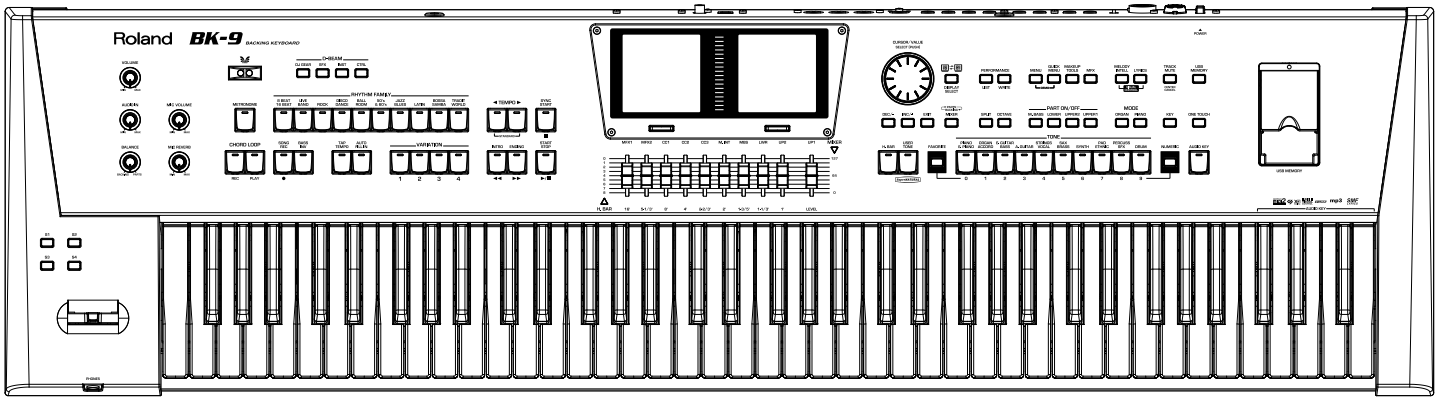


BK-9

BACKING KEYBOARD

Owner's Manual

Roland

Owner's Manual (this document)

Read this first. It explains the basic things you need to know in order to use the BK-9.

PDF Manual (download from the Web)

- **Tone & Drum Kit List**

  This is a list of the sounds contained in the BK-9.
- **Rhythm List**

  This is a list of the rhythms contained in the BK-9.
- **MIDI Implementation**

  This is detailed information about MIDI messages.

To obtain the PDF manual

1. **Enter the following URL in your computer.**
   http://www.roland.com/manuals/
2. **Choose "BK-9" as the product name.**

For EU Countries

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

For the USA

FEDERAL COMMUNICATIONS COMMISSION
RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment requires shielded interface cables in order to meet FCC class B limit.
Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For Canada

CAN ICES-3 (B)/NMB-3 (B)

For C.A. US (Proposition 65)

WARNING

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

For Korea

사용자 안내문

기종별	사용자 안내문
B 급 기기 (가정용 방송통신기자재)	이 기기는 가정용(B 급) 전자파적합기기로서 주로 가정에서 사용하는 것을 목적으로 하며, 모든지역에서 사용할 수 있습니다.

For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

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

For the USA

DECLARATION OF CONFORMITY
Compliance Information Statement

Model Name :	BK-9
Type of Equipment :	Backing Keyboard
Responsible Party :	Roland Corporation U.S.
Address :	5100 S. Eastern Avenue, Los Angeles, CA 90040-2938
Telephone :	(323) 890-3700

Roland

BK-9

BACKING KEYBOARD

Owner's Manual

Thank you and congratulations on your choice of the Roland BK-9 Backing Keyboard.

To ensure that you obtain the maximum enjoyment and take full advantage of the BK-9's functionality, please read this owner's manual carefully.

About This Manual

You should first read the chapter "6. Before You Start Using BK-9" (p. 20). It explains how to connect the AC adaptor and turn on the power. This Owner's Manual explains everything, from the BK-9's basic operations to more advanced functions.

Conventions Used in This Manual

Text enclosed in square brackets [ ] indicates the name of a button or knob. Example: the [MENU] button.

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

The following symbols are used.

NOTE	This indicates an important note; be sure to read it.
MEMO	This indicates a memo regarding the setting or function; read it as desired.
TIPS	This indicates a useful hint for operation; read it as necessary.

* 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., include newer sounds), so what you actually see in the display may not always match what appears in the manual.

Before using this instrument, carefully read "Using the Unit Safely" (p. 4) and "Important Notes" (p. 6).
Those sections provide information concerning the proper operation of the BK-9. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, the manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference

1. 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

To completely turn off power to the unit, pull out the plug from the outlet

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Do not disassemble or modify by yourself

Do not open (or modify in any way) the unit or its AC adaptor.

Do not repair or replace parts by yourself

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

Do not use or store in the following types of locations

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

Use only KS-12 that is recommended

This unit should be used only with a rack or stand that is recommended by Roland.

⚠WARNING

Do not place in an unstable location

When using the unit with a rack or stand recommended by Roland, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

Do not place in an unstable location

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

Use only the included AC adaptor and the correct voltage

Be sure to use only the AC adaptor included with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

Use only the included power cord

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

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

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!

Avoid extended use at high volume

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.

⚠WARNING

Don't allow foreign objects or liquids to enter unit; never place containers with liquid on unit

Do not place containers containing liquid (e.g., a glass of water, flower vases) on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

Do not drop or subject to strong impact

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

Adults must provide supervision in places where children are present

When using the unit in locations where children are present, be careful so no mishandling of the unit can take place. An adult should always be on hand to provide supervision and guidance.

Turn off the unit if an abnormality or malfunction occurs

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

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

⚠ WARNING

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

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

Do not use overseas

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

⚠ CAUTION

Place in a well ventilated location

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

Grasp the plug when connecting or disconnecting the AC adaptor

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

Periodically clean the AC adaptor's plug

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

Manage cables for safety

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

Avoid climbing on top of the unit, or placing heavy objects on it

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

Do not connect or disconnect the AC adaptor with wet hands

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

Disconnect everything before moving the unit

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

Unplug the AC adaptor from the outlet before cleaning

Before cleaning the unit, turn it off and unplug the AC adaptor from the outlet (p. 25).

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

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

Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidently be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.

⚠ CAUTION

Precautions concerning use of phantom power supply

Always turn the phantom power off when connecting any device other than condenser microphones that require phantom power. You risk causing damage if you mistakenly supply phantom power to dynamic microphones, audio playback devices, or other devices that don't require such power. Be sure to check the specifications of any microphone you intend to use by referring to the manual that came with it.

(This instrument's phantom power: 48 V DC, 10 mA Max)

2. Important Notes

In addition to the items listed under "Using the unit safely" on p. 4, please read and observe the following:

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter or a motor (such as a refrigerator, washing machine, microwave oven, or air conditioner). Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- To prevent malfunction and equipment failure, always make sure to turn off the power on all your equipment before you make any connections.
- With the factory settings, the BK-9 will automatically be switched off 30 minutes after you stop playing or operating the unit. If you don't want the unit to turn off automatically, change the "AUTO OFF" setting to "OFF" as described on p. 143.

NOTE

The settings you were editing will be lost when the unit is turned off. If you want to keep your settings, you must save your settings before turning the unit off.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
  You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.
- Do not put anything that contains water on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

Maintenance

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

Additional Precautions

- Unfortunately, it may be impossible to restore the contents of data that was stored on a USB memory once it has been lost. Roland Europe 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 disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing others nearby, 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.
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Do not apply undue force to the music stand while it is in use.
- Use only the specified expression pedal (EV-series; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- 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.
- The sensitivity of the D Beam controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location.
- When opening/closing the USB memory cover, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.

Storage devices that can be connected to the BK-9's USB MEMORY port

- The BK-9 allows you to connect commercially available USB Flash memory. You can purchase such devices at a computer store, a digital camera dealer, etc.
- Though external hard disks with a capacity in excess of 2TB can be used, please bear in mind that the BK-9 can manage a maximum of 2TB. (FAT-32 formatted storage devices can be used right away.)
- Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.

