

Roland®

HP 557R


Roland Digital Piano

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. 5). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's Manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

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CAUTION
RISK OF ELECTRIC SHOCK,
DO NOT OPEN



ATTENTION: RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,
DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE.
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



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




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

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

IMPORTANT SAFETY INSTRUCTIONS

SAVE THESE INSTRUCTIONS

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

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a damp cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Never use with a cart, stand, tripod, bracket, or table except as specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over. 
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

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

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.




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. 
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 
- Never use or store the unit in places that are:
 - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are 
 - Damp (e.g., baths, washrooms, on wet floors); or are 
 - Humid; or are
 - Exposed to rain; or are
 - Dusty; or are
 - Subject to high levels of vibration.
- 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. 
- The unit should be connected to a power supply only of the type described in the operating instructions, or as marked on the unit. 

⚠ WARNING

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

- 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. 

WARNING

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



CAUTION

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



- 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 (p. 14).
- Close the lid.
- Fold down the music stand.

- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 13).



- 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, 3 and 4, 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.
- Observe the following when using the unit's floppy disk drive. For further details, refer to “Before Using Floppy Disks” (p. 6).
 - 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.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- To avoid possible breakdown, do not use the unit in a wet area, such as an area exposed to rain or other moisture.
- Do not allow rubber, vinyl, or similar materials to remain on the piano for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not put anything that contains water (e.g., flower vases) on the piano. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

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

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on a floppy disk.
- Unfortunately, it may be impossible to restore the contents of data that was stored on a floppy disk or User Memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.
- Do not pull the music stand too far forward when setting / releasing its latches.

- Use a cable from Roland to make the connection. If using some other make of connection cable, please note the following precautions.
 - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

Before Using Floppy Disks

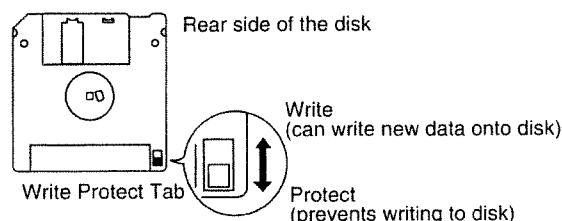
Handling the Floppy Disk Drive

- Install the unit on a solid, level surface in an area free from vibration.
- 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 eject a disk while reading or writing is in progress, since that can damage the magnetic surface of the disk, rendering it unusable. (The disk drive's indicator will light up at full brightness when the drive is busy reading or writing data. Ordinarily, the indicator will be less brightly lighted, or be extinguished.)
- 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.
- To avoid the risk of malfunction and/or damage, insert only floppy disks into the disk drive. Never insert any other type of disk. Avoid getting paper clips, coins, or any other foreign objects inside the drive.


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.
- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.
- 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.

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Features

We want to take a moment to thank you for your purchase of the Roland HP-557R digital piano. In order to enjoy reliable performance of your new keyboard for many years to come, please take the time to read through this manual in its entirety.

■ Authentic Piano Performances

The HP-557R reproduces the tones of a high-quality grand piano, with stereo sampled sounds that capture the true piano sound so well, you can even hear the hammers hitting the strings. A maximum polyphony of 128 voices makes it possible to obtain natural (stereo) piano sounds for your performances—without the sound dropping out. In addition, the HP-557R features a new hammer action, with a heavier touch in the lower keys and lighter touch in the upper keys, for even more realistic piano keyboard feel. What's more, the HP-557R's keyboard even faithfully reproduces the characteristic "click" feel (of the escapement) of a real grand piano keyboard, allowing you to enjoy more authentic and natural-sounding piano performances. All this provides you with more natural, more authentic piano performance.

■ Large Display and Touch Screen

The HP-557R features a large-sized display screen, and a "Touch Screen" that allows you to perform various tasks merely by touching items displayed on the screen, for easier viewing and more comfortable operation (p. 17).

■ Guide Feature Makes It Simple To Do What You Want Right Away

The interactive Guide feature on the HP-557R makes it simple to play songs, record and play back performances, and use Automatic Accompaniment, even if you're a first-time user (p. 22).

You can also view explanations of terms and features by touching <Help> on the screen.

■ Making Use of Commercially Available Music Files for Listening or Lessons

You can use the built-in disk drive to listen to commercial music-file songs and save recorded tunes on floppy disk.

■ A Wide Variety of Accompaniment Styles with the Automatic Accompaniment Function

The HP-557R features numerous music Styles—100 different Styles are provided—and an automatic accompaniment function with simple fingering. You can use these to add the exact accompaniment you have in mind to your own performances (p. 58).

■ The Score Display

You can use the HP-557R's music display feature to display the scores of internal songs, recorded performances, and songs on floppy disks (p. 50).

This very convenient feature allows you to read the music while you perform, and check the songs that have been recorded.

■ **Effects Add Three-Dimensional Breadth to Your Performances (Advanced 3D)**

You can select parts in performances and add three-dimensional breadth to them. When you're playing along with Automatic Accompaniment or the onboard songs, you can add a sense of three-dimensional depth unlike anything before. Also, by applying effects to the accompaniment sound, you make your own sound stand out, making what you play easier to hear (p. 62).

■ **Expandable Ensemble Opportunities Using MIDI (MIDI Ensemble)**

MIDI is an internationally recognized standard used for the exchange of performance data between connected electronic instruments. You can connect this instrument's MIDI connector to an electronic percussion instrument or other such outboard instrument, allowing you to play ensemble performances. The "MIDI Ensemble" function lets you make MIDI settings for instruments connected to the MIDI connector easily, and get right to performing.

■ **Equipped with Functions Useful for Piano Practice**

Numerous useful built-in functions for piano practice—recording functions that you can operate like a tape recorder (p. 69), playback of one hand at a time, the Metronome function (p. 25, 42), and more—let you practice piano as is possible only with an electronic piano.

■ **Karaoke Enjoyment**

You can connect a microphone and enjoy singing along with songs, just like with a karaoke system.

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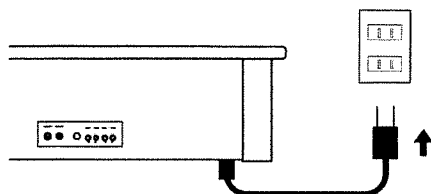
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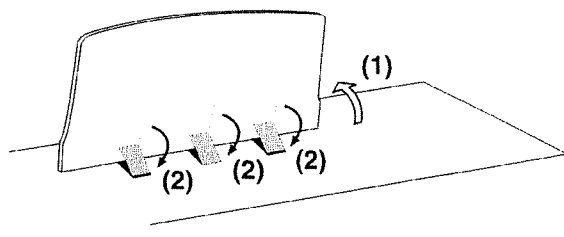
Before You Start Playing

Connecting the Power Cord



1. Connect the power cord that came with your HP-557R to the AC Inlet socket on the bottom of the unit.
2. Plug the other end of the power cord into a wall outlet.

Raising the Music Stand

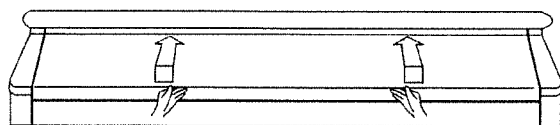


1. Gently raise the music stand, then secure it in place as shown in the figure.
2. To collapse the stand, fold in the metal fittings while supporting the stand with both hands and gently fold down the stand.



Do not pull down the music stand.

Opening and Closing the Cover



1. When opening the HP-557R'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.



When opening and closing the lid, be careful not to let your fingers get caught. Make sure an adult is on hand to provide assistance when young children are playing the HP-557R.



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

Turning the Power On and Off

Be sure to follow the steps below when turning the power on or off. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

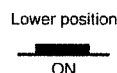
■ Turning On the Power

1. Before you switch on the power, rotate the [Volume] knob to "Min" (minimum).



2. Press the [Power] switch.

After a few seconds, the unit becomes operable and playing the keyboard produces sound.



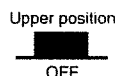
This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.



Be sure to use the supplied power cord.

■ Turning Off the Power

1. Before you switch off the power, rotate the [Volume] knob to "Min" (minimum) all the way.
2. Press the [Power] switch.
The power is switched off.



Adjusting the Sound Volume

You can adjust the overall volume level.

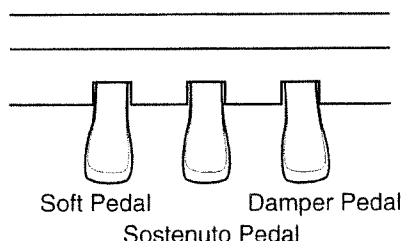
1. Rotate the [Volume] knob to the left or right.
The volume increases as the knob is rotated to "Max" and decreases as the dial is rotated to "Min."



Before You Start Playing

About the Pedals

When you press the [Piano] button and play the piano (p. 36), these pedals will function as shown below.



Soft Pedal (the left)

This pedal is used to make the sound softer.

Playing the keyboard while the soft pedal is depressed makes the sound softer than when played normally with the same force. The degree of softness varies subtly with the amount the pedal is pressed.

Sostenuto Pedal (the middle)

When this pedal is depressed, reverberations are applied only to the keys being played at that time.

→ You can assign other functions to the sostenuto pedal and the soft pedal. For more information, see "Assigning Functions to Pedals" (p. 64).

Damper Pedal (the right)

Use this pedal when you want the sound to linger.

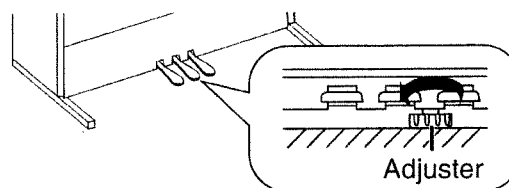
While the damper pedal is depressed, the sound from the keyboard continues to linger/remain for an extended period, even when you remove your fingers from the keys. The length of time that the sound continues varies subtly with the amount the pedal is pressed.

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-557R recreates this resonance (Sympathetic Resonance).

→ You can change the amount of resonance applied with the damper pedal. Refer to "Adjusting Resonance" (p. 47).

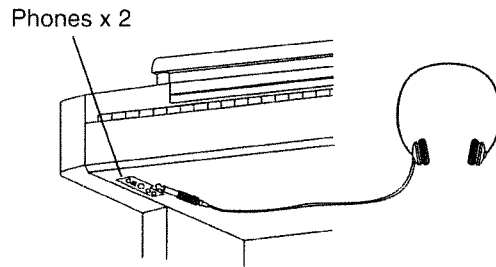
After moving the piano, or when the pedal feels unstable, use the following procedure to readjust the adjuster on the underside of the pedals.

Lower the adjuster, and adjust it until it makes firm contact with the floor surface. Leaving any gap between the adjuster and the floor may result in damage to the pedals when they are depressed. Particularly on floors covered by carpets, or other soft materials, be sure that the adjuster is firmly pressed against the floor surface.



Connecting Headphones

The HP-557R features 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 Phones (headphone) jacks on the underside of the HP-557R, on the left.

Sound will no longer be heard from the HP-557R's speakers. Sound will be heard only through the headphones.

2. Adjust the headphone volume with the HP-557R's main [Volume] knob.

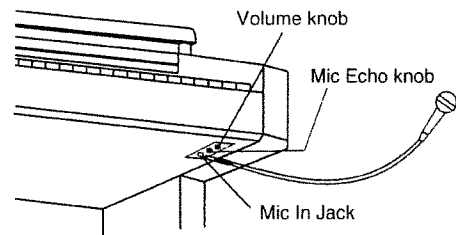
• Use Stereo headphones.

Some Notes on 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.
- The headphones may be damaged if the volume is too high when they are plugged in. Connect the headphones only after turning the volume down completely.
- To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume. Listen at appropriate levels.

Connecting a Microphone

You can connect a microphone into the Mic In jack, and enjoy karaoke with the HP-557R.



1. Connect a microphone (sold separately) to the Mic In jack on the lower-right area of the instrument.
2. Rotate the [Mic Echo] knob in front of the Mic In jack to adjust the echo level.
3. Rotate the [Mic Volume] knob in front of the [Mic Echo] knob to adjust the volume level for the microphone.

→ 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-557R.

Some Notes on Using a Microphone

- Be careful of high volume levels when using mikes late at night or early in the morning.
- When connecting a microphone to the HP-557R, be sure to lower the volume. If the volume control is too high when the microphone is plugged in, noise may be produced by the 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.

Panel Descriptions

A: Knobs

1 [Power] Switch

Switches the power on and off (p. 13).

2 [Volume] Knob

Adjusts the overall volume level (p. 13).

3 [Brilliance] Knob

Adjusts the tone brightness (p. 41).

4 [Reverb] Knob

Adjusts the amount of reverb (p. 41).

5 [Balance] Knob

Changes the volume balance for sounds played with the keyboard and for songs and accompaniments (p. 63).

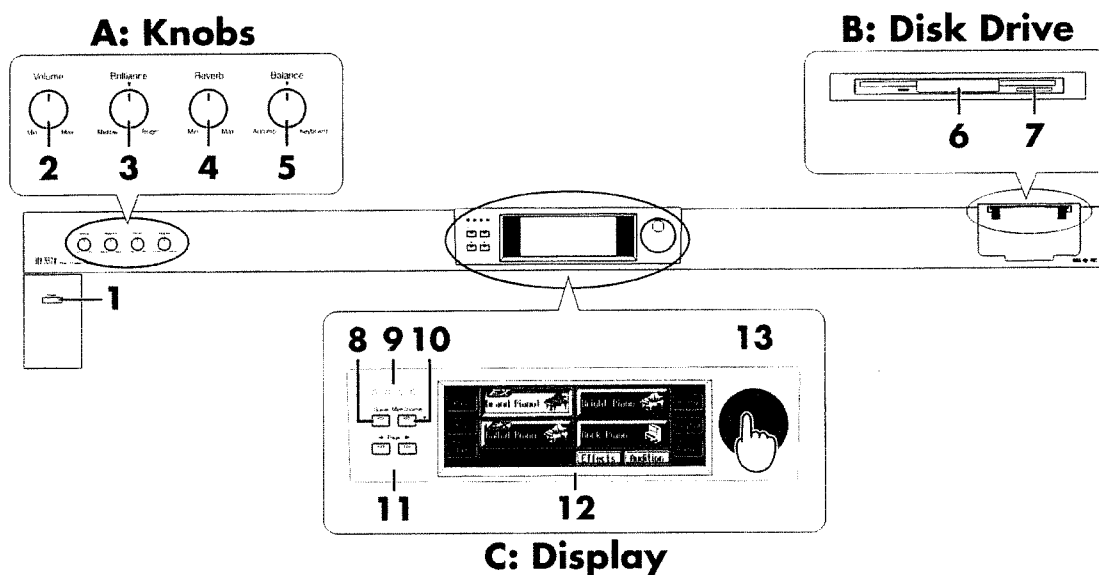
B: Disk Drive

6 Disk Drive

You can insert a floppy disk for playing back or saving songs (p. 76).

7 Eject Button

Ejects the floppy disk from the disk drive (p. 30).



C: Display

8 [Guide] Button

Switches the screen from the Normal mode (p. 35) to the Guide mode (p. 21).

9 Beat Indicator

This lights up in correspondence with the beat of the selected song or automatic accompaniment.

10 [Metronome] Button

Pressed to turn on the HP-557R's built-in metronome (p. 25, 42).

11 Page [◀] [▶] Buttons

These take you to the previous/next screen page.

The light comes on when there is another page available in the direction of one of the arrows.

12 Touch Screen

This lets you perform a variety of operations just by touching the screen (p. 17).

13 Dial

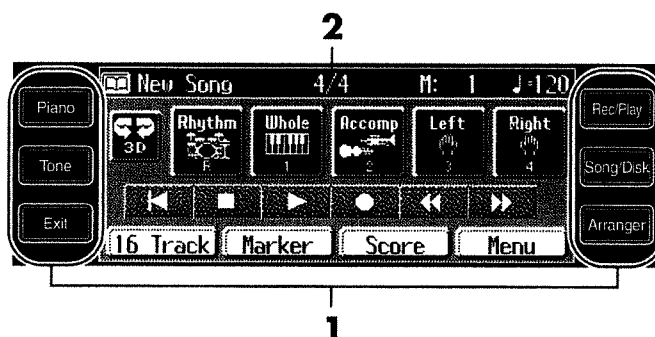
You can use this to change on-screen values or select various items.

About the Touch Screen

The HP-557R makes use of a Touch Screen. This lets you carry out a wide variety of actions just by touching the screen lightly.

1 Screen Switching Buttons

By touching these buttons, you can switch screens in the display to utilize the HP-557R's various functions.



Button	Function
Piano	Press this button to select the most suitable settings for piano performances. In addition, this allows you to select the piano-performance-related functions.
Tone	Pressing this button allows you to select tones and layer sounds. Additionally, you can use this to make settings for sounds to which effects are applied.
Rec/Play	Press this to enable use of play back and recording, and make settings for it.
Song/Disk	Press this to listen to internal songs, and to save recorded songs onto floppy disk, or to User memory.
Arranger	Press this to enable use of automatic accompaniment, and make settings for it.
Exit	Touch this to exit the screen that is currently displayed.

NOTE

The Touch Screen is operated by touching it lightly with your finger. Pressing hard, or using a hard object can damage the Touch Screen. Be careful not to press too hard, and be sure to use only your fingers to operate the Touch Screen.

NOTE

The positioning of the Touch Screen may become displaced due to changes in the surrounding environment and over time. If this happens, follow the steps in "Repositioning the Touch Screen" (p. 162) to correct the pointer position.

NOTE

Do not place items on the touch panel.

MEMO

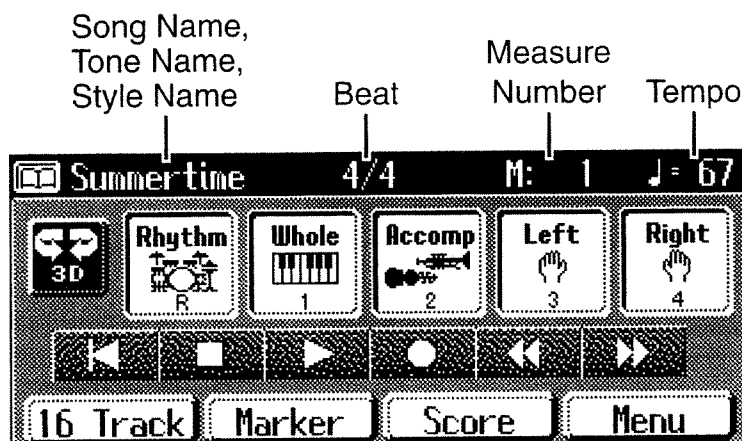
You can use the Guide feature with each of the buttons. Press [Guide] button to switch to Guide mode. For details, refer to "About the Guide Function" (p. 22)

2 Display

Appearing here are the tempo and song name, along with function and tone selection icons.

Touch the icons to select the tones and functions.

Touching the screen switching button allows you to switch the screen in the display.



NOTE

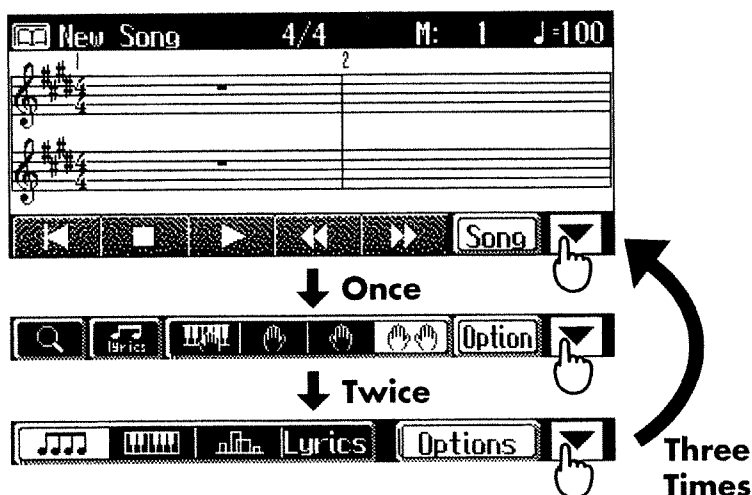
The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

About the Tool Bar

The row of buttons appearing at the bottom of the display is called the "Tool Bar."

The buttons in the Tool Bar are assigned certain functions which can be called up by touching the buttons.

In certain screens, the Tool Bar does not appear. Additionally, if a screen has more than one Tool Bar, you can switch the active Tool Bar by touching <▼> at the lower right of the display.



About the Internal Memory

The HP-557R features two types of memory, "Preset memory," containing songs such as those you can use in practicing; and a huge "User memory," which you can use to store your own performances.

Preset Memory

The Preset memory contains 64 internal songs. You can select from among these the songs you want to hear or play along with. Once stored, songs are not erased when the power is turned off.

User Memory

This is an area where songs recorded with the HP-557R or saved on floppy disk can be stored in memory. You can delete songs saved in User Memory.

- If there is a song on floppy disk that you want to practice a number of times, you can read the song from floppy disk and store it in memory. This lets you choose the song without having to insert the floppy disk in the disk drive every time you want to practice.

- You can save a song that you've recorded.

With the HP-557R, you cannot go on to record another song until the current recorded song has been erased. You can record a new song without having to format a floppy disk (p. 76), or other such procedures, by saving the previously recorded performance.

NOTE

You cannot erase or delete the songs in Preset memory. Furthermore, these songs cannot be edited.

MEMO

Songs saved onto floppy disks can be copied all at one time to User memory. For details, refer to "Copying Songs from Disks to the User Memory" (p. 80).

Caution

Turning off the power while songs are being saved to, or erased from the User memory may result in damage to the User memory.

Formatting the User memory after it has been damaged erases both the User memory and Preset memory. As a precaution against the loss of important data should you encounter such situations, be sure to back up your data on floppy disks.

Also note that Roland does not warrant or guarantee replacement or restoration of any lost data.

MEMO

Guide Mode

The interactive Guide feature on the HP-557R makes it simple to play songs, record and play back performances, and use Automatic Accompaniment, even if you're a first-time user.

When using the unit for the first time, we recommend that you use it in Guide mode.

In Normal mode, you can make more detailed settings and use higher level functions. For more on Normal Mode, please refer to "Normal Mode" (p. 35).

Trying Out the HP-557R (Guide Mode)

About the Guide Function

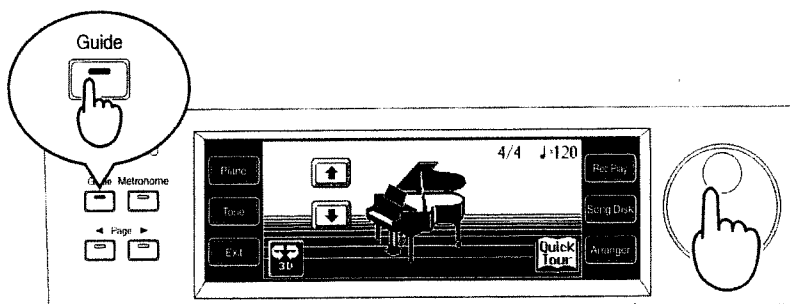
The HP-557R includes a “Guide Mode” in which the Guide functions are active.

The interactive Guide feature on the HP-557R makes it simple to play songs, record and play back performances, and use Automatic Accompaniment, even if you’re a first-time user. You can also view explanations of terms and features by touching <Help> on the screen.

When using the unit for the first time, we recommend that you use it in Guide mode.

Furthermore, whenever the Guide mode is not being used, the instrument is said to be in “Normal mode.” While in Normal mode, you can make more detailed settings and use higher level functions. Once you have become more familiar with the instrument’s various operations, you can go on to use Normal mode in making a variety of other settings.

1. Press the [Guide] button at the left side of the touch panel, and confirm that the button has lighted.



Guide button lit

Guide function is ON (Guide mode)

Guide button extinguished

Guide function is OFF (Normal mode)

Pressing the screen switching buttons allows you to use the buttons' Guide functions.

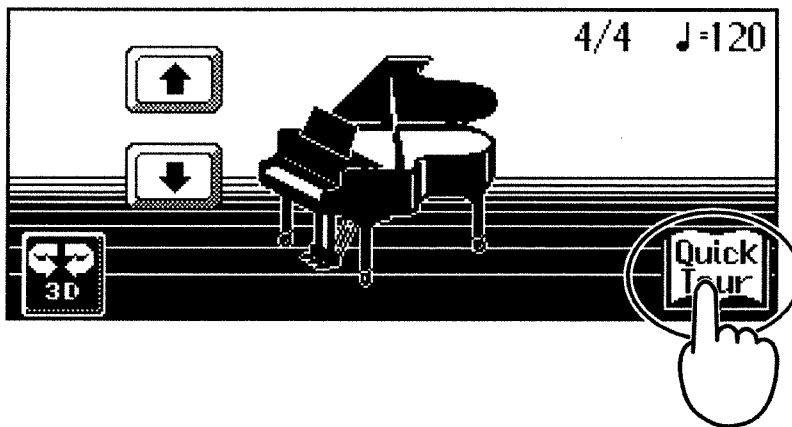
MEMO

The instrument starts up in Guide Mode when the power is turned on.

Listening to the Demonstration Songs (Quick Tour)

You can listen to demonstration songs that make use of the HP-557R's internal instrument sounds and music Styles (performance patterns in a variety of different musical genres). The particular characteristics of the sound can also be viewed right there in the display.

1. If the [Guide] button's indicator is dark, press the [Guide] button to light.
2. Touch the [Piano] button.
3. Touch <Quick Tour>.



MEMO

For more on the 3D button, please refer to "Effects Adding Three-Dimensional Breadth to Your Performances (Advanced 3D)" (p. 62).

4. Select the type of demonstration on the touch panel.

Displayed	Content
Sound	Description of the HP-557R piano tones.
Polyphony	Description of the HP-557's polyphony.
Keyboard	Description of the HP-557R Keyboard (Progressive Hammer Action)
Features	Description of the HP-557's function.

You can view all of these demonstrations in succession by touching <All> on the screen.

Displayed	Content
Demo Song	Demo performance of the internal tones and music styles.
Game	Guess Note/Guess Chord/Practice Chord

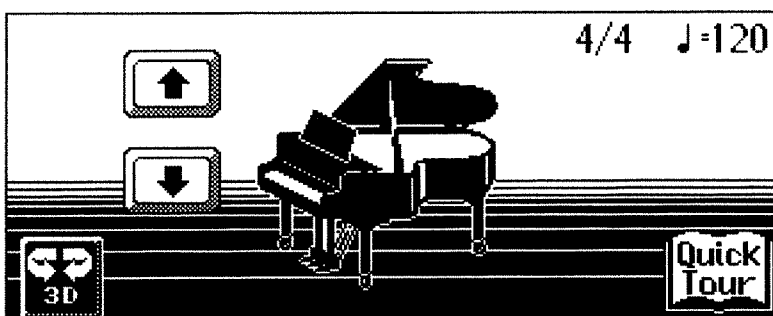
5. Touch the [Exit] button to finish the demonstration.

Playing the Keyboard Like a Piano ([Piano] button)

You can make the optimal settings for a piano performance at the touch of a single button.

1. If the [Guide] button's indicator is dark, press the [Guide] button to light.
2. Touch the [Piano] button.



A Piano screen like the one shown below appears.



Settings are made for the following situations.

- When the keyboard has been split into upper and lower sections, this returns the keyboard to a single section (p. 39).
- The functioning of the pedals returns the pedals to their usual functions (p. 14).
- "Grand Piano 1" sound is selected.
- The effect is set to "Sympathetic Resonance."

Changing the Piano Sound

1. Touch   next to the illustration of the piano.

The about by which the piano's top is opened changes, and the sound also changes.

This simulates the sound reflections that occur when the lid of a grand piano is open.

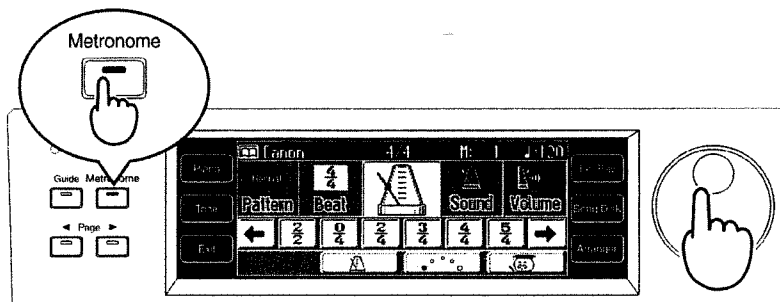
NOTE

Since this instrument faithfully reproduces real acoustic piano action and response, sounds in the top one-and-one-half-octave range continue to play, regardless of the damper pedal action, and the tone in this range is audibly different. The Key Transpose setting (p. 48) can also be used to change the range that is unaffected by the damper pedal.

Sounding the Metronome ([Metronome] Button)

The HP-557R features a built-in metronome. You can start or stop the metronome sound with the press of a single button.

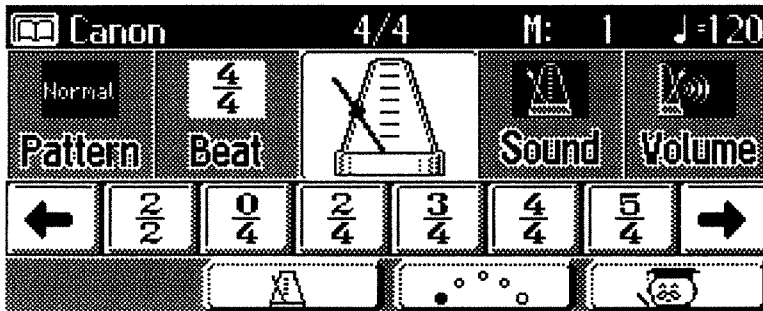
When turned on during playback of a song, or during a performance with automatic accompaniment, the metronome sounds to the tempo and beat of the song in progress.



1. Press the [Metronome] button to sound the metronome.

The [Metronome] button's indicator will light.

The Metronome screen appears.



Press [Exit] to go back to the previous screen.

2. Change the tempo of metronome by using the dial.
3. Press the [Metronome] button again, and the metronome will stop sounding.

The [Metronome] button's indicator goes out.

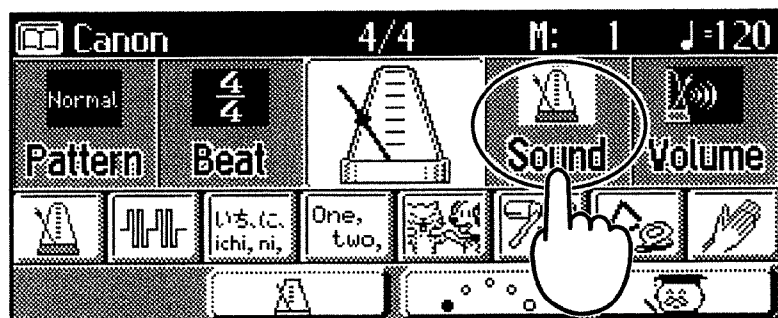
Changing the Metronome Settings

When the Metronome screen is displayed, you can change the volume and the beat.

MEMO

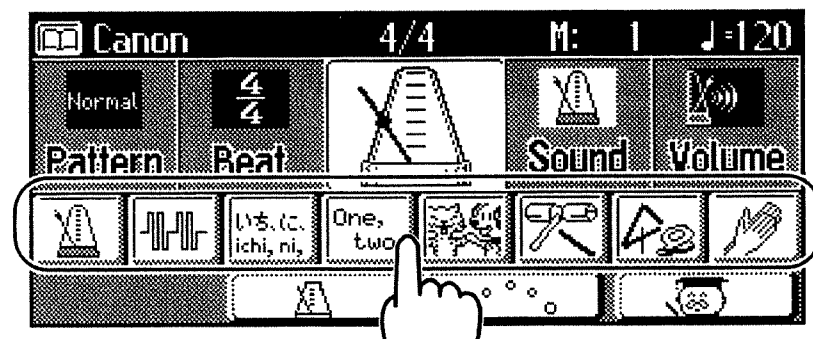
For details, refer to "Sounding the Metronome" (p. 42).

1. Touch the item for which you want to change a setting.



Display	Description
Pattern	You can have the metronome sound play at intervals even smaller than a beat.
Beat	You can select the beat.
Sound	You can change the type of sound used for the metronome.
Volume	You can adjust the volume of the metronome.

2. Touch the screen to choose the setting.



Performing with Various Instrument Sounds ([Tone] Button)

The HP-557R offers 557 different onboard instrument sounds and effect sounds, and in Guide mode you can choose from recommended tones.

Enjoy performing with this superb collection of sounds, designed to accommodate almost any imaginable musical genre.

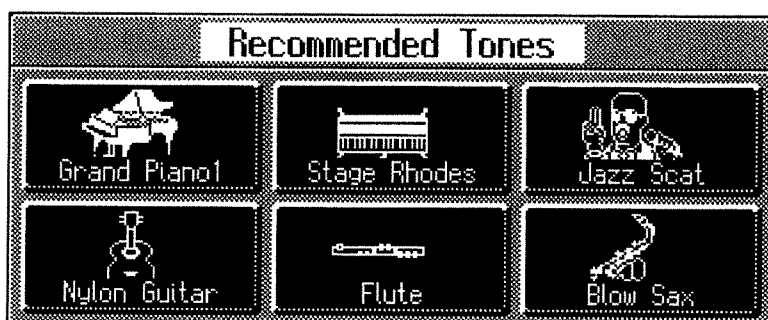
The various onboard sounds are called "Tones."

When the HP-557R is turned off, the tone is reset to "Grand Piano 1."

1. Press the [Guide] button at the left side of the touch panel, and confirm that the button has lighted.

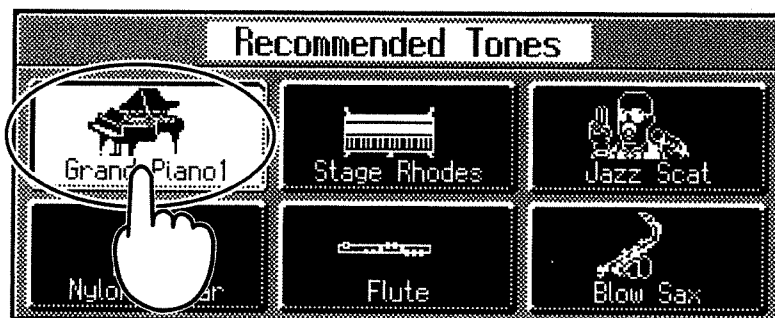
2. Press the [Tone] button.

The Tone Selection screen appears.



The Tone Selection screen is spread over a number of pages. Press the Page [◀] and [▶] buttons to navigate among screens.

3. Touch the icon for the Tone you want to play.



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

The tones include those with combined tones (Layer Performance -> p. 38) and those that play different tones for the left-hand (lower) and right-hand (upper) sections of the keyboard.

You will probably want to select and try out a variety of Tones.



In Normal mode, you can choose more Tones. For details, refer to "Normal Mode" (p. 35).

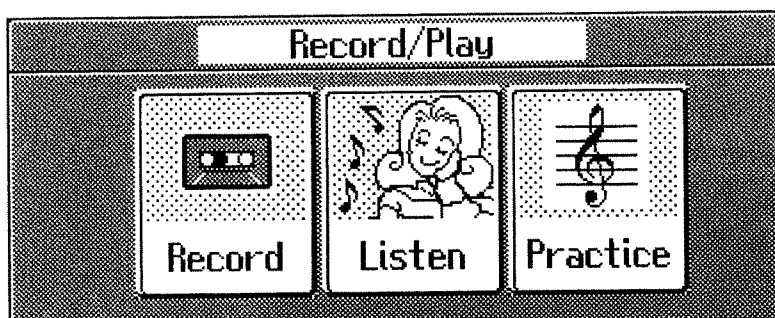
Recording Your Performance ([Rec/Play] Button)

Now, record your performance. In Guide mode, you can easily record performances by choosing Tones and the tempo on the screen.

1. Press the [Guide] button at the left side of the touch panel, and confirm that the button has lighted.

2. Touch the [Rec/Play] button.

The following screen will appear.



3. Touch <Record> on the screen.

The following screen will appear.



4. Follow the on-screen instructions to record the performance.

NOTE

If a song has already been recorded, the message "Delete song OK?" may appear when you touch the icon on the touch panel. Please refer to "If the following message appears" (p. 49).

MEMO

When saving a recorded song on a floppy disk, have a formatted floppy disk on hand.

NOTE

When displaying the scores for recordings of your performances, the HP-557R is capable of automatically distinguishing the right-hand and left-hand parts, and displaying them appropriately. However, the determination of which part is which may not always be made correctly.

