



# ***RMP-12***

## ***MARCHING PERCUSSION***

Owner's Manual

**Roland®**

For the U.K.

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

BLUE: NEUTRAL  
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.  
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.  
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

For EU Countries



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

For the USA

## FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

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

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

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

For Canada

### NOTICE

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

### AVIS

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

For C.A. US (Proposition 65)

### WARNING

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

**Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (p. 3; p. 5). 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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# USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

<b>⚠ WARNING</b>	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
<b>⚠ CAUTION</b>	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

<b>⚠</b>	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.
<b>⊘</b>	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.
<b>⦿</b>	The ⦿ symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

### ALWAYS OBSERVE THE FOLLOWING

#### ⚠ WARNING

- Do not open (or modify in any way) the unit or its AC adaptor. 
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 
- Never install the unit in any of the following locations.
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are 
  - Damp (e.g., baths, washrooms, on wet floors); or are 
  - Exposed to steam or smoke; or are
  - Subject to salt exposure; or are
  - Humid; or are
  - Exposed to rain; or are
  - Dusty or sandy; or are
  - Subject to high levels of vibration and shakiness.
- If you want to attach the RMP-12 to a marching snare carrier, use the specified model (Roland OP-RMP12). 
- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces. 
- Use only the specified AC adaptor (PSB-series), and make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. 

#### ⚠ WARNING

- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. 
- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! 
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. 
- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.   

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

**⚠ WARNING**

- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. 

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

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

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

- Batteries must never be recharged, heated, taken apart, or thrown into fire or water. 

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

**⚠ CAUTION**

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

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

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

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

**⚠ CAUTION**

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

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

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

- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 17). 

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

- If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions (p. 11). 

- Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity. 

- Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries. 

- Remove the batteries whenever the unit is to remain unused for an extended period of time.

- If a battery has leaked, use a soft piece of cloth or paper towel to wipe all remnants of the discharge from the battery compartment. Then install new batteries. To avoid inflammation of the skin, make sure that none of the battery discharge gets onto your hands or skin. Exercise the utmost caution so that none of the discharge gets near your eyes. Immediately rinse the affected area with running water if any of the discharge has entered the eyes.

- Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

- Used batteries must be disposed of in compliance with whatever regulations for their safe disposal that may be observed in the region in which you live. 

- Should you remove screw, the tuning bolts and the washers, keep them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally. 

# IMPORTANT NOTES

## Power Supply: Use of Batteries

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- The use of an AC adaptor is recommended as the unit's power consumption is relatively high. Should you prefer to use batteries, please use the alkaline type.
- When installing or replacing batteries, always turn off the power on this unit and disconnect any other devices you may have connected. This way, you can prevent malfunction and/or damage to speakers or other devices.
- Batteries are supplied with the unit. The life of these batteries may be limited, however, since their primary purpose was to enable testing.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

## Placement

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

- Depending on the material and temperature of the surface on which you place the unit, its rubber portion may discolor or mar the surface.  
You can place a piece of felt or cloth under the rubber portion to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.
- The snare stand is supported by means of a tripod. When installing the drum set, make sure the legs of the tripod are opened wide enough to keep the equipment from falling over.

## Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.
- The rubber portion of the striking surface is treated with a preservative to maintain its performance. With the passage of time, this preservative may appear on the surface as a white stain, or reveal how the pads were struck during product testing. This does not affect the performance or functionality of the product, and you may continue using it with confidence.

## 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 written down on paper. 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

- Stored settings can be lost due to equipment malfunction or incorrect operation. To prevent loss of your data, please back up important content or make a note of it on paper.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's 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.
- 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).
- This instrument is designed to minimize the extraneous sounds produced when it's played. However, since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow these sounds to become a nuisance to neighbors, especially when performing at night and when using headphones.
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- 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.
- Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, use the batteries (alkaline batteries).
- When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged.
- When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.

## Main Features

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- **12-inch mesh head** with quiet and natural-feeling strike response
- Head and rim **dual triggering** allow rim shots to be played
- Built-in sound generator unit provides **128 different sounds**, including marching snare
- **Four memory buttons** allow you to switch sounds
- **Dyna Pitch** lets you vary the pitch by your striking force
- **Metronome with Time Check function** to visually check the accuracy of your timing
- **Rhythm Coach function** provides a variety of practicing methods
- **Live mode** prevents any unintended button operations, ensuring a glitch-free performance on stage
- Battery power allows you to practice or perform anywhere
- You can connect a CD, MD, or portable audio player to the MIX IN jack, and practice while listening to songs
- By using the OP-RMP12 (sold separately) you can attach the RMP-12 to a standard marching carrier
- The weight (3.7 kg including batteries) is less than half as much as an acoustic snare drum, placing less strain on your body

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## Conventions Used in This Manual

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

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

The following symbols are used.

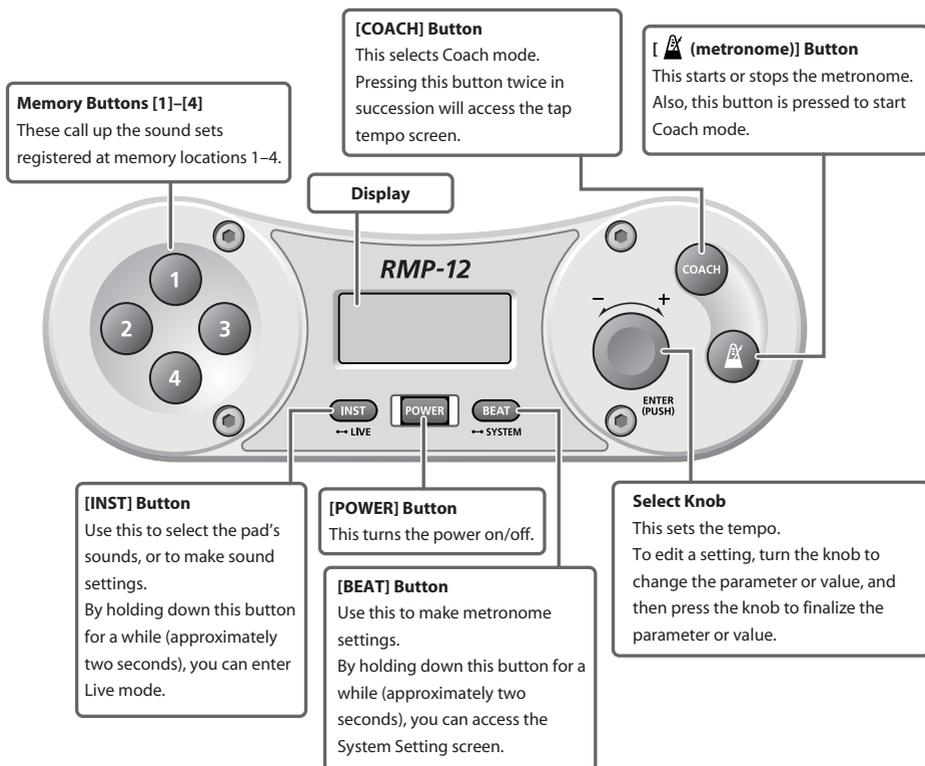
**NOTE** This indicates an important note; be sure to read it.

