Roland®

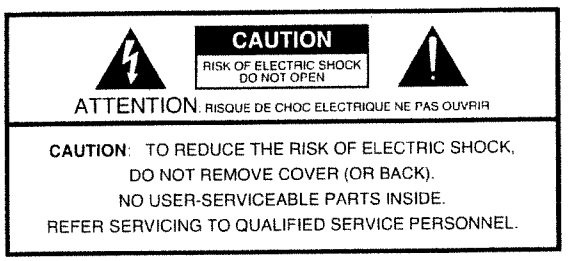
GENERAL MIDI GS

Roland Digital Piano

HP 555G

OWNER'S MANUAL

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



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

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

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

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

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

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with a cart or stand that is recommended by the manufacturer.
4. This product, 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 consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
9. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
10. The product should be serviced by qualified service personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled into the product; or
    C. The product has been exposed to rain; or
    D. The product does not appear to operate normally or exhibits a marked change in performance; or
    E. The product has been dropped, or the enclosure damaged.
11. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

For the USA

This product may be equipped with a polarized line plug (one blade wider than the other) . This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.

For Canada

For Polarized Line Plug

CAUTION: TO PREVENT ELECTRIC SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERT.

ATTENTION: POUR ÉVITER LES CHOCS ÉLECTRIQUES, INTRODUIRE LA LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU' AU FOND.

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.

USING THE UNIT SAFELY

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

About ⚠WARNING and ⚠CAUTION Notices

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

About the Symbols

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

ALWAYS OBSERVE THE FOLLOWING

⚠WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.
- Do not open or perform any internal modifications on the unit.
- 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.
- Avoid damaging the power cord. Do not bend it excessively, step on it, place heavy objects on it, etc. A damaged cord can easily become a shock or fire hazard. Never use a power cord after it has been damaged.
- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)
- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

⚠CAUTION

- Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  - Check to make sure the screw securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
  - Disconnect the power cord.
  - Disconnect all cords coming from external devices.
  - Raise the adjusters on the stand.
  - Close the lid.
  - Fold down the music stand.
- Before cleaning the unit, turn off the power and unplug the power cord from the outlet.
- Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.
- Be careful when opening/closing the lid so you do not get your fingers pinched (p.13). Adult supervision is recommended whenever small children use the unit.

Important Notes

In addition to the items listed under "IMPORTANT SAFETY INSTRUCTIONS" and "USING THE UNIT SAFELY" on pages 2 and 3, please read and observe the following:

Power Supply

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- 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.
- 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.
- Observe the following when using the unit's floppy disk drive. For further details, refer to "Handling the Floppy Disk Drive" (p. 52).
  - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
  - Install the unit on a solid, level surface.
  - Do not move the unit or subject it to vibration while the drive is operating.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Additional Precautions

- Unfortunately, it may be impossible to restore the contents of data that was stored on a floppy disk once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Do not pull the music stand too far forward when setting/releasing its latches.

Main Features of the HP 555G

Authentic Piano Performances

The HP 555G's high-quality grand piano tone and authentic hammer action keyboard provide you with even more realistic piano performances.

Various Instrument Sounds to Play

With over 300 instrument sounds available, you can get just the right sound for any song in a wide variety of musical genres (p.18).

Equipped with Functions Useful for Piano Practice

The HP 555G comes with numerous features useful for piano practice, 35 interual songs that feature rich piano sounds, playback of one hand at a time, and more—for piano practice in a way possible only with an electronic piano (p.31).
Additionally, the bouncing ball (p.9) that bounces in time with the music in the display allows you to grasp the tempo spatially, rather than through the normal method of seeing rhythm as a series of dots.
Even more, by pressing "Panel Lock," you can prevent any sound but the piano's from being played and disable all of the buttons' functions (p.91).

Have Orchestral Backing Play for You

By playing internal piano songs or commercial music files, you can play along to orchestral accompaniment (p.42).

Internal Disk Drive

Allows you to save recorded performances to floppy disks and play commercially-available music files (p.52).

Create Original Songs with Recording and Editing Functions

Comes with many recording and editing functions, including recording functions that have the look and feel of a tape recorder (p.43), a "16-track sequencer" (p.62) that allows you to easily create ensemble works, and more.

Built-In Automatic Accompaniment Function

The included "Pianist function" provides you with automatic accompaniment in a wide variety of musical genres, all played with easy fingering (p.23).

Mic Input Jack

Plug in a microphone for easy karaoke enjoyment (p.14, 59).

About the Symbols Used in This Manual

- Button names, such as the [Song] button and Play [►] buttons, are enclosed in square brackets ([ ]).
- The various states of a button's indicator—on, off, or blinking—are illustrated as follows.

Contents

Other Functions 91

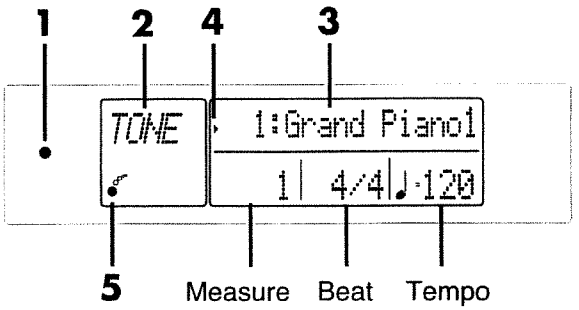
Changing Various Settings 94

Connecting External Devices 101

About the Display Screen

The HP 555G's Basic Screen

The following screen appears when the power is turned on:



When a different screen appears, pressing the [Song] button a number of times returns you to the starting screen. To display this screen, press any Tone button.

1 **Beat Indicator**
This flashes in time with the beat of the song or metronome.

2 **Left Side of Screen**
When the unit is switched on, it defaults to [TONE].
It sometimes indicates [SONG], [TOUCH], [UPPER], [LOWER], or [STYLE] instead.

3 **Upper Part of Screen**
When the unit is switched on, it defaults to [1 : Grand Piano1] (Tone Number : Tone Name).

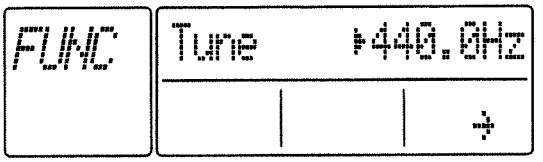
4 **Cursor**
The symbols appearing on the screen, such as (▬) and (▶), are called cursors. You can make cursors move with the [Beat] and [Tempo] buttons.
The value of the item at the position of the cursor can be changed by pressing the Value [+] and [-] buttons.

5 **Bouncing Ball**
The bouncing ball is a flashing dot that moves across the screen in time with the music or the metronome. Because the ball traces a semicircular path as it moves, you can grasp rhythm as a spatial concept, rather than just as points.

Other Main Screens

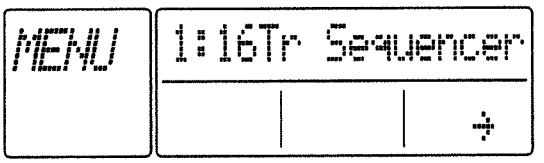
Function Screen

This screen appears when the [Function] button is pressed. Please see the "List of Extended Functions" (p.119).



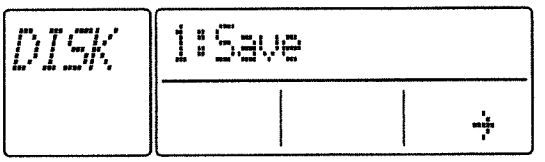
Menu Screen

This screen appears when the [Menu] button is pressed.



Disk Screen

This screen appears when the [Disk] button is pressed.



MEMO

If desired, you can stop the Beat Indicator from flashing. Please refer to "Disabling the Beat Indicator's Pulsations" on (p.99).

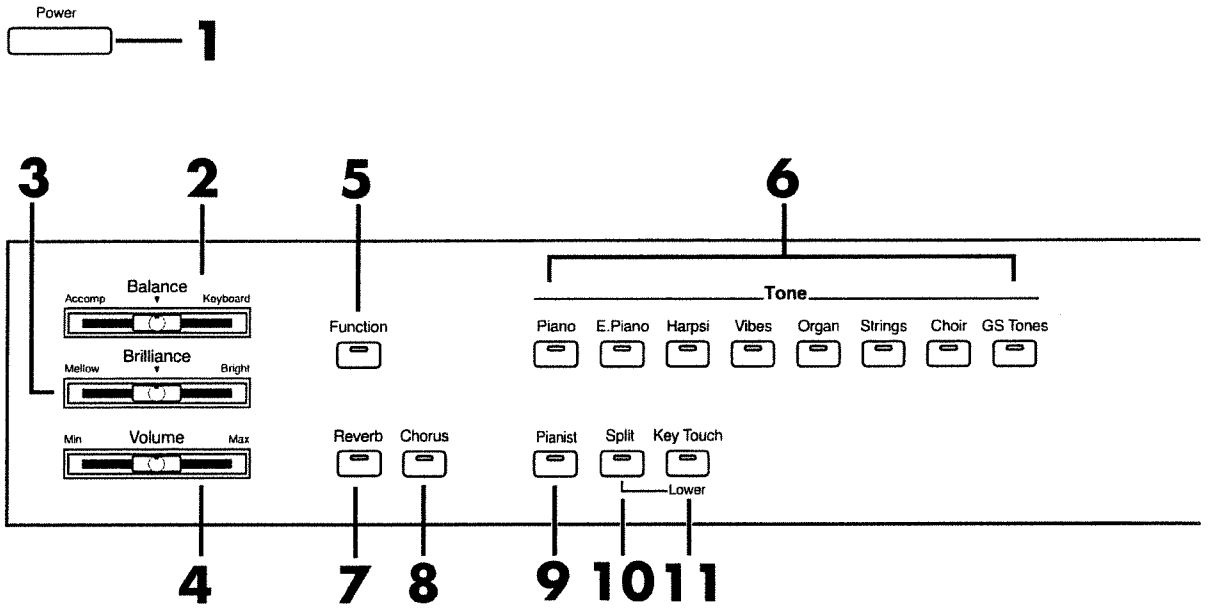
MEMO

If so desired, you can stop the Bouncing Ball from being displayed. Please refer to "Turning off the Bouncing Ball" on p.99.

MEMO

Please refer to "Error Messages" (p.107) if a number beginning with the letter "E," such as "E.00," appears on the screen.

Button Descriptions



1 **[Power] Switch**
Turns the HP 555G's power on and off (p.15).

2 **[Balance] Slider**
With this control, you can change the volume balance between the keyboard and the internal song or automatic accompaniment (p.24).

3 **[Brilliance] Slider**
Adjusts the tone brightness (p.16).

4 **[Volume] Slider**
Adjusts the overall volume level (p.16).

5 **[Function] Button**
Pressing this button before pressing other buttons on the keyboard calls up alternate functions for those buttons. See the "List of Extended Functions" (p.119).

6 **[Tone] Button**
The next button is called the Tone button. Use this to select the tone to be sounded by the keyboard (p.18).
[Piano]
[E.Piano]
[Harpsi]
[Vibes]
[Organ]
[Strings]
[Choir]
[GS Tones]

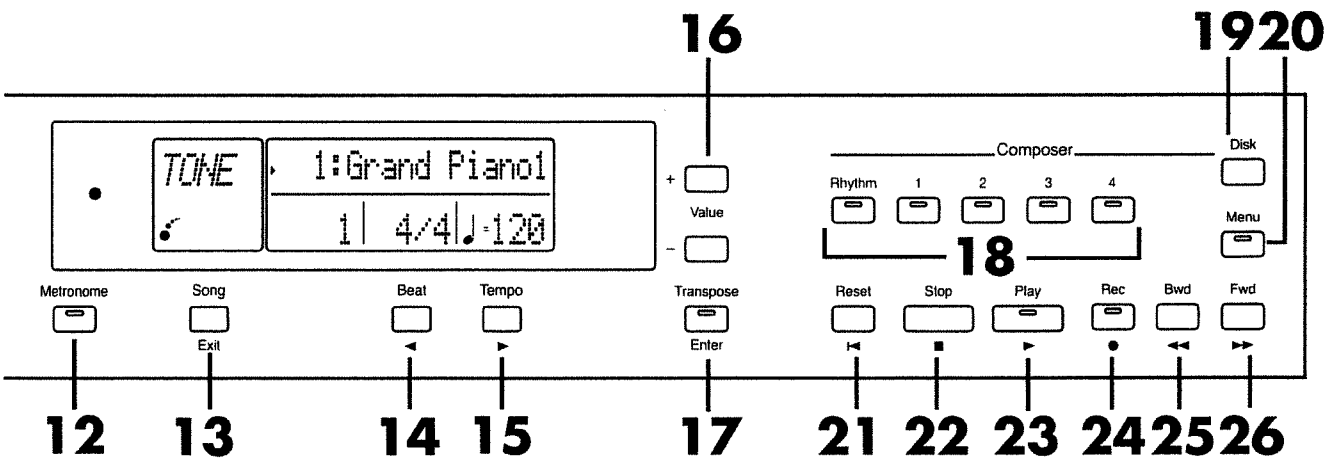
7 **[Reverb] Button**
Pressing this button adds reverberation to the sound (p.27).

8 **[Chorus] Button**
Pressing this button adds the chorus effect to the sound (p.27).

9 **[Pianist] Button**
By pressing this button, you can have the automatic piano accompaniment play along while you perform (p.23).

10 **[Split] Button**
Pressing this button divides the keyboard into Upper and Lower zones. Then, different sounds can be played in each zone (p.21).
When the "automatic acccoompanimeennt" function is in use, the accompaniment for the intro can also be turned on and off. (p.23)

11 **[Key Touch] Button**
This is used for adjusting the "touch," or response of the keys when you play the keyboard (p.30).
When the keyboard is in Split mode, this button is used to change the tone of the Lower part (p.21).
When you are using the automatic accompaniment function, this can start or stop the playback (p.23).



12 **[Metronome] Button**
Pressed to turn on the HP 555G's built-in metronome (p.28).

13 **[Song] Button**
This selects the song (p.31).
It also returns you to the basic screen (p.9).

14 **[Beat] Button**
Press this button to change the beat (p.29).
You can move the cursors such as (▶) and (—) that appear on the screen.

15 **[Tempo] Button**
Press this button to adjust the tempo (p.28, 37).
You can move the cursors such as (▶) and (—) that appear on the screen.

16 **Value [+] and [-] Buttons**
The two Value buttons, [+] and [-], are used to adjust the values of a variety of settings.
Pressing both the [+] and [-] buttons simultaneously returns the settings of each particular item or function to its original values.

17 **[Transpose] Button**
Pressing this button transpose the keyboard (p.25).
Additionally, it is used as the button executing a variety of functions.

18 **Track Button**
These five buttons, [Rhythm], [1], [2], [3], [4], and [5], are called the track buttons.
They are used in playing back each instrument part in songs (p.40) and in recording your own performances (p.43).

19 **[Disk] Button**
Press this when saving or deleting songs on floppy disks (p.52).

20 **[Menu] Button**
This button is used in selecting various functions, including recording functions.

21 **Reset [|◀◀] Button**
Returns you to the beginning of the song (p.33).

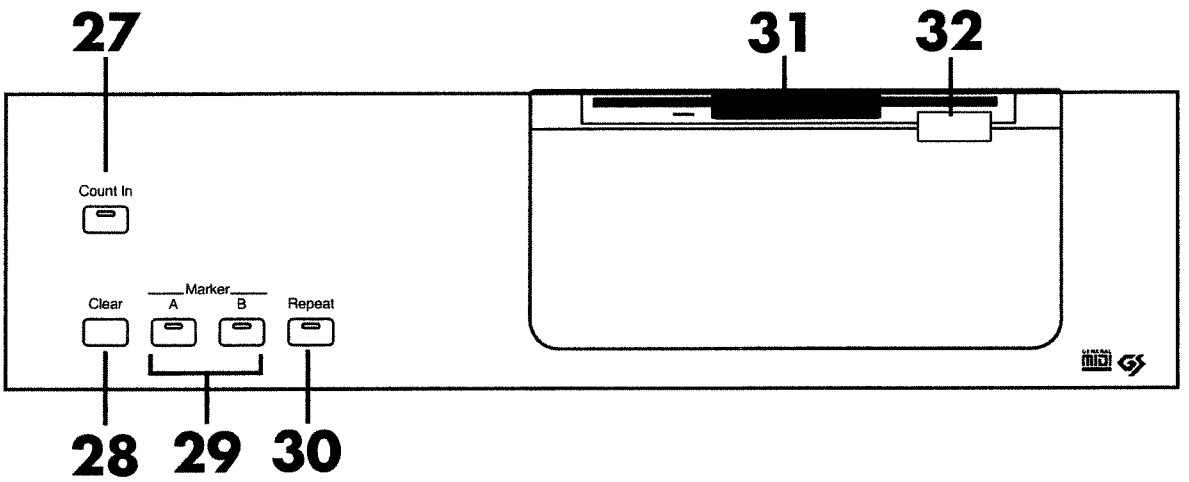
22 **Stop [■] Button**
Stops song playback and recording (p.31, 44, 47).

23 **Play [▶] Button**
Begins playback or recording of a song (p.31, 44, 47).

24 **Rec [●] Button**
Puts the keyboard in record standby mode (p.44, 47, 62).

25 **Bwd [◀◀] Button**
"Rewinds" the song (p.33).

26 **Fwd [▶▶] Button**
Fast-forwards the song (p.33).



27 **[Count In] Button**
Press this button to hear a count sound before playback or recording of a song begins (p.39).

28 **[Clear] Button**
Press this button to delete markers (p.35).

29 **Marker [A] [B] Buttons**
Sets Markers [A] and [B] in the song (p.34).

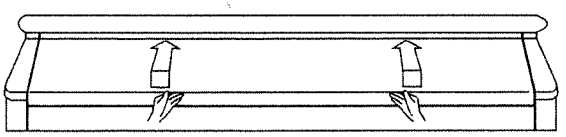
30 **[Repeat] Button**
Repeats playback of the selected section (p.35).

31 **Disk Drive**
Floppy disks are inserted here (p.53).

32 **Eject Button**
Ejects floppy disks from the disk drive (p.53).

Before You Play

Opening and Closing the Cover



1. **When opening the HP 555G's cover, grasp the cover with both hands and gently lift it upwards, then slide it towards the back of the piano.**

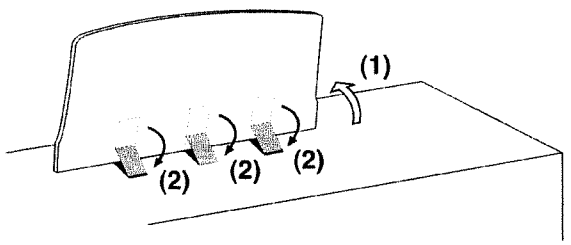
2. **When closing the cover, slowly pull the cover forward, then gently lower it into place.**

NOTE

Take care not to allow fingers to be caught or pinched when opening and closing the cover. Make sure an adult is on hand to provide assistance when young children are playing the HP 555G.

For safety, transport the keyboard only with the cover in the closed position.

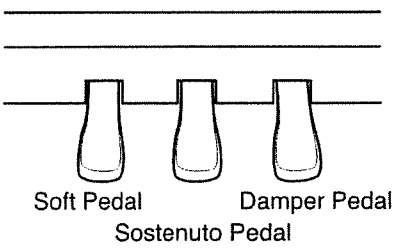
Setting Up the Music Stand



1. **Gently raise the music stand and set it as illustrated.**

2. **To collapse the stand, fold in the metal fittings while supporting the stand with both hands and gently fold down the stand.**

About the Pedals



Soft Pedal

This pedal softens the sound.

Playing with the soft pedal depressed produces a sound that is not as strong as when otherwise played with the equivalent strength. The degree of softness varies subtly with the amount the pedal is pressed.

Sostenuto Pedal

With the sostenuto pedal, only the sound played at the moment the pedal is pressed is sustained.

Damper Pedal

Use this pedal when you want the sound to linger.

While the damper pedal is depressed, the sound from the keyboard continues to linger/remain for an extended period, even when you remove your fingers from the keys. The length of time that the sound continues varies subtly with the amount the pedal is pressed.

MEMO

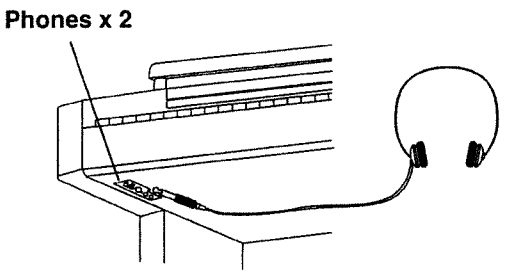
You can change the amount of resonance applied with the damper pedal. For more information and instructions, please refer to "Changing the Damper Pedal's Resonance" (p.95).

MEMO

You can assign other functions to the soft pedal and the sostenuto pedal. For more information and instructions, please refer to "Changing the Pedal Operations" (p.93).

Connecting Headphones

The HP 555G feature two headphone jacks. This allows two people to listen through headphones simultaneously, making it very useful for lessons and when performing piano pieces for four hands. Additionally, this allows you to play without having to worry about bothering others around you, even at night.



1. Connect the headphones to either of the headphone jacks (Phones) on the underside of the HP 555G, on the left.

Sound will no longer be heard from the HP 555G's speakers. Sound will be heard only through the headphones.

2. Adjust the headphone volume with the HP 555G's main [Volume] slider.

MEMO

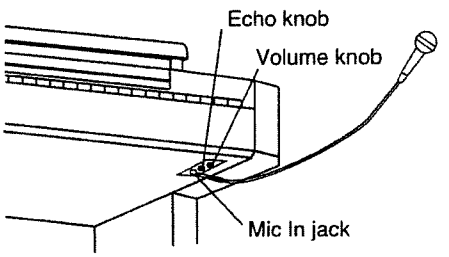
Please use Roland's RH-80/120 series of stereo headphones (sold seperately), or similar stereo headphones. Consult your Roland dealer when perchasing a headphones for use with the HP 555G.

Precautions to Take When Using Headphones

- To avoid damaging or severing the headphone cord, be sure to handle the headphones by holding the phones themselves, and grasping the plug and not the cord when pulling the headphone plug.
- Connecting the headphones when the volume of connected equipment is turned up may result in damage to the headphones. Connect the headphones only after turning the volume down completely.
- Listening at excessively high volume levels will not only damage the headphones, but may also cause hearing loss. Listen at appropriate levels.

Connecting a Microphone

The HP 555G features a microphone jack, allowing you connect a microphone and enjoy singing, even to your own accompaniment. Enjoy a wide variety of possibilities with a mike at the ready.



1. Connect the microphone to either of the [Mic In] jacks on the HP 555G's lower right panel.

2. Adjust the microphone volume with the [Volume] knob, next to the [Echo] Knob.

3. When using echo with the sound, adjust the amount of echo effect with the [Echo] knob next to the [Mic In] jack.

MEMO

You can use one of Roland's DR-10/20 series microphones (sold separately), or a similar microphone. Consult your Roland dealer when purchasing a mike for use with the HP 555G.

Precautions to Take When Using A Microphone

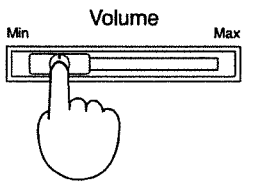
- Be careful of high volume levels when using mikes late at night or early in the morning.
- Turn down the volume when connecting the microphone. Connecting a mike while the volume is turned up may result in noise from your speakers.
- Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
  - Changing the orientation of the microphone.
  - Relocating microphone at a greater distance from speakers.
  - Lowering volume levels.

Turning the Power On and Off

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

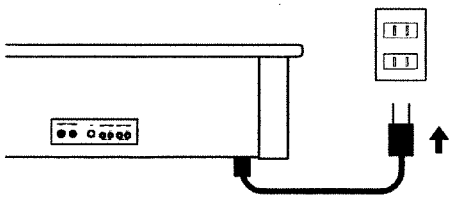
Turning On the Power

1. **Before switching the power on, turn the volume all the way down (using the slider to the left).**



2. **Connect the power cord that came with your HP 555G to the AC Inlet socket on the bottom of the unit.**

3. **Plug the other end of the power cord into a wall outlet.**



4. **Press the [Power] switch.**

   Several seconds after the power is turned on, the keyboard will produce sound when played.

Turning Off the Power

1. **Before switching the power off, turn the volume all the way down (using the slider to the left).**

2. **Press the [Power] switch.**

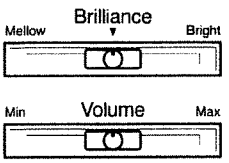
   The power is turned off.

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.

Use only the power cord that is provided with your HP 555G.

Playing the Keyboard

Adjusting Sound Volume and Brightness



1. Overall volume is adjusted with the [Volume] slider.

Moving the slider to the right increases the volume; moving it to the left decreases the volume.

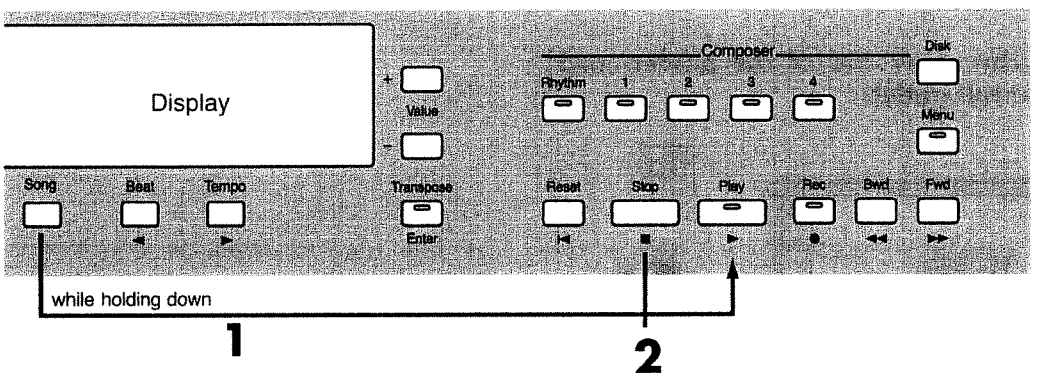
2. Overall tone brightness is adjusted with the [Brilliance] slider.

Moving the slider to the right make the tone brighter; moving it to the left gives the sound a more muted tone.

Listening to Continuous Repeated Playback of All Songs

The HP 555G comes with 35 internal songs already prepared.
Listening to all of these songs repeatedly played back in sequence is known as "All Song Play."

MEMO *For the titles of the internal songs and their composers, please refer to the "List of Song Titles" (p.114).*



1. While pressing the [Song] button, press the play [►] button.

Playback begins with the selected song. When the last song has finished playing, playback then repeats after returning to the first song.

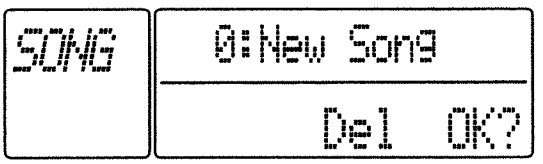
2. When you press the stop [■] button, playback then stops.

NOTE *When playing songs with pickups (songs that begin on beats other than the downbeat), the measures are indicated as "PU," "1," "2,"... on the screen.*

MEMO *With the internal songs, you can also select one song at a time for playback. Please refer to "Listening to One Song" (p.31).*

When the Following Screen is Displayed

If you have recorded a song (p.44, 47, 62) or edited the basic settings of a song (p.67), and then try to select a new song, the following screen appears:



When Saving Songs

1. Pressing the [Song] button returns you to the basic screen.

Save the song to the floppy disk.
For information and instructions on how to save songs, see "Saving Songs to Floppy Disks" (p.56).

When Deleting Songs

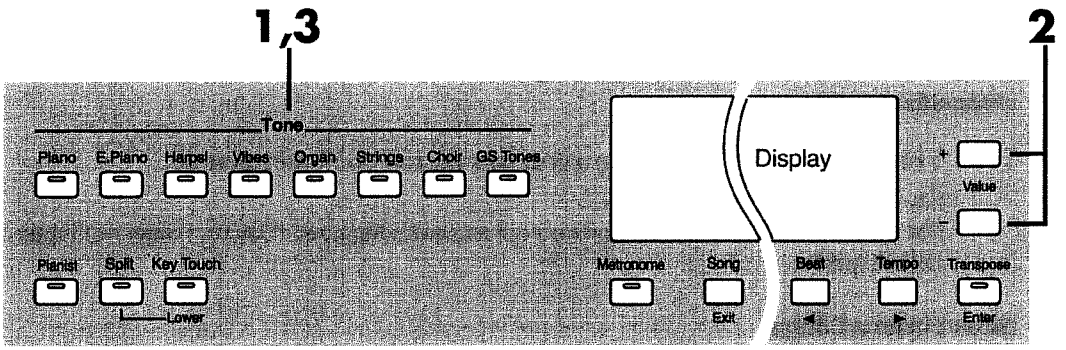
1. Pressing the [Transpose] button here will automatically erase the recorded performance data, or a song for which you have changed the basic settings.

You are returned to the basic screen.

NOTE *You cannot select a new song until you erase the recorded performance data, or the song for which you have changed the basic settings.*

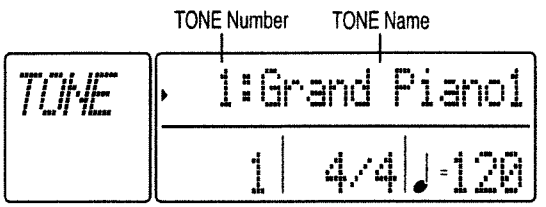
Performing with Various Instrument Sounds

The HP 555G features over 300 different internal musical instrument sounds and sound effects. Enjoy performing with this superb collection of sounds, designed to accommodate almost any imaginable musical genre.
These internal sounds are called "tones." The tones are divided into eight separate groups, each assigned to one of the eight "Tone Group" buttons.



1. Press one of the Tone buttons to select a Tone Group.

Tone number one of the selected tone group is sounded. Try playing the keyboard. The following screen appears.



When you turn on the power to the keyboard, the following tones are set to play.

Tone Group	Tone Name
[Piano]	Grand Piano 1
[E.Piano]	E. Piano 1
[Harpsi]	Harpsichord 1
[Vibes]	Vibraphone
[Organ]	Church Organ
[Strings]	Strings
[Choir]	Choir
[GS Tones]	Fantasia

2. Use the Value [+] and [-] buttons to select a tone from within a tone group.

The [Tone] buttons of the selected tone group flash on and off.

3. Play the keyboard, or press the [Tone] button that is flashing.

The [Tone] button's indicator stops flashing and changes to a constant light.
When you play the keyboard, the selected tone is played. Press the [Tone] button, and the sound of that tone can be heard.

NOTE *When the HP 555G is turned off, the tone is reset to "Grand Piano 1."*

MEMO *See the "List of Tone Names" for the names of the tones in each of the tone groups (p.108).*

Getting Drum Sounds from the Keyboard

You can play the sounds of percussion instruments, as well as effects sounds such as police sirens and animal sounds from the keyboard.