Before using external USB storage devices

- Carefully insert the USB memory all the way in—until it is firmly in place.
- USB memories are constructed using precision components; handle the storage devices carefully, paying particular note to the following.
  - To prevent damage to the USB memory from static electricity, be sure to discharge any static electricity from your own body before handling the cards.
  - Do not touch or allow metal to come into contact with the contact portion of the USB memory.
  - Do not bend, drop, or subject cards to strong shock or vibration.
  - Do not keep cards in direct sunlight, in closed vehicles, or other such locations.
  - Do not allow USB memories to become wet.
  - Do not disassemble or modify the USB memory.
- Never touch the terminals of the USB memory. Also, avoid getting the terminals dirty.
- When connecting a USB memory, position it horizontally with the BK-9's USB MEMORY port and insert it without using excessive force. The USB MEMORY port may be damaged if you use excessive force when inserting a USB memory.
- Do not connect or disconnect a USB drive while it is being rear from, or written to (i.e., while the USB flash access indicator blinks).
- Do not insert anything other than a USB memory (e.g., wire, coins, other types of device) into the USB MEMORY port. Doing so will damage the BK-9's USB MEMORY port.
- Never connect your USB memory to the BK-9 via a USB hub.
- Do not connect or disconnect a USB drive while it is being rear from, or written to (i.e., while the USB flash access indicator blinks).

Liability and copyright

- Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.
- Do not use this unit for purposes that could infringe on a copyright held by a third party. Roland assumes no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.
- Roland, SuperNATURAL are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.

- Company names and product names mentioned in this document are trademarks or registered trademarks of their respective owners.
- MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.
- Copyright © 2003 by Bitstream, Inc. All rights reserved. Bitstream Vera is a trademark of Bitstream, Inc.
- MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL group.

3. Look at What you Can Do!

Play the Keyboard

Play using various sounds

p. 28

This keyboard contains a wide variety of high quality tones including a selection of dedicate SuperNATURAL sounds.

You can freely select and perform using these tones.

Enjoy dedicated Harmonic Bars

p. 29

The virtual tone wheel sound generator offers a completely realistic and expressive organ experience, including the characteristic effects and sound reproduction methods of vintage organs.

Play favorite tones

p. 35

Using this function, you can create four lists (UPPER1, UPPER2, LOWER, M. BASS) of 10 frequently used sounds and recall them instantly.

Select tones that match the atmosphere of the current rhythm (One Touch)

p. 41

There are four One Touch memories per rhythm.

Play with accompaniment

p. 36

The BK-9 can supply a wide variety of high quality internal accompaniments (rhythm) for the music you play.

You can also play back rhythms located in your USB memory.

Enhance your performance (Audio Key)

p. 65

Using this function, you can assign up to 7 audio phrases (mp3 and WAVE) to the rightmost keys of the BK-9's keyboard and start and stop them in a true DJ fashion.

The audio phrases can be synchronized with the current rhythm.

Play Songs (SMF and Audio)

Play a song

p. 44

This unit can play songs in audio (WAVE or mp3) and SMF format directly by your USB memory.

Mute tracks or cancel the melody

p. 46

You can mute tracks of songs (SMF) and rhythms and attenuate the vocal part at the center of stereo image ("Center Cancel") of an audio file (WAVE or mp3).

Microphone Connection

Sing while accompanying yourself

p. 21

By plugging an optional microphone (48 V phantom power supported) into BK-9's MIC IN jack, you can enjoy karaoke and use the BK-9 to accompany yourself while you sing. The lyrics can also be transmitted to the external screen.

Record Songs

Record your performance as audio data

p. 75

Your BK-9 allows you to record in WAVE format your performance including the microphone and Audio In signal.

Record your performance as MIDI data

p. 76

Your BK-9 allows you to record a song as MIDI data.

Record by the 16-Track sequencer

p. 81

Your BK-9 contains a powerful sequencer with a host of edit functions. You can use it to record a new song or to edit existing ones.

Record a chord sequence for instant use

p. 79

The CHORD LOOP function allows to record a chord sequence for instant use. That sequence is played back in a loop. You can use the sequence of chords to pilot the currently selected rhythm.

Create new rhythms

Rhythm composer

p. 103

The Rhythm Composer function allows you to create new rhythms and to edit (i.e. change) existing ones, and then save them in a USB memory.

Smf/Rhythm edit Functions

Makeup Tools for Rhythm or Song

p. 97

A simple and intuitive way to edit the selected rhythm or SMF song (Standard MIDI File) without paying too much attention to the underlying parameters.

Organize your performance

Create your performance list p. 57

To prepare sets of Performance memories for any event like weddings, parties, anniversaries, etc.

Convenient Functions

Work with the Music Assistant p. 57

It is a collection of registrations for given songs that select the most appropriate rhythm and sounds for the Keyboard parts.

Transpose the key of the keyboard, Rhythm or Song p. 52

This function allows you to transpose BK-9's pitch in semi-tone steps.

Change the octave p. 52

This function allows you to transpose the real-time parts up or down in octave steps.

Practice in keeping a consistent tempo (Metronome) p. 55

You can perform while the metronome sounds.

You can set the Volume, Tempo, Time Signature and Count In.

The metronome signals can be transmitted to BK-9's METRONOME OUT jack.

Connect an external screen

Slide show and lyrics p.47, 73

The BK-9's VIDEO OUTPUT socket can be connected to an external screen, allowing your audience or fellow musicians to follow the lyrics and chord symbols (only SMF files) of the songs you perform.

You can also view digital pictures in the .jpg format you took yourself

Energy-Efficient Design

The power will turn off after a specified time has elapsed p.25

When thirty minutes have elapsed since you last played or operated the BK-9, the power will turn off automatically.

*** If you don't want the power to turn off automatically, change the "Auto Off " setting (p. 143).**

Wide view of BK-9's parameters

New interface concept p.26

The double display of BK-9 was designed to put its massive array of functions at your fingertips.

Parameters that belong together from a musician's point of view are usually located on the adjacent display. This way setting them results to be really simplified.

User Drum Kit Function p. 120

This function lets users from any country and any culture use BK-9 Drum sounds in a flexible manner, according to their own inspiration and musical tastes.

Wireless LAN Functions

Ad-Hoc and WPS connection p. 162

By inserting the wireless USB Adapter (WNA1100-RL; sold separately) into the BK-9's USB MEMORY port, you'll be able to use wireless compatible applications (such as the "Air Recorder" iPhone app).

Control your performance

D-BEAM controller p.53

The BK-9 has the D-BEAM Controller for intuitive song and Rhythm playback control and additional DJ-like effects via movements over an invisible beam of infrared light.

Assignable Switches (S1 ~ S4) p.53

The BK-9 has four assignable switches. You can use them to directly access frequently used functions that are only available via the function menu.

Assignable FC-7 footswitch (optional) p.146

The BK-9 has a FC-7 PEDAL socket. You can connect an optional FC-7 PEDAL unit that allows you to start, stop and select Rhythm divisions by foot. The functions of this footswitch unit are programmable.

