SYNTHESIZER
SET-UPS
by Terry Fryer
Roland
D-50
A quick step-by-step reference to operating your synthesizer
SET-UPS

- 20% After 30 Days
- 30% After 30 Days
- 40% After 60 Days
- 50% After 90 Days
- 60% After 120 Days
- 75% After 180 Days
A quick step-by-step reference to operating your synthesizer

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PARTIAL

TIME-VARIANT FILTER (TVF)
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TIME-VARIANT AMPLIFIER (TVA)
LEVEL

[ ] = associated settings.

TONE

PARTIAL 1

PARTIAL 2

PITCH ENVELOPE
LFO's

STRUCTURE

EQUALIZATION (EQ)

CHORUS

Common settings

*See the right end of the D-50 panel for diagrams of the seven Structures.

PATCH

KEY MODE

TONE TUNING

UPPER TONE

CONTROLLERS

BALANCE

REVERB

LOWER TONE

SYNTHESIZER SET-UPS: ROLAND D-50
INTRODUCTION

The Roland D-50 Linear Synthesizer is best understood as a combination of four separate synthesizers—each synth known as a partial. The partial is the basic building block of the D-50 and can be used as a discrete sound (i.e., as used in a four-way split) or as part of a complex sound that includes several partials.

A pair of partials is combined to form a tone, and two tones (called Upper and Lower) can be combined to form a patch, for a total of four partials in all.

The interaction of the partials within a tone is defined by the structure of the tone. Three basic structures define whether a tone will consist of two synth (synthesizer) partials (a digital re-creation of “analog” subtractive synthesis), two PCM (Pulse Code Modulation) partials (digitally sampled sounds), or a synth partial and a PCM partial. Additional structures apply a ring modulator to the previous combinations of partials.

The D-50 also incorporates on-board signal-processing, in the form of chorus and equalization (programmable for each tone), and reverb (programmable for each patch).

HOW TO USE THIS GUIDE

When you first turn the D-50 on, the instrument is in play mode. It is in this mode that patches are selected for playing.

In play mode, a few settings (“parameters”) can be accessed and changed. These are shown in the bottom line of the liquid-crystal display, or LCD. The procedure for setting a value that is used here applies to all values in the D-50:

- Select the value to be changed by pressing the button immediately below it.
- Change the value by using the INCREMENT and DECREMENT buttons, or the joystick, or, in some cases, the ten-key pad (entering the numbers and pressing the ENTER button).

Aside from these few values accessed in play mode, all other values are accessed from edit mode. You enter edit mode by pressing the proper button(s) to reach the menu (display) that contains the value(s) you wish to alter—this guide shows you which buttons to press. Once you arrive at the menu you desire, select and alter the value as described above.

Where you see an instruction in this form: “Select NAME”—press the button below the place in the display where “NAME” appears.

To return to play mode from any menu in edit mode, hold down the SHIFT button (in the lower left-hand corner of the ten-key pad) and press the EXIT button. Unless otherwise noted, the instructions for each operation in this guide begin in play mode.
PLAY MODE

To Play an Internal Patch

INTERNAL
Press

Select a bank by pressing PATCH BANK buttons 1-8
Select a patch by pressing PATCH NUMBER buttons 1-8
There are 8 banks, each consisting of 8 patches, in internal memory, for a total of 64 patches.

To Play a Memory Card Patch

Insert a memory card

Press

Select a bank by pressing PATCH BANK buttons 1-8
Select a patch by pressing PATCH NUMBER buttons 1-8

To Transpose the Keyboard

Hold

Press a key on the keyboard or use the joystick to transpose (range is -12 to +12 semitones).

To Set Global Settings

Press

TO TUNE THE INSTRUMENT

Select Master Tune

Change using the joystick or the INCREMENT and DECREMENT buttons. Each press of the latter alters the pitch by approximately 0.25 Hertz.

TO ASSIGN THE FUNCTION OF THE PEDAL SWITCH

Select PedalSW

Change using the joystick or the INCREMENT and DECREMENT buttons. Choices are:

P-SFT Patch Shift CHASE Chase Play On/Off
PORTA Portamento On/Off OFF No Effect

TO ASSIGN THE FUNCTION OF THE EXTERNAL CONTROL

Select ExtCont

Change using the joystick or the INCREMENT and DECREMENT buttons. Choices are:

BAL Tone Balance MOD Modulation
AFTER After Touch OFF No Effect

SYNTHESIZER SET-UPS: ROLAND D-50
To Turn Chase Play On and Off

CHASE
Press

In Chase Play, the Upper and Lower tones sound in succession rather than simultaneously. When the LED in the CHASE button is illuminated, Chase Play is on; when the LED is not illuminated, Chase Play is off.

To Turn Portamento On and Off

PORTAMENTO
Press

When the LED in the PORTAMENTO button is illuminated, Portamento is on; when the LED is not illuminated, Portamento is off.

To Set the Key Mode of the Current Patch

KEY MODE
Press

Change using the joystick or the INCREMENT and DECREMENT buttons.

Valid Key Modes are: WHOLE, DUAL, SPLIT, SEP (Separate), WHOL-S (Whole Solo), DUAL-S (Dual Solo), SPL-US (Split with Upper Solo), SPL-LS (Split with Lower Solo), and SEP-S (Separate Solo). See page 26 for more information on the Separate modes.

To Set the Split Point of the Current Patch

SPLIT POINT
Press

Change using the joystick or the INCREMENT and DECREMENT buttons.

Split range is C2-C7 (C4 = middle C).

To Set the Tone Balance of the Current Patch

TONE BALANCE
Press

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Tone Balance range is 0-100. At 0, only the Lower Tone is audible; at 100, only the Upper Tone is audible.

To Set the Partial Balance of the Current Patch

Press the UPPER PARTIAL BALANCE button to balance the partials of the Upper Tone
Press the LOWER PARTIAL BALANCE button to balance the partials of the Lower Tone
Change using the joystick.

The X (horizontal) axis of the joystick controls Partial Balance.
The Y (vertical) axis of the joystick controls Tone Balance.