1. Press the [GS Tones] button; the indicator lights.

2. Press the Value [+] and [-] buttons to call up the "4:STANDARD" screen in the upper part of the display.

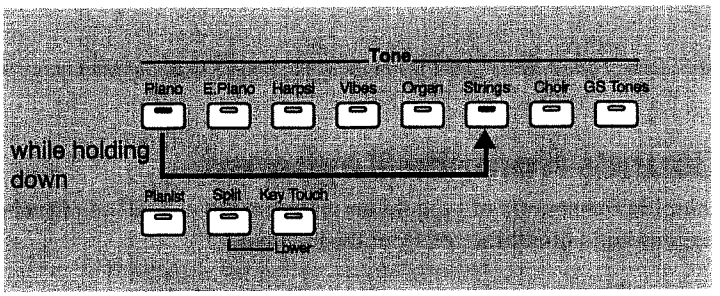
When you play the keyboard, a different percussion instrument sounds for each key pressed.

With the "5:SOUND EFFECT" displayed, you can play sound effects, such as the siren of a police car or animal sounds—with a different sound for each key pressed.
Sound sets consisting of percussion instrument sounds (such as the "STANDARD") are called "Drum Sets." Sound sets consisting of special effects sounds are called "SFX Sets." With both kinds, a different percussive or special effect sound will be heard for each key you press.

Layering Two Instrument Sounds

Playing with two different tones on the keyboard simultaneously is called "Dual Play."

As an example, try layering the Grand Piano and Strings tones



1. While pressing the [Piano] button, also press the [Strings] button.

Both button indicators go on.
Try playing the keyboard. The sound features both the Grand Piano 1 and Strings tones playing simultaneously.
Pressing one [Tone] button while simultaneously pressing another [Tone] button puts the keyboard in Dual Play mode.

To Change the Tone of the Right Button of the Two Selected Tones in Dual Play

1. Use the Value [+] and [-] buttons to find and select a tone.

The right [Tone] button's indicator flashes.

2. Either play the keyboard or press the flashing [Tone] button.

Dual Play now features the tone of the left side's tone button along with the newly selected tone.
The [Tone] button's indicator stops flashing, and lights steadily.

To Change the Tone of the Left Button

Once you have cancelled Dual Play, reselect the tones you want to use.

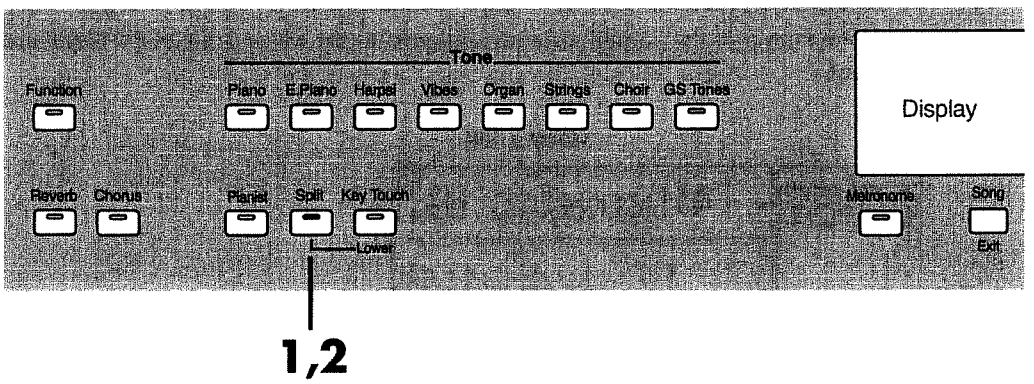
Cancelling Dual Play

When the [Tone] button is pressed in Dual Play, only the tone of the button that is pressed continues to sound.

MEMO *You can adjust the volume balance between the two selected tones in Dual Play. Please refer to "Changing the Volume Balance in Dual Play" (p.96).*

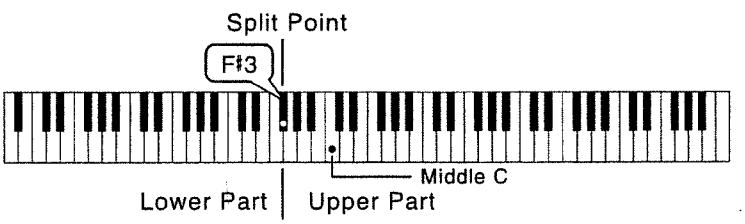
Changing the Sounds Played by the Left and Right Hands of the Keyboard

The Split feature allows you to split the keyboard into two zones, then play a different sound in each zone. This division of the keyboard into upper and lower zones is referred to as "split," and the particular key on the keyboard where the split occurs is known as the "split point." The key that serves as the split point is included in the LOWER zone. Each time power to the keyboard is turned on, the split point is reset to "F#3."

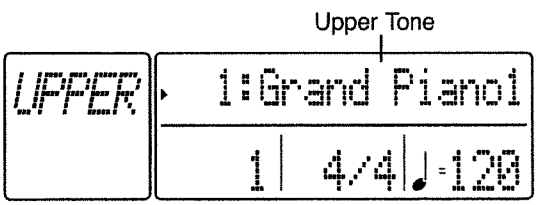


1. Press the [Split] button, and confirm that its indicator lights up.

The keyboard is divided into upper and lower zones.



The keys on the right side of the keyboard play the sounds as they were before the keyboard was split.
The left side plays an "Acoustic Bs" tone.
The following screen is displayed.



2. Pressing the [Split] button once more cancels the split function.

The [Split] button's indicator then goes out.
The tone in the upper part then is effective for the entire keyboard.

Changing Tone Played by the Right Hand

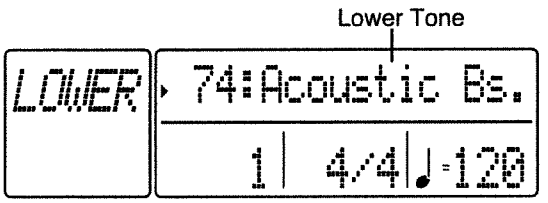
You can select the upper tone in the same manner as you do when selecting tones normally.

MEMO *Please refer to "Performing with Various Instrument Sounds" (p.18).*

Changing Tone Played by the Left Hand

1. Press the [Key Touch] button, and confirm that its indicator lights up.

The Tone button of the sound currently assigned to the lower zone of the keyboard will light.



2. To select a Tone in a different Tone Group, press any [Tone] button.

3. Use the Value [+] and [-] buttons to find and select a tone.

The [Tone] button's indicator flashes.

4. Either play the keyboard or press the flashing [Tone] button.

The [Tone] button stops flashing, staying constantly lit, and the selected tone is sounded in the Lower part.
The tone is set to "Acoustic Bs" when the keyboard is turned on.

5. When the [Key Touch] button is pressed once more, and confirm that its indicator goes out.

You are returned to the mode where the Tone for the upper zone of the keyboard is selected.

MEMO *You can change the split point. Please refer to "Changing the Keyboard's Split Point" (p.96).*

MEMO *If the keyboard is split while in Dual Play (p.20), the two layered tones are sounded as the tones for the Upper part.*

MEMO *When the keyboard is split, the damper pedal only affects the Upper part of the keyboard. If you want to have the sounds from the Lower part of the keyboard dampened, see "Changing the Pedal Operations" (p.93).*

Playing Along with the Auto-Accompaniment

Using simple fingering, you can have piano accompaniment (from a variety of different musical genres) be played automatically.
This automatic accompaniment function is called the "Pianist."

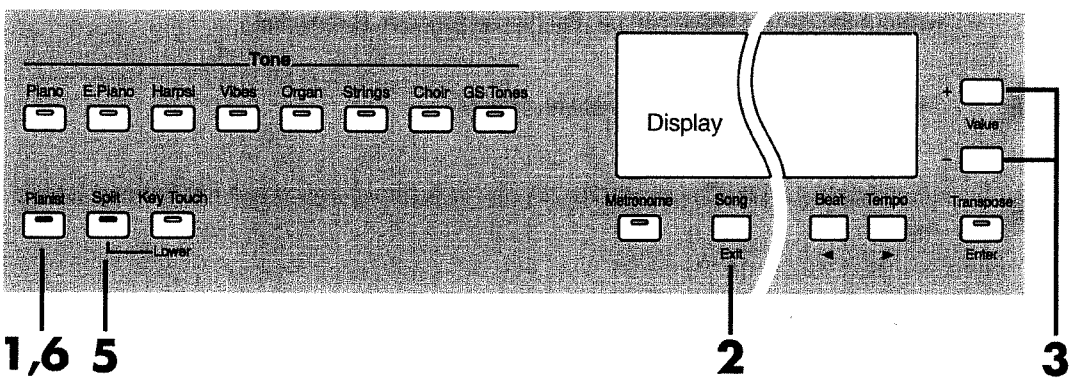
MEMO

"Styles" are musical patterns that provide accompaniment for almost any kind of music. For more information on styles, please refer to "List of Styles" (p.115).

MEMO

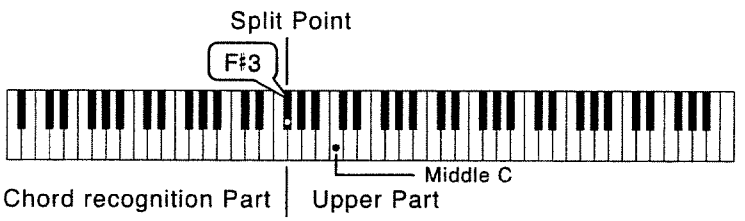
With the "Pianist Function," it is not necessary to correctly press all of the keys in a chord for accompaniment. You can activate the accompaniment just by pressing one or two representative keys of each chord.

To see which keys sound what chords, please refer to "List of Ways to Play Chords" (p.116).



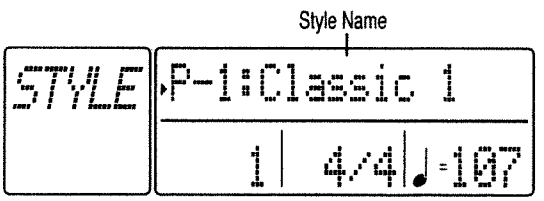
1. Press the [Pianist] button, and confirm that its indicator lights up.

The keyboard is split into chord recognition and upper parts.



2. Press the [Song] button.

The Style name appears in the upper part of the display.



3. Using the Value [+] and [-] buttons, find and select a style.

4. Press one of the keys in the area of the chord recognition side for the chord you want to play.

The accompaniment start with the intro being played.
You can play the melody in the upper part.

5. When you press the [Split] button, the ending is played, and the accompaniment ceases.

If you press the [Key Touch] button while a song is in progress, the accompaniment stops without the ending being played.
Press the [Key Touch] button again, and the unit starts playing the accompaniment.

6. If you press the [Pianist] button once again, the button's indicator goes out, and the Pianist function is cancelled.

If you press the [Pianist] button while a song is progress, the accampaniment stop without the ending being played, the Pianist function is canceled.

NOTE *The beat for the acompaniment cannot be changed.*

NOTE *If you have the keyboard transposed (p.25), the automatic accompaniment will be transposed as well.*

Playing/Starting With No Intro

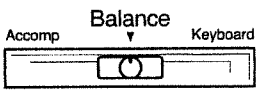
You can omit the intro portion from the performance of automatic accompaniment.

- Press the [Split] button until the button's indicator is off, and the intro is set not to be played.
- Press the [Split] button until the button's indicator is flashing, and the intro is then set to be played.

Changing the Volume Balance Between the Song and the Keyboard

You can change the balance of volume between the parts played on the keyboard and the internal songs and accompaniment.

1. Use the [Balance] slider to adjust the volume balance.



Keyboard volume lowered
Volume of songs and accompaniment raised

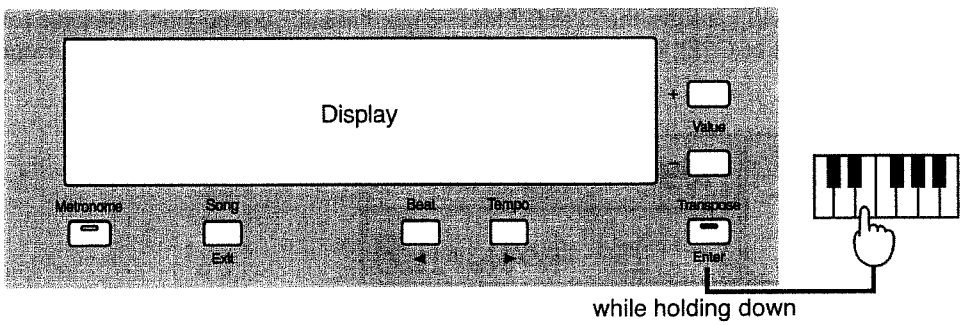
Keyboard volume raised
Volume of songs and accompaniment lowered

NOTE *When the [Balance] slider is positioned all the way to the left, the sound of the keyboard is inaudible. The slider is normally set in the center position.*

Changing to Easy Key Signatures

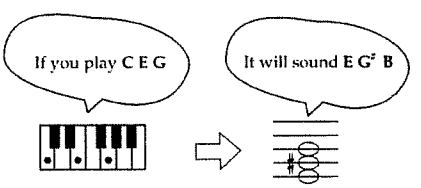
You can play in a different key—without changing the keys you are playing. This function is called "Key Transpose."
For example, to play a song in C major even though it was actually written in E major, or to play songs with difficult key signatures full of sharps or flats, you can simply change to a key that is easier for you to play.
Key transpositions remain in effect until the keyboard's power is turned off.

Example: Playing an E major song in C major



1. While holding the [transpose] button down, press the key that corresponds to the main note of the pitch you wish to transpose to.

Think of the key actually being played (here, C Major) as the center. Since we are transposing to E Major, press E on the keyboard.
The [Transpose] button's indicator will be lit, then the key is transposed.



2. Pressing the [Transpose] button once more to make the [Transpose] button's indicator dark. The keyboard returns to its original key.

At this point, the transposition setting has not been cancelled. By again pressing the [Transpose] button, the button's indicator will be lit again, and the set transposition will be produced.

MEMO

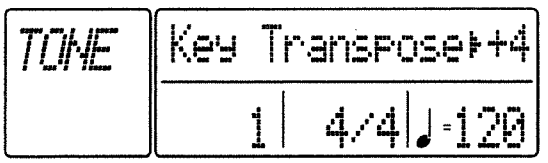
With the Key Transpose function, only the sound of the keys that you play are transposed. If you want to transpose and play back the keyboard's internal songs, please refer to "Changing the Key When Playing Back Songs" (p.93).

Other Method of Transposition

Method 1

1. While pressing the [Transpose] button, select the degree of transposition using the Value [+] and [-] buttons.

Each press of the [+] and [-] buttons raises or lowers the key by one half-step (semitone). The values can be set in a range from -6 to 0 to +5.
The [Transpose] button's indicator goes off when the value is "0."
Here, we will consider the C of C Major as our basis. Counting from the tonic to the major third of C (E), there are four keys, including the black keys, so set the value to "+4."



Method 2

1. Press the [Function] button, and confirm that its indicator lights up.

2. Press the [Transpose] button.

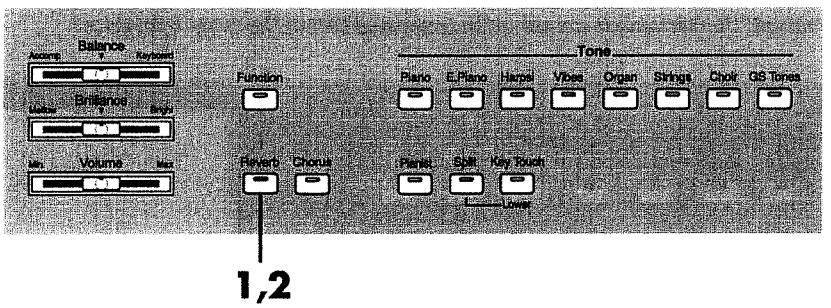
3. Select the value for the transposition with the Value [+] and [-] buttons.

The key is then transposed.

4. Press the [Function] button, and confirm that its indicator goes off.

Adding Reverberation to the Sound

The HP 555G allows you to add reverberation to what you play on the keyboard.
With the reverb effect, you can get a pleasant reverberation, making it sound as if you were performing in a concert hall or similar space.



1. Press the [Reverb] button, and confirm that its indicator has lighted.

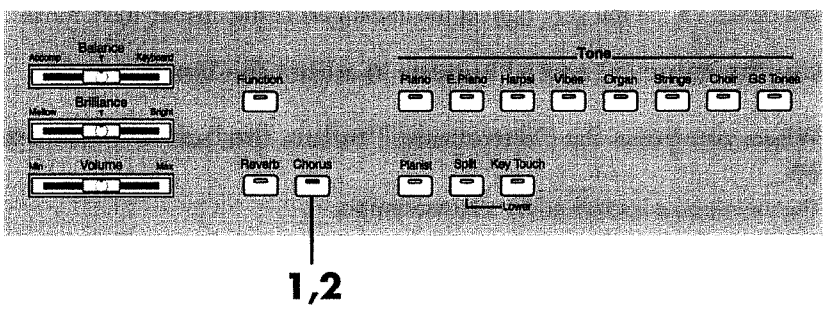
The reverb effect is applied to the entire sound.

2. Pressing the [Reverb] button once more turns off the button's indicator and cancels the reverb effect.

MEMO *The depth and type of the reverb effect can be changed. Please refer to "Changing the Depth and Type of the Reverb Effect" (p.94).*

Adding Breadth to the Sound

The HP 555G allows you to add chorus to what you play on the keyboard.
By adding the chorus effect, you can give the sound greater dimension, with more fatness and breadth.



1. Press the [Chorus] button, and confirm that its indicator has lighted.

The chorus effect is applied to the currently selected tone.

2. Pressing the [Chorus] button once more turns off the button's indicator and cancels the chorus effect.

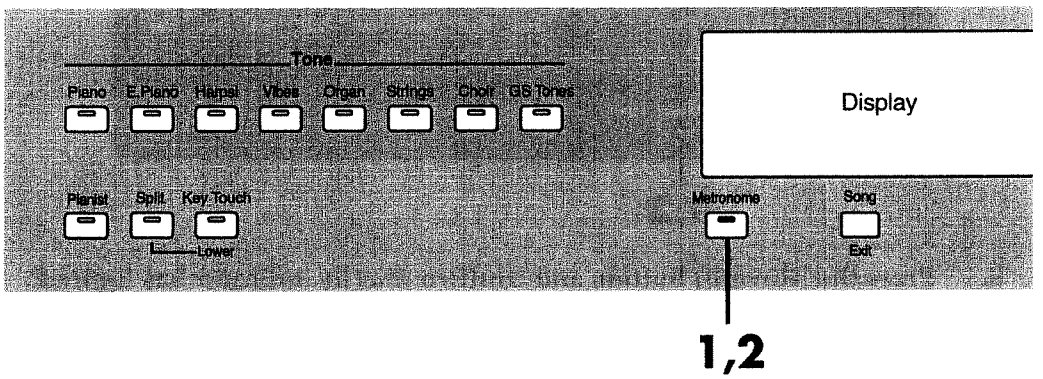
NOTE *You cannot add chorus to individual tones in the [GS Tones] button tone group. You can, however, add and remove chorus to the [GS Tones] button tone group as a whole.*

MEMO *The depth and type of the chorus effect can be changed. Please refer to "Changing the Depth and Type of the Chorus Effect" (p.94).*

Sounding the Metronome

The HP 555G features a built-in metronome. You can turn the metronome sound on and off with the press of a single button.

NOTE *When turned on during playback of a song, or during a performance with automatic accompaniment, the metronome sounds to the tempo and beat of the song in progress.*



1. **Press the [Metronome] button to sound the metronome.**
   The [Metronome] button's indicator comes on.

2. **Press the [Metronome] button once more, and the metronome will stop sounding.**
   The [Metronome] button's indicator goes out.

Changing the Metronome Tempo

1. **Press the [Tempo] button.**
   The cursor (▶) at the very right of the lower part of the display then moves.

2. **Use the Value [+] and [-] buttons to adjust the tempo.**

3. **When you press the [Metronome] button, the button's indicator comes on.**
   The metronome sounds at the selected tempo.

Changing the Beat of the Metronome

1. Press the [Beat] button.

The cursor (▶) at the center of the lower part of the screen then moves.

2. Use the Value [+] and [-] buttons to select the desired beat.

Display	Beat
2/2	2/2
0/4	Quiet beats
2/4	2/4
3/4	3/4
4/4	4/4
5/4	5/4
6/4	6/4
7/4	7/4
3/8	3/8
6/8	6/8
9/8	9/8
12/8	12/8

3. Press the [Metronome] button and confirm that its indicator has lighted.

The metronome sounds at the selected beat.

Adjusting the Metronome Volume

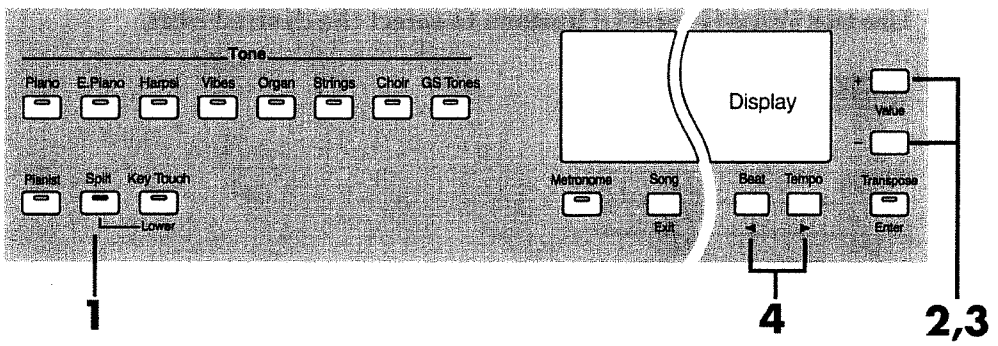
The volume of the metronome can be adjusted

1. Holding down the [Metronome] button and the using the Value [+] and [-] buttons to adjust the volume.

The kind of metronome patterns and metronome tones can be changed. Please refer to "Changing the Metronome Settings" (p.97).

Adjusting Keyboard Touch Sensitivity

You can change the touch sensitivity, or response of the keys.
When the Keyboard is turned on, the response is set to "Medium."



1. Press the [Key Touch] button, and confirm that its indicator lights up.

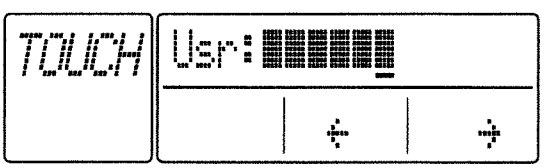
2. Press the value [+] and [-] buttons.

You can select either "Normal," "Heavy," or "Light." You can feel the difference by playing the keyboard.

Type	Color of Indicator	Meaning
Medium	Off	Normal setting, providing the most natural touch, closest to that of an acoustic piano.
Heavy	Red	With this setting, to play fortissimo the keys must be played much more strongly than normally, as if the keys had become heavier. Adds even more emotion when you play with lots of dynamics.
Light	Green	With this setting, fortissimo can be produced using much less force than normal, thus making the keys seem lighter. This setting makes it easy to play, even for children.
Usr (User)	Orange	This setting is adjustable, with 60 levels of key heaviness.

3. Press the value [+] and [-] button; "Usr" (User) appears in display.

A bar graph appears on the screen, and now you can change the key touch, with sixty sensitivity levels from which to choose.



4. Pressing the [Tempo] button gives the keys a heavier touch; pressing the [Beat] button gives them a lighter touch.

With each press of these buttons, the value changes by one. Holding down the button causes the value to change continuously.

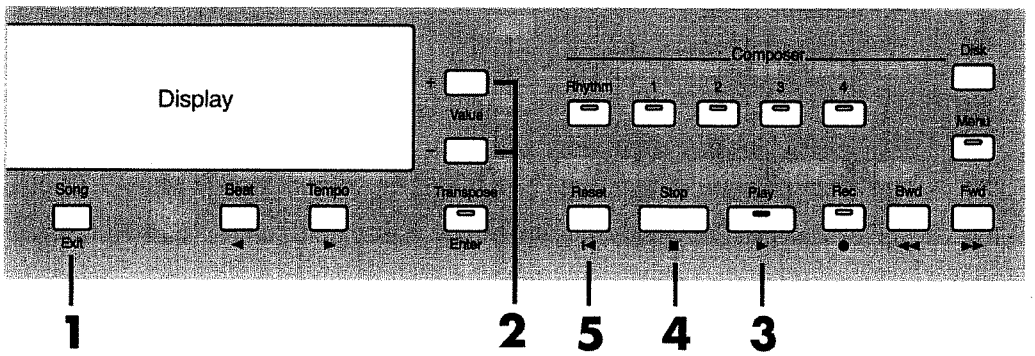
NOTE *The value you have set for "Usr" will be retained even while the piano is switched off.*

Practicing a Song

This section explains useful functions for piano practice on the HP 555G; we hope that you will try out these in practice as you read the descriptions of these features.

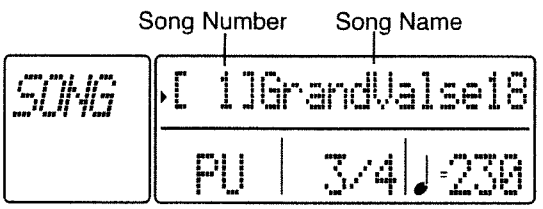
Listening to One Song

Before playing a song, try listening to it a number of times to get an idea of the song's feel.



1. Press the [Song] button.

The song name and number appear in the upper part of the screen.



2. With the Value [+] and [-] buttons, select the number of the song.

3. Press the Play [►] button to begin the song.

Reproducing the sound of the song is called "playback."

4. Press the Stop [■] button, and playback of the song is stopped.

5. Pressing the Reset [|◄] button to return to the top of the song.

NOTE *When songs with pickups (songs that don't start on the first beat) are played back, the measure numbers are indicated in the display as "PU," "1," "2,"...*

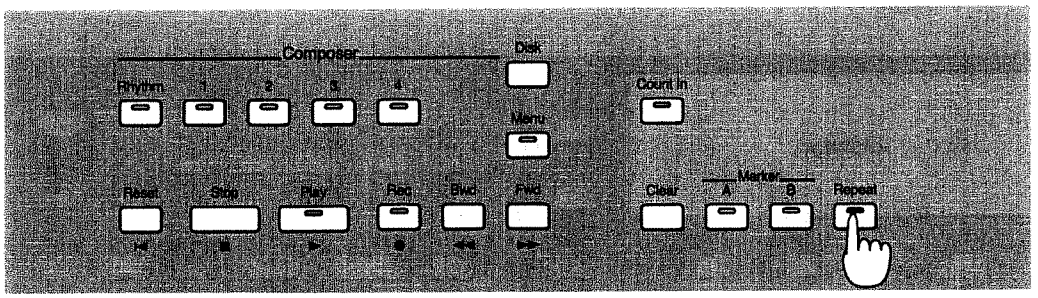
NOTE *While a floppy disk is inserted in the disk drive, you cannot call up any of the songs stored in internal memory.*

MEMO *For the titles of the internal songs and their composers, please refer to the "List of song Titles" (p.114).*

Repeated Listening of the Same Song

You can listen to any one song played over and over, as many times as you like.

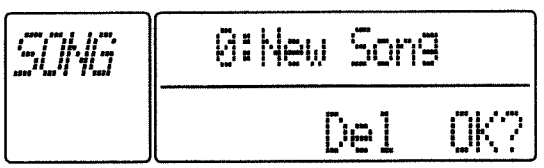
1. Pressing the [Repeat] button causes the button's indicator to light, and the selected song is set to repeat.



When you press the [Repeat] button once more, the button's indicator turns off, and the Repeat function is removed.

When the Following Screen is Displayed

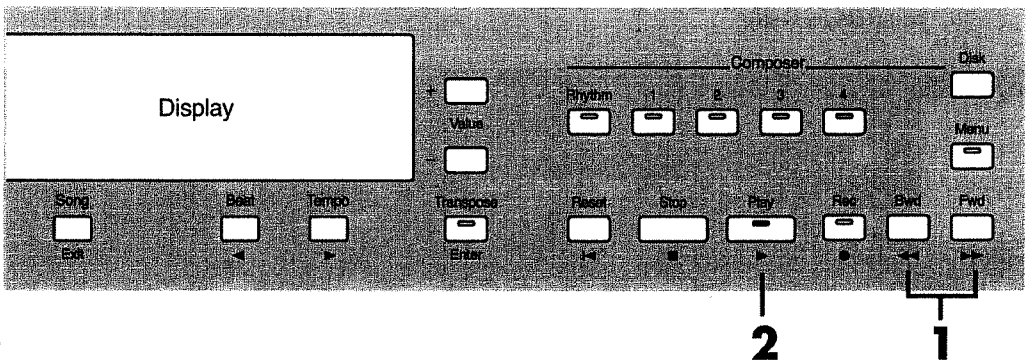
If you have recorded a song (p.44, 47, 62), or edited the basic settings of a song (p.67), and then try to select a new song, the following will be shown in the display:



MEMO *Please refer to "When the Following Screen is Displayed" (p.17).*

Moving to the Location You Want to Hear

You can go directly to any measure in a song and begin playback of the song from that location.



1. **Using the Bwd [◄◄] and Fwd [►►] buttons, move to the point in the song you want to hear.**

   Pressing the buttons once moves the locator forward or back one measure at a time. Holding the button down allows you to move forward and back continuously.

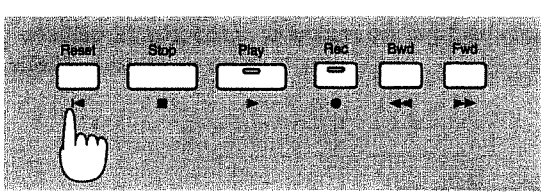
2. **Press the Play [►] button, and playback begins from the measure to which you've moved.**

   You can also use rewind and fast-forward during playback.

NOTE *When a song on a floppy disk begins to play, the lower left corner of the screen will begin flashing. This shows that the piano is reading the performance data from the floppy disk, and cannot allow you to fast-forward or rewind the performance data.*

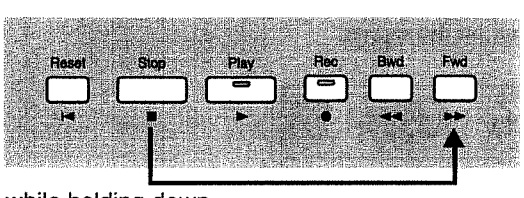
To Return to the Beginning of a Song

1. **Pressing the Reset [|◄] button returns you to the beginning of the song.**



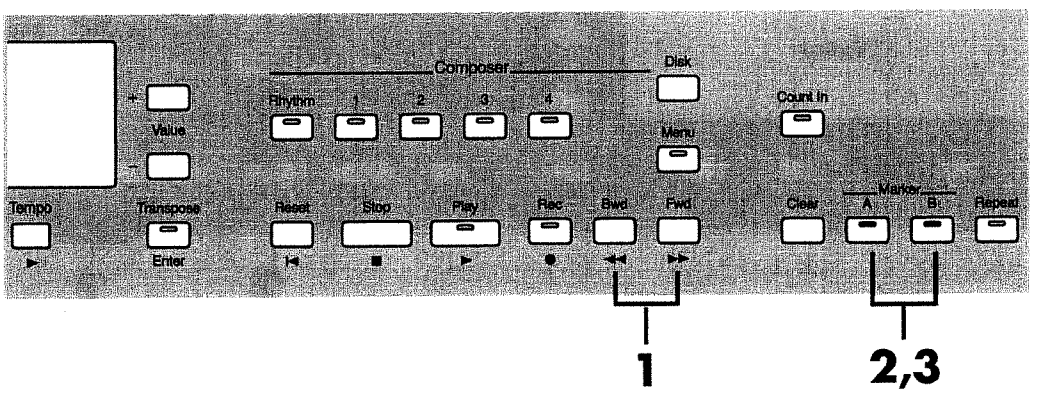
To Go to the End of a Song

Pressing the Fwd [►►] button while holding down the Stop [■] button moves you to the end of the song.