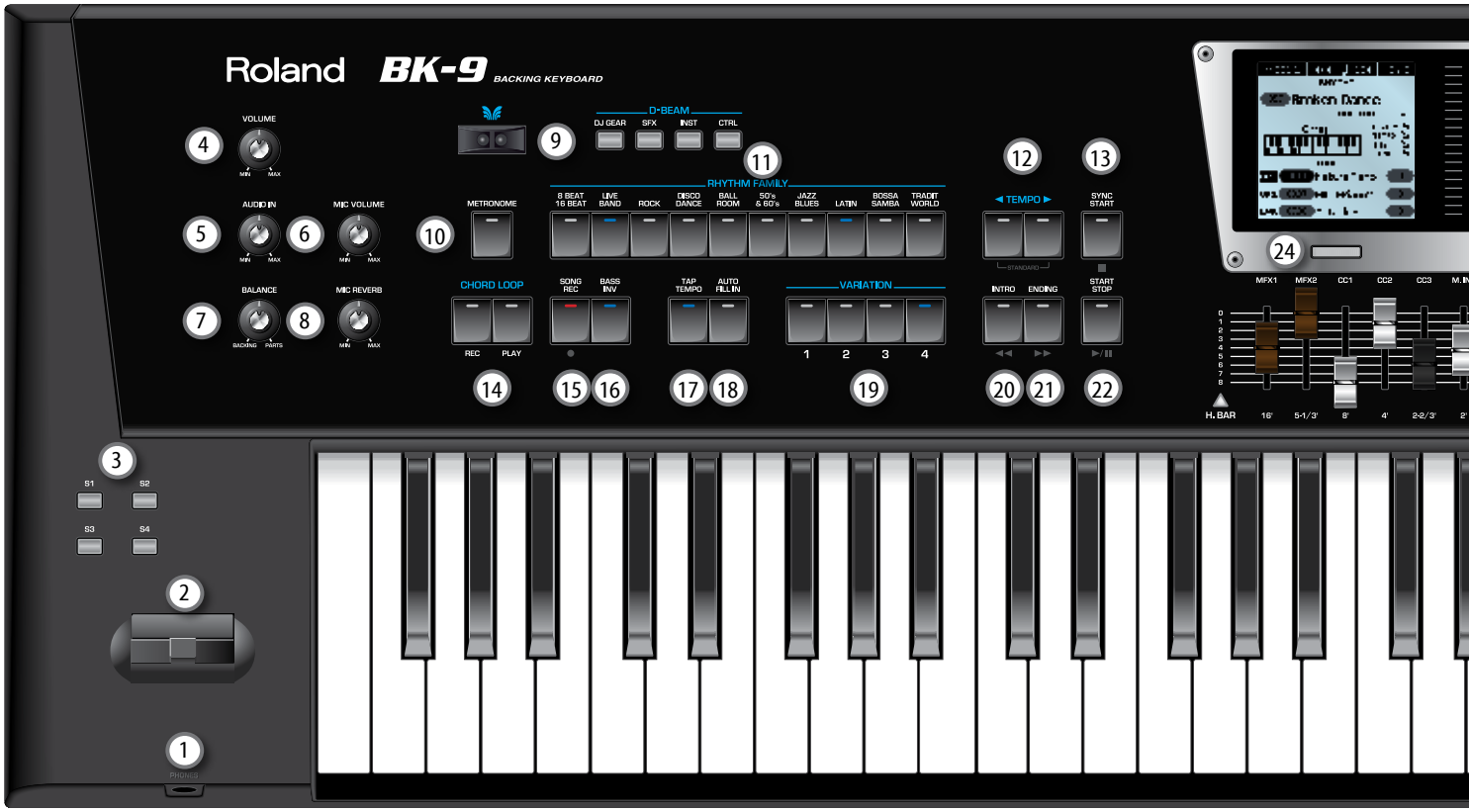
Mixer Function p. 33

The ten sliders allow you to balance in real time the various Keyboard parts of your BK-9 and to control various effects.

Contents

4. Panel Description

Left Front Panel



1 **PHONES output**

This is where you can connect optional headphones (Roland RH-series).

2 **Pitch Bend/Modulation lever**

You can lower or raise the pitch by moving this lever to the left or right. Push the lever away from yourself to apply modulation (normally vibrato) to the sound.

3 **S1, S2, S3, S4 (Assignable Switches)**

These are assignable buttons. You can use them to directly access frequently used functions that are only available via the function menu. The button assignments belong to the settings that can be written to a Performance. For more details see p. 53.

4 **VOLUME knob**

Use this knob to set BK-9's global output volume (all signals transmitted to the OUTPUT jack).

5 **AUDIO IN knob**

This knob allows you to set the input level of the signals received via the INPUT jack.

6 **MIC VOLUME knob**

This knob controls the level of the microphone connected to the MIC IN jack.

7 **BALANCE knob**

These knob allows you to set the balance between the rhythms and songs (BACKING) and the real-time parts (PARTS).

8 **MIC REVERB knob**

This knob sets the level of the reverb effect, that is added to the MIC signal.

9 **D-BEAM Controller (Sensor and buttons)**

The D-BEAM Controller allows you to control various aspects of your performance. See "Using the D-BEAM Controller" (p. 53).

10 **METRONOME button**

Press this button to switch the internal metronome on or off.

11 **RHYTHM FAMILY buttons**

These buttons are used to select the family of the next rhythm you want to use. Pressing one of these buttons calls up a list of all rhythms contained in the selected family. Pressing and holding this button locks the currently selected rhythm (p. 63).

12 **TEMPO buttons**

These buttons can be used to decrease or increase the tempo of the currently selected rhythm or song. Pressing them together recalls the stored tempo value of the rhythm or song.

MEMO

You can also use the [TAP TEMPO] button to set the desired tempo

13 **SYNC START button**

This button is used to switch the BK-9's Sync Start or Sync Stop function either on or off. If it is on, rhythm playback can be either started or stopped by simply playing a note or chord on the keyboard. (p. 36).

While a song file is selected, this button stops playback.

14 **CHORD LOOP buttons**

These buttons are used to record and play a sequence of chords for instant use. See "19. Recording a Chord Sequence (Chord Loop)" (p. 79).

15 **SONG REC button**

This button is used to start recording of your performance (p. 75).

16 **BASS INV button**

This button is used to switch the Bass Inversion function on and off (p. 37).

17 **TAP TEMPO button**

Pressing this button several times allows you to change the current rhythm or song tempo to the value calculated from the speed at which the button is pressed.

Right Front Panel

18 AUTO FILL IN button

This button is used to activate the Auto Fill-In function, which causes a transition to be played before selecting the new rhythm variation (which is selected with the VARIATION buttons).

19 VARIATION 1/2/3/4 buttons

These buttons are used to select a rhythm "Variation", i.e. a simpler or more complex arrangement of the selected rhythm.

20 INTRO button

When you activate this button, rhythm playback starts with a musical introduction, whose complexity depends on which VARIATION button currently lights (there are four different introductions per rhythm).

After selecting a song file, this button allows you to rewind.

21 ENDING button

When you activate this button, rhythm playback stops with a musical ending, whose complexity depends on which VARIATION button currently lights (there are four different ending phrases per rhythm). After selecting a song file, this button allows you to fast-forward.

22 START/STOP button

This button allows you to start and stop rhythm playback. If you select a song, it starts and temporarily stops (pause) song playback.

23 Left and Right displays

These displays show information related to your operation.

In most cases the left display shows the main page. The right display shows parameters, Performance, Tone and Rhythm list, etc.

24 Left and Right Display Selection buttons

These buttons allow you to choose in which display (either left or right) you want to focus to select parameters.

25 Assignable Sliders

These sliders can be used as virtual harmonic bars when the [HARM BAR] button and [H. BAR] arrow indicator light. In that case, refer to the footage indications below the sliders for their specific functions (p. 29). In case the [MIXER] button and arrow indicator light, the sliders work as in a mixer. Refer to the indications above the sliders for their specific functions (p. 33).

26 CURSOR/VALUE SELECT (push) dial

This dial can be used to move the cursor in the selected display, to select parameters and to set values.

Press this dial to confirm your selection or deselection of the display item where the cursor is.

27 DISPLAY SELECT

This button swaps the focus between the left and right display.

28 PERFORMANCE LIST button

This button calls up the Performance or Music Assistant List (p. 57).

29 PERFORMANCE WRITE button

The main function of this button is to save Performance settings. Depending on the selected display page, it can also be used to save Rhythms, Songs and One Touch.

30 MENU button

This button allows you to open the BK-9's menu page, where you can view and select all available functions.

Press it together with the [QUICK MENU] button to listen to the BK-9's demo songs.

31 QUICK MENU button

This button allows you to access a contextual menu to the current open page.

Press it together with the [MENU] button to listen to the BK-9's demo songs.

32 MAKEUP TOOL button

Press this button to modify the settings of the current song or rhythm. See page 97.

33 MFX button

This button enables (lights) or disables the effector.

By pressing and holding it you can access the display pages where you can set the effects parameters.

34 MELODY INTELL button

This buttons is used to add an automatic countermelody (second or third voice) to your solos or melodies.

Pressing and holding it calls up a display page where you can view the "Melody Intelligent" parameters.

Press and hold it while pressing the [LYRICS] button and you will activate/deactivate the Visual Control (p. 161).