MEMO

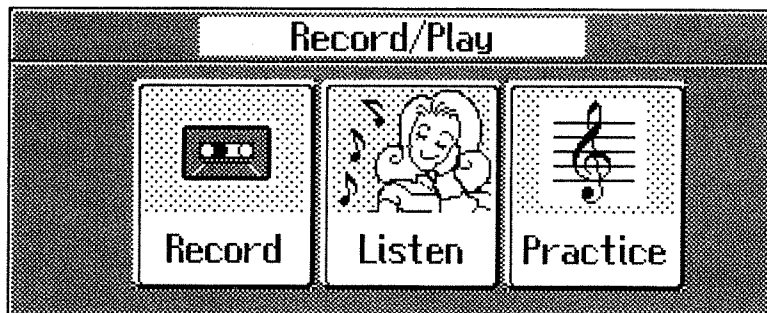
You can use a wide variation of recording features in Normal mode, such as recording using Automatic Accompaniment. For details, refer to "Recording a Performance Using Automatic Accompaniment" (p. 71).

Playing Along with the Playback of a Song ([Rec/Play] Button)

This “learning function” can help you master your favorite songs. Now, let’s have some fun practicing using the song data on the disk included with the HP-557R or internal songs. You can practice using commercially available Music File disks, not just the included disk.

1. Press the [Guide] button at the left side of the touch panel, and confirm that the button has lighted.
2. Touch the [Rec/Play] button.

The following screen will appear.



3. Touch <Practice> on the screen.

The following screen will appear.



The <Disk> appearing in the screen indicates floppy disks, <Preset> internal songs, and <User> the User Memory (internal memory used for saving recorded songs).

4. Follow the on-screen instructions to choose a song to practice.

To practice using a song on disk, insert the floppy disk into the disk drive.

MEMO

For more information on music files, refer to “Music Files That the HP-557R Can Use” (p. 129).

NOTE

The performances you record when practicing are recorded to Part 1. Because of this, when you use music files that contain performance data for Part 1, the Part 1 performance data cannot be played back.

NOTE

When you touch the icon on the screen, the “Delete Song OK?” message may appear.

MEMO

Normal mode also offers a wide variety of useful features for practice. For details, refer to “Chapter 2 Some Handy Features” (p. 49).

Trying Out the HP-557R (Guide Mode)

■ Using the Disk Drive

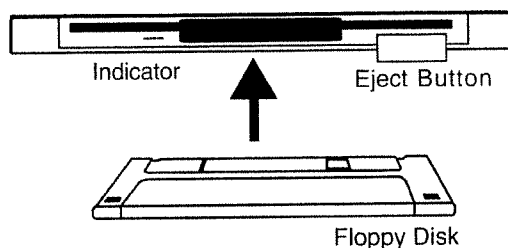
You can use the built-in disk drive to save a recorded song on floppy disk, or listen to commercially available music files.

Inserting and Ejecting a Floppy Disk

Before using the disk drive for the first time, be sure to read the important notes on p. 6.

- 1. Hold the floppy disk face up, and push it into the disk drive until it clicks into place.**

The disk drive is on the right side of the unit, above the keyboard.



- 2. Press the Eject button.**

The end of the floppy disk comes out of the slot. Gently grasp the end of the floppy disk and pull it out.

Formatting Floppy Disks (Format)

New floppy disks or disks that have been used on another device cannot be used with the HP-557R just as they are. The operation that readies floppy disks for use with the HP-557R is called "Format."

NOTE

If you're using the disk drive for the first time, be sure to read the important notes on p. 6.

NOTE

Never eject a disk while reading or writing is in progress, since that can damage the magnetic surface of the disk, rendering it unusable. (The disk drive's indicator will light up at full brightness when the drive is busy reading or writing data. Ordinarily, the indicator will be less brightly lighted, or be extinguished.)

MEMO

For details, refer to "Saving Songs on Floppy Disks Or User Memory" (p. 77).

Playing Back Songs on Disk And the Internal Songs ([Song/Disk] Button)

Here's where you can know how to play back commercially available music files and the HP-557R's internal songs.

1. If the [Guide] button's indicator is dark, press the [Guide] button to light.
2. Press the [Song/Disk] button.

The Song/Disk screen appears.



3. Touch <Song> to select a song.
4. To select internal songs, touch <Preset>. To select songs in a floppy disk, touch <Disk>. To select your own recorded songs, touch <User>.
5. Touch the song name on screen to select the song to which you want to listen.
6. Touch the [Exit] button.
7. Touch <▶> (Play) on screen to play back the song.


The Score screen will appear.

Touch <◀> (Reset) to go back to the beginning of the song.

You can select other songs by touching <◀◀> (for the previous song) and <▶▶> (for the next song).

8. Touch <■> (Stop).


The selected song is played to the end, after which the next song is played automatically.

Touching  on screen, you can mute the part.



To learn more about music files, refer to "Music Files That the HP-557R Can Use" (p. 129).



When you start playback of music files, the marks  appears. While this mark appears on the score, the HP-557R is reading data from the floppy disk and making the score. Please wait until reading of the data is complete.



The scores that are presented by the display are produced based on the music files. Viewing ease is given priority over precise expression when dealing with complex, high-level music. Because of this, you may find that the score shown in the display does not match what is provided on commercially available sheet music. The score display feature is particularly unsuitable for the display of difficult, complex musical works that demand accurate notation. In addition, the display cannot show notes that are briefer than a sixteenth note. In the Score screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.



When you play a song with an upbeat (in other words, a song that starts before the first beat), the screen shows PU, 1, 2, and so on as the measure numbers.

Playing with Automatic Accompaniment ([Arranger] Button)

Next, try playing using Automatic Accompaniment.

In Guide mode, you can easily play Automatic Accompaniment by following the screen instructions to choose Styles and Tones.

1. If the [Guide] button's indicator is dark, press the [Guide] button to light.

2. Press the [Arranger] button.

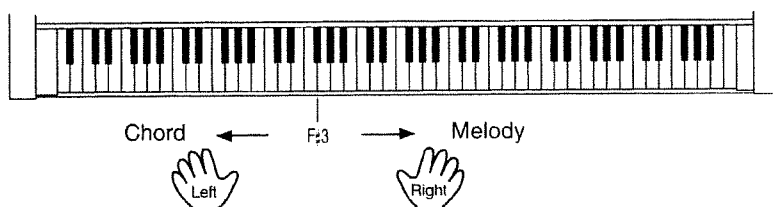
The Arranger screen appears.



3. Follow the on-screen instructions, and answer the questions.

When you've answered all the questions, you can start playing with Automatic Accompaniment right away.

Automatic Accompaniment is a feature that creates an accompaniment matched to the chords you specify with the keyboard, as illustrated below.



MEMO

The chord progression is played automatically when you touch <Start> on the screen to begin the Automatic Accompaniment.

MEMO

In Normal mode, your performances using Automatic Accompaniment can have much more variety, since you can change the arrangement for the accompaniment. For details, refer to "Chapter 3 Using Automatic Accompaniment" (p. 58).

What's a Music Style?

A Music Style is an accompaniment pattern that has been designed to fit in with a particular musical style.

There are many different varieties of music around the world, and each one has its own unique features. What gives jazz its "jazziness" and classical music its unmistakable classical feel is the unique combination of elements, such as the instruments used, melody, and phrasing, which interact to create the musical character of the genre. A Music Style makes use of such elements to bring out the distinctive atmosphere and mood of each musical genre.

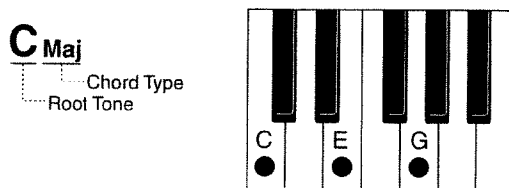
What is Automatic Accompaniment (Arranger)?

With the HP-557R, just by pressing the [Arranger] button, you can select Automatic Accompaniment. Automatic Accompaniment is a function that provides you with accompaniment in a variety of musical genres, played automatically, just by specifying chords in the left hand. Automatic Accompaniment lets you enjoy ensemble play with orchestral backing, even when performing alone!

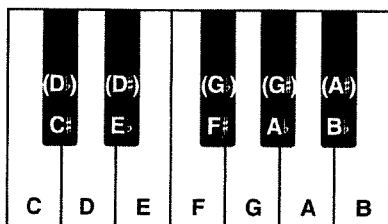
About Chords

A chord is a group of notes played at the same time. The pitch of the note that forms the base (the root note) is shown by a letter, and the type of constituent notes is shown by the chord type.

For instance, the chord "C Maj" has C as the root note, and "Maj" (Major) as the chord type. C Maj is composed of the three notes "C," "E," and "G."



The root notes of chords are all indicated by a letter of the alphabet, # (sharp) and b (flat), which correspond as follows.



For more information about chord fingering, refer to the "Chord List" (p. 122).

Trying Out the HP-557R (Guide Mode)

■ Let's Try Playing, "Little Brown Jug"

Now, let's try playing "Little Brown Jug" using Automatic Accompaniment.

With the HP-557R, you can also specify a chord by fingering a single key.

MEMO

For more information about chord fingering, refer to the "Chord List" (p. 122).

Little Brown Jug

Specify the chord on the Left-Part of keyboard.

Intro is played

Start playing after the count sound.

Touch <Variation> on the screen to change the Accompaniment pattern.

Touch <Ending> on the screen to sound the Ending.

The musical score for "Little Brown Jug" is presented in a multi-staff format. The top staff is for the Right hand, and the bottom staff is for the Left hand. The score is divided into four measures, each with a chord label (C, F, G, C) above the right hand staff. The left hand staff shows corresponding chord diagrams. A callout box at the top left says "Specify the chord on the Left-Part of keyboard." A black bar labeled "Intro is played" spans the first measure. A callout box at the top right says "Start playing after the count sound." A callout box in the middle right says "Touch <Variation> on the screen to change the Accompaniment pattern." A callout box at the bottom right says "Touch <Ending> on the screen to sound the Ending."

Normal Mode

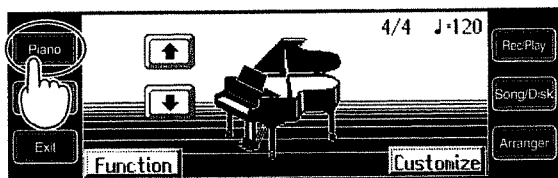
While in Normal mode, you can make more detailed settings and use higher level functions. Once you have become more familiar with the instrument's various operations, you can go on to use Normal mode in making a variety of other settings.

The HP-557R includes a "Guide Mode" in which the Guide functions are active. For more on Guide Mode, please refer to "Guide Mode" (p. 21).

Chapter 1 Performance

Playing the Keyboard Like a Piano

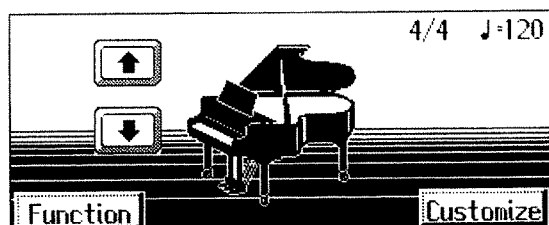
You can make the optimal settings for a piano performance at the touch of a single button.



1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Touch the [Piano] button.

A Piano screen like the one shown below appears.



Settings are made for the following situations.

- When the keyboard has been split into upper and lower sections, this returns the keyboard to a single section (p. 39).
- The functioning of the pedals returns the pedals to their usual functions (p. 14).
- "Grand Piano 1" sound is selected.
- The effect is set to "Sympathetic Resonance."

Changing the Piano Sound

1. Touch next to the illustration of the piano.

The opening of the piano's lid changes, and the sound also changes.

This simulates the sound reflections that occur when the lid of a grand piano is open.

- You can change settings related to the piano performance by touching <Customize> at the bottom of the screen. For details, refer to "Settings for a Piano Performance" (p. 44).
- Since this instrument faithfully reproduces real acoustic piano action and response, sounds in the top one-and-one-half-octave range continue to play, regardless of the damper pedal action, and the tone in this range is audibly different. The Key Transpose setting (p. 48) can also be used to change the range that is unaffected by the damper pedal.

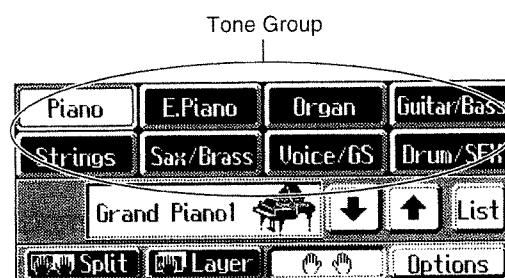
Playing a Wide Variety of Instrument Sounds

The HP-557R comes with a large number of built-in instrument sounds and effects. This lets you enjoy performances with sounds matched to a wide range of musical genres. The various types of built-in sounds are called "Tones." These Tones are divided into eight different Tone Groups.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Touch the [Tone] button.

The tone groups are displayed.



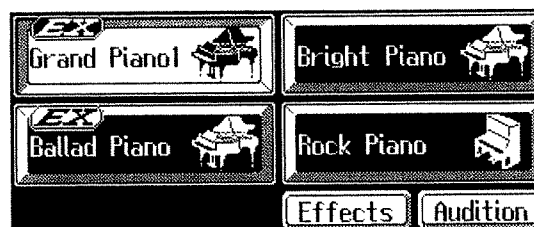
3. Touch the icon to choose the Tone group.

→ You can play drum sounds with the keyboard. For details, refer to "Playing Drum Sounds" (p. 37).

→ You can select the Tone by touching .

4. Touch <List>.

The screen shows four of the Tones included in the chosen Tone Group.



You can audition tones by listening to a typical phrase for the Tone by touching <Audition> at the bottom right of the screen.

5. Use Page [<] and [>] buttons to switch screens, and touch the screen to choose a Tone.

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

Also, the next time you select the Tone group you chose in step 2, the tone you selected here is sounded.

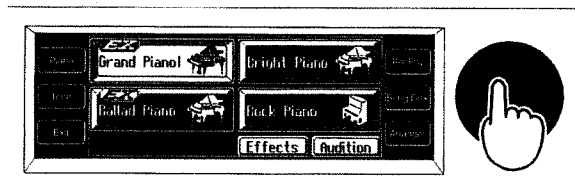
Touch the [Exit] button to go back to the previous screen.

About EX Tone

These are tones that Roland recommends you use in order to enjoy enhanced expressive capabilities.

Some of the EX Tones change according to the force with which the keys are played (velocity).

■ Changing Tones with the Dial



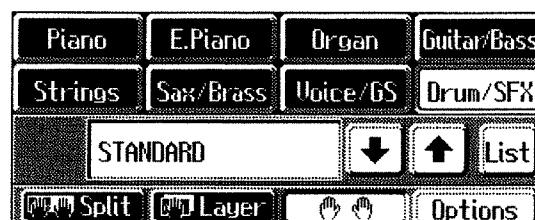
You can also use the dial to change a Tone. When you use the dial, the pages are switched automatically, without having to touch Page [◀] and [▶] buttons.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Tone] button.
3. Touch the icon on screen to choose the Tone group.
4. Touch <List>.
5. Use the dial to choose a Tone.
6. Play the keyboard to finalize the Tone setting.
The Tone you've selected is heard when you finger the keyboard. Also, this is the Tone that you'll hear the next time you choose this Tone group.
Touch the [Exit] button to go back to the previous screen.
→ For more about the names of Tones, take a look at the "Tone List" (p. 112).

■ Playing Drum Sounds

You can use the keyboard to play percussion sounds or effects such as sirens and animal sounds.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Tone] button.
The Tone Selection screen appears.
3. Touch <Drum/SFX> for Tone group.
The following screen will appear.



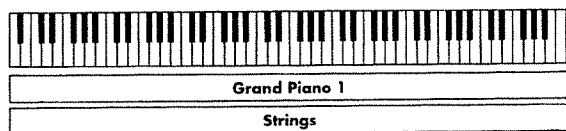
4. Touch <List>.
5. Select the Drum Set by using the dial.
When you finger the keyboard now, each key plays a different percussion-instrument sound.
Sets of percussion sounds, such as "STANDARD," are called "Drum Sets."
Each drum set contains a wide variety of percussive instrument sounds and sound effects, and each key plays a different sound.
→ The combination of sounds assigned to the keyboard varies according to the drum set. Take a look at the "Drum/SFX Set List" (p. 116).
→ You cannot use Split or Layer performances when Drums/SFX is selected.

○Playing Effect Sounds

1. In step 5 of "Playing Drum Sounds," touch <SFX>.
When you finger the keyboard now, each key plays a different effect sound.
A set of effect sounds is called an "SFX set."
→ For the tones of the SFX set, refer to "Drum/SFX Set List" (p. 116).

Combining the Sounds of Two Instruments (Layer Play)

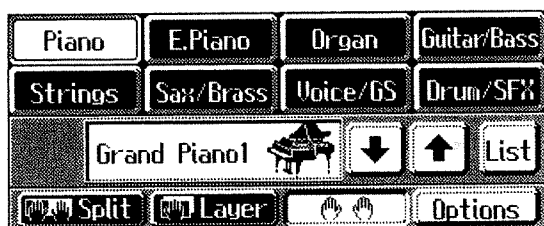
You can play two different sounds from a single key at the same time. This method of performance is called “Layer Play.” For instance, it’s possible to play the Tones for both Piano and Strings in combination.



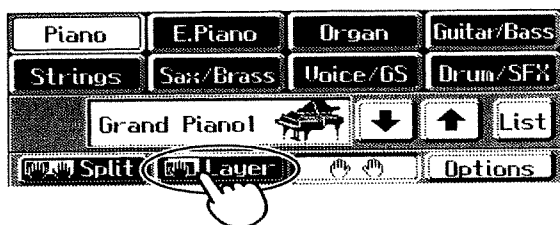
1. If the [Guide] button’s light is lit, press the [Guide] button to extinguish it.

2. Touch the [Tone] button.

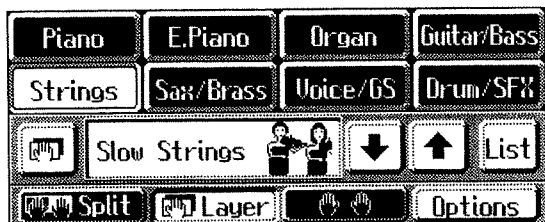
The following screen will appear.



3. Touch <Layer>.



The screen changes as shown below.



Tones are layered when you play the keyboard.

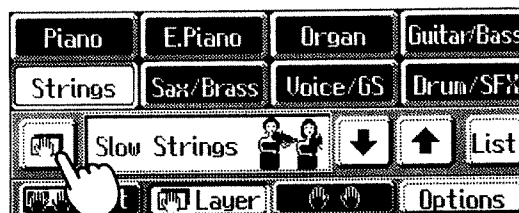
4. Touch <Layer> again to cancel Layer Play.

When you play the keyboard, only the tone selected before the Layer Performance is sounded.

- You can change the volume level for each of the Tones. Check out “Adjusting the Volume of Each Tone” (p. 40).

Changing the Tones

1. Touch the icon next to the tone name in the Touch Panel.



Display	Description
	The name of tone selected before the layer play
	The layered tone name

2. Touch the icon on screen to choose the Tone group.

3. Touch <List>.

The Tone Selection screen appears.

4. Use the Page [<] and [>] buttons to switch screens, and select a tone on the screen.

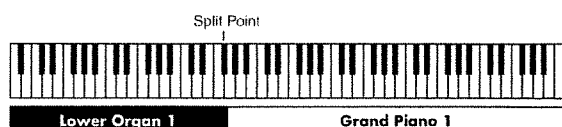
When you finger the keyboard, the selected Tone and the other Tone are played.

- If you touch <-> (Octave -) and <+> (Octave +) at the bottom of the Tone Selection screen, the pitch will change in one-octave steps. To learn more, check out “Shifting the Keyboard Pitch in Octave Steps (Octave Shift)” (p. 40).
- You can also use the dial to choose a Tone. When you use the dial, the pages are switched automatically, without having to Press Page [<] and [>] buttons.

Playing Different Tones with the Left and Right Hands (Split Play)

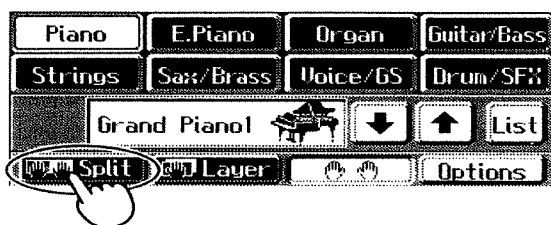
The Split feature allows you to split the keyboard into two zones, then play a different sound in each zone.

Such a division of the keyboard into right- and left-hand sections is called a “Split,” and the key where the division takes place is called the “Split Point.” The split-point key is included in the left-hand section. Each time power to the keyboard is turned on, the split point is reset to “F#3.”

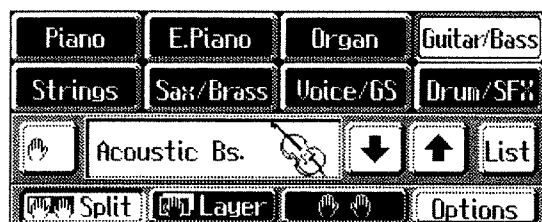


• You can change the split point. Please refer to “Changing the Keyboard’s Split Point” (p. 64).

1. With the Guide function off (p. 22), touch the [Tone] button.
2. Touch <Split>.



The screen changes as shown below.



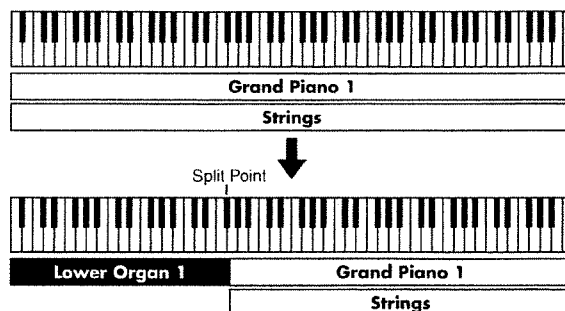
The keyboard is divided into right-hand and left-hand sections.

3. Touching <Split> again cancels split play.

The tone in the upper part then is effective for the entire keyboard.

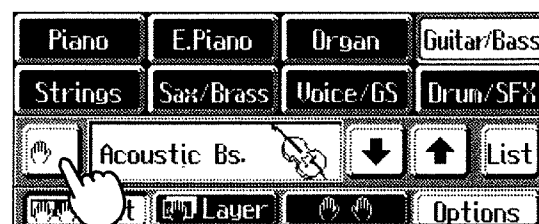
- You can independently adjust the volume levels of the notes played by the upper and lower sections of the keyboard. Check out “Adjusting the Volume of Each Tone” (p. 40).
- When the keyboard has been divided into upper and lower sections, the damper pedal is applied to only the upper section. If you want to add lingering reverberations to the notes of the lower section, see “Assigning Functions to Pedals” (p. 64).

When you switch to Split mode directly from Layer Play, the two tones played in Dual Play become the tone of the right hand of the keyboard in Split mode.



Changing the Tones

1. With the Guide function off (p. 22), touch the [Tone] button.
2. Touch the icon next to the tone name in the Touch Panel.



Display	Description
	The tone name for right hand part.
	The tone name for left hand part.

3. Touch the icon on screen to choose the Tone group.
4. Touch <List>.
The Tone Selection screen appears.
5. Use the Page [◀] and [▶] buttons to switch screens, and select a tone on the screen.
When you finger the keyboard, the selected Tone and the other Tone are played.
 - You can also use the dial to choose a Tone. When you use the dial, the pages are switched automatically, without having to press Page [◀] and [▶] buttons.
6. Play the keyboard to hear the Tone you selected.
 - When the Split Play setting is in effect, <-> (Octave -) and <+> (Octave +) appear at the bottom of the Tone Selection screen. Touching these changes the pitch of the keyboard by octaves. To learn more, check out “Shifting the Keyboard Pitch in Octave Steps (Octave Shift)” (p. 40).

Shifting the Keyboard Pitch in Octave Steps (Octave Shift)

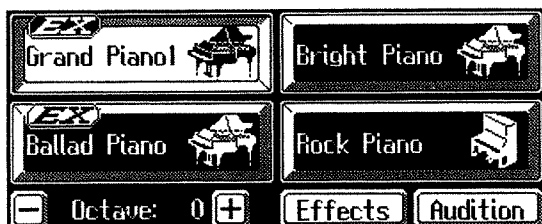
When the keyboard has been set up so that the right-hand and left-hand parts play different sounds (Split Play -> p. 39) or so that the sounds for two instruments are played in combination (Layer Play -> p. 38), you can shift the pitch of the notes you play by an octave at a time. This function is called "Octave Shift."

For instance, you can make the pitch of the keyboard's left-hand part match the pitch of the right-hand part during Split Play. Or, you could change the pitch of each tone, and play both tones together during Layer Play.

* You can't use this feature when set up so that the entire keyboard is played as a single instrument.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Tone] button.
3. Touch the icon on screen to choose the Tone group.
4. Touch <List>.
5. Touch the tones on which to use Octave Shift on the touch screen.

The following screen will appear.



6. Touch <+/-> (Octave +/-) to adjust the pitch of the sound.
Each touch of <+> (Octave +) raises the pitch one octave. Each touch of <-> (Octave -) lowers the pitch one octave. You can vary the pitch within a range down two octaves or up two. The state of the pitch is displayed at the bottom of the screen.

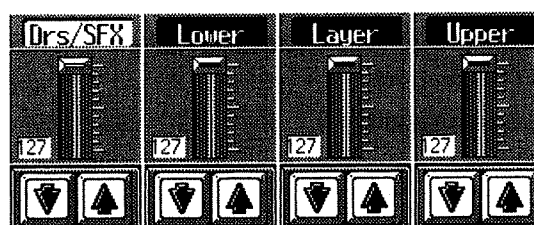
Adjusting the Volume of Each Tone

You can adjust the volume during Layer play (p. 38) or Split play (p. 39), or when playing percussion or effect sounds with the keyboard (p. 37).

The following screen is called the Part Balance screen.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Tone] button.
3. Touch <Option>.
4. Touch <Part Balance>.

The following screen will appear.



This shows the volume balance of each keyboard tone during Layer play (p. 38) or Split play (p. 39), or when playing percussion or effect sounds with the keyboard (p. 37).

Display	Part
Drs/SFX	Percussion instruments/effects played with the keyboard
Lower	The Lower tone
Layer	The layered tone
Upper	The Upper tone

5. Touch [Up] [Down] to adjust the volume of the respective Parts.
Touch the [Exit] button to go back to the previous screen. The Part Balance screen is composed of two pages. Press the [Left] [Right] buttons to switch screens.
For details, refer to "Adjusting the Volume of Each Performance Part" (p. 68)

Adjusting the Sound Brilliance

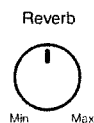
1. Use the [Brilliance] knob to adjust the overall brilliance.

Rotating the knob clockwise makes the tone brighter; rotating it counterclockwise makes the sound more mellow.



Adding Reverberation to Sounds (The Reverb Effect)

The HP-557R can apply a reverb effect to the notes you play on the keyboard. Applying reverb adds pleasing reverberation to what you play, so it sounds almost as if you were playing in a concert hall.



1. Adjust the [Reverb] knob to select the amount of reverb effect to be applied.

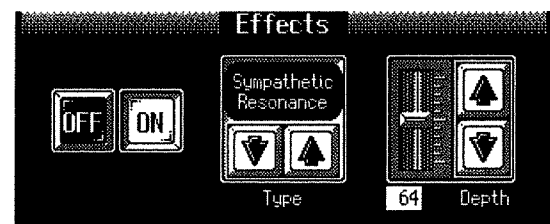
Rotating the knob clockwise applies a deeper reverb, and rotating it counterclockwise applies less reverb.

- You can change the type of reverb that's applied. Please refer to "Changing the Type of Reverb Effect" (p. 97).
- If you touch the [Piano] button for the purposes of a piano performance, settings for the reverb effect that were made using the [Reverb] knob could get altered.

Applying Effects to the Sound (Effects)

You can apply a wide range of different effects to the notes you play on the keyboard.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Tone] button.
3. Touch the icon on screen to choose the Tone group.
4. Touch <List>.
5. Touch the Tone name to choose a Tone to which you want to apply an Effect.
6. Touch <Effect> on Tone select screen.
The following screen will appear.



7. Touch Effect <ON>.
8. Touch <Type> to choose the type of Effect.
9. Touch <Depth> to adjust the amount of effect applied
Touch the [Exit] button to go back to the previous screen.
10. Touch Effect <OFF> to cancel the effect.

→ For more information on the types of effects, refer to p. 128.

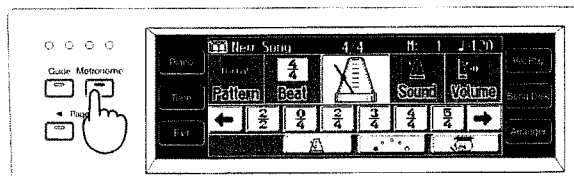
○About the Effects

When the effects is set to ON, the optimal effect is applied for the currently selected sound. Also you can apply effects for each tone. Although turning off the power returns the effects to their initial settings, carrying out Memory Backup (p. 161) allows you to save and store the effect settings even after the power is turned off.

Sounding the Metronome

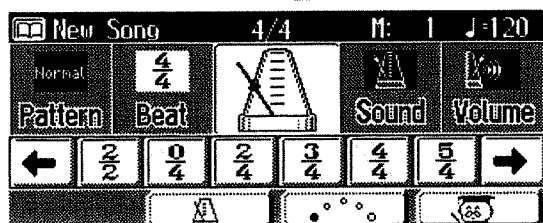
The HP-557R features a built-in metronome.

You can start or stop the metronome sound simply by pressing the [Metronome] button. During playback of a song, or when performing with automatic accompaniment, the sound of the metronome keeps time with the beat of the song or accompaniment.



1. Press the [Metronome] button to start the metronome's sound.

The [Metronome] button's indicator lights up, and a Metronome screen like the one below appears.



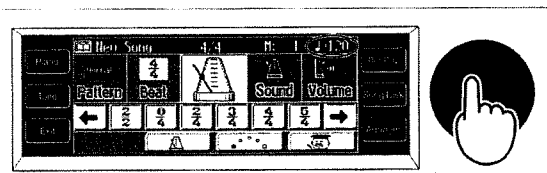
2. To stop the metronome's sound, press the [Metronome] button again.

The [Metronome] button's indicator goes out.

Touch the [Exit] button to go back to the previous screen.

Adjusting the Tempo

You can adjust the tempo of the metronome. The tempo of the metronome changes automatically if you use an automatic accompaniment or play back a song.



1. When the tempo is displayed at the upper-right area of the screen, use the dial to adjust the tempo.

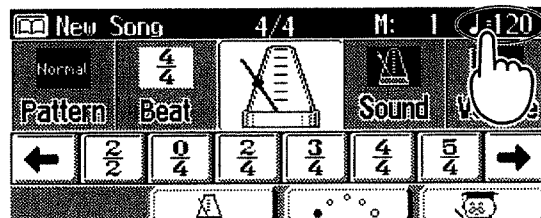
Turn it clockwise for a faster tempo, or counterclockwise for a slower tempo.

The tempo of the Metronome can be set within the range of 20 to 250.

The setting is at "120" when the HP-557R is powered up.

Returning to the Song's Basic Tempo

You can restore the song's original tempo by touching the tempo display on the screen.



Changing the Beat of Metronome

1. At the Metronome screen, touch <Beat>.

The available choices for the beat appear at the bottom of the screen.

2. Choose the beat from among the selections by touching your choice.

You can scroll the display to one side or the other and show other choices for the beat by touching .

→ When $\frac{0}{4}$ is selected, only the upbeat will sound.

Changing the Volume

You can adjust the volume of the metronome. The volume of the metronome can be adjusted, with ten volume levels available.

1. At the Metronome screen, touch <Volume>.

The available choices for the volume level appear at the bottom of the screen.

2. Touch the volume icon you like.

Choosing sets the volume to the lowest level, and choosing sets it to the highest level.

Choose to silence the metronome sound.









■ Changing the Type of Sound

You can change the type of sound of the metronome. When you turn on the power, the setting is for "Ordinary metronome sound."

1. At the Metronome screen, touch <Sound>.

The available choices for the type of sound appear at the bottom of the screen.

2. Touch the screen to select a metronome sound.

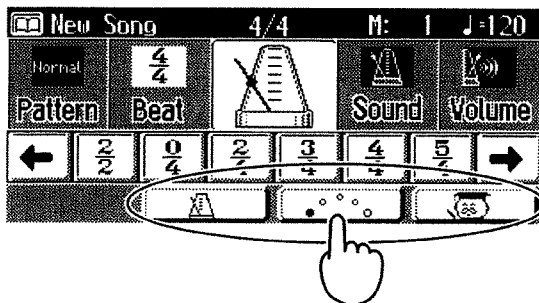
Display	Description
	Ordinary metronome sound
	Electronic metronome sound
	A voice counting "1, 2, 3" in Japanese
	A voice counting "1, 2, 3" in English
	Dog and cat cries
	Woodblock sound
	Triangle and castanet sounds
	Clapping

■ Changing the Animation

A metronome that moves along with the tempo usually is displayed at the center of the Metronome screen. You can change the picture of the metronome on the screen to an animated bouncing ball (a ball that moves along in time with the tempo), or other animation.

1. At the Metronome screen, touch the icon at the bottom of the screen.

The animation type will change.





■ Changing How the Metronome Beat Sounds








You can set the Metronome to sound at even smaller intervals.

1. At the Metronome screen, touch <Pattern>.

The available choices for the metronome pattern appear at the bottom of the screen.

2. Choose a pattern from among the selections by touching your choice.

You can scroll the display to one side or the other and show other choices for the pattern by touching  .

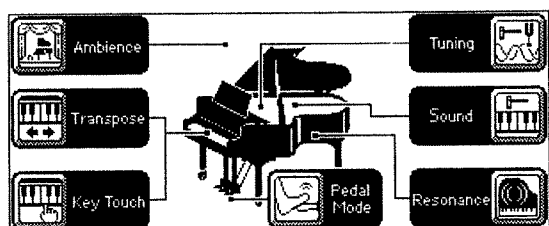
Display	Description
Normal	The metronome sounds in the ordinary way.
	Counting starts at the beginning of the measure, in intervals of dotted half-note upbeats.
	Counting starts at the beginning of the measure, in intervals of half-note upbeats.
	Counting starts at the beginning of the measure, in intervals of dotted quarter-note upbeats.
	Counting starts at the beginning of the measure, in intervals of quarter-note upbeats.
	Counting starts at the beginning of the measure, in intervals of dotted eighth-note upbeats.
	Counting starts at the beginning of the measure, in intervals of eighth-note upbeats.
	Counting starts at the beginning of the measure, in intervals of sixteenth-note upbeats.
+Doubt	Plays with backbeats as the added sound.
+Tripl	Plays with triplets as the added sound.
+Shuffl	Adds a shuffle.

→ With a triplet beat (6/8, 9/8, or 12/8), added notes are sounded as triplets.

Settings for a Piano Performance

You can make the various settings for a piano performance. These settings remain in effect until you turn off the power.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The following screen appears.



This is called the Piano Customize screen. You can make the settings for an item by touching the corresponding icon.

Display	Description
Ambience	This lets you enjoy the atmosphere of performance in a wide variety of different locations (p. 44).
Key Touch	This is used for adjusting the “touch,” or response of the keys when you play the keyboard (p. 45).
Pedal Mode	Adjusts the sensitivity of the pedals (p. 45).
Tuning	Changes the tuning of the piano (p. 46).
Resonance	Adjusts the sympathetic resonance (p. 47).
Sound	This lets you make more detailed adjustments to the piano's tone (p. 47).
Transpose	Transposes the sounds played with the keyboard (p. 47).

Touch [Exit] to go back to the Piano Customize screen.

○ What's Sympathetic 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. This resonance is called “Sympathetic Resonance.”

■ Adding Ambience from Different Venues to Songs (Ambience)

You can savor the same atmosphere as experienced when performing in a concert hall, studio and other venues.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Ambience>. The following screen will appear.



5. Touch the ↑ or ↓ icon to select the type of performance space.

Display	Description
Ground	On a large open ground
Room	In a small room
Lounge	A large room
Studio	A recording studio
Gymnasium	In a gymnasium
Hall	Concert hall
Dome	A domed ballpark
Cave	In a cavern

6. Touch the “Mode” icon to select the size of performance space.

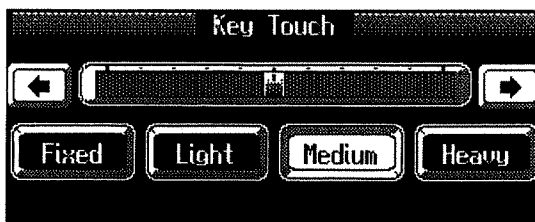
Display	Description
Std	This is the normal condition.
Wide	Provides an effect simulating the sound as it would be perceived in a larger, wider space.

Touch the [Exit] button to go back to the Piano Customize screen.

■ Changing Key Touch (Key Touch)

You can vary the touch of the keyboard when you finger the keys.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Key Touch>. The following screen will appear.



5. Touch the <Fixed>, <Light>, <Medium>, or <Heavy> icon to make the setting for keyboard touch.

Display	Description
Fixed	Notes are sounded at an unchanging volume level, regardless of how lightly or forcefully you finger the keyboard.
Light	This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easy to play, even for children.
Medium	This sets the keyboard to the standard touch. You can play with the most natural touch. This is the closest to the touch of an acoustic piano.
Heavy	This sets the keyboard to a heavy touch. You have to finger the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. Dynamic fingering adds even more feeling to what you play.