Moving to Marked Locations

Placing a marker at some point in a song lets you jump directly to that marked place. You can place two separate markers (Marker A and Marker B) in one song.
You can set markers and move to marked locations in a song while the song is in progress as well.



1. **Using the Fwd [◄◄] and Bwd [►►] buttons, move to the location where you want to place the marker.**

2. **Press the [A] button; Marker A is then set in the song.**

   Pressing the [B] button sets Marker B.
   When Marker A is set, the [A] button's indicator lights. If Marker B is set, then the [B] button's indicator lights.

3. **After the markers are set, pressing the [A] or [B] buttons moves you directly to either A or B.**

NOTE *You cannot place Marker A and Marker B at the same location in a song. You cannot set Marker B before the point where Marker A is set.*

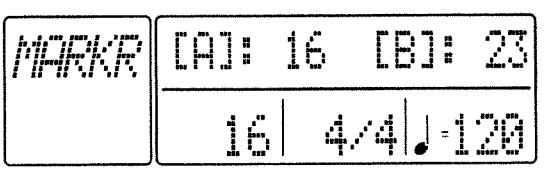
MEMO *Although markers are normally placed at the beginning of the selected measure, you can also set markers elsewhere in the measure. Please refer to "Setting Markers Within Measures" (p.99).*

Checking the Location of Markers

You can use the display to check where markers are located.

1. **While pressing the [A] button, press the [B] button.**

   While you hold down these buttons, the measure numbers where Marker A and Marker B are set are displayed on the screen.



Moving Markers

You can relocate a marker after it has been set.

1. While pressing the [A] button, press the Bwd [◄◄] or Fwd [►►] button.

Marker A moves back or forward one measure at a time. When you keep the button held down, Marker A moves continuously.
When moving Marker B, press the Bwd [◄◄] or Fwd [►►] button while pressing the [B] button.

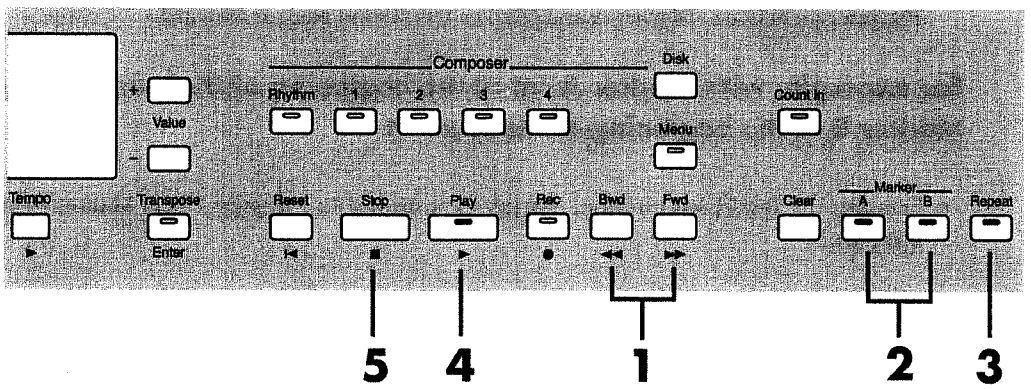
Deleting Markers

1. Pressing the [A] button while pressing the [Clear] button deletes Marker A.

To delete Marker B, press the [B] button while pressing the [Clear] button.

Repeated Listening of the Same Location

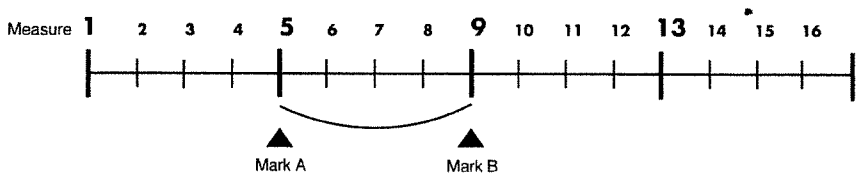
You can have one segment of a song played back repeatedly. This is convenient when you want to practice the same passage a number of times. If there are places in the song that you are having trouble playing, try setting markers at the beginning and end of that segment and practicing only that portion.



1. Using the Fwd [◄◄] and Bwd [►►] buttons, move to the location where you want to place Marker A and Marker B.

2. Press the [A] button and [B] button.

Marker A and Marker B are set at the selected locations.
For example, if you want repeated playback of the section from Measure 5 to Measure 8, place Marker A at the beginning of Measure 5 and Marker B at the beginning of Measure 9.



3. Press the [Repeat] button; the button's indicator lights.

The segment between Marker A and Marker B is set for repeated playback.

4. Press the Play [►] button.

Playback between Marker A and Marker B repeats.

- If only Marker A is set, playback repeats between Marker A and the end of the song.
- If only Marker B, playback repeats between the beginning of the song and Marker B.

5. Press the Stop [■] button, and playback of the song ceases.

MEMO

While the indicator of the [Count In] button is lit, the count-in sound will be played only for the first one of the repetitions. To hear the count-in each time the material is repeated, follow the procedure given in "Obtaining a Count-In with Each Repetition (p.98)."

Moving a Repeated Segment

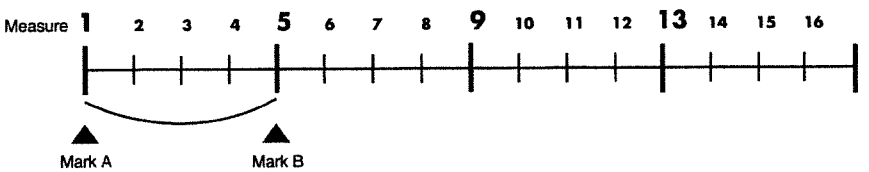
You can move the interval of a repeated segment forward or back without changing the length of the interval between the markers. This is effective when, for example, you have finished practicing one section and want to go on to practice the next section.

1. While simultaneously pressing the [A] button and [B] button, press either the Bwd [◄◄] or Fwd [►►] button.

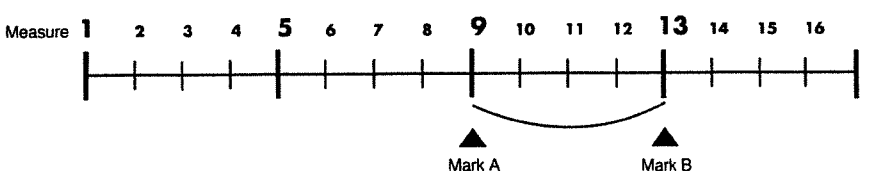
The interval between Marker A and Marker B is shifted back or forward.

For example, with Marker A set at the beginning of Measure 5 and Marker B at the beginning of Measure 9:

- Pressing the Bwd [◄◄] button, Marker A is moved to Measure 1 and Marker B to Measure 5.



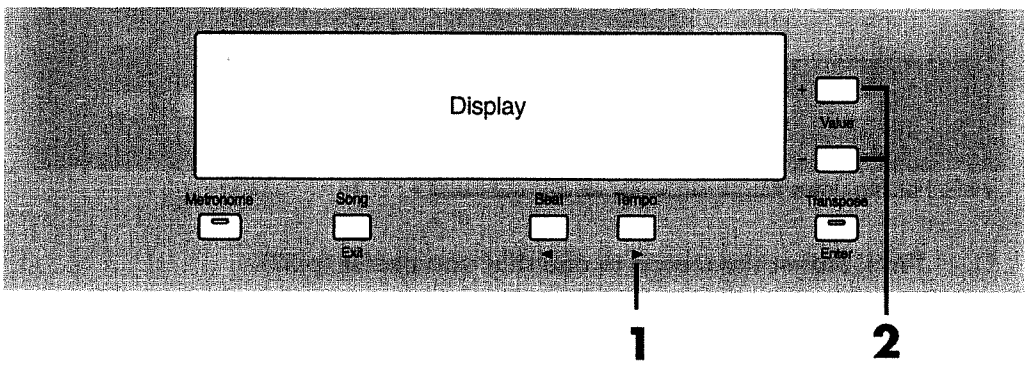
- Pressing the Fwd [►►] button, Marker A is moved to Measure 9 and Marker B to Measure 13.



Changing the Tempo to One That's Easy to Practice

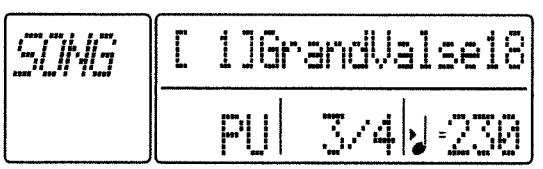
With songs that are difficult to play because their tempo is too rapid, you may find it helpful to first practice the song with the tempo slowed down. Then, after becoming more familiar with the song, you can practice it at a gradually faster tempo. Changing the tempos has no effect on the pitch.

Adjusting the Tempo / Returning to the Original Tempo



1. Press the [Tempo] button.

The cursor (▶) at the very right of the lower part of the display then moves.



2. Adjust the tempo with the Value [+] and [-] buttons.

You can change the tempo even when the song is in progress.
Pressing the [+] button once increases the tempo by one unit. Holding down the button increases the tempo continuously.
Pressing the [-] button once decreases the tempo by one unit. Holding down the button decreases the tempo continuously.
Pressing both the [+] and [-] buttons simultaneously restores the original tempo.

Setting the Tempo by Pressing the Button in Time

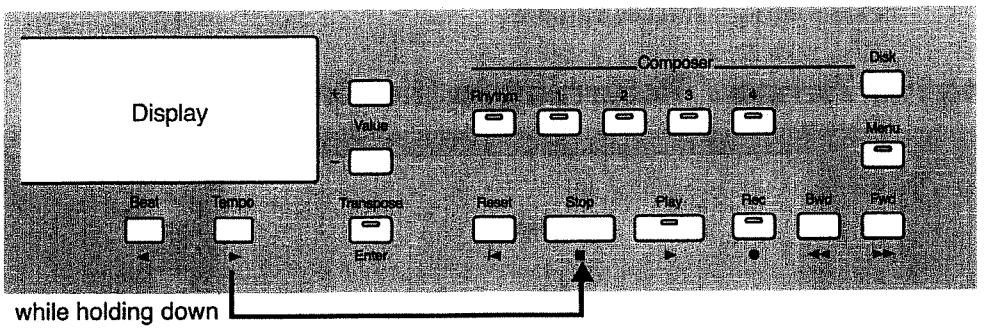
You can set the desired tempo by tapping the button at the tempo you like.

1. Tap the [Tempo] button four times, at the tempo you like.

The tempo is set to the same tempo you used when tapping the button.

Playing Without Tempo Changes

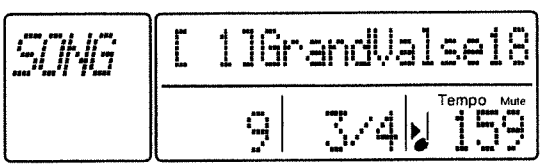
For songs with tempo changes, it can be effective to first practice the song at one fixed tempo. Defeating any tempo changes and playing back the song at one set tempo is called "Tempo Mute."



1. First, adjust the tempo to one that you prefer (p.37).

2. While pressing the [Tempo] button, press the Stop [■] button.

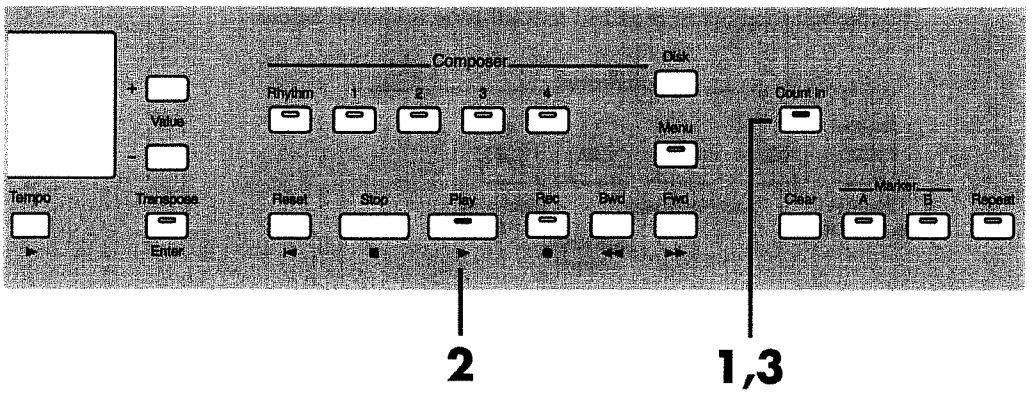
The song is set to play at one fixed tempo.
Pressing the Stop [■] button once again while holding down the [Tempo] button undoes the tempo mute.
When in Tempo Mute, the display shows the following.



NOTE *The Tempo Mute is removed when you select a different song.*

Synchronizing the Timing When You Start to Play

At times such as when you want to come in at some point in a song in progress, you can synchronize your timing with that of the song.
Sounding a "count sound" leading up to playback of a song is called "Count In."



1. **Press the [Count In] button; the button's indicator lights.**

2. **Press the Play [►] button, and after the count sound plays, the song is played back.**

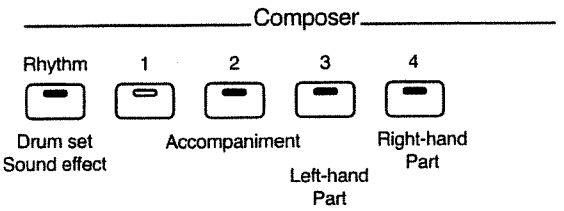
3. **When you press the [Count In] button once more, the button's indicator turns off, and the Count In function is removed.**

MEMO

You can change the number of measures the count sound plays and the type of sound that is played. Please refer to "Setting the Count - in Measures and Sound" (p.98).

Practicing Along with a Song

With the HP 555G's internal songs, you can have the part of each hand's part played back separately. Playing the internal song's right-hand part with your right hand, and the song's left-hand part with your left hand allow you to practice each hand's part separately.
The internal song is assigned to Track buttons as shown below.

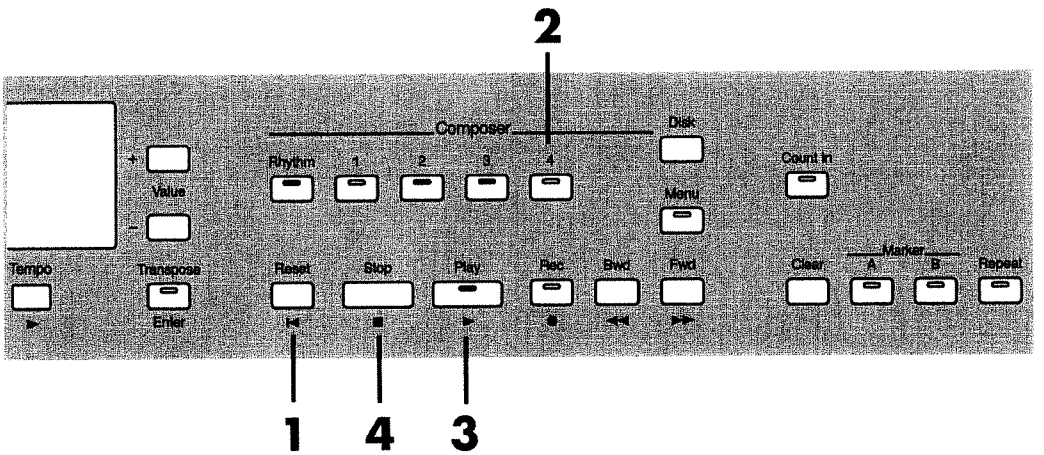


MEMO *If songs you have created were recorded in this manner, you can then use the track buttons the same way.*

NOTE *The Internal piano songs do not have accompaniment. Button indicators for tracks with no sound assigned to them remain unlit.*

Right-Hand Exercise

Try muting the right-hand part so you can practice playing it along with the left-hand part.

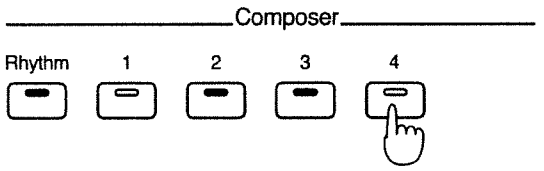


Let's set up the following first.

- Adjust the tempo.
- When playing the count or metronome sounds, press the [Count In] or [Metronome] buttons, turning on the indicator or indicators.

1. **Press the Reset [⏮] button to go back to the top of the song.**

2. **Press the [4] button; the button's indicator goes off.**



3. **Press the Play [▶] button to begin playback of the song.**

   The right-hand part is not played.
   Now you can practice the right-hand part while listening to the left-hand part.
   This kind of preventing specified parts of the song from being played is called "muting."
   If you press the [4] button once more, the button's indicator lights up, and the mute is cancelled. You can set and cancel mutes even while songs are being played.

4. **Press the Stop [■] button to start the song playing.**

Left-Hand Exercise

Let's practice the left hand to go with the song's right-hand part.
The procedure is the same as the one for the right hand.

1. **Press the Reset [⏮] button to return to the beginning of the song.**

2. **Press the [3] button; the button's indicator goes out. Press the [4] button to turn on its indicator.**

   The sound of the left-hand part is set not to play, and the sound of the right-hand part is set to play.

3. **Press the Play [▶] button to begin playback of the song.**

   Try playing the left-hand part to go along with that of the right hand.

4. **When you press the Stop [■] button, playback ceases.**

Playing With Both Hands to Accompaniment

After you have practiced each hand's part separately, try playing the song using both hands.
By selecting an internal song that includes accompaniment, you can play along to the backing provided by the song's orchestral accompaniment.
The procedure is the same as the one for the right hand.

1. **Press the Reset [⏮] button to return to the beginning of the song.**

2. **Press the [3] [4] button; the button's indicator goes out. Press the [Rhythm] [2] button to turn on its indicator.**
   The sound of the left-hand part and right hand part are set not to play.

3. **Press the Play [►] button to begin playback of the song.**
   Now try playing using both hands.

4. **When you press the Stop [■] button, playback ceases.**

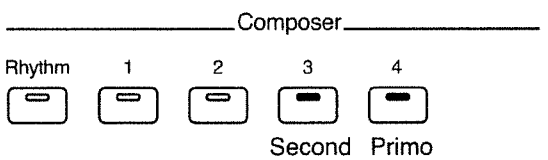
MEMO *With multiple instruments included on a single track, when you want to play with one of the instruments omitted from the track, please refer to "Changing Song Settings for Each Part" (p.67).*

Playing Four-Handed Piano Pieces

Included in the internal songs are a number of piano pieces for four hands.
Playing your own parts while listening to your "partner's" part (the internal song itself), lets you play pieces for four hands all by yourself.

MEMO *For more on song numbers and titles, Please refer to "List of Song Titles" (p.114).*

For four-handed pieces, assign the parts to the [Track] buttons in the following manner.



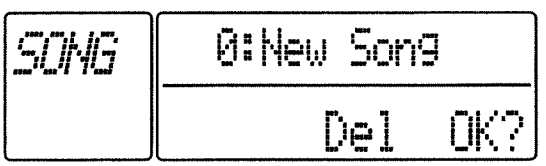
NOTE *You cannot play the left- and right-hand parts of four-handed pieces separately.*

NOTE *Recorded songs are deleted when the power is turned off. Furthermore, you cannot select another song until the current song is deleted. Save any song that you do not want deleted to a floppy disk.*

MEMO *For more on how to save songs, please refer to "Saving Songs to Floppy Disks" (p.56).*

Selecting a different song, the following appears in the display

If you try to select a different song without saving the recorded song, the display will respond as follows:



When Saving Songs

1. Pressing the [Song] button returns you to the basic screen.

Save the song to the floppy disk.

When Deleting Songs

1. Pressing the [Transpose] button deletes the recorded song or the song with changed settings.

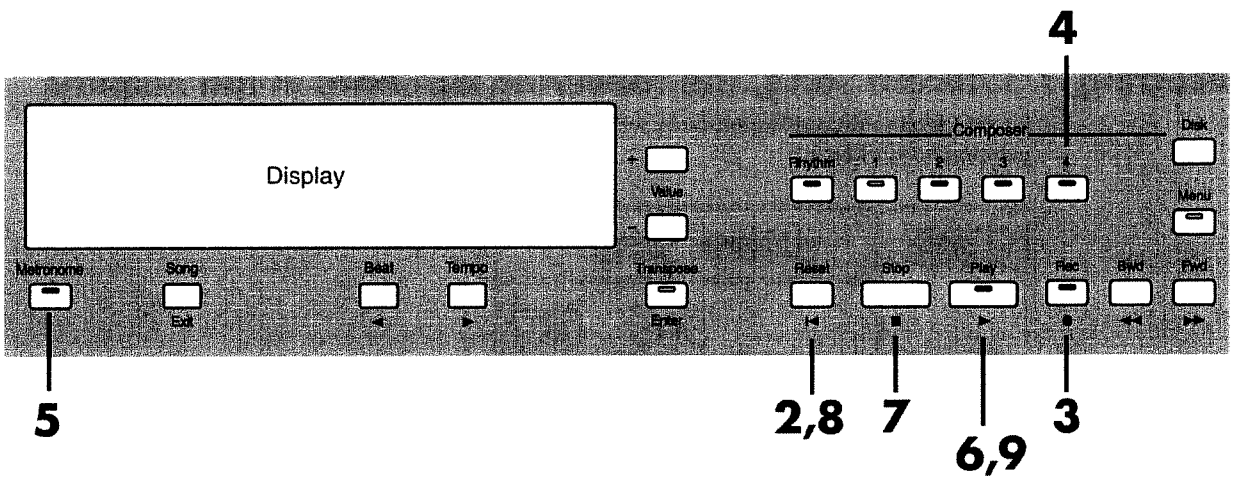
You are returned to the basic screen.

Recording with Songs

Try recording your performance and listening to it a number of times.

Recording the Right Hand

Now try recording and then listening to your own right-hand part.



1. Adjust the tempo beforehand, setting it to one that will be easy to play.

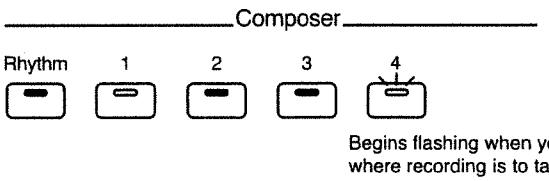
2. Press the Reset [⏮] button to return to the beginning of the song.

3. Press the Rec [●] button, turning on that button's indicator.

This puts the keyboard in record standby mode.
To cancel recording, press the Stop [■] button.
When you press the Rec [●] button, the [Count In] button's indicator also goes on. If you do not want the count sound to play, press the [Count In] button again, turning off the button's indicator.
With the [Count In] button's indicator turned off, recording begins after the two measures of the song leading up to that point are played back. When you start recording from the beginning of the song, there is no sound for the two measures before recording starts.

4. When you press the [4] button, the button's indicator flashes.

Your performance is now set to be recorded to the [4] button.



5. When you want the metronome sound to play while you record, turn on the button's indicator by pressing the [Metronome] button.

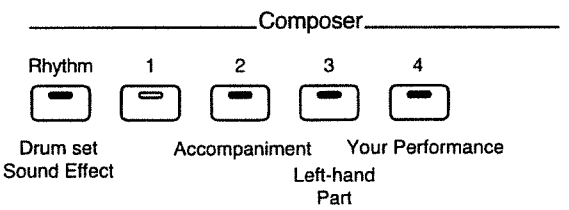
The sound of the metronome is not recorded.

6. Press the Play [►] button.

After two measures of count sound, recording begins.
Try playing the right-hand part to go along with that of the left hand.
Even if you don't press the Play [►] button, recording begins when you start playing the keyboard. At this point, the count sound does not play.

7. When you press the Stop [■] button, recording ceases.

At this time, the following is recorded to the track button.



The number of the recorded song will change to "0."

8. Press the Reset [⏮] button to return to the biginning of the song.

9. When you press the Play [►] button, the recorded performance is then played back.

Take a listen to the recording of the right-hand part you just played.

Recording the Left Hand

Now, try recording and then listening to your own left-hand part.
The procedure is the same as that for the right-hand part.

1. **Press the Reset [⏮] button to return to the beginning of the song.**
2. **Press the Rec [●] button, turning on that button's indicator.**
3. **When you press the [3] button, the button's indicator flashes.**
   The performance of your left hand is now set to be recorded to the [3] button.
4. **Press the Play [▶] button.**
5. **When you press the Stop [■] button, recording ceases.**
6. **Press the Reset [⏮] button to return to the beginning of the song.**
7. **When you press the Play [▶] button, the recorded performance is then played back.**

Recording with Accompaniment

Let's try recording a performance with both hands playing to accompaniment. In this case, select a song that features accompaniment.
The procedure is the same as that for the right-hand part.

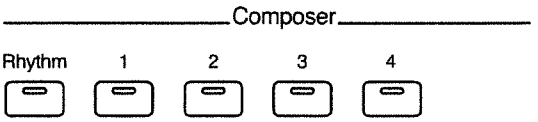
1. **Press the Reset [⏮] button to return to the beginning of the song.**
2. **Press the [3] button and [4] button to turn their button's indicators off. Press the [Rhythm] button and [2] button, turning on their button's indicators.**
   The sound of the left-hand part and right hand part are set not to play.
3. **Press the Rec [●] button, turning on that button's indicator.**
4. **When you press the [1] button, the button's indicator flashes.**
5. **Press the Play [▶] button.**
6. **When you press the Stop [■] button, recording ceases.**
7. **Press the Reset [⏮] button to return to the beginning of the song.**
8. **When you press the Play [▶] button, the recorded performance is then played back.**

Recording New Songs

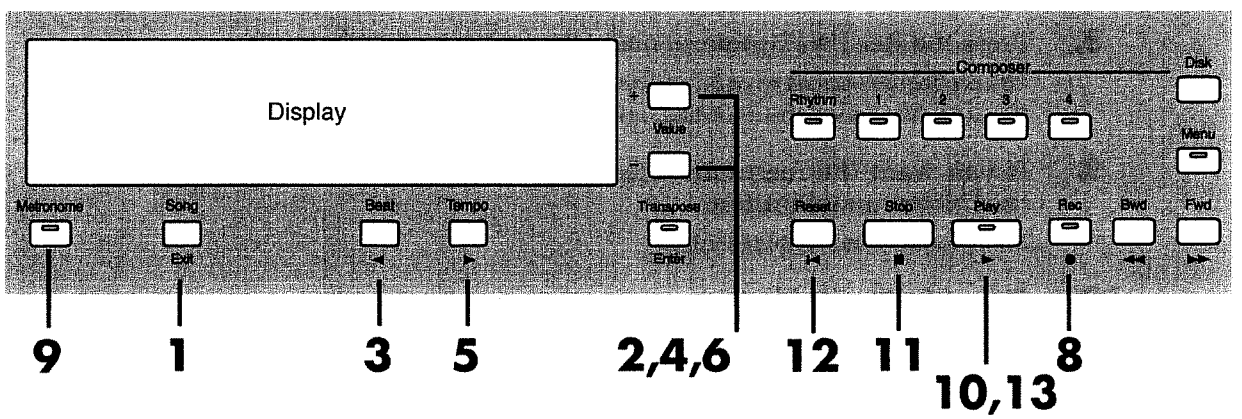
Using the HP 555G's five buttons, you can easily record performances and create authentic ensemble works.

MEMO *For more on how to create ensemble works, please refer to "Recording Ensemble Works" (p.62).*

Here is a description of how to record using the track buttons.
The buttons shown below are called the track buttons.

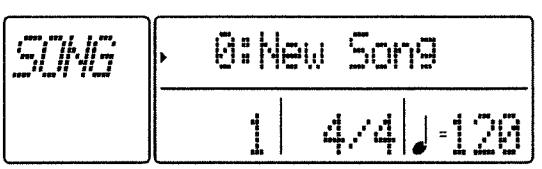


NOTE *Songs with differing beats or tempos cannot be recorded to the five track buttons.*



1. **Press the [Song] button.**

2. **When you press the Value [+] and [-] buttons simultaneously, "0 : New Song" appears in the upper part of the screen.**



3. **Press the [Beat] button.**

4. Use the Value [+] and [-] buttons to set the beat for the song (Notes 1).

Display	Beat
2/2	2/2
0/4	Quiet beats
2/4	2/4
3/4	3/4
4/4	4/4
5/4	5/4
6/4	6/4
7/4	7/4
3/8	3/8
6/8	6/8
9/8	9/8
12/8	12/8

5. Press the [Tempo] button.

6. Using the Value [+] and [-] buttons, set the song tempo (Notes 2).

7. Select the tone (p.18).

Additionally, set any other desired modes such as Dual Play (p.20) and Split (p.21) (Notes 3).

8. Press the Rec [●] button to make the indicator lit (Notes 4).

The keyboard is put in record standby mode.
If you wish to cancel the recording, press the Stop [■] button.

9. If you want the metronome to sound while you are recording, press the [Metronome] button.

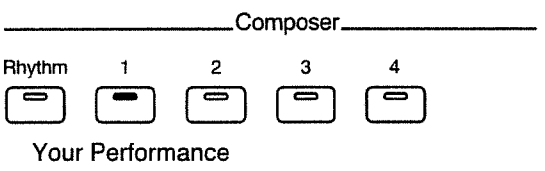
Metronome sound is not recorded.

10. Press the Play [►] button.

After two measures of count sound, recording begins (Notes 5).
Even if you don't press the Play [►] button, recording begins when you start playing the keyboard. At this point, the count sound does not play.

11. When you press the Stop [■] button, recording ceases.

Of the flashing track buttons, your performance is recorded to the track button with the lowest number.



12. Press the Reset [|◄] button to return to the beginning of the song.

13. When you press the Play [►] button, the recorded performance is then played back.

(Notes 1)

- The rhythm of the song cannot be changed during or after recording. If you want to create a song in which the rhythm does change during the song, please refer to "Creating Songs Featuring Beat Changes" (p.75).

(Notes 2)

- To change the basic tempo of a song, please refer to "Changing the Basic Tempo of the Song" (p.90).
- By changing the tempo while recording your performance, you can make a song in which the tempo changes.
- When "Loop Recording" (p.63, 70) is set on the HP 555G, even when you move up the tempo during recording of your performance, you cannot make songs that feature tempo changes.
- If you want to change the tempo on a recorded song, please refer to "Creating Songs Featuring Tempo Changes" (p.73).
- If you want to set one tempo for a song that does feature tempo changes, please refer to "Erasing Measures" (p.85).

(Notes 3)

- You can changes tones during the recording of a song. Please refer to "Performing with Various Instrument Sounds" (p.18).
- You cannot split the keyboard (p.21) after recording has begun.
- When the keyboard is in Dual Play (p.20) or Split mode (p.21), the following takes place during recording.

  Recording in Split Mode

  The Lower part is recorded to the [3] button, and the Upper part to the [4] button.

  Recording in Dual Play

  The performance is recorded to the [1] button.

  Recording When Switching from Dual Play to Split Mode

  What you play in the lower zone is recorded to button [3], while what is played in the upper zone is recorded to button [4].