NOTE: Partial Balance is the only parameter of the D-50 that is not displayed in the LCD of the instrument.
PATCH SETTINGS

TONE DETUNE

Press

Select LKey or UKey and use the joystick or INCREMENT and DECREMENT buttons to tune the Lower or Upper Tone by ±24 semitones.

Select LTun or UTun and use the joystick or INCREMENT and DECREMENT buttons to tune the Lower or Upper Tone by ±50 cents.

CONTROL

Press

Select (Control)

To Set the Bender Range

From the Control Edit menu, select Bend

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Bender range is 0-12 semitones.

To Set the Aftertouch Pitchbend Range

From the Control Edit menu, select AfPB

Change using the joystick or the INCREMENT and DECREMENT buttons.

Aftertouch pitchbend range is -12 to +12 semitones.

To Set the Portamento Time

From the Control Edit menu, select the first Port

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Portamento Time range is 0-100.
To Set the Portamento Mode

From the Control Edit menu, select the second Port.

Change using the joystick or the INCREMENT and DECREMENT buttons.

Valid Portamento modes are U (Upper), L (Lower), and UL (Upper and Lower).

To Set the Hold Mode

From the Control Edit menu, select Hold.

Change using the joystick or the INCREMENT and DECREMENT buttons.

Valid Hold modes are U, L, and UL.

**OUTPUT**

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<thead>
<tr>
<th>PATCH</th>
<th>EDIT</th>
</tr>
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<tbody>
<tr>
<td>Press</td>
<td></td>
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</tbody>
</table>

Select (Output)

**DISPLAY**

1-XX XXXXXXXXXXXXXXXXXXXXXXXXXXX Patch Edit Menu
(P-Name)(Control)(Output)(Chase) (MIDI)

1-XX XXXXXXXXXXXXXXXXXXXXXXXXXXX Output Mode Edit
Mode XX Rev XX AbalXXX VolXXX

To Set the Output Mode

From the Output Mode Edit menu, select Mode.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Output Modes are 1, 2, 3, and 4.

To Set the Reverb Type

From the Output Mode Edit menu, select Rev.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Reverb Types Are:

1  Small Hall
2  Medium Hall
3  Large Hall
4  Chapel
5  Box
6  Small Metal Room
7  Small Room
8  Medium Room
9  Medium Large Room
10 Large Room
11 Single Delay (102 ms)
12 Cross Delay (180 ms)
13 Cross Delay (224 ms)
14 Cross Delay (148 and 296 ms)
15 Short Gate (200 ms)
16 Long Gate (480 ms)

Reverb types 1-16 are fixed programs stored in the D-50. Reverb types 17-32 are alterable.

Although the reverb type has no user-editable parameters, alternate reverb programs can be loaded via MIDI Systems Exclusive data or a Memory Card.
To Set the Reverb Balance

From the Output Mode Edit menu, select \texttt{Rb\_al}.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Reverb Balance range is 0-100.

To Set the Total Patch Volume

From the Output Mode Edit menu, select \texttt{Vo\_l}.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Volume range is 0-100.

\textbf{CHASE} \hspace{10cm} \textbf{DISPLAY}

![Diagram showing Chase settings]

To Set the Chase Mode

From the Chase Edit menu, select \texttt{Mode}.

Change using the joystick or the INCREMENT and DECREMENT buttons.

Valid Chase Modes are UL, ULL, and ULU.

To Set the Chase Level

From the Chase Edit menu, select \texttt{Lev\_l}.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Chase Level range is 0-100.

To Set the Chase Time

From the Chase Edit menu, select \texttt{Time}.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Chase Time range is 0-100.
TONE SETTINGS

The settings that are common to both of the partials in a tone are accessed from The Common Menu.

To Access the Common Menu

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<th>DISPLAY</th>
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<tbody>
<tr>
<td>U-TONE</td>
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<tr>
<td>EDIT</td>
</tr>
<tr>
<td>Press</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>L-TONE</td>
</tr>
<tr>
<td>EDIT</td>
</tr>
<tr>
<td>or</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Select (Common)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>I-XX U: XXXXXXXXXXXX U-Tone Edit Menu</td>
</tr>
<tr>
<td>(T-Name)(Common)(Part-1)(Part-2)(T-Copy)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>I-XX L: XXXXXXXXXXXX L-Tone Edit Menu</td>
</tr>
<tr>
<td>(T-Name)(Common)(Part-1)(Part-2)(T-Copy)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>I-XX X: XXXXXXXXXXXX Common Menu</td>
</tr>
<tr>
<td>(Struct) (P-ENU) (LFO) (EQ) (Chorus)</td>
</tr>
</tbody>
</table>

STRUCTURE

From the Common Menu,

<table>
<thead>
<tr>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>I-XX X: XXXXXXXXXXXX Structure</td>
</tr>
<tr>
<td>Str XX</td>
</tr>
</tbody>
</table>

Select Str

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Structures are:

1 Synth + Synth
2 Synth + Synth with Ring Modulation
3 PCM + Synth
4 PCM + Synth with Ring Modulation
5 Synth + PCM with Ring Modulation
6 PCM + PCM
7 PCM + PCM with Ring Modulation
PITCH ENVELOPE

A diagram of the Pitch Envelope appears on the right side of the D-50 panel.

To Set Times

From the Common Menu, select (P-ENU)

select T1, T2, T3, or T4

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Time values are 0-50.

To Set Levels

From the Common Menu, select (P-ENU)

Press once

Select L0, L1, L2, SUSL, or ENDL

Change using the joystick or the INCREMENT and DECREMENT buttons.

Level values are -50+50.

To Set Velocity Sensitivity or Key Follow of Times

From the Common Menu, select (P-ENU)

Press once

TO SET VELOCITY SENSITIVITY

Select Velo

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Velocity values are 0-2.

TO SET KEY FOLLOW OF TIMES

Select TKF

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Key Follow values are 0-4.
From the Common Menu,

select \( \text{(EQ)} \)

To Set the Low Frequency

Select \( \text{Lf} \)

Change using the joystick or the INCREMENT and DECREMENT buttons.