6. To make fine adjustments, touch .

The on-screen bar graph shows the keyboard touch. Touch the screen, then move the slider to the right to make the key touch heavier, or move it to the left to lighten the touch.

Touch [Exit] to go back to the Piano Customize screen.

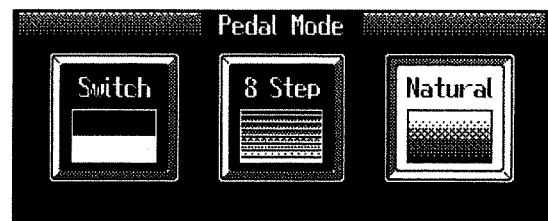
→ You can also touch a bar graph on the screen to adjust the key touch.

■ Adjusting the Sensitivity of the Pedals (Pedal Mode)

This adjusts the sensitivity of the damper pedal and the soft pedal (p. 14).

Using fewer stages can reduce the amount of song data, which is effective at times such as when you record a lengthy song.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Pedal Mode>. The following screen will appear.



5. Touch the <Switch>, <8Step>, or <Natural> icon to choose the setting you want.

Display	Description
Switch	The HP-557R recognizes two stages of pedal depression (on and off).
8 Step	The HP-557R recognizes eight stages of pedal depression.
Natural	The HP-557R recognizes subtle changes in the amount of pedal depression.

Touch [Exit] to go back to the Piano Customize screen.

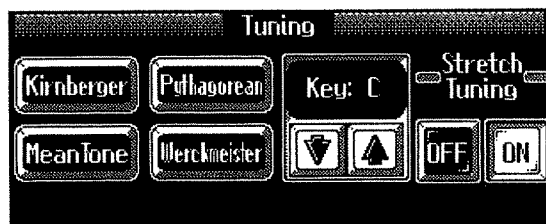
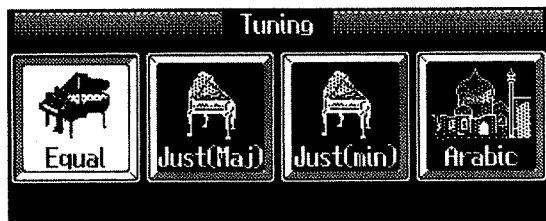
Chapter 1 Performance

■ Changing the Tuning

You can play classical music such as baroque pieces using their original tuning.

Most modern songs are composed and played with the assumption that equal temperament (the most common tuning in use today) will be used, but when classical music was composed, there were a wide variety of other tuning systems in existence. Playing a composition with its original tuning lets you enjoy the sonorities of the chords that the composer originally intended.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Tuning>. The following screen will appear. The Tuning screen is composed of two pages. Press the [◀] [▶] buttons to switch screens.



5. Touch any one of the icons to choose the tuning system. You can choose from among the eight tunings described below.

Tuning system	Characteristics
Equal	This tuning divides an octave into 12 equal parts. Every interval produces about the same amount of slight dissonance. This setting is in effect when you turn on the power.
Pythagorean	This scale devised by the philosopher Pythagoras eliminates dissonance in fourths and fifths. Dissonance is produced by third-interval chords, but melodies are euphonious.

Just Major	This scale eliminates dissonance in fifths and thirds. It is unsuited to playing melodies and cannot be transposed, but produces beautiful chords.
Just Minor	The scales of the major and minor just intonations are different. You can get the same effect with the minor scale as with the major scale.
Mean Tone	This scale makes some compromises in just intonation, enabling transposition to other keys.
Werckmeister	This is a combination of the mean tone and Pythagorean scales. Performances are possible in all keys (first technique, III).
Kirnberger	This scale is a modification of the meantone and just intonations that permits greater freedom in transposition to other keys. Performances are possible in all keys (III).
Arabic	This scale is suitable for Arabic music.

6. Touch to choose the keynote.

When playing with tuning other than equal temperament, you need to specify the ground note for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key).

If you choose an equal temperament, there's no need to select a keynote.

○ Changing the Tuning Curve

A piano is generally tuned to a pitch with a lower bass range and a higher treble range than equal temperament. This special tuning method for pianos is called "Stretch Tuning." A graph that shows the changes in pitch of actual tuning compared with the changes in equal temperament pitch is called a tuning curve. Changing the tuning curve produces subtle variations in the reverberations of the chords you play.

1. Touch the "Stretch Tuning" icon to choose the tuning curve.

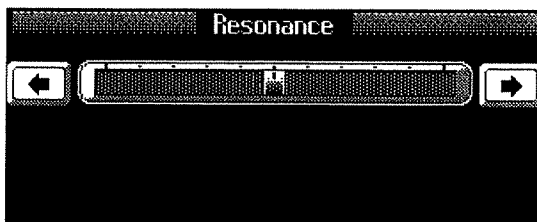
Display	Characteristics
ON	This tuning curve expands the bass and treble ends somewhat (Stretch Tuning). It is suitable for performances such as piano solos. This setting is in effect when you turn on the power.
OFF	This is the standard tuning curve. It is suitable when playing layered tones, or for playing in ensemble with other instruments.

Touch [Exit] to go back to the Piano Customize screen.

■ Adjusting Resonance

You can adjust this resonance (Sympathetic Resonance) when the damper pedal is depressed.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Resonance>. The following screen will appear.

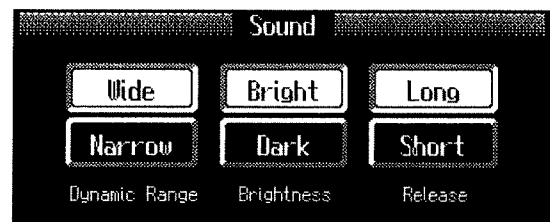


5. Touch to adjust the amount of Resonance Sound. You can adjust the amount of resonance sound by touching the bar graph directly. Touch [Exit] to go back to the Piano Customize screen.

■ Fine Adjustment of the Piano Sound (Sound)

You can adjust the quality of the sound that will be heard the moment a key is struck, and the piano type.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>. The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Sound>. The following screen will appear.



5. Touch the icon whose setting you want to change.

Display	Description
Dynamic Range	The range of tonal change Select "Wide" to widen the dynamic range of the sound; select "Narrow" to narrow the dynamic range.
Brightness	The brightness of the sound Select "Bright" to brighten the sound; select "Dark" to make the sound darker.
Release	The length of the release Select "Long" to lengthen the sound's release time; select "Short" to shorten the sound's release.

Touch [Exit] to go back to the Piano Customize screen.

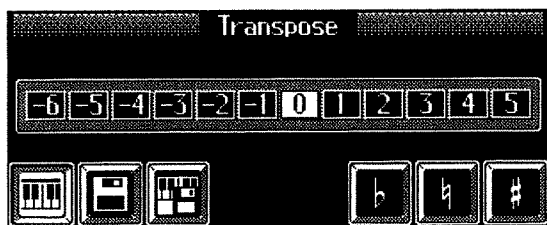
■ Transposing the Key of the Keyboard (Key Transpose)




You can transpose the key of a performance without having to shift the position of your fingers on the keyboard. This feature is called “Key Transpose function.”



This lets you take a song in a difficult key with lots of sharps (#) and flats (b) and play it in a key with fingering that’s easier for you.

Furthermore, in situations such as when providing accompaniment to a song, using the Key Transpose function to match the singer’s vocal register lets you easily transpose the sounds without changing the score.

1. If the [Guide] button’s light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button to display the Piano screen.
3. At the Piano screen, touch <Customize>.
The Piano Customize screen appears.
4. At the Piano Customize screen, touch <Transpose>.
The following screen will appear.




5. Touch .
6. Choose the value for transposition by touching  or  on screen.

Each press of  or  transposes the key by a semitone.

You can also use the dial to change the transposition value.

The setting range is from -6 to 0 to +5.

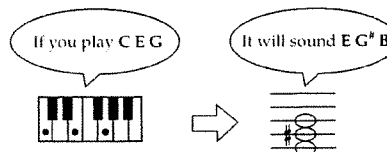
7. Touch  to return the keyboard transposition to the original key.


Touch the [Exit] button to go back to the previous screen.


* The transposition setting returns to its original value when you switch off the power, or choose another song.

Example: Playing a song in E major with the keyboard fingering for C major

In this example, we’ll consider the C note in the key of C major to be the basic note. 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.”



• You can touch  to transpose the song on disk, or touch

 to transpose the song on disk and the keyboard sound at the same time.

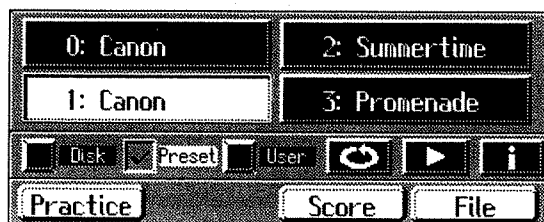
Chapter 2 Some Handy Features

Playing Back the Song for Practice

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Touch the [Song/Disk] button.

The following screen appears.



3. To play back a song on disk, insert the disk containing the song you want to practice into the disk drive on the HP-557R.

→ Before using the disk drive for the first time, refer to p. 6.

4. Touch the <Disk>, <Preset>, or <User> icon to choose a song on disk, a built-in song, or a song saved in User Memory.

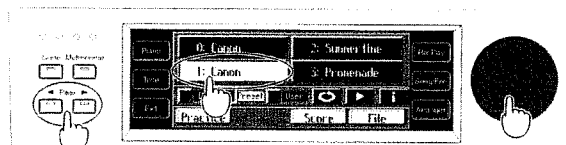
Display	Description
Disk	Songs stored on floppy disk
Preset	The HP-557R's internal songs
User	Songs saved in User Memory

● What Is User Memory?

This is an area where songs recorded with the HP-557R or saved on floppy disk can be stored in memory. You can delete songs saved in User Memory.

- If there is a song on floppy disk that you want to practice a number of times, you can load the song from floppy disk and store it in memory. This lets you choose the song without having to insert the floppy disk in the disk drive every time you want to practice.
- You can save songs that you've recorded.

5. Use Page [◀] and [▶] buttons and the Touch Screen to choose a song.



You can view some information about the selected song by touching <i> (Song Info).

6. Touch <▶> (play) on screen to play back the song.

The on-screen <▶> (play) changes to <■> (Stop).

7. Touch <■> (Stop) to stop playback of the song.

If you let the selected song play to the end, playback stops automatically.

The on-screen <■> (Stop) changes to <▶> (Play).

→ When you play a song with an upbeat (in other words, a song that starts before the first beat), the screen shows PU1, 1, 2, and so on as the measure numbers.

→ Touching <Score> lets you view the score of the song during playback.

○ Listening to All Songs Continuously

You can continuously repeat playback of all the songs. This function is called "All Song Play."

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Touch the [Song/Disk] button.

3. Touch <All Song Play> (All Song Play) on the screen.

All songs are played back in sequence. The on-screen <▶> (Play) changes to <■> (Stop). When the last song has finished playing, playback then repeats after returning to the first song.

4. Touch <■> (Stop) to stop playback.

○ If the following message appears

If you've recorded a song (p. 69, 81) or changed a song's settings (p. 90), the following message appears on the screen when you try to choose another song.



- If you don't want to erase the song

1. Touch <Cancel>.

Save the song on a floppy disk.

→ For information on how to save your song, see "Saving Songs on Floppy Disks Or User Memory" (p. 77).

- Erasing a song

1. Touch <OK>.

The recorded performance or song whose settings have been changed is erased.

Displaying the Score

You can display the score. If you play the Music Files containing the lyric data, the lyrics are displayed.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button.
3. Select the Song.
4. Touch <Score>.
The Score Screen will appear.



5. Touch <▼>.

Icon	Description
	The expanded score is displayed.
	Lyrics are displayed on the score.
	Your performance data (part 1) is displayed.
	The left-hand part (part 3) is displayed.
	The right-hand part (part 4) is displayed.
	The both-hands part (part 3 and 4) is displayed on the grand staff.
	You can change the setting of the part displayed or the display setting of the score.

- For more information about a part, refer to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 84).
- * If touching can't display the lyrics when playing the Music Files containing the lyric data, the setting on the lyric is OFF. Turn ON the setting in the "Hiding the On-screen Lyrics" (p. 99)
- * No notes appear in the musical score when you select a part that contains no performance data. Touch <Option> to change to another part (p. 57).

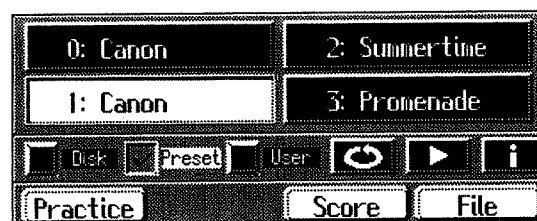
6. Touch <▼>.
7. Touch <▶> (Play).

The song play back starts, and the score moves with the tune. Touching the illustration of speaker on-screen, you can mute the part.

Moving to the Measure You Want to Play

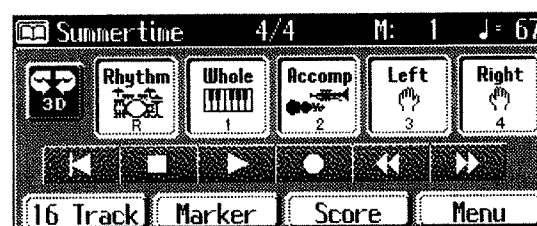
You can move to a certain measure within a song, and play back the song from that location.

1. With the Guide function off (p. 22), touch the [Song/Disk] button.



2. Select the song to play back.
3. Touch the [Rec/Play] button.

The Record/Play Screen appears.

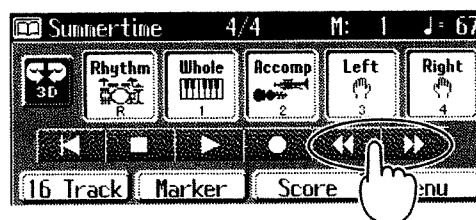


4. Touch <◀◀> (Bwd) and <▶▶> (Fwd) to move to a bar where you want to listen.

Touching the icon once moves your position by one measure. Keep touching the icon to move forward or backward continuously.

The measure number appears in the top-right area of the screen.

- When you start playback of Music Data, the measure number appears in reverse video. While this is in reverse video, the HP-557R is reading data from the floppy disk or user memory, so wait a few moments until it finishes.



5. Touch <▶> (Play).

Playback starts with the measure where you moved to.

○To go back to the beginning of the song

1. Touch <◀◀> (Reset).

- If you've used markers to designate a passage for repeating (p. 54), you can only move forward and backward within the range specified by the A and B markers.

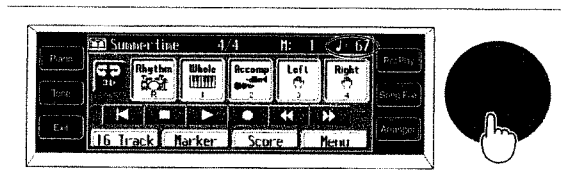
Adjusting the Tempo

You can change the tempo of the song.

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 tempo has no effect on the pitch of the notes. And you can change the tempo even when the song is in progress.

→ You can restore the song's original tempo by touching the tempo display on the screen.



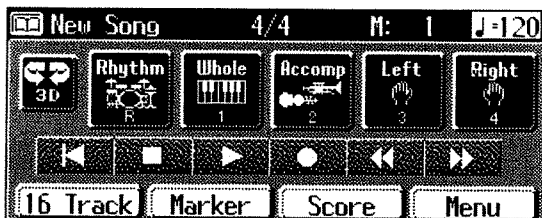
1. A screen showing the tempo is displayed at the upper right of the display.
2. Turn the dial to left and right to adjust the tempo.
 - Turn the dial clockwise to speed up the tempo.
 - Turn the dial counterclockwise to make the tempo slower.

■ Playing back with No Change in Tempo

If a song has difficult tempo changes, it can be effective to practice the song first at an unchanging tempo. Playback of a song at a steady tempo that doesn't change is called "Tempo Muting."

1. With the Guide function off (p. 22), Touch the [Rec/Play] button.
2. Touch <Menu>.
3. Touch <Tempo Mute> at the lower portion of the screen.

When tempo muting is in effect, the tempo display appears in reverse video.
4. Touch <Exit>.



5. Touch <Tempo Mute> again.

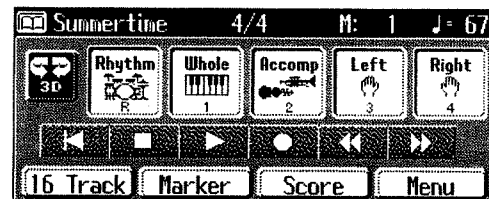
The tempo mute is canceled.

When you choose a different song, the tempo mute still stays off.

Preventing the Part to Be Practiced from Sounding

With commercially available music files for piano lessons, the part for each hand can be played back independently. This makes it easy to practice the parts for each hand separately. For example, you could try to follow along lightly with your right hand while you listen to that same right-hand part be played; or you could practice the left-hand part while the right-hand part is being played. For instance, a music file for piano lessons may be assigned to the five Track buttons as shown below.

To display the Track buttons on the screen, press the [Rec/Play] button.



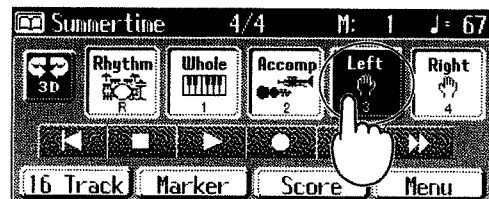
By using these Track Buttons, you can play back with the sound of a specific part removed. The removal of this specific part's sound is referred to as "muting."

→ By recording your own performances to the Track Buttons in this fashion, you can mute the parts the same way. For more detailed information, refer to "Recording Your Playing With Ease (Track Buttons)" (p. 69).

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Rec/Play] button.

The Record/Play Screen appears.
3. Press one of the track buttons.

The sounds for the specified Track button is muted during playback.



4. Touch the highlighted Track button once more.

Now, you can hear the notes for the specified Track button.

→ If a single Track button includes more than one instrument, and you want to mute out just one of those instruments, take a look at "Changing the Settings for Each Part" (p. 86).

→ You can change the volume balance for the keyboard and the song. Check out "Changing the Volume Balance for the Accompaniment and Keyboard" (p. 63).

Chapter 2 Some Handy Features

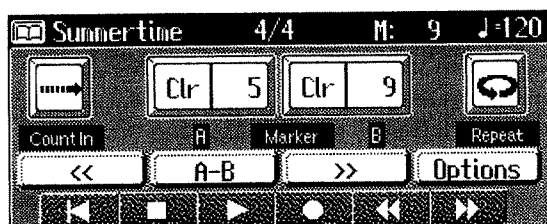
→ To learn more about music files, refer to “Music Files That the HP-557R Can Use” (p. 129).

Counting Down Before a Performance Starts

When you’re playing along with a song, you can make sure that your playing is in time with the song by sounding a count before the song starts playing.

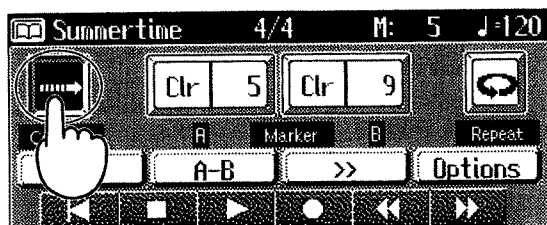
This audible count before the playback of a song is called a “Count-In.”

1. If the [Guide] button’s light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Marker>.
The following screen will appear.



This is called the Marker/Count-In screen.

4. Touch the <Count In> icon.
With this setting, two measures are counted down before song playback starts.



5. Touch the <Count In> icon again to eliminate the count-in sound.

Touch <Exit> to go back to the previous screen.

→ You can change the number of measures counted and the type of sound that you hear. See “Changing the Number of Measures Counted and the Count Sound” (p. 54).

Repeated Practice Over the Marked Section

By setting markers at points in a song that you want to practice repeatedly, you can then easily move and repeatedly play back the selected measures.

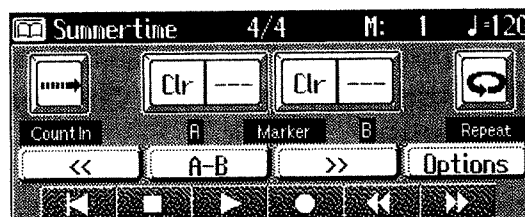
* The indication of the measure number, which appears in the upper right of the screen, is highlighted while a song is being loaded. Wait until this measure indication is no longer highlighted before editing data or setting any markers.

Setting Markers in the Song

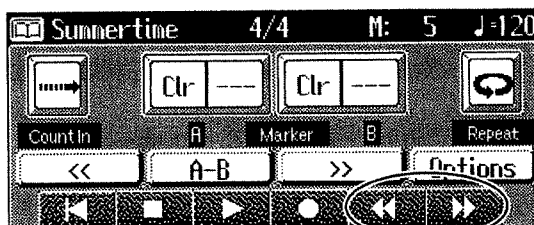
You can place two separate markers (Marker A and Marker B) in one song. The marker is placed at the beginning of the bar. Placing markers is a handy way to start playback at the same place as many times as you like.

You can also add markers or move to a marker even while playback is in progress.

1. If the [Guide] button’s light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button, then touch <Marker>.
The Marker/Count-In screen appears.

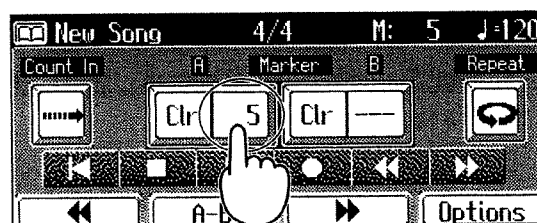


3. Touch <◀◀> (Bwd) and <▶▶> (Fwd) to move to the position where you want to place the marker.
The measure number appears in the top-right area of the screen.



4. Touch <---> for <Marker A>.

Marker A is placed at the beginning of the bar you moved to. “---” in the screen will change to the number of the measure where you placed the marker.



5. In the same way, move a position and touch <---> for <Marker B> to place Marker B.

When you've placed a marker, the number of the measure with the marker appears on screen.

After you've placed the markers, touching the number of the measure with the marker moves the playback position to the corresponding marker.

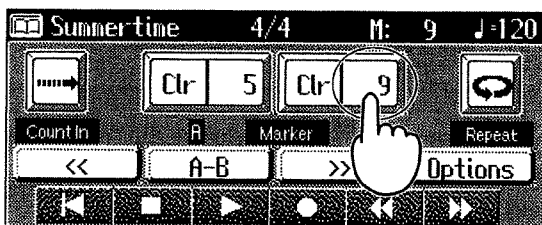
- You cannot place both marker A and marker B at the same location. Also, you cannot place marker B at a position earlier than marker A.
- A marker is normally placed at the beginning of the measure, but you can also place a marker at a position part way through a measure. Take a look at "Placing a Marker in the Middle of a Measure" (p. 55).

Erasing a Marker

1. Touch <Clear> for the marker you want to erase.
The marker disappears and the on-screen display changes to <--->.
Touch the [Exit] button to go back to the previous screen.

Playback from a Marker Location

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button, then touch <Marker>.
The Marker/Count-In screen appears.
3. Touch the measure number of the marker you want to move to.
The position from which playback will start is moved to the location where marker A or marker B is set.



4. Touch <▶> (Play) to play back the song from the marker location.
Touch the [Exit] button to go back to the previous screen.

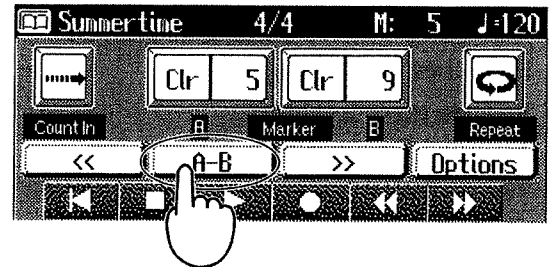
Moving a Marker

You can move a marker that has been placed in a song. You can move the entire segment between Marker A and Marker B forward or back, without changing the interval itself.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Press the [Rec/Play] button, then touch <Marker>.
The Marker/Count-In screen appears.

3. Touch <A-B> at the bottom of the screen and select the marker which you want to move.
The display cycles through <A>, , and <A-B>.



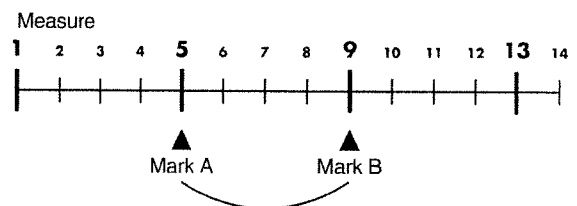
4. Touch <«> or <»> at the bottom of the screen to move the marker.

Touch <«> to move toward the beginning of the song.

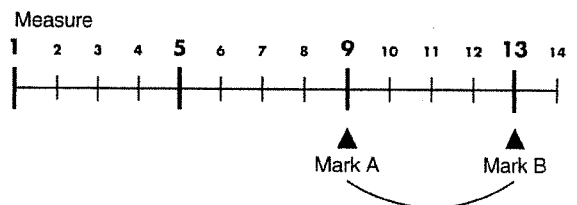
Touch <»> to move toward the end of the song.

Moving <A-B>

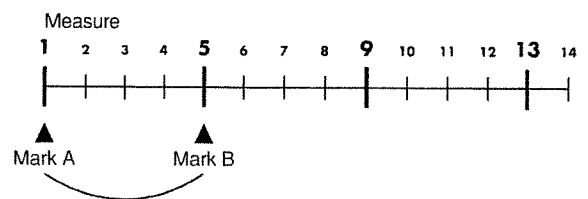
As an example, let's suppose that marker A is at the start of the fifth measure and marker B is at the start of the ninth measure.



- Touch <»> to shift marker A to the beginning of the ninth measure and marker B to the beginning of the thirteenth measure.



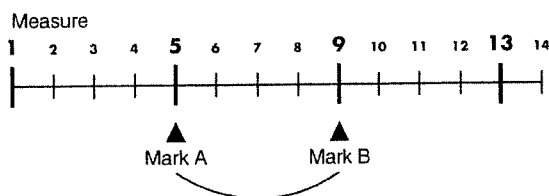
- Touch <«> to shift marker A to the beginning of the first measure and marker B to the beginning of the fifth measure.



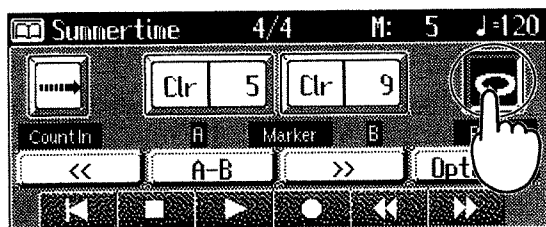
Playing Back to the Same Passage Over and Over

You can play back a particular passage repeatedly. This is convenient when you want to practice the same location over and over.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Marker>.
The Marker/Count-In (p. 52) screen appears.
4. Place markers A and B to enclose the passage you want to repeat.
For more info about placing markers, refer to p. 52.
For instance, suppose you want to play back the passage from the fifth through eighth measures over and over. You should place marker A in the fifth bar and marker B in the ninth bar.



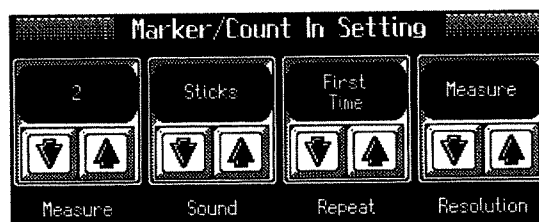
5. Touch the <Repeat> icon.
The setting is made for repeated playback of the passage from marker A to marker B.



6. Touch <▶> (Play).
The passage from marker A to marker B is played repeatedly.
 - If you don't place any markers, playback repeats from the beginning to the end of the song.
 - If you only place marker A, playback repeats from marker A to the end of the song.
 - If you only place marker B, playback repeats from the beginning of the song to marker B.
7. Press <■> (Stop) to stop playback of the song.
8. To cancel the setting for repeated playback, touch the <Repeat> icon in the Marker screen.

Changing the Settings for the Marker and the Count Sound

1. With the Guide function off (p. 22), press the [Rec/Play] button.
2. Touch <Marker>.
The Marker/Count-In screen (p. 52) appears.
3. At the Marker/Count-In screen, touch <Option> at the bottom right of the screen.
The following screen will appear.



This is called the Marker Option screen.

Touch the [Exit] button to go back to the Marker screen.

Changing the Number of Measures Counted and the Count Sound

When you've made the setting for sounding an audible count (p. 52), you can change the number of measures that are counted, as well as the type of counting sound.

1. Display the Marker Option screen.
2. Use <Measure> ↑ ↓ to choose the number of measures to count and the count sound.

Display	Description
1	The one-bar count will sound.
2	The two-bar count will sound.

3. Use <Sound> ↑ ↓ to choose the count sound.

Display	Description
Sticks	Sound of tapping with a stick
Click	A bell and a clicking sound
Electronic	Electronic sound
Voice(JP)	A voice counting "1, 2" in Japanese
Voice(ENG)	A voice counting "1, 2" in English
Wood Block	Wood Block
Triangle/Castanet	Triangle and castanet sound
Handclap	Clapping
Animal	Animal Voice



Touch the [Exit] button to go back to the Marker screen.

• Take a look at "Counting Down Before a Performance Starts" (p. 52).

■ Playing the Count Sound at Each Repetition

You can choose whether the count is sounded at every repetition when you repeat playback of a song or a particular passage.

1. Display the Marker Option screen.
2. Select the way this is to be played with the



<Repeat>  	
Display	Description
First Time	The count is sounded only before the first playback.
Every Time	The count-in is sounded each time the song is played.

Touch the [Exit] button to go back to the Marker screen.

→ Take a look at “Counting Down Before a Performance Starts” (p. 52).

■ Placing a Marker in the Middle of a Measure

A marker is normally placed at the start of the selected measure, but you can also set it so that a marker is placed at a position partway through a measure.

1. Display the Marker Option screen.
2. Touch <Resolution>   to choose the marker setting.

Display	Description
Measure	This lets you place a marker at the beginning of the measure.
Beat	This lets you place a marker at the beginning of the beat.

Touch the [Exit] button to go back to the Marker screen.

* When “Beat” is selected for this setting, place the markers while the song is played back.

→ Refer to “Setting Markers in the Song” (p. 52).

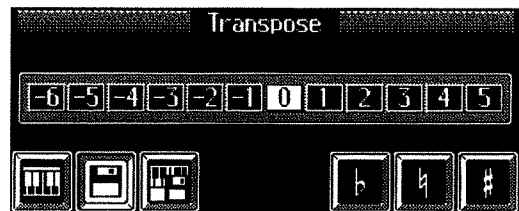
Changing the Key When Playing Back Songs

You can transpose a song for playback.




When using your own recorded performances or songs from music data while playing ensemble with another instrument, you can easily transpose the playback pitch to match the pitch of the other instrument.



1. With the Guide function off (p. 22), touch the [Rec/Play] button.
2. Touch <Menu> at the bottom right of the screen.
3. Touch <Transpose>.


A Transpose screen like the one below appears.



→ You can select the “Transpose” settings in <Customize> in the Piano Screen.


4. Touch .
5. Choose the value for transposition by touching  or  on screen.

Each press of  or  transposes the key by a semitone. You can also use the dial to change the transposition value. You can transpose the song within a range of -24 to +24 semitones.

6. Touch  to return the song transposition to the original key.

Touch the [Exit] button to go back to the previous screen.


■ Simultaneously Transposing Keyboard Notes and Played Song

1. At the Transpose screen, touch .

Both the notes you play on the keyboard, and those in the song being played back are transposed.

Available transposition values range from -6 to 0, and 0 to +5.

→ The transposition setting returns to its original value when you switch off the power, or choose another song.

→ You can touch  to transpose the keyboard sound.

Chapter 2 Some Handy Features

Checking Your Performance On Screen

You can play back music files or a previously recorded model song and compare your own performance with the screen.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Press the [Song/Disk] button.

3. Touch <Score>.

A Score screen like the one shown below appears.

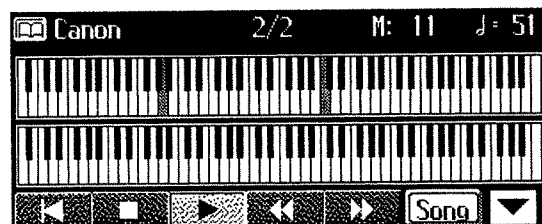


4. Touch <▼> in the score screen.

5. Touch <Keyboard> (Keyboard) or <Graph> (Graph) in the Tool Bar.

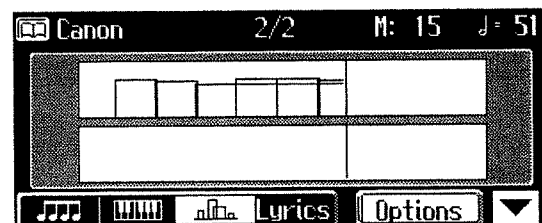
A Keyboard screen or Graph screen like the one shown below is displayed.

● The Keyboard Screen



When this screen is visible, you can check the pitch.
The key for the note being played is indicated.

● The Graph Screen



When this screen is visible, you can check a note's velocity and length.
The height shows the note's velocity, and the width shows the note's length.
With either screen, the upper portion shows the playback of the song, and the lower portion shows

what's played on the keyboard.

- If the upper screen doesn't change when you play back a song, the part settings displayed in the upper screen do not match. Take a look at "Specifying the Part to Display" (p. 56) and make the settings for the part to display.

6. Play back the song, and try playing along with it.

Now let's check your performance on the screen.

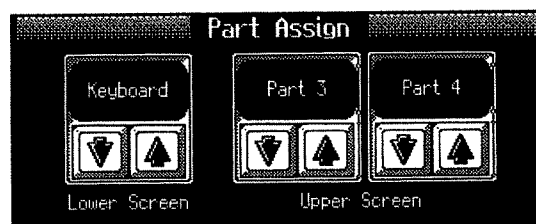
Touch the [Exit] button to go back to the previous screen.

■ Specifying the Part to Display

You can display a different Part of the model song.

1. At the Score screen, touch <Keyboard> (Keyboard) or <Graph> (Graph)

2. Touch <Option>.



3. Touch ↑ ↓ to switch the Part that's displayed.

Setting	Value
Lower Screen	Keyboard, Parts 1-16
Upper Screen	Parts 1-16, OFF

You can display two parts on the Upper Screen at the same time, so it might be a good idea to choose the right-hand part and the left-hand part. You can display just the part for one hand by choosing "OFF" for one or the other.

When <Keyboard> is selected in the Lower Screen, the keyboard performance appears. After recording your performance, if you want to compare it with the model performance again, all you have to do is to choose the part where you recorded your performance.

4. When you're done making the settings, touch the [Exit] button.

You are returned to the previous screen.

- For more information about Parts, refer to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 84).



■ Changing the Settings for Score Screen

You can set which parts are displayed, and how the scores are to be displayed.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button.
The Song/Disk Screen will appear.
3. Touch <Score>.
The Score Screen will appear.
4. Touch <▼> to display <Option>.
5. Touch <Option>.


Display	Value	Description
Pitches	C,D,E	Letter names (fixed do) are displayed in the expanded score.
	Do,Re,Mi	Solmization syllables (movable do) are displayed in the expanded score.
	Off	Not displayed
Clef L	G Clef	Display the G-clef staff of the left-hand part
	F Clef	Display the F-clef staff of the left-hand part
	Auto	Changes automatically
Clef R	G Clef	Display the G-clef staff of the right-hand part
	F Clef	Display the F-clef staff of the right-hand part
	Auto	Changes automatically
Key	Auto	Display automatically
	bx5-0-#x6	Display the score in the selected key

Display	Value	Description
Left Part	1-16	Select the part to be displayed as the left-hand part. The power-up default is "3."
Right Part	1-16	Select the part to be displayed as the right-hand part. The power-up default is "4."
User Part	1-16	Select the part used for recording your performance. The power-up default is "1."

6. Touch   to set each setting.
Touch the [Exit] button to go back to Score Screen.

* The scores that are presented by the display are produced based on the music files. Viewing ease is given priority over precise expression when dealing with complex, high-level music. Because of this, you may find that the score shown in the display does not match what is provided on commercially available sheet music. The score display feature is particularly unsuitable for the display of difficult, complex musical works that demand accurate notation. In addition, the display cannot show notes that are briefer than a sixteenth note.

* When you start playback of music files, the marks appears.

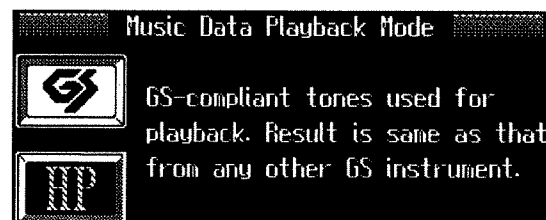
While this  appears on the score, the HP-557R is reading data from the floppy disk and making the score. Please wait until reading of the data is complete.