(Notes 4)

- When a track button has something recorded onto it, the track button number automatically becomes unavailable for selection. Press one of the track buttons, starting it flashing. Of the flashing track buttons, your performance is recorded to the track button with the lowest number.
- The drum set and other sounds in the "STANDARD" and sounds in the "SOUND EFFECT," both in the [Rhythm] button, can only be recorded as automatic accompaniment.
- If you have selected a Track button where recording has taken place before, the previously recorded data will be replaced with the new performance, from the position where the recording started to where it stopped.

(Notes 5)

- When you press the Rec [●] button and go into record standby, the [Count In] button's indicator also goes on. If you do not want the count sound to play, press the [Count In] button, turning off the button's indicator.
  With the [Count In] button's indicator turned off, recording begins after the two measures of the song leading up to that point are played back. When you start recording from the beginning of the song, there is no sound for the two measures before recording starts.

Recording Performances with Automatic Accompaniment

You can record performances featuring automatic accompaniment.

1. **Press the [Pianist] button, turning on that button's indicator.**

2. **Press the [Song] button, then select a Style with the Value [+] and [-] buttons.**

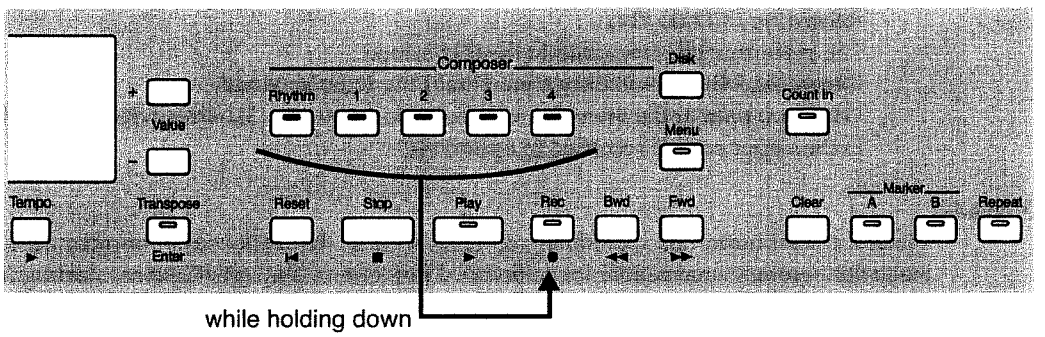
3. **Press the Rec [●] button, turning on that button's indicator.**
   This puts the keyboard in record standby mode.

4. **On the Chord recognition part, play the keys describing the chord.**
   Recording begins at the same time the intro starts.
   Recording ends automatically when the automatic accompaniment stops.
   Recording stops even if you end the performance by pressing the Stop [■] button.
   At this point, the piano accompaniment is recorded to the [2] button, and your own performance is recorded to the [4] button.

Deleting Sounds Recorded to Track Buttons

You can delete, on an individual track basis, what has been recorded into the tracks.

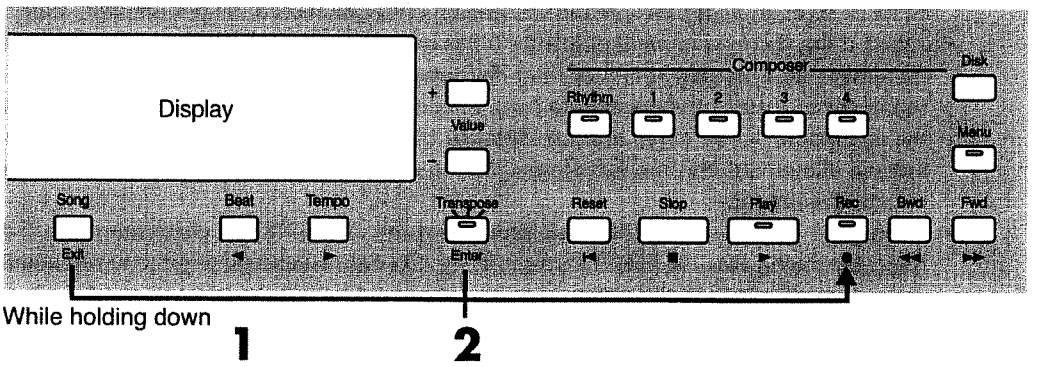
NOTE *The tempo and beat settings cannot be deleted.*



1. **While pressing the [Track] button containing the material you want to delete, press the Rec [●] button.**
   The [Track] button's indicator goes out, and the recorded music is deleted.

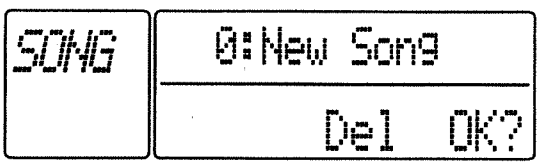
Deleting Recorded Songs

You can delete recorded songs in their entirety.



1. While pressing the [Song] button, also press the Rec [●] button.

The [Transpose] button's indicator flashes, and the following screen is displayed.



Pressing the [Song] button cancels the deletion procedure.

2. Pressing the [Transpose] button then deletes the recorded song.

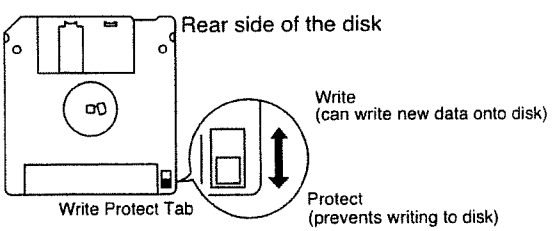
Using the Disk Drive

Handling the Floppy Disk Drive

- Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure the installation does not exceed the permissible range.
- Avoid using the unit immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the unit has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.
- To insert a disk, push it gently but firmly into the drive—it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.
- Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is brightly lit); damage could result to both the disk and the drive.
- Remove any disk from the drive before powering up or down.
- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.

Handling Floppy Disks

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



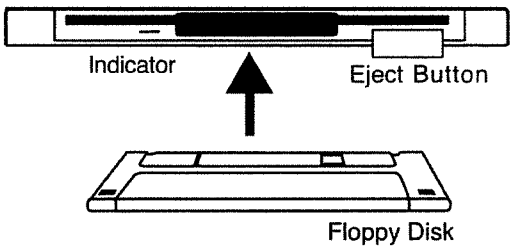
- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Put the disk back into its case for storage.
- Disks containing performance data for this unit should always be locked (have their write protect tab slid to the "Protect" position) before you insert them into the drive on some other unit (except the PR-300, or a product in the HP-G, MT, KR, or Atelier families), or into a computer's drive. Otherwise (if the write protect tab remains in the "Write" position), when you perform any disk operations using the other device's disk drive (such as checking the contents of the disk, or loading data), you risk rendering the disk unreadable by this unit's disk drive.

Inserting and Removing Floppy Disks

NOTE *Before the first use of the disk drive, be sure to read the related precautions on p.52.*

1. With the label side of the floppy disk facing up, insert the disk into the disk drive opening until there is a solid "click."

The disk drive is on the right side of the top of the keyboard.



NOTE *When a floppy disk is in use, the drive indicator shines brightly. Never take a disk out of the drive when the drive indicator is brightly lighted. Otherwise, you risk scratching or causing other damage to your disks, rendering them unusable.*

2. Press the eject button.

The floppy disk pops out of the drive opening. Grasp the disk with your fingers, and gently pull it out of the drive.

NOTE *You cannot select the HP 555G's internal songs while a floppy disk is in the drive.*

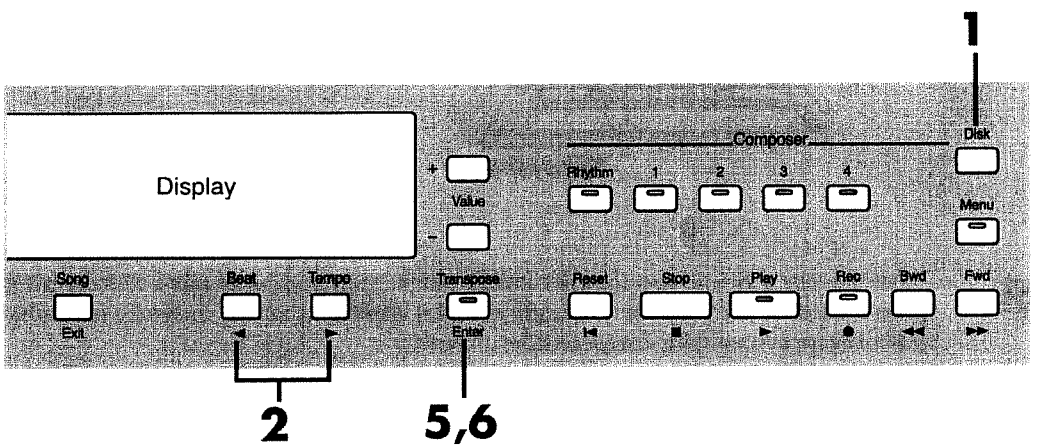
Before Using Floppy Disks

Before a floppy disk can be used for saving songs with the HP 555G, you must "format" the disk.
The deleting of all data on a floppy disk, then preparing the disk for the equipment it is to be used with is known as "formatting." Floppy disks cannot be used on the HP 555G unless they have been formatted for the HP 555G's.

NOTE

Formatting erases all the data stored on the floppy disk. When formatting a previously used floppy disk for reuse, make sure that is all right to format the disk.

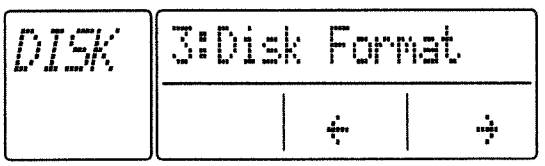
Before using the disk drive for the first time, be sure to read the related precautions on p.52.



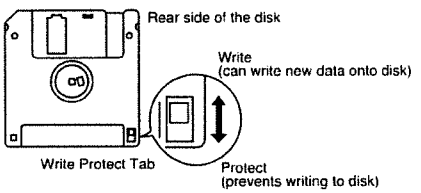
1. Press the [Disk] button.

The Disk screen is displayed (p.9).

2. Press the [Beat] or [Tempo] buttons until "Disk Format" appears in the upper part of the screen.



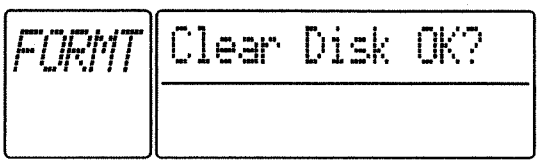
3. Confirm that the disk's protect tab is in the "Write" position.



4. With the label side of the floppy disk facing up, insert the disk into the opening of the disk drive until it clicks firmly into place (p.53).

The disk drive is on the right side of the top of the keyboard.

5. Press the [Transpose] button, and the following screen will appear:



Pressing the [Song] button returns you to the Disk screen.

6. Pressing the [Transpose] button once again begins the formatting process.

A countdown, from "80" to "0" is displayed on the screen.
When the format is finished, the Disk screen returns.

NOTE

Do not remove the floppy disk from the disk drive until the formatting is finished.

Please refer to "Error Messages" (p.107) if a number preceded with the letter "E," such as "E.00," appears on the screen.

Saving Songs to Floppy Disks

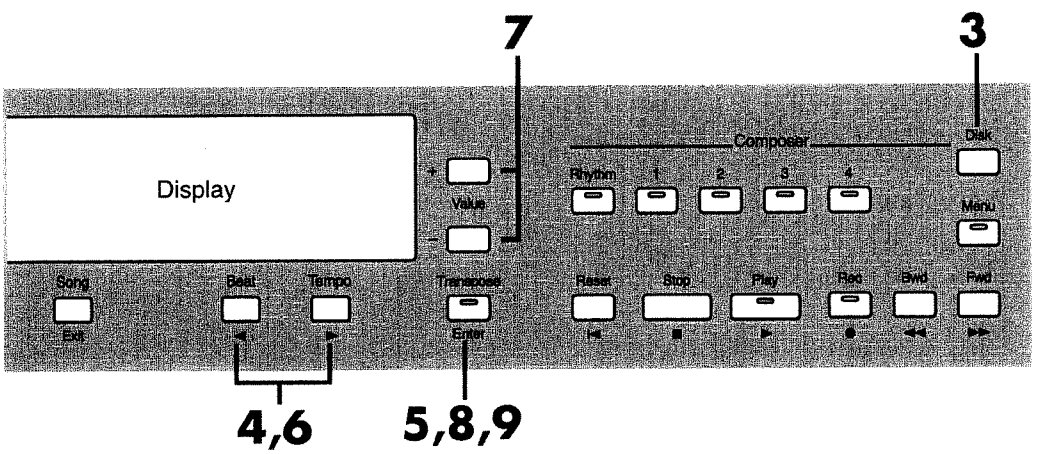
Songs that have been recorded on the HP 555G are erased when the power is turned off. Therefore, save your important works onto floppy disks.
Storing data, including recorded performances, onto floppy disks is called "saving."

NOTE *Before using the disk drive for the first time, be sure to read the related precautions on p.52.*

NOTE *When using a brand new floppy disk on the HP 555G, format the disk first. Please refer to "Before Using Floppy Disks" (p.54).*

NOTE *You may not be able to save some songs contained in certain commercial music files.*

NOTE *Poor handling of floppy disks may result in cracked disks, unplayable data, or other damage. When saving songs to floppy disks, making two copies of each disk is recommended. Keeping an additional copy of the same song on a separate floppy disk can provide great peace of mind.*



First... Insert the floppy disk into the disk drive.

1. **Confirm that the disk's protect tab is in the "Write" position (p.54).**

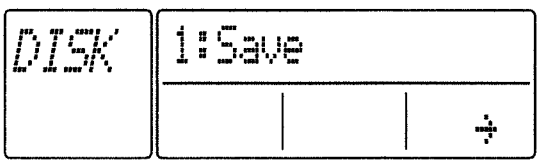
2. **With the label side of the floppy disk facing up, insert the disk into the opening of the disk drive until it clicks firmly into place (p.53).**
   The disk drive is on the right side of the top of the keyboard.

Second... Select a Format for Saving

3. Press the [Disk] button.

The Disk screen is displayed (p.9).

4. Press the [Beat] or [Tempo] buttons until either "Save" or "Save As SMF" appears in the upper part of the screen.



Displayed	Description
Save	The song is saved in HP 555G format. You can listen to songs saved in this format on the Roland HP-G series and KR series keyboards as well as on Roland MT series devices.
Save As SMF	The song is saved as an SMF (Standard MIDI File). By saving songs as SMFs, they can be played on any of the many devices capable of playing back SMF music files (p.120).

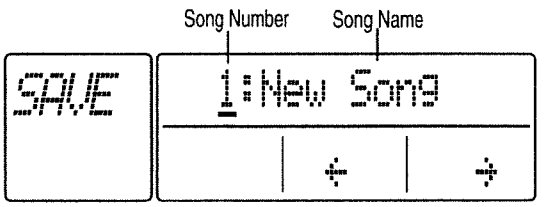
NOTE *Only one format can be used for saving song data onto any one floppy disk.*

NOTE *You cannot use the "Save As SMF" format for saving song data that has been recorded using commercially available music files.*

NOTE *When the song data is played on certain devices, some sounds may drop out, or they may sound somewhat differently.*

Third... Assign the song a song number and name.

5. Press the [Transpose] button, and the following screen appears.



Pressing the [Song] button returns you to the Disk screen.

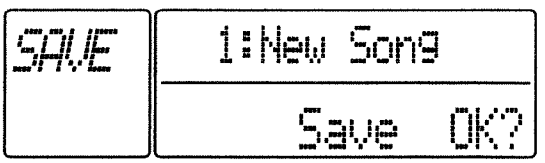
6. Use the [Beat] or [Tempo] buttons to move the cursor (–) in the upper part of the screen one character at a time.

7. Using the Value [+] and [-] buttons, select the letters or numerals you need.

NOTE *If you select a number that is already being used by a saved song, the previously saved song is then erased, and the new one is saved in its place. A "U" appears before the number of saved songs. If you don't want to delete the previously saved song, select a song number that does not have "U" appearing before it.*

Fourth... Save

8. Press the [Transpose] button, and the following screen appears.



Pressing the [Song] button returns you to the previous screen.

9. Pressing the [Transpose] button once again starts the save.

Saving a song takes anywhere from a few seconds to about a minute.
When the save is finished, the Disk screen returns.

NOTE *Do not remove the floppy disk from the disk drive until the save is finished.*

MEMO *You can deleted songs saved onto floppy disks. Please refer to "Deleting Songs from Floppy Disks" (p.60).*

MEMO *It is a good idea to make a habit of sliding the protect tab to the "Protect" position when a save is completed.*

Putting the protect tab in the "Protect" position helps prevent the floppy disk from becoming unusable, and protects against accidental erasure of songs. If the protect tab on disks that have songs saved on them remains in the "Write" position, inserting the disks into the disk drive of a computer or other device could cause the songs on the disk to become unplayable on the HP 555G (for detailed information, please refer to the notes on p.52).

Changing the Song Order on Floppy Disks

Use the following procedure to change the order of songs that have been saved onto a floppy disk.

1. **Have ready an empty, formatted floppy disk.**
2. **Insert the floppy disk on which the songs are saved into the disk drive, and select the song to which you would like to assign song number one.**
3. **Press the Play [►] button.**
   The lower left section of the screen begins flashing.
4. **When the lower left section of the screen stops flashing, press the Stop [■] button.**
5. **Remove the floppy disk from the disk drive and insert the other formatted disk.**
6. **Save the song in the normal manner.**
   Repeating this process, go on to select and save the song you want as the second one, then do the third one, and so forth.

Listening to Songs on Floppy Disks

Let's listen to songs on the commercially available music files, or to some songs saved to a floppy disk.

1. **Insert a floppy disk into the disk drive (please refer to p. 53).**
2. **Press the [Song] button.**
   The song number and name appear in the upper part of the screen.
3. **Using the Value [+] and [-] buttons, select the song number.**
4. **Press the Play [►] button; playback of the song begins.**
5. **Press the Stop [■] button to stop playback of the song.**
6. **Press the Reset [|◄] button to go to the beginning of the song.**

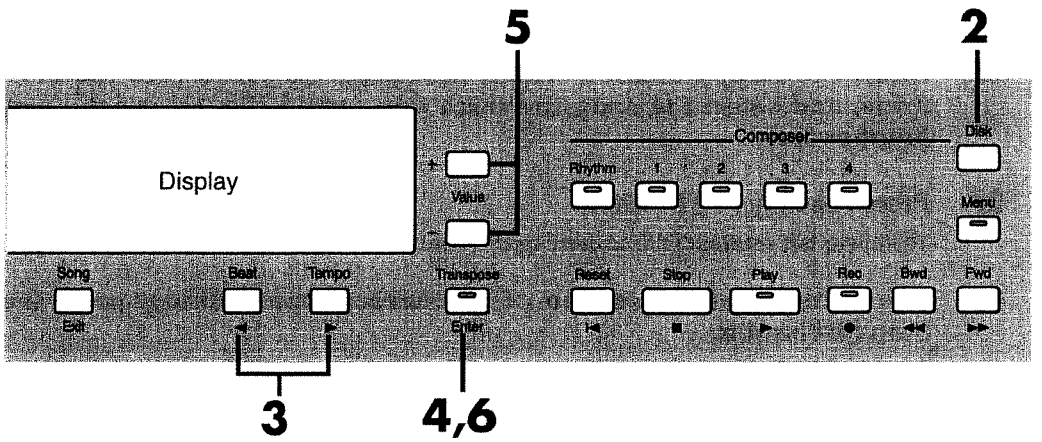
MEMO *For more about the commercially available music files, please refer to "Music Files that Can Be Used with the HP 555G" (p.120).*

MEMO *If you wish to play the piano along with the orchestral accompaniment of commercially available music files, see "Playing with both hands to accompaniment (p.42)."*

NOTE *While a floppy disk is inserted in the disk drive, you cannot select any song in internal memory.*

Deleting Songs from Floppy Disks

You can delete songs that have been saved to floppy disks.

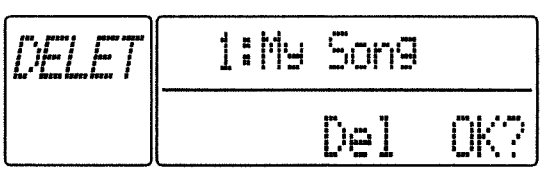


1. **Insert a floppy disk into the disk drive (p.53).**

2. **Press the [Disk] button.**
   The Disk screen is displayed (p.9).

3. **Press the [Beat] or [Tempo] buttons until "Disk Song Del." appears in the upper part of the screen.**

4. **Press the [Transpose] button, and the following screen will appear:**



   Pressing the [Song] button returns you to the Disk screen.

5. **Using the Value [+] and [-] buttons, select the song you want to delete.**

6. **Press the [Transpose] button once more, and the selected song is deleted.**

Recording Functions

The HP 555G's Recording Functions

The HP 555G comes with its own 16-track sequencer, allowing you to create ensemble works with ease.
With the 16-track sequencer, you can create songs consisting of up to sixteen different types of instrument sounds, recorded to sixteen separate parts.

A Variety of Ways to Record

There are four ways to record with the HP 555G.

- **Replace Recording**
  New material is recorded as previously recorded material is erased (p.69).

- **Mix Recording**
  Newly recorded material layered on previously recorded material (p.69).

- **Loop Recording**
  A specified segment of the song is repeated, and the different sounds recorded with each pass are layered on one another (p.70).

- **Punch-In Recording**
  While listening to a recorded performance, only a specified segment of the performance is rerecorded (p.71).

Although the HP 555G is normally set to "replace" recording, set each of the four recording modes according to your particular situation.

The Relationship Between Track Numbers and Parts

The sixteen separate parts of the 16-track sequencer correspond to the HP 555G's five track buttons as shown below.

Track Button	Rhythm	1	2	3	4
Part	10, 11	1	2, 5-9, 12-16	3	4

For example, if you select the [1] button and then record, material is actually recorded to Part 1.
However, the [Rhythm] button and [2] button include multiple parts; when [Rhythm] is selected for recording, the material is recorded to Part 10; when the [2] button is selected, it goes to Part 2.

NOTE *On commercially available Roland SMF music files, Part 11 is included on Track 2. The correspondence of the other parts' track buttons is identical.*

Recording Ensemble Works

Here we introduce the basic procedure for creating ensemble works using the "16-track sequencer."
This is a fundamental process. Combining this process with the HP 555G's functions, try the composing techniques that appeal to you.

NOTE

Since with the 16-track sequencer, one tone is recorded on one part, the Dual Play (p.20) and Split (p.21) functions cannot be used for recording. Additionally, the automatic accompaniment cannot be recorded (p.23).

How to Create Ensemble Works

To create an ensemble piece, first you must conceptualize the song, deciding which part will play what tone, an so on. Then, after carrying out the sequence of setting rhythm patterns and bass, chord, and melody parts for each part's tone, you go on to record.

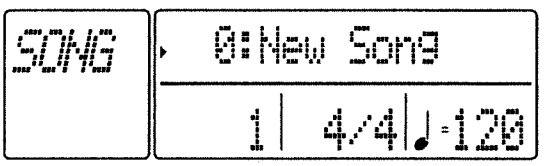
Determining the Basic Tempo and Beat for the Song

Here's how to set a song's basic tempo and beat:

1. Press the [Song] button.

2. Press the Value [+] and [-] buttons simultaneously; "0: New Song" appears in the upper part of the screen.

New Songs are assigned the number "0" and then recorded.



3. After pressing the [Tempo] button, use the Value [+] and [-] buttons to select the basic tempo for the song.

4. After pressing the [Beat] button, use the Value [+] and [-] buttons to select the basic beat/rhythm for the song.

To change the basic tempo of a song, please refer to "Changing the Basic Tempo of the Song" (p.90).

By changing the tempo while recording your performance, you create a song with tempo changes. When "Loop Recording" (p.63, 70) is set on the HP 555G, even when you move up the tempo during recording of your performance, you cannot make songs that feature tempo changes.

If you want to change the tempo of a recorded song, please refer to "Creating Songs Featuring Tempo Changes" (p.73).

If you want to set one tempo for a song that does feature tempo changes, please refer to "Erasing Measures" (p.85).

You cannot change the song's beat (rhythm) after recording is done. If you want to create a song that includes beat changes, please refer to "Creating Songs Featuring Beat Changes" (p.75).

Recording Drum Parts

First, let's record the rhythm parts.

It's easy to make your own rhythm part when you use the HP 555G's internal rhythm parts. There's no need to record each instrument's part one at a time, making it very convenient. Please refer to "Creating Rhythm Parts Easily "(p.76) and "Copying Rhythm Patterns" (p.80).

When you do want to record rhythm tracks one at a time, Loop Recording is a convenient way to do this.

What is Loop Recording?

Loop Recording is a recording method in which a specified segment of the song is repeated, and the different sounds recorded with each pass are layered on one another.

1. First, record the length of the song using no input.

If nothing has yet been recorded, selecting any track button or 16-track sequencer part, prepare a "blank," an empty recording with the number of measures needed for the song, but without any performance input. This is called "Blank recording."

2. Define the segment to be repeated with Markers A and B.

Using the Bwd [◄◄] and Fwd [►►] buttons, move to the start of the segment to be repeated, then press the [A] button to set Marker A.
Similarly, go to the end of the segment and press the [B] button to set Marker B.
If no segment is specified by markers, then the entire song, from beginning to end, will repeat.

3. Press the [Repeat] button; the button's indicator lights.

This sets Loop Recording.
If at this point you press the [Repeat] button once more, the button's indicator goes off, and Loop Recording is canceled.

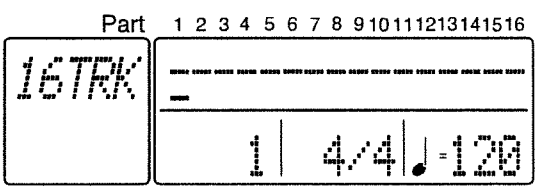
4. Press the [Menu] button; the button's indicator lights.

The Menu screen is displayed (p.9).

5. Press the [Beat] or [Tempo] buttons until "16tr Sequencer" appears in the upper part of the screen.

6. Press the [Transpose] button, and the following screen will appear:

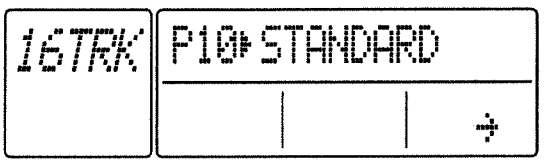
This screen is called the "16-Track screen."



7. **Use the [Beat] or [Tempo] buttons to move the cursor (—) in the upper part of the screen to Part 10.**

For Parts 10 and 11, you can use sound sets such as the drum set or SFX set.
You can record the rhythm part into Part 10 using rhythm patterns or a drum set, and record special effects into Part 11 using the SFX Set.

8. **Press the [Transpose] button, and the following screen will appear:**



Pressing the [Song] button returns you to the 16-Track screen.

9. **Using the Value [+] and [-] buttons, select the drum set type.**

10. **If you want to hear the metronome sound while you record, press the [Metronome] button, turning on its indicator.**

The sound of the metronome is not recorded.

11. **Press the Rec [●] button, turning on its indicator.**

This puts the keyboard in record standby.

12. **Press the Play [►] button, and after two measure of count sound, recording begins.**

After the segment from Marker A to Marker B is recorded, recording continues after returning to Marker A.
Try recording the drum sounds in sequence, taking the kick drum first, followed by the snare, toms, and so on.

13. **When you press the Stop [■] button, recording ceases.**

A "●" appears next to the recorded part.
After you have finished recording the first segment, shift the segment between markers A and B (p.36), and then record that section the same way.

14. **After you have finished recording the drums, press the [Repeat] button, turning off its indicator.**

When the Performance is Unsatisfactory

Press the [Transpose] button while holding the Rec [●] button down, and the sound of the selected Part will be erased. To erase recorded measures, see "Delete" (p.83).

At times when you want to have the same rhythm pattern continued, copying the same measures with the "Copy (p.78)" method is convenient.

Recording the Bass Part

Next, record the bass part.

1. **In the 16-track screen, select the part you want to record.**
   Part 2 is probably a good choice for recording the bass part.2.

2. **Pressing the [Transpose] button calls up the screen for the selected part.**

3. **Press the [GS Tones] button, then use the Value [+] and [-] buttons to select the bass tone, for example "74:Acoustic Bs".**

4. **Press the Rec [●] button, turning on its indicator.**
   This puts the keyboard in record standby.

5. **Press the Play [►] button, and after two measure of count sound, recording begins.**

6. **When you press the Stop [■] button, recording ceases.**

Recording Melody and Chord Parts

As with the bass part, record these after selecting the parts and tones in the 16-Track screen.You can record the chords into Part 3 and the melody into Part 4.
When the chords and melody are recorded, the song is complete. If you want to make the song even fancier or more fully developed, you can record ornamental phrases, percussion parts, and so on.

When you want to listen to a part of the recorded performance, use rewind and fast forward to go the part you want to hear, and then play back the song from there (p.33).

If you just want to record over a section of the song, move to the point you want to do over and begin recording there.

If you press the [Count In] button while in record standby, the button's indicator goes off, and you can begin recording after the two measures leading up to the current location are played back.

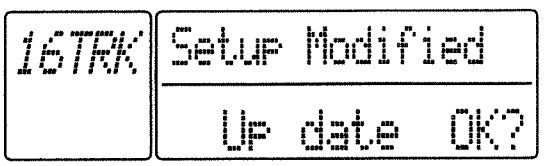
You can record over sections specified using markers or the pedal. Please refer to "Recording Certain Segments Over Again" (p.71).

When you select a part that already has material recorded on it and then proceed with recording, then the previously recorded material is replaced by the newly-recorded material from the point where the new recording starts to where it stops.

You can change the volume and other settings for each part. Please refer to "Changing Song Settings for Each Part" (p.67).

If the Following Screen Appears

After changing any part settings, if you then try to return to the basic screen without recording, the following screen appears.



When Not Canceling Changes to the Settings

1. **Press the [Transpose] button.**

The basic settings are updated, and you are returned to the main screen.

When Canceling Changes to the Settings

1. **Press the [Song] button.**

After the setting changes are canceled, you are returned to the basic screen.

Saving Songs

After all the parts have been recorded, save the performance to a floppy disk. Recorded songs are deleted when the power is turned off. Furthermore, you cannot select another song until the current song is deleted.

MEMO *For more on how to save songs, please refer to "Saving Songs to Floppy Disks" (p.56).*

NOTE *Poor handling of floppy disks may result in cracked disks, unplayable data, or other damage. When saving songs to floppy disks, making two copies of each disk is recommended. Keeping an additional copy of the same song on a separate floppy disk can provide great peace of mind.*

Editing Songs

There are various methods you can use to add or delete measures and make other corrections to recorded songs. Please refer to "Editing Functions" (p.77).

NOTE *When editing, you may be unable to recover a previous version of a song, or, depending on the settings, the results may be different than intended. We recommend that you save a copy of the song onto a floppy disk before you edit.*

To Edit Songs Saved to Floppy Disks

When selecting the song you want to edit from the floppy disk, play the song until the left side of the lower screen stops flashing. After that, you can edit the song as usual.

Changing Song Settings for Each Part

You can play back songs recorded with the 16-track sequencer with the volume, tone, and other settings for each part changed. You can also keep a single part from sounding during playback.