Low frequency is expressed in 16 values from 63 Hz to 840 Hz.

To Set the Low-Frequency Gain

Select \( \text{Lg} \)

Change using the joystick or the INCREMENT and DECREMENT buttons.

Low-frequency gain is expressed in 25 1-dB steps from \(-12\) to \(+12\) dB. Negative values decrease (cut) the specified low frequency; positive values increase (boost) the specified low frequency. A value of 0 indicates no low-frequency boost or cut.

To Set the High Frequency

Select \( \text{Hf} \)

Change using the joystick or the INCREMENT and DECREMENT buttons.

High frequency is expressed in 22 values from 250 Hz to 9.5 KHz

To Set the High-Frequency Q

Select \( \text{HQ} \)

Change using the joystick or the INCREMENT and DECREMENT buttons.

High-frequency Q is expressed in 9 values from 0.3 to 6.0. Larger values narrow the frequency band; smaller values widen the frequency band.

To Set the High-Frequency Gain

Select \( \text{Hg} \)

Change using the joystick or the INCREMENT and DECREMENT buttons.

Change using the joystick or the INCREMENT and DECREMENT buttons.

High-frequency gain is expressed in 25 1-dB steps from \(-12\) to \(+12\) dB.
From the Common Menu,

select (Chorus)

To Set the Chorus Type

From the Chorus Edit menu, select Type

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Chorus types are:

1 Chorus 1
2 Chorus 2
3 Flanger 1
4 Flanger 2
5 Feedback Chorus
6 Tremolo
7 Chorused Tremolo
8 Dimension Chorus

To Set the Chorus Rate

From the Chorus Edit menu, select Rate

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Chorus Rate range is 0-100.

To Set the Chorus Depth

From the Chorus Edit menu, select Depth

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Chorus Depth range is 0-100.

To Set the Chorus Balance

From the Chorus Edit menu, select Bal

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Balance range is 0-100. A value of 0 indicates normal (dry) signal only. A value of 100 indicates chorused signal only.
PARTIAL SETTINGS

Partial settings are selected from the *Partial Edit* menus and their sub-menues.

**To Access a Partial Edit Menu**

**DISPLAY**

| U-TONE EDIT | 1-XX U: XXXXXXXXXX U-Tone Edit Menu |
| Press | (T-Name)(Common)(Part-1)(Part-2)(T-Copy) |
| L-TONE EDIT | 1-XX L: XXXXXXXXXX L-Tone Edit Menu |
| or | (T-Name)(Common)(Part-1)(Part-2)(T-Copy) |

Select (Part-1)

| 1-XX X: StrXX XXXX Part-1 Menu |
| (Pitch) (Form) (TUF) (TUA) * Init * |

or (Part-2)

| 1-XX X: StrXX XXXX Part-2 Menu |
| (Pitch) (Form) (TUF) (TUA) * Init * |

**To Mute a Partial**

While in a Partial Edit menu or sub-menu, press PATCH NUMBER button 1, 2, 3, or 4. (These buttons are also labeled as PARTIAL MUTE LOWER 1 and 2 and UPPER 1 and 2, respectively.)

The status of the partials is shown in the upper line of the display. For example:

| 1-XX X: StrXX 1010 Part-X Menu |
| (Pitch) (Form) (TUF) (TUA) * Init * |

In the example above, "1010" indicates that Partial Lower 2 and Upper 2 are muted (turned off).

Pressing a PARTIAL MUTE button a second time will unmute that Partial.

**To Select a Partial**

While in a Partial Edit menu or sub-menu, PATCH BANK button 1, 2, 3, or 4. (These buttons are also labeled as PARTIAL SELECT LOWER 1 and 2 and UPPER 1 and 2, respectively.)

The active partial is indicated in the upper line of the display—"U:" or "L:" indicates the tone, and "Part-1" or "Part-2" indicates the partial.
To Tune a Partial

Press \underline{U-TONE EDIT} or \underline{L-TONE EDIT}

Select (Part-1)

\[ I-XX X: StrXX XXXX \quad \text{Part-X Menu} \]
\[ (Pitch) \quad (Form) \quad (TUF) \quad (TUA) \quad * \text{Init} * \]

or (Part-2)

\[ I-XX X: StrXX XXXX \quad \text{Part-X WG Pitch} \]
\[ CorsXXX \quad \text{Fine±XX} \quad \text{KF XXX} \]

TO SET COARSE TUNING

Select Cors

Change using the joystick or the INCREMENT and DECREMENT buttons.

This setting is base pitch for middle C.

TO SET FINE TUNING

Select Fine

Change using the joystick or the INCREMENT and DECREMENT buttons.

The Fine range is ±50 cents.

TO SET KEY FOLLOW

Select KF

Change using the joystick or the INCREMENT and DECREMENT buttons.

This setting determines how the pitch corresponds to the keyboard. Key Follow settings are:

-1 Retrograde standard tuning (high key on keyboard produces a low note, low key on keyboard produces a high note)
-2 Retrograde tuning with 24 parts to the octave
-4 Retrograde tuning with 48 parts to the octave
0 Null tuning (partial plays the same note regardless of which key on the keyboard is pressed)
1/8 96 parts to the octave
1/4 48 parts to the octave
3/8 32 parts to the octave
1/2 24 parts to the octave (quarter-tone scale)

5/8 19 parts to the octave
3/4 16 parts to the octave
7/8 14 parts to the octave
1 12 parts to the octave (standard tuning)
5/4 9\frac{1}{2} parts to the octave
3/2 8 parts to the octave
2 6 parts to the octave (whole-tone scale)
\text{s1} Stretched tuning (each octave is 1 cent wider than standard tuning)
\text{s2} Stretched tuning (each octave is 5 cents wider than standard tuning)
To Select Waveform

Press [ ] or [ ]

Select (Part-1)

<table>
<thead>
<tr>
<th>1-XX X: StrXX XXXX</th>
<th>Part-X Menu</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Pitch)</td>
<td>(Form)</td>
</tr>
<tr>
<td>(TUF)</td>
<td>(TUA)</td>
</tr>
<tr>
<td>* Init *</td>
<td></td>
</tr>
</tbody>
</table>

or (Part-2)

<table>
<thead>
<tr>
<th>1-XX X: StrXX XXXX</th>
<th>Part-X WG Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>WaveXXX PCMXXX:XXXXXX</td>
<td></td>
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</tbody>
</table>

Select (Form)

TO SET SYNTHESIZER WAVEFORM (SYNTH PARTIAL ONLY)

Select Wave

Change using the joystick or the INCREMENT and DECREMENT buttons.