**MEMO** This indicates a memo regarding the setting or function; read it as desired.

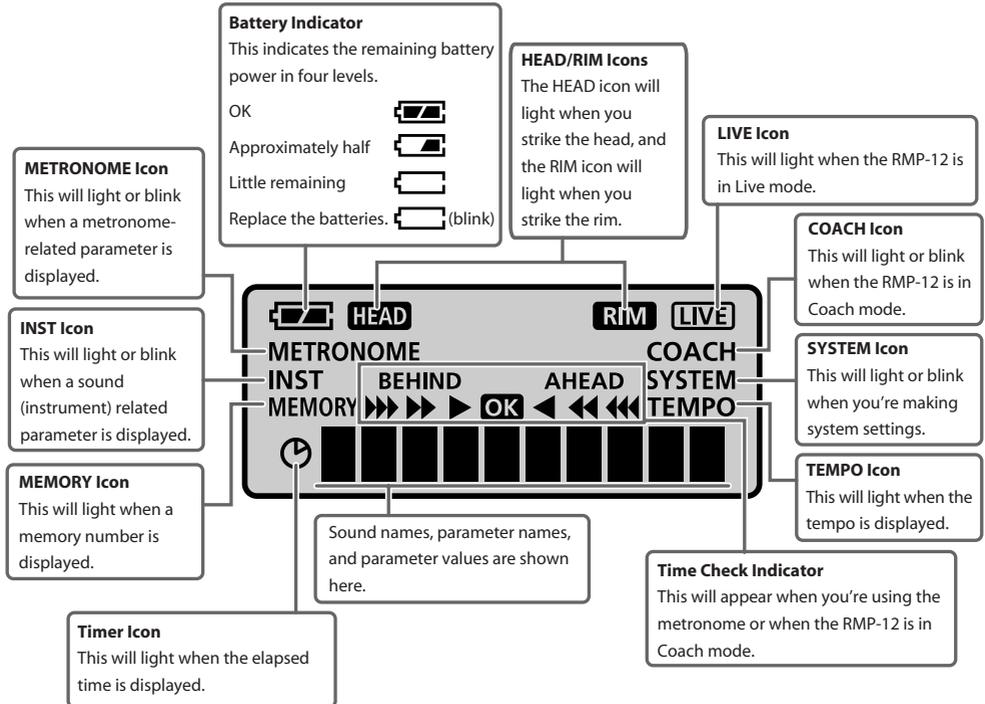
**TIP** This indicates a useful hint for operation; read it as necessary.

# Panel Descriptions

## Top Panel



## Indications in the Display



### NOTE

The battery indicator is an approximation. When the remaining battery power runs low, the audio quality may be affected or operation may become unstable. Please replace the batteries as soon as possible.

## Side Panel

**TRIGGER IN Jack**  
Use the included cable to connect the pad here.

\* This cable is connected when the RMP-12 is shipped from the factory.

**DC IN Jack**  
You can connect an AC adaptor (ROLAND PSB-series; sold separately) here.

If you use an AC adaptor, you'll be able to perform for an extended period of time without worrying about the batteries running down.

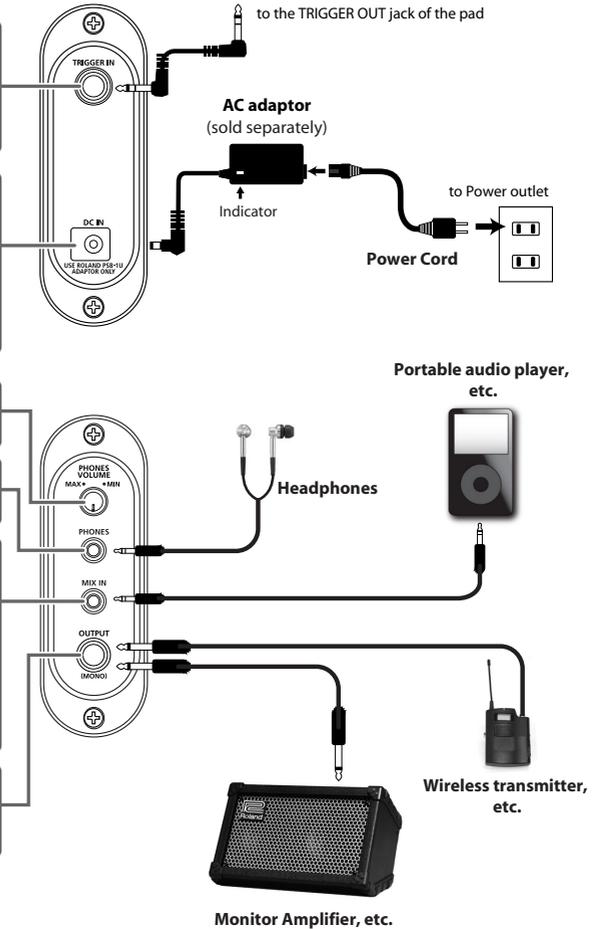
**[PHONES VOLUME] Knob**  
This adjusts the volume of the headphones.

**PHONES Jack (stereo)**  
Connect your headphones here.

**MIX IN Jack (stereo)**  
If you connect a portable audio player or other audio source here, you'll be able to practice along with the music. The sound from this jack will be output to the headphone jack.

\* The sound received at the MIX IN jack is not output from the OUTPUT jack.

**OUTPUT (MONO) Jack**  
Connect this to your external amp or wireless transmitter.



**NOTE**

- If you use an AC adaptor, use only the specified model (PSB-series).
- When connection cables with resistors are used, the volume level of equipment connected to the input (MIX IN jack) may be low. If this happens, use connection cables that do not contain resistors.
- The RMP-12's output is monaural.
- Do not use a conversion adaptor plug. The weight of the plug may cause it to fall out of the jack during performance.
- 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.

# Getting Ready to Play

## NOTE

- Avoid outdoor use (practice) in rainy conditions. Such use will cause malfunctions.
- Take care that dirt or other foreign matter does not enter the inside of the unit from the underside of the pad. Such foreign matter will cause faulty operation or malfunctions.
- Do not insert your hand or fingers from the rear of the pad. Doing so may cause injury to you, or may cause the unit to malfunction.

## Check the Connections between the Sound Module And the Pad



- 1. Make sure that the cable that connects the TRIGGER IN jack on the sound module's side panel to the TRIGGER OUT jack of the pad is connected securely at both ends.**

This cable is connected when the RMP-12 is shipped from the factory.

## NOTE

Make sure that the plug is NOT in the position shown in the photo below.



## Install the Batteries

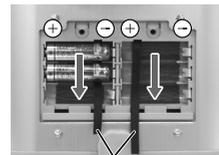
- 1. Loosen the two screws that fasten the cover of the battery compartment, and remove the cover.**



- 2. Install the supplied batteries into the battery compartment, while carefully observing the correct polarity (+/- orientation).**

Insert the batteries from above the battery ties. Make sure that the ends of the battery ties are not hidden below the batteries.

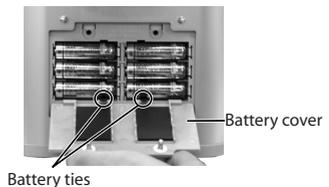
As shown in the illustration, insert the batteries in order, beginning at the top. You should insert the "+" end of each battery first.



Battery ties

- 3. Firmly close the cover of the battery compartment, and fasten it using the screws you removed in step 1.**

Be careful not to pinch the battery ties when you close the battery cover.



## Removing the Batteries

To remove the batteries, switch off the RMP-12's power, detach the battery cover, and pull the end of the battery tie to remove the batteries.



### NOTE

The batteries may fly out if you pull too strongly on a battery tie. Use caution when removing the batteries.

## Battery Lifespan

When the batteries run down, the battery indicator in the upper left of the screen will blink. The power will turn off five seconds after the "Batt Low!" indication appears. Please replace the batteries as soon as possible.

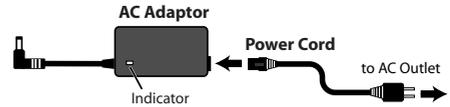
### NOTE

- The reading of the battery indicator is an approximation.
- When replacing the batteries, use AA alkaline batteries (six batteries).
- Do not mix new and old batteries.
- When using alkaline batteries, their lifespan for continuous operation at room temperature will be approximately 8 hours. (This will vary depending on the conditions of use.)
- Remove the batteries whenever the unit is to remain unused for an extended period of time.