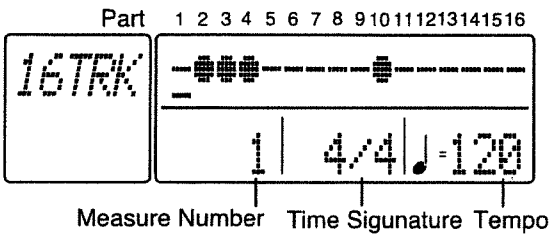
About the Basic Settings

The basic settings include the basic tempo, tone for each Part, volume, etc., that have already been determined for each song. The HP 555G allows you to hear a song with different settings for the basic tempo, tone for each Part, volume, panpot, reverb and chorus, or to change the basic settings themselves.

1. Select a song (p.31).

2. Call up the 16-Track screen (p.63).

The current status of each of the parts 1-16 appears in the upper part of the screen.



Displayed	Meaning
[●]	This part is played back.
[○]	This part is not played back.
[–]	No sound has been recorded.

3. Select the part you want to set.

Use the [Beat] or [Tempo] buttons to move the cursor [—] in the upper part of the screen to the part you want to set.

4. Using the Value [+] and [-] buttons, change the ● (play back) to ○ (do not play back).

The sounds on parts where ○ is shown are not played. If a part you want to have played shows ○, change it to ●.
Preventing one part from being played is called "Minus One."
With Minus One, you can mute a specified part and perform that part yourself instead.

5. Pressing the [Transpose] button calls up the screen for the selected part.

You can make changes to the tone of the selected part in this screen.
Press any of the Tone buttons, then use the Value [+] and [-] buttons to select the tone you want.
Pressing the [Tempo] button once takes you to the volume adjustment screen for the selected part.
Pressing the [Tempo] button once more takes you to the panpot settings screen for the selected part.
You can set the panning in the range from L64 (Left) to 0 (Center) to R63 (Right).

What is the Panpot?
The setting that controls the apparent direction of the sound from the speakers in a left-right stereo field is known as the panpot. The panpot setting allows you to determine the location, between the left and right speakers, from which a sound will seem to emanate. The placement is normally set at the center.
Press the [Tempo] button once to change to the reverb send level (depth of the reverb effect) settings screen for the selected part.
Press the [Tempo] button once more takes you to the chorus send level (depth of the chorus effect) settings screen for the selected part.
Pressing the [Beat] button once returns you to the previous screen.

6. Use the Value [+] and [-] buttons to make the settings in each of these screens.

7. When you press the Play [►] button, the song is played back with the new settings.

Listen to the playback to confirm that these changes have been made.
Press the Stop [■] button to stop playback.
If you press the [Song] button, the settings for each of the parts are canceled, and you are returned to the 16-Track screen.

8. Press the [Transpose] button.

The settings are stored, and you are then returned to the 16-Track screen.

9. Change the settings of other Parts using procedures 3–8 as many times as needed.

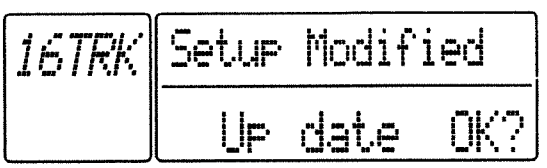
10. While pressing the Rec [●] button, also press the Reset [|◄] button.

This changes the song's basic settings.
Carrying out this procedure enables you to save songs with each part's settings changed onto a floppy disk.
If you're concerned about losing individual part settings, then be sure to save the song onto a floppy disk

NOTE *Settings determining whether or not a particular part is played cannot be saved onto floppy disks.*

MEMO *Commercial SMFs are also composed of 16 tracks, each with a separate instrument sound, so you can change settings and play back the results with SMF data as well.*

If the Following Screen Appears



MEMO *Please refer to "If the Following Screen Appears" on p.66.*

Using the Ordinary Recording Process

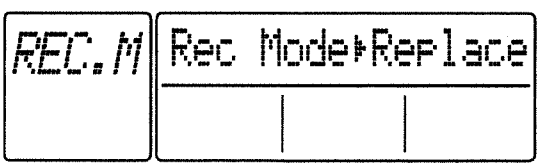
The recording process whereby previous material is erased as new material is recorded is called "replace recording." The keyboard defaults to this method whenever the power is turned on.

1. **Press the [Menu] button, turning on its indicator.**
   The Menu screen is displayed (p.9).

2. **Press the [Beat] or [Tempo] buttons until "Recording Mode" appears in the upper part of the screen.**

3. **Press the [Transpose] button.**

4. **Press the Value [+] or [-] buttons until "Replace" appears in the upper part of the screen.**
   This sets the normal mode of recording.



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

Recording by Layering Sounds

The recording process whereby newly recorded sounds are layered over a previously recorded performance is called "mix recording." This method is convenient when, for example, you want to layer drum performances on the same part or build rhythm parts.

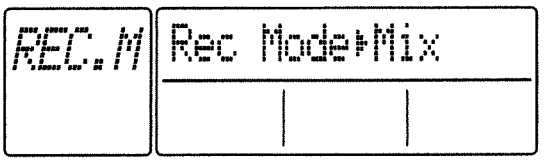
1. **Press the [Menu] button, turning on its indicator.**
   The Menu screen is displayed (p.9).

2. **Press the [Beat] or [Tempo] buttons until "Recording Mode" appears in the upper part of the screen.**

3. **Press the [Transpose] button.**

4. Press the Value [+] or [-] buttons until "Mix" appears in the upper part of the screen.

This sets the "mix recording" mode.



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

NOTE *After you have finished with mix recording, return to the usual recording mode. Please refer to "Using the Ordinary Recording Process" (p.69).*

Repeated Recording of the Same Segment

You can layer recorded sounds in a specified segment of a song, repeating the section any number of times while recording new material with each pass. This type of recording process is called "loop recording."
Please see p. 63 for the "loop recording" procedure.
With the following procedure, you can perform "loop recording" even when the [Repeat] button's indicator is not on.

1. Press the [Menu] button, turning on its indicator.

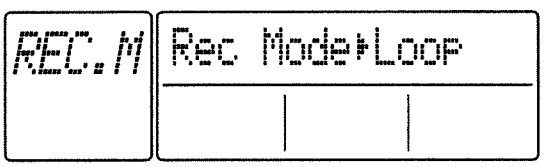
The Menu screen is displayed (p.9).

2. Press the [Beat] or [Tempo] buttons until "Recording Mode" appears in the upper part of the screen.

3. Press the [Transpose] button.

4. Press the Value [+] or [-] buttons until "Loop" appears in the upper part of the screen.

This sets the "Loop Recording" mode.



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

NOTE *After you have finished with loop recording, return to the usual recording mode. Please refer to "Using the Ordinary Recording Process" (p.69).*

Recording Certain Segments Over Again

Rerecording only one segment of a song while listening to the playback of the recorded performance is called "Punch-In Recording."
Punch-In Recording offers the following two methods.

Recording Between Marker A and Marker B

Define the segment to be rerecorded beforehand by setting Markers A and B. Recording with punch-in recording set allows you to dub only the sections between Marker A and Marker B.
For instructions on how to set the markers, please refer to "Moving to Marked Locations" (p.34).

Recording from the Point Where the Button or Pedal is Pressed

While listening to the recorded performance, you can start recording at a designated point in the song by either pressing the Rec [●] button or the pedal. Pressing the Rec [●] button or the pedal once more stops the recording and returns you to playback of the song. When using the pedal in recording, you must first change the pedal's operation. Please refer to "Changing the Pedal Operations" (p.93).

1. Press the [Menu] button, turning on its indicator.

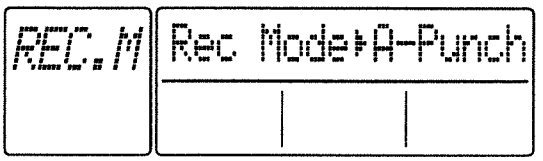
The Menu screen is displayed (p.9).

2. Press the [Beat] or [Tempo] buttons until "Recording Mode" appears in the upper part of the screen.

3. Press the [Transpose] button.

4. Use the Value [+] or [-] buttons to select "A-Punch" or "M-Punch".

This changes the recording mode to "Punch-In Recording."



Displayed	Description
A-Punch	Records in the interval designated by Marker A and Marker B.
M-Punch	Recording begins at the point where either the Rec [●] button or the pedal is pressed.

Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

NOTE *After you have finished with Punch-In Recording, return to the usual recording mode. Please refer to "Using the Ordinary Recording Process" (p.69).*

Recording Songs Starting with Pickups

You can record songs that start with pickups. Songs that begin on a beat other than the downbeat are called "songs with pickups."

1. Press the [Song] button.

2. Press the Value [+] and [-] buttons simultaneously; "0 : New Song" appears in the upper part of the screen.

3. Prepare to record.

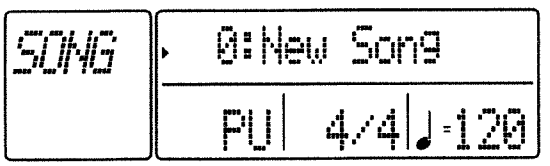
Select the basic tempo, beat, tone, etc., of the song (p.47).
To record a song using the 16-track sequencer, select the Part to record to (p.62).

4. Press the Rec [●] button; its indicator lights.

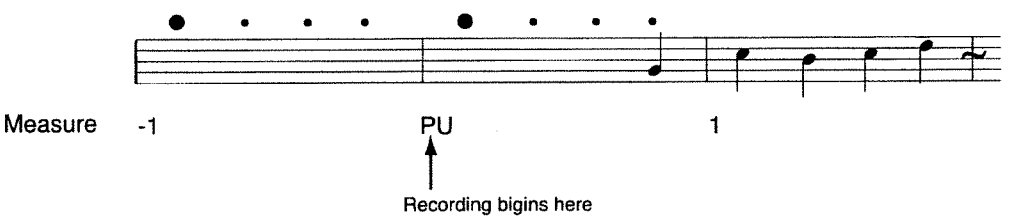
This puts the keyboard in record standby.

5. Press the Bwd [◄◄] button once.

The measure number on the screen changes to "PU."



6. Press the Play [►] button to begin recording.



Creating Songs Featuring Tempo Changes

You can add tempo changes (such as ritardando) to the song being recorded. This recording of the tempo is called "Tempo Recording."

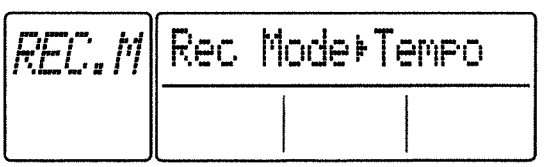
Changing the tempo while listening to the song

1. **Press the [Menu] button, turning on its indicator.**
   The Menu screen is displayed (p.9).

2. **Press the [Beat] or [Tempo] buttons until "Recording Mode" appears in the upper part of the screen.**

3. **Press the [Transpose] button.**

4. **Press the Value [+] or [-] buttons until "Tempo" appears in the upper part of the screen.**
   You can now make settings for "Tempo Recording."



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

5. **Move to a point slightly before the measure in which you are going to have a change in the tempo, using the Bwd [◄◄] and Fwd [►►] buttons.**

6. **Press the Rec [●] button; its indicator lights.**
   This puts the keyboard in record standby.

7. **Press the Play [►] button to begin recording.**
   The song will be played and the tempo will be recorded.

8. **At the point where you want to change the tempo, use the Value [+] and [-] buttons to change the tempo.**

9. **Press the Stop [■] button to stop recording the tempo.**

Changing the tempo from a certain measure

You can have the tempo change at the beginning of a measure you select.

1. **Select the "Tempo Recording" mode, using the same procedure as in "Changing the tempo while listening to the song."**

2. **Using the Bwd [◄◄] and Fwd [►►] buttons, move to the measure where you wish to change the tempo.**

3. **Press the Rec [●] button and confirm that the indicator has lit.**

   Now, the piano is in the recording standby mode.

4. **Change the tempo using the Value [+] and [-] buttons.**

5. **Press the [Transpose] button.**

   Tempo recording finishes. The tempo of the song will change from the top of the measure you selected.

NOTE *After you have finished with Tempo Recording, return to the usual recording mode. Please refer to "Using the Ordinary Recording Process" (p.69).*

NOTE *You cannot record performances while in Tempo Recording mode.*

NOTE *Even when you press the Rec [●] button while pressing the [Tempo] button, you can still go make Tempo Recording settings. If you do, Tempo Recording is canceled when you stop recording.*

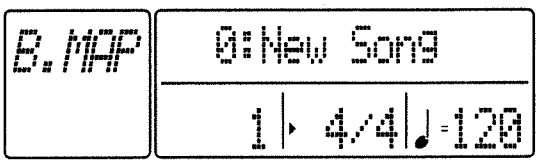
MEMO *If you want to change the tempo on a recorded song, please refer to "Erasing Measures" (p.85).*

Creating Songs Featuring Beat Changes

You can create songs that feature changes in the beat.

NOTE *You cannot make changes to the beat of a song after it has been recorded.*

1. **Press the [Menu] button, turning on its indicator.**
   The Menu screen is displayed (p.9).
2. **Press the [Beat] or [Tempo] buttons until "Beat Map" appears in the upper part of the screen.**
3. **Press the [Transpose] button, and the following screen will appear:**



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

4. **Press the Bwd [◄◄] and Fwd [►►] buttons to move to the measure whose beat you want to change.**
5. **Use the [Beat] or [Tempo] buttons to move the cursor (▸) to the center of the lower part of the screen.**
6. **Using the Value [+] or [-] buttons, select a beat.**
7. **Press the [Transpose] button, and the measures after the measure you have specified will be set to the new beat.**
8. **When you have finished making this setting, go ahead and record.**

Creating Rhythm Parts Easily

The HP 555G features many internal rhythm patterns. Recording these rhythm patterns allows you to make rhythm parts very easily.

MEMO *The kind of rhythm patterns can be changed. Please refer to "List of Rhythm Patterns" (p.118).*

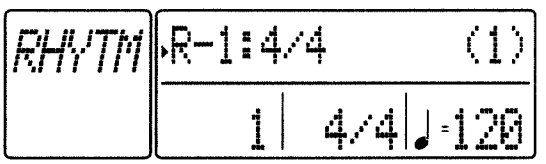
NOTE *You can record rhythm patterns only to Parts 10 (the [Rhythm] button).*

1. Press the [Menu] button, turning on its indicator.

The Menu screen is displayed (p.9).

2. Press the [Beat] or [Tempo] buttons until "Rhythm Pattern" appears in the upper part of the screen.

3. Press the [Transpose] button, and the following screen will appear:



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

4. Using the Value [+] and [-] buttons, select a rhythm pattern.

For example, with "4/4 (1) " displayed, it means that the rhythm pattern will one measure in length, with four beats in the measure.

5. When you press the [Transpose] button, the rhythm pattern sounds.

Confirm your selected rhythm pattern.
Pressing the Stop [■] button or the [Transpose] button once more stops the rhythm pattern.

6. Press the Rec [●] button; its indicator lights.

This puts the keyboard in record standby.

7. Press the [Transpose] button.

The rhythm pattern begins to play while recording begins simultaneously.

8. Press the Stop [■] button.

The rhythm pattern stops, and recording ends.
Pressing the [Transpose] button stops only the rhythm pattern, while recording continues.

MEMO *Rhythm patterns can be added to songs without going through the recording process. Please refer to "Copying Rhythm Patterns" (p.80).*

Editing Functions

When editing, you may be unable to recover a previous version of a song, or, depending on the settings, the results may be different than intended. We recommend that you save a copy of the song onto a floppy disk before you edit.

Selecting Editing Functions

There is a wide variety of ways you can edit performances recorded with the HP 555G.

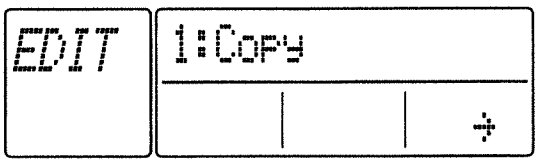
1. Press the [Menu] button, turning on its indicator.

The Menu screen is displayed (p.9).

2. Press the [Beat] or [Tempo] buttons until "Song Edit" appears in the upper part of the screen.

3. Press the [Transpose] button, and the following screen will appear:

This screen is called the "Edit screen"



Pressing the [Song] button once returns you to the Menu screen. Press it once more to return to the basic screen.

4. When you press the [Beat] or [Tempo] buttons, the names of editing functions are displayed in the upper part of the screen.

Displayed	Description
Copy	Copies measures and internal rhythm patterns (p.78, 80)
Quantize	Corrects unevenness in the rhythm of recorded performances (p.82)
Delete	Deletes measures (p.83)
Insert	Inserts empty measures (p.84)
Erase	Erases measures (p.85)
Transpose	Transposes parts (p.86)
Part Exchange	Switches part sounds (p.87)
Note Edit	Edits notes one at a time (p.88).
PC Edit	For editing Program Changes (p.89).

From this point on, carry out these operations according to the page for each function.

Undoing Edits

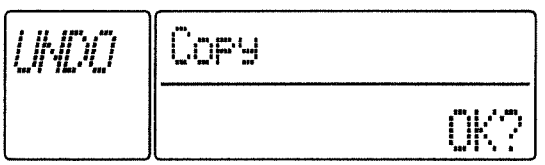
You can undo the immediately preceding editing operation.

NOTE *You cannot restore measures that have been deleted (p.83).*

NOTE *Note that some operations cannot be undone.*

1. While pressing the Reset [⏮] button, press the [Transpose] button.

The name of the editing operation to be undone is displayed in the screen.



Pressing the [Song] button once returns the previous screen.

2. Press the [Transpose] button.

This undoes the operation of the editing function displayed on the screen.

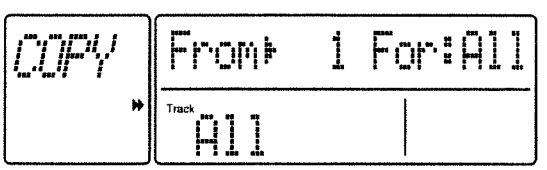
Copying Measures

You can take a part of the performance and copy the same part and put it in a different measure, or copy measures and place them in other parts. This is convenient when you want to create a song where the same kind of phrases is repeated.

First... Select the Section to be Copied

1. Use the process described in "Selecting Editing Functions (p.77)," to display "Copy" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "From" or "For."

Displayed	Description
From	Specify the number of the first measure of the section to be copied.
For	Specify the number of measures to be copied. If you select [All], everything from the measure specified for "From" through to the end of the song is selected.

4. Using the Value [+] and [-] buttons, select the segment you want to copy.

For example, if you want to copy the interval from the beginning of Measure 5 to the end of Measure 8, specify "From : 5" and "For : 4" to set the four-measure interval.

5. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

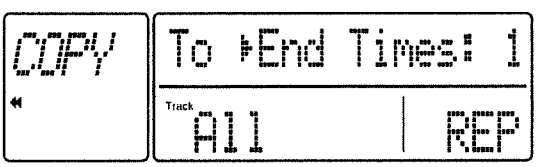
6. With the Value [+] and [-] buttons, select the track button number or part number to be copied.

If you select "All," all parts in the same interval are copied to the same location.
If you selected a track button number, then only that track button can be copied.

Second... Select the Copy Destination

7. With the cursor (▸) in the left side of the lower part of the screen, press the [Tempo] button.

The following screen is called up.



Pressing the [Beat] button once returns you the previous screen.

8. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "To" or "Times."

Displayed	Description
To	For selecting the number of the first destination measure. If you select "End," the last measure of the song is selected.
Times	For selecting the number of times the measures are copied.

9. Using the Value [+] and [-] buttons, select the location you want the measures copied to.

For example, if you want to copy the four measures 5 to 8 to the interval from Measure 12 to Measure 23, you can specify "To : 12" and "Times : 3" to copy the four-measure interval (three times).
If you opted to use the track buttons in Step 6, then go straight to Step 12.

10. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

11. Using the Value [+] and [-] buttons, select the destination part number.

Third... Select the Copy Type

12. **Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the right side of the lower part of the screen.**

13. **Using the Value [+] and [-] buttons, select the Copy Type.**

Displayed	Description
REP	If there is any performance recorded in the copy destination, the previous material is deleted, replaced by the material being copied.
MIX	If there is any performance recorded in the copy destination, the copied material is layered over the previously recorded material. If the tone of the copied material is different than that at the destination, the copied material's tone changes to that of the destination.
INS	If there is any performance recorded in the copy destination, the copied portion is inserted at the destination, without the previous material being deleted. The song is extended only by the length of the inserted measures.

Fourth... Copy

If you press the [Song] button at this point, you will be returned to the Edit screen.

14. **When all of the settings are finished, press the [Transpose] button.**

Copying then begins.
When copying is finished, you are returned to the Edit screen.

Copying Rhythm Patterns

The HP 555G features many internal rhythm patterns. You can make rhythm parts very easily by copying these rhythm patterns.

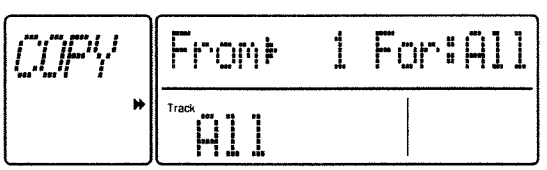
MEMO *The kind of rhythm patterns can be changed. Please refer to "List of Rhythm Patterns" (p.118).*

NOTE *You can record rhythm patterns only to Parts 10 (the [Rhythm] button).*

First... Select the rhythm pattern to be copied.

1. **Use the procedure from "Selecting Editing Functions" (p.77) to display "Copy" in the upper part of the screen.**

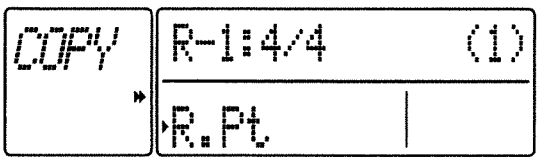
2. **Press the [Transpose] button, and the following screen will appear:**



3. **Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.**

4. Using the Value [+] and [-] buttons, select "R.Pt."

The changes the screen to the following.



5. Using the [Beat] button, move the cursor (▸) to the Upper part of the screen.

6. Use the Value [+] and [-] buttons to select the rhythm pattern.

For example, with "4/4 (1)" displayed, it means that the rhythm pattern will one measure in length, with four beats in the measure.

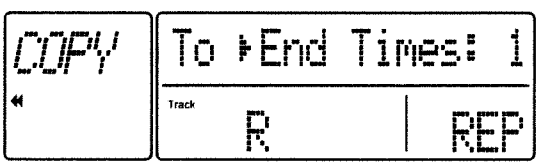
7. Press the Play [►] button, and the rhythm pattern starts playing.

8. Press the Stop [■] button and the rhythm pattern stops.

Second... Select the Copy Destination

9. Press the [Tempo] button twice.

The following screen is called up.



Pressing the [Beat] button once returns you the previous screen.

10. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "To" or "Times."

Displayed	Description
To	For selecting the number of the first measure of whatever location is being copied to.
Times	For selecting the number of times the pattern is copied.

11. Using the Value [+] and [-] buttons, select the spot where you want the measures copied.

For example, if you want to create a song in which a one-measure rhythm pattern is repeated from the first measure to the fourth measure, then you can make four copies of the first measure by specifying "To : 1" and "For : 4" and placing them in the song, starting with Measure 1.

After doing this, continue the procedure starting from "Third... Select the Copy Type" in "Copying Measures" (p.80).

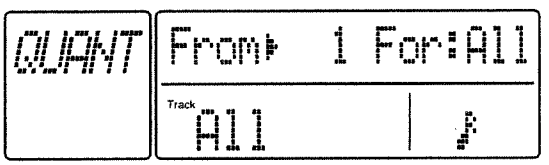
MEMO *You can record rhythm patterns. Please refer to "Creating Rhythm Parts Easily" (p.76).*

Correcting Unevenness in the Rhythm

You can correct any differences in timing in a performance and have everything set to the timing you specify. This is called "quantizing."
For example, let's say you intend to play a quarter-note rhythm, but actually there is a little unevenness before and after the beats. In this case, if you quantize at quarter-note (1/4) timing, you can correctly match the rhythms.

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Quantize" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "From" or "For."

Displayed	Description
From	Specify the first measure of the section to be quantized.
For	For selecting the number of measures to be quantized. By selecting "All," you select all the measures between the one selected by "From" and the song's end.

4. Using the Value [+] and [-] buttons, select the segment you want to quantize.

5. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

6. With the Value [+] and [-] buttons, select the number of the track button or part to be quantized.

Selecting "All," all parts in the same interval are quantized.

7. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the right side of the lower part of the screen.

8. Using the Value [+] and [-] buttons, select the quantize timing.

Pressing the [Song] button at this point cancels the settings and returns you to the Edit screen.

9. When all of the settings are finished, press the [Transpose] button.

Quantizing then begins.
When the quantizing is finished, you are returned to the Edit screen.

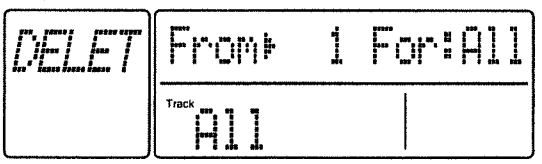
Deleting Measures

You can delete parts of a performance. When you delete part of a performance, the rest of the performance that follows is shifted forward. This process of removing a portion of a performance is called "deleting."

NOTE *Once measures are deleted, they cannot be restored.*

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Delete" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "From" or "For."

Displayed	Description
From	Specify the first measure of the section to be deleted.
For	For selecting the number of measures to be deleted. By selecting "All," you select all the measures between the one selected by "From" and the song's end.

4. Using the Value [+] and [-] buttons, select the segment to be deleted.

5. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

6. With the Value [+] and [-] buttons, select the number of the track button or part to be deleted.

If you select "All," all parts in the same interval are deleted.
Pressing the [Song] button at this point cancels the settings and returns you to the Edit screen.

7. When all of the settings are finished, press the [Transpose] button.

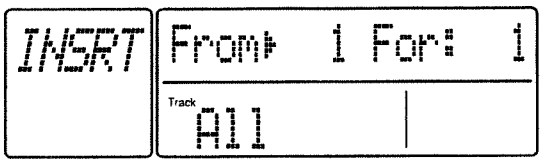
Deletion then begins.
When deletion is finished, you are returned to the Edit screen.

Inserting Blank Measures

You can insert blank measures in a performance at locations you specify. This is called "insert."

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Insert" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "From" or "For."

Displayed	Description
From	For selecting the number of the measure where the new measure are inserted. If you select "End," the end of the song is selected.
For	For selecting the number of measures to be inserted.

4. Using the Value [+] and [-] buttons, select the segment into which the measures are to be inserted.

5. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

6. With the Value [+] and [-] buttons, select the number of the track button or part to be inserted.

If you select "All," the same number of measures is inserted in all parts in the same place.
Pressing the [Song] button at this point cancels the settings and returns you to the Edit screen.

7. When all of the settings are finished, press the [Transpose] button.

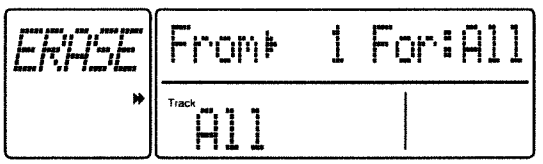
Insertion then begins.
When insertion is finished, you are returned to the Edit screen.

Erasing Measures

You can empty measures in a specified segment of a song without cramping the song length. This emptying of measures is called "erasing."

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Erase" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "From" or "For."

Displayed	Description
From	Specify the first measure of the section to be erased.
For	For selecting the number of measures to be erased. By selecting "All," you select all the measures between the one selected by "From" and the song's end.

4. Using the Value [+] and [-] buttons, select the segment you want to erase.

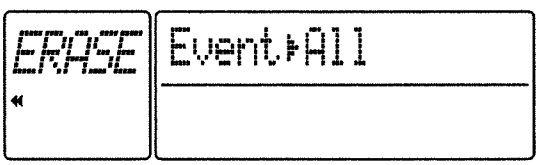
5. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

6. With the Value [+] and [-] buttons, select the number of the track button or part to be erased.

Selecting "All," all parts over the same interval are erased.

7. With the cursor (▸) in the left side of the lower part of the screen, press the [Tempo] button.

The following screen is called up.



Pressing the [Beat] button once returns you the previous screen.

In this screen, you can select the kind of information you want erased from the selected measure or measures.

Displayed	Description
All	All performance information—notes, tempos, program changes, volume changes, and so on—are erased.
Tempo	Tempo information is erased. By erasing the tempo information for all measures, you can have a song featuring rhythm changes become a song with a fixed tempo. In such instances, you cannot select track buttons or parts.
Prog.Chang	Program change information (p.89) is erased.
Note	Only notes are erased.
ExceptNote	Erases all the performance information except that for the keyboard and pedals.
Expression	Expression (volume change) information is erased.

8. Using the Value [+] and [-] buttons, select the information to be erased.

Pressing the [Song] button at this point cancels the settings and returns you to the Edit screen.

9. When all of the settings are finished, press the [Transpose] button.

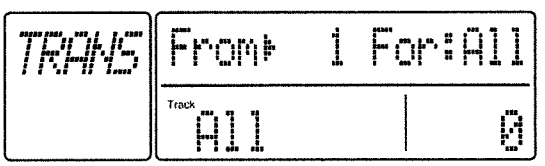
Erasing then begins.
When the erasing is finished, you are returned to the Edit screen.

Transposing Parts Individually

You can transpose each part individually.

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Transpose" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the "From" or "For."

Displayed	Description
From	Specify the first measure of the section to be transposed.
For	For selecting the number of measures to be transposed. By selecting "All," you select all the measures between the one selected by "From" and the song's end.

4. Using the Value [+] and [-] buttons, select the segment you want to transpose.

5. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the left side of the lower part of the screen.

6. With the Value [+] and [-] buttons, select the number of the track button or part to be transposed.

7. Using the [Beat] or [Tempo] buttons, move the cursor (▸) to the right side of the lower part of the screen.

8. Using the Value [+] and [-] buttons, select the amount of transposition.

You can transpose over a range of -24 to +24 (by semitones).
Pressing the [Song] button at this point cancels the settings and returns you to the Edit screen.

9. When all of the settings are finished, press the [Transpose] button.

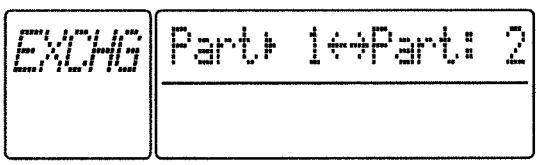
Transposition then begins.
When the transposition is finished, you are returned to the Edit screen.

Exchanging Parts

You can switch sounds that have been recorded to one part with sounds recorded to a different part. This switching of material on parts is called "Part Exchange."

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Part Exchange" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Using the [Beat] or [Tempo] buttons, move the cursor (▸).

4. Using the Value [+] and [-] buttons, select the two parts you want to exchange.

Pressing the [Song] button at this point cancels the settings and returns you to the Edit screen.

5. Press the [Transpose] button.

Exchange of the parts begins.
When the exchange is finished, you are returned to the Edit screen.