■ Changing the Tone Set To Be Used for Playback



Normally, the piano is set so that when you play back song data, GS compatible tones will be used.

By changing this setting, you can have the song be played back using HP-specific tones, for certain portions of the data.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Rec/Play] button.
3. Touch <Menu>.
4. Touch <Play Mode>.



5. Touch the icon to choose the setting.

Icon	Description
	Playback uses GS-compatible tones. The song is played the same way as on other GS devices.
	Playback uses HP tones for some tones. This provides greater performance expression.

Chapter 3 Using Automatic Accompaniment

With the HP-557R, just by pressing the [Arranger] button, you can enjoy Automatic Accompaniment. Using Automatic Accompaniment lets you play accompaniments in a variety of musical genres automatically, making it possible for you to enjoy ensemble performances with orchestral backing, even when you're playing solo.

Choosing a Music Style

You can choose a wide variety of Music Styles.

When you change the Music Style, tempo and the played notes of the right-hand part of the keyboard change to the optimal Music Style, and the settings that let you play with Automatic Accompaniment are made right away.

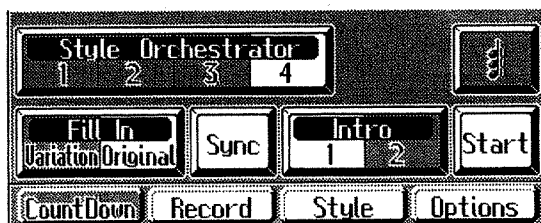
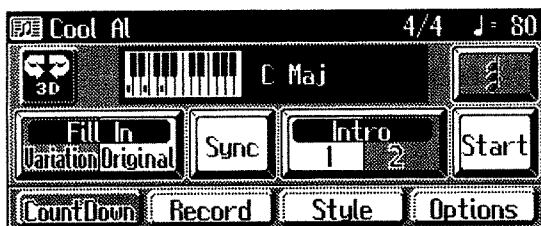
→ For more information on chords, refer to "About Chords" (p. 33).

→ For more information about the types of Music Styles, take a look at the "Music Style List" (p. 120).

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.

2. Touch the [Arranger] button.

The Arranger screen appears. The Arranger screen is composed of two pages.



Press the [◀] [▶] buttons to switch screens.

3. Touch <Style>.

The Style Group Selection screen appears.



4. Touch the screen to choose Style group.

The Style Selection screen appears.

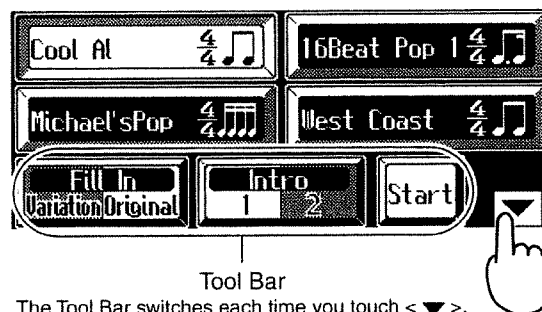


5. Use the Page [◀] and [▶] buttons and the Touch Screen, or the dial to choose a Music Style.

When you use the dial, the pages are switched automatically, without having to press the Page [◀] and [▶] buttons.



6. Touch <▼> in the lower right of the screen to switch the Tool Bar.



The Tool Bar switches each time you touch <▼>.

7. Touch <Preset A>, , <C>, or <D> of the Tool Bar.

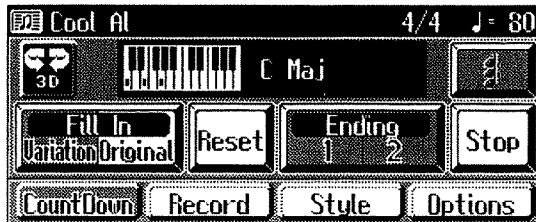
The Music Style's tempo, the tone of the right-hand part, the settings of the Style Orchestrator, and the like change. By varying the tempo or Tone, you can enjoy performances with a totally different ambience, even when the Music Style is the same.

8. Touch the [Exit] button twice.

9. Specify the chord on the lower-part of keyboard.

The Music Style you chose plays automatically with the specified chord.

10. Touch Ending <1> or <2> to play an ending and stop performance of the accompaniment.



There are two types of intros and endings. Pressing <2> plays a simpler accompaniment than <1>. Touch <Stop> to stop the accompaniment without ending.

- When you change the Music Style, the tempo and Tone change to match the Music Style you've chosen. If you don't want to change the tempo and Tone, take a look at "Keeping the Same Tone and Tempo When the Music Style Changes" (p. 65).

○The Makeup of a Music Style

A Music Style is made up of a set of six performance states called "Divisions."

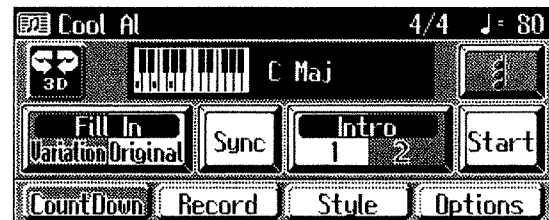
Division	Description
Intro	This is the state when an intro is playing.
Original	This is the state where an Original accompaniment pattern is played.
Variation	This is the state where a Variation accompaniment pattern is played.
Fill In Original	This is the state where a Variation fill-in is played.
Fill In Variation	This is the state where an Original fill-in is played.
Ending	This is the state where an ending is played.

Also, a Music Style is made up of five performance parts: "Rhythm," "Bass," "Accompaniment 1," "Accompaniment 2," and "Accompaniment 3."

Playing a Music Style (Start/Stop)

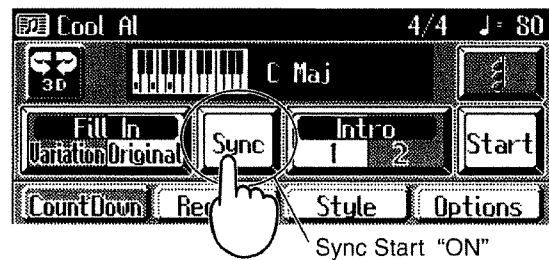
Touching the [Arranger] button puts the HP-557R in Sync Start standby mode for the accompaniment (which starts the accompaniment simultaneously when you play something in the lower section of the keyboard), and makes the setting for automatically playing an appropriate intro for the accompaniment.

You can also change how this starting and stopping works.



■ Starting Automatic Accompaniment When You Play the Left-hand Section (Sync Start)

1. Touch <Sync> to set to "Sync ON."



2. Specify the chord on the lower-part of keyboard.
The intro is played and the automatic accompaniment starts.

○Changing the Intro

Before starting automatic accompaniment, you can follow the steps shown below to change or silence the intro.

Starting Without an Intro

1. Touch <Sync>, turning on the icon.
2. Touch Intro <1>, turning off the icon.
Specify the chord on the lower-part of keyboard.

Starting with a Simple Added Intro

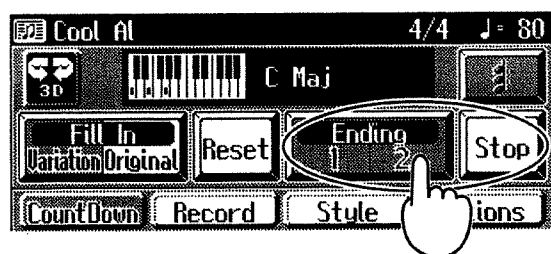
1. Touch <Sync>, turning on the icon.
2. Touch <Intro 2>, turning on the icon, then specify the chord.

Chapter 3 Using Automatic Accompaniment

■ Starting at the Touch of an Icon

1. Touch <Sync> to set to "Sync OFF."
The <Intro1> icon is also turned off.
2. Specify the chord on the lower-part of keyboard.
Fingering a key on the left-hand section of the keyboard while <Sync> icon is set to off causes a chord to be sounded. This note is called the "Chord Tone," and the root of the chord that is played at the same time is called the "Bass Tone."
→ You can change the sound of the chord tone and bass tone.
Take a look at p. 66.
3. Touch Intro <1>, <2> or <Start>.
The automatic accompaniment starts.
Touching <Start> starts the automatic accompaniment without an intro. Touching <Intro 2> plays a simple intro.

■ Stopping Automatic Accompaniment



○ Stopping with an Added Ending

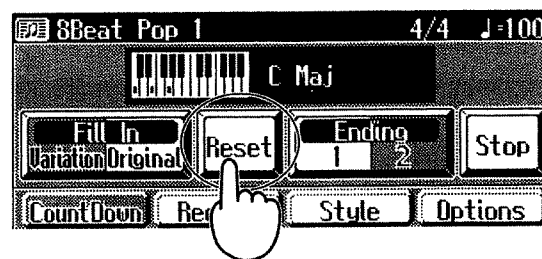
1. Touch Ending <1> or <2>.
An ending is played, then the automatic accompaniment stops.
Touching Ending <2> plays a simple ending.

○ Stopping at the Press of a Button

1. Press the <Stop> button.
Automatic accompaniment stops as soon as you press the button.
* The <Stop> button is displayed only while the automatic accompaniment is playing. When the automatic accompaniment is stopped, <Start> is displayed.

■ Getting Back in Step with the Accompaniment—Restarting (Reset)

If your timing with respect to the accompaniment falters during a performance, you can press this button. You can then start playing over from the beginning of the measure.

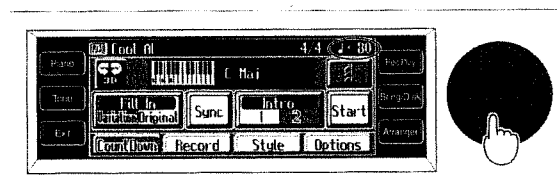


1. Touch <Reset>.

The count sound begins immediately, then the accompaniment starts.

Adjusting the Tempo for Automatic Accompaniment

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.



3. Use the dial to adjust the tempo.

The tempo appears at the top-left area of the screen. Turn the dial clockwise for a faster tempo, or counterclockwise for a slower tempo.

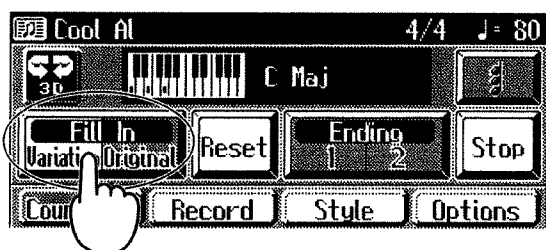
→ You can change the tempo of Automatic Accompaniment even while the automatic accompaniment is playing.

Modifying an Accompaniment

You can change the arrangement of automatic accompaniment and the accompaniment pattern.

■ Changing the Accompaniment Pattern

There are two accompaniment patterns: the “Original” one, and a “Variation” that’s a little more flowery. In addition, a fill-in (a short phrase) is added at the points where the accompaniment patterns change, which adds more variation to the song. It can be effective to use the quieter original pattern for the first half of the song, and the variation pattern for the second half.



1. Touching Fill In <Variation> makes the setting for playing the variation accompaniment pattern.
2. Touching Fill In <Original> makes the setting for playing the original accompaniment pattern. Also, pressing either of these buttons during a performance inserts a fill-in in time with when the button was pressed.

What’s a “Fill In”?

A short improvisational phrase inserted at the bar line is called a “Fill In.” The HP-557R plays the optimal phrase for the selected Music Style.

■ Adding a Fill-in Without Changing the Accompaniment Pattern

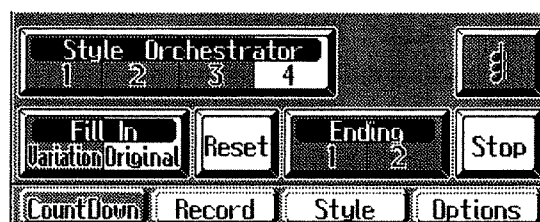
You can play a fill-in without changing the accompaniment pattern by pressing whichever of the Fill In <Original> and <Variation> icons that is turned on while a performance is in progress.

- You can use the pedals to change the arrangement or accompaniment pattern or to insert a fill-in. See “Assigning Functions to Pedals” (p. 64).

Changing the Arrangement of the Accompaniment

You can change the arrangement of an accompaniment during the performance of automatic accompaniment or while it is stopped. This function is called “Style Orchestrator.”

1. If the [Guide] button’s light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Use the Page [◀] and [▶] buttons to display the screen shown below.



4. Touch Style Orchestrator <1> to <4>.
The Style Orchestrator <1> produces the simplest arrangement, and the Style Orchestrator <4> produces the most florid.

* Some Music Styles don’t change the arrangement of the accompaniment when you’ve followed the steps just described.

Chapter 3 Using Automatic Accompaniment

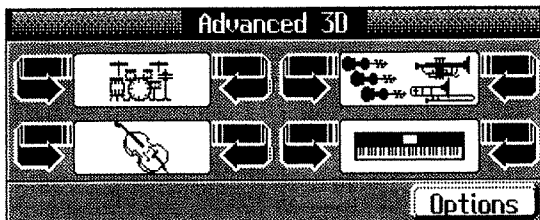
Effects Adding Three-Dimensional Breadth to Your Performances (Advanced 3D)

When performing along with the automatic accompaniment or the internal songs, you can add three-dimensional breadth to the accompaniment sounds. It provides the pleasant effect of “wrapping” your performance within the accompaniment.

5. With the Guide function off (p. 22), touch the [Arranger] button.

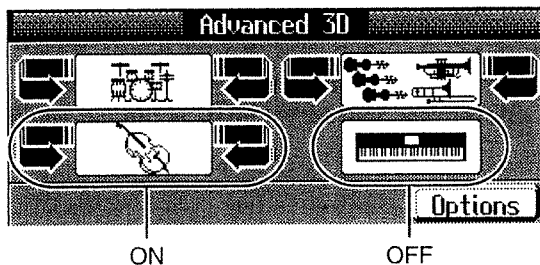
6. Touch <3D> (Advanced 3D) on the Arranger screen.

The Advanced 3D window appears in the display.



7. Touch the icon in the screen to switch the effect on or off.

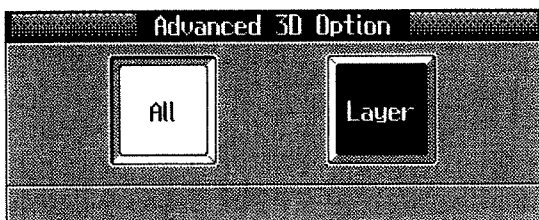
Three-dimensional breadth is added to the accompaniment.



8. Touch <Exit>.
 9. Touch <3D> again to eliminate the effect.
- The Advanced 3D effect is removed from all parts.

■ Selecting the part to apply Advanced 3D Effect

With “Keyboard” in Advanced 3D set to On, you can select the Parts to which the 3D effect is applied when the keys are played.



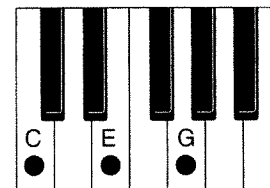
All	The 3D effect is applied to all Parts played on the keyboard.
Layer	The effect is applied to layered Part. When the Layer feature is not being used, the 3D effect is not applied to what is played on the keyboard, even if “Keyboard” is set to On.

Playing Chords with Simple Fingering (Chord Intelligence)

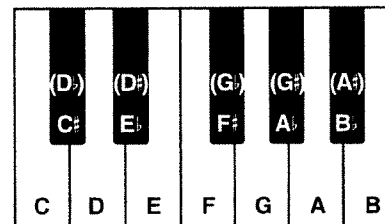
“Chord Intelligence” is a feature that intelligently decides on accompaniment chords the moment you play a key specifying a chord during automatic accompaniment.

To play a “C Maj” chord, for example, you usually have to finger the three keys C, E, and G; but with Chord Intelligence, you only have to press the C key to initiate a “C Maj” chord accompaniment.

C Maj
Chord Type
Root Tone



The root notes of chords are indicated by letter of the alphabet, # and b, which correspond as follows.



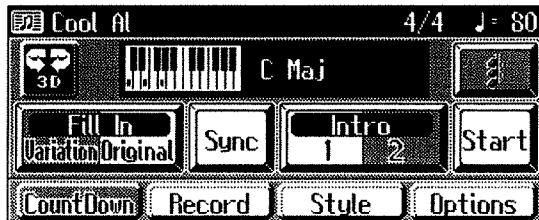
- For more information on chords, refer to “About Chords” (p. 33). For more information about chord fingering, refer to the “Chord List” (p. 122).
- You can cancel the Chord Intelligence function. For more information, see “Canceling the Chord Intelligence Function” (p. 67).


Adding Harmony to the Right-hand Part (Melody Intelligence)

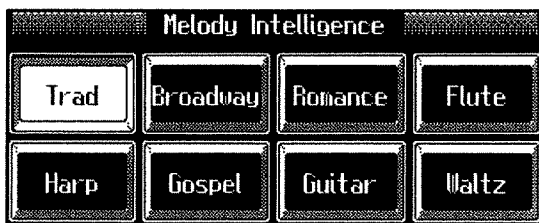
You can add a harmony to the notes you play with the keyboard.

While an automatic accompaniment is playing, a harmony matched to the chord you designate in the lower section of the keyboard is automatically added to the notes you play with the right hand. This function is called "Melody Intelligence."

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.



3. Touch  (Melody Intelligence).
When you play something on the right-hand section of the keyboard, a harmony is added to the notes you finger.
A Melody Intelligence screen like the one following appears.



4. Use Page [◀] and [▶] and the Touch Screen, or the dial to choose a harmony type.
When you play something on the keyboard, a harmony of the type you selected is added to the notes you finger. Touch the [Exit] button to go back to the previous screen with the Melody Intelligence function still in effect.
5. Touch <Melody Intelligence> once again.
The Melody Intelligence function is canceled.
→ The different types of harmonies include some that automatically change the Tone. Also, when you finger several keys at the same time, in some cases harmony may be added to one note.

Playing the Piano Along with the Automatic Accompaniment (Piano Style Arranger)

Usually, with an automatic accompaniment performance, the accompaniment is sounded by the chords you specify on the left-hand section of the keyboard, with the melody played on the right-hand section. If you like, however, you can make the HP-557R recognize chords from the entire keyboard, and perform without splitting the keyboard. This function is called the "Piano Style Arranger."

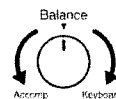
This makes it possible to add an accompaniment automatically as you play a song by fingering chords in the ordinary way, without giving any thought to the location of a keyboard split.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Option>.
4. Touch <Split> to uncheck the item.
5. When you play the keyboard or touch <Start>, the Automatic Accompaniment begins to play.

Changing the Volume Balance for the Accompaniment and Keyboard

You can change the volume balance for the song and accompaniment and the notes played from the keyboard.

1. Use the [Balance] knob to change the volume balance.



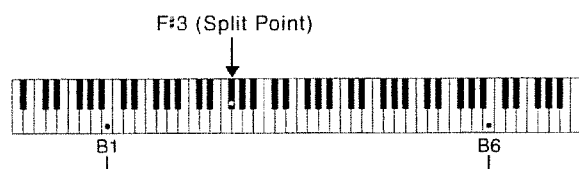
- * When the knob is all the way to the left, no sound is heard when you finger the keyboard. You can usually leave the knob at the center position.
- You can adjust the volume level for each Part of an automatic accompaniment that is played. For example, you can raise the rhythm volume while lowering the bass volume. Check out "Adjusting the Volume of Each Performance Part" (p. 68). For more about performance Parts, see "Choosing a Music Style" (p. 58).

Various Settings for Automatic Accompaniment

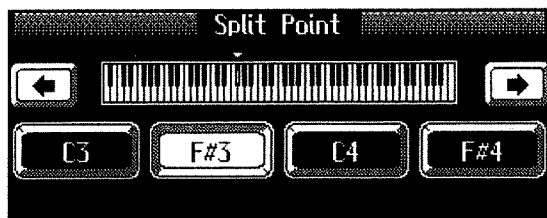
■ Changing the Keyboard's Split Point

You can change the location where the keyboard is divided (the split point).

The setting is at "F#3" when the piano is powered up.



1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens and touch <Split Point>.



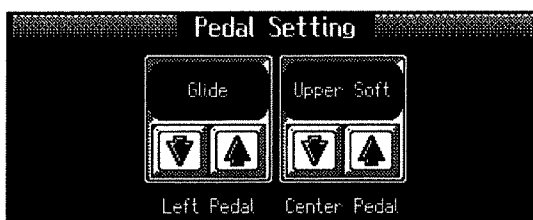
5. Touch <C3>, <F#3>, <C4> or <F#4>.
The key you chose becomes the split point.
 - The key you chose for the split point belongs to the left-hand section of the keyboard.
6. To make another key the split point, use ◀ ▶ or the dial to move the cursor on screen.
You can set the split point within a range of B1 to B6.
Touch the [Exit] button to go back to the Arranger screen.
 - See "Playing Different Tones with the Left and Right Hands (Split Play)" (p. 39).

■ Assigning Functions to Pedals

You can assign a variety of different functions to the soft pedal (left) and the sostenuto pedal (center).

You can then call up the assigned feature simply by pressing the corresponding pedal.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens, and touch <Pedal Setting>.



5. Touch ⬆ ⬇ to assign the function to the desired pedal.
Touch the [Exit] button to go back to the previous screen.

Assignable Functions

Display	Description
Leading Bass	Toggles the Leading Bass function* on or off. It is turned on while you depress the pedal.
Break	During a performance with automatic accompaniment, you can stop the accompaniment for exactly one measure.
Fill In to Variation	This works the same way as <Variation> in the Automatic Accompaniment screen (p. 61).
Fill In to Original	This works the same way as <Original> in the Automatic Accompaniment screen (p. 61).
Fill In	A fill-in is inserted, but the accompaniment pattern after that doesn't change.
Half Fill In Variation	This play a fill-in half a measure long, then switches to the Variation accompaniment pattern.
Half Fill In Original	This plays a fill-in half a measure long, then switches to the Original accompaniment pattern.
Original/Variation	This changes the accompaniment

	pattern without inserting a fill-in.
Arranger Reset	Using this function while Automatic Accompaniment is in use returns the accompaniment to the start of the Division.
Intro 1/Ending 1	This does the same thing as the Intro/Ending <1>.
Intro 2/Ending 2	This does the same thing as the Intro/Ending <2>.
Arranger Start/Stop	This does the same thing as the <Start/Stop>.
Orchestrator Up	This changes the automatic accompaniment to a more florid arrangement.
Orchestrator Down	This changes the automatic accompaniment to a simpler arrangement.
Melody Intelligence	This toggles the Melody Intelligence function on and off (p. 63).
Fade In/Out	This starts automatic accompaniment with a fade-in (where the volume gets progressively louder), ends it with a fade-out (where the volume gets progressively softer), then stops.
Rotary Slow/Fast	This switches the speed of the rotary effect.
Glide	The sound's pitch is temporarily lowered while the Glide pedal is pressed; when the pedal is released, the pitch gradually returns to normal. This can be effective for simulating the performance of instruments like a Hawaiian guitar.
Composer Play/Stop	This does the same thing as the < ● > (Rec) and the < ■ > (Stop) in the Record/Play screen.
Punch In/Out	During Punch-in Recording, this starts and stops recording (p. 83).
Tap Tempo	This sets the tempo according to the timing with which you depress the pedal.
Upper Soft	The pedal in the left functions the Soft pedal (p. 14).
Upper Sostenuto	The pedal in the middle functions the Sostenuto pedal (p. 14).
Lower Damper	This applies lingering reverberations to notes played with the left-hand section of the keyboard while the damper pedal is depressed.
Bend Up	This raises the pitch of notes you play

on the keyboard.

Bend Down	This lowers the pitch of notes you play on the keyboard.
------------------	--

What is the leading bass function?

The function that sounds the lowest note of a fingered chord as the bass tone is called "Leading Bass." When set to "ON," the bass tone changes when an inverted chord is used. Usually the tonic of the fingered chord is sounded as the bass tone.

- If you've assigned "Leading Bass" to a pedal, the Leading Bass function is active while you depress the pedal.
- When the "Bend Up" or "Bend Down" function is used with Split (p. 39) selected, the pitch of the sounds played in the right hand are then altered. Additionally, the maximum degree of change in the pitch when the Bender effect is used is called the "bend range." Take a look at "Changing the Bend Range" (p. 98).

What's the Bend Range?

The effect of smoothly raising or lowering the pitch of a played note is known as the "Bender Effect," and the pitch's range of change is called the "Bend Range."

With the HP-557R, you can apply the bender effect by depressing and releasing a pedal.

- * Pressing the [Piano] button returns the pedals to their original functions (p. 14).

■ Keeping the Same Tone and Tempo When the Music Style Changes

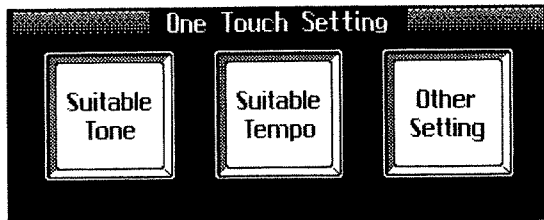
Normally, when you select a music Style, the default setting has the tone in the right hand and the tempo selected automatically.

This setting prevents the tempo and tone from changing, even when the music Style is changed.

All items are set to ON when you turn on the power.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens, and touch <One Touch Setting>.

Chapter 3 Using Automatic Accompaniment



5. Touch the icon to switch this on and off.

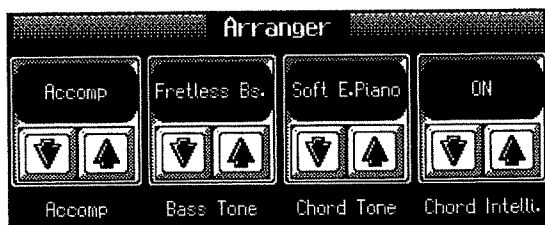
Display	Description
Tone	The suitable tone for a Music Style will be selected automatically.
Tempo	The suitable tempo for a Music Style will be selected automatically.
Other	Other settings (Style Orchestrator settings, etc.) are changed automatically.

The parameters that are turned off do not change, even when the music Style is changed.

■ Playing Only Rhythm and Chords of Accompaniment

Normally, when you press the [Arranger] button to make the setting to play automatic accompaniment, all parts of the Music Style are played. However, it's possible to play only the Music Style's Rhythm Part and Chord Part or Bass Part.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens, and touch <Arranger Config.>.



5. Use <Accomp> ↑ ↓ to choose the tone you want to play.

Display	Description
Accomp	Sounds all Parts of the Music Style.
Chord&Bs	Only the Music Style's rhythm part, chord tone, and bass tone are sounded.

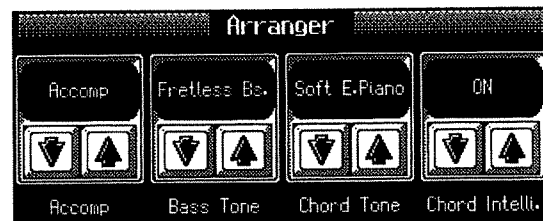
Touch the [Exit] button to go back to the Arranger screen.

■ Changing the Chord Tone While the Accompaniment is Stopped

When automatic accompaniment is stopped and the Sync function is turned off, fingering the left-hand section of the keyboard causes a chord to be sounded. This is called the "chord tone," and the root of the chord that is played at the same time is called the "bass tone."

You can change the sound of this chord tone and bass tone.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens, and touch <Arranger Config.>.



5. Touch ↑ ↓ of <Bass Tone> to choose the Bass Tone, and touch ↑ ↓ of <Chord Tone> to choose the Chord Tone.
When "OFF" is selected, the bass tone or chord tone sound is muted.

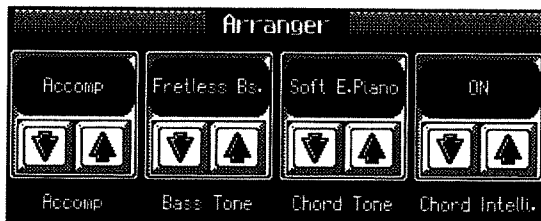
Tone	Available tones
Bass Tone	OFF, Acoustic Bs., A.Bass + Cymbal, Fingered Bs., Picked Bs., Fretless Bs., Slap Bass, Organ Bass, SynthBass101, Thum Voice
Code Tone	OFF, E.Piano 1, E.Piano 2, Soft E.Piano, Hard E.Piano, Slow Strings, Strings, Choir, Doors Voice

Touch the [Exit] button to go back to the Arranger screen.

■ Canceling the Chord Intelligence Function

The "Chord Intelligence function" (p. 62) is the function in Automatic Accompaniment that instantly recognizes the accompaniment chord that is to be played, merely when you press the key specifying the chord. Although the Chord Intelligence function is normally turned on when you touch the [Arranger] button and have Automatic Accompaniment play, you can turn off the Chord Intelligence function in the following screen.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens, and touch <Arranger Config.>.



5. Touch <Chord Intelli> to select "ON" or "OFF."

Display	Description
ON	The Chord Intelligence function can be used.
OFF	The Chord Intelligence function cannot be used. You have to finger all the keys to specify the chord.

Touch the [Exit] button to go back to the Arranger screen.

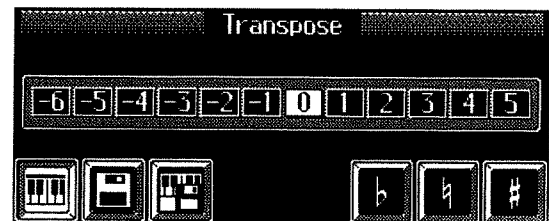
■ Transposing the Key of the Keyboard (Key Transpose)

You can transpose the key of a performance without having to shift the position of your fingers on the keyboard. This feature is called "Key Transpose function."

This lets you take a song in a difficult key with lots of sharps ♯ and flats ♭ and play it in a key with fingering that's easier for you.

Furthermore, in situations such as when providing accompaniment to a song, using the Key Transpose function to match the singer's vocal register lets you easily transpose the sounds without changing the score.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Arranger] button.
The Arranger screen appears.
3. Touch <Options> in the screen.
4. Use the Page [◀] and [▶] buttons to switch screens, and touch <Transpose>.



5. Touch .
6. Choose the value for transposition by touching or .

Each press of or transposes the key by a semitone. The setting range is from -6 to 0 to +5. You can also use the dial to change the transposition value.

7. Touch to return the keyboard transposition to the original key.
Touch the [Exit] button to go back to the previous screen.

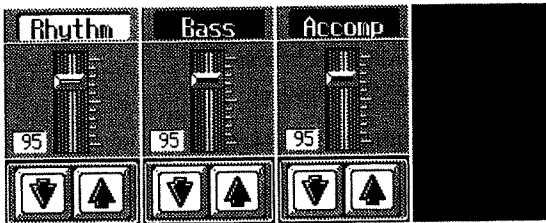
* The transposition setting returns to its original value when you switch off the power, or choose another song.

Chapter 3 Using Automatic Accompaniment

■ Adjusting the Volume of Each Performance Part

You can adjust the volume level and other values for a Music Style's performance part

- 1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
- 2. Touch the [Arranger] button.
The Arranger screen appears.
- 3. Touch <Options> in the screen.
- 4. Use the Page [◀] and [▶] buttons to switch screens, and touch <Part Balance>.



This shows the volume balance of each part of the Music Style.

Display	Performance part
Rhythm	Rhythm
Bass	Bass, Bass Tone
Accomp	Accompaniment 1, Accompaniment 2, and Accompaniment 3

- 5. Touch to adjust the volume of the respective Parts.
Touch the [Exit] button to go back to the previous screen.

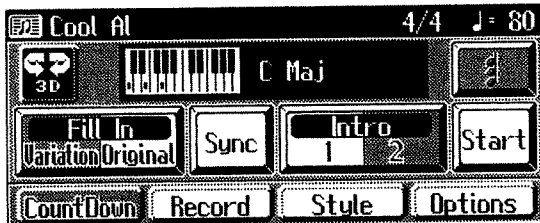
The Part Balance screen is composed of two pages. Press the Page [◀] [▶] buttons to switch screens.
For details, refer to "Adjusting the Volume of Each Tone" (p. 40).

■ Playing the Count Sound at the End of the Intro

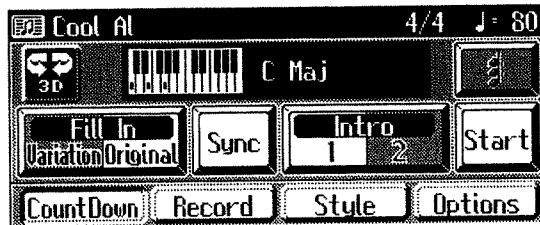
When performing with the Automatic Accompaniment, you can have a count sound played at the end of the intro.

- 1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
- 2. Touch the [Arranger] button.
The Arranger screen appears.
- 3. Touch <Count Down> to toggle between "ON" and "OFF."

Count Down OFF



Count Down ON



Display	Description
ON	The count sound will sound at the end of the intro.
OFF	No count sound is played.

Touch the [Exit] button to go back to the Arranger screen.

Chapter 4 Recording and Saving the Performance

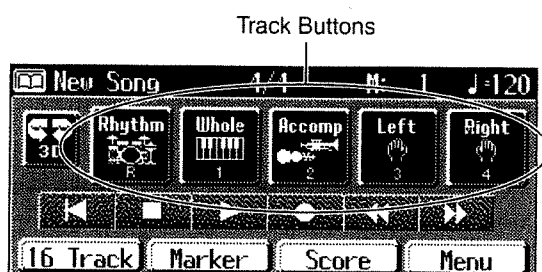
With the HP-557R, you can use the five Track buttons to record a performance easily, or use recording functions like the 16-track Sequencer to create full-fledged ensemble songs.

→ For an explanation of how to create an ensemble song, refer to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 84).

Recording Your Playing With Ease (Track Buttons)

The following five buttons, which appear when you touch the [Rec/Play] button, are called Track buttons.

Each Performance Part of a recorded performance is automatically assigned to a Track button.



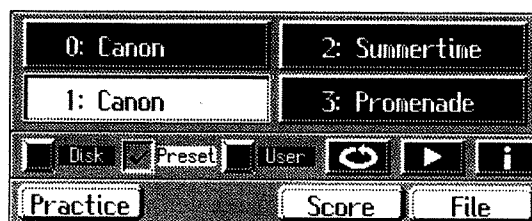
■ Recording a Performance Without Using Automatic Accompaniment

A performance that doesn't use automatic accompaniment is normally recorded on <Whole> of the track buttons, but you can also specify a Track button to record it by pressing the Track Buttons. Note that if you are recording with Split (p. 39) or Layer Play (p. 38) active, the Track button assignments are as follows. Also, percussion sounds and effect sounds are recorded on the <Rhythm> button.

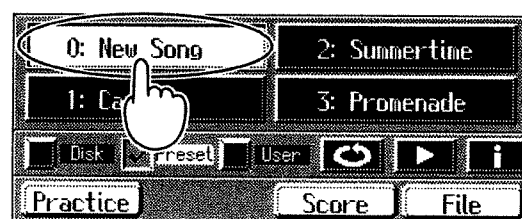
- **Normal Recording**
Recorded to <Whole>.
- **Recording Layer Play**
Recorded to <Whole>.
- **Recording Split Play**
What you play with the left hand is recorded to the <Lower> button, and what you play with the right hand is recorded to the <Upper> button.
- **Recording when Layer Play has been changed to Split**
What you play with the left hand is recorded to the <Lower> button, and the Layer performance that you play with the right hand is recorded to the <Upper> button.
- **A percussion sound and SFX**
Recorded to the <Rhythm> button.

○Step 1 Get ready to record

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button.
The Song/Disk screen appears.

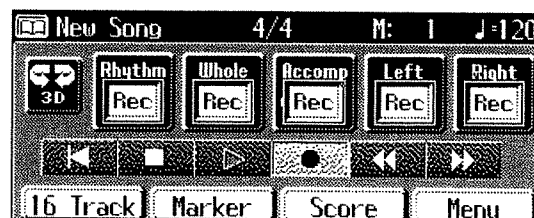


3. Select <0:New Song>.
If <0:New Song> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens, then touch <0: (song title)>. Touch <0: (song title)> to change the display to <0:New Song>.



→ If there is a recorded song data, the "Delete song" screen appears. If it's okay to delete the song, touch <OK>. If you don't want to delete the song, touch <Cancel>, then save the song on a floppy disk or user memory (p. 77).

4. **Decide on the tone, tempo, and beat of the performance.**
Use the [Tone] button and the touch screen to choose the tone. If necessary, press the [Metronome] button to play the metronome.
→ For an explanation of how to select the tempo and the beat, refer to p. 42, 43.
5. **Press the [Rec/Play] button.**
The Record/Play Screen appears.
6. **Touch the <●> (Rec) button.**
The piano enters recording standby.



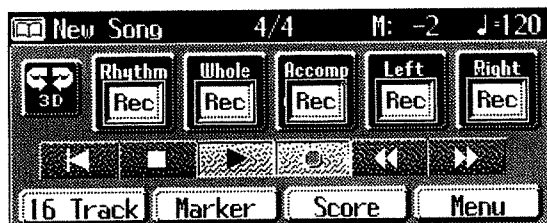
To stop recording, touch the <■> (Stop) button.