## Connecting the AC Adaptor (Sold Separately)

A ROLAND PSB-series AC adaptor (sold separately) can be used to power the RMP-12.

1. **Make sure that the power for the RMP-12 is switched off.**
2. **Connect the power cord to the AC adaptor.**
3. **Connect the AC adaptor to the RMP-12's DC IN jack, and plug the power cord into an AC outlet.**



### NOTE

Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

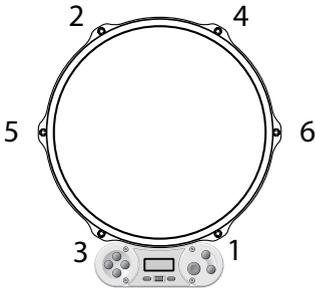
### NOTE

Use only the ROLAND PSB-series AC adaptor. Other adaptors may cause malfunction or damage to the RMP-12 and must never be used.

## Adjusting the Head Tension

Before you begin playing, use the included drum key to adjust the head tension for the desired strike response. The head is NOT tuned before shipping.

Always tighten the tuning bolts in the order shown in the figure.



### NOTE

If the head is tensioned too tightly, you won't be able to use the RMP-12's performance functions correctly. To learn more about tensioning the head, please watch the included "Application Guide DVD" in conjunction with this manual.

### NOTE

Failure to adjust the tension may result in damage to the head.

### NOTE

Head tension may change with extended use. Make adjustments as needed.

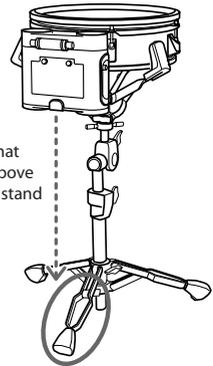
### NOTE

If you won't be using the RMP-12 for an extended period of time, please loosen the head tension.

## Attaching the RMP-12 to a Commercially Available Snare Stand

### NOTE Caution when attaching the RMP-12 to a commercially available snare stand

- If you use a commercially available snare stand designed for performing while standing, choose a model that is able to securely accommodate a 12-inch diameter snare.
- Make sure to fully spread the legs of the stand.
- Place the RMP-12 so that its sound module is above one of the legs of the stand.
- Take care that the fasteners of the stand do not pinch the cable that connects the RMP-12's pad and sound module.
- The RMP-12 is heavier on the side where the sound module is located. Take care not to drop the RMP-12 when placing it on the stand.

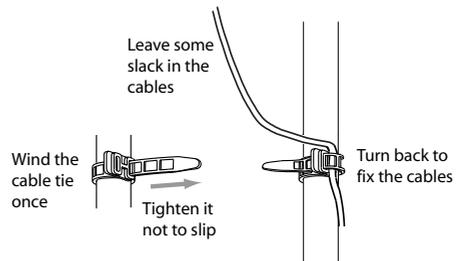


Place the RMP-12 so that its sound module is above one of the legs of the stand

## Using the Cable Tie

The cable that connects other equipment to the RMP-12 can be fastened to the stand using the included cable tie; this will make it less likely that the cable can be pulled out accidentally.

### 1. Allowing some slack in the cable, fasten it to the stand using the cable tie.



## Attaching the RMP-12 to a Marching Carrier (Sold Separately)

### NOTE

#### Caution when attaching the RMP-12 to a marching carrier

- If you want to attach the RMP-12 to a marching snare carrier, use the specified model (sold separately: **Roland OP-RMP12**).
- Do not put your fingers between the RMP-12 and OP-RMP12. Your fingers could get pinched, causing injury. Before replacing the batteries, you must either take off the marching carrier or detach the RMP-12 from the marching carrier.
- When placing the marching carrier on a floor or other surface when the RMP-12 is attached, be careful not to subject it to physical impact. It may be damaged if you set it down roughly. If you place the marching carrier on a floor or other surface, you should fold it as shown in the photo.

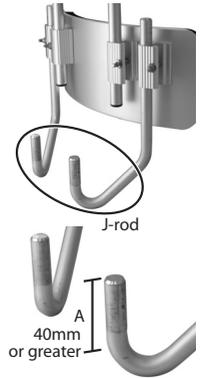


- If you want to play the RMP-12 while it's attached to a snare stand, you must remove the OP-RMP12. If you leave the OP-RMP12 attached, you may experience noise during performance, and you also risk dropping the unit.



## About the Attachable Marching Carrier

- J-rod type marching carrier for snare
- Dimensions of appropriate J-rod  
Diameter: 14.0–14.3 mm  
Length of portion "A": 40mm or greater
- \* In some cases, it will not be possible to attach a J-rod type marching carrier even if it has the above dimensions.



## About the Tilt Feature

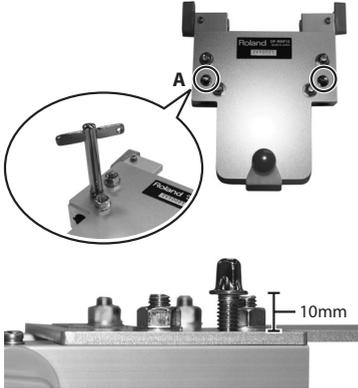
It is possible to fold the RMP-12 upward as shown in illustration.



- \* The locks must be engaged when you fold the RMP-12 upward. If the locks are not engaged, the RMP-12 may detach from the marching carrier, possibly causing malfunction or injury.
- \* To avoid getting your fingers pinched when moving the RMP-12 from the folded-up position to the normal playing position, make sure to place both of your hands on the RMP-12's pad while you lower the unit.

## Attachment

- Using the drum key included with the RMP-12 or a commercially available drum key, loosen the screws (A, two locations) by approximately 10 mm.



\* Avoid placing fingers inside the holes in which the J-rods are inserted.

- Loosen the screws (B, two locations) that hold the J-rods of the marching carrier in place—just enough to make it possible to move the J-rods.

\* Do not remove the screws (B) that hold the J-rods in place.



- Insert the OP-RMP12 into the J-rods.

Insert it all the way, with the front and back oriented as shown in illustrations.



- Adjust the J-rods so that the OP-RMP12 is horizontal and parallel.



- Fasten the J-rods by tightening the screws you loosened in step 2.



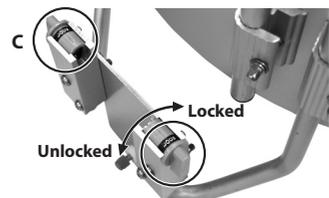
- While making sure that the J-rods are inserted all the way, securely tighten the screws on the OP-RMP-12 that hold the J-rods in place.



\* If the J-rods are not inserted all the way into the OP-RMP12, the OP-RMP12 cannot be fastened securely, causing the risk that it may come off of the J-rods while you perform.

- Put the marching carrier onto your body.

- Turn the lock levers (C, two locations) so they're unlocked.



**9. Attach the RMP-12 and lock it in place.**

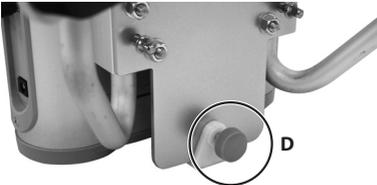


\* You must lock them when the RMP-12 is mounted. If they are not locked, the RMP-12 may detach from the marching carrier during performance, possibly causing malfunction or injury.