Making Revisions One Note at a Time

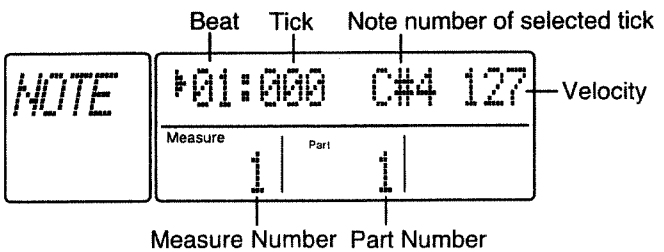
You can revise recorded performances one note at a time.
"Notes" being single sound units, revising a performance note by note is called "Note Edit."

You can make the following modifications.

- Delete mistaken notes
- Change the scale of a single note
- Change the strength a single note is played on the keyboard

1. Use the procedure from "Selecting Editing Functions" (p.77) to display "Note Edit" in the upper part of the screen.

2. Press the [Transpose] button, and the following screen will appear:



3. Move the cursor (▸) to the center of the display's lower row using the [Beat] and [Tempo] buttons.

4. Select the number of the Part you wish to edit using the Value [+] and [-] buttons.

5. Move to the measure you wish to edit using the Bwd [◄◄] and Fwd [►►] buttons..

6. Move the cursor (▸) to the position to be edited with the [Beat] and [Tempo] buttons, then set the value with the Value [+] and [-] buttons.

First, select the beat and tick, then edit the note number or velocity. Pressing the [Song] button will cancel the value you have set, returning you to the Edit screen.

7. If you wish to erase a note, press the Rec [●] button.

8. Press the [Transpose] button.

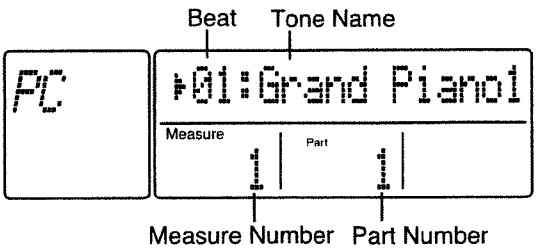
The note number and velocity at the selected position have thus been changed. In the same manner, you can edit each note.
Press the [Song] button to return to the Edit screen.

Editing Tone Changes Within a Song

For songs that need to include changes in instrument sounds during the song (songs in which the tones in a single part change), you can insert a command for switching tones at the point where the tone is to be changed.
Such commands are called "Program Changes (PC)." Deleting Program Changes, or changing the tones, etc., is referred to as "PC Edit."

1. **Use the procedure from "Selecting Editing Functions" (p.77) to display "PC Edit" in the upper part of the screen.**

2. **Press the [Transpose] button, and the following screen will appear:**



3. **Move the cursor (▸) to the center of the display's lower row using the [Beat] and [Tempo] buttons.**

4. **Select the number of the Part you wish to edit using the Value [+] and [-] buttons.**

5. **Move to the measure you wish to edit using the Bwd [◄◄] and Fwd [►►] buttons.**

6. **Move the cursor (▸) to the beat position with the [Beat] and [Tempo] buttons, then select the beat with the Value [+] and [-] buttons.**

7. **To change the tone, move the cursor (▸) to the tone position, then select the desired tone with the Tone and Value [+] and [-] buttons.**
   Pressing the [Song] button will cancel the value you have set, returning you to the Edit screen.

8. **To erase a Program Change, press the Rec [●] button.**

9. **Press the [Transpose] button.**
   The Program Change you have selected has been edited.
   Press the [Song] button to return to the Edit screen.

Changing the Basic Tempo of the Song

When recording a song, you can change the basic rhythm the song is set to.

1. Press the [Tempo] button.

2. Set the tempo using the Value [+] and [-] buttons.

3. While pressing the Rec [●] button, press the Reset [⏮] button.

This changes the song's basic tempo.
Save the song to a floppy disk (p.56).

NOTE *For songs that have tempo changes within the song, first press the Reset [⏮] button to return to the beginning of the song before carrying out this procedure. If you change the tempo without first returning to the beginning of the song, the relative change in tempo (calculated with respect to the particular location where the tempo was changed) can play an undue role in affecting the tempo of the entire song.*

NOTE *Songs that have had their basic tempos changed are deleted when the power is turned off. Furthermore, you cannot select another song until the song with the altered basic tempo is deleted.*

Other Functions

Disabling All Buttons

If you wish, you can disable all the buttons on the piano. This function is called "Panel Lock."
Even if the buttons are pressed mistakenly, such as might be the case with children, no unwanted settings or changes will result.

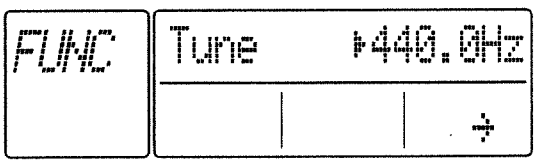
1. **Turn off the keyboard's power switch.**
2. **While pressing the [Function] button, turn the power back on.**
   All buttons are disabled. When you play the keyboard "Grand Piano 1" tone is played.
   By turning the power off and then on once again, the keyboard returns to its normal status with Panel Lock cancelled.

→ *"Turning the Power On and Off" (p.15)*

Adjusting the Standard Pitch (Master Tuning)

Middle A is generally used as the standard reference pitch for tuning instruments. When performing in ensemble with other instruments, the ensemble will not sound good if the instruments are not in tune with each other. This tuning of all the instruments to a standard pitch is called "master tuning."

1. **Press the [Function] button and confirm that its indicator has lighted.**
2. **Press the [Piano] button.**
   The following screen appears.

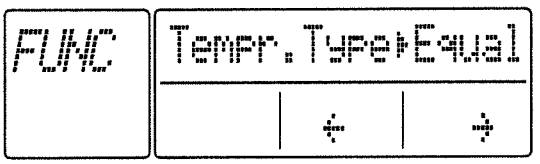


3. **Using the Value [+] and [-] buttons, change the standard pitch.**
   The standard pitch for the HP 555G can be set within the range between 415.3 Hz to 466.2 Hz.
   "440.0 Hz" is the power-on default for the standard pitch.
4. **Press the [Function] button and confirm that its indicator goes out.**

Playing Songs Using Tunings from Classical Music

Your instrument also allows you to perform using the tunings that were in use at the time that classical music (such as Baroque) was composed.
Most modern songs are composed based on assumption that equal-tempered tuning, the tuning in use almost universally today, will be used when performing. However, in the age of classical music there were a variety of different tunings in existence. Try performing using tunings from those olden times so you can hear what the chords in certain pieces sounded like originally.

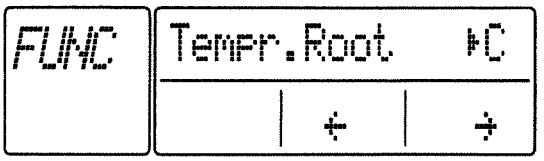
1. **Press the [Function] button, and confirm that its indicator lights up.**
2. **Press the [E.Piano] button.**
   The following screen appears.



3. **Using the Value [+] and [-] buttons, select a temperament type .**
   Equal temperament is placed in effect each time the keyboard's power is turned on.

Displayed Characteristics
Equal (Equal) With this tuning, the octave is divided into twelve equal intervals. Regardless of the interval, very little ambiguity is produced.
Pytha (Pythagorean) Developed by the philosopher Pythagoras as a method of tuning that resolved the ambiguousness of fourths and fifths. As a result, melodies sound cleaner, but a certain amount of ambiguousness is produced with triads.
J.Maj (Just Major) This tuning eliminates the ambiguousness of fifths and thirds. This tuning is not suitable for melodies, and transposition is impractical, but rich sonorities can be produced by chords.
J.Min (Just Minor) Just Major and Minor tunings are different. You can get the same effects in the minor scale as in the major scale.
MeanT (Mean Tone) A partial compromise of the Just Major tuning, created to make transposition possible.
Werck (Werckmeister) A combination of the Mean Tone and Pythagorean tunings. This tuning can be used in all keys.
KirnB (Kirnberger) As a result of improvements made to the Mean Tone and Just temperaments, it is relatively tolerant towards transposition, and can be used to play in all keys.

4. Press the [Harpsi] button.
The following screen appears.



5. Using the Value [+] and [-] buttons, select a keynote.
When you want to perform using a tuning other than equal temperament, you'll need to specify the keynote (tonic for major, sixth for minor) appropriate for the key of the song you want to play.

6. Press the [Function] button and confirm that its indicator goes out.

* *Setting the tuning will automatically play the accompaniment and song in the selected tuning.*

* *Songs with tunings other than equal temperament cannot be recorded.*

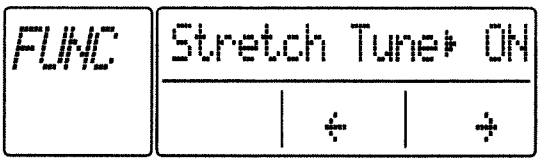
* *When performing in ensemble with other instruments, be aware that depending on the key, there may be some shifting of the pitch. Please tune to the other instruments in the ensemble.*

Changing Tuning Curves

Pianos are commonly tuned so pitches in the lower registers are adjusted relatively flat, and pitches in the higher registers are tuned sharper compared to equal temperament. This kind of tuning method for the piano is called "stretch tuning."
The graphic representation of the differences in pitch when comparing equal-tempered tuning with the actual tuning used is called the "tuning curve." Changing the tuning curve results in a subtle change in the sound of the chords.

1. Press the [Function] button, and confirm that its indicator lights up.

2. Press the [Vibes] button.
The following screen appears.



3. Using the Value [+] and [-] buttons, change the tuning curve.

Displayed	Characteristics
ON	A tuning curve wherein the low and high registers are widened slightly—low pitches are a little lower, the high pitches a little higher. Appropriate for piano solos."ON" is the power-on default for the tuning curve.
OFF	Standard tuning curve. This is the right choice when using Dual Play (p.20), or when playing in ensemble with other instruments.

4. Press the [Function] button and confirm that its indicator goes out.

* *This setting is only available with piano tones.*

* *The tuning curve can be selected even with tunings other than equal temperament.*

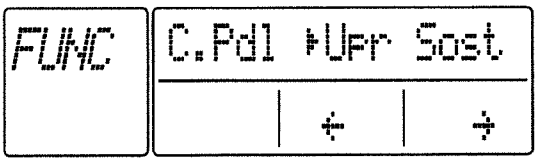
Changing the Pedal Operations

You can assign various different functions to the Soft and Sostenuto pedals other than their original functions.
When the keyboard is turned on, it is set to work in the original manner.

→ *"About the Pedals" (p.13)*

1. Press the [Function] button, and confirm that its indicator lights up.

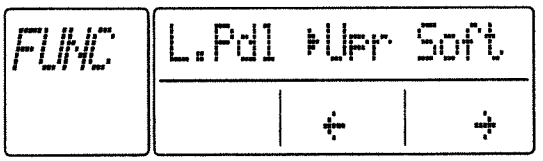
2. Press the [Organ] button.
The following screen appears.



You can change the function obtained with the Sostenuto pedal (the pedal in the middle).

3. Using the Value [+] and [-] buttons, change the pedal's operation.

4. Press the [Tempo] button once.
The following screen appears.



You can change the function obtained with the Soft pedal (the pedal in the left).

5. You can change the pedal functions using the Value buttons [+] and [-].

Indication Description
Upr Soft Provides the normal Soft pedal function.
Upr Sost Provides the normal Sostenuto pedal function.
Lwr Dampr This adds reverberation, like that obtained with a damper pedal, to the lower part.
Play/Stop This starts or stops recording.
Punch I/O This starts or stops recording for punch-In recording. (p.71)

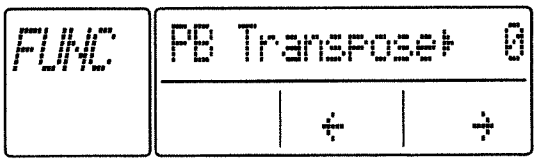
6. Press the [Function] button (the indicator should be extinguished).

Changing the Key When playing Back Songs

You can play back the internal songs in a different key. Switching the piano off, or selecting a different song will automatically recall the original transposition setting.

1. Press the [Function] button, and confirm that its indicator lights up.

2. Press the Play [▶] button.
The following screen appears.



3. With the Value [+] and [-] buttons, select a key.
Any transposition value between -24 and +24 can be selected.
Each press of the [+] or [-] button raises or lowers the key by one half-step (semitone).

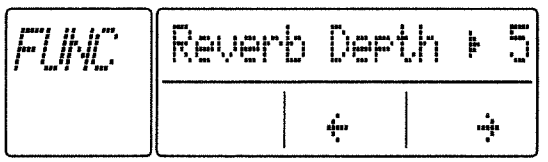
4. Press the [Function] button and confirm that its indicator goes out.

Changing Various Settings

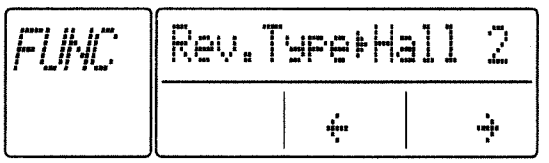
Changing the Depth and Type of the Reverb Effect

You can select the depth and type of reverb effect.

1. **Press the [Function] button, and confirm that its indicator lights up.**
2. **Press the [Reverb] button.**
   The following screen appears.



3. **Using the Value [+] and [-] buttons, adjust the depth of the reverb.**
   There are ten levels of depth from which to choose. Reverb is set to "5" when the keyboard is turned on.
4. **Press the [Tempo] button once.**
   The following screen appears.



5. **Using the Value [+] and [-] buttons, adjust the type of the reverb.**
   Reverb is set to "Hall2" when the keyboard is turned on.

Display	Description
Room 1	Reverberation of a conference room.
Room 2	Reverberation of a small club.
Room 3	Reverberation of a spacious room.
Hall 1	Reverberation of a large hall.
Hall 2	Reverberation of a small hall.
Plate	Bright and metallic reverberation.
Delay	Repetitions like an echo.
Pan Dely(Pan Delay)	Sound crossing between the right and left speakers.

6. **Press the [Function] button and confirm that its indicator goes out.**

The follwing method can also be used to adjust the depth of the reverb

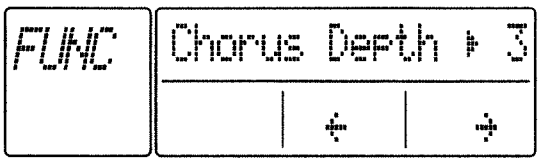
1. **Holding down the [Reverb] button and the using the Value [+] and [-] buttons to adjust the reverb depth.**

→ *"Adding Reverberation to the Sound" (p.27)*

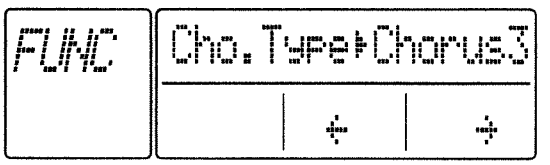
Changing the Depth and Type of the Chorus Effect

You can select the depth and type of chorus effect.

1. **Press the [Function] button, and confirm that its indicator lights up.**
2. **Press the [Chorus] button.**
   The following screen appears.



3. **Using the Value [+] and [-] buttons, adjust the depth of the chorus.**
   There are ten levels of depth from which to choose. Reverb is set to "3" when the keyboard is turned on.
4. **Press the [Tempo] button once.**
   The following screen appears.



5. **Using the Value [+] and [-] buttons, adjust the type of the chorus.**
   Reverb is set to "Chorus3" when the keyboard is turned on.

Display Description
Chorus1 Slow and shallow chorus.
Chorus2 Quick and shallow chorus.
Chorus3 Slow and deep chorus.
Chorus4 Quick and deep chorus.
FBChors (FB Chorus) Soft sound with a flanger-like effect.
Flanger The sound like a jet plane going up and down.
S.Delay (Short Delay) Short echo effect.
FB-Dely (Feedback Delay) Delay with many repeats.

6. Press the [Function] button and confirm that its indicator goes out.

The following method can also be used to adjust chorus depth

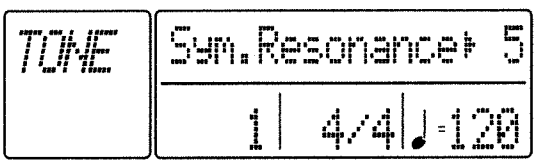
1. Holding down the [Chorus] button and the using the Value [+] and [-] buttons to adjust the chorus depth.

→ *"Adding Breadth to the Sound" (p.27)*

Changing the Damper Pedal's Resonance

On acoustic pianos, when the damper pedal is depressed, additional strings are released to resonate with the sound of the keys that have been played, adding richness and breadth to the sound.
The damper pedal on the HP 555G recreates this resonance (Sympathetic Resonance) when depressed.

1. Holding down the [Reverb] button and the [Chorus] button simultaneously, and the using the Value [+] and [-] buttons to adjust the depth of the resonance.



Ten levels of resonance are available; the higher the value, the deeper the resonance.
Resonance is set to "5" when the keyboard is turned on.

* *This effect works only with the piano tones.*

The following method can also be used to adjust the resonance depth

1. Press the [Function] button, and confirm that its indicator lights up.

2. Press the [Pianist] button.

3. Using the Value [+] and [-] buttons, adjust the depth of the resonance.

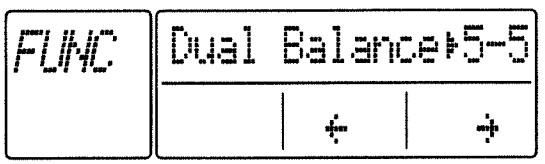
4. Press the [Function] button and confirm that its indicator goes out.

→ *"About the Pedals" (p.13)*

Changing the Volume Balance in Dual Play

You can change the volume balance between the two layered sounds in Dual Play.

1. **Press the [Function] button, and confirm that its indicator lights up.**
2. **Press the [Key Touch] button.**
3. **Using the Value [+] and [-] buttons, adjust the volume balance.**



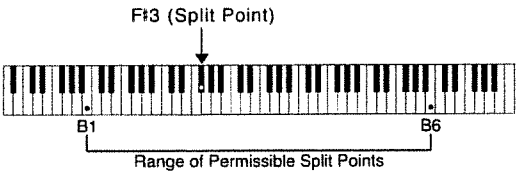
"5-5" is the power-on default for the balance (left-side button volume/right-side button volume).

4. **Press the [Function] button and confirm that its indicator goes out.**

→ *"Layering Two Instrument Sounds" (p.20)*

Changing the Keyboard's Split Point

When in Split mode, you can move the keyboard's split point to any key from B1 to B6.



1. **While pressing the [Split] button, press one of the keys on the keyboard.**
   The pressed key becomes the split point.
   "F#3" is the power-on default for the split point.

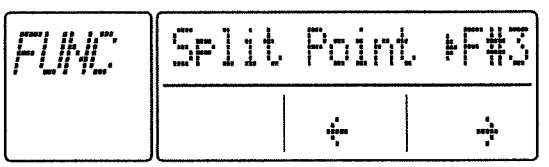
The split point can also be changed using the following two methods

Method 1

1. **Using the Value [+] and [-] buttons while pressing the [Split] button.**
   Pressing the [+] button once moves the split point one key to the upper; pressing the [-] button once moves the split point one key to the lower.

Method 2

1. **Press the [Function] button and confirm that its indicator has lighted.**
2. **Press the [Split] button.**
   The following screen appears.



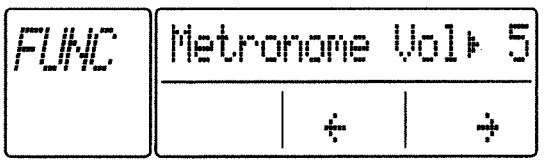
3. **Using the Value [+] and [-] buttons, change the split point.**
4. **Press the [Function] button and confirm that its indicator goes out.**

→ *"Changing the Sounds Played by the Left and Right Hands of the Keyboard" (p.21)*

Changing the Metronome Settings

The kind of metronome patterns and metronome tones can be changed.

1. **Press the [Function] button and confirm that its indicator has lighted.**
2. **Press the [Metronome] button.**
   The following screen appears.



3. **Press the [Tempo] button until the parameter you wish to set (such as "Mtr.Sound") appears in the upper line of the display.**
   Press the [Beat] button to go back to the previous screen.

Displayed	Meaning
Metronome Vol	The metronome volume can be adjusted in ten levels. The volume is set to [5] when the keyboard is turned on.
Mtr. Sound	You can change the metronome sound.
Mtr. Ptrn	You can change the metronome pattern. The pattern is set to [Normal] when the keyboard is turned on.

4. **Use the Value [+] and [-] buttons to make your setting.**
5. **Press the [Function] button and confirm that its indicator goes out.**

Metronome Tones

Displayed	Type
Click	Click & Bell
Elec.	Electronic Metronome Sound
Voice	Voice (One, two, three,..)
Animal	Dog & Cat sounds

Metronome Patterns

Type	Meaning
Normal	Ordinary beat, with no pickup.
𝅗𝅥.	Plays with a dotted half note pickup before the beginning of the measure.
𝅗𝅥	Plays with a half note pickup before the beginning of the measure.
♩.	Plays with a dotted quarter note pickup before the beginning of the measure.
♩	Plays with a quarter note pickup before the beginning of the measure.
♪.	Plays with a dotted eighth note pickup before the beginning of the measure.
♪	Plays with an eighth note pickup before the beginning of the measure.
𝅘𝅥𝅯	Plays with a sixteenth note pickup before the beginning of the measure.
+Doubl	Plays with backbeats as the added sound.
+Tripl	Plays with triplets as the added sound.
+Shufl	Adds a shuffle.

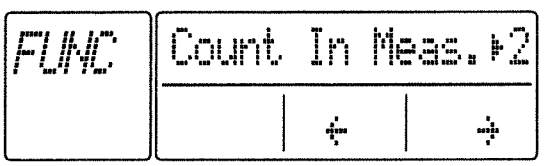
→ *"Sounding the Metronome" (p.28)*

* *The kinds of metronome tones will be retained even while the piano is switched off.*

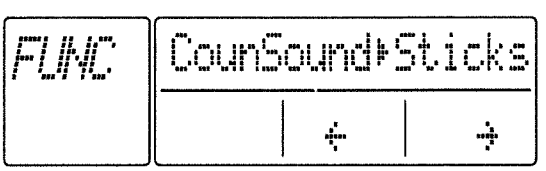
Setting the Count-in Measures and Sound

You can set the number of measures, and the sound to be used for the count-in.

1. **Press the [Function] button (the indicator lights).**
2. **Press the [Count In] button.**
   The following screen appears. This is where you can change the number of measures to be used for the count in.



3. **Using the [+] and [-] Value buttons, select either [2] (2 measures) or [1] (1 measure).**
   Switching the piano on will automatically select [2].
4. **Press the [Tempo] button once.**
   The following screen appears. This is where you can select the type of count in sound.



5. **Select the type of count-in sound desired using the [+] and [-] Value buttons.**

Display	Description
Sticks	The sound of sticks
Click	A bell and click sound
Elec.	Electronic sound
Voice	Human voice
Animal	Dog & Cat Sounds

6. **Press the [Function] button (the indicator will go out).**

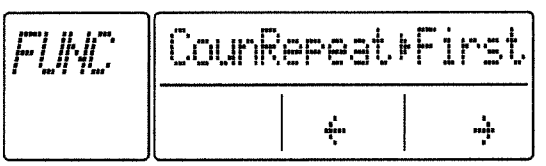
→ *"Synchronizing the Timing When You Start to Play" (p.39)*

* *The kinds of count in sound will be retained even while the piano is switched off.*

Obtaining a Count-In with Each Repetition

You can choose to have the count-in sounded only when a song is played for the first time, or every time it is played when enjoying repeated playback.

1. **Press the [Function] button (the indicator lights).**
2. **Press the [Repeat] button.**
   The following screen will appear.



3. **Using the [+] and [-] Value buttons, select [First] or [Every].**
   The piano defaults to [First] each time it is turned on.

Display	Description
First	The count-in sounds only for the first time the song is played.
Every	The count-in is sounded each time the song is played.

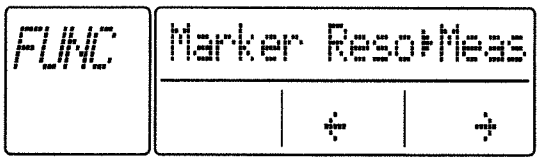
4. **Press the [Function] button and confirm that the indicator has gone out.**

→ *"Synchronizing the Timing When You Start to Play" (p.39)*

Setting Markers Within Measures

Normally, markers are put at the beginning of the selected measure, but you can also put them at other places within the measure.

1. **Press the [Function] button (the indicator lights).**
2. **Press the [A] or [B] button.**
   The following screen will appear.



3. **Using the [+] and [-] Value buttons, select [Meas] (measure bar) or [Beat] (middle of a measure).**
   Switching on the piano will automatically select [Meas].

Display	Description
Meas	The marker will be put at the closest measure line.
Beat	The marker will be put at the place where you press the button.

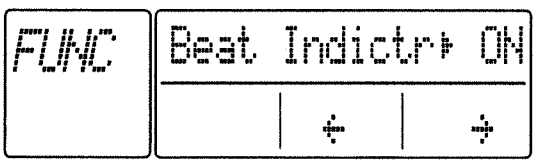
4. **Press the [Function] button and confirm that the indicator has gone out.**

→ *"Moving to Marked Locations" (p.34)*

Disabling the Beat Indicator's Pulsations

Perform the steps below to get the beat indicator to stop blinking on and off.

1. **Press the [Function] button and confirm that its indicator has lighted.**
2. **Press the [Song] button.**
   The following screen appears.



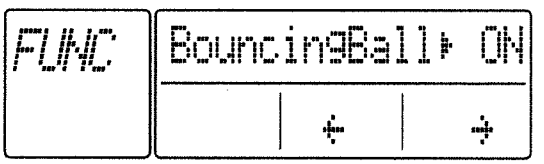
3. **Using the Value [+] and [-] buttons, toggle between ON and OFF.**
   "ON" is the power-on default for the indicator.
4. **Press the [Function] button and confirm that its indicator goes out.**

→ *"About the Display Screen" (p.9)*

Turning off the Bouncing Ball

You can turn off the bouncing ball.

1. **Press the [Function] button, and confirm that its indicator lights up.**
2. **Press the [Song] button.**
3. **Press the [Tempo] button once.**
   The following screen appears.



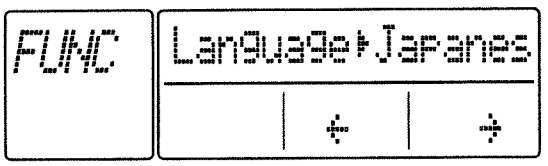
4. **Use the Value [+] and [-] buttons to select either "ON" and "OFF."**
   "ON" is the power-on default for the bouncing ball.
5. **Press the [Function] button and confirm that its indicator goes out.**

→ *"About the Display Screen" (p.9)*

Switching the Language on the Disply Screen

You can select either Japanese or English the language used for the display.

1. **Press the [Function] button and confirm that its indicator has lighted.**
2. **Press the [Song] button.**
3. **Press the [Tempo] button twice.**
   The following screen appears.



4. **Use the Value [+] and [-] buttons to select either Japanese or English.**
5. **Press the [Function] button and confirm that its indicator goes out.**

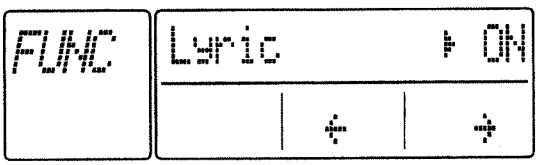
* *Even when "Japanese" has been selected as the display language, some things will always be shown in English.*

* *The selection for the language to be used for display will be retained even while the piano is switched off.*

Turning Off the Display of Lyrics

Some minus-one (Karaoke) music files cause the display to show the lyrics. You can change it so that the words will not be displayed.

1. **Press the [Function] button (the indicator lights).**
2. **Press the [Song] button.**
3. **Press the [Tempo] button three times.**
   The following screen will appear.



4. **Using the [+] and [-] Value buttons, select ON (display lyrics) or OFF (not displayed).**
   The piano defaults to ON each time it is turned on.
5. **Press the [Function] button and confirm that the indicator has gone out.**

* *If you press an irrelevant button, such as a Tone button, the lyrics display will be turned off. If you want to have the display show the lyrics again, press the Play [►] button.*

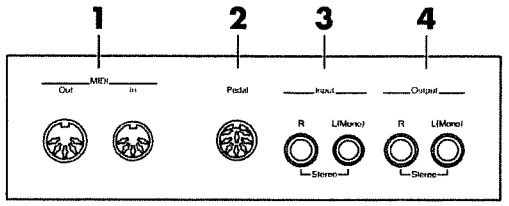
Connecting External Devices

If you do not intend to use the piano together with an external MIDI device, please skip this section.

Connection Jacks—Names and Functions

The functions of the jacks on the rear panel and underside are described below.

Rear Panel



1. MIDI Out/In Jack
You can connect external MIDI devices to the HP 555G and exchange performance data between them (p.102).

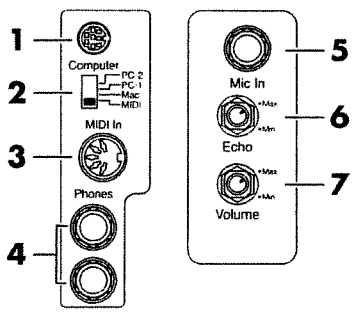
* *There is also a MIDI In jack on the underside of the HP 555G. However, two MIDI In jacks cannot be used at the same time.*

2. Pedal Jack
This is for connecting the separate stand pedal cord.

3. Input Jack
Using this jack, you can connect other sound generating devices and play sounds from other devices through the HP 555G's speaker .

4. Output Jack
By connecting the HP 555G to audio equipment or similar arrangements you can enjoy sound that has more power. Additionally, by connecting the keyboard to a radio/cassette player, you can record your performances on cassette tapes (p.102).

Underside



1. Computer Jack
You can connect a computer to the HP 555G and exchange performance data between the two (p.102).

* *The MIDI Out/In jack and the computer jack cannot be used at the same time.*

2. Computer Switch
The setting for this switch is made depending on the computer connected— Mac/PC-1/PC-2. Additionally, this switches between MIDI Out/In jack and the Computer jack (p.102).

3. MIDI In Jack
You can connect external MIDI devices to the HP 555G and exchange performance data between them (p.102).

* *There is also a MIDI In jack on the rear panel of the HP 555G. However, two MIDI In jacks cannot be used at the same time.*

4. Phones Jack

→ *For more information about the Phones jack, please refer to "Connecting Headphones" (p.14).*

5. Mic In Jack

6. Echo Knob

7. Volume Knob

→ *For more information about these, please refer to "Connecting a Microphone" (p.14).*

Making Connections

* *When using cables to connect the HP 555G with other equipment, make sure you follow the procedure below. Failure to follow these steps in the order given could cause a malfunction and/or damage to speakers or other equipment.*

1. Turn the volume down completely on all equipment.

2. Turn off the HP 555G and any other devices to be connected.

3. Connect all cables and make all other connections.

4. Turn on the power to the connected equipment.

5. Turn on the power to the HP 555G.

6. Adjust the volume.

After use, turn off the power using the following procedure.

1. Turn the volume down completely on all equipment.

2. Turn off the power to the HP 555G.

3. Turn off the power to the equipment that is connected with the HP 555G.

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

Connecting to Audio Equipment

With the keyboard connected to audio equipment, you can record your keyboard performances on a tape recorder. Use an audio cable (not included with the keyboard) to connect the input jack of your stereo or amp/mixer with the output jack of the HP 555G.
Please use an audio cable with a standard phone plug, such as the PCS-100PW (optionally available). Consult the retailer from whom you purchased the piano.