Chapter 4 Recording and Saving the Performance

○Step 2 Start recording

7. Touch the <▶> (Play) button.

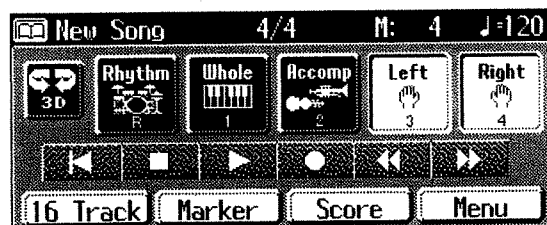
A two-bar count sound plays, then recording starts.



○Step 3 Start recording

8. Press the Stop <■> (Stop) button.

Recording stops.



○Step 4 Listen to the recorded performance

9. Touch the <◀> (Reset).

Now, you can play back the song from the beginning.

10. Touch the <▶> (Play) button.

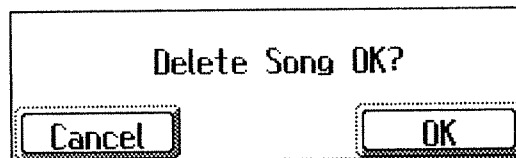
The recorded performance is played back.

* Any performance that has been recorded is deleted when the power to the HP-557R is turned off. If you don't want to lose your recorded performance, save it on a floppy disk or User Memory. For more on how to save songs, please refer to "Saving Songs on Floppy Disks Or User Memory" (p. 77).

* Until a recorded performance is erased, you can't listen to other songs. Check out "Erasing a Recorded Song" (p. 73).

○If the following message appears

If you've recorded a tune or changed a song's settings, the following message appears on the screen when you try to choose another song.



● If you don't want to erase the song

1. Touch <Cancel>.

Save the song on a floppy disk.

→ For information on how to save your song, see "Saving Songs on Floppy Disks Or User Memory" (p. 77).

● Erasing a song

1. Touch <OK>.

The recorded performance or song whose settings have been changed is erased.

■ Recording a Performance Using Automatic Accompaniment

A recorded performance is automatically assigned to a Track button.

Track button Performance recorded

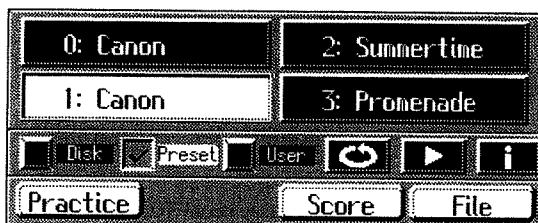
Rhythm	The Rhythm Part of an Automatic Accompaniment is recorded here. When a Tone set such as a drum set or an SFX set has been chosen, it is also recorded here.
Whole	When the Piano Style Arranger is active, your performance is recorded here.
Accomp	The Bass Part of an Automatic Accompaniment and the Accompaniment Part are recorded here.
Lower	With Automatic Accompaniment set to play along with the sounds you play in the left part of the keyboard, your own performance with the left hand is recorded.
Upper	Your performance on the right-hand section of the keyboard is recorded here.

A Music Style is made up of five Parts.

For more information, see "The Makeup of a Music Style" (p. 59).

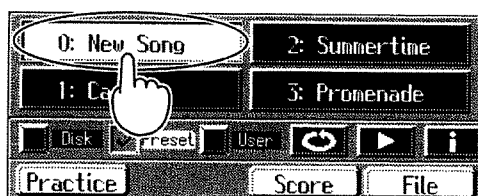
○Step 1 Get ready to record

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button.
The Song/Disk screen appears.



3. Select <0: New Song>.

If <0: New Song> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens, then touch <0: (song title)>. Touch <0: (song title)> to change the display to <0: New Song>.



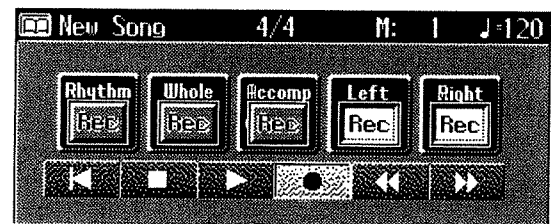
→ If there is a recorded song data, the "Delete song" screen appears. If it's okay to delete the song, touch <OK>. If you don't want to delete the song, touch <Cancel>, then save the song on a floppy disk or user memory (p. 77).

○Step 2 Get ready to play

4. Touch the [Arranger] button.
This makes the setting for Automatic Accompaniment.
5. Touch <Style> on the screen to choose the group for the Music Style.
For more on selecting a music style, please refer to p. 58.
6. Touch <Exit> twice.
7. Use the dial to adjust the tempo of the accompaniment.

○Step 3 Start recording

8. Touch <Record> on the Arranger Screen.
The Screen shown below appears.



The piano enters recording standby.
To stop recording, touch <■> (Stop).

9. Touch the [Exit] button.
10. Play a chord on the lower keyboard section.
Automatic accompaniment starts, and recording is started at the same time.

○Step 4 Stop recording

11. Touch Ending <1>, <2> or <Stop>.
→ You can change how recording is stopped when recording a performance with Automatic Accompaniment. To learn how, see "Changing How Recording Stops" (p. 73).

○Step 5 Listen to the recorded performance

12. Touch the [Rec/Play] button.
13. Touch <◀> (Reset).
Now, you can play back the song from the beginning.
14. Touch <▶> (Play).
The recorded performance is played back.
15. Touch <■> (Stop) to stop playback of the song.

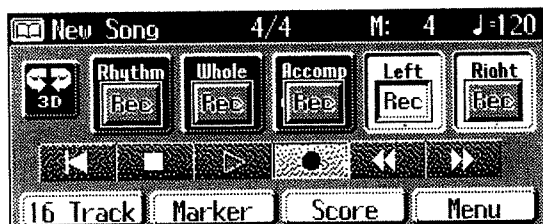
Redoing a Recording

Redoing a recording involves specifying a Track button you want to record over and then recording over again. When you select a Track button and record over a track that has already been recorded, the newly recorded performance occupies a position extending from the location where you started recording to where you stopped recording.

- * The song's tempo is determined when the song is first recorded. Even if you change the tempo, then rerecorded, the song is still played back at the tempo selected when the song was first recorded. To change the tempo of a song that has already been recorded, see "Changing a Song's Basic Tempo" (p. 88).
- * If you want to erase a previous performance entirely before recording over it, take a look at "Recording Your Playing With Ease (Track Buttons)" (p. 69).

○Rerecording Without Automatic Accompaniment

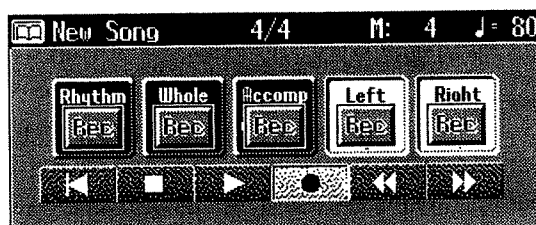
1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <●> (Rec).
The piano enters recording standby.
To stop recording, touch <■> (Stop).
4. Touch the Track button for the track you want to record over.
The Track button for the track being rerecorded appears as shown below.



5. Touch <▶> (Play).
A two-bar count sound plays, then recording starts.
6. Touch <■> (Stop) to stop recording.
Recording stops.

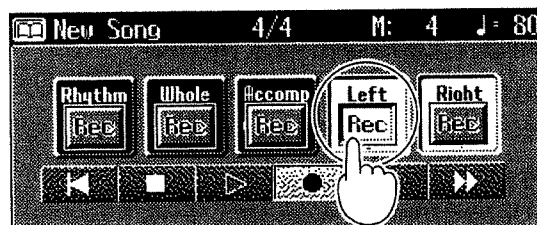
○Rerecording With Automatic Accompaniment

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Arranger] button.
The Arranger Screen appears.
3. Touch <Record> on the Arranger Screen.
The Screen shown below appears.



The piano enters recording standby.
To stop recording, touch <■> (Stop).

4. Touch the Track button for the track you want to record over.
The Track button for the track being rerecorded appears as shown below.



5. Touch the [Exit] button.
 6. Start Recording.
When rerecording performances with Automatic Accompaniment, either specify the chord or touch <Start>.
 7. Touch <■> (Stop) to stop recording.
When also rerecording the ending, touch Ending <1> or <2>.
- You can change how recording is stopped when recording a performance with Automatic Accompaniment. To learn how, see "Changing How Recording Stops" (p. 73).

Erasing a Recorded Song

You can erase a song that's been recorded.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Menu>.
If <Song Delete> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.
4. Touch <Song Clear>.
The message "Delete your song? Are you sure?" appears.
5. Touch <OK> to erase the recorded song.
If you touch <Cancel>, the recorded tune is not erased.

Erasing Music Recorded at Specific Track Buttons

Here's how to erase what's been recorded to a particular Track button using Edit function.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Menu>.
If <Song Edit> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.
4. Touch <Song Edit>.
5. Touch <Delete>.

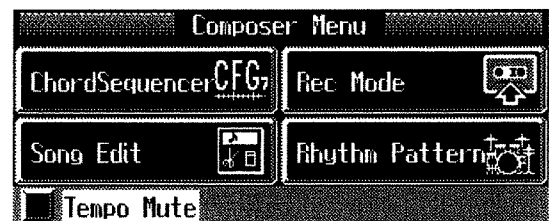


6. Make the following settings.
From 1
For All
Tr/Pt Track button or Part Number where material to be erased is located.
 7. Touch <Execute>.
The performance at the specified track is deleted.
- * You can't erase the settings for the recorded song's basic tempo or beat.

Changing How Recording Stops

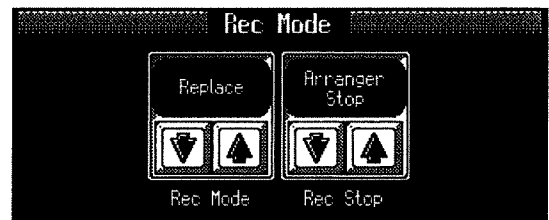
You can change how recording is stopped when recording a performance with Automatic Accompaniment.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Menu>.
The following screen will appear.



If <Recording Mode> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.

4. Touch <Rec Mode>.
The Recording Mode screen appears.

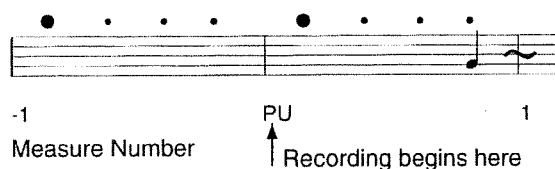


5. Touch <Rec Stop> [Up] [Down] to switch between "Arranger Stop" and "Composer Stop."

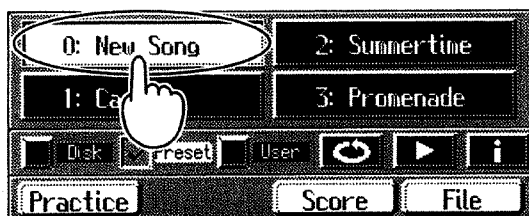
Display	Description
Arranger Stop	When Automatic Accompaniment stops, recording also stops at the same time.
Composer Stop	Recording doesn't end when Automatic Accompaniment stops. Press the < ■ > (Stop) button to stop recording.

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.”

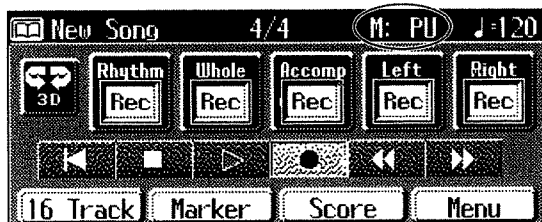


1. With the Guide function off (p. 22), press the [Song/Disk] button and choose <0:New Song>. If <0:New Song> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens, then touch <0: (song title)>. Touch <0: (song title)> to change the display to <0:New Song>.



→ If there is a recorded song data, the “Delete song” screen appears. If it's okay to delete the song, touch <OK>. If you don't want to delete the song, touch <Cancel>, then save the song on a floppy disk or user memory (p. 77).

2. Touch the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <●> (Rec).
The piano enters recording standby.
4. Touch <◀◀> (Bwd).
The measure number at the top-right area of the screen changes to “PU” (pickup).



5. Touch <▶> (Play) to start recording.
Start a recording.
6. Touch <■> (Stop) to stop recording.

Composing an Accompaniment by Entering Chords (Chord Sequencer)

You can enter its chord progression, the places where the accompaniment pattern changes, and so on to create an accompaniment for the song. This feature is called “Chord Sequencer.”

Thanks to the chord sequencer, you can create an accompaniment ahead of time and play along with this accompaniment using just your right hand. This makes it convenient to enjoy automatic accompaniment.

1. With the Guide function off (p. 22), select the Music Style in the Automatic Accompaniment screen.
2. Touch the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Menu>.
If <Chord Sequencer> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.
4. Touch <Chord Sequencer>.
The Chord Sequencer screen appears.



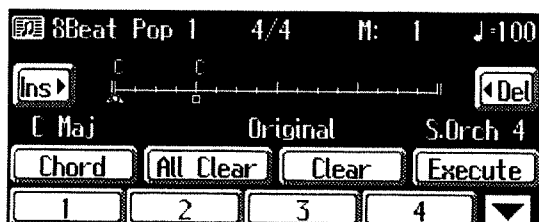
Display	Description
Ins	One measure is inserted after the measure indicated by the cursor.
Del	This deletes the measure indicated by the cursor.
Chord	In the Chord Selector screen, specify the chord. Refer to “Inputting Chords Without Playing the Keyboard” (p. 75).
All Clear	Erase all of the data that has been input.
Clear	This clears the settings in the measure where the cursor is positioned.
Execute	This records the accompaniment you have composed. Touch here when you have finished creating all your input.

5. Touch <▼>.
6. Enter the chord progression and the accompaniment pattern.

● Inputting Chords with the Chord Sequencer

1. Use the dial to move the cursor to where you want to make an insertion.

Touch <◀◀> (Bwd) and <▶▶> (Fwd) to move the cursor a bar at a time.



2. Touch <▼> in the lower right of the screen to switch the Tool Bar.

Just as when performing using Automatic Accompaniment, you can use the keyboard to specify chords, and the buttons to specify the accompaniment patterns. You can also make changes to the accompaniment's arrangement with <1>-<4> (Style Orchestrator) at the top of the screen (p. 61).

7. Touching <Ins> once inserts a measure after the bar where the cursor is located.

Conversely, touching deletes the measure containing the cursor and moves the cursor to the next bar.

→ To insert fractional chords such as Fm/C, assign the "Leading Bass function" to a pedal. See "Assigning Functions to Pedals" (p. 64).

→ Pressing the <Variation> button or the <Original> button adds a fill-in at the cursor position and a Variation or Original Division at the measure after the fill-in. If you want to enter a Variation or Original Division without inserting a fill-in, you need to assign the function to the pedal. See "Assigning Functions to Pedals" (p. 64).

→ You can only insert an intro at the beginning of a song. When you add an intro, the number of bars corresponding to the length of the intro is inserted automatically.

8. To clear data you have input, move the cursor to the position for the data to be removed, then touch <Clear>.

This deletes the entered setting.

→ If you assign the function to a pedal, you can insert a break in the middle of a song. See "Assigning Functions to Pedals" (p. 64).

● Check the Accompaniment You Inputted

Let's listen to the completed accompaniment while inputting data.

1. Touch <◀> (Reset).
Now, you can play back the song from the beginning.
2. Touch <▶> (Play) to play back the accompaniment.
2. Touch <■> (Stop) to stop playback.

9. When you have finished inputting all the data, touch <Execute>.

The accompaniment you've composed is registered at "0:New Song."

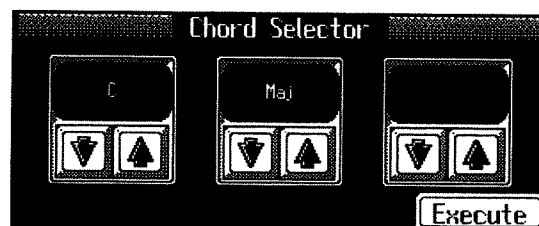
Touch <▶> (Play) and try fingering the melody while the accompaniment you've composed is played back.

* Songs you've created are discarded as soon as you turn off the power. If you don't want to lose them, you should save them on floppy disk. Take a look at "Saving Songs on Floppy Disks Or User Memory" (p. 77).

■ Inputting Chords Without Playing the Keyboard

You can use the "Chord" button at the bottom right of the Chord Sequencer screen to specify chords in the screen.

1. At the Chord Sequencer screen, touch <Chord>.
- The following screen will appear.



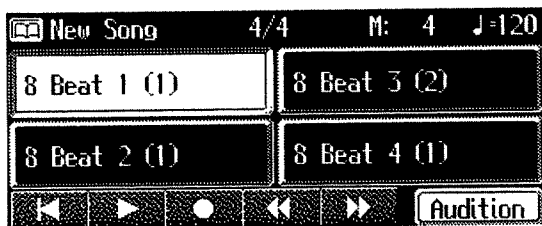
2. Touch the ⬇ ⬆ to specify a chord.
 3. Touch <Execute> to enter the chord.
- You are returned to the Chord Sequencer screen.

Creating a Rhythm Part with Ease

The HP-557R has a large number of onboard rhythm patterns. You can use these onboard rhythm patterns to create a rhythm part with ease.

A rhythm pattern can only be recorded to <Rhythm> of the Track buttons in the Record/Play screen.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Menu>.
If <Rhythm Pattern> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.
4. Touch <Rhythm Pattern>.
The following screen will appear.



5. Press the Page [◀] and [▶] buttons to switch screens, and select a rhythm pattern.
Rhythm patterns are shown in the format "pattern name (number of bars)."
6. Touch <Audition> on screen to hear the rhythm pattern.
Make sure the rhythm pattern you hear is the one you chose.
To stop the rhythm pattern, touch <Stop> on the screen.
7. Touch <●> (Rec).
When the rhythm pattern is playing, performance of the rhythm pattern stops and the HP-557R is ready for recording.
8. Touch <▶> (Play) to start recording.
The rhythm pattern begins to play, and at the same time, recording starts.
9. Touch <■> (Stop) to stop recording.
The rhythm pattern stops, and recording ends.
 - You can also paste a rhythm pattern into a song without recording anything. Take a look at "Copying a Rhythm Pattern" (p. 92).
 - For more information about onboard rhythm patterns, please refer to "Rhythm Pattern List" (p. 121).

Saving Songs on Floppy Disks Or User Memory

The performance data recorded in the HP-557R will be lost when you switch to another song or when the power is turned off. Be sure to save unfinished performance data, as well as other important performance data onto a floppy disk. When you save song data on the HP-557R's User memory, the data doesn't disappear even when you switch off the power.

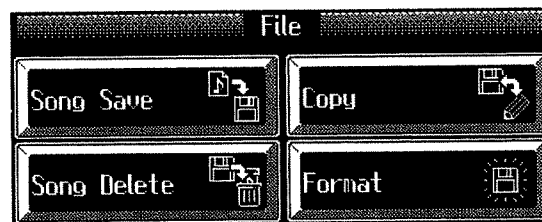
■ Formatting Floppy Disks (Format)

New floppy disks or disks that have been used on another device cannot be used with the HP-557R just as they are. The operation that readies floppy disks for use with the HP-557R is called "Format."

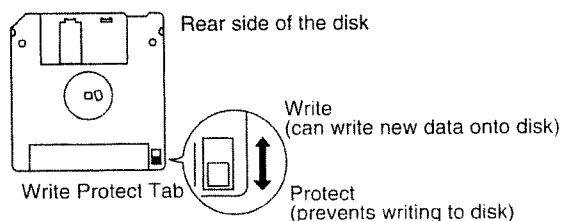
If a floppy disk is in a format that doesn't match the format of this unit, you won't be able to use that floppy disk.

- * Formatting a disk destroys all data previously stored on the disk. If you're formatting a used floppy disk for reuse, be sure to check first to make sure the disk doesn't contain any data you don't want to lose.
- * Before using the disk drive for the first time, be sure to read the important notes on p. 6.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button.
The Song Disk screen appears.
3. Touch <File>.
A File screen like the one below appears.



4. Make sure the write-protect tab on the floppy disk is positioned at "WRITE" (write enabled).



5. With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.

6. Touch <Disk Format>.
The following screen appears.



Touch <Cancel> to go back to the Disk screen.

7. Touch <OK> to start formatting.
When formatting finishes, the File screen reappears.
Touch the [Exit] button to go back to the previous screen.
- * Don't try to take the floppy disk out of the disk drive until the formatting process is finished.
 - * If "Error" appears on screen, take a look at "If this Message Appears on Screen" (p. 110).

■ Saving Songs on Floppy Disks Or User Memory

A recorded performance is discarded when you switch off the power, or choose another song. Saving is storing the recorded performance data onto a floppy disk or user memory. It is a good idea to save important song data to floppy disk or user memory.

- When using a brand-new floppy disk on the unit, first you have to format it using the HP-557R. Take a look at "Formatting Floppy Disks (Format)" (p. 76).
- * Before using the disk drive for the first time, be sure to read the important notes on p. 6.
- * Some commercially available music files cannot be saved because they are copyrighted.
- * If not handled with care, a floppy disk can get cracked, or the data on it can get corrupted, making playback impossible. We recommend saving your songs on two different floppy disks. By putting away for safekeeping an additional copy of a floppy disk on which your songs are saved, you can feel safer.

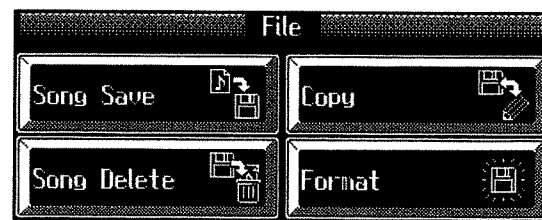
○ Step 1 Insert the floppy disk in the disk drive

To save it on disk, insert a floppy disk in the disk drive.

1. Make sure the write-protect tab on the floppy disk is positioned at "WRITE" (write enabled).
2. With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.

○ Step 2 Assign a number and name to the song

3. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
4. Touch the [Song/Disk] button.
The Song/Disk screen appears.
5. Touch <File>.
A File screen like the one below appears.

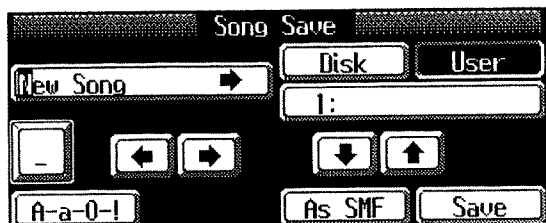


Touch the [Exit] button to go back to the Song/Disk screen.

Chapter 4 Recording and Saving the Performance

6. On the Touch Screen, touch <Song Save>.

The following screen will appear.



Touch the [Exit] button to go back to the File screen.

7. Touch <Disk> or <User> to choose the save destination.

To save on a floppy disk, touch <Disk>. To save into user memory, touch <User>.

8. Touch to scroll the cursor sideways, and enter the name of the song by the dial to choose the letters.

Touch <A-a-0-!> at the bottom of the screen to change the type of script.

Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

Touching <_> inserts a blank space at the cursor location.

9. After you've entered the name of the song, touch to choose a song number.

When you select a song number that is already being used for another song, the name of the song appears in the save destination column. If you then proceed to save the new material to that song, the song previously saved in that destination is erased, and the new song is saved in its place. If you don't want to erase a previously saved song, choose a number where no song name appears in the destination column.

○Step 3 Save the song

10. Touch <Save> or <As SMF> to start saving.

Saving may take from several second, to several dozen seconds. When the saving process is finished, the Disk screen appears.

Touch the [Exit] button to go back to the previous screen.

The resulting file format will be different depending on whether <Save> or <As SMF> is chosen, as described below.

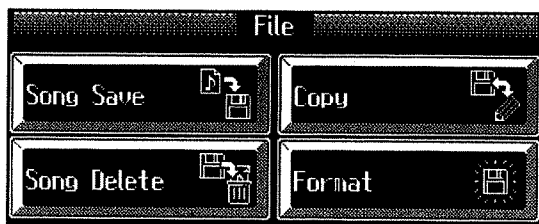
Display	Description
Save	Saves the song in HP-557R format. You can listen to songs saved in this format on the Roland HP-G series and KR series keyboards as well as on Roland MT series devices.
As SMF	Saves the song as a SMF (Standard MIDI File). Songs saved in this SMF format can be listened to on many instruments that can play SMF music files (p. 129).

- * You can only save songs in one format on a single floppy disk.
- * A song recorded using commercial music files can't be saved in "Save As SMF" format for reasons of copyright protection.
- * Depending on the playback instrument, some notes may drop out or sound different.
- * Don't take the floppy disk out of the disk drive until the saving process is finished.
- * When saving to the User memory, always make sure that the data has been saved successfully before switching off the power.
- * Inserting a floppy disk containing one or more saved songs into another device (such as a computer) with the floppy disk's protect tab left in the "write" position may, depending on the device, render the songs on that floppy disk permanently unplayable.
- It's a good idea to get into the habit of moving the write-protect tab on the floppy disk to the "Protect" position when you've finished saving your data. Keeping the tab at "Protect" prevents operations that could erase your songs by mistake.
- A song saved on a floppy disk can be erased at a later time. Take a look at "Deleting Data Saved on Floppy Disks Or User Memory" (p. 79).
- When saving to the User memory, never turn off the power until the deletion of the data has been completed.

Deleting Data Saved on Floppy Disks Or User Memory

You can erase a song saved on a floppy disk or user memory.

1. Make sure the write-protect tab on the floppy disk is positioned at "WRITE" (write enabled).
For details, refer to p. 6.
2. With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.
3. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
4. Touch the [Song/Disk] button.
The Song/Disk screen appears.
5. Touch <File>.
A File screen like the one below appears.



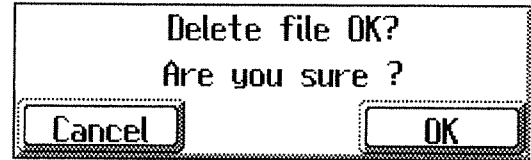
6. Touch <Song Delete>.
The following screen will appear.



Touch the [Exit] button to go back to the File screen.

7. Touch <Disk> or <User>.
To delete the songs in the floppy disk, touch <Disk>. To delete the songs in user memory, touch <User>.
8. Touch to select the song you want to delete.

9. Touch <Delete> to display a screen like the one shown below.

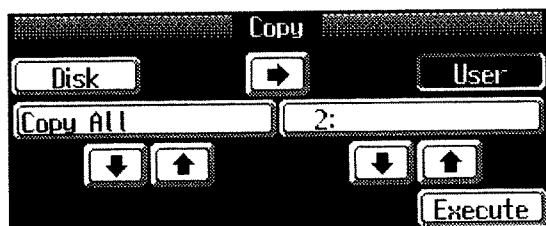


10. Touch <OK>.
The file selected is deleted.
Touching <Cancel> cancels deleting the file.
- * When deleting data saved in User memory, never turn off the power until the deletion of the data has been completed.

Copying Songs from Disks to the User Memory

You can take songs that have been saved on floppy disks and copy them to the User memory.

1. With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.
2. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
3. Touch the [Song/Disk] button.
The Song/Disk screen appears.
4. Touch <File>.
5. Touch <Song Copy>.
The following screen will appear.

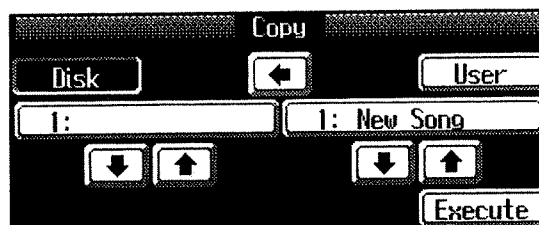


6. Touch <Disk> to select "Floppy Disk" as the saved source.
7. Touch (left) to select the song you want to copy.
When "Copy All" is selected, all of the songs on the disk are saved to the User memory.
8. Touch (right) to select a song number.
9. Touch <Exit>.
The song or songs on the disk are copied to the User memory.

■ Copying Songs from the User Memory to Disks

You can take songs that have been saved on User memory and copy them to the floppy disks.

1. With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.
2. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
3. Touch the [Song/Disk] button.
The Song/Disk screen appears.
4. Touch <File>.
5. Touch <Song Copy>.
The following screen will appear.



6. Touch <User> to select "User Memory" as the saved source.
7. Touch (right) to select the song you want to copy.
8. Touch (left) to select a song number.
9. Touch <Exit>.
The song or songs on the User memory are copied to the disk.

* Some songs cannot be Copied because they are copyrighted.

Chapter 5 Advanced Recording Functions

Selecting the Recording Method

You can use any of the four methods below to record with the HP-557R.

Although you will normally be using "Replace Recording," whereby previously recorded material is erased when new sounds are recorded, you'll find that you can record songs easily by using this method in combination with other recording methods.

- **Replace Recording (p. 81)**

This is the normal method for recording. New material is recorded as previously recorded material is erased.

- **Mix Recording (p. 81)**

New notes are recorded on top of notes previously recorded. This convenient feature makes it easy for you to record the melodies you play over prerecorded accompaniment.

- **Loop Recording (p. 82)**

Specified measures are recorded repeatedly, with new notes being combined with existing ones.

A convenient feature for creating rhythm parts, Loop Recording allows you to record over and over within a selected segment, with a different percussion sound added with each pass.

- **Punch-In Recording (p. 83)**

You can re-record only a specified passage as you listen to a recorded performance.

This function lets you record over only at a specified point in a part, as you listen to a prerecorded performance in another section. This is a very convenient feature to have in situations such as when you want to record over only one part of the melody.

* Immediately after the power is turned on, Replace Recording is selected.

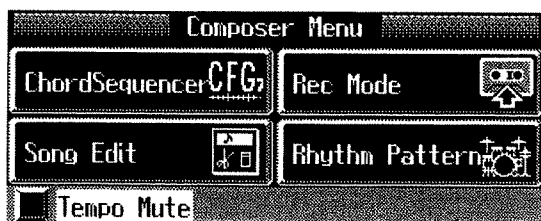
■ How to Choose the Recording Method

1. With the Guide function off (p. 22), Touch the [Rec/Play] button.

The Record/Play Screen appears.

2. Touch <Menu>.

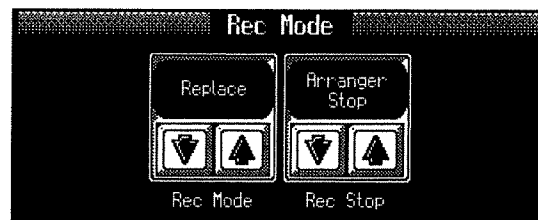
The following screen will appear.



If <Recording Mode> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.

3. Touch <Recording Mode>.

The Recording Mode screen appears.



4. Touch <Rec Mode> ↑ ↓ to choose the recording type.

Display	Recording Method
Replace	Replace Recording
Mix	Mix Recording
Loop	Loop Recording
Auto Punch In/Out	Punch In Recording at the passage between the markers.
Manual Punch In/Out	Punch In Recording starts at the place where you depress the pedal.
Tempo Rec	You can add tempo changes to a recorded composition. See p. 88.

■ Recording While Erasing the Previous Recording (Replace Recording)

Recording whereby you erase previously recorded material as you record something new is called "Replace Recording." This setting is in effect when you turn on the power.

1. At the Recording Mode screen, choose <Replace>.

Touch the [Exit] button to go back to the previous screen. The piano enters Replace Recording mode.

→ Follow the recording method in Chapter 4 (p. 69) or the procedures described in "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 84) to record the performance.

■ Overdubbing Without Erasing the Previous Recording (Mix Recording)

You can record a performance layered over an previously recorded performance. This method is called "Mix Recording."

1. At the Recording Mode screen, choose <Mix>.

Touch the [Exit] button to go back to the previous screen. The recording method changes to mixing recording.

→ Record the performance, following the procedures described in "Redoing a Recording" (p. 72) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 84).

→ After you have finished with mix recording, return to the usual replace recording mode.

■ Repeatedly Recording Over the Same Location (Loop Recording)

You can record a specified passage over and over again as many times as you like, layering the sound with each pass. This method is called "Loop Recording." This is handy when recording a Rhythm Part. For example, use this method to make a Loop Recording of a four-measure segment. First record the bass drum, the snare drum next, then the hi-hat after that, and so on, repeatedly layering a different instrument onto the same four measures. After you have finished recording the four-measure rhythm pattern, you can then just use the procedure in "Copying a Measure" (p. 91) to create as many copies of the four measures as you need, making completion of the Rhythm Part very simple.

1. Place A and B markers at the beginning and end of the passage you want to record.

Take a look at "Setting Markers in the Song" (p. 52). If you haven't recorded anything yet, then perform "Blank Recording" for the necessary number of measures before placing the markers.

● What is Blank Recording?

Blank Recording is the recording of blank measures, that is, measures with no performance recorded to them.

1. Press the [Rec/Play] button to display the Record/Play screen.
2. Set the basic tempo and beat of the song.
3. Touch < ● > (Rec), then touch < ► > (Play).
Recording starts.
4. Without actually playing anything, record the necessary number of measures, then touch < ■ > (Stop).
Recording stops.

5. At the Recording Mode screen (p. 81), choose <Loop>.

Touch the [Exit] button to go back to the previous screen. The recording method changes to loop recording.

6. Touch < ● > (Rec).

The piano enters recording standby.

7. Touch < ► > (Play) to start recording.

Recording starts from the measure in which Marker A was placed.

When the song advances to Marker B, it then returns to Marker A, where recording continues.

Each time the recording is looped, the sounds being played are layered over the sounds recorded on previous

passes.

8. Touch < ■ > (Stop) to stop recording.

* After you have finished with loop recording, return to the usual replace recording mode.

● Loop Recording Shortcut

You can also use the method described below to make the setting for Loop Recording.

1. Place A and B markers at the beginning and end of the passage you want to record.

Take a look at "Setting Markers in the Song" (p. 52). If you haven't recorded anything yet, then perform "Blank Recording" for the necessary number of measures before placing the markers.

2. At the Marker screen (p. 54), touch the <Repeat> icon.

This sets the loop recording mode.
Start a recording.

* When Loop Recording is finished, remember to touch the <Repeat> icon in the "Marker screen" once more to return to the usual Replace Recording mode.

■ Re-Recording Part of Your Performance (Punch-in Recording)

You can re-record only a specified passage as you listen to a recorded performance.

This recording method is called "Punch-in Recording."

This function lets you record over only at a specified point in a part, as you listen to a prerecorded performance in another section. This is a very convenient feature to have in situations such as when you want to record over only one part of the melody.

Punch-In Recording offers the following two methods.

● Recording the passage specified by markers A and B (Auto Punch In/Out)

Before you start recording, place markers A and B to define the passage you want to record over. Make the setting for punch-in recording, and carry out recording. You can re-record just the passage between markers A and B.

● Beginning recording at the point where the pedal is pressed (Manual Punch In/Out)

You can play back a recorded performance and depress the pedal at the desired place to start recording. Depressing the pedal a second time cancels recording and returns you to playback.

- * To use this method with the pedal, first you need to change how the pedal or pad button works. See "Assigning Functions to Pedals" (p. 64).

○ Recording a Passage specified by markers

1. Before you start recording, place markers A and B to define the passage you want to record over.

Following the procedures described in "Setting Markers in the Song" (p. 52) use Markers A and B to specify the interval.

2. At the Recording Mode screen (p. 81), choose <Auto Punch In/Out>.

Touch the [Exit] button to go back to the previous screen. The recording method changes to Punch-in recording.

3. Begin recording.

Start recording as described in "Redoing a Recording" (p. 72).

Up until the specified interval, the performance as already recorded is played back.

When you reach the specified interval, sounds are erased as recording starts; begin playing now.

When the end of the specified interval is passed, recording stops, and the HP-557R returns to playback of the performance already recorded.

4. Touch <■> (Stop) to stop playback of the song.

○ Starting Recording from the Measure Specified by Pedals

When you're using pedals, change the action of the pedal ahead of time.

Follow the steps in "Assigning Functions to Pedals" (p. 64) and assign <Punch In/Out> to the pedal.

1. At the Recording Mode screen (p. 81), choose <Manual Punch In/Out>.

Touch the [Exit] button to go back to the previous screen. The recording method changes to punch in recording.

2. Begin recording.

Start recording as described in "Redoing a Recording" (p. 72).

You can play back a recorded performance and depress the pedal at the desired place to start recording. Depress the pedal a second time cancels recording and returns you to playback.

3. Touch <■> (Stop) to stop playback.

Touch the [Exit] button to go back to the previous screen.

- * When you're finished with Punch In Recording, return to the ordinary Replace Recording mode. Take a look at "Selecting the Recording Method" (p. 81).