Waveforms available are SQUare and SAWtooth. Other waveforms are obtained by filtering one of these.

TO SET PCM SAMPLE (PCM PARTIAL ONLY)

Select PCM

Change using the joystick or the INCREMENT and DECREMENT buttons.

PCM range is 1-100:

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<th>ATTACK SOUNDS:</th>
<th>28 Pop Bass</th>
<th>29 Thumb Bass</th>
<th>30 Upright Bass</th>
<th>31 Clarinet</th>
<th>32 Breath</th>
<th>33 Steam</th>
<th>34 High Flute</th>
<th>35 Low Flute</th>
<th>36 Guiro</th>
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<td>2 Vibes</td>
<td>3 Xylophone 1</td>
<td>4 Xylophone 2</td>
<td>5 Log Bass</td>
<td>6 Hammer</td>
<td>7 Japanese Drum</td>
<td>8 Kalimba</td>
<td>9 Pluck 1</td>
<td>10 Chink</td>
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<tr>
<td>11 Agogo</td>
<td>12 Triangle</td>
<td>13 Bells</td>
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<td>16 Low Piano</td>
<td>17 Mid Piano</td>
<td>18 High Piano</td>
<td>19 Harpsichord</td>
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<td>20 Harp</td>
<td>21 Organ Percussion</td>
<td>LOOPED (SUSTAINED)</td>
<td>22 Steel String</td>
<td>23 Nylon String</td>
<td>24 Elec. Guitar 1</td>
<td>25 Elec. Guitar 2</td>
<td>26 Dirty Guitar</td>
<td>27 Pick Bass</td>
<td></td>
</tr>
<tr>
<td>28 Pop Bass</td>
<td>29 Thumb Bass</td>
<td>30 Upright Bass</td>
<td>31 Clarinet</td>
<td>32 Breath</td>
<td>33 Steam</td>
<td>34 High Flute</td>
<td>35 Low Flute</td>
<td>36 Guiro</td>
<td></td>
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<tr>
<td>37 Indian Flute</td>
<td>38 Flute Harmonic</td>
<td>39 Lips 1</td>
<td>40 Lips 2</td>
<td>41 Trumpet</td>
<td>42 Trombone</td>
<td>43 Contrabass</td>
<td>44 Cello</td>
<td>45 Violin Bow</td>
<td></td>
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<tr>
<td>46 Violins</td>
<td>47 Pizzicato</td>
<td>48 Drawbar Organ</td>
<td>49 High Organ</td>
<td>50 Low Organ</td>
<td>51 Elec. Piano 1</td>
<td>52 Elec. Piano 2</td>
<td>53 Clav</td>
<td>54 Harpsichord</td>
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<td>64 Sax 2</td>
<td>65 Aah</td>
<td>66 Ooh</td>
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<td>69 Spectrum 2</td>
<td>70 Spectrum 3</td>
<td>71 Spectrum 4</td>
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<td>73 Spectrum 6</td>
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<td>76 Noise</td>
<td>LOOPED COMBINATIONS</td>
<td>OF 1-76:</td>
<td>77-100</td>
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SYNTHESIZER SET-UPS: ROLAND D-50
To Set Pulse Width (Synth Partial Only)

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<thead>
<tr>
<th>U-TONE EDIT</th>
<th>L-TONE EDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press</td>
<td>or</td>
</tr>
</tbody>
</table>

Select (Part-1)

1-XX X: StrXX XXXX Part-X Menu
(Pitch) (Form) (TUF) (TUA) * Init *

or (Part-2)

Select (Form)

1-XX X: StrXX XXXX Part-X WG Form
WaveXXX PCMXXX:XXXXXX

PATCH EDIT

Press

1-XX X: StrXX XXXX Part-X WG PW
PWXXX Velo±XX Aftr±XX LFO ±X LF0DXXX

Select PW

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Range is 0-100 ( = 50-97% pulse width).

TO SET VELOCITY CONTROL OVER PULSE WIDTH

Select Velo

Change using the joystick or the INCREMENT and DECREMENT buttons.

Range is -7+7. With "-" values, pulse width becomes narrower as keys are played harder; with "+" values, pulse width becomes wider as keys are played harder.

TO SET AFTER TOUCH CONTROL OVER PULSE WIDTH

Select Aftr

Change using the joystick or the INCREMENT and DECREMENT buttons.

Range is -7+7. With "-" values, pulse width becomes narrower with after touch; with "+" values, pulse width becomes wider with after touch.

TO SELECT LFO TO CONTROL PULSE WIDTH

Select LFO

Change using the joystick or the INCREMENT and DECREMENT buttons.

Choices are ±1, 2, or 3. The number determines which of the three LFO's for the present tone is selected to control the pulse width; the "+" or "-" selects the phase of the LFO.

NOTE: For further instructions regarding LFO's, see page 22.

TO SET DEPTH OF LFO CONTROL OVER PULSE WIDTH

Select LF0D

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Range is 0-100. The higher the number, the more the LFO changes the pulse width.
TIME-VARIANT FILTER (TVF)

The TVF applies to synth partials only.

