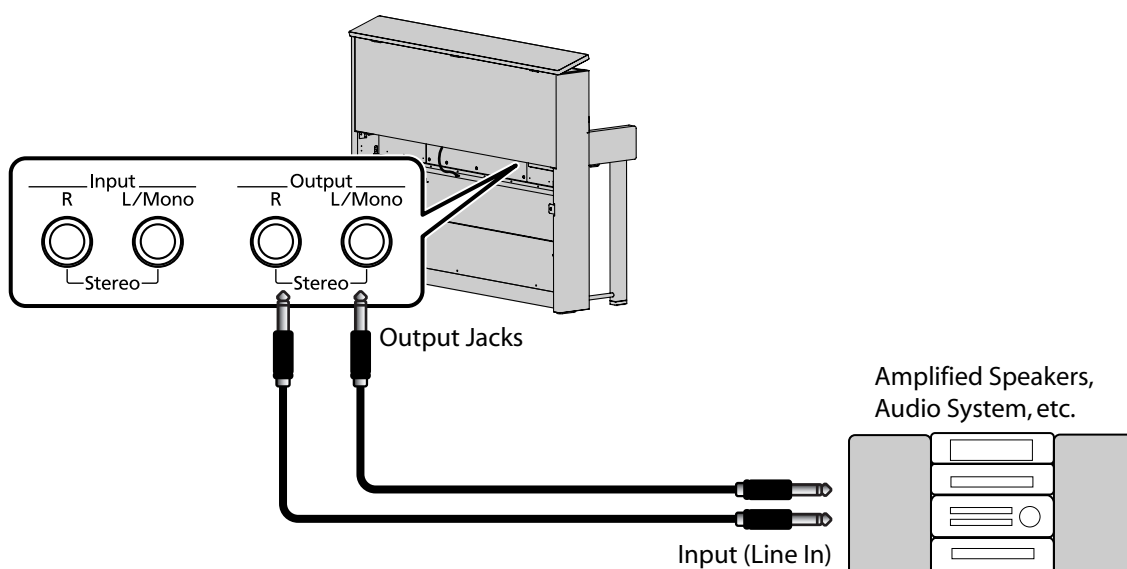
Use phone plug audio cables (sold separately) to make connections.

NOTE

Before connecting audio cables to the bottom panel (the back edge of the LX-10's bottom), you'll need to remove the rear board upper (p. 18).

- * When connection cables with resistors are used, the volume level of equipment connected to the input jacks may be low. If this happens, use connection cables that do not contain resistors.
- * 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 Speakers to the LX-10 and Outputting Sounds



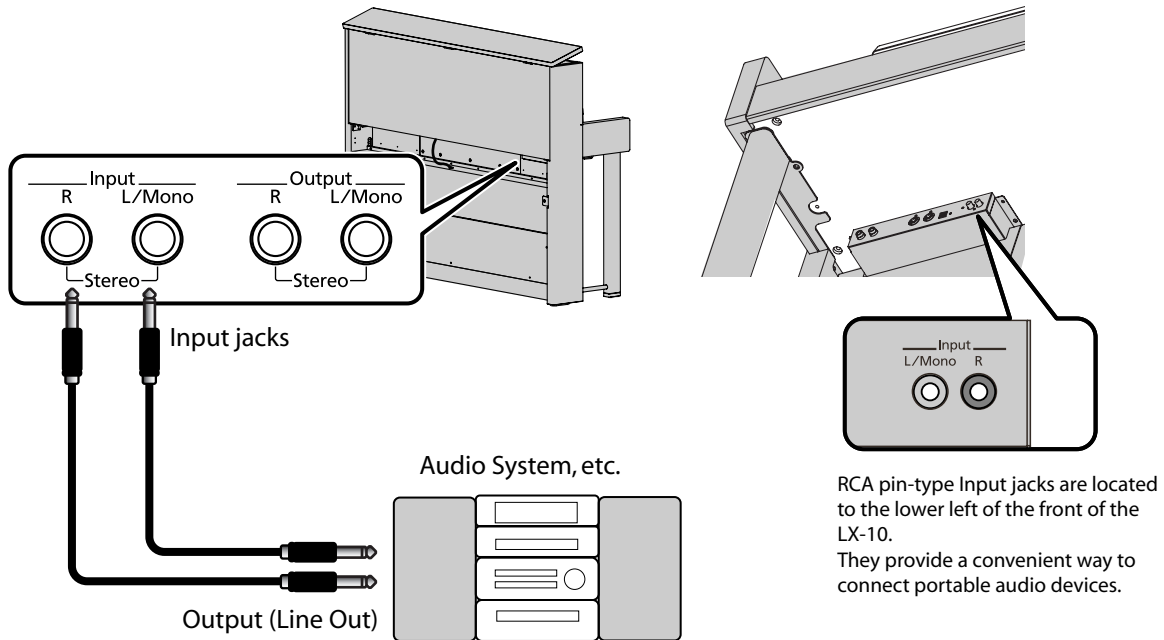
1. Turn the volume all the way down on the LX-10 and on the device you're about to connect.
2. Turn off the power to the LX-10 and connected speakers.
3. Use audio cables (sold separately) to make the connection.
4. Switch on the LX-10.
5. Switch on the connected speakers.
6. Adjust the volume level on the LX-10 and the connected speakers.

When you play the LX-10's keyboard, the sound is played from the connected speakers.

Turning Off the Power

1. Turn the volume all the way down on the LX-10 and on the connected speakers.
2. Turn off the connected speakers.
3. Turn off the LX-10.

Playing Sounds of an Audio Device through the LX-10



1. Turn the volume all the way down on the LX-10 and on the audio device you're about to connect.
2. Turn off the power to the LX-10 and connected audio device.
3. Use audio cables (sold separately) to make the connection.
4. Switch on the connected audio device.
5. Switch on the LX-10.
6. Adjust the volume level on the LX-10 and the connected audio device.

The sounds from the connected audio device are played by the LX-10.



Adjust the volume by using the controls of your audio device.

Turning Off the Power

1. Turn the volume all the way down on the LX-10 and on the connected speakers.
2. Turn off the LX-10.
3. Turn off the connected audio device.

Connecting to MIDI Devices

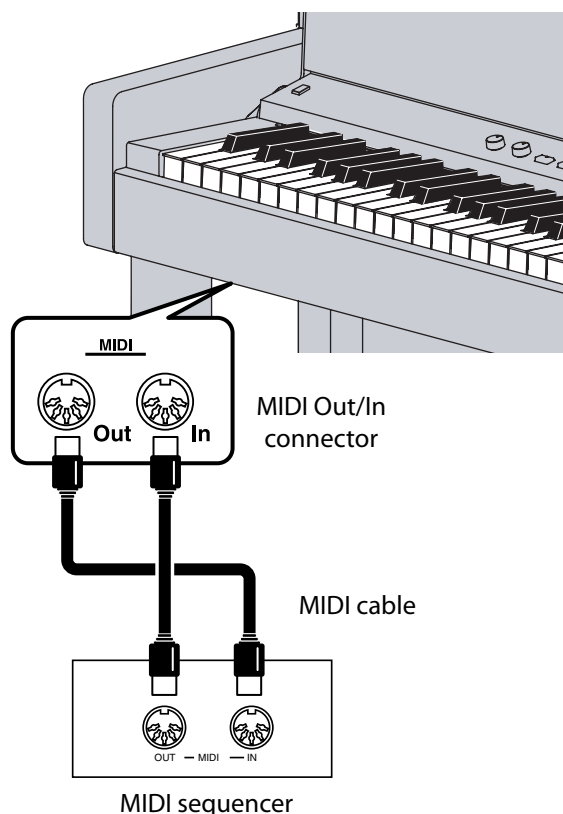
By connecting an external MIDI device and exchanging performance data, you can control one device from the other. For instance, you can output sound from the other instrument or switch Tones on the other instrument.

What's MIDI?

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

The LX-10 is equipped with MIDI connectors to let it exchange performance data with external devices. These connectors can be used to connect the LX-10 to an external device for even greater versatility.