Multitrack Recording with 16 Parts (16-Track Sequencer)

Multitrack recording is a method of recording whereby you listen to previously recorded material while continuing to add performances of other parts. The HP-557R is capable of multitrack recording of up to sixteen parts. Since each part's performance is recorded using one tone, you can layer performances, using up to sixteen tones for the data in one song. The function used to layer these sixteen parts one at a time is called the "16 Track Sequencer."

16 Track Sequencer and Track Buttons

In addition to the "16 Track Sequencer" function, the "Track Buttons" are another of the unit's recording functions. These "Track buttons" comprise five buttons used for organizing the 16 Track Sequencer's sixteen parts. This allows you to use the 16 Track Sequencer to add even more sounds to performances recorded with the Track buttons, and make even more detailed edits of the songs. Additionally, you can easily play back the original song data with the 16 Track Sequencer, mute parts just by pressing the Track Buttons, and more. The track buttons correspond to 16-track sequencer parts as shown below.

Track button	Part
<Rhythm>	D(10), S(11)
<Whole>	1
<Accomp>	2, 5 to 9, 12 to 16
<Lower>	3
<Upper>	4

Since the 16 Track Sequencer records one tone to one part, you cannot use Layer Play (p. 38), Split Play (p. 39), or other such functions to record two or more tones simultaneously. Also, you can't record the performance with Automatic Accompaniment. When you want to record with Automatic Accompaniment, then you should use the Track Buttons for recording.

→ See "Recording Your Playing With Ease (Track Buttons)" (p. 69).

Commercially Available Music Files

Commercially available song data recorded in Roland's SMF format is also composed of sixteen parts. By loading the song data from the floppy disk and using the 16 Track Sequencer, you can then also edit the song data.

* Although Part 11 on commercial Roland SMF music data is included in the <Accomp> Track Button, the correspondence between all other parts and the Track Buttons remains unchanged.

* With some commercially available music files, you cannot edit the data.

The 16-track Sequencer Screen

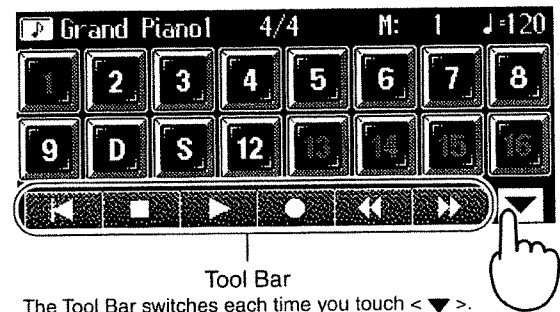
When recording with 16-track Sequencer, display the 16-track Sequencer screen.

1. Touch the [Rec/Play] button.

The Record/Play Screen appears.

2. Touch <16trk Sequencer>.

The following screen will appear. This is called the "16-track Sequencer screen."



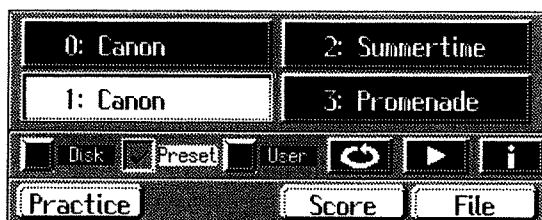
The Tool Bar switches each time you touch <▼>.

Icon	Description
<1>—<16>	Touch to select the part to be recorded, or the part whose settings are to be changed. The Part you choose appears is highlighted.
	This Part to be played back
	The Part not to be played back (Muted Part)
	Parts that do not have performance data recorded to them.
Solo	Only the selected Part is played back.
Mute	This allows you to prevent the sound for the selected part from playing.
Clr	This clears the performance data in the selected part.
Options	This displays the Part Settings screen, in which you can make detailed settings for each part. For more detailed information, refer to p. 86.
Tone Set	The Tone Set screen appears. For more detailed information, refer to p. 86.

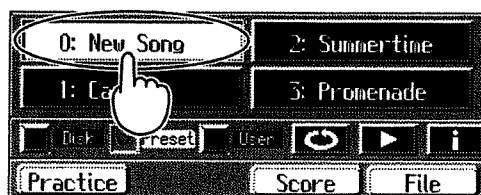
■ Recording with the 16 Track Sequencer

○Step 1 Get ready to record

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button.
The Song/Disk screen appears.



3. Select <0:New Song>.
If <0:New Song> doesn't appear on screen, press the Page [◀] and [▶] button to switch screens, then touch <0: (song title)>. Touch <0: (song title)> to change the display to <0:New Song>.



▶ If there is a recorded song data, the "Delete song" screen appears. If it's okay to delete the song, touch <OK>. If you don't want to delete the song, touch <Cancel>, then save the song on a floppy disk or user memory (p. 77).

4. Press the [Metronome] button to choose the beat (p. 42).

If you don't need the metronome sound, press the [Metronome] button a second time.

5. Use the dial to set the basic tempo of the song.
Touch the [Exit] button to go back to the previous screen.

- * You cannot make changes to the beat of a song after it has been recorded. To change the basic tempo of a song, please refer to "Changing a Song's Basic Tempo" (p. 88).
- * You can't change a song's beat once it's been recorded. If you want to compose a song whose beat changes partway through the song, take a look at "Composing a Song That Changes the Beat Partway Through" (p. 88).

○Step 2 Start recording

If necessary, choose a recording method.

For more information, take a look at p. 81.

If you record for the first time, there's no need to select the recording method.

1. Display the 16-track Sequencer screen.

Follow the procedure described in "16 Track Sequencer Screen" above.

2. Touch the number for the Part you want to record.

The Part you touched is highlighted.

You can only record drum sounds or effect sounds on Part D (10) or Part S (11).

3. Use the [Tone] button to choose a Tone to play.

Touch the [Exit] button to go back to the 16-track Sequencer screen.

4. Touch <◀▶> (Reset).

This makes it so that recording starts at the beginning of the song.

When you want to start recording from a point in the song other than the beginning, use <◀◀> (Bwd) or <▶▶> (Fwd) to select the measure from which to start.

5. Touch <●> (Rec).

The piano enters recording standby.

6. Touch <▶> (Play).

A two-bar count-in sounds, then recording starts.
Start a recording.

7. Touch <■> (Stop).

Recording stops.

When the recording of one part is finished, select another part and continue by recording that part.

Record the parts you need, layering each additional part, to complete the song.

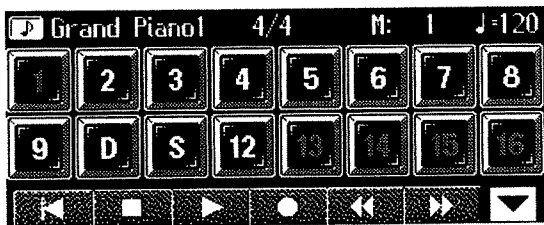
- * You only need to follow the procedure described in "Step 1 Get ready to record" (p. 85) when you're recording the first Part. For the second Part and after, you can skip step 1 and proceed from "Step 2 Start recording."
- * The song you've recorded disappears when you switch off the power. It is a good idea to save song data to floppy disk or user memory. For details, please refer to "Saving Songs on Floppy Disks Or User Memory" (p. 76).

Chapter 5 Advanced Recording Functions

■ Getting the Most Suitable Part Tones for the Musical Genre (Tone Set)

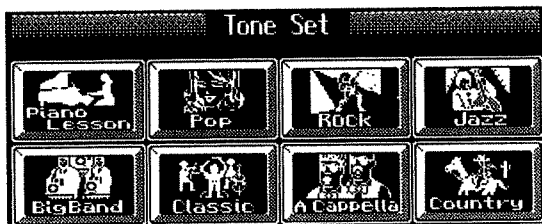
"Tone Set" is a function that assigns to each of the sixteen parts the most suitable tones for the selected musical genre. Whenever you realize that you can envision the kind of song you want to create, but not the tones to use, let Tone Set assign the tones, then alter the tones as necessary to fit the image you have in mind.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button to display the Record/Play screen.
3. Touch <16 Track> at the bottom of the screen.
The following screen will appear.



If <Tone Set> doesn't appear on screen, press <▼> to switch tool bar.

4. Touch <Tone Set>.
The following screen will appear.



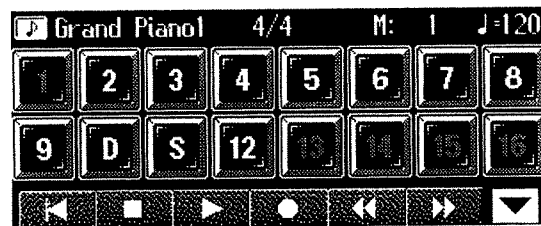
5. Touch the screen to select a musical genre.
6. Touch the [Exit] button.
Tones for each part are assigned automatically.

■ Changing the Settings for Each Part

When you've recorded a song with the 16-track sequencer, you can change the volume level, Tone, or set to mute out the sound for a single Part.

* Because commercially available Roland SMF Music Data is also made up of 16 Parts for sounding the notes of individual instruments, you can change the settings for the individual Parts and play them back in the same way.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Song/Disk] button, then touch the screen to choose a song.
3. Touch the [Rec/Play] button.
The Record/Play Screen appears.
4. Touch <16 Track>.
The 16-track Sequencer screen appears.

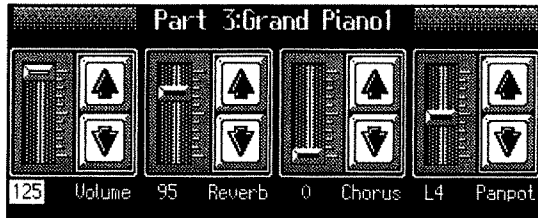


5. Touch <▼> at the bottom right of the screen.
 6. Touch the icons in the Tool Bar to change the settings for the selected part.
 7. Change the settings for the selected Part.
- | Display | Function |
|---------|--|
| Solo | Only the selected Part is played back. |
| Mute | Toggles playback of the selected Part on or off. |
| Clear | Erases the performance information for the Part. |



Touching <Clear> displays the Message for confirm. To erase the recorded sound, touch <OK>. If you don't want to erase the recorded sound, touch <Cancel>. Once a performance has been erased, it can't be restored.



* Making it so that a single Part is not played is called "Minus One." Using Minus One, you can mute out a particular instrument and play the part yourself.

- 8. You can make detailed settings for the selected Part by touching <Options>.**
The following screen will appear.



You can change the Tone for the selected Part by touching a [Tone] button to change the Tone while this screen is displayed. The Part name and the tone name is displayed at the top of the screen.

- 9. Touch   for the corresponding item to change the setting.**

Display	Description
Volume	Changes the volume level.
Reverb	Changes the depth of the reverb effect.
Chorus	Changes the amount of chorus applied.
Panpot	Shifts the direction the sound is heard from to the left or right. Touch  to shift the sound to the right, or touch  to shift it to the left.

● What's Panpot?

Panpot is the control that determines the placement of the sound in the stereo sound field between left and right speakers. By altering the Panpot setting, you can change the perceived location of the sound between the left and right speakers.

- 10. Touch the [Exit] button.**
- 11. Touch <▼> at the bottom right of the screen.**
- 12. Touch <▶> (Play) to play back the song with the changed settings.**
Monitor the effect by actually listening to the song.
Touch <■> (Stop) to stop playback of the song.
- 13. If necessary, change the settings for other Parts as well.**
Press the Page [◀] and [▶] buttons to change the Parts.
The Part name appears at the upper part of the screen.

○ If the following message appears

If you try to display another screen after you've changed the song's settings for each Part, a message like the one below may appear.

Touch <Yes> to change the song's settings.

Touch <No> to discard the changes in settings.



If you don't want to lose the song whose settings for individual Parts you've changed, you should save it (p. 76).

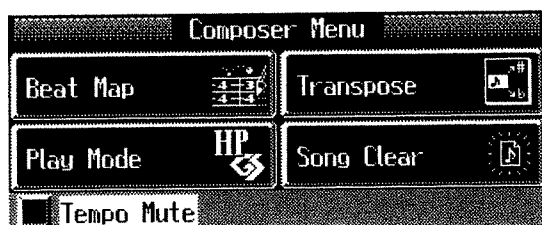
* The setting that determines whether an individual Part is played or not can't be saved.

Composing a Song That Changes the Beat Partway Through

You can create songs that have beat changes during the course of the song.

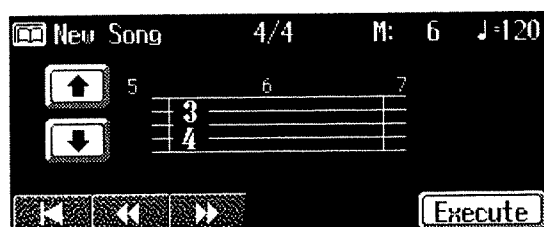
* You can't change a song's beat once it's been recorded. Before recording the performance, determine the beat to be used.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button to display the Record/Play screen.
3. Touch <Menu> at the bottom of the screen.
The following screen will appear.



If <Beat Map> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.

4. Touch <Beat Map>.
The following screen will appear.



Touch the [Exit] button to go back to the previous screen.

5. Touch <▶▶> to move to the bar you want to change the beat.
6. Touch [↑] [↓] to choose the beat, and touch <Execute>.
The beat change starting with the measure where you moved to.
* After you change the setting, record the performance, following the procedures described in "Recording Your Playing With Ease (Track Buttons)" (p. 69) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 84).
7. Touch the [Exit] button.

Changing a Song's Basic Tempo

You can change the basic tempo of a composition. The basic tempo is that was initially set when the song was recorded.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button to display the Record/Play screen.
3. Use the dial to select the tempo.
4. Touch <Menu>.
5. Touch <Song Edit>.
6. Touch <Write Tempo>.
7. Touch <OK>.

The song's basic tempo changes.

The changed setting for the basic tempo is discarded when you turn off the power or choose a different song. It is a good idea to save song data to floppy disk or user memory.

* If the song you're working on has tempo changes in it, press the <◀▶> button to go back to the beginning of the song before you carry out this operation. Changing the tempo without returning to the start of the song causes the proportion by which the tempo is altered at the location of the tempo change to affect the overall tempo of the composition.

Changing the Tempo Within the Song

You can add tempo changes to a recorded composition. The HP-557R stores song tempo information and performance data separately. Therefore, when making changes to the tempo in a song, you must record the changes in the tempo information independently of the performance data.

This recording of the tempo is called "Tempo Recording."

■ Adjusting the Tempo While Listening to a Song

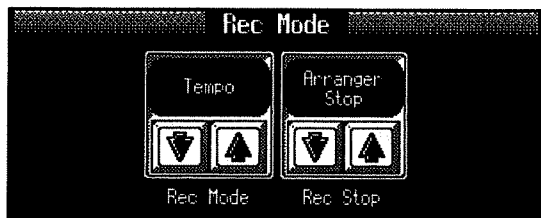
You can add ritardando and other such gradual tempo changes.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Rec/Play] button.
The Record/Play Screen appears.
3. Touch <Menu>.
The following screen will appear.



If <Recording Mode> doesn't appear on screen, press the Page [◀] and [▶] buttons to switch screens.

4. Touch <Recording Mode>.
The Recording Mode screen appears.
5. Touch <Rec Mode> [↑] [↓] to choose <Tempo>.
This makes the setting for tempo recording.



Touch the [Exit] button several times to display the Record/Play screen.

6. Use the <◀◀> (Bwd) and <▶▶> (Fwd) buttons to move to the bar where you want to change the tempo.
7. Touch <●> (Rec) to enter record-ready mode.

8. Touch <▶> (Play) to start recording.
9. At the point where you want to change the tempo, use the dial to change the tempo.
10. Touch <■> (Stop) to stop recording.
The song's tempo changes.

* You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording. Take a look at "Selecting the Recording Method" (p. 81).

■ Adjusting the Tempo at a Particular Measure

You can have the tempo change at the beginning of a measure where you moved to. This is handy when you want to make a sudden change in tempo.

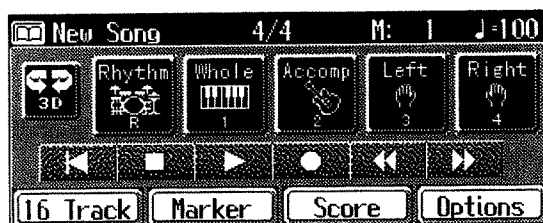
1. Make the setting for Tempo Recording.
The steps are the same as the steps 1 to 5 in "Adjusting the Tempo While Listening to a Song."
Touch the [Exit] button several times to display the Record/Play screen.
2. Touch <◀◀> (Bwd) and <▶▶> (Fwd) to move to the bar you want to change the tempo.
3. Touch <●> (Rec) to enter record-ready mode.
4. Use the dial to change the tempo.
5. Touch <▶> (Play).
The song's tempo changes starting with the measure where you moved to.
6. Touch <■> (Stop) to end recording.
* You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording. Take a look at "Selecting the Recording Method" (p. 81).
* If you want to restore the previous tempo, erase the tempo data at the place where the tempo was recorded. For an explanation of how to erase the information of tempo settings, refer to the "Making a Measure Blank" (p. 94).

Chapter 6 Editing a Song

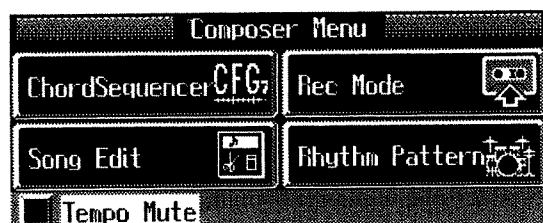
Choosing an Editing Function

There is a variety of ways you can edit performances recorded using the HP-557R Track button or 16-track sequencer.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Press the [Rec/Play] button.
The Record/Play Screen appears.



3. Touch <Menu> on the screen.
The following screen will appear.



If <Song Edit> doesn't appear on screen, touch the Page [◀] and [▶] buttons to switch screens.

4. Touch <Song Edit> on the screen.
An Edit screen like the one shown below appears.



Touch the [Exit] button to go back to the previous screen.

5. Press Page [◀] and [▶] buttons to switch screens, and select an editing function on the screen.
After you make your choice, follow the steps on the page for the selected function to carry out the operation.
- * The indication of the measure number, which appears in the upper right of the screen, is highlighted while a song is being loaded. Wait until this measure indication is no longer highlighted before editing data.

Display	Description
Undo	Cancels an editing operation (p. 90).
Copy	Copies a measure or onboard rhythm pattern (p. 91, 92).
Quantize	Evens out fluctuations in the sounds of a recorded performance (p. 91).
Delete	Deletes a measure (p. 93).
Insert	Adds a blank measure (p. 93).
Erase	Makes a measure blank (p. 94).
Transpose	Transposes a Part (p. 95).
Part Exchange	Exchanges (swaps) the notes in two Parts (p. 94).
Note Edit	Edits notes one at a time (p. 95).
PC Edit	Used to correct changes in Tones during the course of a song (p. 96). You can restore the song's original tempo by touching the tempo display on the screen.

"PC" is an abbreviation for Program Change, which is a command that means "Change the Tone." In a song that changes Tones partway through, a "PC" is inserted at the place where the Tone changes.

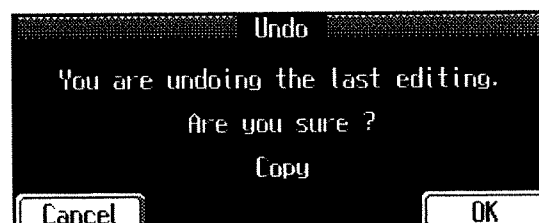
→ Some edits can't be undone, not even by choosing "Undo." We recommend saving your song on a floppy disk before you edit it. For information on how to save your song, see "Saving Songs on Floppy Disks Or User Memory" (p. 76).

Canceling an Edit

You can cancel an editing operation that you've just carried out. This is handy when you want to undo an edit and restore it to the way it was before.

* There are some edits that can't be restored to their previous state.

1. Follow the steps in "Choosing an Editing Function" (p. 90) to choose <Undo>.
Editing functions that can be undone appear on screen.



Touching <Cancel> takes you back to the Edit screen without the undo operation.

2. Touch <OK> to cancel the editing function shown on screen.

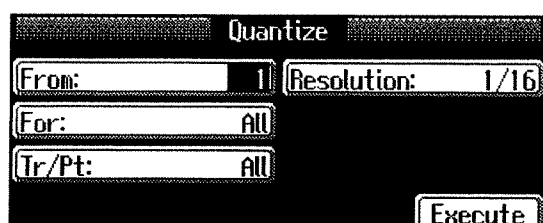
Correcting Timing Discrepancies

You can correct for timing discrepancies in a recorded performance by having the music be aligned with a timing you specify. This is called “Quantizing.”

As an example, let’s say that the timing of some quarter-notes in a performance is a little off. In this case, you can quantize the performance with quarter-note timing, thus making the timing accurate.

1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Quantize>.

The following screen will appear.



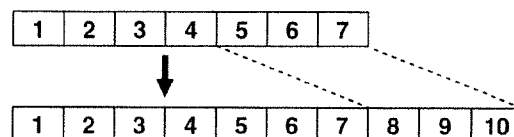
Display	Description
From	The first measure in the passage you want to quantize
For	The number of measures you want to quantize
Tr/Pt	Track button or Part number to quantize Choosing “All” quantizes the same passage in all Parts.
Resolution	Timing of quantizing Select one of the following values. 1/2 (half note), 1/4 (quarter note), 1/6 (quarter-note triplet), 1/8 (eighth note), 1/12 (eighth-note triplet), 1/16 (sixteenth note), 1/24 (sixteenth-note triplet), 1/32 (thirty-second note)

2. Touch the screen to choose the item you want to make the setting for.
3. Use the dial to make the setting for the item.
If you want to cancel quantizing, touch the [Exit] button.
The Quantize operation will be canceled, and the Edit screen will reappear.
4. When you’re done making all the settings, touch <Execute>.
Quantizing starts.
When the quantization is finished, you are returned to the Edit screen.

Copying a Measure

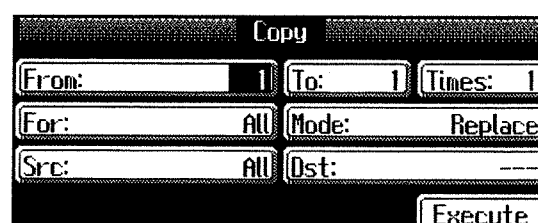
You can copy a portion of a performance to a different bar in the same Part or to a measure in another Part. This is handy when you’re composing a song that repeats a similar phrase.

Ex. To copy measure 5-7 to measure 8.



1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Copy>.

The following screen will appear.



Display	Description
From	The first measure in the passage you want to copy
For	The number of measures to copy
Src	Track button or Part number of the copy source Choosing “All” copies all Parts. When you do this, <Dst> changes to “---.” Choosing “R.Pattern” copies the HP-557R’s built-in Rhythm Patterns. For more information, take a look at “Copying a Rhythm Pattern” (p. 92).
To	The measure number of the copy destination Choosing “End” copies to the end of the song.
Times	The number of times to copy
Dst	Part number of the copy destination
Mode	Copy type There are three types of copying, which are described below.

“Replace”

When a recorded performance exists at the copy destination, the previous recording is erased and replaced with the copied passage.

“Mix”

When a recorded performance exists at the copy destination, the newly copied passage is mixed with the previous recording. When the Tones of the copy source and destination are different, the Tone of the destination is used.

“Insert”

When a recorded performance exists at the copy destination, the newly copied passage is inserted without deleting the previous recording. This makes the song longer by an amount equal to the number of inserted measures.

- If you choose a Track button for <Src>, you can only copy to the selected Track button. You cannot copy to the other Track buttons.
2. Touch the screen to choose the item you want to make the setting for.
 3. Use the dial to make the setting for the item.
To stop copying, touch the [Exit] button.
The copy is canceled, then you are returned to the Edit screen.
 4. When you're done making all the settings, touch <Execute>.
Copying starts.
When copying is done, you are returned to the Edit screen.

Copying a Rhythm Pattern

The HP-557R has a large number of onboard rhythm patterns. You can copy these rhythm patterns to create a rhythm part. For more information about the kind of Rhythm Patterns, please refer to “Rhythm Pattern List” (p. 121). The rhythm pattern can be copied only to Part D (10) of the 16-track sequencer or the [Rhythm] Track button in the Record/Play screen.

1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Copy>.
For more about ordinary copying, please refer to “Copying a Measure” (p. 91).
2. Touch <Src>, and use the dial to choose “R.Pattern.”
This makes the setting for copying a built-in Rhythm Pattern.

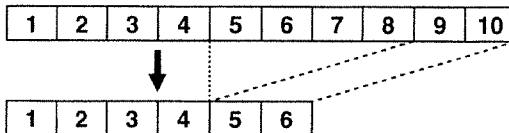
Copy		
From: 8 Beat 1 (1)	To: 1	Times: 1
For: All	Mode: Replace	
Src: R.Pattern	Dst: Part 10	
Execute		

- The <From> column displays the Rhythm Pattern's name and number of bars.
 - <Dst> is fixed at “Part D(10),” and can't be changed. Switching <Src> to something other than “R.Pattern” makes the setting for ordinary copying.
3. Touch the screen to choose the item you want to make the setting for.
 4. Use the dial to make the setting for the item.
Touching the [Exit] button returns you to the “Edit Screen,” without the copy being executed.
 5. When you're done making all the settings, touch <Execute>.
Copying starts.
When copying is done, you are returned to the Edit screen.
- You can also record the rhythm pattern. Take a look at “Creating a Rhythm Part with Ease” (p. 76).

Deleting a Specific Measure

You can delete a part of a performance measure by measure. When a portion of a performance is deleted, the rest of the performance is shifted up to fill the gap. Erasing measures in a specified passage is called “deleting.”

Ex. To delete measures (bars) 5-8



1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Delete>.

The following screen will appear.



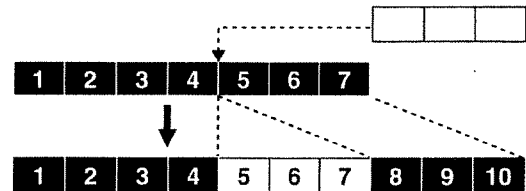
Display	Description
From	The first measure in the passage you want to delete
For	The number of measures to delete
Tr/Pt	Track button or Part number to delete Choosing “All” deletes the same location in all Parts.

2. Touch the screen to choose the item you want to make the setting for.
3. Use the dial to make the setting for the item.
If you want to cancel deleting the measure, touch the [Exit] button.
The deletion is canceled and the HP-557R goes back to the Edit screen.
4. When you’re done making all the settings, touch <Execute>.
The deletion process starts.
When the deletion is finished, you are returned to the Edit screen.

Inserting a Blank Measure

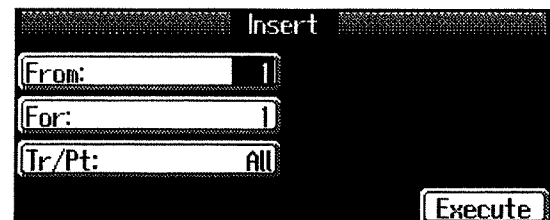
You can add a blank measure at a location you specify. This addition of a blank measure is called “insertion.”

Ex. To insert measures (bars) 5-7



1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Insert>.

The following screen will appear.



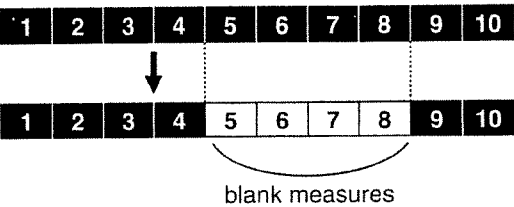
Display	Description
From	The first measure in the passage you want to insert
For	The number of measures to insert
Tr/Pt	Track button or Part number to insert Choosing “All” inserts the blank measures at the same location in all Parts.

2. Touch the screen to choose the item you want to make the setting for.
3. Use the dial to make the setting for the item.
If you want to cancel inserting measures, touch the [Exit] button.
The insertion is canceled and the HP-557R goes back to the Edit screen.
4. When you’re done making all the settings, touch <Execute>.
Insertion of a blank measure starts.
When insertion is finished, you are returned to the Edit screen.

Making a Measure Blank

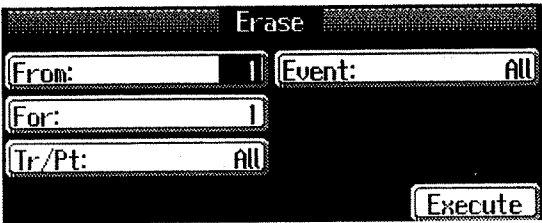
You can delete the performance data in a specified block of measures, making these blank measures, without reducing the length of the song. This process of making certain measures blank is called "Erasing."

Ex. To erase measures (bars) 5-8



- 1. Follow the steps in "Choosing an Editing Function" (p. 90) to choose <Erase>.

The following screen will appear.



Display	Description
From	The first measure in the passage you want to blank out
For	The number of measures to blank out
Tr/Pt	Track button or Part number to blank out Choosing "All" blanks out the same location in all Parts.
Event	Performance information to erase Select from the following settings.

"All"
Erases all performance information, such as the notes, tempo, tone changes, and volume-level changes.

"Tempo"
Erases tempo information. By erasing the tempo information for all bars, the song will change with a uniform tempo. In this case, please choose "All" for <Tr/Pt>.

"Prog.Change"
Erases tone change information.

"Note"
Erases only notes.

"Except Note"
Erases performance information for everything but notes.

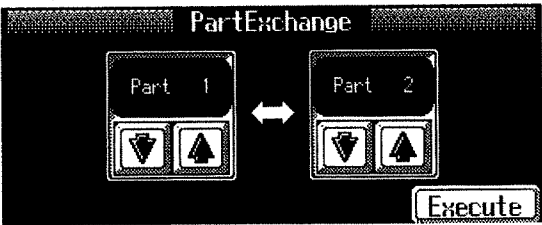
"Expression"
Erases Expression (volume change) information.

- 2. Touch the screen to choose the item you want to make the setting for.
- 3. Use the dial to make the setting for the item.
If you want to cancel deleting the performance data, touch the [Exit] button.
This returns you to the Edit screen without deleting the performance data.
- 4. When you're done making all the settings, touch <Execute>.
The specified passage is blanked out.
When erasing is finished, you are returned to the Edit screen.

Exchanging Parts

You can exchange the notes recorded for a particular part with the notes recorded for another part. This process of swapping parts is called "Part Exchange."

- 1. Follow the steps in "Choosing an Editing Function" (p. 90) to choose <Part Exchange>.
The following screen will appear.



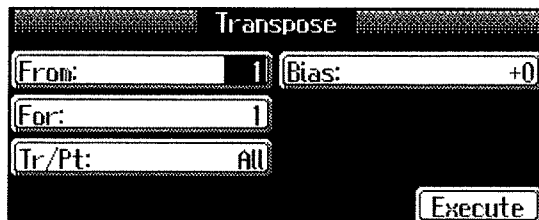
- 2. Touch each to choose Parts you want to exchange.
If you want to cancel the Part exchange, touch the [Exit] button.
The part-exchanging is canceled, then you are returned to the Edit screen.
- 3. When you're done making all the settings, touch <Execute>.
When the part-exchanging process is finished, you are returned to the Edit screen.

Transposing Individual Parts

You can transpose specified parts and tracks individually.

1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Transpose>.

The following screen will appear.



Display	Description
From	The first measure in the passage you want to transpose
For	The number of measures to transpose
Tr/Pt	Track button or Part number to transpose Choosing “All” transposes the same location in all Parts.
Bias	The amount of transposition You can choose a value from -24 (two octaves lower) to +24 (two octaves higher), in semitone increments.

2. Touch the screen to choose the item you want to make the setting for.

3. Use the dial to make the setting for the item.

If you want to cancel transposing, touch the [Exit] button.

The transposition is canceled, you are returned to the Edit screen.

4. When you’re done making all the settings, touch <Execute>.

The passage you specified is transposed at the specified value.

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

Correcting Notes One by One

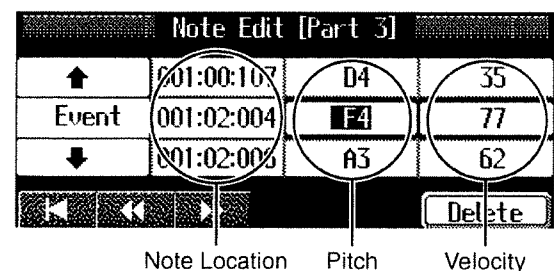
You can make corrections in a recorded performance one note at a time. This process of making changes in individual notes is called “Note Editing.”

You can make the corrections described below by using Note Editing.

- Deleting misplaced notes
- Changing the scale of a single note
- Changing the key velocity of a single note

1. Follow the steps in “Choosing an Editing Function” (p. 90) to choose <Note Edit>.

The following screen will appear.



The note-location display uses “Measure:Beat:Tick” as the format. A tick is a unit of time that’s shorter than a beat.

2. Press the Page [◀] and [▶] buttons to choose the Part that contains the note you want to change.
The Part number appears at the top of the screen.

3. Touch < ◀◀ > (Bwd) < ▶▶ > (Fwd) [↑] [↓] or on screen to find the note you want to correct.

Once you touch <Event>, then you can also search the note by the dial.

4. When you’ve found the note you want to correct, touch <Pitch> or <Velocity> for the note.

5. Use the dial to correct the pitch or velocity. If you want to delete the note, touch <Delete>.

6. When you’re done making all the settings, touch [Exit].

You are returned to the Edit screen.

1. Follow the steps in "Choosing an Editing Function" (p. 90) to choose <PC Edit>.

PC Edit [Part 4]



	↑	HEAD	
Event		001:01:000	Grand Piano
	↓	END	

◀ ◀ ▶ ▶

Delete

Note Location Tone Name

2. Press Page [◀] and [▶] buttons to choose the Part that contains the note you want to change.

3. Touch <◀◀> (Bwd) <▶▶> (Fwd)   or on screen to find the Program Change message you want to correct.

4. When you've found the Program Change you want to modify, touch Tone Name on the screen.

6. Select the Tone group, then use the dial to select the Tone.

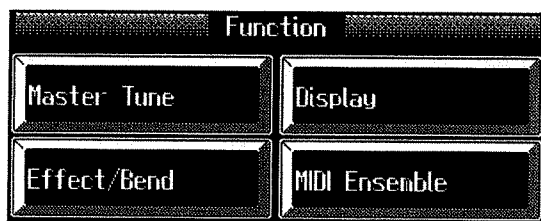
7. When you're done making all the settings, touch [Exit].

Chapter 7 Other Settings

Adjusting the Standard Pitch (Master Tuning)

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

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button.
The Piano screen appears.
3. Touch <Function>.
4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



5. Touch <Master Tune>.
The following screen appears.



6. Touch [↑] [↓] to change the standard pitch.
The standard pitch can be set to any value from 415.3–466.2 Hz. The setting is at "440.0 Hz" when the piano is powered up.
Touch the [Exit] button to go back to the Function Menu screen.

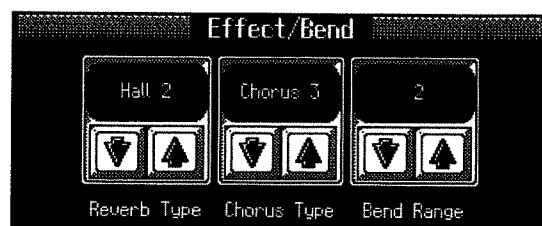
Changing the Type of Reverb Effect

By changing the reverberations of the notes, you can enjoy the atmosphere of performance in a wide variety of different locations.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Tone] button.
The Piano screen appears.
3. Touch <Option>.
4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



5. Touch <Effect/Bend>.



6. Touch <Reverb Type> [↑] [↓] to change the type of reverb.

Display	Description
Room 1	Simulates the reverb of a conference room
Room 2	Simulates the reverb of a performance lounge
Room 3	Simulates the reverb of a large, open room
Hall 1	Simulates the reverb of a large concert hall
Hall 2	Simulates the reverb of a small concert hall
Plate	Applies a bright, metallic reverb
Delay	Repeats the sound many times, like an echo
Panning Delay	Makes the sound jump back and forth between the left and right speakers

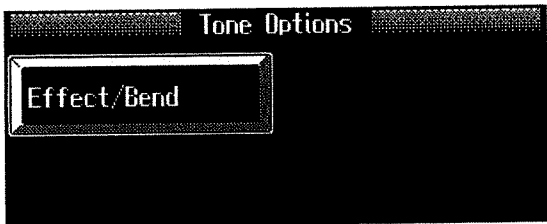
Touch the [Exit] button to go back to the Function Menu screen.

- Changing the type of Reverb effect may also change the setting for "Adding Ambience from Different Venues to Songs (Ambience)" (p. 44).
- Check out "Adding Reverberation to Sounds (The Reverb Effect)" (p. 41).

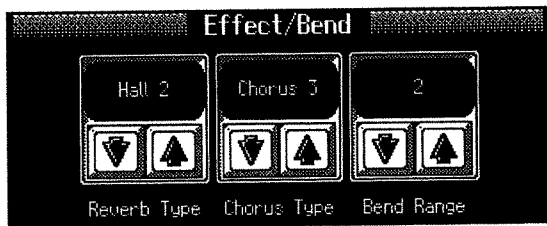
Changing the Type of Chorus Effect

When the chorus effect is applied (p. 41), you can change the chorus effect type.