To Set Basic TVF Settings

Press [U-TONE] or [L-TONE]

Select (Part-1)

\[ I-XX \text{ X: StrXX XXXX} \quad \text{Part-X Menu} \]
\[ (\text{Pitch}) \quad (\text{Form}) \quad (\text{TUF}) \quad (\text{TUA}) \quad * \text{Init} \quad * \]

or (Part-2)

Select (TUF)

\[ I-XX \text{ X: StrXX XXXX} \quad \text{Part-X TUF} \]
\[ \text{FreqXXX Reso XX} \quad \text{KF XXX BP XXXX Blv1±XX} \]

TO SET THE CUTOFF FREQUENCY

Select \text{Freq}

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Frequency range is 0-100. The higher the number, the more high frequencies are heard.

TO SET THE RESONANCE

Select \text{Reso}

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Resonance range is 0-30. The higher the number, the greater the accentuation of frequencies near the cutoff frequency.

TO SET THE KEY FOLLOW OF THE CUTOFF FREQUENCY

Select \text{KF}

Change using the joystick or the INCREMENT and DECREMENT buttons.

Key Follow determines how the cutoff frequency “tracks” the keyboard. This is similar to the key follow of pitch covered on page 14. Available settings are: -1, -1/2, -1/4, 0, 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, 7/8, 1, 5/4, 3/2, and 2.

TO SET THE BIAS POINT AND DIRECTION

Select \text{BP}

Change using the joystick or the INCREMENT and DECREMENT buttons.

Bias Point may be set from A1 to C7. “>” indicates the Bias Level is valid above the Bias Point. “<” indicates the Bias Level is valid below the Bias Point.

TO SET THE BIAS LEVEL

Select \text{Blv1}

Change using the joystick or the INCREMENT and DECREMENT buttons.

Bias Level range is -7+7. Positive values raise the curve; negative values lower the curve.
To Set TVF Envelope Settings

**U-TONE EDIT**

Press     or     (Part-1)

Select (Pitch) (Form) (TUF) (TUR) * Init *

or (Part-2)

Select (TUF)

**PATCH EDIT**

Press

I-XX X: StrXX XXXX Part-X TUF ENV
DepthXXX VeloXXX DKF XX TKF XX

TO SET THE DEPTH OF THE ENVELOPE

Select Depth

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Depth range is 0-100. The higher the number, the greater the effect the TVF envelope has on the cutoff frequency.

TO SET THE VELOCITY SENSITIVITY OF THE ENVELOPE

Select Velo

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Velocity range is 0-100. The higher the number, the greater the velocity sensitivity of the TVF envelope.

TO SET THE KEY FOLLOW OF ENVELOPE DEPTH

Select DKF

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Depth range is 0-4. The higher the number, the less the envelope depth the higher you play on the keyboard.

TO SET THE KEY FOLLOW OF ENVELOPE TIMES

Select TKF

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Velocity range is 0-4. The higher the number, the greater the change in envelope times as you move outward from middle C: faster as you go higher, slower as you go lower.
TO SET TVF TIMES

(A diagram of the TVF/TVA Envelope appears on the right side of the D-50 panel.)

Press \[ \text{PATCH} \text{ EDIT} \] again

1-XX X: StrXX XXXX Part-X TUF ENU
T1XXX T2XXX T3XXX T4XXX T5XXX

Select T1, T2, T3, T4, or T5.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Valid range is 0-100.

TO SET TVF LEVELS

Press \[ \text{PATCH} \text{ EDIT} \] again

1-XX X: StrXX XXXX Part-X TUF ENU
L1XXX L2XXX L3XXX SusLXXX EndLXXX

Select L1, L2, L3, SusL, or EndL.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Valid range is 0-100 (valid End Level values are 0 and 100).

TIME-VARIANT AMPLIFIER (TVA)

Select (Part-1)

\( \text{1-XX X: StrXX XXXX Part-X Menu} \)
\( \text{(Pitch) (Form) (TUF) (TUA) * Init *} \)

or (Part-2)

\( \text{1-XX X: StrXX XXXX Part-X TUA} \)
\( \text{Lev1XXX Vel0zXX} \)
\( \text{BP XXXXX Blv1-XX} \)

TO SET THE VOLUME LEVEL

Select Lev1

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Level range is 0-100.

TO SET THE VELOCITY SENSITIVITY

Select Vel0

Change using the joystick or the INCREMENT and DECREMENT buttons.

Velocity range is \(-50 \rightarrow +50\). Negative values lower the volume with increased velocity; positive values raise the volume.
Select BP

Change using the joystick or the INCREMENT and DECREMENT buttons.

Bias Point may be set from A1 to C7. ">" indicates the Bias Level is valid above the Bias Point. "<" indicates the Bias Level is valid below the Bias Point.

TO SET THE BIAS LEVEL

Select BLvl

Change using the joystick or the INCREMENT and DECREMENT buttons.

Bias Level range is -12-0. The greater the negative value, the sharper the decrease in volume from the bias point.

TO SET TVA ENVELOPE TIMES

(A diagram of the TVF/TVA Envelope appears on the right side of the D-50 panel.)

```
PATCH EDIT

Press

T1XXX T2XXX T3XXX T4XXX T5XXX
```

Select T1, T2, T3, T4, or T5.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Valid range is 0-100.

TO SET TVA ENVELOPE LEVELS

```
PATCH EDIT

Press again

L1XXX L2XXX L3XXX SusLXXX EndLXXX
```

Select L1, L2, L3, SusL, or EndL.

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Valid range is 0-100 (valid End Level values are 0 and 100).

TO SET VELOCITY SENSITIVITY OF T1 (ATTACK TIME)

```
PATCH EDIT

Press again

Velo XX TKF XX
```

Select Velo

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Valid range is 0-4. Higher numbers shorten T1 (Attack Time) with increased velocity.

TO SET THE KEY FOLLOW OF ENVELOPE TIMES

Select TKF

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Velocity range is 0-4. The higher the number, the greater the change in envelope times as you move outward from middle C: faster as you go higher, slower as you go lower.
MODULATION

Amplitude and pitch can be modulated by four primary sources: pitch bender and modulation controller, one of three LFOs (low-frequency oscillators; pitch is "hard-wired" to LFO 1), aftertouch, or an external continuous controller. In addition, the filter cutoff frequency can be modulated by an LFO, aftertouch, or an external controller. The three LFOs are virtually identical in operation—each providing settings for Rate, Delay, Sync, and four waveforms (triangle, sawtooth, square, and random); but LFO 1 has an added Sync mode, Key, which begins generating a new LFO waveform each time a new key is pressed.