35 LYRICS button

If you select a (MIDI or audio) song with Lyrics data, pressing this button will display the words of that song on the internal display. The BK-9 will also display the chords of such Standard MIDI files (SMF). For more details see "" p. 47

36 TRACK MUTE/CENTER CANCEL button

This button lets you mute the accompaniment parts of the selected rhythm, so that only the bass and drum parts are played back. It also lets you mute the melody part of the selected MIDI File, or attenuate the vocal part at the center of an audio file (WAVE or mp3), allowing you to sing or play that part yourself.

Pressing and holding this button calls up a display page where you can select the Standard MIDI File or rhythm part(s) that you don't want to hear.

37 USB MEMORY button

Press this button to call up a list of the files stored in the USB memory connected to BK-9's USB MEMORY port.

38 DEC/-, INC/+

These buttons can be used to set the values or select the Tones and Rhythms.

39 EXIT button

This button is used to return to a higher menu level.

Press and hold it to return to BK-9's main display page.

40 MIXER button

This button allows you to specify that the ten sliders are assigned to the MIXER function (Reak Time Parts or Rhythm Parts) (button lights). For more details see "" p. 33

41 SPLIT button

Press the [SPLIT] button if you want to play different sounds with your left and right hands. See "" p. 32.

Press and hold this button to jump directly to the "split" page.

42 OCTAVE button

Press this button to open the OCTAVE temporary page and change the octave up or down in octave steps. See "" p. 52

43 PART ON/OFF buttons

These buttons allow you to switch the desired keyboard parts (UPPER1, UPPER2, LOWER, M. BASS) on and off.

To change the tone assignment (the part to which you wish to assign a different sound) press and hold the desired keyboard part. See "Change a tone for a real-time part" (p. 28).

44 MODE buttons

These buttons allow you to configure the BK-9 by pressing just one button.

Select [PIANO] to assign a piano sound to the entire keyboard.

Select [ORGAN] to assign organ sounds to the left and right hand in a split keyboard.

45 KEY button

This button calls up the BK-9's transposition function.

Its settings can be applied to Rhythms, Songs and the real-time Parts (UPPER1, UPPER2, LOWER, M. BASS).

If the button indicator doesn't light, the Rhythm, Songs and the real-time Parts use their normal pitch.

Pressing and holding this button locks the key. See p. 52.

46 ONE TOUCH button

This button is used to recall One Touch memories page. Pressing and holding it calls up a display page where you can edit and save One Touch memories.

MEMO

Use the TONE buttons [1]~[4] to select or deselect a One Touch memory (p. 41).

47 HARM BAR button

Press this button to activate the Harmonic Bar section, whose sound can be set using the assignable sliders that double as virtual harmonic bars.

48 USER TONE/SuperNATURAL button

This button allows you to select SuperNATURAL and User Tone sounds.

The User Tone sounds are only available after installing optional new sounds into the BK-9. See p. 28

49 FAVORITE button

Press this button if you want to use the TONE [0]~[9] buttons to recall your favorite sounds (p. 35) or performances (p. 58).

50 TONE buttons (Tone selection)/[0]~[9] (numeric buttons)

These buttons allow you to select Tones by category (p. 28).

You can also use them to input numeric values. To do so, first activate the [NUMERIC] button.

Pressing and holding any of these buttons locks the Tone (p. 63).

51 NUMERIC button

Press this button if you want to use the TONE [0]~[9] buttons to enter numeric values (p. 32).

52 AUDIO KEY button

By pressing this button the rightmost keys of the BK-9's keyboard will be used to control audio phrases. See "16. Using Audio Phrases (Audio Key)" (p. 65)

53 USB MEMORY compartment

Connect an optional USB memory here.

NOTE

* Carefully insert the USB memory all the way in-until it is firmly in place.
* Use USB memory sold by Roland. We cannot guarantee operation if any another USB memory is used.
* Roland does not recommend using USB hubs, irrespective of whether they are active or passive. Please connect only one USB memory to this port.

Rear Panel

1 POWER switch

Turns the power on/off (p. 24).

With the factory settings BK-9's power will automatically be switched off 240 minutes after you stop playing or operating the BK-9.

If BK-9's power has been turned off automatically, you can use the [POWER] switch to turn the BK-9 back on. If you don't want the power to turn off automatically, set the "Auto Off" parameter to "OFF" (p. 143).

2 DC IN socket

Connect the supplied PSB-1U AC adapter here (p. 20).

3 MIC IN jack

This is a combo jack to which you can connect either a balanced XLR or a balanced/unbalanced 1/4" phone jack, depending on the cable that is connected to your microphone.

"PHANTOM +48" switch

Select "ON" this switch the BK-9 provide phantom power to "MIC IN" jack, allowing you to use a condenser microphone. See "Connecting a Microphone" (p. 21) for details about phantom power.

4 INPUT R & L/MONO jacks

These jacks allow you to connect the audio outputs of an external signal source (CD/mp3 player, synthesizer, etc.).

5 AUDIO OUTPUT R & L/MONO jacks

These jacks transmit all audio signals the BK-9 generates as well as the signals you input to the BK-9.

NOTE

If you can/want to use only one channel on your external amplifier, connect the L/MONO jack to its input. For optimum sound quality, we recommend working in stereo, though.

6 METRONOME OUT jack

The BK-9's metronome signals can be transmitted to the METRONOME OUT jack. You can connect headphones (Roland RH-series) to this jack. This is useful for a drummer, for example (as "Click Track"). You can set the metronome volume (p . 56).

7 PEDAL HOLD jack

An optional Roland DP-series or BOSS FS-5U pedal switch connected to this jack can be used to hold the notes of the real-time parts (p. 22). (The MELODY INTELL part can also be sustained in this way.) This function is also referred to as "sustain" or "damper".

8 PEDAL EXPRESSION jack

Connect a separately available pedal expression pedal (Roland EV-5) to this jack (p. 22).

9 PEDAL CONTROL jack

Connect a separately available pedal switch (Roland DP-series), a separately available foot switch (BOSS FS-5U) or a separately available expression pedal (Roland EV-5) to this jack.

The functions of this pedal are programmable and depend on the type of pedal you connect.

See "Connecting Optional Pedals" (p. 22)

10 FC-7 PEDAL sockets

This is where you connect an optional FC-7 footswitch unit that allows you to start, stop and select Rhythm divisions by foot. The functions of this footswitch unit are programmable.

11 MIDI THRU/OUT/IN sockets

You can connect MIDI devices to these sockets (p. 22).

12 USB COMPUTER port

Use a USB cable to connect the BK-9 to your computer via this connector (p. 22). A USB iPad camera connector (commercially available) enables you to connect your iPad with your BK-9 to enjoy dedicated applications (p. 23).

13 VIDEO OUTPUT socket

Connect this socket to the appropriate input of your TV or external display.

NOTE

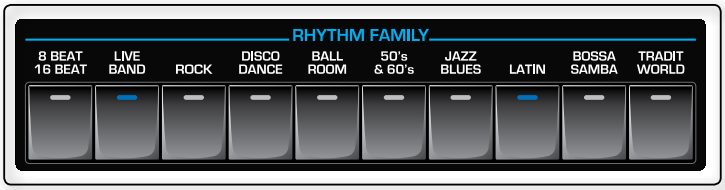
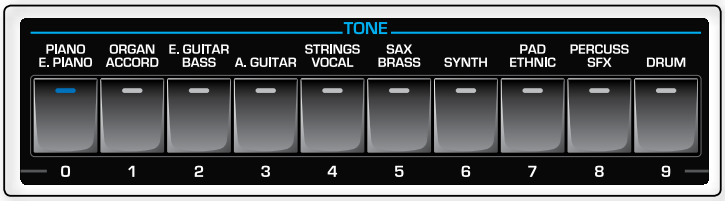
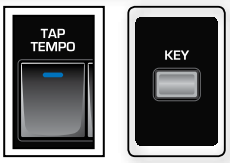
The signal format (PAL or NTSC) and aspect ratio are selectable (p. 147).

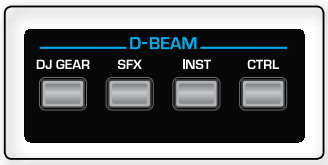
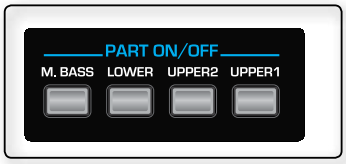
14 Ground terminal

See p. 20 for details about this terminal.