Connecting to Computers

By connecting the keyboard to a computer with software such as Roland's "Visual MT" installed, you can play sounds from the software's sound generator through the keyboard's speakers, as well as save keyboard performances you have recorded to the computer.

Connecting with a Computer

1. **Turn off the power to the HP 555G and the computer.**
2. **Using a compatible computer cable (RSC-15APL/RSC-15AT/RSC-15N: sold separately), connect the Computer jack on the underside of the keyboard with the computer's serial port.**
3. **Set the computer switch on the underside of the keyboard to match the type of computer connected.**
   Please refer to the connection examples below.
4. **Turn on the power to the computer.**
5. **Turn on the power to the HP 555G.**
6. **Set the computer's and software's baud rates to match each other.**
   For more information on this procedure, please refer to the owner's manual for your computer.
7. **If applicable, set the MIDI Send channel (p.103) and Local On/Off (p.103).**

Connection Examples:

When Connecting to an Apple Macintosh Computer

Using a compatible computer cable (RSC-15APL: sold separately), connect the Apple Macintosh series computer's modem port or printer port with the Computer jack of the HP 555G, and set the computer switch to "Mac."
When using the Macintosh "Patch Bay" utility, specify 1 MHz as the Interface Type (MIDI Interface Clock).

When Connecting to an IBM PC Model Computer

Using a compatible computer cable (RSC-15AT: sold separately), connect the IBM PC's COM 1 or COM 2 serial ports with the Computer jack of the HP 555G, and set the computer switch to "PC-2."

Using MIDI

About MIDI

MIDI, short for "Musical Instrument Digital Interface," was developed as a standard for the exchange of performance data between electronic instruments and computers.
The HP 555G is equipped with MIDI and computer jacks to allow such exchange of performance data with external equipment and devices. Connecting the keyboard to other devices with these jacks provides you with an even greater variety of ways to use your keyboard.
A separate publication titled "MIDI Implementation" is also available. It provides complete details concerning the way MIDI has been implemented on this unit. If you should require this publication (such as when you intend to carry out byte-level programming), please contact the nearest Roland Service Center or authorized Roland distributor.

About the MIDI Jacks

The HP 555G feature two types of MIDI connectors. You can connect these connectors to the MIDI connectors of other MIDI devices so that the instruments can control each other. For example, sounds from the connected device can be played by the keyboard, tones can be changed, and so on.

MIDI Out Jack

Performance information such as the output from the keyboard is sent out here to the MIDI jacks of external equipment.

MIDI In Jack

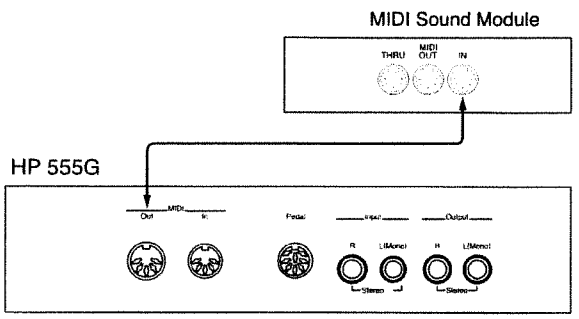
MIDI information sent from connected external equipment is input here. MIDI devices that receive MIDI information can output sounds, exchange tones, and perform other operations.

* *There are two MIDI In jacks; one on the rear panel, and another on the underside of the HP 555G. However, the two MIDI In jacks cannot be used at the same time.*

Making Connections to MIDI Devices

1. **Turn off the power to the HP 555G.**
2. **Set the computer switch on the underside of the keyboard to "MIDI."**
3. **Using a MIDI cable (MSC-15/25/50: sold separately), connect the MIDI jack/connector of the connected MIDI equipment to the HP 555G's MIDI jack.**
4. **If applicable, set the MIDI Send channel (p.103) and Local On/Off (p.103).**

Connection Examples:
Connecting to a MIDI Device



MIDI Settings

With the HP 555G, you can make MIDI settings as shown below.

Selecting the MIDI Send Channel

MIDI features sixteen MIDI channels, numbered 1–16. Even after the cable is connected, the connected devices must be set to use the same MIDI channels, otherwise no sound will be produced, and no sounds can be selected.
The HP 555G selects the MIDI channel used for sending information from the keyboard. When the keyboard is turned on, Channel "1" is selected.
In Split mode, the lower part of the keyboard is not sent.
The HP 555G receives all sixteen channels.

Sending Recorded Performance Data to MIDI Devices

You can have your recorded performances be sent to connected MIDI devices or computers.
Switch to "ON" to allow performances to sent, "OFF" to prevent sending.
"OFF" is the power-on default for this setting.

1. **Record something on the HP 555G.**
2. **Set to "ON."**
3. **Start recording with the connected MIDI device.**
4. **Start playback of the recorded song on the HP 555G.**

Transmission of Program Changes

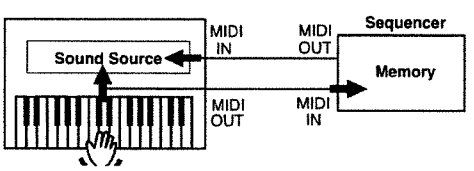
The HP 555G can be used to remotely change the sounds that a connected MIDI device uses.
Selecting a Program Change message (Program Number) and sending it to an external MIDI device will select the Tone that corresponds to that Program Number on the MIDI device. Normally, when the piano is set so Program Change messages will be transmitted, the Tone to be transmitted is selected from the 128 Tones available. Some MIDI devices, however, have more than 128 tones. For such MIDI devices, the Tone can be specified by combining Program Change and Bank Select messages. There are two parts of a Bank Select message: the MSB (Controller 0, with a value of 0–127) and the LSB (Controller 32, with a value of 0–127).

* *Some MIDI devices cannot handle Bank Select messages. Others can handle Bank Selects, but do not recognize the LSB part.*

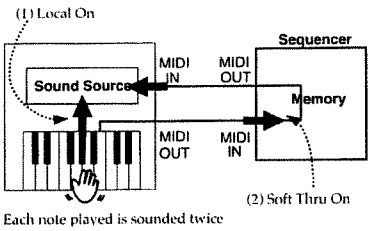
* *For more about the tones that will be switched to when program changes are received, please consult with Roland Service.*

Switching Local On-Off

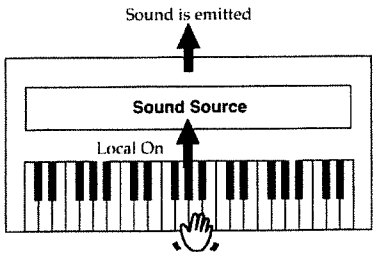
With the keyboard connected to a MIDI sequencer, keyboard performances can be recorded to the sequencer; the sequencer can also be used to play back performances.



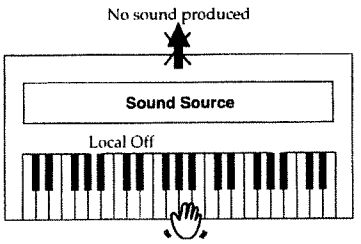
With the sequencer's "Thru" function on, the same notes will be sounded twice. This is because the keyboard's performance data arrives at the sound generator via two different routes, (1) and (2). This can cause the sound to become strange, and also puts strain on the instrument's polyphonic capabilities. To prevent this from happening, route (1) must be separated, by means of what is called "Local Off."



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



Local Off: The keyboard and internal sound generator are separated. No sound will be produced by the keyboard when it is played.



* *"Local On" is the power-on default.*

* *MIDI sequencers are devices that record and play back performances as MIDI information. The models in Roland's MT Series feature sequencers and sound generators in a single unit.*

The Local On/Off setting is based on the MIDI local control information that is received. When one of the MT Series models is connected, Local Off data is transmitted when the MT is turned on. If first the HP 555G, and then the MT is turned on, the HP 555G automatically selects Local Off.

How to Make Settings

1. **Press the [Function] button and confirm its indicator has lighted.**
2. **Press each settings button.**
   - To select the MIDI send channel
     :[Strings] button
   - To send recorded performance information
     :Rec [●] button
   - To transmit Program Changes...
     :[GS Tones] button
   - To transmit the Bank Select MSB...
     :Press the [GS Tones] button, then press the [Tempo] button once.
   - To transmit the Bank Select LSB...
     :Press the [GS Tones] button, then press the [Tempo] button twice.
   - To switch Local On/Off
     :[Choir] button
3. **Using the Value [+] and [-] buttons, make the settings.**
4. **Press the [Function] button.**
   The [Function] button's indicator goes out.

Troubleshooting

If you are encountering any problems with the equipment, please read the section below before determining that there has been any malfunction.

The keyboard does not switch on.

- Is the power cord properly connected? (p.15)

No sound is produced.

- Is the volume slider completely to the left (turnedompletely down)? (p.16)
- Is the balance slider completely to the left (turnedompletely down)? (p.24)
- Are headphones connected? When headphones are connected, the keyboard's speaker stops playing (p.14).
- Is Local On/Off set to "Off?" (p.103)

No sound (when connected to MIDI device)

- Is the power to all equipment turned on? (p.15)
- Is the computer switch on the underside of the keyboard set to "MIDI?" (p.101)

Internal songs do not play.

- Is the balance slider completely to the right (turnedompletely down)? (p.24)
- Are the [Track] button indicators all off?

  No sound is played from tracks whose button indicators are off. Press the buttons to turn the button indicators on (p.40).
- Do you have the display showing 16 tracks(p.63)? If so, return to the basic display using the [Song] button.
- Do you have a floppy disk in the disk drive? (p.53.) If a floppy disk is inserted, the internal songs cannot be played. Remove the floppy disk.
- Is Panel Lock on? (p.91)

The songs on the floppy disk cannot be played back immediately.

- When you use Format 1 SMF music files, it sometimes takes time until they play back. Please check if your music files are Format 0 or 1 by referring to the documentation that came with them.

A certain instrument sound is not played.

- Could you possibly be set to the "Minus One" mode? (p.67).

The Reverb or Chorus effects sound strange.

- Sometimes the reverb or chorus effects may sound differently after playing commercially available music files. Press the [Reverb] or [Chorus] button to correct this.

Two sounds are produced when the keyboard is played.

- Is the keyboard in Dual Play mode? (p.20)
- When the HP 555G is connected to an external sequencer, set it to the Local OFF mode (p.103). Alternatively, the sequencer could be set so its Soft Thru feature is OFF.

Not all sounds played are audible.

- The HP 555G can play a maximum of 64 sounds simultaneously. When playing along with internal songs, heavy use of the damper pedal can result in performance data with a number of sounds in excess of this limit, with some sounds being omitted.

The pitch of the keyboard or internal songs has shifted.

- Is the [Transpose] button indicator lit? Press the [Transpose] button, extinguishing the indicator, to turn off the transpose function (p.25).
- Has the song been transposed? (p.93)
- Is the tuning (p.91) or tuning curve (p.92) setting correct?
- Is the Master Tuning setting correct? (p.91)

The indicator for a track button does not go out.

- Check if the display shows 16 tracks. While the 16-track display is active, you cannot turn off the indicators on the track buttons.

The pedals are not functioning, or function intermittently.

- Are the pedals connected properly?

  Be sure that the pedal cord from the stand is securely connected into the pedal jack on the rear panel of the keyboard.

Can't Record

- Is Panel Lock on? (p.91)
- Have you selected a [Track] button for recording? (p.49, Note 4)
- Check that is not set to "Punch In Recording" (p.71).
- Check that it is not set to "Tempo Recording." When "Tempo Recording" is selected, you cannot record a performance (p.73).

The recorded performance has been deleted.

- Recorded material is deleted when the keyboard is turned off. Deleted performances cannot be retrieved.

  Save the data onto a floppy disk before switching the unit off (p.56).

Songs cannot be saved.

- Some commercially available music files cannot be saved because they are copyrighted.
- Commercially available music files cannot be saved using the "Save As SMF" option.

The bouncing ball does not appear on the screen .

- Is the bouncing ball setting set to "Off?" Set the bouncing ball to "On" (p.99).
- The HP 555G features a liquid crystal display. Characters may begin to disappear in freezing conditions. Once above zero degrees Celsius (32 degrees Fahrenheit), the characters reappear.

You cannot forward or rewind data.

- While the HP 555G is loading data from a floppy disk, you cannot fast-forward or rewind data (p.33).
- When the size of a song is too large, it cannot be forwarded or rewound.

Pressing the Reset [⏮] button doesn't take me back to the top of the song.

- Some music files are set so they stop playing part way through the song. If so, pressing the Reset [⏮] button only moves you to the position where the song is set to stop. To return to the top of the song, you need to press the same button several times.

Lyrics are not indicated properly in the display.

- With some music files, the lyrics cannot be displayed correctly.
- After music files that were originally capable of showing lyrics in the display have been saved over again, the saved song will not display lyrics.
- If you press a Tone or other button while the lyrics are being shown in the display, the lyrics will disappear. To recall them, press the Play [▶] button.

Error Messages

Indication : PU
Meaning : When a song with a pickup (a song that does not start on the first beat) is played back, the measure numbers will be indicated in the display as PU, 1, 2, and so forth.

Indication : New Song Del OK?
Meaning : When you try to delete a recorded song (p.51), to select a different song after recording a song (p.43) or to select a different song after editing the basic settings of a song (p.67, 90), this is shown in the display.

Indication : Set up Modified Up date OK?
Meaning : This is shown in the display when you edit the settings in each Part, then try to select a different song without changing the basic settings (p.66, 68).

Indication : E.00:CopyProtect
Meaning : To protect the copyright, this music file cannot be saved onto a different floppy disk than the original one.

Indication : E.01: Can't Save
Meaning : This music file cannot be saved onto a floppy disk.

Indication : E.02: Protected
Meaning : The protect tub on the floppy disk is set to the Protect position. Change it to the Write position (p.52).

Indication : E.03: Master Disk
Meaning : This floppy disk cannot store the format.

Indication : E.04: Can't Save
Meaning : The data cannot be saved onto this floppy disk because the saving system is different. Use the floppy disk that has the save saving system.

Indication : E.05: Read Only
Meaning : A new song cannot be written on this song. Select a different song number or use a different floppy disk.
Meaning : This song cannot be deleted.

Indication : E.10: No Disk
Meaning : No floppy disk is connected to the disk drive.

Indication : E.11: Disk Full
Meaning : There is not sufficient space left on the floppy disk for the data to be saved. Save the data onto a different floppy disk.

Indication : E.12: Unknown Disk
Meaning : This floppy disk is not formatted or the songs stored on this floppy disk cannot be played in the HP555G.

Indication : E.13: Disk Ejected
Meaning : The floppy disk has been disconnected during operation, repeat the procedure from the beginning.

Indication : E.14: DamagedDisk
Meaning : This floppy disk is damaged and cannot be used.

Indication : E.15: Can't Read
Meaning : This song cannot be read into the piano.

Indication : E.16: Can't Play
Meaning : The HP555G cannot read the floppy disk quickly enough. Press the Stop [■] button, then press the Reset [|◄] button and Play [►] button to play the song.

Indicated : E.17: Can't Edit
Meaning : The music files cannot be edited on the HP 555G. Please use these music files only for playback.

Indication : E.30: Memory Full
Meaning : The internal memory capacity of the HP555G is full. If you save the song data then play, the operation may be carried out successfully.

Indication : E.40: Buffer Full
Meaning : The HP555G cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the HP555G.

Indication : E.41: Comm.Error
Meaning : A MIDI cable or computer cable has been disconnected. Connect it properly and securely.

Indication : E.42: Can't Record
Meaning : An excessive amount of performance information has been sent to the piano in one time and therefore could not be recorded.

Indication : E.43: Comp.I/F Err
Meaning : The Computer Switch is set to a wrong position or the computer is set wrongly. Switch off the piano then set the Computer Switch to the correct position and set the computer correctly (p.101, 102).

Indication : E.51: Memory Error
Meaning : There is something wrong with the system. Repeat the procedure from the beginning. If it is not solved after you have tried several times, contact the Roland service center.

List of Tone Names

→ *"Performing with Various Instrument Sounds" (p.18)*

[Piano] Group

No.	Tone Name
1	Grand Piano1
2	Grand Piano2
3	UprightPiano
4	Rock Piano
5	Honky-tonk 1
6	Honky-tonk 2
7	MIDI Piano1
8	MIDI Piano2

[E.Piano] Group

No.	Tone Name
1	E.Piano 1
2	Soft E.Piano
3	E.Piano 2
4	Hard E.Piano
5	60's E.Piano

[Harpsi] Group

No.	Tone Name
1	Harpsichord1
2	Harpsichord2
3	Clav.
4	Nylon Guitar
5	Steel-str.Gt
6	Banjo
7	Jazz Guitar
8	Overdrive Gt
9	DistortionGt
10	Shamisen
11	Koto

[Vibes] Group

No.	Tone Name
1	Vibraphone
2	Celesta
3	Marimba
4	Xylophone
5	Glockenspiel
6	Music Box
7	Tubular-bell
8	Santur
9	Steel Drums
10	Kalimba

[Organ] Group

No.	Tone Name
1	Church Organ
2	Jazz Organ 1
3	Full Organ 1
4	Pop Organ
5	Accordion
6	Harmonica

[Strings] Group

No.	Tone Name
1	Strings
2	Slow Strings
3	Violin
4	Cello
5	Harp
6	Orchestra
7	Syn.Strings1
8	Warm Pad
9	Harpvox
10	CC Solo

[Choir] Group

No.	Tone Name
1	Choir
2	Pop Voice
3	SynVox
4	Trumpet
5	Trombone
6	MutedTrumpet
7	Fr.Horn Solo
8	Brass 1
9	Synth Brass1
10	Synth Brass2
11	Tenor Sax
12	Soprano Sax
13	Alto Sax
14	Oboe
15	Bassoon
16	Clarinet
17	Flute
18	Pan Flute

[GS Tones] Group

No.	Tone Name
1	Fantasia
2	Brightness
3	Crystal
4#	STANDARD
5#	SOUND EFFECT
6	Piano 1
7	Piano 1w
8	Piano 1d
9	Piano 2
10	Piano 2w
11	Piano 3
12	Piano 3w
13	Honky-tonk
14	Honky-tonk 2
15	E.Piano 1
16	Detuned EP 1
17	E.Piano 1v
18	60's E.Piano
19	GS E.Piano2
20	Detuned EP 2
21	E.Piano 2v
22	Harpsichord
23	Coupled Hps.
24	Harpsi.w
25	Harpsi.o
26	Clav.
27	Celesta
28	Glockenspiel
29	Music Box
30	GS Vibe
31	Vibe.w
32	GS Marimba
33	Marimba
34	Xylophone
35	Tubular-bell
36	Church Bell
37	Carillon
38	GS Santur
39	Organ 1
40	Detuned Or.1
41	Pop Organ 1
42	Full Organ 4

No.	Tone Name
43	Organ 2
44	Detuned Or.2
45	Jazz Organ 1
46	Rock Organ 2
47	Church Org.1
48	Church Org.2
49	Church Org.3
50	Reed Organ
51	Accordion Fr
52	Accordion It
53	Harmonica
54	Bandoneon
55	GS Nylon Gt.
56	Ukulele
57	Nylon Gt.o
58	Nylon Guitar
59	Steel-str.Gt
60	12-str.Gt
61	Mandolin
62	Jazz Guitar
63	Hawaiian Gt.
64	Clean Gt.
65	Chorus Gt.
66	Muted Gt.
67	Funk Gt.
68	Funk Gt.2
69	Overdrive Gt
70	DistortionGt
71	Feedback Gt.
72	Gt.Harmonics
73	Gt. Feedback
74	Acoustic Bs.
75	Fingered Bs.
76	Picked Bs.
77	Fretless Bs.
78	Slap Bass 1
79	Slap Bass 2
80	Synth Bass 1
81	SynthBass101
82	Synth Bass 3
83	Synth Bass 2
84	Synth Bass 4
85	Rubber Bass

No.	Tone Name
86	Violin
87	Slow Violin
88	Viola
89	Cello
90	Contrabass
91	Tremolo Str
92	PizzicatoStr
93	GS Harp
94	Timpani
95	GS Strings
96	Orchestra
97	GS Sl.Str
98	Syn.Strings1
99	Syn.Strings3
100	Syn.Strings2
101	Choir Aahs
102	Choir
103	Pop Voice
104	SynVox
105	OrchestraHit
106	Trumpet
107	GS Trombone
108	Trombone 2
109	Tuba
110	MutedTrumpet
111	French Horn
112	Fr.Horn 2
113	Brass 1
114	Brass 2
115	Synth Brass1
116	Synth Brass3
117	AnalogBrass1
118	Synth Brass2
119	Synth Brass4
120	AnalogBrass2
121	Soprano Sax
122	Alto Sax
123	Tenor Sax
124	Baritone Sax
125	Oboe
126	English Horn
127	Bassoon
128	Clarinet

No.	Tone Name
129	Piccolo
130	Flute
131	Recorder
132	Pan Flute
133	Bottle Blow
134	Shakuhachi
135	Whistle
136	Ocarina
137	Square Wave
138	Square
139	Sine Wave
140	Saw Wave
141	Saw
142	Doctor Solo
143	Syn.Calliope
144	Chiffer Lead
145	Charang
146	Solo Vox
147	5th Saw Wave
148	Bass & Lead
149	Warm Pad
150	Polysynth
151	Space Voice
152	Bowed Glass
153	Metal Pad
154	Halo Pad
155	Sweep Pad
156	Ice Rain
157	Soundtrack
158	Syn Mallet
159	Atmosphere
160	Goblin
161	Echo Drops
162	Echo Bell
163	Echo Pan
164	Star Theme
165	Sitar
166	Sitar 2
167	Banjo
168	Shamisen
169	Koto
170	Taisho Koto
171	Kalimba

No.	Tone Name	No.	Tone Name	No.	Tone Name
172	Bagpipe	215	Train	258	Muted Gt.*
173	Fiddle	216	Jetplane	259	Funk Gt.*
174	Shanai	217	Starship	260	OverdriveGt*
175	Tinkle Bell	218	Burst Noise	261	Dist.Guitar*
176	Agogo	219	Applause	262	Gt.Harmo*
177	Steel Drums	220	Laughing	263	Acoustic Bs*
178	Woodblock	221	Screaming	264	Fingered Bs*
179	Castanets	222	Punch	265	Picked Bs.*
180	Taiko	223	Heart Beat	266	Fretless Bs*
181	Concert BD	224	Footsteps	267	Slap Bass 1*
182	Melo. Tom 1	225	Gun Shot	268	Slap Bass 2*
183	Melo. Tom 2	226	Machine Gun	269	Synth Bass1*
184	Synth Drum	227	Lasergun	270	Synth Bass2*
185	808 Tom	228	Explosion	271	Rubber Bass*
186	Elec Perc.	229	Piano 1*	272	Violin*
187	Reverse Cym.	230	Piano 2*	273	Viola*
188	Gt.FretNoise	231	Piano 3*	274	Cello*
189	Gt.Cut Noise	232	Honky-tonk*	275	Contrabass*
190	String Slap	233	E.Piano 1*	276	Tremolo Str*
191	Breath Noise	234	E.Piano 2*	277	Pizzicato*
192	Fl.Key Click	235	Harpsichord*	278	Harp*
193	Seashore	236	Clav.*	279	Timpani*
194	Rain	237	Celesta*	280	Strings*
195	Thunder	238	Glocken*	281	SlowStrings*
196	Wind	239	Music Box*	282	Syn.Str 1*
197	Stream	240	Vibraphone*	283	Syn.Str 2*
198	Bubble	241	Marimba*	284	Choir Aahs*
199	Bird	242	Xylophone*	285	Pop Voice*
200	Dog	243	Tubularbell*	286	SynVox*
201	Horse-Gallop	244	Santur*	287	Orche.Hit*
202	Bird 2	245	Organ 1*	288	Trumpet*
203	Telephone 1	246	Pop Organ 1*	289	Trombone*
204	Telephone 2	247	Organ 2*	290	Tuba*
205	DoorCreaking	248	Rock Organ2*	291	M.Trumpet*
206	Door	249	ChurchOrg.1*	292	FrenchHorns*
207	Scratch	250	Reed Organ*	293	Brass 1*
208	Windchime	251	AccordionFr*	294	SynthBrass1*
209	Helicopter	252	Harmonica*	295	A.Brass 1*
210	Car-Engine	253	Bandoneon*	296	SynthBrass2*
211	Car-Stop	254	Nylon-strGt*	297	Soprano Sax*
212	Car-Pass	255	Steel-strGt*	298	Alto Sax*
213	Car-Crash	256	Jazz Guitar*	299	Tenor Sax*
214	Siren	257	Clean Gt.*	300	BaritoneSax*

No.	Tone Name
301	Oboe*
302	EnglishHorn*
303	Bassoon*
304	Clarinet*
305	Piccolo*
306	Flute*
307	Recorder*
308	Pan Flute*
309	Bottle Blow*
310	Shakuhachi*
311	Whistle*
312	Ocarina*
313	Square Wave*
314	Saw Wave*
315	Doctor Solo*
316	SynCalliope*
317	ChifferLead*
318	Charang*
319	Solo Vox*
320	5th SawWave*
321	Bass & Lead*
322	Fantasia*
323	Warm Pad*
324	Polysynth*
325	Space Voice*
326	Bowed Glass*
327	Metal Pad*
328	Halo Pad*
329	Sweep Pad*
330	Ice Rain*
331	Soundtrack*
332	Crystal*
333	Syn Mallet*
334	Atmosphere*
335	Brightness*
336	Goblin*
337	Echo Drops*
338	Star Theme*
339	Sitar*
340	Banjo*
341	Shamisen*
342	Koto*
343	Kalimba*
344	Bagpipe*
345	Fiddle*
346	Shanai*
347	Tinkle Bell*
348	Agogo*
349	Steel Drums*
350	Woodblock*
351	Taiko*
352	Melo.Tom 1*
353	Synth Drum*
354	ReverseCym.*
355	Fret Noise*
356	BreathNoise*
357	Seashore*
358	Bird*
359	Telephone 1*
360	Helicopter*
361	Applause*
362	Gun Shot*
363#	ROOM
364#	POWER
365#	ELECTRONIC
366#	TR-808
367#	JAZZ
368#	BRUSH
369#	ORCHESTRA

** Tones with a "#" symbol appended to their number can be recorded only to the [Rhythm] button (Parts 10 and 11).*

** Tones with a "*" symbol appended to their name may not play back satisfactorily on other GS sound generating devices.*

Drum Set

The Drum Set (percussion instrument) have a variety of different sounds assigned to each key.

		4: STANDARD 367: JAZZ	363: ROOM	364: POWER	365: ELECTRONIC	366: TR-808
	24	Bar Chime				
	25	Snare Roll				
	26	Finger Snap				
	27	High Q				
	28	Slap				
	29	Scratch Push [EXC7]				
	30	Scratch Pull [EXC7]				
	31	Sticks				
	32	Square Click				
	33	Metronome Click				
	34	Metronome Bell				
	35	Std Kick 2				
C2	36	Std Kick 1		MONDO Kick	Elec BD	808 Bass Drum 1
	37	Side Stick				808 Rim Shot
	38	Snare Drum 1		Gated SD	Elec SD	808 Snare Drum
	39	Hand Clap				
	40	Snare Drum 2			Gated SD	
	41	Low Tom 2	Room Low Tom 2	Room Low Tom 2	Elec Low Tom 2	808 Low Tom 2
	42	Closed Hi-hat 1 [EXC1]				808 CHH [EXC1]
	43	Low Tom 1	Room Low Tom 1	Room Low Tom 1	Elec Low Tom 1	808 Low Tom 1
	44	Pedal Hi-hat 1 [EXC1]				808 CHH [EXC1]
	45	Mid Tom 2	Room Mid Tom 2	Room Mid Tom 2	Elec Mid Tom 2	808 Mid Tom 2
	46	Open Hi-hat 1 [EXC1]				808 OHH [EXC1]
	47	Mid Tom 1	Room Mid Tom 1	Room Mid Tom 1	Elec Mid Tom 1	808 Mid Tom 1
C3	48	High Tom 2	Room Hi Tom 2	Room Hi Tom 2	Elec Hi Tom 2	808 Hi Tom 2
	49	Crash Cymbal1				808 Cymbal
	50	High Tom 1	Room Hi Tom 1	Room Hi Tom 1	Elec Hi Tom 1	808 Hi Tom 1
	51	Ride Cymbal 1				
	52	Chinese Cymbal			Reverse Cymbal	
	53	Ride Bell				
	54	Tambourine				
	55	Splash Cymbal				
	56	Cowbell				808 Cowbell
	57	Crash Cymbal 2				
	58	Vibra-slap				
	59	Ride Cymbal 2				
C4	60	High Bongo				
	61	Low Bongo				
	62	Mute High Conga				808 High Conga
	63	Open High Conga				808 Mid Conga
	64	Low Conga				808 Low Conga
	65	High Timbale				
	66	Low Timbale				
	67	High Agogo				
	68	Low Agogo				
	69	Cabasa				
	70	Maracas				808 Maracas
	71	Short Hi Whistle [EXC2]				
C5	72	Long Low Whistle [EXC2]				
	73	Short Guiro [EXC3]				
	74	Long Guiro [EXC3]				
	75	Claves				808 Claves
	76	High Wood Block				
	77	Low Wood Block				
	78	Mute Cuica [EXC4]				
	79	Open Cuica [EXC4]				
	80	Mute Triangle [EXC5]				
	81	Open Triangle [EXC5]				
	82	Shaker				
	83	Jingle Bell				
C6	84	Bell Tree				
	85	Castanets				
	86	Mute Surdo [EXC6]				
	87	Open Surdo [EXC6]				
	88	-----	-----	-----	-----	-----

SFX Set

You can hear a different effect sound from each key on the keyboard.

		368: BRUSH	369: ORCHESTRA
	24		
	25		
	26		
	27		Close Hi-hat [EXC1]
	28		Pedal Hi-hat [EXC1]
	29		Open Hi-hat [EXC1]
	30		Ride Cymbal
	31		
	32		
	33		
	34		
	35		Concert BD 2
C2	36		Concert BD 1
	37		
	38	Brush Tap	Concert SD
	39	Brush Slap	Castanets
	40	Brush Swirl	Concert SD
	41		Timpani F
	42		Timpani F#
	43		Timpani G
	44		Timpani G#
	45		Timpani A
	46		Timpani A#
	47		Timpani B
C3	48		Timpani c
	49		Timpani c#
	50		Timpani d
	51		Timpani d#
	52		Timpani e
	53		Timpani f
	54		
	55		
	56		
	57		Concert Cymbal 2
	58		
	59		Concert Cymbal 1
C4	60		
	61		
	62		
	63		
	64		
	65		
	66		
	67		
	68		
	69		
	70		
	71		
C5	72		
	73		
	74		
	75		
	76		
	77		
	78		
	79		
	80		
	81		
	82		
	83		
C6	84		
	85		
	86		
	87		
	88	-----	Applause

		5: SOUND EFFECT
	39	High Q
	40	Slap
	41	Scratch Push [EXC7]
	42	Scratch Pull [EXC7]
	43	Sticks
	44	Square Click
	45	Metronome Click
	46	Metronome Bell
	47	Guitar sliding Finger
C3	48	Guitar cutting noise (down)
	49	Guitar cutting noise (up)
	50	String slap of double bass
	51	Fl.Key Click
	52	Laughing
	53	Screaming
	54	Punch
	55	Heart Beat
	56	Footsteps1
	57	Footsteps2
	58	Applause
	59	Door Creaking
C4	60	Door
	61	Scratch
	62	Wind Chimes
	63	Car-Engine
	64	Car-Stop
	65	Car-Pass
	66	Car-Crash
	67	Siren
	68	Train
	69	Jetplane
	70	Helicopter
	71	Starship
C5	72	Gun Shot
	73	Machine Gun
	74	Lasergun
	75	Explosion
	76	Dog
	77	Horse-Gallop
	78	Birds
	79	Rain
	80	Thunder
	81	Wind
	82	Seashore
	83	Stream
C6	84	Bubble
	85	Cat

Blank : same percussion instruments as the STANDARD.