PITCH MODULATION (TONE)

<table>
<thead>
<tr>
<th>U-TONE EDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press</td>
</tr>
<tr>
<td>or</td>
</tr>
<tr>
<td>Select (Common)</td>
</tr>
<tr>
<td>Select (LFO)</td>
</tr>
<tr>
<td>TONE DETUNE</td>
</tr>
<tr>
<td>Press</td>
</tr>
</tbody>
</table>

DISPLAY

| I-XX X: XXXXXXXXXXXX | X-Tone Edit Menu |
| (T-Name)(Common)(Part-1)(Part-2)(T-Copy) |
| I-XX X: XXXXXXXXXXXX | Common Menu |
| (Struct)(P-ENU)(LFO)(EQ)(Chorus) |
| I-XX X: XXXXXXXXXXXX | LFO-1 Edit |
| WaveXXX RateXXX DelvXXX SyncXXX |
| I-XX X: XXXXXXXXXXXX | Pitch Mod Edit |
| LF00XXX LevrXXX AftrXXX |

TO SET LFO 1 CONTROL OF VIBRATO DEPTH

Select LF00

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Depth range is 0-100.

TO SET MODULATION LEVER CONTROL OF VIBRATO DEPTH

Select Levr

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Lever range is 0-100.

TO SET AFTER TOUCH CONTROL OF VIBRATO DEPTH

Select Aftr

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

After Touch range is 0-100.
LFOs (TONE)

U-TONE EDIT

Press

L-TONE EDIT

or

Select (Common)

1-XX X: XXXXXXXXXX X-Tone Edit Menu
(T-Name)(Common)(Part-1)(Part-2)(T-Copy)

Select (LFO)

1-XX X: XXXXXXXXXX Common Menu
(Struct)(P-ENU)(LFO)(EQ)(Chorus)

LFO 1 is selected for editing.

TONE DETUNE

Press to select LFO 2

TONE DETUNE

Press again to select LFO 3

TO SET LFO WAVEFORM

Select Wave

Change using the joystick or the INCREMENT and DECREMENT buttons.

Waveform choices are: TRIangle, SAWtooth, SQUare, and RaNDom.

TO SET LFO RATE

Select Rate

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Rate range is 0-100.

TO SET LFO DELAY

Select Delay

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Delay range is 0-100.

TO SET LFO SYNC MODE

Select Sync

Change using the joystick or the INCREMENT and DECREMENT buttons.

Sync choices are: OFF, ON, and KEY (LFO 1 only).
WG MODULATION (PARTIAL)

WG modulation is pitch modulation.

<table>
<thead>
<tr>
<th>U-TONE EDIT</th>
<th>L-TONE EDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press</td>
<td>or</td>
</tr>
</tbody>
</table>

Select (Part-1)

\[ I-XX \times: \text{Str}XX \times XX \times \times \times \times \ \text{Part-X Menu} \]
(Pitch) (Form) (TUF) (TUA) * Init *

or (Part-2)

\[ I-XX \times: \text{Str}XX \times XX \times \times \times \times \ \text{Part-X \ WG Pitch} \]

Select (Pitch)

\[ \text{Corners}XX \ \text{FinexXX} \ \text{KF XXX} \]

PATCH EDIT

Press

\[ I-XX \times: \text{Str}XX \times XX \times \times \times \times \ \text{Part-X \ WG Mod} \]

\[ \text{LF0 XXX ENU XXX BendXXX} \]

TO SET LFO 1 CONTROL OVER VIBRATO

Select LF0

Change using the joystick or the INCREMENT and DECREMENT buttons.

LFO modes are:

- OFF: No vibrato
- (+): Vibrato ON with positive phase
- (-): Vibrato ON with negative phase
- A&L: Vibrato controlled by Aftertouch and Modulation Lever only.

TO SET PITCH ENVELOPE CONTROL OVER PITCH

Select ENU

Change using the joystick or the INCREMENT and DECREMENT buttons.

Pitch Envelope modes are:

- OFF: Pitch Envelope does not affect the partial
- (+): Pitch changes according to Pitch Envelope settings
- (-): Pitch changes according to inverse Pitch Envelope settings

TO SET BENDER LEVER CONTROL OVER PITCH

Select Bend

Change using the joystick or the INCREMENT and DECREMENT buttons.

Bender Lever modes are:

- OFF: Bender Lever does not affect the partial
- NOM: Pitch changes as set by Bend range (in Control menu of Patch settings)
- KEY: Pitch changes by Bend range multiplied by the Key Follow (Pitch) of the WG
TVF MODULATION (PARTIAL)

TVF Modulation applies to synthesizer partials only.

Select (Part-1)

<table>
<thead>
<tr>
<th>U-TONE</th>
<th>L-TONE</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDIT</td>
<td>EDIT</td>
</tr>
<tr>
<td>Press</td>
<td>or</td>
</tr>
</tbody>
</table>

1-XX X: StrXX XXXX Part-X Menu
(Pitch) (Form) (TUF) (TUR) * Init *

or (Part-2)

Select (TUF)

1-XX X: StrXX XXXX Part-X TUF
FreqXXX Reso XX KF XXX BP XXXX Blv1±XX

PATCH
EDIT

Press four times

1-XX X: StrXX XXXX Part-X TUF Mod
LFO ±X LFODXXX Afrtr±XX

TO SET THE LFO

Select LFO

Change using the joystick or the INCREMENT and DECREMENT buttons.

LFO range is ±1, 2, or 3. The number indicates which LFO is directed to TVF modulation; the “+” or “-” indicates the phase of the LFO.

TO SET LFO DEPTH

Select LF0D

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Depth range is 0-100. The higher the number, the greater the effect the LFO has on the cutoff frequency.