- 1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
- 2. Touch the [Tone] button.
The Piano screen appears.
- 3. Touch <Option>.
- 4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



- 5. Touch <Effect/Bend>.



- 6. Use <Chorus Type> ↑ ↓ to change the type of chorus effect.

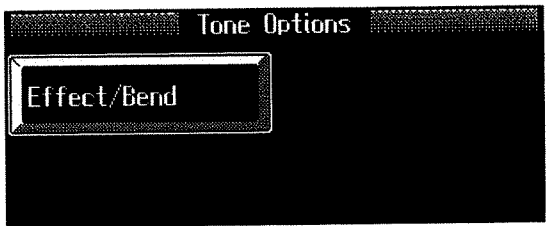
Display	Description
Chorus 1	Applies a light chorus effect with slow undulations
Chorus 2	Applies a light chorus effect with quick undulations
Chorus 3	Applies a deep chorus effect with slow undulations
Chorus 4	Applies a deep chorus effect with quick undulations
Feedback Chorus	A soft sound with a flanger effect
Flanger	An effect that sounds like a jet plane's ascent/descent
Short Delay	A short echo effect
Short Delay(Feedback)	A short echo with many repetitions

Touch the [Exit] button to go back to the Function Menu screen.

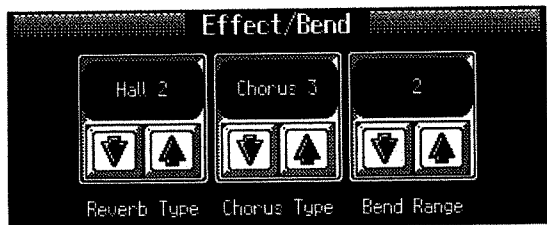
Changing the Bend Range

The effect of smoothly raising or lowering the pitch of a played note is called the "bender effect."
With the HP-557R, you can assign the bender function to a pedal, then apply the bender effect by depressing and releasing the pedal (p. 64).
You can also make a setting that determines how much the pitch of the note changes when you apply the bender. The maximum range of change in pitch is called the "bend range."

- 1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
- 2. Touch the [Tone] button.
The Piano screen appears.
- 3. Touch <Option>.
- 4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



- 5. Touch <Effect/Bend>.



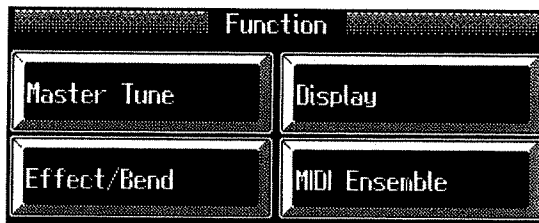
- 6. Use <Bend Range> ↑ ↓ to set the bend range.
You can set this to any value within a range of 1 to 12 (in half-tone steps, up to one octave).
Touch the [Exit] button to go back to the Function Menu screen.

• Take a look at "Assigning Functions to Pedals" (p. 64).

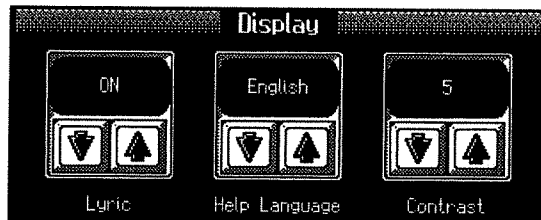
Changing the Screen Settings

Some Karaoke Music Files show lyrics on screen. You can hide the on-screen lyrics displayed by such music files. With the HP-557R, you can also change the language for the Help function and vary the contrast of the screen.

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button.
The Piano screen appears.
3. Touch <Function>.
4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



5. Touch <Display>.



Touch the [Exit] button to go back to the Function Menu screen.

Hiding the On-screen Lyrics

1. Touch "Lyric" to choose the setting.

Display	Description
On	Lyrics are displayed (when performance data containing lyrics is played back).
Off	Lyrics are not displayed.

Changing the Language for the Help Function

1. Use "Language" to choose the language.

Display
English
Japanese
German
Spanish
French

* German, Spanish, and French are displayed only in Guide mode or when the Help Function is used. In other situations, English is used.

Adjusting the Contrast of the Screen

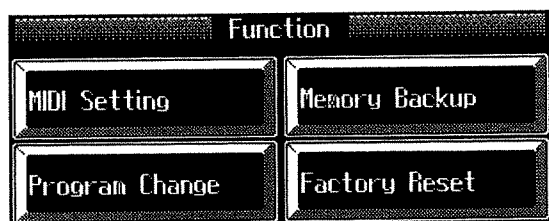
1. Touch "Contrast" to adjust the contrast of the screen.

You can adjust the contrast level along a ten-stage range. The higher the value set, the brighter it is displayed.

Maintaining Settings After the Power Is Turned Off (Memory Backup)

Ordinarily, when you turn off the power, settings return to their default values. However, some settings can be stored, so they won't be discarded when you turn off the power. This function is called "Memory Backup."

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button.
The Piano screen appears.
3. Touch <Function>.
4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.

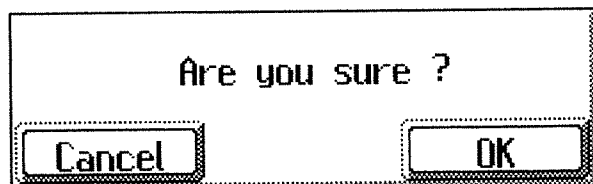


5. Touch <Memory Backup>.
The following screen appears.



Touch the [Exit] button to go back to the Function screen.

6. Touch <Execute>.
The confirmation message appears on screen.



7. Touch <OK> to memorize the settings to their factory defaults.

When the setting has been stored in memory, the previous screen will reappear.

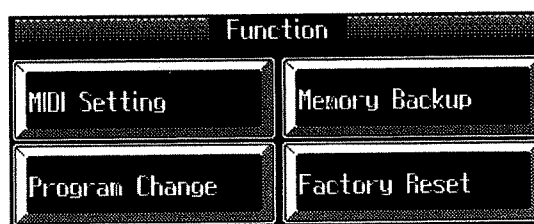
* Never switch off the power while a Memory Backup operation is in progress. Doing so may damage the internal memory, making it impossible to use this instrument.

Restoring the Factory Settings (Factory Reset)

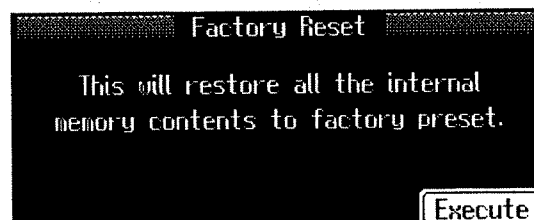
You can restore the settings stored in memory with "Memory Backup" (p. 100) to these original factory-default values. This function is called "Factory Reset."

* When you perform a Factory Preset, all settings that have been stored in memory up to then are erased and reset to their factory defaults.

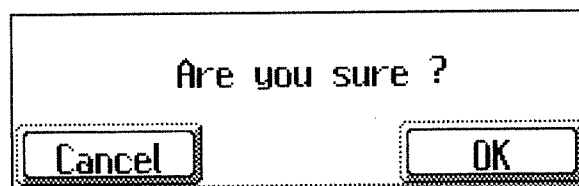
1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button.
The Piano screen appears.
3. Touch <Function>.
4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



5. Touch <Factory Reset>.



6. Touch <Execute>.
The confirmation message appears on screen.



7. Touch <OK> to restore the settings to their factory defaults.

When the setting is changed, the previous screen returns. Touch <Cancel> to make the message disappear without changing the settings.

Touch the [Exit] button to go back to the Function screen.

* Never try to switch off the power while this operation is in progress. Doing so may damage the internal memory, making it impossible to use this instrument.

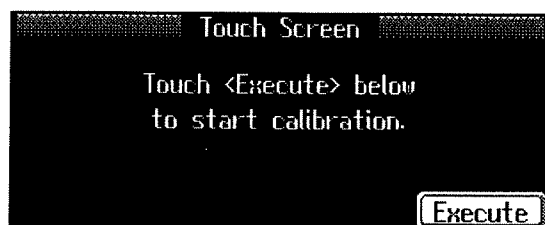
Repositioning the Touch Screen

If you've been using the Touch Screen for some time, the pointer may be shifted, making the HP-557R react incorrectly. You should correct this displacement when necessary by performing calibration (repositioning).

1. If the [Guide] button's light is lit, press the [Guide] button to extinguish it.
2. Touch the [Piano] button.
The Piano screen appears.
3. Touch <Function>.
4. Use the Page [◀] and [▶] buttons to switch screens and display the screen shown below.



5. Touch <Touch Screen>.



6. Touch <Execute> on the screen.
7. Touch the points indicated on the touch screen.
 * Do this carefully, because touching a location that's different from the one indicated for the pointer may make the displacement even worse. Be sure to touch the pointer accurately.
8. Touch <Memorize> at the bottom right of the screen to store the calibration settings.

Disabling Everything Except Piano Play (Panel Lock)

Making the setting for the panel lock enables a state where only piano play is possible, and all buttons are disabled. Even if the buttons are pressed mistakenly, such as might be the case with children, no unwanted settings or changes will result.

* When the panel is locked, only Grand Piano 1 sounds are played.

1. Turn down the volume all the way.
2. Press the [Power] button to turn off the power.
3. While holding down the Page [◀] and [▶] buttons, press the [Power] switch to turn the power on.
Then Continue to hold down these two buttons for a few seconds.
4. Adjust the volume.
All buttons except for piano play 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.

Chapter 8 Connecting External Devices

By connecting the HP-557R to external devices such as audio equipment, MIDI instruments and computer, you can enjoying in the following ways.

○ Connecting MIDI Devices (p. 103)

You can connect a MIDI sequencer, enabling you to record and save what you play. You can also take performances recorded to a sequencer and play them back on the HP-557R. Furthermore, you can also enjoy the Minus One Play function to play along with commercially available music data in a variety of musical genres.

Also, when you connect a MIDI sound module, you can perform on the HP-557R and hear the sounds played through the MIDI sound module.

○ Connecting Audio Equipment (p. 106)

The HP-557R has high-quality built-in stereo speakers, but you can also hook up a stereo system, and enjoy performances that are even more impressive.

You can also connect it to a tape recorder or other recording equipment and record your performances.

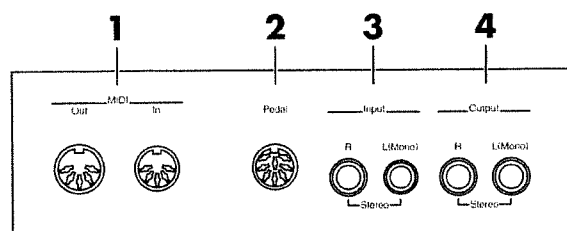
○ Connecting a Computer (p. 107)

With the HP-557R connected to a computer, you can use sequencer software (such as Roland's Visual-MT or other software) to record and save HP-557R performances. Performances recorded to such software can also be played back on the HP-557R. Furthermore, you can also enjoy the Minus One Play function to play along with commercially available music data in a variety of musical genres. With Roland's Visual-MT, you can also display a score of the recorded performance.

Names and Functions of Jacks and Connectors

The functions of the jacks on the rear panel and underside are described below.

○ Rear Panel



1 MIDI Out/In Connectors

You can connect external MIDI devices to the HP-557R and exchange performance data between them (p. 103).

* There's also a MIDI In connector on the bottom panel of the unit. You can't use both MIDI In connectors at the same time.

2 Pedal Jack

This is for connecting the separate stand pedal cord.

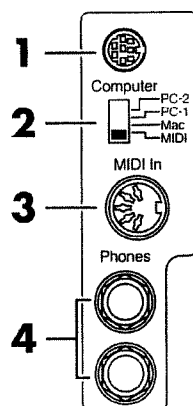
3 Input Jacks

Using this jack, you can connect other sound generating devices or audio equipment and play sounds from other devices through the HP-557R's speaker (p. 106).

4 Output Jacks

Allow you to output the piano's sound to sound reinforcement equipment to obtain a more powerful sound. Additionally, by connecting the keyboard to a tape recorder, you can record your performances on cassette tapes (p. 106).

○ Underside



1 Computer Connector

You can connect a computer to the HP-557R and exchange performance data between the two (p. 107).

2 Computer Switch

Set this switch to Mac, PC-1, or PC-2 according to the type computer that's connected. Additionally, this switches between MIDI In connector and the Computer connector (p. 107).

* The MIDI Out/In connector and the computer connector cannot be used at the same time.

3 MIDI IN Connector

* There's also a MIDI In connector on the rear panel of the unit. You can't use both MIDI In connectors at the same time.

4 Phones Jacks

For more information about the Phones jack, please refer to "Connecting Headphones" (p. 15).

Connecting MIDI Devices

By connecting an external MIDI device and exchanging performance data, you can control the performances on one device from the other. For instance, you can output sound from the other instrument or switch Tones on the other instrument.

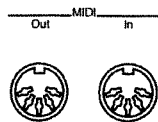
○ What's MIDI?

MIDI stands for Musical Instrument Digital Interface, an international standard which allows performance information to be communicated among electronic musical instruments and computers.

The HP-557R is equipped with MIDI connectors and a Computer connector to let it exchange performance data with external devices. These connectors can be used to connect the HP-557R to an external device for even greater versatility.

* 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.

■ Connectors



MIDI Out Connector

Connect this to the MIDI In connector on an external MIDI device using a MIDI cable (sold separately). Performance data when you finger the keyboard or depress a pedal is sent from this connector to the external MIDI connector.

MIDI In Connector

Connect this to the MIDI Out connector on an external MIDI device using a MIDI cable (sold separately). This receives MIDI messages that are sent from external MIDI devices. The HP-557R that receives MIDI messages can output sounds, exchange tones, and perform other operations.

- * The HP-557R has two MIDI In connectors: one on the rear panel and one on the bottom panel. You can't use these two MIDI In connectors at the same time.
- * External MIDI devices can't be used for remotely changing the tones played by the HP-557R's keyboard.

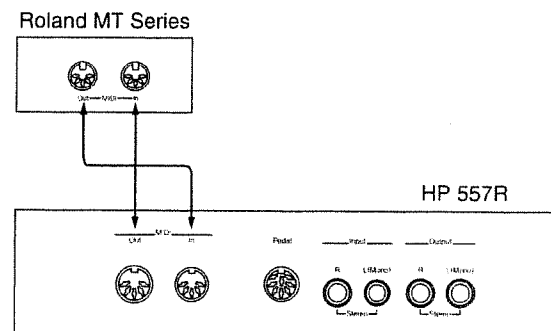
■ Making the Connections

* When connecting, turn on power to your various devices in the order specified. 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 all the way down on the HP-557R and on the device you're about to connect.
2. Turn off the power to the HP-557R and other connected equipment.
3. Set the Computer switch on the bottom of the unit to "MIDI."
4. Use a MIDI cable (MSC-15/25/50, sold separately) to connect the MIDI connectors to each other.
 - Please refer to the connection examples below.
5. Switch on the power to the HP-557R and the connected device.
6. Adjust the volume level on the HP-557R and the connected device.
7. You should also set the MIDI settings as needed.
 - For details on the MIDI-related settings, refer to p. 104.

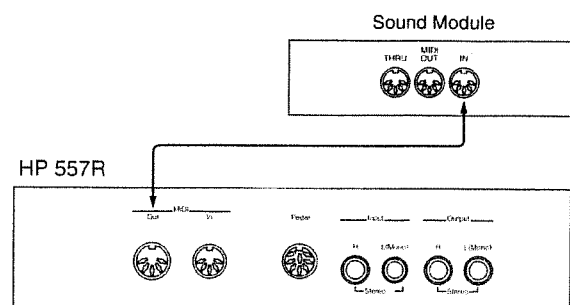
Connection Examples:

Setup with a MIDI Sequencer



* When the HP-557R is connected to a MIDI sequencer, set it to Local OFF. For details, refer to "Disconnecting the Internal Sound Generator and Keyboard (Local Control)" (p. 105).

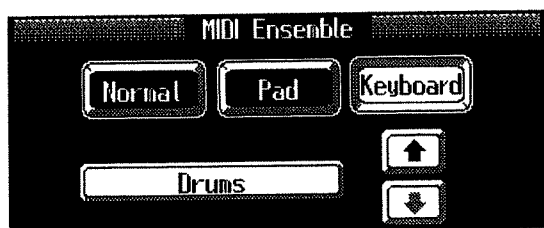
Connecting with a MIDI Sound Module



Playing in Ensemble with Other MIDI Instruments (MIDI Ensemble)

You can connect the HP-557R's MIDI In connector to an electronic percussion instrument or other such outboard instrument, allowing you to play ensemble performances. You can easily make the MIDI settings for the MIDI instrument connected to the MIDI In connector. The sounds of the connected MIDI instrument are output from the HP-557R's speaker.

1. With the Guide function off (p. 22), touch the [Piano] button.
2. Touch <Function>.
3. Use the Page [◀] and [▶] buttons to switch screens, and touch <MIDI Ensemble>.



4. Touch <Normal>, <Pad>, or <Keyboard> to specify how to use the MIDI In connector.

Display	Description
Normal	This is the usual setting. When changing MIDI-related settings, see "MIDI Settings."
Pad	Choose this when a percussion pad (such as the Roland SPD-20 Total Percussion Pad) is connected to the MIDI In connector on the HP-557R. You don't need to make any MIDI settings on the HP-557R. Make the settings for the pad sounds and on the pad. (For more information, refer to the pad's manual).
Keyboard	Choose this when a keyboard (such as the Roland PC-180 or AX-1 MIDI Keyboard Controller) is connected to the MIDI In connector on the HP-557R. You can also choose the tones played with the connected keyboard.

5. If you selected <Keyboard> in step 4, use to

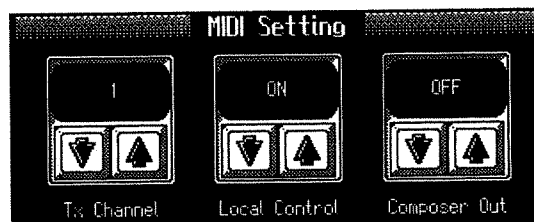
to choose the Tone.

You can play the connected keyboard with the selected Tone.

MIDI Settings

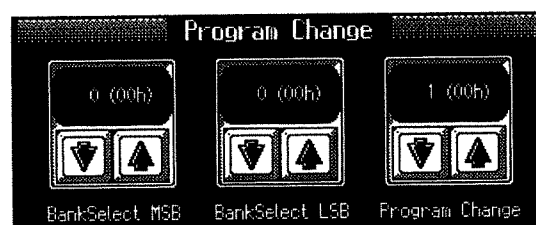
With the HP-557R, you can make MIDI settings like those described below.

<MIDI Setting>



Display	Description
TX Channel	Chooses the MIDI send channel (p. 105).
Local Control	Switches Local Control on or off (p. 105).
Composer Out	Determines whether a recorded performance is sent to the MIDI instrument (p. 105).

<Program Change>



Display	Description
Program Change	Sends Program Change messages (Program Numbers) (p. 105).
Bankselect MSB	Sends Bank Select MSB messages (p. 105).
Bankselect LSB	Sends Bank Select LSB messages (p. 105).

○ Making the Settings

1. With the Guide function off (p. 22), touch the [Piano] button.
2. Touch <Function>.
3. Use the Page [◀] and [▶] buttons to switch screens, then touch <MIDI Setting> or <Program Change>.
4. Use to make the settings for each item. Touch <Exit> to go back to the previous screen.

○ Selecting the Transmit Channel (Tx. Channel)

MIDI features sixteen MIDI channels, numbered 1–16. Simply connecting a cable is not enough for communication to take place. The connected devices must be set to use the same MIDI channels. Otherwise, no sound will be produced, and no sounds can be selected.

Select the transmit channel (1–16) of the HP-557R.

When the piano is turned on, Channel “1” is selected.

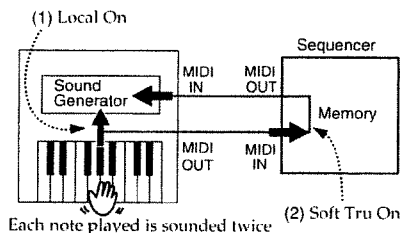
If the keyboard has been split into right-hand and left-hand sections, messages from the left-hand section are not sent.

The HP-557R receives messages on all channels from 1 through 16.

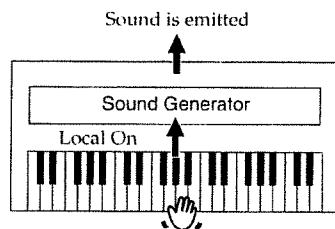
○ Disconnecting the Internal Sound Generator and Keyboard (Local Control)

When connecting a MIDI sequencer, set Local Control to “off.” The setting is at “Local Control ON” when the HP-557R is powered up.

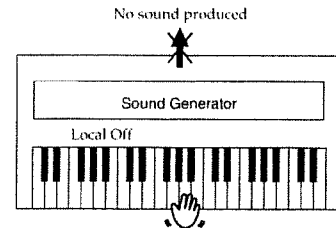
As illustrated, information describing what has been played on the keyboard is passed to the sound module over two different routes, (1) and (2). As a result, you hear overlapping or intermittent sounds. To prevent this from happening, route (1) must be severed, by setting the unit to what is known as “Local Off.”



Local Control ON: The keyboard and the internal sound generator are in a linked state.



Local Control OFF: The keyboard and the internal sound generator are in an unlinked state. No sound will be produced by the keyboard when it is played.



→ When connecting a unit in the Roland MT series, you don't need to switch off Local Control.

The MT-series device transmit Local Off messages when their power is switched on. If you first switch on the HP-557R, then the MT-series device, Local Control is automatically switched off on the HP-557R.

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

When Composer Out is active, you can send performance data recorded with the HP-557R to a connected MIDI device or computer.

When you turn on the power, this is set to “OFF” (data is not sent).

○ Sending Tone Change Messages (Program Change/Bank Select MSB/Bank Select LSB)

A Program Change is a message that means “change to the tone of the specified number.” The device that receives this changes to the tone of the corresponding number.

When you choose a Program Change message (Program Number), the Program Number will be transmitted to the MIDI device connected to the HP-557R. The MIDI device that receives the Program Number changes the tone to the corresponding Program Number.

Normally, the Tone is selected from the 128 Tones available. Some MIDI devices, however, have more than 128 Tones.

With such devices, the Tone is selected through a combination of Program Change messages 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 instruments can't handle Bank Select messages. Also, there are some that do handle Bank Select messages, but don't recognize the LSB.
- If you want to know more about how sounds are changed upon reception of Program Change messages, please see “MIDI Implementation” (sold separately). If you should require the “MIDI Implementation,” please contact the nearest Roland Service Center or authorized Roland distributor.

Trouble Shooting

If you think there's a problem, read this first.

The power doesn't come on.

- Is the power cord connected and plugged in correctly? (p. 13)

The button doesn't work.

- Is the panel locked? (p. 101)
Turn the power off, then back on.

No sound is heard.

- Has the [Volume] knob been moved all the way to the left? (p. 13)
- Are headphones plugged in? (p. 15)
- Has the [Balance] knob been moved all the way to the right or left? (p. 63)
- Has the volume been set to "0" using the [Part Balance] buttons?

No sound is heard (when a MIDI instrument is connected).

- Have all devices been switched on? (p. 103)
- Is the Computer switch on the bottom of the HP-557R set to "MIDI"? (p. 103)

No sound is heard when the keyboard is played.

- Has Local Control been set to "off"? (p. 105)

Sounds are heard twice (doubled) when the keyboard is played.

- Has the Layer Play mode been enabled? (p. 38)
- When the HP-557R is connected to an external sequencer, set it to the Local OFF mode. Alternatively, the sequencer could be set so its Soft Thru feature is OFF (p. 105).

Not all played notes are sounded.

- The maximum number of notes that the HP-557R can play simultaneously is 128. Frequent use of the damper pedal during automatic accompaniment or when playing along with a song on floppy disk may result in performance data with too many notes, causing some notes to drop out.

The tuning or pitch of the keyboard or song is off.

- Has the setting for transposition been made? (p. 48, 67)
- Are the settings for the Temperament and tuning curve correct? (p. 46)
- Is the setting for Master Tune correct? (p. 97)

Effects cannot be applied to Tones.

- It's not possible to apply more than one effect at the same time, so when a performance has been recorded on multiple tracks or when playing along with a song as it's played back, the desired effect may not be applied.

Automatic accompaniment is not heard.

- Has the [Balance] knob been moved all the way to the right? (p. 63)

- Is the 16-track Sequencer screen displayed (p. 84)?

Certain instruments are not heard while playing a song.

- Have song settings been changed for each Part (p. 86)?
- Is the light for the Track button extinguished?
If the button light is out, the music on that track is not heard. Press the track button so the light is illuminated.
- Is the part muted by touching the speaker mark on score screen?

There is a slight delay before playback of a song on floppy disk starts.

- There are two types of SMF music data: format 0 and format 1. If the song uses SMF format 1 data, there will be a slight delay until playback starts. Refer to the booklet that came with the music data you're using to determine the format type.

When song playback starts, the on-screen measure number reads "PU" (pickup).

- If the song starts in the middle of a measure, the display shows "PU" (pickup) at the beginning of the song (p. 74). After that, the measure number is displayed.

The Fwd [▶▶] and Bwd [◀◀] buttons don't work.

- The fast-forward and reverse buttons are ignored while music data is being read in. Wait until processing finishes.

Pressing the Reset [◀] button doesn't return to the beginning of the song.

- Some music data may contain settings that stop play at a point partway through the song. When playing such songs, pressing the Reset [◀] button moves the song to the point that has been set. Press the button several times more to return to the beginning of the tune.

The Tone has changed.

- During automatic accompaniment, changing the Music Style automatically changes the Tones and tempo of the upper part of the keyboard to match the new Music Style. If you want to change only the Music Style without also altering the tempo and Tone, check out "Keeping the Same Tone and Tempo When the Music Style Changes" (p. 65).
- When a performance made along with a Music Data tune has been recorded, recording the performance to track 1 may make the Tones for track 3 and 4 change as well.

Chord Intelligence can't be used.

- Has Chord Intelligence been switched off? (p. 62)
- Is the setting for "Piano Style Arranger" active? (p. 63)

A note doesn't stop playing

- Have the Chord Tone and Bass Tone been changed (p. 66)?
Some Chord Tone and Bass Tone notes may be sounded continuously.

Recording is not possible.

- Has one of the track buttons for recording been selected (p. 72)?
- Has the setting for “Punch-in Recording” (p. 83) or “Tempo Recording” (p. 88) been made?
To go back to the usual recording method.

The recorded performance has disappeared.

- Any performance that has been recorded is deleted when the power to the HP-557R is turned off or a song is selected.
A performance cannot be restored once it's been deleted, so be sure to save it on a floppy disk before you turn off the power (p. 77).

Nothing appears on screen.

- The HP-557R uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.

Lyrics are not indicated properly in the display.

- With some music files, the lyrics cannot be displayed correctly.
- Lyrics data can not be saved on a floppy disk.
- If you press a button while the lyrics are being shown in the display, the lyrics will disappear. To recall them, press the Play [▶] button.

The Touch Screen doesn't respond correctly.

- The positioning of the Touch Screen may become displaced if some time has passed since it was last used. Take a look at “Repositioning the Touch Screen” (p. 101) to correct the positioning.

Depressing a pedal has no effect, or the pedal effect doesn't stop.

- Is the pedal connected correctly?
Make sure the pedal cord extending from the stand is securely connected to the pedal jack on the rear of the unit.
- Has a different function been assigned to the pedal?
See “Assigning Functions to Pedals” (p. 64).
- Normal pedal operation is automatically enabled when the One Touch Program [Piano] button is pressed.

A High-Pitched Whine Is Produced

● When listening through headphones:

Some of the more flamboyant and effervescent piano tones feature an ample high-end component, which may make the sound appear to have metallic reverberation added. Since this reverberation becomes particularly audible when supplemented by heavy reverb, you may be able to diminish the problem by reducing the amount of reverb applied to the sound.

When listening through speakers:

Here, a different cause (such as resonance produced by the HP-557R) would be suspect. Consult your Roland dealer or nearest Roland Service Center.

The Bass Range Sounds Odd, or There Is a Vibrating Resonance

● When listening through speakers:

Playing at loud volumes may cause instruments near the HP-557R to resonate. Resonance can also occur with fluorescent light tubes, glass doors, and other objects. In particular, this problem occurs more easily when the bass component is increased, and when the sound is played at higher volumes. Use the following measures to suppress such resonance.

- Place speakers so they are 10–15 cm from walls and other surfaces.
- Reduce the volume.
- Move the speakers away from any resonating objects.

When listening through headphones:

Here, a different cause (such as resonance produced by the HP-557R) would be suspect. Consult your Roland dealer or nearest Roland Service Center.

Reverberation Still Audible Even with Reverb Turned Off

- Since the HP-557R's piano sounds faithfully reproduce the sense of spaciousness and reverberation of an actual acoustic piano's sound, a certain amount of reverberation is still perceptible, even with the reverb effect deactivated.

The volume level of the instrument connected to HP-557R is too low.

- Could you be using a connection cable that contains a resistor?
Use a connection cable that does not contain a resistor.

If this Message Appears on Screen

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: Error: 00

Meaning: To protect the copyright, this music file cannot be saved as an SMF. Also, the music file can not be saved. If you want to save it, please save on the same floppy disk.

Indication: Error: 01

Meaning: You can only read the music file or music style. It can not be saved on a floppy disk or internal memory.

Indication: Error: 02

Meaning: The protect tab on the floppy disk is set to the Protect position. Change it to the Write position. Repeat the procedure.

Indication: Error: 03

Meaning: This floppy disk cannot store the format or save any data. Insert a different disk and repeat the procedure.

Indication: Error: 04

Meaning: The data cannot be saved onto this floppy disk because the format is different. Use the floppy disk in the same format.

Indication: Error: 05

Meaning: A new song cannot be written on this song. Select a different song number or use a different floppy disk, and repeat the procedure.

Indication: Error: 10

Meaning: No floppy disk is connected to the disk drive. Insert the disk correctly, and repeat the procedure.

Indication: Error: 11

Meaning: There is not sufficient space left on the floppy disk or internal memory for the data to be saved. Save the data onto a different floppy disk.

Indication: Error: 12

Meaning: The floppy disk inserted into the disk drive can't be read. Be sure you're using Roland SMF Music Files or other music files compatible with Roland digital pianos (p. 129). Also, if you want to save your work on floppy disk, you need to format the floppy disk first (p. 77).

Indication: Error: 13

Meaning: The floppy disk was removed from the disk drive while reading or writing was in progress. Insert the floppy disk and repeat the procedure.

Indication: Error: 14

Meaning: This floppy disk or internal memory is damaged and cannot be used. Insert a different disk and repeat the procedure.

Indication: Error: 15

Meaning: This song or music style cannot be read.

Indication: Error: 16

Meaning: The HP-557R cannot read the floppy disk or the internal memory quickly enough. Press the Stop [■] button, then press the Reset [◀] button and Play [▶] button to play the song.

Indicated: Error: 17

Meaning: The music files cannot be edited on the HP-557R. Please use these music files only for playback.

Indication: Error: 30

Meaning: The internal memory capacity of the HP-557R is full. Save the song or music style data on a floppy disk to delete the song data or the User style stored on the HP-557R memory.

Indication: Error: 40

Meaning: The HP-557R cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the HP-557R.

Indication: Error: 41

Meaning: A MIDI cable or computer cable has been disconnected. Connect it properly and securely.

Indication: Error: 42

Meaning: An excessive amount of performance data has been sent to HP-557R in one time and therefore could not be recorded. Change the tempo more slowly to record the performance again.

Indication: Error: 43

Meaning: The Computer Switch is set to a wrong position or the computer is set wrongly. Switch off the HP-557R then set the Computer Switch to the correct position and set the computer correctly. After that, switch on the HP-557R again.

Indication: Error: 51

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.*

Tone List

[Piano] Group

Grand Piano1
Ballad Piano
Bright Piano
Rock Piano
Piano Choir
PianoStrings
Harpsi.Singl
Harpsi.Doubl
Air Grand
Bell Piano
Harpsichord
Synth Harpsi
Honky-tonk
Honky-tonk 2
Harpsi.o
Coupled Hps.
Grand Piano2
UprightPiano
MIDI Piano1
MIDI Piano2
Piano 1
Piano 2
Piano 3

[E.Piano] Group

E.Piano 1
E.Piano 2
Stage Rhodes
Wurly
FM+SA EP
St.FM EP
Vibraphone
Celesta
E.Piano 3
Hard FM EP
Marimba
Soft Marimba
EG+Rhodes 1
EG+Rhodes 2
Glockenspiel
Xylophone
Detuned EP 1
Detuned EP 2
Vibra Bells
Music Box
Hard Rhodes
Hard E.Piano
Clav.
Hard Clav.
Soft E.Piano
60's E.Piano
Pop Vibe.
Pop Celesta
Soft Clav.

Analog Clav.
SynRingClav.
Phase Clav.
Balafon
Tubular-bell
Carillon
Santur
Steel Drums
Kalimba

[Organ] Group

Nason flt 8'
Diapason 8'
Jazz Organ 1
Jazz Organ2
Full Organ 1
Full Organ 2
Lower Organ1
Lower Organ2
Full Organ 3
Full Organ 4
Jazz Organ3
Jazz Organ4
Rock Organ1
Rock Organ2
L-Organ
VS Organ
Accordion
Harmonica
Pop Organ
Metalic Org.
Organ Flute
Trem.Flute
Church Organ
Theater Org.
Rotary Org.S
Rotary Org.F
Pipe Org. Bs
Organ Bass
Organ 1
Organ 2

[Guitar/Bass] Group

Nylon Guitar
Steel Guitar
Jazz Guitar
JC E.Guitar
Nylon+Steel
Nylon Gt.o
Mandolin
Gut Guitar
Rock Rhythm
Rock Rhythm2
Power Guitar
Power Gt.2

DistortionGt
Overdrive Gt
Feedback Gt2
Gt.Harmonics
12str Guitar
Steel Vox
Acoustic Bs.
A.Bass+Cymb1
Muted Dis.Gt
Muted Gt.
Fingered Bs.
Picked Bs.
Mellow Gt.
5th Dist.
Fretless Bs.
Slap Bass
Mute PickBs.
Mr.Smooth
Jungle Bass
Modular Bass
WireStr Bass
SynthBass101
Synth Bass 1
Hawaiian Gt.
Ukulele
Banjo
Koto
Shamisen

[Strings] Group

Strings
Slow Strings
Violin
Cello
SlowStrings2
Legato Str
Harp
PizzicatoStr
Oct Strings
Choir Str
Harp Strings
Bell Strings
Strings 2
Warm Strings
Contrabass
Timpani
Orchestra
OrchestraHit
Syn.Strings1
Syn.Strings2
Syn.Slow Str
Warm JP Str
Slow Violin
OB Strings
Euro Hit

6th Hit
Bass Hit

[Sax/Brass] Group

Blow Sax
AltoSax + Tp
Flute
Oboe
Soprano Sax
Grow Sax
Trumpet
TromboneSoft
English Horn
Bs Clarinet
Flugel Horn
Fr.Horn Solo
Alto Sax
Tenor Sax
French Horn
Trombone 2
Baritone Sax
GS Bari Sax
Brass 1
Brass 2
Clarinet
GS Eng.Horn
Soft Brass
Oct SynBrass
Pan Flute
Piccolo
Bassoon
Tuba
MutedTrumpet
Fr.Horn 2
Synth Brass1
Synth Brass2
Recorder
Blow Pipe
Ocarina
Shakuhachi

[Voice/GS] Group

Jazz Scat
Doos Voice
Rich Choir
Dreamy Choir
Doot Accent
Dat Accent
Holy Voices
HollowReleas
Bop Accent
Thum Voice
New Age Pad
Sugar Key

Choir Oohs
Choir
Natural Lead
LM Square
Pop Voice
SynVox
2600 SubOsc
SquareWave2
Org Bells
Fantasia
Crystal
Harpvox
Brightness
Clear Bells
Soft Crystal
Digi Bells
Dual Sqr&Saw
P5 Saw Lead
Rhythmic Saw
Waspy Synth
Syn.Square
JP8 Square
FM Lead 1
FM Lead 2
CC Solo
Mg Lead
JP8 Pulse
Cheese Saw
Nylon Harp
Nylon+Rhodes
Fantasia 2
Soft Pad
P5 Poly
Reso Saw
RAVE Vox
Fat & Perky
Heaven II
JP8 Sqr Pad
Sweep Pad 2
Converge
Big Panner
Ai-yai-a
Echo Pan 2
Falling Down
Poly King
Octave Stack
Warm Pad

Piano 1
Piano 1w
Piano 1d
Piano 2
Piano 2w
Piano 3
Piano 3w

GS Honkytonk
Honky-tonk 2
GS E.Piano1
GS E.Piano2
60's E.Piano
E.Piano 1v
E.Piano 2v
Detuned EP 1
Detuned EP 2
GS Harpsi.
Coupled Hps.
Harpsi.w
Harpsi.o
Soft Clav.
Celesta
GS Glocken
GS Music Box
GS Vibe
Vibe.w
GS Marimba
Marimba
Xylophone
Tubular-bell
Church Bell
Carillon
GS Santur
Organ 1
Organ 2
Pop Organ 1
Detuned Or.1
Detuned Or.2
Church Org.1
Church Org.2
Church Org.3
Full Organ 4
Jazz Organ 1
Rock Organ2
Reed Organ
Accordion Fr
Accordion It
GS Harmonica
Bandoneon
GS Nylon Gt.
Nylon Guitar
Nylon Gt.o
Ukulele
Steel-str.Gt
12-str.Gt
GS Mandolin
Jazz Guitar
GS Hawaiian
Clean Gt.
Chorus Gt.
Muted Gt.