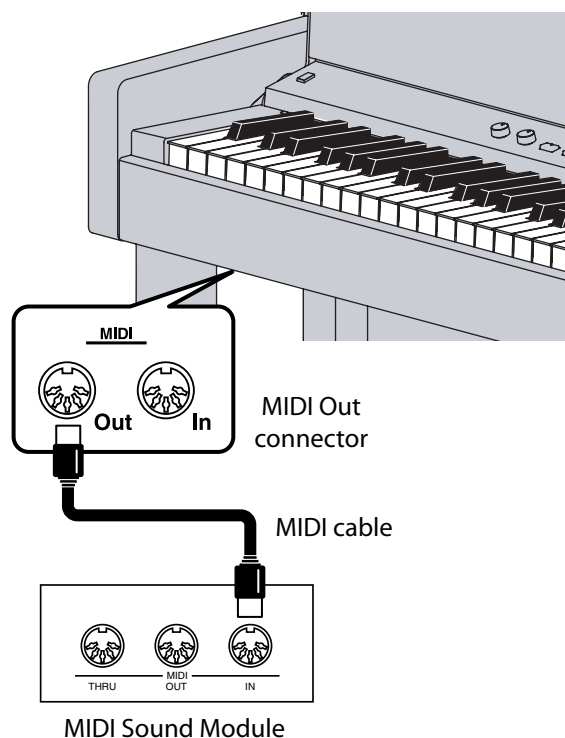
Connecting a Computer to the LX-10



When the LX-10 is connected to a MIDI sequencer, set it to "Local Off." Refer to "Preventing Doubled Notes When Connected to a Sequencer (Local Control)" (p. 85).

NOTE

Producing Sounds from a MIDI Sound Module by Playing the LX-10



Making the Connection

1. Turn the volume all the way down on the LX-10 and on the MIDI device you're about to connect.
2. Switch off the power to the LX-10 and the MIDI device you're about to connect.
3. Use a MIDI cables (sold separately) to connect the MIDI connectors to each other.
4. Switch on the power to the LX-10 and the connected device.
5. Adjust the volume level on the LX-10 and the connected device.
6. You should also set the MIDI transmit channel as needed.



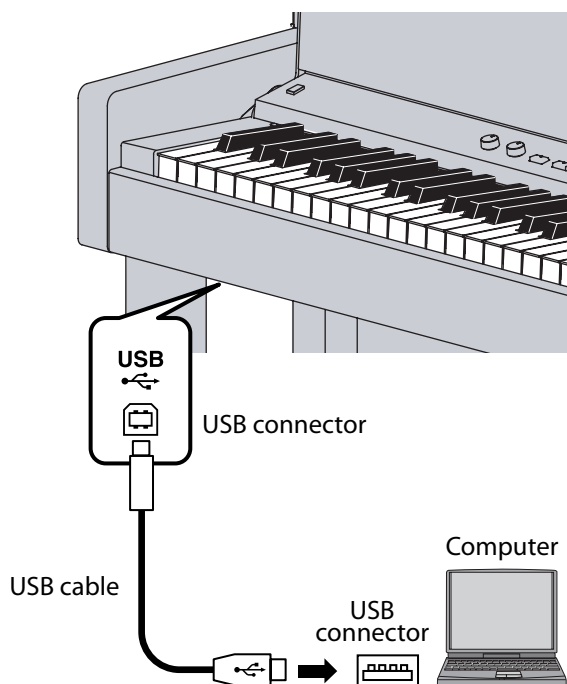
For details on the MIDI transmit channel, refer to "MIDI Transmit Channel Settings (MIDI Transmit Ch.)" (p. 86).

Connecting a Computer

The following become possible once you connect a USB cable (available separately) between the USB (MIDI) connector on the LX-10's Bottom panel (front bottom left) and the USB connector of your computer.

- You can use the LX-10 to play sounds from SMF music files played back with MIDI software.
- By exchanging MIDI data with sequencer software, you can save songs recorded with the LX-10 to your computer, and enjoy a variety of musical control and editing features.

Connect the LX-10 to your computer as shown below.



* Refer to the Roland website for system requirements.
Roland website: <http://www.roland.com/>

If Connection to Your Computer is Unsuccessful...

Normally, you don't need to install a driver in order to connect the LX-10 to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.

For details on downloading and installing the Roland original driver, refer to the Roland website.

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

Specify the USB driver you want to use, and then install the driver. For details, refer to "Changing the USB Driver Settings (USB Driver)" (p. 87).

Caution

- 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.
- Only MIDI data can be transmitted using USB.
- USB cables are not included. Consult your Roland dealer if you need to purchase.
- Turn on the power to the LX-10 before starting up MIDI applications on the computer. Do not turn the LX-10 on or off while any MIDI application is running.

Troubleshooting

If you think there's a problem, read this first.

| Symptom | Cause/Action | Page |
|---|--|-------|
| Power does not turn on | Is the power cord connected correctly? | p. 18 |
| Nothing appears in the screen | Since the LX-10 uses a liquid crystal screen, it may happen that no text or graphics appear in the screen if the temperature is below zero degrees Celsius (32 degrees Fahrenheit). | — |
| Pedal does not work, or is "stuck" | Is the pedal connected correctly? Plug the cable firmly into the pedal connector. | p. 18 |
| | If you disconnect the pedal cable from the LX-10 while the power is on, the pedal effect may remain "stuck" in the On condition. You must power-off the LX-10 before connecting or disconnecting the pedal cable. | — |
| | If you've switched the function of the soft pedal or sostenuto pedal, these pedals will not operate as the soft pedal or sostenuto pedal. | p. 85 |
| Unable to read from/write to USB memory | Are you using (optional) Roland USB memory? Reliable performance cannot be guaranteed if you use non-Roland USB memory products. | — |
| | If you are unable to read or write USB memory successfully, change the External Memory setting. | p. 87 |
| "Buzz" is heard from external devices | Are the external devices connected to more than one AC power outlet? If you connect external devices, be sure to connect them to the same AC outlet. | — |
| Device connected to the Input jacks have insufficient volume | Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor. | — |
| No sound | | |
| No sound | Is the speaker cable connected correctly? | p. 18 |
| | Could the LX-10's volume or the volume of the connected equipment be turned down? | p. 21 |
| | Could headphones be connected? Could there be a plug inserted in a headphone jack? The speakers will not produce sound if headphones or plug are connected to the headphone jacks. | p. 23 |
| | Has Local Control been set to "Off"? When Local Control is set to Off, no sound is produced by playing the keyboard. Set Local Control to On. | p. 85 |
| No sound when you play back a song | Has Local Control been set to "Off"? When Local Control is set to Off, no sound is produced by playing back a song. Set Local Control to On. | p. 85 |
| | Could the song volume be set to "0"? | p. 55 |
| No sound from the leftmost notes of the keyboard | Is V-LINK switched on? When V-LINK is on, the lowest twelve notes of the keyboard are used to control the image, and will not produce sound. | p. 86 |