**10. Adjust the marching carrier to adjust the height of the RMP-12's pad.**

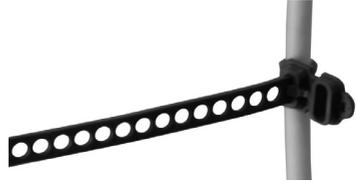
**11. Turn the angle adjustment screw (D) to adjust the angle of the RMP-12's pad**



**Using the Cable Tie**

If you use the RMP-12 with an audio cable connected to its OUTPUT jack, use the included cable tie to secure the cable. If you use a cable tie, you'll be able to perform without being obstructed by the cable. The cable tie provides the additional benefit of preventing the cable from being pulled out even if you accidentally step on it.

**1. Fasten the cable tie around the cable.**

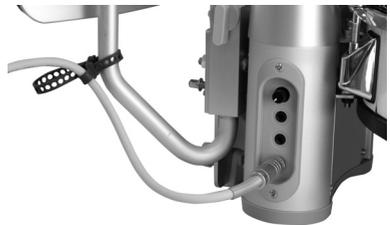


**2. Attach the cable tie to the J-rod.**

Example 1



Example 2



## Turning the Power On and Off

### NOTE

Once the connections have been completed, turn on power to your audio devices in the order specified. Turning on devices in the wrong order may cause malfunction and/or damage to speakers and other devices.

1. Turn the [PHONES VOLUME] knob to the minimum level.
2. Switch on the power to the device that's connected to the MIX IN jack.
3. Press the [POWER] button to turn on the power.

### NOTE

Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction.

### NOTE

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

4. While striking the head, gradually turn the [PHONES VOLUME] knob to adjust the volume level.

## If an Amp is Connected to the OUTPUT Jack

1. Turn down the volume control on each of the devices in your system.
2. Switch on the power to the device that's connected to the MIX IN jack.
3. Press the [POWER] button to turn on the power.
4. Turn on the connected amp system, and adjust the volume to the desired level.

## When Turning Off the Power

Before switching off the power, lower the volume on each of the devices in your system and then turn off the devices in the reverse order to which they were switched on.

## Auto Power-off

To prevent the batteries from running down unnecessarily, the Auto Power-off function will automatically turn off the power if the pad has not been struck or any other operation performed for ten minutes after the most recent button operation.

If the metronome is on, the power will automatically turn off if the pad has not been struck or any other operation performed for twenty minutes after the most recent button operation.

The Auto Power-off function will not operate in Live mode (p. 28).

# Selecting Sounds

## Selecting Sounds (Memory Buttons)

A set of two sounds is assigned to each memory button [1]–[4]: one sound played by the head and another sound played by the rim.

### 1. Press one of the [1]–[4] buttons.

The name of the sound set assigned to the selected button will be displayed for approximately two seconds.

Then, the metronome tempo will be displayed.



Memory Number

### 2. Strike the pad.

Striking the head and rim will produce different sounds.

#### NOTE

If you strike the head and rim simultaneously, only one of the sounds will be heard. It is not possible to play both sounds simultaneously.

## Factory settings

Button	Sound Set Name	Pad	Instrument
1	MarchSD	Head	1: mSD 1
		Rim	2: mSD 1r
2	BD&Cym	Head	23: mBD 2
		Rim	58: Cym 1
3	Taiko	Head	50: Taiko1
		Rim	51: Taiko1r
4	SFX	Head	121: Scrтч3
		Rim	127: PhilHit

#### MEMO

If you want to change the sound set assigned to the memory button, or to edit settings such as tuning and volume, refer to “Changing the Settings of the Memory Buttons” (p. 25).

# Practicing

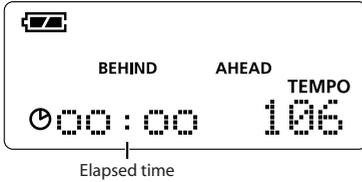
## Using the Metronome

**1. Press the [  (metronome)] button.**

The metronome will sound.

The time check indicator will appear.

The timer icon will appear, allowing you to view the elapsed time.



**2. Use the select knob to set the tempo (20–300).**

**3. The time check indicator will respond when you strike the pad.**

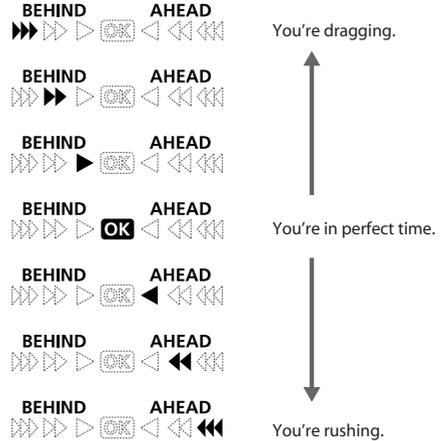
**4. To stop the metronome, press the [  (metronome)] button once again.**

### Time Check Indicator

The time check indicator will appear when you sound the metronome.

The timing of your strikes will be analyzed to determine whether they match the beat, and the result will be shown in the time check indicator.

This helps you practice playing in accurate time while you play along with the metronome.

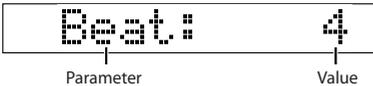


## Changing the Metronome Settings

### 1. Press the [BEAT] button.

The METRONOME icon will blink in the display.

### 2. Turn the select knob to choose the parameter that you want to edit, and then press the select knob.



The value of the parameter you're editing will blink.

Parameter	Value	Explanation
<b>Beat</b>	0–13	Specifies the time signature of the metronome. If you choose “0,” no accent will be applied.
<b>Rhythm</b>		Whole note
		Quarter note
		Eighth note
		Triplet
		Sixteenth note
<b>Volume</b>	0–10	Adjusts the volume of the metronome.
<b>Sound</b>	1–7	Changes the sound of the metronome. 1: ELECTRONIC 2: SWEEP 3: STICKS 4: BEEP 5: PULSE 6: COWBELL 7: SHAKER
<b>Grade</b>	EASY, HARD	Specifies whether the Time Check indicator will evaluate your playing leniently (EASY) or strictly (HARD).
<b>LineOut</b>	ON, OF	Specifies whether the metronome sound will be sent from the OUTPUT jack (ON) or not sent (OF).

### 3. Turn the select knob to edit the value, and then press the select knob.

If there are only two values, you can press the select knob to toggle between the two values.

### 4. When you've finished editing, turn the select knob to choose “[OK],” and then press the select knob.

If you decide to discard your changes, turn the select knob to choose “[CANCEL]” and then press the select knob.

You will exit the editing screen.

#### TIP

As an alternative to selecting “[OK]” in step 4, you can press the [BEAT] button or one of the [1]–[4] buttons to change the settings and exit the metronome setting screen.

#### NOTE

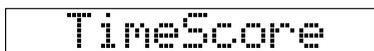
The changes you've made will be lost if you turn off the power without exiting the setting screen.

## Practicing with Coach Mode

### 1. Press the [COACH] button.

The RMP-12 will enter Coach mode.

A menu name will appear.



### 2. Turn the select knob to select the desired menu.

Menu	Menu name	Explanation	Page
TimeScore	Time Check Score	Practice playing with accurate timing. Your accuracy will be scored numerically.	p. 22
Speed Check	Speed Check	Practice playing with accurate timing. The tempo will increase as you continue playing accurately.	p. 22
Rhythm Note	Rhythmic Notes	Practice continuing to play while the note length changes.	p. 23
Up/Down	Auto Up/Down	Practice continuing to play while the tempo increases or decreases.	p. 23
Dyna Meter	Dyna Meter	Visually confirm the force of your strikes.	p. 24
TapTempo	Tap Tempo	The metronome tempo will be determined by the interval at which you strike the pad. * When you're not in Coach mode, you can also access the Tap Tempo screen by pressing the [COACH] button twice in succession.	p. 24

### 3. Press the [ (metronome)] button to start the menu.

The way in which the menu ends will depend on the menu. Refer to the page that explains each menu.