TO SET AFTER TOUCH RANGE

Select Afrtr

Change using the joystick or the INCREMENT and DECREMENT buttons.

After Touch range is −7+7. A negative value lowers the cutoff frequency with After Touch pressure; a positive value raises the cutoff frequency with After Touch pressure.
TVA MODULATION (PARTIAL)

TVA Modulation applies to synthesizer partials only.

Press U-TONE or L-TONE

Select (Part-1)

```
1-XX X: StrXX XXXX Part-X Menu
(Pitch) (Form) (TUF) (TUA) * Init *
```

or (Part-2)

```
1-XX X: StrXX XXXX Part-X TUA
Lev1XXX Velo±XX BP XXXX Blv1-XX
```

Select (TUR)

```
1-XX X: StrXX XXXX Part-X TUR Mod
LFO ±X LFODXXX Aftr±XX
```

PATCH EDIT

Press four times

TO SET THE LFO

Select LFO

Change using the joystick or the INCREMENT and DECREMENT buttons.

LFO range is ±1, 2, or 3. The number indicates which LFO is directed to TVA modulation; the “+” or “-” indicates the phase of the LFO.

TO SET LFO DEPTH

Select LFOD

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Depth range is 0-100. The higher the number, the greater the effect the LFO has on the volume level.

TO SET AFTER TOUCH RANGE

Select Aftr

Change using the joystick or the INCREMENT and DECREMENT buttons.

After Touch range is -7-7. A negative value lowers the volume level with After Touch pressure; a positive value raises the volume level with After Touch pressure.
PATCH SETTINGS

PATCH EDIT

Press

Select (MIDI)

TO SET TRANSMIT CHANNEL

Select TxCH

Change using the joystick or the INCREMENT and DECREMENT buttons.

Channel range is:
B Basic channel (changed in global MIDI settings; see below)
1-16 Any one of the 16 MIDI channels

TO SET SEPARATE CHANNEL (FOR SEPARATE KEY MODE)

Select SepCH

Change using the joystick or the INCREMENT and DECREMENT buttons.

Channel range is:
OFF Separate channel is deactivated
1-16 Any one of the 16 MIDI channels

GLOBAL SETTINGS

To Set Basic MIDI Settings

Press

TO SET THE BASIC CHANNEL

Select BasicCH

Change using the joystick, the INCREMENT and DECREMENT buttons, or the ten-key pad.

Channel range is 1-16.
TO SET RECEPTION OF CONTROL MESSAGES

Select Control

Change using the joystick or the INCREMENT and DECREMENT buttons.

Control range is:

B.CH  When the D-50 is in Mono mode, all Voice messages (except Note event and Pitch Bender) are received on the Basic channel.
G.CH  When the D-50 is in Mono mode, all Voice messages (except Note event and Pitch Bender) are received on the Global channel, which is one number smaller than the Basic channel.
MdeOff  The D-50 doesn’t receive Mode messages; rather, it is assigned to the Key Mode that is set internally.

TO SET THE OMNI SETTING

Select Omni

Change using the joystick or the INCREMENT and DECREMENT buttons.

Omni range is:

OFF  The D-50 receives on only the channel(s) for which it is set.
ON  The D-50 receives on all channels.

TO SET THE LOCAL SETTING

Select Local

Change using the joystick or the INCREMENT and DECREMENT buttons.

Local range is:

OFF  The D-50 keyboard is disconnected from its internal sound-generating circuitry.
ON  The D-50 keyboard is connected to its internal sound-generating circuitry.

To Activate or Deactivate Transmission and Reception of a Category of MIDI Messages

<table>
<thead>
<tr>
<th>MIDI</th>
<th>MIDI-1 BasicCH Control Omni Local</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>XX XXXXXX XXX XXX</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PATCH EDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press once</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MIDI-2 After Bender Mod Volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>XXX XXX XXX XXX</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MIDI-3 Hold Porta Prog.C Exclu</th>
</tr>
</thead>
<tbody>
<tr>
<td>XXX XXX XXX XXX</td>
</tr>
</tbody>
</table>

Select the desired category of MIDI messages.

Turn ON or OFF using the joystick or the INCREMENT and DECREMENT buttons. The setting controls both transmission and reception of that category of massages. Categories are:

<table>
<thead>
<tr>
<th>After</th>
<th>After Touch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bender</td>
<td>Pitch Bender</td>
</tr>
<tr>
<td>Mod</td>
<td>Modulation Control</td>
</tr>
<tr>
<td>Volume</td>
<td>Volume Control</td>
</tr>
<tr>
<td></td>
<td>Hold</td>
</tr>
<tr>
<td></td>
<td>Hold Pedal</td>
</tr>
<tr>
<td></td>
<td>Porta</td>
</tr>
<tr>
<td></td>
<td>Portamento</td>
</tr>
<tr>
<td></td>
<td>Prog.C</td>
</tr>
<tr>
<td></td>
<td>Program Change</td>
</tr>
<tr>
<td></td>
<td>Exclu</td>
</tr>
<tr>
<td></td>
<td>System Exclusive</td>
</tr>
</tbody>
</table>

SYNTHESIZER SET-UPS: ROLAND D-50
To Set Transmission and Reception of Controller Numbers

<table>
<thead>
<tr>
<th>PATCH EDIT</th>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press</td>
<td>MIDI-1</td>
</tr>
<tr>
<td></td>
<td>BasicCH Control Omni Local</td>
</tr>
<tr>
<td></td>
<td>XX Xxxxxx XXX XXX</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PATCH EDIT</th>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press</td>
<td>MIDI-4</td>
</tr>
<tr>
<td></td>
<td>Control Change PedalSW ExtCont</td>
</tr>
<tr>
<td></td>
<td>XX XX</td>
</tr>
</tbody>
</table>

Select PedalSW or ExtCont

Change using the joystick or the INCREMENT and DECREMENT buttons. The ten-key pad can also be used for ExtCont.

PedalSW sets the Controller number transmitted by the Pedal Switch. The range is 64-95.

ExtCont sets the Controller number transmitted by the External Control. The range is 0-31.