| Symptom | Cause/Action | Page |
|---|--|-------|
| No sound (when a MIDI device is connected) | Are all devices powered on? | — |
| | Are the MIDI cables connected correctly? | p. 94 |
| | Do the MIDI channels of the LX-10 and the connected device match? | p. 86 |
| Not all the notes you play are sounded | The maximum simultaneous polyphony is 128 notes. If you are playing along with a song and making heavy use of the damper pedal, the number of notes the LX-10 is attempting to produce may exceed the maximum polyphony, meaning that some of the notes will drop out. | — |
| Notes don't sound right | | |
| Sound is not loud enough Only the high sounds are heard | Is the speaker cable connected correctly? | p. 18 |
| Pitch of the keyboard or song is incorrect | Could you have made Key Transpose settings? | p. 38 |
| | Is the Master Tune setting appropriate? | p. 80 |
| | Is the setting for the Temperament correct? | p. 31 |
| | Is the settings for the Stretch Tuning correct? | p. 30 |
| Sounds are heard twice (doubled) when the keyboard is played | Is the LX-10 in Dual performance? | p. 42 |
| | When the LX-10 is connected to an external sequencer, set the Local Control to off. Alternatively, the sequencer could be set so its Soft Thru feature is Off. | p. 85 |
| The wrong instrument is selected when you press the [Strings], [Voice], or [Others] button | <p>INSTRUMENT buttons [Strings] [Voice] [Others] also operate as buttons that select "Recommended Tones."</p> <p>With the factory settings, connecting a commercially-available CD-ROM drive to the external memory connector and selecting a song from a CD-ROM produced for the VIMA (VIMA TUNES) will automatically cause sounds appropriate for that song to be assigned to the [Strings], [Voice], and [Others] Tone buttons, so that you can select "recommended" sounds by pressing one of these buttons. You can also make settings so that "recommended" sounds are not automatically assigned.</p> | p. 89 |
| Effect does not apply | When you are using Dual performance or Split performance, and different effects are specified for the two selected tones, the effect will not be applied to Tone 2 (when using Dual performance) or the left-hand tone (when using Split performance). | — |
| Reverberation remains even if You defeat the Reverb effect | The LX-10's piano sound faithfully simulates the depth and resonance of an acoustic piano, and this may give the impression of reverberation even if you've defeated the Reverb effect. | — |
| The sound of the higher notes suddenly changes from a certain key | On an acoustic piano, the approximately one and a half octaves of notes at the top of the keyboard will continue sounding regardless of the damper pedal. These notes also have a somewhat different tonal character. LX-10 faithfully simulate this characteristic of acoustic pianos. On the LX-10, the range that is unaffected by the damper pedal will change according to the key transpose setting. | — |

Troubleshooting

| Symptom | Cause/Action | Page |
|--|---|----------------|
| High-pitched ringing is heard | Is the speaker cable connected correctly? | p. 18 |
| | <p>If you hear this in headphones: Piano sounds that have a brilliant and crisp character contain substantial high-frequency components that may sound as though a metallic ringing has been added. This is because the character of an actual piano is being faithfully reproduced, and is not a malfunction. This ringing is more obtrusive if the reverb effect is applied heavily, so you may be able to minimize it by decreasing the reverb.</p> <p>If you don't hear this in headphones: It is likely that there is some other reason (such as resonances within the unit). Please contact your dealer or a nearby Roland service center.</p> | — |
| | <p>If you don't hear this in headphones: Performing at high volumes may cause the speakers or objects near the LX-10 to resonate. Fluorescent lights or glass doors may also resonate sympathetically. In particular, this is more likely to occur for lower notes and higher volumes. You can take the following measures to minimize resonances.</p> <ul style="list-style-type: none"> • Locate the speakers 10–15 cm away from walls or other surfaces. • Keep the volume down. • Move away from the objects that are resonating. <p>If you hear this in headphones: It is likely that there is some other reason. Please contact your dealer or a nearby Roland service center.</p> | — |
| Low notes sound wrong, or are buzzy | <p>If you set the volume to the maximum setting, the sound may be distorted depending on how you perform. If this occurs, turn down the volume. Alternatively, lower the master gain.</p> | p. 21 p. 88 |
| | | |
| Song does not play correctly | | |
| Song won't play | <p>Could the screen be indicating "OK to delete Song?" You can't play back an internal song if internal memory contains performance data you recorded. Erase the performance data you recorded before you play back the song.</p> | p. 26 p. 69 |
| | <p>Could a track be muted? If the button indicator is out, the music on that track is not heard. Press the track button so the indicator is illuminated.</p> | p. 54 |
| Only the sound of a particular instrument in a song does not play | <p>Could the Part Mute setting be active? Muted parts will not be heard.</p> | p. 82 |
| | <p>Could the track mute volume be set to other than "0"? If you set this to "0," the sound of a muted track will be completely inaudible.</p> | p. 55 |
| Sound is heard from a muted track | <p>Could the track mute volume be set to other than "0"? If you set this to "0," the sound of a muted track will be completely inaudible.</p> | p. 55 |
| Song volume is low | <p>Could the song volume be lowered?</p> | p. 55 |
| Song tempo becomes unstable | <p>When playing a song from USB memory, the tempo may become unstable if there is an excessive amount of performance data.</p> | — |

| Symptom | Cause/Action | Page |
|---|--|----------------|
| Can't play back a song saved in USB memory | Is the audio data of a type that the LX-10 can play? Refer to "Audio data that the LX-10" can play. | p. 99 |
| | Is the filename extension "MID"? Files with other filename extensions cannot be handled as song data. | — |
| Song name in USB memory is not shown | The song name will not be shown if the song information in the file is empty or consists only of spaces. | — |
| | Is the filename extension "MID"? Files with other filename extensions cannot be handled as song data. | — |
| Can't record / play back | | |
| Can't record | Has one of the track buttons for recording been selected? | p. 63 p. 67 |
| The recorded performance disappeared | Your recorded performance will disappear if you switch off the LX-10's power or select a song. There is no way to recover the lost performance. Before you turn off the power, save your recorded performance in internal Memory. | p. 73 |

Audio data that the LX-10 can play

● WAV

| | |
|----------------------------|---------|
| Sampling frequency | 44.1kHz |
| Bit depth | 16 bit |
| File name extension | .wav |

Error Messages

| Indication | Meaning |
|------------------|---|
| Error: 1 | You can only read the music file. It can not be saved. |
| Error: 2 | An error occurred during writing. The external media's protect tab may be in the "Protect" (writing prohibited) position, or the external media may not yet be initialized. |
| Error: 10 | No external media is inserted. Insert the external media and try again. |
| Error: 11 | There is not sufficient free memory in the save destination. Either insert other external media or delete unneeded files and try again. |
| Error: 14 | An error occurred during writing. The external media may be corrupted. Insert other external media and try again. Alternatively, you can initialize the external media. |
| Error: 15 | The file is unreadable. The data format is not compatible with the LX-10. |
| Error: 16 | Data was not called up in time for playback of the song. After waiting several seconds, you may be able to play back the song by pressing the [►/■] button again. |
| Error: 18 | This audio format is not supported. Use audio data of a type that is supported. For details on audio data formats, refer to "Audio data that the LX-10 can play" (p. 99). |
| Error: 30 | The internal memory capacity of the LX-10 is full. |
| Error: 40 | The LX-10 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the LX-10. |
| Error: 41 | A MIDI cable has been disconnected. Connect it properly and securely. |
| Error: 43 | A MIDI transmission error has occurred. Check the MIDI cable and connected MIDI device. |
| Error: 51 | There may be a problem with the system. Repeat the procedure from the beginning. If it is not solved after you have tried several times, contact the Roland service center. |
| Error: 65 | The External Memory port was subjected to excessive current. Make sure that there is no problem with the external media, then turn the power off, then on again. |

* External Media: USB memory, Floppy Disk, CD-ROM, etc.