### 4. To exit Coach mode, press the [COACH] button.

#### TIP

You can use the memory buttons to switch sounds even while you're practicing in Coach mode.

#### MEMO

The tempo you specify while in a menu will be the tempo of the metronome after you exit Coach mode.

## Editing the Menu Settings

### 1. Press the [COACH] button.

The RMP-12 will enter Coach mode.

A menu name will appear.

### 2. Turn the select knob to select the desired menu, and then press the select knob.

### 3. Turn the select knob to choose the parameter you want to edit, and then press the select knob.



For an explanation of the parameters, refer to the reference page for each menu.

### 4. Turn the select knob to choose the desired value, and then press the select knob.

If there are only two values, you can press the select knob to toggle between the two values.

### 5. When you've finished making settings, turn the select knob to choose "[START]" and then press the select knob to start the menu.

At this time, you can return to the menu name screen by turning the select knob to choose "[BACK]" and pressing the select knob.

#### TIP

You can start by pressing the [  (metronome)] button.

## Checking Your Timing Accuracy as a Numerical Score (TimeScore: Time Check Score)

This function lets you practice your accuracy while listening to the metronome.

The screen will indicate a numeric score according to how well your pad strikes match the beat.

You can make the following settings.

Parameter	Value	Explanation
<b>Grade</b>	EASY, HARD	Specifies whether the Time Check indicator will evaluate your playing leniently (EASY) or strictly (HARD).
<b>Meas</b>	8, 16, 32, 64	Specifies the number of measures to be evaluated.
<b>Tempo</b>	20–300	Specifies the tempo at which you will practice.

As an alternative to pressing the [  (metronome)] button, you can also start by turning the select knob to choose “[START].”

### How to practice

When you start, there will be a two-measure count-in.

After the count-in, strike the pad in time with the metronome.

You can turn the select knob to change the tempo even while you practice.

### When you're finished practicing

When you reach the specified measure, practice will end, and the score will be displayed.

Press the select knob to return to the menu name screen.

To start practice once again, press the [  (metronome)] button instead of the select knob.

When you're finished practicing, press the

[  (metronome)] button to stop the metronome and return to the menu name screen.

## Checking Your Timing Accuracy as the Tempo Gradually Rises (SpeedCheck)

This function lets you practice your accuracy while listening to the metronome.

When you are able to play accurately, the tempo will increase automatically.

You can make the following settings.

Parameter	Value	Explanation
<b>Grade</b>	EASY, HARD	Specifies whether the Time Check indicator will evaluate your playing leniently (EASY) or strictly (HARD).
<b>Meas</b>	8, 16, 32, 64	Specifies the number of measures to be evaluated.
<b>Tempo</b>	20–300	Specifies the tempo at which you will begin practicing.

As an alternative to pressing the [  (metronome)] button, you can also start by turning the select knob to choose “[START].”

### How to practice

When you start, there will be a two-measure count-in.

After the count-in, strike the pad in time with the metronome.

If you are able to play accurately for the specified number of measures, the display will indicate “Good.” If only a few hits were accurate, the display will indicate “Again.” If the “Good” indication appears, the tempo will increase. If “Again” appears, practice again at the same tempo.

### When you're finished practicing

When you're finished practicing, press the

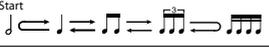
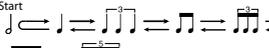
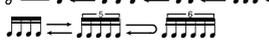
[  (metronome)] button to stop the metronome and return to the menu name screen.

## Practicing Change-ups (RhythmNote)

This function lets you practice playing while you change the length of the notes. This is an effective way to practice change-ups, or to improve your feel for note lengths.

The metronome's rhythm type will change every two measures; strike the pads in time with the sounds. You'll start with half notes, the note value will gradually become shorter, and then you'll return to half notes and continue repeating.

You can make the following settings.

Parameter	Value	Explanation
Type		Start 
		Start 
		Start 
		Start 
Tempo	20–300	Specifies the tempo at which you will practice.

As an alternative to pressing the [  (metronome) ] button, you can also start by turning the select knob to choose "[START]."

### How to practice

When you start, the timer will start and there will be a two-measure count-in.

After the count-in, strike the pad in time with the metronome.

During the practice, the elapsed time will be displayed.

Even while practicing, you can change the tempo by turning the select knob.

### When you're finished practicing

When you're finished practicing, press the

[  (metronome) ] button to stop the metronome and return to the menu name screen.

## Improving Your Tempo Control and Endurance (UP/DOWN)

This function lets you practice while the tempo gets faster and slower. Raising and lowering the tempo will improve your endurance.

The metronome's value will start from the minimum value and increase in steps of one. When it reaches the maximum value, it will decrease to the minimum value in steps of one. This will continue repeating.

You can make the following settings.

Parameter	Value	Explanation
Rate	1–5	Higher values will cause a faster tempo change. With the "5" setting, the tempo will change each beat.
Min	20–300	Specifies the minimum tempo value. * The tempo you specify here will be the tempo of the metronome after you exit Coach mode.
Max	21–300	Specifies the maximum tempo value.

As an alternative to pressing the [  (metronome) ] button, you can also start by turning the select knob to choose "[START]."

### How to practice

When you start, the timer will start. Strike the pad in time with the metronome.

If the specified "Max" value was too high, press the select knob when you reach the fastest tempo you can play. The maximum tempo will be reset to the tempo at the time you pressed the select knob.

During practice, the elapsed time will be displayed.

### When you're finished practicing

When you're finished practicing, press the [  (metronome) ] button to stop the metronome and return to the menu name screen.

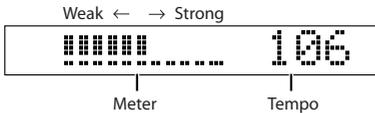
## Checking Your Dynamics and Timing Simultaneously (DynaMeter)

This function lets you view the force of your strikes as you practice. This method of practicing is an effective way to make the volume more consistent between your right hand and left hand, and to improve the smoothness of your overall sound.

You can make the following settings.

Parameter	Value	Explanation
Tempo	20–300	Specifies the tempo at which you will practice.

As an alternative to pressing the [  (metronome)] button, you can also start by turning the select knob to choose “[START].”



### How to practice

When you start, the timer will start. Strike the pad in time with the metronome.

During the practice, the elapsed time will be displayed each minute.

Even while practicing, you can change the tempo by turning the select knob.

### When you're finished practicing

When you're finished practicing, press the

[  (metronome)] button to stop the metronome and return to the menu name screen.

#### MEMO

The indication will be stronger if you strike near the center of the pad.

#### TIP

If you use a sound for which the tuning (p. 25) is set to “DYNA1” or “DYNA2,” your striking force will be reflected by the sound as well as shown in the Dyna Meter, thus letting you practice more effectively.

## Setting the Tempo by the Strike Interval (TapTempo)

#### MEMO

You can also access the tap tempo screen by pressing the [COACH] button twice in succession when you're not in Coach mode.

This sets the metronome tempo (20–300) by the interval at which you strike the pad. For example, you can set the metronome tempo by striking the pad in time with the song you want to play. The tempo you specify here will still be valid when you exit Coach mode.

If you press the [  (metronome)] button or the select knob to start the menu.

The display will indicate “Tap:” and the value will blink.

To change the value, strike the pad in quarter-note intervals of the desired tempo. You can also change the value by turning the select knob.

When you've specified the tempo, press the select knob to finalize the value and refer to the menu name screen.

# Changing the Settings of the Memory Buttons

A sound set together with settings such as tuning and volume can be registered to each memory button.

1. Press one of the [1]–[4] buttons to select the memory location whose settings you want to change.



2. Press the [INST] button.

The INST icon in the display will blink.

3. Turn the select knob to select the parameter that you want to edit, and then press the select knob.



The value of the chosen parameter will blink.