5. Shortcut List

Pressing and holding the following buttons (or button combinations) allows you to directly jump to a related parameter page, which is faster than selecting the page in question via BK-9's menu. Some of these buttons activate a lock function (p. 63).

Press and hold	Function
	Pressing and holding one of the RHYTHM FAMILY buttons locks the rhythm so as to keep it from changing when you select another Performance memory or Music Assistant.
	Pressing and holding one of the TONE buttons locks the Tone so as to keep it from changing when you select another Performance memory or Music Assistant.
	Locks the tempo or Key setting to keep it from changing when you select another Performance memory or Music Assistant.
	Open the "Metronome" page allowing you to specify when and how the metronome should sound.
	Opens the "Rhythm Track Mute" or "Song Track Mute" page.
	After activating record standby mode (the indicator flashes), pressing and holding this button will cancel that mode (use it if you don't want to record after all).
	Takes you back to the main page, no matter where you currently are.
	Opens the "One Touch Edit" page.
	Opens the "Split" page.
	Opens the "Melody Intelligence" page.

Press and hold	Function
	Opens the "Audio Key" page.
	Opens the "Organ Commons" page.
	Opens the "Super NATURAL Edit" page if the [Super NATURAL] button lights.
	Opens the "Chord Loop" page.
	Pressing and holding one of the D-BEAM buttons opens "D Beam" page.
	Press and hold the desired PART ON/OFF button ([UPPER1], [UPPER2], [LOWER], [M. BASS]) to enable the part where you want to change the tone. The main page will show the selected part in reverse.

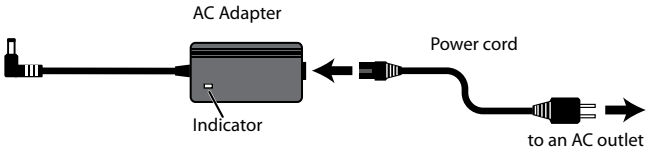
6. Before You Start Using BK-9

Connecting the AC Adaptor

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

2. Connect the included power cord to the AC adapter.

The indicator will light once you plug the AC adaptor into a wall outlet.



Place the AC adapter so that the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.

NOTE

Depending on your region, the included power cord may differ from the one shown above.

3. Connect the AC adaptor to BK-9's DC IN jack.

4. Plug the power cord into a power outlet.

The indicator will light once you plug the AC adaptor into a wall outlet

NOTE

Be sure to use only the AC adaptor supplied with the unit (PSB-1U). Also, make sure the line voltage at the installation matches the input voltage specified on the AC adapter body. Other AC adapters may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

NOTE

If you won't be using the BK-9 for an extended period of time, disconnect the power cord from the electrical outlet.

Ground Terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal (see figure below) with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Unsuitable places for connection

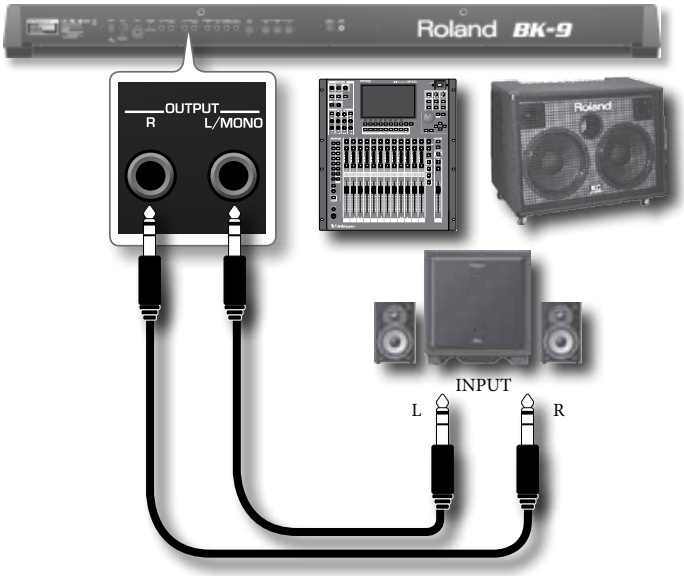
- Water pipes (may result in shock or electrocution)
- Gas pipes (may result in fire or explosion)
- Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

Connecting External Audio Equipment

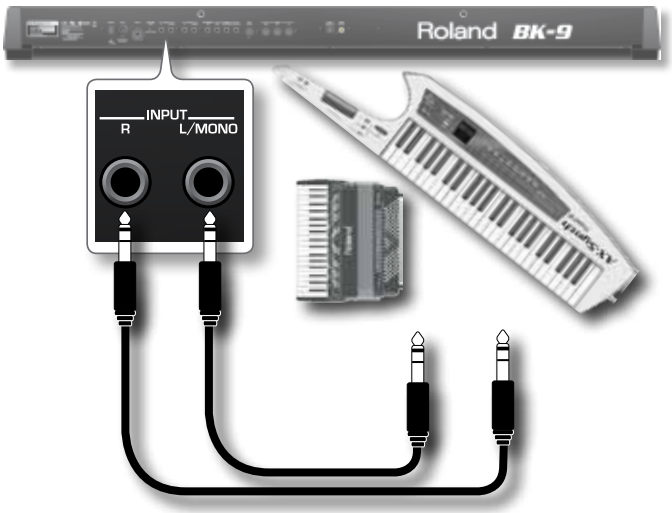
You can connect the OUTPUT jack to keyboard amplifier, stereo system, or other stereo audio device.

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

2. Connect the BK-9's OUTPUT jacks to the inputs of your external audio device.



3. You can connect the outputs of an external signal source to the BK-9's INPUT jacks.



4. Use the BK-9s [AUDIO IN] knob to adjust the volume.

NOTE

- To prevent malfunction and equipment failure, always turn down the volume and turn off all units before making any connections.

- When connection cables with resistors are used, the volume level of equipment connected to the INPUT jacks may be low. If this happens, use connection cables that do not contain resistors.

Listening Through Headphones

You can use headphones to enjoy the BK-9 without disturbing those around you, such as at night.

1. Plug the headphones into the PHONES jack located on the BK-9's front panel.

2. Use the BK-9's [VOLUME] knob to adjust the headphone volume.

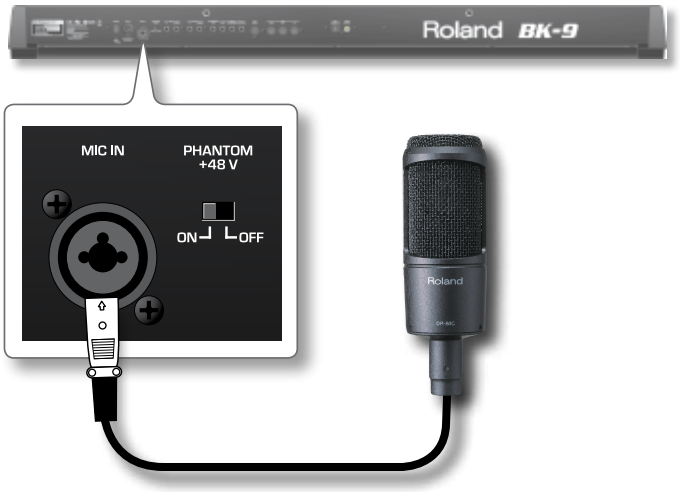
Cautions when using headphones

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

Connecting a Microphone

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

2. Connect your microphone to the MIC IN jack.



3. Use the BK-9's [VOLUME] knob to adjust the volume.

4. Use the BK-9's [MIC VOLUME] knob to adjust the microphone audio level.

Please set the Phantom switch on the rear of BK-9 according to your microphone type.

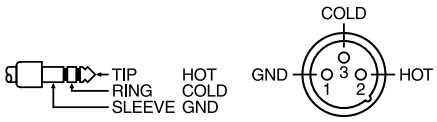
NOTE

To avoid damaging of external audio system, turn the [VOLUME] knob all the way to the left to minimize the volume before set the Phantom switch.