Tone List

Piano

| | |
|-----|--------------|
| 001 | Grand Piano1 |
| 002 | Piano + Str. |
| 003 | Harpsichord |
| 004 | Grand Piano2 |
| 005 | Piano + Pad |
| 006 | Grand Piano3 |
| 007 | MagicalPiano |
| 008 | Rock Piano |
| 009 | Piano+Choir |
| 010 | Honky-tonk |
| 011 | Coupled Hps. |

E.Piano

| | |
|-----|--------------|
| 001 | Pop E.Piano |
| 002 | Vintage EP |
| 003 | FM E.Piano |
| 004 | Vibraphone |
| 005 | EP Belle |
| 006 | Celesta |
| 007 | '60s E.Piano |
| 008 | Clav. |
| 009 | Mallet Isle |
| 010 | Morning Lite |
| 011 | Marimba |
| 012 | Stage Phaser |
| 013 | Ballad Bells |
| 014 | '70s E.Piano |
| 015 | E.Grand |

Organ

| | |
|-----|--------------|
| 001 | ChurchOrgan1 |
| 002 | ChurchOrgan2 |
| 003 | Combo Jz.Org |
| 004 | Ballad Organ |
| 005 | Accordion |
| 006 | Nason flt 8' |
| 007 | Gospel Spin |
| 008 | Full Stops |
| 009 | Mellow Bars |
| 010 | Light Organ |
| 011 | Lower Organ |
| 012 | '60s Organ |

Strings

| | |
|-----|----------------|
| 001 | Rich Strings |
| 002 | OrchestraStr |
| 003 | Orchestra |
| 004 | ChamberWinds |
| 005 | Harp |
| 006 | Violin |
| 007 | Velo Strings |
| 008 | Flute |
| 009 | Cello |
| 010 | OrchestraBrs |
| 011 | PizzicatoStr |
| 012 | DecayStrings * |

Voice

| | |
|-----|----------------|
| 001 | Aerial Choir |
| 002 | Jazz Scat |
| 003 | Harpvox |
| 004 | Glass Pad |
| 005 | Angels Choir |
| 006 | Beauty Vox |
| 007 | Soft Pad |
| 008 | Female Aahs |
| 009 | Male Aahs |
| 010 | Thum Voice |
| 011 | Lunar Strngs |
| 012 | Decay Choir * |
| 013 | Dcy ChoirPad * |

* Tones indicated by "*" are suitable for playing layered with a piano tone.

Tone List

Others

| | |
|-----|--------------|
| 001 | Nylon-str.Gt |
| 002 | Steel-str.Gt |
| 003 | Jazz Guitar |
| 004 | AcousticBass |
| 005 | A.Bass+Cymb |
| 006 | FingeredBass |
| 007 | BrassSection |
| 008 | Alto Sax |
| 009 | Tenor Sax |

GM2

| | |
|-----|--------------|
| 010 | STANDARD Set |
| 011 | ROOM Set |
| 012 | POWER Set |
| 013 | ELEC.Set |
| 014 | ANALOG Set |
| 015 | JAZZ Set |
| 016 | BRUSH Set |
| 017 | ORCH.Set |
| 018 | SFX Set |

* 010–018 are drum sets. Refer to p. 105–p. 107 for details on the sounds in the drum sets.

| | |
|-----|--------------|
| 019 | Piano 1 |
| 020 | Piano 1w |
| 021 | Piano 1d |
| 022 | Piano 2 |
| 023 | Piano 2w |
| 024 | Piano 3 |
| 025 | Piano 3w |
| 026 | Honky-tonk |
| 027 | Honky-tonk w |
| 028 | E.Piano 1 |
| 029 | Detuned EP 1 |
| 030 | Vintage EP |
| 031 | '60s E.Piano |
| 032 | E.Piano 2 |

| | |
|-----|--------------|
| 033 | Detuned EP 2 |
| 034 | St.FM EP |
| 035 | EP Legend |
| 036 | EP Phase |
| 037 | Harpsichord |
| 038 | Coupled Hps. |
| 039 | Harpsi.w |
| 040 | Harpsi.o |
| 041 | Clav. |
| 042 | Pulse Clav. |
| 043 | Celesta |
| 044 | Glockenspiel |
| 045 | Music Box |
| 046 | Vibraphone |
| 047 | Vibraphone w |
| 048 | Marimba |
| 049 | Marimba w |
| 050 | Xylophone |
| 051 | TubularBells |
| 052 | Church Bell |
| 053 | Carillon |
| 054 | Santur |
| 055 | Organ 1 |
| 056 | TremoloOrgan |
| 057 | '60s Organ |
| 058 | Organ 2 |
| 059 | Perc.Organ 1 |
| 060 | Chorus Organ |
| 061 | Perc.Organ 2 |
| 062 | Rock Organ |
| 063 | Church Org.1 |
| 064 | Church Org.2 |
| 065 | Church Org.3 |
| 066 | Reed Organ |
| 067 | Puff Organ |
| 068 | Accordion 1 |
| 069 | Accordion 2 |

| | |
|-----|--------------|
| 070 | Harmonica |
| 071 | Bandoneon |
| 072 | Nylon-str.Gt |
| 073 | Ukulele |
| 074 | Nylon Gt o |
| 075 | Nylon Gt 2 |
| 076 | Steel-str.Gt |
| 077 | 12-str.Gt |
| 078 | Mandolin |
| 079 | Steel+Body |
| 080 | Jazz Guitar |
| 081 | Hawaiian Gt |
| 082 | Clean Guitar |
| 083 | Chorus Gt 1 |
| 084 | Mid Tone Gt |
| 085 | Muted Guitar |
| 086 | Funk Guitar1 |
| 087 | Funk Guitar2 |
| 088 | Chorus Gt 2 |
| 089 | Overdrive Gt |
| 090 | Guitar Pinch |
| 091 | DistortionGt |
| 092 | Gt Feedback1 |
| 093 | Dist.Rtm Gt |
| 094 | Gt Harmonics |
| 095 | Gt Feedback2 |
| 096 | AcousticBass |
| 097 | FingeredBass |
| 098 | Finger Slap |
| 099 | Picked Bass |
| 100 | FretlessBass |
| 101 | Slap Bass 1 |
| 102 | Slap Bass 2 |
| 103 | Synth Bass 1 |
| 104 | WarmSyn.Bass |
| 105 | Synth Bass 3 |
| 106 | Clav.Bass |

| | | | | | |
|-----|--------------|-----|--------------|-----|--------------|
| 107 | Hammer | 144 | Tuba | 181 | SequencedSaw |
| 108 | Synth Bass 2 | 145 | MuteTrumpet1 | 182 | Syn.Calliope |
| 109 | Synth Bass 4 | 146 | MuteTrumpet2 | 183 | Chiffer Lead |
| 110 | RubberSyn.Bs | 147 | French Horn1 | 184 | Charang |
| 111 | Attack Pulse | 148 | French Horn2 | 185 | Wire Lead |
| 112 | Violin | 149 | Brass 1 | 186 | Solo Vox |
| 113 | Slow Violin | 150 | Brass 2 | 187 | 5th Saw Lead |
| 114 | Viola | 151 | Synth Brass1 | 188 | Bass+Lead |
| 115 | Cello | 152 | Synth Brass3 | 189 | Delayed Lead |
| 116 | Contrabass | 153 | AnalogBrass1 | 190 | Fantasia |
| 117 | Tremolo Str. | 154 | Jump Brass | 191 | Warm Pad |
| 118 | PizzicatoStr | 155 | Synth Brass2 | 192 | Sine Pad |
| 119 | Harp | 156 | Synth Brass4 | 193 | Polysynth |
| 120 | Yang Qin | 157 | AnalogBrass2 | 194 | Space Voice |
| 121 | Timpani | 158 | Soprano Sax | 195 | Itopia |
| 122 | Strings | 159 | Alto Sax | 196 | Bowed Glass |
| 123 | Orchestra | 160 | Tenor Sax | 197 | Metallic Pad |
| 124 | '60s Strings | 161 | Baritone Sax | 198 | Halo Pad |
| 125 | Slow Strings | 162 | Oboe | 199 | Sweep Pad |
| 126 | Syn.Strings1 | 163 | English Horn | 200 | Ice Rain |
| 127 | Syn.Strings3 | 164 | Bassoon | 201 | Soundtrack |
| 128 | Syn.Strings2 | 165 | Clarinet | 202 | Crystal |
| 129 | Choir 1 | 166 | Piccolo | 203 | Synth Mallet |
| 130 | Choir 2 | 167 | Flute | 204 | Atmosphere |
| 131 | Voice | 168 | Recorder | 205 | Brightness |
| 132 | Humming | 169 | Pan Flute | 206 | Goblins |
| 133 | Synth Voice | 170 | Bottle Blow | 207 | Echo Drops |
| 134 | Analog Voice | 171 | Shakuhachi | 208 | Echo Bell |
| 135 | OrchestraHit | 172 | Whistle | 209 | Echo Pan |
| 136 | Bass Hit | 173 | Ocarina | 210 | Star Theme |
| 137 | 6th Hit | 174 | Square Lead1 | 211 | Sitar 1 |
| 138 | Euro Hit | 175 | Square Lead2 | 212 | Sitar 2 |
| 139 | Trumpet | 176 | Sine Lead | 213 | Banjo |
| 140 | Dark Trumpet | 177 | Saw Lead 1 | 214 | Shamisen |
| 141 | Trombone 1 | 178 | Saw Lead 2 | 215 | Koto |
| 142 | Trombone 2 | 179 | Doctor Solo | 216 | Taisho Koto |
| 143 | Bright Tb | 180 | Natural Lead | 217 | Kalimba |