Parameter	Value	Explanation
(sound name)	1–128, 129 (OFF)	Refer to the “Sound list.” If you choose “129,” there will be no sound when you strike the pad.
Tune	-600+600 (cent)	Adjusts the tuning of the head or rim.
	DYNA1, DYNA2	The pitch will change according to the force of your strike ( <b>Dyna Pitch</b> ). The pitch will rise for strong strikes, and fall for weak strikes. “DYNA1” will change the pitch smoothly according to the force of your strike. “DYNA2” will change the pitch in semitone steps according to the force of your strike.
Volume	0–100	Adjusts the volume of the head or rim.
[Name...]	Renames the setting. The name you assign here is shown when you press the currently selected memory button (maximum of seven characters) For details, refer to “Naming a Sound Set.”	

4. If you want to change the sound, tuning, or volume, strike the head or the rim to specify which you want to change.

An icon (HEAD or RIM) will light to indicate whether you’re editing the head or rim.

5. Turn the select knob to edit the value, and then press the select knob.

6. When you’ve finished editing, turn the select knob to select “OK,” and then press the select knob.

If you decide to cancel the settings, turn the select knob to select “[CANCEL],” and then press the select knob.

You will exit the editing screen.



As an alternative to selecting “[OK]” in step 6, you can press the [INST] button or one of the [1]–[4] buttons to change the settings and exit the editing screen.



The changes you’ve made will be lost if you turn off the power without exiting the editing screen.

## Naming a Sound Set

1. Press one of the [1]–[4] buttons to select the memory that you want to edit.
2. Press the [INST] button.
3. Turn the select knob to choose “[Name...],” and then press the select knob.



4. Turn the select knob to select a character at the blinking cursor location, and then press the select knob.

When you press the select knob, the cursor will move one space to the right.

You can assign a name of up to seven characters to the sound set.

5. When the cursor is located at the seventh character, pressing the select knob will take you back to the previous screen.

6. Press the [INST] button once again.

You will exit the editing screen.



The changes you’ve made will be lost if you turn off the power without exiting the editing screen.

## Sound List

No.	Display	Name
1	mSD 1	Marching Snare Drum 14"x12"
2	mSD 1r	Marching Snare Drum 14"x12" Rim
3	mSD 2	Double Snare Drum 13"x11"
4	mSD 2r	Double Snare Drum 13"x11" Rim
5	mSD 3	Short Snare Drum 14"x10"
6	mSD 3r	Short Snare Drum 14"x10" Rim
7	mSD 4	Pipe Snare Drum 14"x12"
8	mSD 4r	Pipe Snare Drum 14"x12" Rim
9	mSD 5	Parade Snare Drum 14"x12"
10	mSD 5r	Parade Snare Drum 14"x12" Rim
11	SD 1	Snare Drum 1
12	SD 1r	Snare Drum 1 Rim
13	SD 2	Snare Drum 2
14	SD 2r	Snare Drum 2 Rim
15	OrchSD	Orchestral Snare Drum
16	eSD	Electronic Snare Drum
17	808SD	TR-808 Snare Drum
18	909SD	TR-909 Snare Drum
19	Xstick1	Cross Sticks 1
20	Xstick2	Cross Sticks 2
21	mBD 1	Marching Bass Drum 16"
22	mBD 1r	Marching Bass Drum 16" Rim
23	mBD 2	Marching Bass Drum 20"
24	mBD 2r	Marching Bass Drum 20" Rim
25	mBD 3	Marching Bass Drum 24"
26	mBD 3r	Marching Bass Drum 24" Rim
27	mBD 4	Marching Bass Drum 28"
28	mBD 4r	Marching Bass Drum 28" Rim
29	BD 1	Bass Drum 1
30	BD 2	Bass Drum 2
31	BD 3	Bass Drum 3
32	BD 4	Bass Drum 4
33	OrchBD	Orchestral Bass Drum
34	eBD 1	Electronic Bass Drum 1
35	eBD 2	Electronic Bass Drum 2
36	eBD 3	Electronic Bass Drum 3
37	808BD	TR-808 Bass Drum
38	909BD	TR-909 Bass Drum
39	mTom 1	Marching Quad Tom 6"
40	mTom 2	Marching Quad Tom 10"
41	mTom 3	Marching Quad Tom 12"
42	mTom 4	Marching Quad Tom 13"

No.	Display	Name
43	mTom 5	Marching Quad Tom 14"
44	808Tom1	TR-808 Tom 1
45	808Tom2	TR-808 Tom 2
46	808Tom3	TR-808 Tom 3
47	eTom 1	Electronic Tom 1
48	eTom 2	Electronic Tom 2
49	eTom 3	Electronic Tom 3
50	Taiko1	Nagado Taiko
51	Taiko1r	Nagado Taiko Rim
52	Taiko2	Hira Taiko
53	Taiko2r	Hira Taiko Rim
54	TimpniC	Timpani C
55	TimpniG	Timpani G
56	TubBelC	Tublar Bell C
57	TubBelG	Tublar Bell G
58	Cym 1	Piatti Cymbals
59	Cym 1mt	Muted Piatti Cymbals
60	Cym 2	Crash Cymbal 13"
61	Cym 3	Thin Crash Cymbal 14"
62	Cym 4	Effect Cymbal 14"
63	Cym 5	Splash Cymbal 8"
64	Cym 6	China Cymbal 16"
65	RideCym	Ride Cymbal 20"
66	HH cl	Closed Hi-hat
67	HH op	Opened Hi-hat
68	808HHcl	Closed TR-808 Hi-hat
69	808HHop	Opened TR-808 Hi-hat
70	Claves	Claves
71	Tambrin	Tambourine
72	Tri op	Open Triangle
73	Tri mt	Muted Triangle
74	Shaker	Shaker
75	Cowbel1	Cowbell 1
76	Cowbel2	Cowbell 2
77	BlockH	Wood Block High
78	BlockL	Wood Block Low
79	Ratchet	Ratchet
80	VibSlap	Vibra-slap
81	FlxTone	Flex Metal
82	Crotale	Crotale
83	ChnChng	Cheng Cheng
84	Gong	Gong
85	WtrPhon	Water Phone
86	AccCym	Accent Cymbal
87	XCym	Cross Cymbal

No.	Display	Name
88	LayrCym	Layered Cymbal
89	SleighB	Sleigh Bells
90	BelTree	Bell Tree
91	TrChime	Tree Chimes
92	TimbleH	Timbale High
93	TimbleL	Timbale Low
94	CongaHi	Conga High
95	CongaLo	Conga Low
96	BongoHi	Bongo High
97	BongoLo	Bongo Low
98	Djembe	Djembe
99	Tabla 1	Tabla Na
100	Tabla 2	Tabla Tin
101	Tabla 3	Tabla Tun
102	Claps 1	Hand Claps 1
103	Claps 2	Hand Claps 2
104	Clap	Hand Clap
105	FngSnap	Finger Snap
106	Stomp	Stomp
107	Hammer	Hammer
108	FightBl	Fight Bell
109	Sword	Sword
110	Gadgets	Gadgets
111	TypWtr1	Type Writer Key Click 1
112	TypWtr2	Type Writer Key Click 2
113	Clock	Grandfather's Clock
114	CarHorn	Car Horn
115	GlsCrsh	Glass Crash
116	Bird	Bird
117	Thunder	Thunder
118	Jet	Jet Plane
119	Scrтч1	Scratch 1
120	Scrтч2	Scratch 2
121	Scrтч3	Scratch 3
122	Laser	Laser beam
123	Verby	Verby Stick
124	Byon	Byon
125	Trsform	Transform
126	SuperLo	Super Low
127	PhilHit	Philly Hit
128	PracPad	Practice Pad
129	OFF	Off

# Performing in Live Mode

The RMP-12 provides a “Live mode” that lets you lock the function of buttons that you would not use during a live performance, so that the metronome will not start sounding even if you inadvertently press a button.