Phantom +48V Switch	Explanation
Off	Dynamic Mic: 1/4"phone plug (balanced or unbalanced), XLR connector.
On	Condenser Mic: XLR connector (48 V phantom power supported) * If you don't need phantom power supply, select the OFF position.

NOTE

This instrument is equipped with balanced (XLR and 1/4" phone) type jacks. Wiring diagrams for these jacks are shown below. Make connections after first checking the wiring diagrams of other equipment you intend to connect.



MEMO

The BK-9 provides an equalizer you can set for the MIC IN jack. See "Mic Settings" (p. 144).

NOTE

Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:

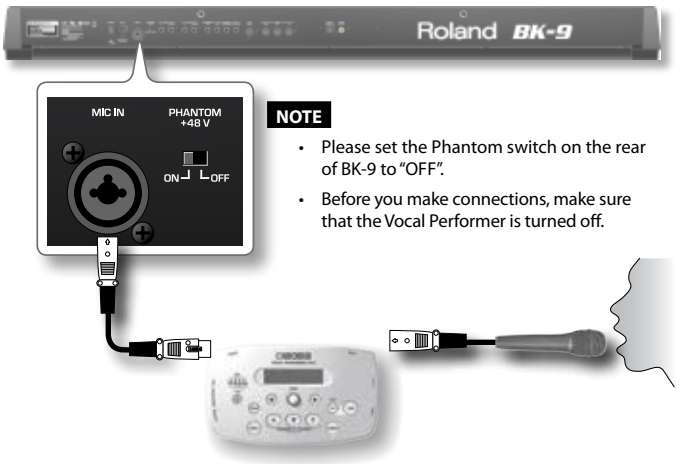
1. Changing the orientation of the microphone(s).
2. Relocating microphone(s) at a greater distance from speakers.
3. Lowering volume levels.

Connecting an Optional Vocal Performer (VE-5, VE-20)

1. **Turn the BK-9 [VOLUME] knob all the way to the left to minimize the volume.**

2. **Connect your microphone to VE-5's MIC IN jack , and connect VE-5's XLR OUT jack to BK-9's MIC IN jack.**

   If you use VE-20, connect your microphone to VE-20's INPUT jack, and connect VE-20's OUTPUT L/MONO jack to BK-9's MIC IN jack.



NOTE

- Please set the Phantom switch on the rear of BK-9 to "OFF".
- Before you make connections, make sure that the Vocal Performer is turned off.

For more details refer to VE-5 or VE-20 owner's manual.

Connecting a MIDI Device

The BK-9 can transmit and receive performance data when connected to an external MIDI device, which enables the two devices to control each other's performance.

What is MIDI?

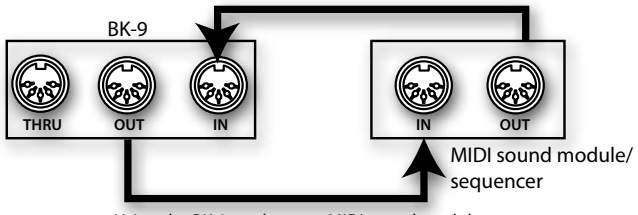
MIDI, short for "Musical Instrument Digital Interface," was developed as a universal standard for the exchange of performance data among electronic musical instruments and computers.

The BK-9 is equipped with MIDI connectors to let it exchange performance data with external devices. These connectors can be used to connect the unit to an external device for even greater versatility.

Connection example

If you use a MIDI cable (commercially available) to connect this unit's MIDI OUT connector to the MIDI IN connector of your external MIDI sound module, you'll be able to produce sound on the external MIDI sound module by playing this unit's keyboard. As necessary, set the external MIDI sound module's receive channel to match this unit's MIDI transmit channel.

Playing the BK-9's sounds from your MIDI sequencer



Using the BK-9 to play your MIDI sound module

The BK-9 MIDI THRU socket exactly duplicates whatever data is being received at the BK-9 MIDI IN socket. It is used to connect to the MIDI IN of another device.

MIDI channels

MIDI provides sixteen channels, numbered 1~16. Even if two MIDI devices are connected, you won't be able to select or play sounds on the other device unless both devices are set to the same MIDI channel. For more details see "MIDI" (p. 151).

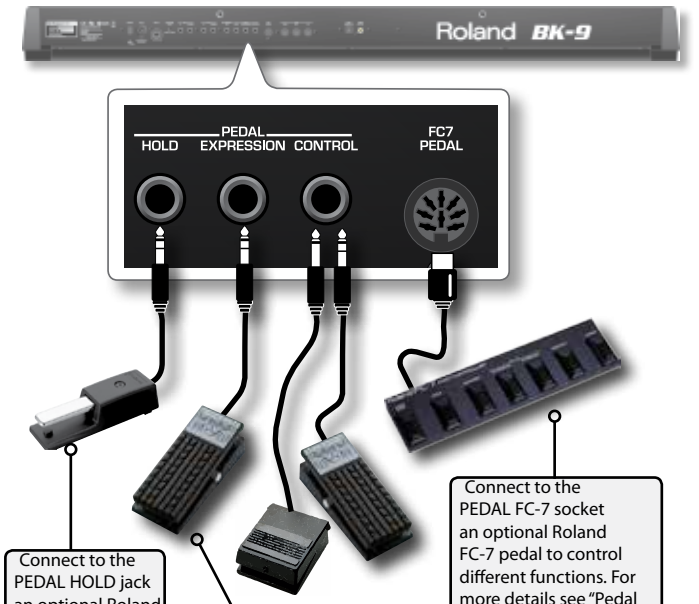
The BK-9 is capable to transmit and receive on all channels, 1~16.

NOTE

Before making connections with other devices, you must turn down the volume of all devices and turn off the power to avoid malfunctions or speaker damage.

Connecting Optional Pedals

You can connect optional pedal switches and expression pedals to control many function of BK-9.



Connect to the PEDAL HOLD jack an optional Roland DP-series or BOSS FS-5U pedal switch to hold the notes of the real-time parts.

Connect to the PEDAL EXPRESSION jack an optional expression pedal (Roland EV-5) to control the volume.

Connect to the PEDAL FC-7 socket an optional Roland FC-7 pedal to control different functions. For more details see "Pedal Controller FC-7" (p. 146).

Connect to the PEDAL CONTROL jack an optional Roland DP-series, an optional foot switch (BOSS FS-5U) or an optional expression pedal (Roland EV-5) to control different functions and effects.

NOTE

If you connect a Pedal Switch (e.g. DP2), to set the function that you want to assign see "If You Connect a Pedal Switch (Not Continuous)" (p. 145).

If you connect a Continuos Pedal (e.g. DP-10) or Expression Pedal, see "If You Connect a Pedal Control (Continuous)" (p. 145) to set the function that you want to assign.

NOTE

Use only the specified expression pedal (Roland EV-series, sold separately) or pedal switch (Roland DP-series, BOSS FS-5U). By connecting any other expression pedal or pedal switch, you risk causing malfunction and/or damage the unit.

Connecting the BK-9 to Your Computer

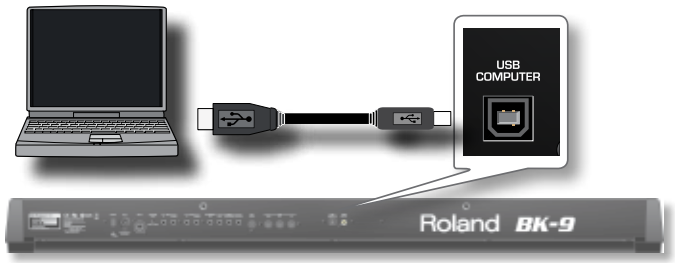
If you use a USB cable (commercially available) to connect the COMPUTER port located on the BK-9's rear panel to the USB port of your computer, you'll be able to do the following things:

- Use the BK-9 as a sound module.
- By transferring MIDI data between the BK-9 and your sequencer software, you'll be able to enjoy a wide range of possibilities for music production and editing.
-

What do you need to connect the BK-9 with your computer?

- USB cable (type A–male - type B–male: commercially available)

1. Use a standard USB cable (A→B-type connectors, commercially available) to connect the BK-9 to your computer as shown below.