Tone List

| | |
|-----|--------------|
| 218 | Bagpipe |
| 219 | Fiddle |
| 220 | Shanai |
| 221 | Tinkle Bell |
| 222 | Agogo |
| 223 | Steel Drums |
| 224 | Woodblock |
| 225 | Castanets |
| 226 | Taiko |
| 227 | Concert BD |
| 228 | Melodic Tom1 |
| 229 | Melodic Tom2 |
| 230 | Synth Drum |
| 231 | TR-808 Tom |
| 232 | Elec.Perc. |
| 233 | Reverse Cym. |
| 234 | Gt FretNoise |
| 235 | Gt Cut Noise |
| 236 | BsStringSlap |
| 237 | Breath Noise |
| 238 | Fl.Key Click |
| 239 | Seashore |
| 240 | Rain |
| 241 | Thunder |
| 242 | Wind |
| 243 | Stream |
| 244 | Bubble |
| 245 | Bird 1 |
| 246 | Dog |
| 247 | Horse Gallop |
| 248 | Bird 2 |
| 249 | Telephone 1 |
| 250 | Telephone 2 |
| 251 | DoorCreaking |
| 252 | Door |
| 253 | Scratch |
| 254 | Wind Chimes |

| | |
|-----|-------------|
| 255 | Helicopter |
| 256 | Car Engine |
| 257 | Car Stop |
| 258 | Car Pass |
| 259 | Car Crash |
| 260 | Siren |
| 261 | Train |
| 262 | Jetplane |
| 263 | Starship |
| 264 | Burst Noise |
| 265 | Applause |
| 266 | Laughing |
| 267 | Screaming |
| 268 | Punch |
| 269 | Heart Beat |
| 270 | Footsteps |
| 271 | Gun Shot |
| 272 | Machine Gun |
| 273 | Laser Gun |
| 274 | Explosion |

* In the tone group "Others" when you hold down the [-] or [+] button to switchtone in succession, the tones will stop changing at number 010 and number 019.
To select the next sound, release the [-] or [+] button, then press it again.

| | Standard Set | Room Set | Power Set | Electronic Set |
|-------|---------------------------|---------------------------|---------------------------|---------------------------|
| 27 | High-Q | High-Q | High-Q | High-Q |
| 28 | Slap | Slap | Slap | Slap |
| 29 | Scratch Push [EXC7] | Scratch Push [EXC7] | Scratch Push [EXC7] | Scratch Push [EXC7] |
| 30 | Scratch Pull [EXC7] | Scratch Pull [EXC7] | Scratch Pull [EXC7] | Scratch Pull [EXC7] |
| 31 | Sticks | Sticks | Sticks | Sticks |
| 32 | Square Click | Square Click | Square Click | Square Click |
| 33 | Metronome Click | Metronome Click | Metronome Click | Metronome Click |
| 34 | Metronome Bell | Metronome Bell | Metronome Bell | Metronome Bell |
| 35 | Kick Drum 2 | Room Kick 2 | Room Kick 1 | Power Kick |
| C2 36 | Kick Drum 1 | Room Kick 1 | Power Kick | Electric Kick |
| 37 | Side Stick | Side Stick | Side Stick | Side Stick |
| 38 | Snare Drum | Room Snare | Power Snare | Electric Snare 1 |
| 39 | Hand Clap | Hand Clap | Hand Clap | Hand Clap |
| 40 | Electric Snare 3 | Electric Snare 4 | Electric Snare 5 | Electric Snare 2 |
| 41 | Low Tom 2 | Room Low Tom 2 | Power Low Tom 2 | Electric Low Tom 2 |
| 42 | Closed Hi-Hat 1 [EXC1] | Closed Hi-Hat 2 [EXC1] | Closed Hi-Hat 2 [EXC1] | Closed Hi-Hat 2 [EXC1] |
| 43 | Low Tom 1 | Room Low Tom 1 | Power Low Tom 1 | Electric Low Tom 1 |
| 44 | Pedal Hi-Hat 1 [EXC1] | Pedal Hi-Hat 2 [EXC1] | Pedal Hi-Hat 2 [EXC1] | Pedal Hi-Hat 2 [EXC1] |
| 45 | Mid Tom 2 | Room Mid Tom 2 | Power Mid Tom 2 | Electric Mid Tom 2 |
| 46 | Open Hi-Hat 1 [EXC1] | Open Hi-Hat 2 [EXC1] | Open Hi-Hat 2 [EXC1] | Open Hi-Hat 2 [EXC1] |
| 47 | Mid Tom 1 | Room Mid Tom 1 | Power Mid Tom 1 | Electric Mid Tom 1 |
| C3 48 | High Tom 2 | Room High Tom 2 | Power High Tom 2 | Electric High Tom 2 |
| 49 | Crash Cymbal 1 | Crash Cymbal 3 | Crash Cymbal 3 | Crash Cymbal 3 |
| 50 | High Tom 1 | Room High Tom 1 | Power High Tom 1 | Electric High Tom 1 |
| 51 | Ride Cymbal 1 | Ride Cymbal 3 | Ride Cymbal 3 | Ride Cymbal 3 |
| 52 | Chinese Cymbal 1 | Chinese Cymbal 2 | Chinese Cymbal 2 | Reverse Cymbal |
| 53 | Ride Bell 1 | Ride Bell 2 | Ride Bell 2 | Ride Bell 2 |
| 54 | Tambourine | Tambourine | Tambourine | Tambourine |
| 55 | Splash Cymbal | Splash Cymbal | Splash Cymbal | Splash Cymbal |
| 56 | Cowbell | Cowbell | Cowbell | Cowbell |
| 57 | Crash Cymbal 2 | Crash Cymbal 4 | Crash Cymbal 4 | Crash Cymbal 4 |
| 58 | Vibraslap | Vibraslap | Vibraslap | Vibraslap |
| 59 | Ride Cymbal 2 | Ride Cymbal 4 | Ride Cymbal 4 | Ride Cymbal 4 |
| C4 60 | High Bongo 1 | High Bongo 2 | High Bongo 2 | High Bongo 2 |
| 61 | Low Bongo 1 | Low Bongo 2 | Low Bongo 2 | Low Bongo 2 |
| 62 | Mute High Conga 1 | Mute High Conga 2 | Mute High Conga 2 | Mute High Conga 2 |
| 63 | Open High Conga | Open High Conga | Open High Conga | Open High Conga |
| 64 | Low Conga | Low Conga | Low Conga | Low Conga |
| 65 | High Timbale | High Timbale | High Timbale | High Timbale |
| 66 | Low Timbale | Low Timbale | Low Timbale | Low Timbale |
| 67 | High Agogo | High Agogo | High Agogo | High Agogo |
| 68 | Low Agogo | Low Agogo | Low Agogo | Low Agogo |
| 69 | Cabasa | Cabasa | Cabasa | Cabasa |
| 70 | Maracas | Maracas | Maracas | Maracas |
| 71 | Short High Whistle [EXC2] | Short High Whistle [EXC2] | Short High Whistle [EXC2] | Short High Whistle [EXC2] |
| C5 72 | Long Low Whistle [EXC2] | Long Low Whistle [EXC2] | Long Low Whistle [EXC2] | Long Low Whistle [EXC2] |
| 73 | Short Guiro [EXC3] | Short Guiro [EXC3] | Short Guiro [EXC3] | Short Guiro [EXC3] |
| 74 | Long Guiro [EXC3] | Long Guiro [EXC3] | Long Guiro [EXC3] | Long Guiro [EXC3] |
| 75 | Claves | Claves | Claves | Claves |
| 76 | High Woodblock | High Woodblock | High Woodblock | High Woodblock |
| 77 | Low Woodblock | Low Woodblock | Low Woodblock | Low Woodblock |
| 78 | Mute Cuica [EXC4] | Mute Cuica [EXC4] | Mute Cuica [EXC4] | Mute Cuica [EXC4] |
| 79 | Open Cuica [EXC4] | Open Cuica [EXC4] | Open Cuica [EXC4] | Open Cuica [EXC4] |
| 80 | Mute Triangle [EXC5] | Mute Triangle [EXC5] | Mute Triangle [EXC5] | Mute Triangle [EXC5] |
| 81 | Open Triangle [EXC5] | Open Triangle [EXC5] | Open Triangle [EXC5] | Open Triangle [EXC5] |
| 82 | Shaker | Shaker | Shaker | Shaker |
| 83 | Jingle Bell | Jingle Bell | Jingle Bell | Jingle Bell |
| C6 84 | Bar Chimes | Bar Chimes | Bar Chimes | Bar Chimes |
| 85 | Castanets | Castanets | Castanets | Castanets |
| 86 | Mute Surdo [EXC6] | Mute Surdo [EXC6] | Mute Surdo [EXC6] | Mute Surdo [EXC6] |
| 87 | Open Surdo [EXC6] | Open Surdo [EXC6] | Open Surdo [EXC6] | Open Surdo [EXC6] |
| 88 | ----- | ----- | ----- | ----- |