The Controller numbers transmitted by these controllers are also the numbers received by them. For example, if the Pedal Switch is set to 64 (defined as Hold in the MIDI Specification), it can be used to control Hold for a slave instrument. On the other hand, if the D-50 is the slave, Controller 64 will be the number over which the master can control whatever D-50 function is assigned to the Pedal Switch in the TUNE/FUNCTION menu (see page 4), such as Patch Shift.

### MEMORY & HOUSEKEEPING FUNCTIONS

#### To Set a Patch Name

<table>
<thead>
<tr>
<th>PATCH EDIT</th>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press</td>
<td>1-XX Xxxxxx Patch Edit Menu (P-Name)(Control)(Output)(Chase) (MIDI)</td>
</tr>
</tbody>
</table>

Select (P-Name)

Move the blinking cursor with the KEY MODE and SPLIT POINT buttons; enter characters with the ten-key pad, the joystick, or the INCREMENT and DECREMENT buttons.

#### To Set a Tone Name

<table>
<thead>
<tr>
<th>U-TONE EDIT</th>
<th>DISPLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>or</td>
<td></td>
</tr>
</tbody>
</table>

Select (T-Name)

Move the blinking cursor with the KEY MODE and SPLIT POINT buttons; enter characters with the ten-key pad, the joystick, or the INCREMENT and DECREMENT buttons.

SYNTHESIZER SET-UPS: ROLAND D-50
To Turn Internal Memory Protect Off

Press

Select Protect

Change using the joystick or the INCREMENT and DECREMENT buttons.

NOTE: The D-50 defaults to Protect ON each time the power is turned on.

To Initialize a Partial

Press

or

Select (Part-1)

or (Part-2)

Select * Init *

Press

To Copy Parameters within a Patch

Press

Select the item to change, and change it using the joystick or the INCREMENT and DECREMENT buttons.

Select the first UPPER to choose the Tone FROM which to copy. Choices are:

UPPER
LOWER

Select the first ALL to choose the parameters to be copied. Choices are:

ALL
COMMON
Part-1: ALL
WG
TVF
TVA
Part-2: ALL
WG
TVF
TVA
To Copy Parameters within a Patch (continued)

Select the second UPPER to choose the Tone TO which to copy. Choices are:

UPPER
LOWER

Select the second ALL to choose the destination within the Tone. Choices are:

ALL
COMMON
PART-1
PART-2

ENTER

Press

If no data mismatch occurs,

the display will read:

Complete

To Copy a Different Tone to the Current Tone

U-TONE
EDIT

Press

L-TONE
EDIT

or

1-XX X: XXXXXXXXXX X-Tone Edit Menu
(T-Name)(Common)(Part-1)(Part-2)(T-Copy)

SELECT (T-Copy)

TONE
BALANCE

Press and use the joystick or the INCREMENT and DECREMENT buttons to choose Internal (I) or Card (C) as the source of the tone.

L-TONE
EDIT

Press and use the joystick or the INCREMENT and DECREMENT buttons to choose the Tone itself.

NOTE: A copied Tone replaces the current Tone as soon as it is selected. To make the change permanent, however, you must follow the procedure below for writing a patch to memory.

To Write a Patch to Internal Memory or a RAM Memory Card

If storing to Internal Memory, make sure Internal Memory Protect is OFF.
If storing to Card, make sure the switch on the Card is away from the PROTECT position.
Call up the patch you wish to save, if it isn’t the current patch.

WRITE

Press

Press INCREMENT or DECREMENT to select Internal (I) or Card (C), as you wish.
Press TONE BALANCE, followed by the PATCH BANK and PATCH NUMBER buttons for the numbered location (11-88) where you wish to store the patch.
If storing to a Card, make sure the Card is inserted.

ENTER

Complete
To Write Reverb Data to a Location in Internal Memory or a RAM Memory Card

If storing to Internal Memory, make sure Internal Memory Protect is OFF.

If storing to Memory Card, make sure the switch on the Card is away from the PROTECT position.

Call up the patch that has the Reverb program you wish to save, if it isn’t the current patch.

SHIFT
Hold and
WRITE
Press

I-XX XXXXXXXXXXXXXXXXXXXXXX Reverb Write
Write to X-XX. Sure? (Enter/Exit)

Press INCREMENT or DECREMENT to select Internal (I) or Card (C), as you wish.

Press TONE BALANCE, followed by the PATCH BANK and PATCH NUMBER buttons for the numbered location (17-32) where you wish to store the Reverb program.

If storing to a Card, make sure the Card is inserted.

ENTER
Press

Complete.

To Transfer a Complete Set of Patch and Reverb Data

DATA TRANSFER
Press

* Data Transfer * Select Type ...
(B.Dump)(B.Load)(Int→Crd)(Crd→Int)

TO TRANSFER FROM INTERNAL MEMORY TO A RAM MEMORY CARD

Insert RAM Memory Card.

Make sure the switch on the Card is away from the PROTECT position.

Select (Int→Crd)

* Data Transfer * [Int → Card]
Are you sure? ... (Enter/Exit)

ENTER
Press

Complete.

TO TRANSFER FROM MEMORY CARD TO INTERNAL MEMORY

Insert Memory Card.

Make sure Internal Memory Protect is OFF.

Select (Crd→Int)

* Data Transfer * [Card → Int]
Are you sure? ... (Enter/Exit)

ENTER
Press

Complete.
To Undo the Most Recent Change

Press UNDO

To Compare Edited Patch with Original

Press COMPARE

Press COMPARE again to return to edited patch.

To Exit any Menu

Press EXIT

To Return to Play Mode from any Menu

SHIFT and press EXIT

To Alter Two Adjacent Values with the Joystick

Press LOCAL

To return the joystick to normal mode, press VALUE

To View the D-50 EPROM Version Number

Turn the power OFF.

Hold 0 SPACE and INCREMENT and

D-50 Ver X.XX

Turn the power ON

Thanks to Eric & Adrian. XXXX X.XXX/X.XX

U.S. $9.95