2. Refer to the Roland website for system requirements. Roland website: http://www.roland.com/ As an alternative, you can connect the BK-9s MIDI OUT and MIDI IN sockets to a MIDI interface and connect the latter to your computer.

If the computer doesn't 'see' the BK-9

Normally, you don't need to install a driver in order to connect the BK-9 to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.

For details on downloading and installing the Roland original driver, refer to the Roland website:

http://www.roland.com/

Specify the USB driver you want to use, and then install the driver. For details, refer to "USB Driver" (p. 143).

NOTE

- To avoid the risk of malfunction and/or damage to external speakers, always turn the volume all the way down and switch off the power on all devices before you make any connections.
- Only MIDI data can be transmitted and received via USB. Audio data for a song recorded on the BK-9 cannot be transmitted or received.
- Switch on the power to the BK-9 before you start up the MIDI application on your computer. Never turn the BK-9's power on/off while your MIDI application is running.

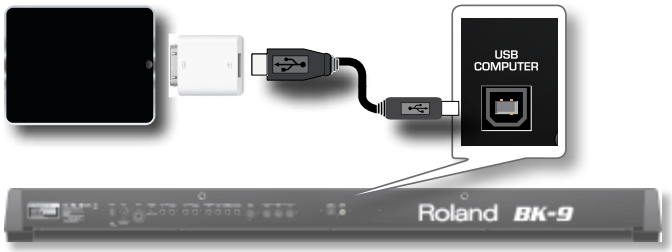
Connecting the BK-9 to Your iPad

You can connect yourBK-9 with your iPad to enjoy dedicated applications.

What do you need to connect the BK-9 with your iPad?

- Apple iPad Camera Connection Kit (Camera connectors made by Apple Inc.)
- USB cable (type A–male - type B–male: commercially available)

1. Connect your iPad with your BK-9 by using a USB iPad camera connector and a USB cable.

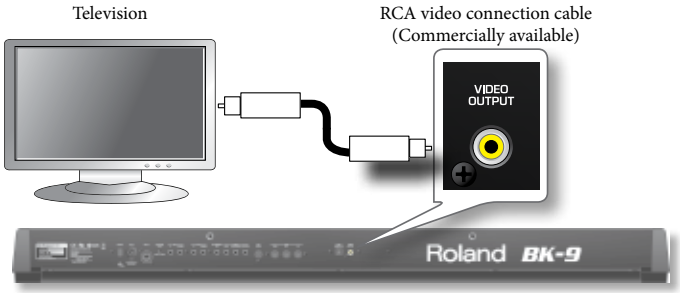


2. Turn on your BK-9 and your iPad.

3. User your iPad to open the app.

For detailed information about the Roland Apps Lineup refer to www.roland.com.

Connecting a Television Set



1. Switch off the BK-9 and the television set you'll be connecting.

2. Connect the BK-9 to your television set.

Use a RCA video connection cable (commercially available) to connect the BK-9's VIDEO OUTPUT socket to the television set.

3. Switch on the BK-9 (p. 24).

4. Switch on your television set.

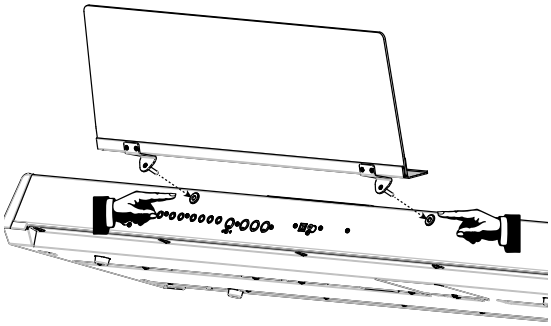
5. (As necessary) Specify the television output format (p. 147).

6. Specify the aspect ratio for your television set.

The aspect ratio is the proportional relationship between the width and height of the screen.

Installing the Music Rest

1. Install the music rest as shown in the illustration.



NOTE

- When moving the BK-9, be sure to remove the music rest as a safety precaution.
- Do not apply excessive force to the music rest.
- The music rest is not designed to accept the placement of laptops or other heavy objects.

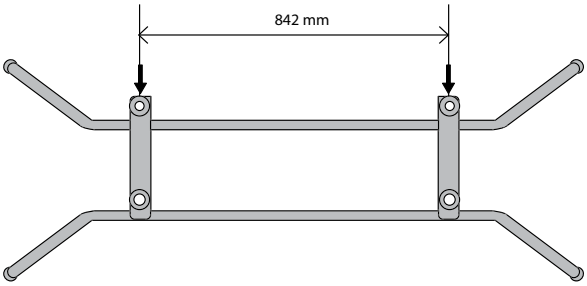
Placing the BK-9 on the Stand

If you place the BK-9 on a stand, you must use the KS-12 (sold separately).

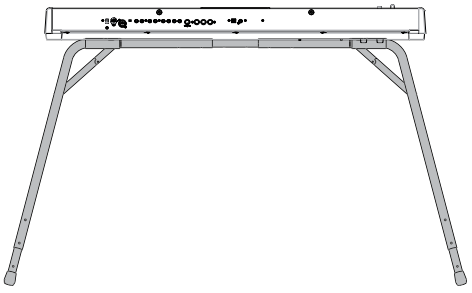
NOTE

- When placing the BK-9 on the stand, be careful not to pinch your fingers between the instrument and the stand.
- When lifting the BK-9 onto the stand, make sure to enlist the help of at least one other person.
- Using the BK-9 with any other stand may produce an unstable situation, possibly causing the instrument to fall or overturn, and resulting in injury or damage.
- For details on how to assemble the stand, refer to the owner's manual that accompanied the stand.

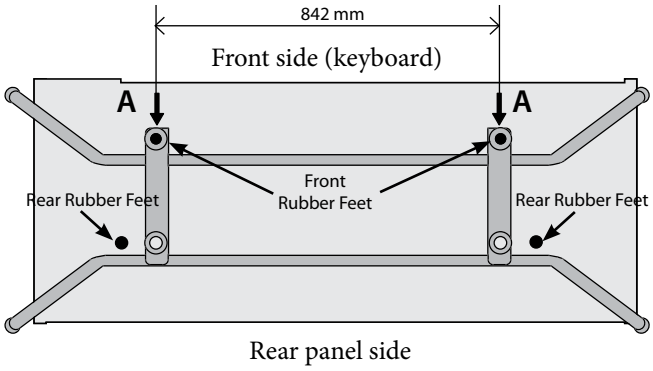
1. Adjust the KS-12 Stand so that the width between the holes is 842 mm.



2. Place the BK-9 in the position shown in the illustration.



3. Position the BK-9 front rubber feet "A" so they fit inside the holes on the stand.



NOTE

The height of the KS-12 can be set to 3 levels. Avoid selecting the highest level (760 mm, 29-15/16 inches) for the BK-9.

Please set the KS-12 to its lowest (630 mm, 24-13/16 inches) or medium (695 mm, 27-3/8 inches) height for the BK-9..

Turning the Power On/Off

Once everything is properly connected, be sure to follow the procedure below to turn on their power. See "6. Before You Start Using BK-9" (p. 20). If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

Turning the Power On

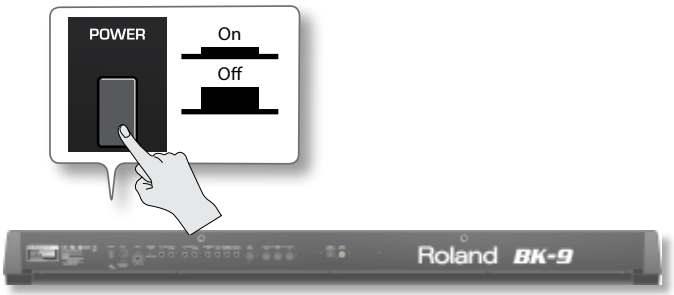
1. Turn the [VOLUME] knob all the way to the left to minimize the volume

NOTE

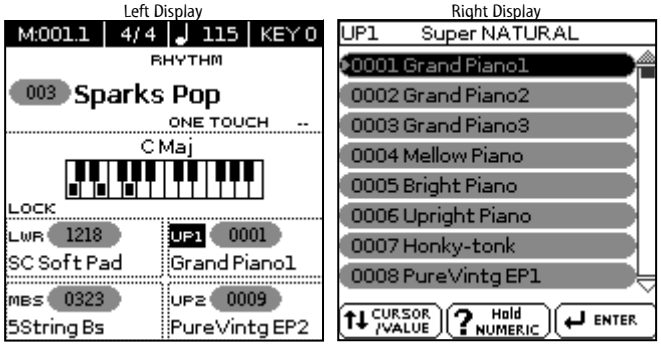
Before turning the BK-9 on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the BK-9 on/off.