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

Tone List

| | Analog Set | Jazz Set | Brush Set | Orchestra Set |
|-------|-------------------------------|---------------------------|----------------------------|---------------------------|
| 27 | High-Q | High-Q | High-Q | Closed Hi-Hat 2 [EXC1] |
| 28 | Slap | Slap | Slap | Pedal Hi-Hat 2 [EXC1] |
| 29 | Scratch Push [EXC7] | Scratch Push [EXC7] | Scratch Push [EXC7] | Open Hi-Hat 2 [EXC1] |
| 30 | Scratch Pull [EXC7] | Scratch Pull [EXC7] | Scratch Pull [EXC7] | Ride Cymbal 3 |
| 31 | Sticks | Sticks | Sticks | Sticks |
| 32 | Square Click | Square Click | Square Click | Square Click |
| 33 | Metronome Click | Metronome Click | Metronome Click | Metronome Click |
| 34 | Metronome Bell | Metronome Bell | Metronome Bell | Metronome Bell |
| 35 | TR-808 Kick 2 | Room Kick 2 | Room Kick 2 | Concert Bass Drum 2 |
| C2 36 | TR-808 Kick 1 | Jazz Kick | Jazz Kick | Concert Bass Drum 1 |
| 37 | TR-808 Rim shot | Side Stick | Side Stick | Side Stick |
| 38 | TR-808 Snare | Jazz Snare | Brush Tap | Concert Snare Drum |
| 39 | Hand Clap | Hand Clap | Brush Slap1 | Castanets |
| 40 | Electric Snare 6 | Electric Snare 7 | Brush Swirl | Concert Snare Drum |
| 41 | TR-808 Low Tom 2 | Jazz Low Tom | Brush Low Tom 2 | Timpani F |
| 42 | TR-808 Closed Hi-Hat 1 [EXC1] | Closed Hi-Hat 2 [EXC1] | Brush Closed Hi-Hat [EXC1] | Timpani F# |
| 43 | TR-808 Low Tom 1 | Low Tom 1 | Brush Low Tom 1 | Timpani G |
| 44 | TR-808 Closed Hi-Hat 2 [EXC1] | Pedal Hi-Hat 2 [EXC1] | Brush Pedal Hi-Hat [EXC1] | Timpani G# |
| 45 | TR-808 Mid Tom 2 | Mid Tom 2 | Brush Mid Tom 2 | Timpani A |
| 46 | TR-808 Open Hi-Hat [EXC1] | Open Hi-Hat 2 [EXC1] | Brush Open Hi-Hat [EXC1] | Timpani A# |
| 47 | TR-808 Mid Tom 1 | Jazz Mid Tom | Brush Mid Tom 1 | Timpani B |
| C3 48 | TR-808 High Tom 2 | Jazz High Tom 2 | Brush High Tom 2 | Timpani C |
| 49 | TR-808 Crash Cymbal | Crash Cymbal 3 | Jazz Crash Cymbal | Timpani C# |
| 50 | TR-808 High Tom 1 | Jazz High Tom 1 | Brush High Tom 1 | Timpani D |
| 51 | Ride Cymbal 3 | Ride Cymbal 3 | Jazz Ride Cymbal 1 | Timpani D# |
| 52 | Chinese Cymbal 2 | Chinese Cymbal 2 | Chinese Cymbal 2 | Timpani E |
| 53 | Ride Bell 2 | Ride Bell 2 | Jazz Ride Cymbal 2 | Timpani F |
| 54 | Tambourine | Tambourine | Tambourine | Tambourine |
| 55 | Splash Cymbal | Splash Cymbal | Splash Cymbal | Splash Cymbal |
| 56 | TR-808 Cowbell | Cowbell | Cowbell | Cowbell |
| 57 | Crash Cymbal 4 | Crash Cymbal 4 | Crash Cymbal 4 | Concert Cymbal 2 |
| 58 | Vibraslap | Vibraslap | Vibraslap | Vibraslap |
| 59 | Ride Cymbal4 | Ride Cymbal4 | Ride Cymbal4 | Concert Cymbal 1 |
| C4 60 | High Bongo 2 | High Bongo 2 | High Bongo 2 | High Bongo 2 |
| 61 | Low Bongo 2 | Low Bongo 2 | Low Bongo 2 | Low Bongo 2 |
| 62 | TR-808 High Conga | Mute High Conga 2 | Mute High Conga 2 | Mute High Conga 2 |
| 63 | TR-808 Mid Conga | Open High Conga | Open High Conga | Open High Conga |
| 64 | TR-808 Low Conga | Low Conga | Low Conga | Low Conga |
| 65 | High Timbale | High Timbale | High Timbale | High Timbale |
| 66 | Low Timbale | Low Timbale | Low Timbale | Low Timbale |
| 67 | High Agogo | High Agogo | High Agogo | High Agogo |
| 68 | Low Agogo | Low Agogo | Low Agogo | Low Agogo |
| 69 | Cabasa | Cabasa | Cabasa | Cabasa |
| 70 | TR-808 Maracas | Maracas | Maracas | Maracas |
| 71 | Short High Whistle [EXC2] | Short High Whistle [EXC2] | Short High Whistle [EXC2] | Short High Whistle [EXC2] |
| C5 72 | Long Low Whistle [EXC2] | Long Low Whistle [EXC2] | Long Low Whistle [EXC2] | Long Low Whistle [EXC2] |
| 73 | Short Guiro [EXC3] | Short Guiro [EXC3] | Short Guiro [EXC3] | Short Guiro [EXC3] |
| 74 | Long Guiro [EXC3] | Long Guiro [EXC3] | Long Guiro [EXC3] | Long Guiro [EXC3] |
| 75 | Claves | Claves | Claves | Claves |
| 76 | High Woodblock | High Woodblock | High Woodblock | High Woodblock |
| 77 | Low Woodblock | Low Woodblock | Low Woodblock | Low Woodblock |
| 78 | Mute Cuica [EXC4] | Mute Cuica [EXC4] | Mute Cuica [EXC4] | Mute Cuica [EXC4] |
| 79 | Open Cuica [EXC4] | Open Cuica [EXC4] | Open Cuica [EXC4] | Open Cuica [EXC4] |
| 80 | Mute Triangle [EXC5] | Mute Triangle [EXC5] | Mute Triangle [EXC5] | Mute Triangle [EXC5] |
| 81 | Open Triangle [EXC5] | Open Triangle [EXC5] | Open Triangle [EXC5] | Open Triangle [EXC5] |
| 82 | Shaker | Shaker | Shaker | Shaker |
| 83 | Jingle Bell | Jingle Bell | Jingle Bell | Jingle Bell |
| C6 84 | Bar Chimes | Bar Chimes | Bar Chimes | Bar Chimes |
| 85 | Castanets | Castanets | Castanets | Castanets |
| 86 | Mute Surdo [EXC6] | Mute Surdo [EXC6] | Mute Surdo [EXC6] | Mute Surdo [EXC6] |
| 87 | Open Surdo [EXC6] | Open Surdo [EXC6] | Open Surdo [EXC6] | Open Surdo [EXC6] |
| 88 | ----- | ----- | ----- | Applause |