## 1. Hold down the [INST] button for about two seconds.

The LIVE icon will light, and the RMP-12 will enter Live mode.

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



### Buttons that can be used in Live mode

- [1]–[4] buttons: Select sounds
- [POWER] button: Hold down (for approximately two seconds) to turn off the power
- \* Live mode will be cancelled the next time you turn on the power.
- Press the select knob: Mute function (see “Muting the Sound of the Pad”)

Nothing will happen when you operate a button other than those listed above, or turn the select knob.

## 2. To cancel Live mode, hold down the [INST] button (for approximately two seconds).

The LIVE icon will go dark.

### NOTE

The Auto Power-off function (p. 17) will not operate in Live mode.

## Muting the Sound of the Pad

You can prevent the pad from producing sound in Live mode (Mute).

### NOTE

You can't mute an already-playing sound.

## Muting Only While You Press the Button

### 1. Press and hold down the select knob.

The display will indicate “<MUTE>.”



As long as you hold down the select knob, striking the pad will not produce sound.

### 2. To cancel muting, release the select knob.

Now the pad will produce sound when struck.

## Keeping the Pad Muted

### 1. While holding down the select knob, turn it towards the “+” at least one third of a turn.

The display will blink <MUTE>.

Release the select knob.

Striking the pad will not produce sound.

### 2. To cancel muting, press the select knob.

Now the pad will produce sound when struck.

# System Settings

## How to Make System Settings

Settings that affect the entire RMP-12 are called “system settings.”

### 1. Hold down the [BEAT] button for a while.

The SYSTEM icon will blink in the display.

### 2. Turn the select knob to choose the parameter that you want to edit, and then press the select knob.



The value of the parameter you’re editing will blink.

For details, refer to the section that explains each parameter.

Parameter	Value	Explanation
LCDcont	1–10	Adjusts the display’s contrast.
LineVol	0–10	Adjusts the volume that is output to the OUTPUT (MONO) jack.
Sens	-5–+9	Adjusts the sensitivity of the head.
RimAdj	-9–+9	Adjusts how easily the rim will sound.
RimGain	-9–+9	Adjusts the sensitivity of the rim.

### 3. Turn the select knob to edit the value, and then press the select knob.

### 4. When you’ve finished editing, turn the select knob to choose “[OK]” and then press the select knob.

If you decide to discard the changes you made, turn the select knob to choose “[CANCEL]” and then press the select knob.

You will exit the editing screen.

#### TIP

As an alternative to selecting “[OK]” in step 4, you can confirm the change and exit the system setting screen by pressing the [BEAT] button or a [1]–[4] button.

#### NOTE

The changes you’ve made will be lost if you turn off the power without exiting the editing screen.

## Adjusting the Display’s Contrast

In step 2 of “How to make system settings,” choose “LCDcont.” Specify a value of 1–10. Higher values will make the display darker.

## Adjusting the Volume of the OUTPUT Jack

In step 2 of “How to make system settings,” choose “LineVol.” Specify a value of 0–10. Higher values will increase the volume sent to the OUTPUT jack.

## Adjusting the Head Sensitivity

In step 2 of “How to make system settings,” choose “Sens.” This sets the sensitivity of the head, adjusting the way in which your striking force affects the loudness of the sound. Specify a value of -5–+9. Higher values will increase the sensitivity, allowing loud volumes to be produced even when you strike the pad softly. Lower values will decrease the sensitivity, so that the volumes produced will be low even if you strike the pad strongly.

## Adjusting the Sensitivity of the Rim

In step 2 of “How to make system settings,” choose “RimAdj” or “RimGain.”

### RimAdj (Rim adjust)

This adjusts how easy it will be to play rim shots. Specify a value from -9 to +9. If the rim sound is produced inadvertently when you strike the head strongly, decreasing this value will solve the problem. If this value is too low, it will be difficult to sound the rim instrument.

### RimGain (Rim gain)

This sets the rim sensitivity, adjusting the way in which your striking force affects the loudness of the sound. Specify a value from -9 to +9. Higher values will allow loud sounds to be produced even when you strike the rim softly. Lower values will produce softer sounds even if you strike the rim strongly.

#### NOTE

If the “Sens,” “RimAdj,” and “RimGain” values are set too high, the RMP-12’s sensor may respond to loud sounds near the pad (such as a strong rim shot on an acoustic drum), inadvertently causing sound to be produced.

## Restoring the Factory Settings (Factory Reset)

This operation will return all of the RMP-12's settings to their factory-set condition.

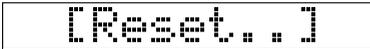
**NOTE**

If you execute Factory Reset, all the settings you've changed will be lost.

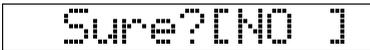
**1. Hold down the [BEAT] button for a while.**

The SYSTEM icon will blink in the display.

**2. Turn the select knob to choose "[Reset...]" and then press the select knob.**



The display will ask "Sure?"



**3. Turn the select knob to choose "[YES]," and then press the select knob.**

If you decide not to execute the factory reset, turn the select knob to choose "[NO]," and then press the select knob.

Once the factory reset has been carried out, the display will indicate "Completed!" and you will exit the setting screen.

# Appendix

## If an Error Message Appears

This section lists the different error messages that may appear, along with their meanings and measures to resolve the problems described.

Batt Low!

(Battery Low!)

Meaning	Action
The batteries have run down.	The RMP-12's power will turn off in five seconds. Replace the batteries as soon as the battery icon (p. 9) blinks.

MemoryErr!

(Memory Error!)

Meaning	Action
It is possible that the RMP-12's internal memory is damaged.	When you press any button, a factory reset (p. 30) will be executed. (Any changes you've made to the settings will be lost.) If this does not solve the problem, please contact your dealer or a Roland service center.

Wave Err!!

(Wave Error!)

Meaning	Action
There is a problem with the internal system.	Please contact your dealer or a Roland service center.

## Replacing the Head and Hoop Rubber

The head and hoop rubber are consumable items whose performance will diminish with use over time. If the head surface or the hoop rubber should become torn, or if there is slack in the head surface even after you've adjusted the head tension, please replace the head or hoop rubber.

To purchase a replacement head (MH-12 twelve-inch mesh head) or to have the hoop rubber replaced, please contact your dealer or a Roland customer service center.



## Replacing the Head

When replacing, use the included drum key.

### 1. Remove all tuning bolts.

Gradually loosen each one in order, turning them counterclockwise.

#### NOTE

Do not lose the tuning bolts.

### 2. Remove the old head.

### 3. Place the new head in the case.

### 4. Attach all six tuning bolts.

Adjust the tension of the head. Refer to "Adjusting the Head Tension" (p. 13).