Tone List

Funk Gt.	GS Sop.Sax	Bagpipe
Funk Gt.2	Alto Sax	Fiddle
Overdrive Gt	Tenor Sax	Shanai
GS Dist.Gt	GS Bari Sax	Tinkle Bell
Feedback Gt.	GS Oboe	Agogo
Gt.Harmonics	GS Eng.Horn	Steel Drums
Gt. Feedback	Bassoon	Woodblock
GS Ac.Bass	Clarinet	Castanets
GS Fing.Bass	Piccolo	Taiko
GS Picked Bs	GS Flute	Concert BD
Fretless Bs.	Recorder	Melo. Tom 1
Slap Bass	Pan Flute	Melo. Tom 2
Slap Bass 2	Bottle Blow	Synth Drum
SynthBass101	Shakuhachi	808 Tom
Synth Bass 1	Whistle	Elec Perc.
Synth Bass 2	Ocarina	Reverse Cym.
Synth Bass 3	Square Wave	Gt.FretNoise
Synth Bass 4	Square	Gt.Cut Noise
Rubber Bass	Sine Wave	String Slap
GS Violin	Saw Wave	Breath Noise
Slow Violin	Saw	Fl.Key Click
Viola	Doctor Solo	Seashore
GS Cello	Syn.Calliope	Rain
Contrabass	Chiffer Lead	Thunder
GS Trem.Str	Charang	Wind
PizzicatoStr	Solo Vox	Stream
GS Harp	5th Saw Wave	Bubble
Timpani	Bass & Lead	Bird
GS Strings	Fantasia	Dog
Orchestra	Warm Pad	Horse-Gallop
GS Sl.Str	Polysynth	Bird 2
Syn.Strings1	Space Voice	Telephone 1
Syn.Strings2	Bowed Glass	Telephone 2
Syn.Strings3	Metal Pad	DoorCreaking
Choir Aahs	Halo Pad	Door
Choir	Sweep Pad	Scratch
Pop Voice	Ice Rain	Windchime
SynVox	Soundtrack	Helicopter
OrchestraHit	Crystal	Car-Engine
GS Trumpet	Syn Mallet	Car-Stop
GS Trombone	Atmosphere	Car-Pass
Trombone 2	Brightness	Car-Crash
Tuba	Goblin	Siren
MutedTrumpet	Echo Drops	Train
French Horn	Echo Bell	Jetplane
Fr.Horn 2	Echo Pan	Starship
Brass 1	Star Theme	Burst Noise
Brass 2	Sitar	Applause
Synth Brass1	Sitar 2	Laughing
Synth Brass2	Banjo	Screaming
Synth Brass3	GS Shamisen	Punch
Synth Brass4	Koto	Heart Beat
AnalogBrass1	Taisho Koto	Footsteps
AnalogBrass2	Kalimba	Gun Shot

Machine Gun
 Lasergun
 Explosion
 Piano 1*
 Piano 2*
 Piano 3*
 Honky-tonk*
 E.Piano 1*
 E.Piano 2*
 Harpsichord*
 Clav.*
 Celesta*
 Glocken*
 Music Box*
 Vibraphone*
 Marimba*
 Xylophone*
 Tubularbell*
 Santur*
 Organ 1*
 Organ 2*
 Pop Organ 1*
 Rock Organ2*
 ChurchOrg.1*
 Reed Organ*
 AccordionFr*
 Harmonica*
 Bandoneon*
 Nylon-strGt*
 Steel-strGt*
 Jazz Guitar*
 Clean Gt.*
 Muted Gt.*
 Funk Gt.*
 OverdriveGt*
 Dist.Guitar*
 Gt.Harmo*
 Acoustic Bs*
 Fingered Bs*
 Picked Bs.*
 Fretless Bs*
 Slap Bass 1*
 Slap Bass 2*
 Synth Bass1*
 Synth Bass2*
 Rubber Bass*
 Violin*
 Viola*
 Cello*
 Contrabass*
 Tremolo Str*
 Pizzicato*
 Harp*
 Timpani*

Strings*
 SlowStrings*
 Syn.Str 1*
 Syn.Str 2*
 Choir Aahs*
 Pop Voice*
 SynVox*
 Orche.Hit*
 Trumpet*
 Trombone*
 Tuba*
 M.Trumpet*
 FrenchHorns*
 Brass 1*
 SynthBrass1*
 SynthBrass2*
 A.Brass 1*
 Soprano Sax*
 Alto Sax*
 Tenor Sax*
 BaritoneSax*
 Oboe*
 EnglishHorn*
 Bassoon*
 Clarinet*
 Piccolo*
 Flute*
 Recorder*
 Pan Flute*
 Bottle Blow*
 Shakuhachi*
 Whistle*
 Ocarina*
 Square Wave*
 Saw Wave*
 Doctor Solo*
 SynCalliope*
 ChifferLead*
 Charang*
 Solo Vox*
 5th SawWave*
 Bass & Lead*
 Fantasia*
 Warm Pad*
 Polysynth*
 Space Voice*
 Bowed Glass*
 Metal Pad*
 Halo Pad*
 Sweep Pad*
 Ice Rain*
 Soundtrack*
 Crystal*
 Syn Mallet*

Atmosphere*
 Brightness*
 Goblin*
 Echo Drops*
 Star Theme*
 Sitar*
 Banjo*
 Shamisen*
 Koto*
 Kalimba*
 Bagpipe*
 Fiddle*
 Shanai*
 Tinkle Bell*
 Agogo*
 Steel Drums*
 Woodblock*
 Taiko*
 Melo.Tom 1*
 Synth Drum*
 ReverseCym.*
 Fret Noise*
 BreathNoise*
 Seashore*
 Bird*
 Telephone 1*
 Helicopter*
 Applause*
 Gun Shot*

[Drums/SFX] Group

STANDARD #
 SOUND EFFECT #
 ROOM #
 POWER #
 ELECTRONIC #
 TR-808 #
 DANCE #
 JAZZ #
 BRUSH #
 ORCHESTRA #
 GS STANDARD #
 GS ROOM #
 GS BRUSH #

* Tones marked with an asterisk "*" can only be recorded to the "R" button. The Drum Set such as STANDARD set and SOUND EFFECT have a variety of different sounds assigned to each key.

* Tone with a "***" symbol appended to their name may not play back satisfactorily on other GS sound generating devices.

Drum/SFX Set List

■ Drum Set

	STANDARD	ROOM	POWER	ELECTRONIC
24	Bar Chime	----	Bar Chime	Bar Chime
25	Snare Roll	----	Snare Roll	Snare Roll
26	Finger Snap	----	Finger Snap	Finger Snap
27	High Q	High Q	High Q	High Q
28	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Std Kick 2'	Kick1	Std Kick 2	Std Kick 2
C2 36	Kick 1	Room Kick	MONDO Kick	Elec BD
37	Side Stick	Side Stick	Side Stick	Side Stick
38	Std Snr 1	Room Snr 1	Gated SD	Elec SD
39	Hand Clap	Hand Clap	Hand Clap	Hand Clap
40	Std Snr 2	Std Snr 1	Snare Drum 2	Gated SD
41	Low Tom 2	Room Low Tom 2'	Room Low Tom 2	Elec Low Tom 2
42	Closed Hi-hat 1' [EXC1]	Closed Hi-hat 1' [EXC1]	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 1 [EXC1]
43	Low Tom 1	Room Low Tom 1'	Room Low Tom 1	Elec Low Tom 1
44	Pedal Hi-hat 1' [EXC1]	Pedal Hi-hat 1' [EXC1]	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 1 [EXC1]
45	Mid Tom 2	Room Mid Tom 2'	Room Mid Tom 2	Elec Mid Tom 2
46	Open Hi-hat 1' [EXC1]	Open Hi-hat 1' [EXC1]	Open Hi-hat 1 [EXC1]	Open Hi-hat 1 [EXC1]
47	Mid Tom 1	Room Mid Tom 1'	Room Mid Tom 1	Elec Mid Tom 1
C3 48	High Tom 2	Room Hi Tom 2'	Room Hi Tom 2	Elec Hi Tom 2
49	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1
50	High Tom 1	Room Hi Tom 1'	Room Hi Tom 1	Elec Hi Tom 1
51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Reverse Cymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	Cowbell	Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap
59	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
C4 60	High Bongo	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62	Mute High Conga	Mute High Conga	Mute High Conga	Mute High Conga
63	Open High Conga	Open High Conga	Open High Conga	Open High Conga
64	Low Conga	Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	----	----	----	----

---- : No sound.

[EXC] : will not sound simultaneously with other percussion instruments of the same number.

Drum/SFX Set List

	TR-808	DANCE	JAZZ GS STADARD	BRUSH
24	Bar Chime	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap
27	High Q	High Q	High Q	High Q
28	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Dance Snr 1	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Std Kick 2	Kick 1	Std Kick 2	Kick 2
C2 36	808 Bass Drum 1	808 Bass Drum 2	Std Kick 1	Kick 1
37	808 Rim Shot	808 Rim Shot	Side Stick	Side Stick
38	808 Snare Drum	TR-909 Snr	Snare Drum 1	Brush Tap
39	Hand Clap	Hand Clap	Hand Clap	Brush Slap
40	Snare Drum 2	Dance Snr 2	Snare Drum 2	Brush Swirl
41	808 Low Tom 2	808 Low Tom 2	Low Tom 2	Brush Low Tom 2
42	808 CHH [EXC1]	808 CHH [EXC1]	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 2 [EXC1]
43	808 Low Tom 1	808 Low Tom 1	Low Tom 1	Brush Low Tom 1
44	808 CHH [EXC1]	808 CHH [EXC1]	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 2 [EXC1]
45	808 Mid Tom 2	808 Mid Tom 2	Mid Tom 2	Brush Mid Tom 2
46	808 OHH [EXC1]	808 OHH [EXC1]	Open Hi-hat 1 [EXC1]	Open Hi-hat 2 [EXC1]
47	808 Mid Tom 1	808 Mid Tom 1	Mid Tom 1	Brush Mid Tom 1
C3 48	808 Hi Tom 2	808 Hi Tom 2	High Tom 2	Brush Hi Tom 2
49	808 Cymbal	808 Cymbal	Crash Cymbal 1	Crash Cymbal 1
50	808 Hi Tom 1	808 Hi Tom 1	High Tom 1	Brush Hi Tom 1
51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	808 Cowbell	808 Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap
59	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
C4 60	High Bongo	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62	808 High Conga	808 High Conga	Mute High Conga	Mute High Conga
63	808 Mid Conga	808 Mid Conga	Open High Conga	Open High Conga
64	808 Low Conga	808 Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	808 Maracas	808 Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	808 Claves	808 Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	-----	-----	-----	-----

Drum/SFX Set List

	ORCHESTRA	GS ROOM	GS BRUSH
24	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap
27	Close Hi-hat [EXC1]	High Q	High Q
28	Pedal Hi-hat [EXC1]	Slap	Slap
29	Open Hi-hat [EXC1]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Ride Cymbal	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell
35	Concert BD 2	Std Kick 2	Std Kick 2
C2 36	Concert BD 1	Std Kick 1	Std Kick 1
37	Side Stick	Side Stick	Side Stick
38	Concert SD	Snare Drum 1	Brush Tap
39	Castanets	Hand Clap	Brush Slap
40	Concert SD	Snare Drum 2	Brush Swirl
41	Timpani F	Room Low Tom 2	Low Tom 2
42	Timpani F#	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 1 [EXC1]
43	Timpani G	Room Low Tom 1	Low Tom 1
44	Timpani G#	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 1 [EXC1]
45	Timpani A	Room Mid Tom 2	Mid Tom 2
46	Timpani A#	Open Hi-hat 1 [EXC1]	Open Hi-hat 1 [EXC1]
47	Timpani B	Room Mid Tom 1	Mid Tom 1
C3 48	Timpani c	Room Hi Tom 2	High Tom 2
49	Timpani c#	Crash Cymbal 1	Crash Cymbal 1
50	Timpani d	Room Hi Tom 1	High Tom 1
51	Timpani d#	Ride Cymbal 1	Ride Cymbal 1
52	Timpani e	Chinese Cymbal	Chinese Cymbal
53	Timpani f	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	Cowbell	Cowbell	Cowbell
57	Concert Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap
59	Concert Cymbal 1	Ride Cymbal 2	Ride Cymbal 2
C4 60	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo
62	Mute High Conga	Mute High Conga	Mute High Conga
63	Open High Conga	Open High Conga	Open High Conga
64	Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	Applause	-----	-----

----- : No sound.

[EXC] : will not sound simultaneously with other percussion instruments of the same number.

Drum/SFX Set List

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

Internal Song List

No.	Title	Composer	Copyright
1	Canon a 3 con suo basso	J. Pachelbel	© 1993 Roland Corporation
2	Summertime	G. Gershwin	© 1994 Roland Corporation
3	"Promenade" from "Tableaux d'une exposition"	M. Musorgsky	© 1995 Roland Corporation
4	Hallelujah!	G. Händel	© 1993 Roland Corporation
5	Sun Daze	J. Maul	© 1992 Roland Corporation
6	The Entertainer	S. Joplin	© 1994 Roland Corporation
7	Londonderry Air	Traditional	© 1993 Roland Corporation
8	L'éveil de l'amour	Masashi & Kazuko Hirashita	© 2000 Roland Corporation
9	Bagatelle "Für Elise" WoO. 59	L. v. Beethoven	© 1996 Roland Corporation
10	"Fröhlicher Landmann" from "Album Für Die Jugend" Op. 68	R. Schumann	© 1996 Roland Corporation
11	The Keeper's Tale	J. Maul	© 1992 Roland Corporation
12	Menuet in G Major, BWV. Anh. 114 from "Notebook Of Anna Magdalena Bach"	J. S. Bach	© 1992 Roland Corporation
13	Gymnopedie No. 1	E. Satie	© 1997 Roland Corporation
14	Piano Sonata No. 15 in C Major, 1st Movement	W. A. Mozart,	© 1996 Roland Corporation
15	Air from Ouverture No.3 BWV.1068	J. S. Bach	© 1996 Roland Corporation
16	Ave Maria	C. Gounod	© 1993 Roland Corporation
17	"Arietta" from "Lyric Pieces, Volume 1" Op. 12-1	E. Grieg	© 1996 Roland Corporation
18	Turkisch March (Piano Sonate No. 11 in A Major, 3rd Movement "Alla Turca")	W. A. Mozart	© 1996 Roland Corporation
19	Secret Agent	J. Maul	© 1992 Roland Corporation
20	Kismet's Salsa: "The Polovtsian Dance" from Opera "Prince Igor"	A. Borodin/ Arranged by J. Maul	© 1996 Roland Corporation
21	Roll Over Ludwig : Song from Symphony No. 7 2nd Mov.	L. v. Beethoven/ Arranged by J. Maul	© 1996 Roland Corporation
22	Piano Sonata No. 14 in C-sharp Minor, "Moonlight" 1st Movement	L. v. Beethoven	© 1998 Roland Corporation
23	"Doctor Gradus Ad Parnassum" from Suite "Children's Corner"	C. Debussy	© 1995 Roland Corporation
24	Golliwog's Cakewalk	C. Debussy	© 1996 Roland Corporation
25	Nocturne No. 2 in E-flat Major, Op. 9-2	F. Chopin	© 1996 Roland Corporation
26	Prelude "Raindrop" Op.28-15	F. Chopin	© 1996 Roland Corporation
27	A Prelude To... : No. 4 in E-Minor from "24 Preludes", Op. 28	F. Chopin/ Arranged by J. Maul	© 1996 Roland Corporation
28	12 Variationen Über Ein Französisches Lied "Ah, Vous Dirai-Je, Maman," K. 265	W. A. Mozart	© 1994 Roland Corporation

Internal Song List

No.	Title	Composer	Copyright
29	Moment musicaux No. 3, Op. 94-3	F. Schubert	© 1994 Roland Corporation
30	Rhapsody No. 2, Op. 79	J. Brahms	© 1998 Roland Corporation
31	Scrambled Eggs	Masashi & Kazuko Hirashita	© 1992 Roland Corporation
32	Count On The Blues	J. Maul	© 1992 Roland Corporation
33	One Down And Easy	J. Maul	© 1994 Roland Corporation
34	Arabesque No. 1 in E-Major	C. Debussy	© 1996 Roland Corporation
35	"From Foreign Lands And People" from "Scenes From Childhood" Op. 15	R. Schumann	© 1998 Roland Corporation
36	"Träumerei" from "Scenes From Childhood" Op. 15	R. Schumann	© 1997 Roland Corporation
37	Gavotte from Opera "Rosine"	F. Gossec	© 1996 Roland Corporation
38	Dolly's Dreaming And Awakening Op. 202-5	T. Oesten	© 1996 Roland Corporation
39	Blumenlied	G. Lange	© 1996 Roland Corporation
40	Salut D'Amour Op. 12	E. Elgar	© 1996 Roland Corporation
41	"Frühlingslied" from "Lieder Ohne Worte Heft 5", Op. 62-6	F. Mendelssohn	© 1996 Roland Corporation
42	A Maiden's Prayer	T. Badarzewska	© 1996 Roland Corporation
43	Sonatina C Major Op. 36-3, 1st Mov.	M. Clementi	© 1996 Roland Corporation
44	3-Romances Sans Paroles No. 3, Op. 17	G. Fauré	© 1996 Roland Corporation
45	Slavonic Dance No. 10, Op. 72-2	A. Dvořák	© 1998 Roland Corporation
46	Menuet Antique	M. Ravel	© 1996 Roland Corporation
47	Theme & 5th Variation from "Harmonious Blacksmith"	G. Händel	© 1996 Roland Corporation
48	Bach's A Boppin': Prelude No. 2 from "The Well Tempered Clavier Book2"	J. S. Bach/ Arranged by J. Maul	© 1996 Roland Corporation
49	Aria "Make Thee Clean My Heart From Sin" from "Matthew's Passion"	J. S. Bach/ Arranged by J. Maul	© 1998 Roland Corporation
50	Hungarian Rag: Hungarian Dance No. 5	J. Brahms/ Arranged by J. Maul	© 1996 Roland Corporation
51	Polonaise No. 6 in A-flat Major "Héroïque," Op. 53 (Excerpt)	F. Chopin	© 1994 Roland Corporation
52	Rondo Brillante "Aufforderung Zum Tanz" in D-flat Major, Op. 65	C. M. v. Weber	© 1994 Roland Corporation
53	Prélude from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
54	Menuet from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
55	Clair de lune from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
56	Passepied from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
57	Mazurka No.5 in B-flat Major, Op. 7-1	F. Chopin	© 1995 Roland Corporation
58	Le Piccadilly (Marche)	E. Satie	© 1997 Roland Corporation
59	Csikos Post	H. Necke	© 1996 Roland Corporation

Internal Song List

No.	Title	Composer	Copyright
60	Paganooogie Variation: Caprice No. 24 in A Minor	N. Paganini/ Arranged by J. Maul	© 1998 Roland Corporation
61	The Milky Way	Masashi & Kazuko Hirashita	© 1992 Roland Corporation
62	Fly Free	J. Maul	© 1992 Roland Corporation
63	Last Flower	L. Brutti & R. Lanci- otti	© 1995 Roland Corporation
64	Piano Concerto No. 1 in A Minor Op. 16	E. Grieg	© 1994 Roland Corporation

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- * No data for the music that is played will be output from MIDI OUT.
- * All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

Profile

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.

Kazuko Hirashita, Masashi Hirashita

Masashi and Kazuko both started studying classical piano when they were in their infancy. Both went on to study composition.

At the same time, they had started their own music careers as keyboardists and composers. Their work covers a wide spectrum of styles and activities, including pop, fusion and jazz music as well as many writing and producing jobs.

Disk Demo Song List

Title	Composer	Copyright
Nocturne op.9-2	F. Chopin	© 1994 Roland Corporation
Amapola	G. J. M. Lacalle	© 1993 Roland Corporation
Grandfather's Clock	H. Work	© 1998 Roland Corporation
Greensleeves	Traditional	© 1993 Roland Corporation
Träumerei	R. Schumann	© 1994 Roland Corporation
Liebesträume III	F. Liszt	© 1994 Roland Corporation
Prelude op.28-15	F. Chopin	© 1994 Roland Corporation
Grand valse brillante	F. Chopin	© 1994 Roland Corporation
Mondschein Sonata	L. v. Beethoven	© 1994 Roland Corporation
Fantasie-Impromptu op.66	F. Chopin	© 1993 Roland Corporation
Petit chien	F. Chopin	© 1994 Roland Corporation
Les patineurs	E. Waldteufel	© 1998 Roland Corporation
Ungarische Tanz V	J. Brahms	© 1994 Roland Corporation
Türkischer Marsch	W. A. Mozart	© 1993 Roland Corporation
Etude No. 74 from "Beyer Piano Textbook"	F. Beyer	© 1996 Roland Corporation
Etude No. 78 from "Beyer Piano Textbook"	F. Beyer	© 1996 Roland Corporation
Etude No. 90 from "Beyer Piano Textbook"	F. Beyer	© 1996 Roland Corporation
No. 1 "La Candeur" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 2 "Arabesque" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 5 "Innocence" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 6 "Progrès" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 9 "La Chasse" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 11 "La Bergeronnette" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 14 "La Styrienne" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 15 "Ballade" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 17 "La Babillarde" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 19 "Ave Maria" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 23 "Le Retour" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 25 "La Chevaleresque" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation

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

Effect List

Display	Description
Chorus	Makes sounds broader and fatter.
Stereo Chorus	A stereo chorus.
Hexa Chorus	A multilayer chorus.
Tremolo Chorus	A chorus with a tremolo effect.
Space D	A clear chorus.
Rotary	Adds a rotary-speaker effect.
Stereo Delay	Delays the sound with a stereo effect.
Modulation Delay	Adds a wavering effect to the delayed sound.
Triple Tap Delay	A three-way delay.
Quadruple Tap Delay	A four-way delay.
Phaser	Adds undulations to the sound.
Stereo Flanger	Adds metallic reverberations.
Step Flanger	A flanger that varies the pitch in a stepwise fashion.
Enhancer	Adds modulation to the sound.
Overdrive	Applies soft distortion to the sound.
Distortion	Applies hard distortion to the sound.
Auto Wah	Changes the tone in a cyclical manner.
Compressor	Suppresses fluctuations in volume.
Gate Reverb	Cuts off the reverberations before they fade away completely.
2V Pitch Shifter	Adds two pitch-shifted sounds to the original sound (two-voice pitch shifter).
FB Pitch Shifter	Adds a single pitch-shifted sound to the original sound (feedback pitch shifter).
Enhancer->Chorus	Applies both enhancer and chorus effects.
Enhancer->Flanger	Applies both enhancer and flanger effects.
Enhancer->Delay	Applies both enhancer and delay effects.
Chorus->Delay	Applies both chorus and delay effects.
Flanger->Delay	Applies both flanger and delay effects.
Overdrive->Chorus	Applies both overdrive and chorus effects.
Overdrive->Flanger	Applies both overdrive and flanger effects.
Overdrive->Delay	Applies both overdrive and delay effects.
Distortion->Chorus	Applies both distortion and chorus effects.
Distortion->Flanger	Applies both distortion and flanger effects.
Distortion->Delay	Applies both distortion and delay effects.
Sympathetic Resonance	Applies a resonance effect when the damper pedal is depressed.

Music Files That the HP-557R Can Use

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 HP-557R, 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

Use of the song data supplied with the Music Style Disk attached to this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

■ The HP-557R 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-557R.

SMF with Lyrics

“SMF with Lyrics” refers to SMF (Standard MIDI File) that contains the lyrics. When music files carrying the “SMF with Lyrics” logo are played back on a compatible device (one bearing the same logo), the lyrics will appear in its display.

■ About the HP-557R Sound Generator

The HP-557R come equipped with GM/GS sound generators.

General MIDI



The General MIDI 1 is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI 1 standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2



The General MIDI 2 is a set of recommended specifications that provide detailed definitions for functionality such as sound editing and effects that had not been defined in the General MIDI 1, and extend the sound map to allow a higher degree of performance expression and compatibility. Since the General MIDI 2 is compatible with the General MIDI 1, it is capable of reliably playing back music files bearing the General MIDI logo.

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 1, 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 1, Roland’s GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind).

This product supports both the General MIDI 1 and the GS Format, and can be used to play back music data carrying either of these logos.

Glossary

Arrange

This is an abbreviation of “Arrangement.” It refers to changes that have been made in an original tune, by adding a new accompaniment or by changing the instruments used.

Automatic Accompaniment

The HP-557R automatically plays accompaniment when just a few keys in the lower section of the keyboard are pressed to specify the chord (p. 58).

Bouncing Ball

The flashing dot that moves in a semicircular pattern across the screen of the HP-557R is called a “Bouncing Ball” (p. 43).

Chord

Two or more notes sounding at the same time (p. 33).

Division

The six performance states that make up a Music Style are called “Divisions” (p. 59).

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 “SFX Set” (p. 37).

Edit

Editing is to change the song you have recorded, such as by erasing part of the song, or copying a measure (p. 90).

Ending

This is the last part of the accompaniment. When you stop playing the automatic accompaniment, the HP-557R plays an ending appropriate for the style (p. 60).

Ensemble

A combined performance of two or more instruments is called an “Ensemble.”

Icon

The on-screen graphics that appear three dimensional work like buttons. These are called “Icons.”

Intro

This is the introductory portion of an automatic accompaniment performance. The HP-557R plays an intro ideally suited to each style when it starts playing the automatic accompaniment (p. 59).

Key Touch

This is the sensation of heaviness—the “touch”—of the keys when the keyboard is played.

The HP-557R 100 levels of adjustment (p. 45).

Layer Play

Playing with two different tones on a key simultaneously is called “Layer Play” (p. 38).

Music Style

Music Styles are performance patterns in various musical genres. A Music Style is played automatically in accord with the specified chord using the HP-557R’s Arranger Function (p. 58).

Part

On the HP-557R, “Part” can have two different meanings. One meaning refers to a performance part (p. 69), such as the right-hand part of a piano song. The other refers to the 16 parts in the 16-track sequencer (p. 84).

Pickup

A song with a pickup does not start on the first beat (p. 74).

Playback

The HP-557R plays back the performance data (p. 49).

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...”.

Save

Saving is storing the recorded performance data onto a floppy disk or User Memory (p. 77).

Sound Generator

The sound generator of the HP-557R supports GM/GS, and can play 566 different sounds (p. 129).

Split

The division of the keyboard into upper and lower 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 upper part and lower part (p. 39).

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 HP-557R is called “Master Tune,” and tuning to other musical instrument is called “Tuning” (p. 46).

Tone

Tones are the musical instruments or effect sounds stored in the internal memory of the HP-557R. The display shows "TONE."

Tuning Curves

Graphic representations of the changes in pitch of the equally-tempered tuning versus those of actual tunings are called "Tuning Curves" (p. 46).

MIDI Implementation Chart

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1 1-16	1-16 1-16	
Mode	Default Messages Altered	Mode 3 x	Mode 3 Mode 3, 4(M=1)	* 2
Note Number :	True Voice	15-113	0-127 0-127	
Velocity	Note ON Note OFF	O x 8n v=64	O x	
After Touch	Key's Ch's	x x	O O	*1 *1
Pitch Bend		O	O	
Control Change	0, 32	O	O	*1 Bank select
	1	O	O	*1 Modulation
	5	O	O	*1 Portamento time
	6, 38	O	O	*1 Data entry
	7	O	O	*1 Volume
	10	O	O	*1 Panpot
	11	O	O	*1 Expression
	64	O	O	*1 Hold 1
	65	O	O	*1 Portamento
	66	O	O	*1 Sostenuto
	67	O	O	*1 Soft
	84	O	O	*1 Portamento control
	91	O	O (Reverb)	*1 Effect1 depth
	93	O	O (Chorus)	*1 Effect3 depth
	98, 99	O	O	*1 NRPN LSB, MSB
	100, 101	O	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 : Song Sel : Tune	x x x	x x x	
System Real Time	: Clock : Commands	O x	x x	
Aux Message	: All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset	x x x x O x	O (120, 126, 127) O O O (123-125) O x	
Notes		* 1 O x is selectable by 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

Main Specifications

<Keyboard>

● Keyboard

88 keys Progressive Hammer action mechanism with Escapement

● Touch Sensitivity

100 levels

● Keyboard Mode

Whole
Split (adjustable split point)
Layer
Arranger
Piano Style Arranger
Manual Drum/SFX

<Sound Generator> Conforms to GS/GM2

● Max.Polyphony

128 voices

● Tones

8 groups 557 variations (including 12 drum sets, 1 SFX set)

● Temperament

8 types, selectable tonic

● Stretched Tuning

2 types

● Master Tuning

415.3 Hz–466.2 Hz (0.1 Hz Steps)

● Transpose

Key Transpose (-6–+5 semitone steps)
Playback Transpose (-24–+24 semitone steps)

● Effects

Reverb (8 types, stepless level adjustable), Chorus (8 types 100 levels), Sympathetic Resonance, Rotary and 31 other types

<Arranger>

● Music Styles

Internal: 8 groups 100 styles x 4 types (Style Orchestrator)

● Melody Intelligence

24 types

● Control

Start/Stop
Intro/Ending (2 types for each styles)
Sync. Start
Fill In (Variation/Original)
Arranger Reset
Count Down
Melody Intelligence
Break
Leading Bass

Half Fill In (Variation/Original)

<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: 10 levels
Metronome Pattern: 11 patterns
Sounds: 8 types

● Tracks

5/16 tracks

● Song

1 song

● Note Storage

Approx. 30,000 notes

● Tempo

Quarter note = 20–250

● Resolution

120 ticks per quarter note

● Recording Method

Realtime (Replace, Mix, Auto Punch In, Manual Punch In, Loop, Tempo)
Step (On Chord Sequence mode)
Beat Map

● Edit

Copy, Quantize, Delete, Insert, Erase, Transpose, Part Exchange, Note Edit, PC Edit

● Rhythm Pattern

40 types

● Control

Song Select, Reset, Stop, Play, Rec, Bwd, Fwd, All Song Play, Track Select, Count In, Playback Balance, Marker Set, Repeat, Tempo Mute

Main Specifications

<Disk Drive / Disk Storage>

3.5 inch Micro Floppy Disk

● Disk Format

720 K bytes (2DD)

1.44 M bytes (2HD)

● Songs

Max. 99 songs

● Note Storage

Approx. 120,000 notes (2DD)

Approx. 240,000 notes (2HD)

● Playable Software

Standard MIDI Files (Format 0/1)

Roland Original Format (i-Format)

● Save

Standard MIDI Files (Format 0)

Roland Original Format (i-Format)

<Internal Memory>

● Preset Song

64 Songs

● User Memory

Max. 200 songs

<Others>

● Rated Power Output

30 W x 2

● Speakers

16 cm x 2, 5 cm x 2

● Display

Beat Indicator

Graphic 320 x 128 dot backlit LCD

Language: English/German/French/Spanish/Japanese

● Score

Great staff/G Clef staff/F Clef staff

with note name/with Lyrics

● Lyrics

Yes (Built-in Display, MIDI Out)

● Control

Volume, Brilliance, Reverb, Balance, Microphone Volume,
Microphone Echo.

● Pedals

Damper (half-pedal recognition)

Soft (half-pedal recognition, Function assignable)

Sostenuto (Function assignable)

● Other Functions

Guide, Audition, Quick Tour

● Connectors

Output jacks (L/Mono, R)

Input jacks (L/Mono, R)

Microphone jack (with echo)

Headphones jack x 2 (Stereo)

MIDI In connector x 2

MIDI Out connector

Computer connector

Pedal Connector (8 pin DIN type)

● Power supply

AC 117 V, AC 230 V, AC 240 V

● Power Consumption

70 W (AC 100 V)

74 W (AC 117 V)

71 W (AC 230 V)

71 W (AC 240 V)

● Cabinet finish

Satin Mahogany

● Dimensions (including Piano Stand)

1445 (W) mm x 528 (D) mm x 920 (H) mm

56-15/16 (W) x 20-13/16 (D) x 36-1/4 (H) inches

● Weights (including Piano Stand)

68.3 kg / 150 lbs 10 oz

● Accessories

Owner's manual, Power cord

Demo Disk

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

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MEMO

Information

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

AFRICA

EGYPT

Al Fanny Trading Office
P.O. Box 2904,
El Horrich Heliopolis, Cairo,
EGYPT
TEL: (02) 4185531

REUNION

Maison FO - YAM Marcel
25 Rue Jules Merman ZI
Chaudron - BP79 97491
St. Clotilde REUNION
TEL: 28 29 16

SOUTH AFRICA

That Other Music Shop
(PTY) Ltd.
11 Melle Street (Cnr Melle and
Juta Street)
Braamfontein 2001
Republic of SOUTH AFRICA
TEL: (011) 403 4105

Paul Bothner (PTY) Ltd.
17 Werdmuller Centre Claremont
7700
Republic of SOUTH AFRICA

P.O. Box 23032
Claremont, Cape Town
SOUTH AFRICA, 7735
TEL: (021) 64 4070

ASIA

CHINA

Beijing Xinghai Musical
Instruments Co., Ltd.
n Huangmunchang Chao Yang
District, Beijing, CHINA
TEL: (010) 6774 7491

HONG KONG

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

INDIA

Rivera Digitec (India) Pvt. Ltd.
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Flats Compound Off. Dr. Edwin
Moses Road, Mumbai-400011,
INDIA
TEL: (022) 498 3079

INDONESIA

PT Citra Inti Rama
Jl. Cideng Timur No. 151-150
Jakarta Pusat
INDONESIA
TEL: (021) 6324170

KOREA

Cosmos Corporation
Service Station
201 2nd Floor Nak-Won Arcade
Jong-Ro ku, Seoul, KOREA
TEL: (02) 742 8844

MALAYSIA

Bentley Music SDN BHD
140 & 142, Jalan Bukit Bintang
55100 Kuala Lumpur, MALAYSIA
TEL: (03) 2443333

PHILIPPINES

G.A. Yupangco & Co. Inc.
379 Gil J. Puyat Avenue
Makati, Metro Manila 1200,
PHILIPPINES
TEL: (02) 899 9801

SINGAPORE

Swee Lee Company
130 Sims Drive,
SINGAPORE 387381
TEL: 748-1669

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#02-2148, SINGAPORE 489980
TEL: 243 9555

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N. Road Sec. 2, Taipei, TAIWAN,
R.O.C.
TEL: (02) 2561 3339

THAILAND

Theera Music Co., Ltd.
370 Vong Nakorn Kasem, Soi 2,
Bangkok 10100, THAILAND
TEL: (02) 2248821

VIETNAM

Saigon Music
138 Tran Quang Khai St.,
District 1
Ho Chi Minh City
VIETNAM
TEL: (08) 844-4068

AUSTRALIA/ NEW ZEALAND

AUSTRALIA

Roland Corporation
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38 Campbell Avenue
Dee Why West, NSW 2099
AUSTRALIA
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NEW ZEALAND

Roland Corporation (NZ) Ltd.
97 Mt. Eden Road, Mt. Eden,
Auckland 3, NEW ZEALAND
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Providencia Santiago, CHILE
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San Salvador, EL SALVADOR
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Av. Toluca No. 323 Col. Olivar de
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Roland Scandinavia A/S
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Roland Ireland
Audio House, Belmont Court,
Donnybrook, Dublin 4,
Republic of IRELAND
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Chahine Building, Achrafieh
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Badie Studio & Stores
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TEL: 423554

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aDawlah Universal
Electronics APL
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SAUDI ARABIA
TEL: (03) 898 2081

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Technical Light & Sound
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Damascus - SYRIA
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TURKEY

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ve ihracat limited ireketi
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Mucadelle Cikmeze No. 11-13
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Zak Electronics & Musical
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NORTH AMERICA

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U. S. A.

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5100 S. Eastern Avenue
Los Angeles, CA 90040-2938,
U. S. A.
TEL: (323) 890 3700



For EU Countries

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

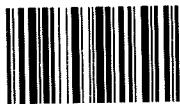
Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

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