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

SFX Set

| | | |
|----|----|----------------------------|
| | 27 | ----- |
| 28 | | ----- |
| | | ----- |
| 29 | 30 | ----- |
| 31 | | ----- |
| | 32 | ----- |
| 33 | | ----- |
| | 34 | ----- |
| 35 | | ----- |
| C2 | 36 | ----- |
| | | ----- |
| | 37 | ----- |
| | 38 | ----- |
| | 39 | High Q |
| | | Slap |
| | 40 | Scratch Push [EXC7] |
| | 41 | Scratch Pull [EXC7] |
| | 42 | Sticks |
| | 43 | Square Click |
| C3 | 44 | Metronome Click |
| | 45 | Metronome Bell |
| | 46 | Guitar Fret Noise |
| | 47 | |
| | 48 | Guitar Cutting Noise Up |
| | 49 | Guitar Cutting Noise Down |
| | 50 | String Slap of Double Bass |
| | 51 | Fl.Key Click |
| | 52 | Laughing |
| | | Screaming |
| C4 | 53 | Punch |
| | 54 | Heart Beat |
| | 55 | Footsteps 1 |
| | 56 | Footsteps 2 |
| | 57 | Applause |
| | 58 | Door Creaking |
| | 59 | |
| | 60 | Door |
| | 61 | Scratch |
| | 62 | Wind Chimes |
| C5 | 63 | Car-Engine |
| | 64 | Car-Stop |
| | | Car-Pass |
| | 65 | Car-Crash |
| | 66 | Siren |
| | 67 | Train |
| | 68 | Jet Plane |
| | 69 | Helicopter |
| | 70 | Starship |
| | 71 | |
| C6 | 72 | Gun Shot |
| | 73 | Machine Gun |
| | 74 | Laser Gun |
| | 75 | Explosion |
| | 76 | Dog |
| | | Horse-Gallop |
| | 77 | Birds |
| | 78 | Rain |
| | 79 | Thunder |
| | 80 | Wind |
| C6 | 81 | Seashore |
| | 82 | Stream |
| | 83 | Bubble |
| | 84 | |
| | 85 | ----- |
| | 86 | ----- |
| | 87 | ----- |
| | 88 | ----- |

* ----- : No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

Internal Song List

| No. | Song Name |
|-----|------------------------------|
| 1 | Die Forelle (Schubert=Liszt) |
| 2 | Nocturne No.20 |
| 3 | Reflets dans l'Eau |
| 4 | My Pleasure |
| 5 | La Fille aux Cheveux de Lin |
| 6 | La Campanella |
| 7 | Trio Grande |
| 8 | Wedding Song |
| 9 | Scherzo No.2 |
| 10 | Étude, op.10-12 |
| 11 | Sonate No.15 |
| 12 | Liebesträume 3 |
| 13 | Étude, op.10-3 |
| 14 | Je te veux |
| 15 | Valse, op.64-1 |
| 16 | Golliwog's Cakewalk |
| 17 | Fantaisie-Impromptu |
| 18 | Arabesque 1 |
| 19 | An der schönen, blauen Donau |
| 20 | Auf Flügeln des Gesanges |
| 21 | Mazurka No.5 |
| 22 | Gymnopédie 1 |
| 23 | Étude, op.25-1 |
| 24 | Clair de Lune |
| 25 | Étude, op.10-5 |
| 26 | Dr. Gradus ad Parnassum |
| 27 | Grande Valse Brillante |
| 28 | La prière d'une Vierge |
| 29 | Course en Troïka |
| 30 | To The Spring |
| 31 | Valse, op.64-2 |
| 32 | Radetzky Marsch |
| 33 | Träumerei |
| 34 | Moments Musicaux 3 |

| No. | Song Name |
|-----|-------------------------------|
| 35 | Prélude, op.28-15 |
| 36 | Harmonious Blacksmith |
| 37 | Ungarische Tänze 5 |
| 38 | Türkischer Marsch (Beethoven) |
| 39 | Nocturne No.2 |
| 40 | Frühlingslied |
| 41 | Präludium |
| 42 | Jägerlied |
| 43 | Menuet Antique |
| 44 | Für Elise |
| 45 | Türkischer Marsch (Mozart) |
| 46 | Ständchen |
| 47 | Humoreske |
| 48 | Blumenlied |
| 49 | Alpenglöckchen |
| 50 | Menuett G dur (Beethoven) |
| 51 | Venezianisches Gondellied |
| 52 | Alpenabendröte |
| 53 | Farewell to the Piano |
| 54 | Brautchor |
| 55 | Battle of Waterloo |
| 56 | Wiener Marsch |
| 57 | Le Coucou |
| 58 | Menuett G dur (Bach) |
| 59 | Spinnerlied |
| 60 | Gavotte |
| 61 | Heidenröslein |
| 62 | Zigeuner Tanz |
| 63 | La Cinquantaine |
| 64 | Csikós Post |
| 65 | Dolly's Dreaming Awakening |
| 66 | La Violette |
| 67 | Fröhlicher Landmann |
| 68 | Sonatine op.36-1 (Clementi) |

| No. | Song Name |
|-----|---------------------------|
| 69 | Sonatine op.20-1 (Kuhlau) |
| 70 | Sonatine No.5 (Beethoven) |
| 71 | Late Night Chopin |
| 72 | Fly Flee |
| 73 | Leveil de lamour |
| 74 | Preludelight |

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

Parameters Stored in Memory Backup

| | | |
|--|--|--------------|
| Piano Designer Settings | Open/close lid | p. 30 |
| | Key Touch | p. 30, p. 32 |
| | Key Touch Offset | p. 30 |
| | Hammer Response | p. 30 |
| | Hammer Noise | p. 30 |
| | Master Tuning | p. 30, p. 80 |
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| | Damper Noise | p. 30 |
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| | String Resonance | p. 30 |
| | Key Off Resonance | p. 30 |
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Music Files That the LX-10 Can Use

What Are Music Files?

Music files contain musical information such as how long the key for a corresponding pitch is played, the force applied to the key played, and other such information. When the performance data (music file) is sent by your computer or similar device, the song will be played exactly as specified by the data. This is different than a audio CD, since the music file does not contain a recording of the sound itself. This makes it possible to change tempos and keys freely, allowing you to use it in many different ways.

Regarding Copyright

Use of the song data supplied with the CD-ROM attached to this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

Please be aware that if you create derivative works that are based on existing copyrighted material, such as commercially available SMF music files, such works may violate copyright law if used for any purpose other than personal enjoyment. Roland takes no responsibility for any copyright violation you may commit by creating such works.

The LX-10 Allows You To Use the Following Music Files

VIMA TUNES

VIMA TUNES is a Roland specification for music files that contains image and lyric data, allowing you to enjoy songs with lyrics and images simultaneously. When data bearing the "VIMA TUNES" logo is played back on a device that bears the same logo, lyrics can be shown on the screen of a connected external display or television, letting you enjoy karaoke or watch a slide show.

* This instrument (LX-10) is not able to play back VIMA TUNES images.

SMF Music Files

SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.

SMF with Lyrics

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When Music Files carrying the "SMF with Lyrics" logo are played back on a compatible device (one bearing the same logo), the lyrics will appear in its display.