----- : No sound.

[EXC] : will not sound simultaneously with other percussion instruments of the same number.

List of Song Titles

→ *"Listening to One Song" (p.31)*

No.	Composer	Song Title
1*	F. Chopin	Valse No. 1 in E-flat Major, Op. 18 "Grand Valse Brillante"
2	E. Elgar	Salut D'Amour Op. 12
3	L. v. Beethoven	Piano Sonata No. 14 in C-sharp Minor, "Moonlight" 1st Movement
4	F. Schubert	Military March No. 1, Op. 51-1
5*	P. Tchaikovsky	Piano Concerto No. 1 in B-flat Minor, Op. 23 1st Movement (Exerpt)
6*	F. Chopin, Arranged by John Maul	A Prelude To... :No. 4 in E-Minor from "24 Preludes", Op. 28 A La Jazz Trio
7	F. Chopin	Valse No. 6 in D-flat Major, Op. 64-1 "Petit Chien"
8	J. Brahms	Rhapsody No. 2, Op. 79
9	F. Chopin	Nocturne No. 2 in E-flat Major, Op. 9-2
10	W. A. Mozart	Turkisch March (Piano Sonate No. 11 in A Major, 3rd Movement "Alla Turca")
11	P.Tchaikovsky	"Troika drive: November" from "The Seasons", Op. 37
12	P. Tchaikovsky	"Noel: December" from "The Seasons", Op. 37
13*	W. A. Mozart	Piano Concerto No. 23 in A Major, 1st Movement (Exerpt)
14	G. Fauré	"Berceuse" from "Dolly", Op. 56
15	A. Dvořák	Slavonic Dance No. 10, Op. 72-2
16	J. S. Bach	Menuet in G Major, BWV. Anh. 114 from "Notebook Of Anna Magdalena Bach"
17	F. Schubert	Moment Musicaux No. 3, Op. 94-3
18	R. Schumann	"From Foreign Lands And People" from "Scenes From Childhood" Op. 15
19	R. Schumann	"An Weighty Event" from "Scenes From Childhood" Op. 15
20	R. Schumann	"Träumerei" from "Scenes From Childhood" Op. 15
21	L. v. Beethoven	Bagatelle "Für Elise" WoO. 59
22	J. S. Bach	Invention Three-Part (Sinfonia) No. 12 in A Major, BWV. 798
23	J. S. Bach	Invention No. 4 in D Minor, BWV. 775
24	E. Grieg	"Arietta" from "Lyric Pieces, Volume 1" Op. 12-1
25*	C. Debussy	"Prélude" from "Suite Bergamasque"
26*	C. Debussy	"Menuet" from "Suite Bergamasque"
27*	C. Debussy	"Clair De Lune" from "Suite Bergamasque"
28*	C. Debussy	"Passepied" from "Suite Bergamasque"
29*	W. A. Mozart	Piano Sonata No. 15 in C Major, 1st Movement
30*	J. S. Bach, Arranged by John Maul	Bach's A Boppin' : Prelude No. 2 from "The Well Tempered Clavier Book 2" A La Bop
31	N. Paganini, Arranged by John Maul	Pagannoogie Variation: Jazz Variation Based On " Caprice No. 24 in A Minor"
32*	J. S. Bach, Arranged by John Maul	Aria "Make Thee Clean My Heart From Sin" from "Matthew's Passion" A La One Phone Quartet
33	J. Brahms, Arranged by John Maul	Hungarian Rag: Hungarian Dance No. 5 A La Ragtime
34*	A. Borodin, Arranged by John Maul	Kizmet's Salsa: "The Polovtsian Dance" from Opera "Prince Igor" A La Salsa
35	John Maul	Fly Free

** Number 4, Number 14, and Number 15 are piece for four hands.*

** The number marked with the * are piano pieces featuring orchestra accompaniment.*

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

John Maul

Music by John Maul

John Maul is a musician, composer and arranger having graduated from the Royal Academy of Music in London. John's work encompasses studio recordings and live performances including work with top UK Jazz artists.

His writing credits include commercial music for BBC radio and television, as well as scoring jazz and classical works.

Having been a product specialist for Roland U.K., John is now actively involved in music software composing/programming for both Roland Japan and various music publishers. Quite recently his "Musical Picture Book", a volume of original piano music encompassing all standards of musical ability, which included the piano and orchestral accompaniment data in SMF format, was published and printed.

List of Styles

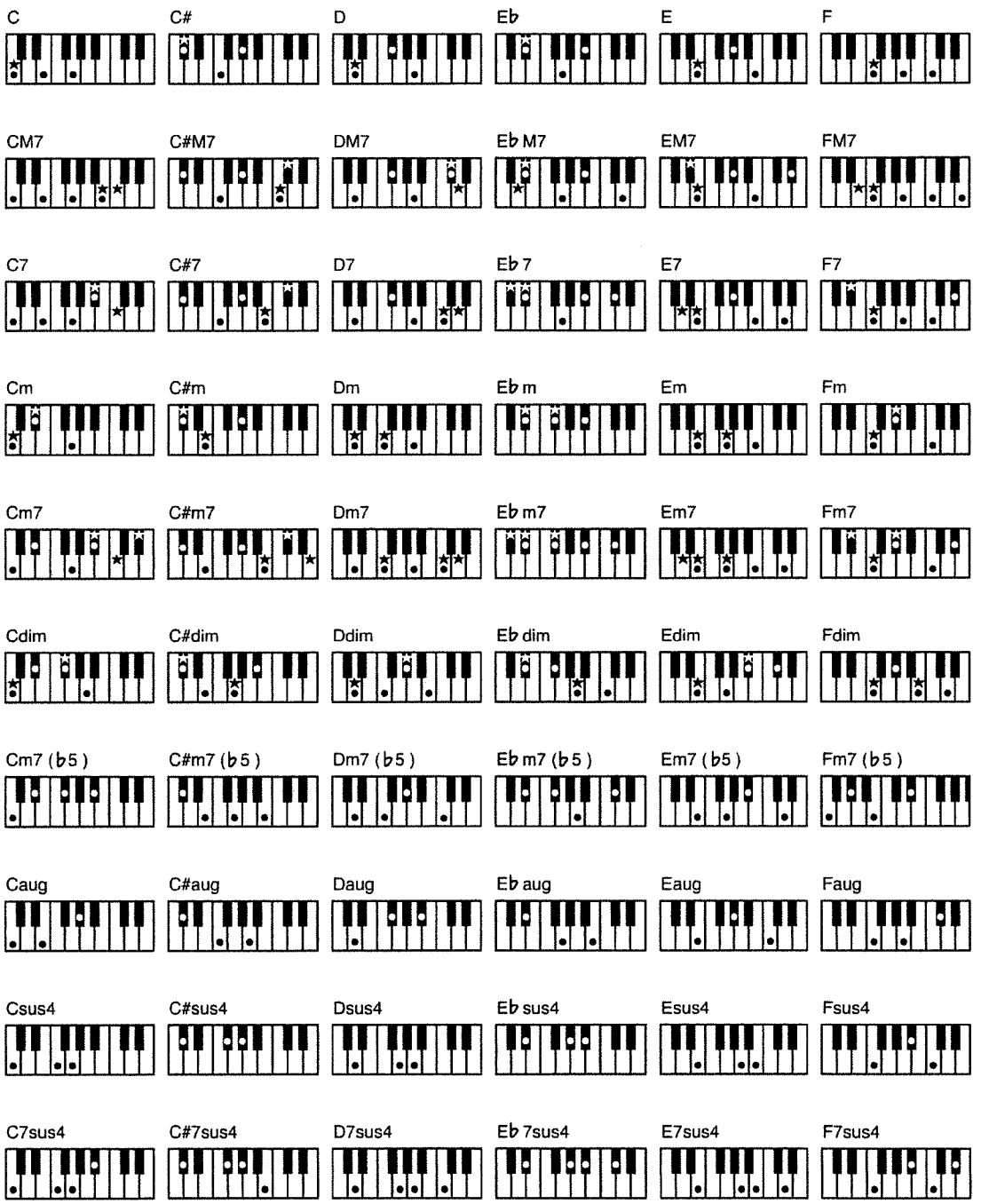
→ "Playing Along with the Auto-Accompaniment" (p.23)

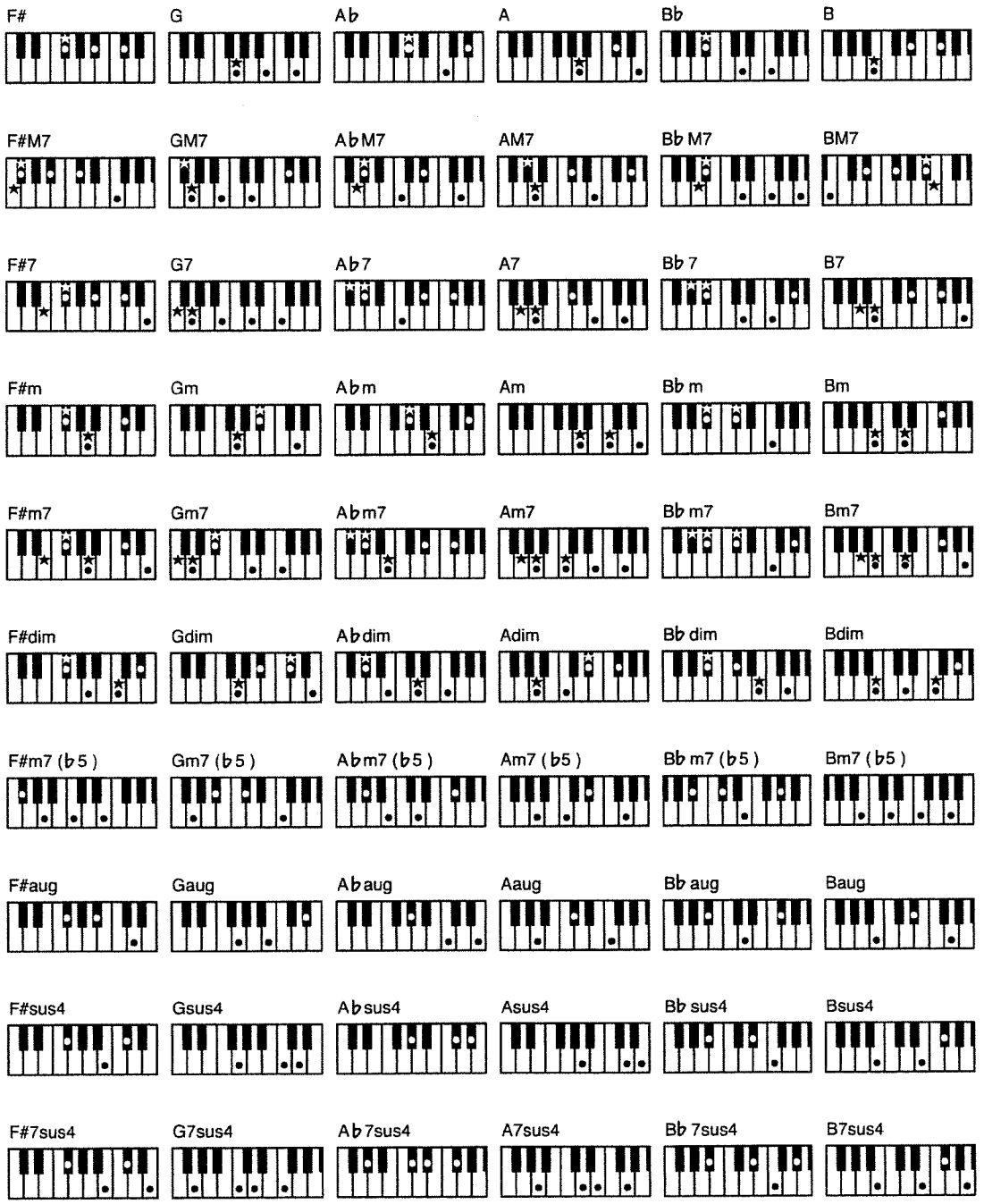
Style No.	Style
P-1	Classic 1
P-2	Slow Waltz
P-3	Pop
P-4	Gospel Piano
P-5	CountryPiano
P-6	Bossa Nova
P-7	Rag Time
P-8	Stride Piano
P-9	Concerto 1
P10	Classic 2
P11	Ballad 1
P12	Ballad 2
P13	Swing Pop
P14	Rock'n Roll
P15	Concerto 2
P16	Concerto 3
P17	Swing
P18	Shuffle
P19	Boogie
P20	Slow Swing
P21	Slow Rock
P22	Latin

List of Ways to Play Chords

→ "Playing Along with the Auto-Accompaniment" (p.23)

● symbol: Indicates the constituent note of chords.
★ symbol: Chords shown with an "★" can be played by pressing just the key marked with the "★."




F#
G
Ab
A
Bb
B
F#M7
GM7
AbM7
AM7
Bb M7
BM7
F#7
G7
Ab7
A7
Bb 7
B7
F#m
Gm
Abm
Am
Bb m
Bm
F#m7
Gm7
Abm7
Am7
Bb m7
Bm7
F#dim
Gdim
Abdim
Adim
Bb dim
Bdim
F#m7 (b5)
Gm7 (b5)
Abm7 (b5)
Am7 (b5)
Bb m7 (b5)
Bm7 (b5)
F#aug
Gaug
Abaug
Aaug
Bb aug
Baug
F#sus4
Gsus4
Absus4
Asus4
Bb sus4
Bsus4
F#7sus4
G7sus4
Ab7sus4
A7sus4
Bb 7sus4
B7sus4

List of Rhythm Patterns

→ "Creating Rhythm Parts Easily(P.76)", "Copying Rhythm Patterns (P.80)"

No.	Rhythm Pattern (Measure)
R-1	4/4 (1)
R-2	3/4 (1)
R-3	6/8 (1)
R-4	8Beat (1)
R-5	16Beat (1)
R-6	Rock (1)
R-7	Ballad (1)
R-8	Disco (1)
R-9	R&B 1 (1)
R10	R&B 2 (1)
R11	Skip Beat (1)
R12	Shuffle (1)
R13	Triplet (1)
R14	March (1)
R15	Waltz (1)
R16	Swing (1)
R17	BossaNova (2)
R18	Samba (1)
R19	Rhumba (2)
R20	Mambo (2)
R21	Tango (2)
R22	Beguine (2)
R23	CountIn 1 (2)
R24	CountIn 2 (2)
R25	C.InSwing (1)
R26	Ending 1 (1)
R27	Ending 2 (1)
R28	Sticks4/4 (1)
R29	Sticks3/4 (1)
R30	Sticks6/8 (1)

List of Extended Functions

To access each function, you can use either of the following two methods:
1) Press the [Function] button, then [Beat] or [Tempo] to select the extended functions 1 – 32 in sequence.
2) Press the [Function] button, press the following button, then select the extended function using [Beat] or [Tempo].

[Function] button

Calls the extended function of each button.

[Piano] button

Extension 1 : Changes the standard pitch of the HP555G (p.91).

[E.Piano] button

Extension 2 : Selects the temperament type (p.91).

[Harpsi] button

Extension 3 : Selects the keynote of the temperament type (p.91).

[Vibes] button

Extension 4 : Changes the piano's tuning curve (p.92).

[Organ] button

Extension 5 : Assigns different functions to the sostenuto pedal (center pedal) (p.93).

Extension 6 : Assigns different functions to the soft pedal (left pedal) (p.93).

[Strings] button

Extension 7 : Sets the MIDI transmit channel (p.103).

[Choir] button

Extension 8 : Selects Local On or Off (p.103).

[GS Tones] button

Extension 9 : Transmits Program Change (p.103).

Extension 10 : Transmits Bank Select MSB (p.103).

Extension 11 : Transmits Bank Select LSB (p.103).

[Reverb] button

Extension 12 : Changes the depth of the reverb effect (p.94).

Extension 13 : Selects the type of reverb effect (p.94).

[Chorus] button

Extension 14 : Changes the depth of the reverb effect (p.94).

Extension 15 : Selects the type of chorus (p.94).

[Pianist] button

Extension 16 : Adjusts the amount of resonance of the damper pedal (p.95).

[Split] button

Extension 17 : Sets the position where the keyboard is divided into two (p.96).

[Key Touch] button

Extension 18 : Changes the volume balance of two tones in the Dual play (p.96).

[Metronome] button

Extension 19 : Changes the volume of metronome (p. 97).

Extension 20 : Changes the types of the metronome sounds (p.97).

Extension 21 : Changes the metronome patterns (p.97).

[Song] button

Extension 22 : Turns on or off the Beat indicator (p.99).

Extension 23 : Turns on or off the Bouncing ball (p.99).

Extension 24 : Changes Japanese or English indication in the display (p.100).

Extension 25 : Turns on or off the words in the display (p.100).

[Transpose] button

Extension 26 : Transposes the keyboard (p.26).

Play [►] button

Extension 27 : Transposes a song (p.93).

Rec [●] button

Extension 28 : Transmits the recorded song to an external MIDI device (p.103).

[Count In] button

Extension 29 : Changes the number of measures for count-in (p.98).

Extension 30 : Changes the type of count-in sound (p. 98).

[A] button (or [B] button)

Extension 31 : Puts a marker in the middle of a bar (p.99).

[Repeat] button

Extension 32 : Selects whether or not to have the count-in sound every time the song is repeated (p.98).

Some extended functions can be set in other ways, too. Read the relevant section.

Music Files that can be Used with the HP 555G

What Are Music Files?

Music files contain information describing the details of a musical performance, such as "the C3 key on a keyboard was pressed for this amount of time, using this amount of force."By inserting the floppy disk into the disk drive on the HP555G, the performance information is sent from the floppy disk to the piano, and played faithfully by the piano. This is different than a CD, since the music file does not contain a recording of the sound itself. This makes it possible to erase certain parts, or to change instruments, tempos and keys freely, allowing you to use it in many different ways.

Regarding Copyright

Using existing copyrighted material (commmercially available SMF music files, etc.) to create your own composition is permitted only for your private, personal enjoyment. Be aware that any other use may constitute copyright infringement. Roland Corporation assume no responsibility whatever for any copyright infringement that may result from a work that you create.

The HP555G allows you to use the following music files:

Floppy disks saved on a Roland MT Series, or Roland Piano Digital HP-G/KR Series instrument

Roland Digital Piano Compatible music files

Roland's original music file is made specifically for practicing the piano. Some follow an instructional curriculum, allowing for a complete range of lessons, such as "practicing each hand separately" or "listening to only the accompaniment."

SMF Music files (720KB/1.44MB format)

SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.

If you wish to purchase SMF music files, please consult the retailer where you purchased your HP 555G.

* *Before using music files, read p.52,"Using the Disk Drive".*

About the HP 555G Sound Generator

The HP 555G come equipped with GM / GS sound generators.

General GM System

The General MIDI system is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music data that meets the General MIDI standard bears the General MIDI logo. Music data bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

GS format

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI System, the highly-compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus.

Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive.

Since it is upwardly compatible with the General MIDI System, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS Music Data (music data that has been created with the GS Format in mind).

This product supports both the General MIDI system and the GS format, and can be used to play back music data carrying either of these logos.

Specifications

<Keyboard>

88 keys (Hammer Action Mechanism)

Touch Sensitivity

Preset 3 + User 60

Keyboard Mode

Whole
Split (Adjustable Split Point)
Dual
Pianist
Manual Drum/SFX

<Sound Source>

Comforms to GM/GS

Max.Polyphony

64 Voices

Tones

8 Groups 378 variations
(incl.8 drum sets, 1 SFX set)

Temperament

7 Types, selectable tonic

Stretched Tuning

2 Types

Master Tuning

415.3Hz – 466.2Hz (0.1Hz Step)

Transpose

Key Transpose (-6–+5 Half-steps)
Playback Transpose (-24–+24 Half-steps)

Effects

Reverb (8 Types / 10 levels)
Chorus (8 types / 10 levels)
Sympathetic Resonance (10 levels)

<Arranger>

Music Styles

22 Pianist Styles

Control

Start/Stop, Intro/Ending

<Composer>

Metronome

Beat (2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8)
Volume, (10levels)
Metronome Pattern (11 patterns)
Sounds (4 Types)

Tracks

5/16 tracks

Song

1 song

Note Storage

Approx. 30,000 notes

Tempo

Quarter note= 20 to 250

Resolution

120 ticks per quarter note

Recording Method

Realtime(Replace, Mix, Auto Punch In, Manual Punch In, Loop, Tempo)
Beat Map

Edit

- Copy
- Quantize
- Delete, Insert
  Erase
  Transpose
- Part Exchange
- Note Edit
- PC Edit

Rhythm Pattarn

30 Pattarns

Control

Song Select
Reset
Stop
Play
Rec
Bwd
Fwd
All song Play
Track Select
Playback Balance
Maker Set, Repeat
Count In

<Disk Drive/Disk Storage>

3.5 inch Micro Floppy Disk Drive

Disk Format

720K byte (2DD)/1.44M byte (2HD)

Song

99 Songs

Note Storage

Approx. 120,000 notes (2DD)
Approx. 240,000 notes (2HD)

Playable Software

Standard MIDI File (0/1)
Roland Original Format (i-format)

Save

Standard MIDI File (Format 0)
Roland Original Format (i-format)

<Others>

Rated Power Output

30Wx2

Speakers

20cmx2, 5cmx2

Display

Beat Indicator
Large custum LCD
Bouncing Ball

Language

English/Japanese

Lyric

Yes (Built-in Display, MIDI Out)

Control

Volume
Microphone Volume
Microphone Echo
Brilliance

Pedals

Damper (half-pedal recognition)
Soft (half-pedal recognition/Function assignable)
Sostenute (Function assignable)

Other Functions

Panel Lock

Connectors

Output jacks (Stereo/Mono)
Input jacks (Stereo/Mono)
Microphone jack (with echo)
Headphone jackx2 (Stereo)
MIDI In connectorx2/MIDI Out connector
Computer connector
Pedal Connector (8 pin DIN type)

Power supply

AC117V/AC230V/AC240V

Power Consumption

90W (117V)/72W (230V)/72W (240V)

Cabinet finish

Satin Mahogany

Dimensions(Including the stand)

1445mm (W)x528mm (D)x920mm (H)
56-15/16inches (W)x
20-3/4inches (D)x
36-1/4inches (H)

Weights(Including the stand)

69.8kg / 153lbs 15oz

Accessories

Owner's mamual
Power Cord
Pianist Panel Sheet

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

Glossary

Automatic Accompaniment
The HP555G automatically plays accompaniment when just a few keys in the left section of the keyboard are pressed to specify the chord. This is called the "Pianist Function" (p.23).

Bouncing Ball
The flashing dot that moves in a semicircular pattern across the screen of the HP 535 is called a "bouncing ball" (p.9).

Chord
Two or more notes sounding at the same time (p.23).

Drum Set
A Drum Set is a collection of percussive instrument sounds. With drum sets, a different sound can be heard for each key on the keyboard. The special effects sound set is called the "SOUND EFFECT" (p.19, 112).

Dual Play
Playing with two different tones on the keyboard simultaneously is called "Dual Play" (p.20).

Edit
Editing is to change the song you have recorded, such as by erasing part of the song, or copying a measure (p.77).

Ending
This is the last part of the accompaniment. When you stop playing the automatic accompaniment, the HP555G plays an ending appropriate for the style (p. 24).

Intro
This is the introductory portion of an automatic accompaniment performance. The HP555G plays an intro ideally suited to each style when it starts playing the automatic accompaniment (p.24).

Key Touch
This is the sensation of heaviness—the "touch"—of the keys when the keyboard is played.
The HP 555G sixty levels of adjustment (p.30).

Part
On the HP555G, "Part" can have two different meanings. One meaning refers to a performance part (p.40), such as the right-hand part of a piano song. The other refers to the 16 parts in the 16-track sequencer (p.62).

Pickup
A song with a pickup does not start on the first beat (p.72).

Playback
The HP555G plays back the internal performance information (p.16, 31).

PU (Pickup)
A song that does not start on the first beat starts with what is called a pickup. When playing a pickup song, the measures will be shown in the display as "PU, 1, 2..." (p.72).

Save
Saving is storing the recorded performance data onto a floppy disk (p.56).

Sound Generator
The sound generator of the HP555G supports GM/GS, and can play more than 300 different sounds (p.120).

Split
The division of the keyboard into right- and left-hand zones is referred to as "split," and different tones can be played in the keys on different sides of the key that acts as the boundary between the right-hand part and left-hand part (p.21).

Standard Pitch
The pitch of the sound created by playing the middle A on the keyboard is called the "standard pitch." Changing the standard pitch of the HP555G is called "Master Tuning," and tuning to other musical instrument is called "Tuning" (p.91).

Style
Styles are performance patterns in various musical genres. A Style is played automatically in accord with the specified chord using the HP555G's Pianist Function (p.23).

Tone
Tones are the musical instruments or effect sounds stored in the internal memory of the HP555G. The display shows "Tone" (p.18).

Tuning Curves
Graphic representations of the changes in pitch of the equally-tempered tuning versus those of actual tunings are called tuning curves (p.92).

Easy Operation List

You want to : Play back all the internal songs and music files (All Song Play, p. 16)
Do this : While pressing the [Song] button, press the Play [►] button.

You want to :Transpose the keyboard (Key Transpose, p. 25)
Do this : While holding down the [Transpose] button, press a key.
Do this : While holding down the [Transpose] button, press the Value [+] or [-] button.

You want to : Change the metronome volume (p. 29)
Do this : Hold down the [Metronome] button and press the Value [+] or [-] button.

You want to : Go to the end of a song (p. 33)
Do this : Press the Fwd [►►] button while holding down the Stop [■] button.

You want to : Remove the tempo mute setting
Do this : While pressing the [Tempo] button, press the Play [►] button.

You want to : Check the location of markers (p. 34)
Do this : Simultaneously press the [A] and [B] buttons.

You want to : Delete a marker (p. 35)
Do this : Press the [A] button (or [B] button) while pressing the [Clear] button.

You want to : Move a marker (p. 35)
Do this : While pressing the [A] button (or [B] button), press the Bwd [►►] or Fwd [◄◄] button.

You want to : Move the region marked by markers A and B (p. 36)
Do this : While simultaneously pressing both the [A] and [B] buttons, press either the Bwd [►►] or Fwd [◄◄] button.

You want to : Return to the original tempo (p. 37)
Do this : While pressing the [Tempo] button, press the Reset [I◄] button.

You want to : Defeat any tempo changes and play back the song at one set tempo (Tempo Mute, p. 38)
Do this : While pressing the [Tempo] button, press the Stop [■] button.

You want to : Delete music recorded to track buttons (p. 50)
Do this : While pressing the [Track] button, press the Rec [●] button.

You want to : Delete recorded songs (p. 51)
Do this : While pressing the [Song] button, also press the Rec [●] button.

You want to : Delete the sound of a part in the 16-track sequencer (p. 64)
Do this : While pressing the Rec [●] button, also press the [Transpose] button.

You want to : Change the basic tempo of the song (Writing to a Setup, p. 67)
Do this : While pressing the Rec [●] button, press the Reset [I◄] button.

You want to : Get ready for tempo recording (p. 73)
Do this : While pressing the [Tempo] button, press the Rec [●] button.

You want to : Undo the most recent editing operation (p. 78)
Do this : While pressing the Reset [I◄] button, press the [Transpose] button.

You want to : Cancel the transposition setting (p. 93)
Do this : While pressing the [Transpose] button, press the Reset [I◄] button.

You want to : Change the depth of the reverb effect (p. 94)
Do this : While holding the [Reverb] button down, press the Value [+] or [-] button.

You want to : Change the depth of the chorus effect (p. 94)
Do this : While holding the [Chorus] button down, press the Value [+] or [-] button.

You want to : Change the damper pedal's resonance (Sympathetic Resonance) (p. 95)
Do this : Hold down the [Reverb] and [Chorus] buttons simultaneously, and press the Value [+] or [-] button.

You want to : Change the keyboard's split point (p. 96)
Do this : Press the Value [+] or [-] button while pressing the [Split] button.
Do this : While pressing the [Split] button, press one of the keys on the keyboard.

DIGITAL PIANO
Model HP 555G

MIDI Implementation Chart

Date : Feb. 2, 1998
Version : 1.00

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1	1–16	
	Changed	1–16	1–16	
Mode	Default	Mode 3	Mode 3	
	Messages	x	Mode 3, 4(M=1)	* 2
	Altered	**********		
Note Number :	True Voice	15–113	0–127	
		**********	0–127	
Velocity	Note ON	O	O	
	Note OFF	x 8n v=64	x	
After Touch	Key's	x	O *1	
	Ch's	x	O *1	
Pitch Bend		x	O	
Control Change	0, 32	O	O *1	Bank select
	1	O *1	O *1	Modulation
	5	O *1	O *1	Portamento time
	6, 38	O *1	O *1	Data entry
	7	O	O *1	Volume
	10	O *1	O *1	Panpot
	11	O *1	O *1	Expression
	64	O	O *1	Hold 1
	65	O *1	O *1	Portamento
	66	O	O *1	Sostenuto
	67	O	O *1	Soft
	84	O *1	O *1	Portamento control
	91	O	O (Reverb) *1	Effect1 depth
	93	O	O (Chorus) *1	Effect3 depth
	98, 99	O *1	O *1	NRPN LSB, MSB
	100, 101	O *1	O *1	RPN LSB, MSB
Prog Change	: True #	O 0–127	O	
		**********	0–127	Program number 1–128
System Exclusive		O	O	
System Common	: Song Pos	x	x	
	: Song Sel	x	x	
	: Tune	x	x	
System Real Time	: Clock	O	x	
	: Commands	x	x	
Aux Message	: All sound off	x	O (120, 126, 127)	
	: Reset all controllers	x	O	
	: Local Control	x	O	
	: All Notes OFF	x	O (123–125)	
	: Active Sense	O	O	
	: Reset	x	x	
Notes		* 1 O x is selectable by SysEx. * 2 Recognized as M=1 even if M≠1.		

Mode 1 : OMNI ON, POLY
Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY
Mode 4 : OMNI OFF, MONO

O : Yes
X : No

A separate publication titled "MIDI Implementation" is also available. If you shuld require this publication, please contact the nearest Roland Service Center or authorized Roland distributor.

Index

Q

R

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U

V

For EU Countries

CE This product complies with the requirements of European Directives EMC 89/336/EEC and LVD 73/23/EEC.

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

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.

Information

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

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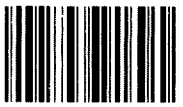

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