# Specifications

## RMP-12: Marching Percussion

<b>Pad</b>	Head Size	12 inches
	Trigger	2 (Head, Rim)
<b>Instruments</b>	128	
<b>Instrument Parameters</b>	Tuning, Volume	
<b>Memory Bank</b>	4	
<b>Metronome</b>	Tempo	20–300
	Beat	0–13
	Rhythm Types	5 types
	Click Sounds	7 types
	Others	Timer Function, Time Check Function
<b>Rhythm Coach Functions</b>	Time Check Score Speed Check Rhythmic Notes Auto Up/Down Dyna Meter Tap Tempo	
<b>Display</b>	Custom Display	
<b>Connectors</b>	Phones Jack (Stereo miniature phone type) Mix In Jack (Stereo miniature phone type) Output Jack (1/4 inch phone type) Trigger Input Jack (1/4 inch TRS phone type) * This jack is connected to the pad with a cable when the RMP-12 is shipped from the factory. AC Adaptor Jack	
<b>Power Supply</b>	DC 9 V: Dry battery LR6 (AA) type (alkaline) x 6 or AC Adaptor (optional) * Expected battery life under continuous use: Alkaline: 8 hours This figure will vary depending on the actual conditions of use.	
<b>Current Draw</b>	220 mA	
<b>Dimensions</b>	347.5 (W) x 416 (D) x 193.8 (H) mm 13-11/16 (W) x 16-7/16 (D) x 7-11/16 (H) inches	
<b>Weight</b>	3.7 kg / 8 lbs 3 oz (including battery)	
<b>Accessories</b>	Owner's Manual Quick Guide Application Guide DVD Dry battery LR6 (AA) type (alkaline) x 6 Drum Key Cable Tie	
<b>Options</b>	AC Adaptor: PSB-120/PSB-230EU/PSB-230UK/PSB-240A Mesh Replacement Head: MH-12 Marching Carrier Attachment: OP-RMP12	

### 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 EU Countries**



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.
- FR** Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon des directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- IT** Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.
- ES** Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como está regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- PT** Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.
- NL** Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboord, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- DK** Dette symbol angiver, at i EU-lande skal dette produkt opsamlles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

- SE** Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- FI** Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteisä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladékotól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjtieni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiedniej regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- CZ** Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- SK** Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
- EE** See sümbol näitab, et EL-i maades tuleb see toode olemprigüstis eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- LT** Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinoti produktai neturi būti išmetami kartu su buitiniems atliekoms.
- LV** Šis simbolis norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produkts ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.
- SI** Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinskimi odpadki.
- GR** Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με τους προβλεπόμενους σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

**For China**

**有关产品中所含有害物质的说明**

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。  
本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

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部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳(壳体)	×	○	○	○	○	○
电子部件(印刷电路板等)	×	○	×	○	○	○
附件(电源线、交流适配器等)	×	○	○	○	○	○

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。  
×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。  
因根据现有的技术水平，还没有什么物质能够代替它。

# Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

## AFRICA

### EGYPT

Al Fanny Trading Office  
9, EBN Hagar Al Askalany  
Street,  
ARD El Gaf, Heliopolis,  
Cairo 11341, EGYPT  
TEL: (022)-418-5531

### REUNION

Maison FO - YAM Marcel  
25 Rue Jules Hermann,  
Chaudron - BP79 97 41  
Ste Clotilde Cedex,  
REUNION ISLAND  
TEL: (0262) 218-429

### SOUTH AFRICA

T.O.M.S. Sound & Music  
(Pty)Ltd.  
2 ASTRON ROAD DENVER  
JOHANNESBURG ZA 2195,  
SOUTH AFRICA  
TEL: (011)417 3400

Paul Bothner(PTY)Ltd.  
Royal Cape Park, Unit 24  
Londonderry Road, Ottery 7800  
Cape Town, SOUTH AFRICA  
TEL: (021) 799 4900

## ASIA

### CHINA

Roland Shanghai Electronics  
Co.,Ltd.  
5F, No.1500 Pingliang Road  
Shanghai 200090, CHINA  
TEL: (021) 5850-0800

Roland Shanghai Electronics  
Co.,Ltd.  
(BEIJING OFFICE)  
10F, No.18 5 Section Anhuaxuli  
Chaoyang District Beijing  
100011 CHINA  
TEL: (010) 6426-5050

### HONG KONG

Tom Lee Music Co., Ltd.  
Service Division  
22-32 Pan Shan Street, Tsuen  
Wan, New Territories,  
HONG KONG  
TEL: 2415 0911

Parsons Music Ltd.  
8th Floor, Railway Plaza, 39  
Chatham Road South, T.S.T.,  
Kowloon, HONG KONG  
TEL: 2333 1863

### INDIA

Riviera Digitec (India) Pvt. Ltd.  
411, Nirman Kendra  
Mahalaxmi Flats Compound  
Off. Dr. Edwin Moses Road,  
Mumbai-400011, INDIA  
TEL: (022) 2495 9051

### INDONESIA

PT Citra IntiRama  
Jl. Cideng Timur No. 15f-150  
Jakarta Pusat  
INDONESIA  
TEL: (021) 6324170

### KOREA

Cosmos Corporation  
1461-9, Seocho-Dong,  
Seocho Ku, Seoul, KOREA  
TEL: (02) 3486-8855

### MALAYSIA

Roland Asia Pacific Sdn. Bhd.  
45-1, Block C2, Jalan Petai 1/39,  
Dataran Prima, 47301 Petaling  
Jaya, Selangor, MALAYSIA  
TEL: (03) 7805-3263

### VIET NAM

Suoi Nhat Company, Ltd  
370 Cach Mang Thang Tam St.  
Dist.3, Ho Chi Minh City,  
VIET NAM  
TEL: 9316540

## PHILIPPINES

G.A. Yungapo & Co. Inc.  
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Makati, Metro Manila 1200,  
PHILIPPINES  
TEL: (02) 899 9801

## SINGAPORE

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150 Sims Drive,  
SINGAPORE 387381  
TEL: 6846-3676

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ENTERPRISE CO., LTD.  
Room 5, 9th, No. 112 Chung  
Shan N.Road, Sec.2, Taipei,  
TAIWAN, R.O.C.  
TEL: (02) 2561 3339

## THAILAND

Theera Music Co., Ltd.  
100-108 Soi Verg  
Nakornkarn, New  
Road,Sumpantawongse,  
Bangkok 10100 THAILAND  
TEL: (02) 224-8821

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### AUSTRALIA/ NEW ZEALAND

Roland Corporation  
Australia Pty.,Ltd.  
38 Campbell Avenue  
Dee Why West, NSW 2099  
AUSTRALIA

For Australia  
Tel: (02) 9982 8266  
For New Zealand  
Tel: (09) 3098 715

## CENTRAL/LATIN AMERICA

### ARGENTINA

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(1123) Buenos Aires  
ARGENTINA  
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Cotia - Sao Paulo - SP, BRAZIL  
TEL: (011) 4615 5666

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Rut: 96.919.420-1  
Natalmi Col. #739, 4th Floor  
Santiago - Centro, CHILE  
TEL: (02) 688-9540

### COLOMBIA

Centro Musica Ltda.  
Cra 43 B No 25 A-41 Bodegosa 9  
Medellin, Colombia  
TEL: (574)3812529

### COSTA RICA

JUAN Bansbach Instrumentos  
Musicales  
Ave1. Calle 11, Apartado  
10237,  
San Jose, COSTA RICA  
TEL: 258-0211

## CURACAO

Zeelandia Music Center Inc.  
Oronweg 30  
Curacao, Netherland Antilles  
TEL:(305)592686

## DOMINICAN REPUBLIC

Instrumentos Fernando Giraldex  
Caja Proyecto Central No.3  
Ens.La Esperilla  
Santo Domingo,  
Dominican Republic  
TEL:(809) 683 0305

## ECUADOR

Mus Musica  
Rumichaca 822 y Zaruma  
Guayaquil - Ecuador  
TEL:(593-4)2302364

## EL SALVADOR

OMNI MUSIC  
75 Avenida Norte y Final  
Alameda Juan Pablo II,  
Edificio No.4010 San Salvador,  
EL SALVADOR  
TEL: 262-0788

## GUATEMALA

Casa Instrumental  
Calzada Roosevelt 34-01,zona 11  
Ciudad de Guatemala  
Guatemala  
TEL:(502) 599-2888

## HONDURAS

Almaceo Pajaro Azul S.A. de C.V.  
B.O.Paz Barahona  
3 Ave.11 Calle S/O  
San Pedro Sula, Honduras  
TEL: (504) 553-2029

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