The LX-10 come equipped with GM 2/GS sound generators.

General MIDI



The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2



The upwardly compatible General MIDI 2 recommendations pick up where the original General MIDI left off, offering enhanced expressive capabilities, and even greater compatibility. Issues that were not covered by the original General MIDI recommendations, such as how sounds are to be edited, and how effects should be handled, have now been precisely defined. Moreover, the available sounds have been expanded. General MIDI 2 compliant sound generators are capable of reliably playing back music files that carry either the General MIDI or General MIDI 2 logo.

In some cases, the conventional form of General MIDI, which does not include the new enhancements, is referred to as "General MIDI 1" as a way of distinguishing it from General MIDI 2.

GS Format



The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus. Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive. Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind).

XGLite



XG is a tone generator format of YAMAHA Corporation, that defines the ways in which voices are expanded or edited and the structure and type of effects, in addition to the General MIDI 1 specification. XGLite is a simplified version of XG tone generation format. You can play back any XG music files using an XGLite tone generator. However, keep in mind that some music files may play back differently compared to the original files, due to the reduced set of control parameters and effects.

MIDI Implementation Chart

| Function... | | Transmitted | Recognized | Remarks |
|------------------|---|--|--|----------------------|
| Basic Channel | Default Changed | 1 1-16 | 1-16 1-16 | |
| Mode | Default Messages Altered | Mode 3 x ***** | Mode 3 Mode 3, 4 (M=1) | * 2 |
| Note Number : | True Voice | 15-113 ***** | 0-127 0-127 | |
| Velocity | Note ON Note OFF | O O | O O | |
| After Touch | Key's Ch's | x x | O O | *1 *1 |
| Pitch Bend | | O | O | |
| Control Change | 0, 32 | O | O | *1 Bank select |
| | 1 | O | O | *1 Modulation |
| | 5 | x | O | *1 Portamento time |
| | 6, 38 | x | O | *1 Data entry |
| | 7 | x | O | *1 Volume |
| | 10 | x | O | *1 Panpot |
| | 11 | O | O | *1 Expression |
| | 64 | O | O | *1 Hold 1 |
| | 65 | x | O | *1 Portamento |
| | 66 | O | O | *1 Sostenuto |
| | 67 | O | O | *1 Soft |
| | 84 | x | O | Portamento control |
| | 91 | O | O (Reverb) | Effect1 depth |
| | 93 | x | O (Chorus) | Effect3 depth |
| | 98, 99 | x | O | *1 NRPN LSB, MSB |
| | 100, 101 | x | O | *1 RPN LSB, MSB |
| Prog Change | : True # | 0-127 ***** | O 0-127 | Program number 1-128 |
| System Exclusive | | O | O | |
| System Common | : Song Pos : Song Sel : Tune | x x x | x x x | |
| System Real Time | : Clock : Commands | O O | x x | |
| Aux Message | : All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset | x x x x O x | O (120, 126, 127) O O O (123-125) O x | |
| Notes | | * 1 O x is selectable by Sys Ex. * 2 Recognized as M=1 even if M≠1. | | |

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

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

O : Yes
X : No

Main Specifications

LX-10: Digital Piano

| | |
|---|--|
| <Keyboard> | |
| Keyboard | 88 keys (PHA II ivory feel Keyboard with Escapement) |
| Touch Sensitivity | Touch: 100 levels / Fixed Touch (level adjustable) |
| | Hammer Response: 10 levels |
| Keyboard Mode | Whole, Dual (volume balance adjustable), Split (split point adjustable), Twin piano |
| <Sound Generator> Conforms to GM2/GS/XGLite | |
| Max. Polyphony | 128 voices |
| Tones | 337 tones (including 8 drum sets, 1 SFX set) |
| Temperament | 8 types, selectable tonic |
| Stretched Tuning | Off/Preset/User tuning (adjustable in individual notes: -50.0– +50.0 cent) |
| Master Tuning | 415.3–466.2 Hz (adjustable in increments of 0.1 Hz) |
| Transpose | Key Transpose: -6–+5 (in semitones) |
| | Playback Transpose (with Audio CD/Audio Data): -6–+5 (in semitones) |
| Effects | 3D (4 Levels), Dynamics (3 types), Reverb (10 levels), Rotary Speaker Effect (only for organ tones, Slow/Fast), 4-band Digital Equalizer, Tone effects (only adjust values) |
| | Only for Piano Tones: Open/close lid (only for piano tones, 7 levels), Hammer Noise (5 levels), Damper Resonance (10 levels), Damper Noise (10 levels), Duplex Scale (10 levels), String Resonance (10 levels), Key Off Resonance (10 levels) |
| <Recorder> | |
| Tracks | 3 tracks |
| Songs | Recorder section: 1 song Internal Memory: Max. 99 songs |
| Note Storage | Approx. 30,000 notes |
| Control | Song Select, Play/Stop, Rec, Previous/Rewinding, Next/Fast-forwarding, Track Mute (Mute Level adjustable), Tempo, Tempo Mute, All Song Play, Count-in, Count-down, 16 part Mute, Song Volume |
| | Center Cancel (only for audio playback) |
| Tempo | Quarter note = 10 to 500, Audio Playback Speed: 75–125% |
| Resolution | 120 ticks per quarter note |
| Metronome | Beat: 2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8 |
| | Volume: 0–10 levels |
| | Metronome Pattern: 11 patterns |
| | Metronome Sound: 8 types |

| | |
|--------------------------------|---|
| <Internal Memory> | |
| Songs | Max. 99 songs |
| Save Song | Standard MIDI Files (Format 0) |
| <External Memory> | |
| External Storage | USB Memory Floppy Disk (when using an optional floppy disk drive) |
| Playable Software | Standard MIDI Files (Format 0/1) Roland Original Format (i-Format) Audio Data (WAV 44.1kHz / 16-bit Linear Format) Audio CDs (CD-DA) (when using an optional CD drive ^{*1}) |
| <Others> | |
| Internal Songs | 74 songs + 7 Tone Demo Songs |
| Rated Power Output | 60 W x 2 |
| Speakers | 16 cm x 2, 10 cm x 2, 5 cm x 2 |
| Display | 128 x 64 dots Graphic monochrome LCD (with backlit) |
| Language | English, Japanese |
| Lyrics | Yes (Built-in Display) |
| Control | Volume, Brilliance, LCD Contrast |
| Pedal | Damper (half-pedal recognition), Soft (half-pedal recognition, function assignable), Sostenuto (function assignable) |
| Other Function | Panel Lock, V-LINK |
| Connectors | AC inlet, Pedal connector, Input jacks (Front: L/Mono, R Rear: L/Mono, R), Output jacks (L/Mono, R), USB (MIDI) connector, MIDI connectors (IN, OUT), Phones jack (Stereo) x 2, Ext Memory port |
| Power Supply | AC 115 V, AC 117 V, AC 220 V, AC 230 V, AC 240 V (50/60 Hz) |
| Power Consumption | 150 W |
| Dimensions | 1410(W) x 446(D) x 1071(H) mm (top closed) 55-9/16(W) x 17-9/16(D) x 42-3/16(H) inches 1410(W) x 453(D) x 1116(H) mm (top opened) 55-9/16(W) x 17-7/8(D) x 43-15/16(H) inches |
| Weight | 91 kg / 200 lbs 10 oz |
| Accessories | Owner's Manual, Power Cord, Roland 60 Classical Piano Masterpieces, Headphones Hook, Cord Clamps, Stabilizer |
| Options | USB Memory, Floppy Disk Drive, CD Drive, MIDI Implementation, Audio Cable, MIDI cable |

^{*1} A list of the CD drives that have been tested and found to be compatible is available on the Roland website.
<http://www.roland.com/>

NOTE

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

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For China

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For C.A. US (Proposition 65)

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- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
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This product complies with the requirements of European Directives EMC 89/336/EEC and LVD 73/23/EEC.

For EU Countries

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

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Type of Equipment : Digital Piano
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