However, this is normal and does not indicate a malfunction.

2. Press the [POWER] switch to turn on the power.



The power will turn on, an opening message will appear in the BK-9's screens, and then the main page will appear in the left display and the Tone selection will appear in the right display.



After a brief interval, the BK-9 will be ready to produce sound.

3. Use the [VOLUME] knob to adjust the volume.

NOTE

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

Turning the Power Off

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

NOTE

Never switch off the BK-9 while playback or recording is running or while data are being read from, or written to, an external USB memory. Doing so may corrupt the unit's data or the data on the USB memory

2. Press the BK-9's [POWER] switch.

The display will go dark and the power will turn off.

NOTE

If you need to turn off the power completely, first turn off the [POWER] switch, then unplug the power cord from the power outlet. Refer to "Connecting the AC Adaptor" (p. 20).

If you don't want the power to turn off automatically, turn the "Auto Off" setting off !

With the factory settings, the unit's power will automatically be switched off 30 minutes after you stop playing or operating the unit.

Shortly before the BK-9 shuts down automatically, the display starts counting down the seconds. If you want to keep using the BK-9 at this stage, press any button. When the BK-9 is turned off by the "Auto Off" function, the [POWER] button's position doesn't change, which means that you need to press it once, wait a few seconds, then press it again to switch the BK-9 back on.

If you don't want the power to turn off automatically, change the "Auto Off" setting to "OFF" as described on p. 143.

NOTE

When the BK-9 has been switched off by "Auto Off", you need to press the [POWER] button, wait a few seconds, then press the button again to switch the BK-9 back on. (Do not switch it on too quickly.)

Demo of the BK-9

Your BK-9 contains a demo that introduces all of its highlights. It might be a good idea to try it out now. The demo is self-explanatory, so we'll just show you how to start and stop it.

1. Simultaneously press the [MENU] and [QUICK MENU] buttons.

Playback starts automatically with the demo song.

2. Press the [EXIT] button to leave the demo function.

NOTE

No data for the music that is played back will be output from MIDI OUT.

NOTE

7. Basic Operation of the BK-9

About the Displays and Cursor Operation

This section introduces the information that appear on the main page.

Moreover this section illustrates which display you want to focus on and how to navigate the menu.

Selecting the Display to Operate on It

BK-9 is equipped with two displays so as give you access to several useful information at the same time.

Depending on the environment that you are using you could need to select in which display you want to act (left or right). In most cases you will find the main page on the left.

The lit selection button shows which display is active.

Take into consideration that the BK-9 changes the focus between left and right displays according to your actions on the panel.

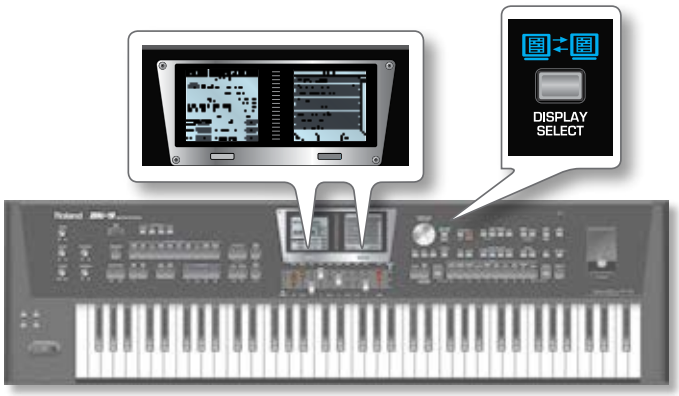
You have two ways to select on which display you want to act:

1. Press the selection button placed under the display that you wish to enable

- alternatively -

Press the [DISPLAY SELECT] button.

The chosen selection button lights.



Now all operations that you perform by the [CURSOR/VALUE SELECT (push)] dial and the [INC]/[DEC] buttons will act on the selected display.

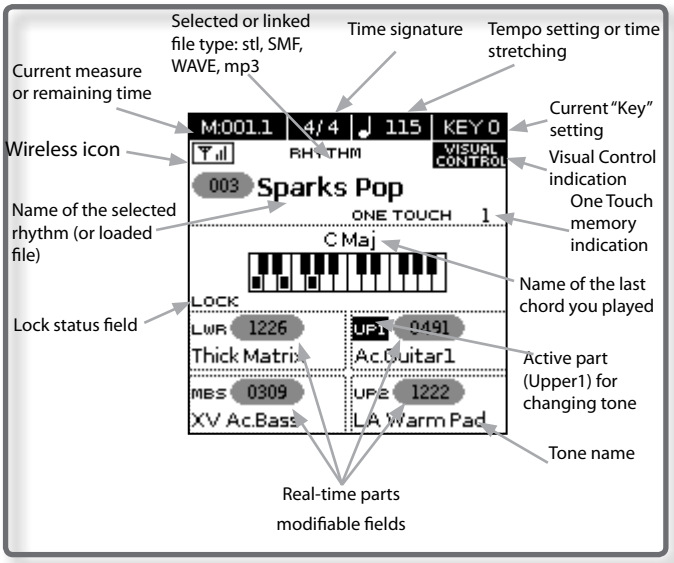
Main Page

The BK-9 main page contains many useful information and modifiable fields that allow you to change tones, rhythms and so on.

1. Press the selection button placed under the left display to enable it.

Alternatively you can use the [DISPLAY SELECT] button.

You can use the [CURSOR/VALUE SELECT (push)] dial and the [INC]/[DEC] buttons to change the modifiable field. See "Browsing Windows and Setting Parameter Values".



Browsing Windows and Setting Parameter Values

Using the dial you can navigate the menu, select the setting you want to change and change it:

Here is an example of how to navigate in the menu and how to change a value ([**MENU] button → "Global" → "Display Brightness").**

1. Press the [MENU] button.

The right display changes to:

Right Display

The right display selection button lights.

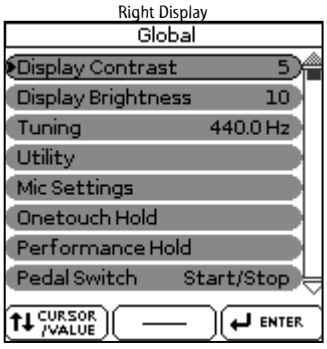
This page allows you to select the function group that contains the setting you want to change.

2. Use the dial to select the entry of the desired function group.

For this example, we will select "Global".

3. Push the dial to go to the "Global" function group.

The display changes to:



On this display page, "Display Brightness", "Tuning" and other entries can be changed directly. Other entries provide access to additional display pages.

4. Use the dial to move the cursor to the parameter whose value you want to change. For example "Display Brightness".

5. Use the [INC]/[DEC] buttons to change the value

or

push the dial to select the parameter, rotate the dial to change the value and push the dial again to deselect the field.

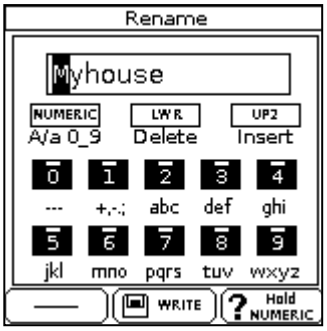
TIPS

You can change value without selecting or deselecting the parameter (thus avoiding to push the dial) but using the [INC] or [DEC] buttons directly on the highlighted field.

6. Press the [EXIT] button to leave the "Global" page or push and hold it to return to the main page.

How to type a name in BK-9

Using BK-9 you'll have to enter the name of a song, style or rename some existing files.



1. Rotate the dial or press the [INC] and [DEC] buttons to select the desired character position.

The buttons below allow you the following operations:

Button	Explanation
	Press this button to switch between upper-case, lower-case characters, numbers and symbols.
	Press this button to delete the selected character.
	Press this button to insert a character.

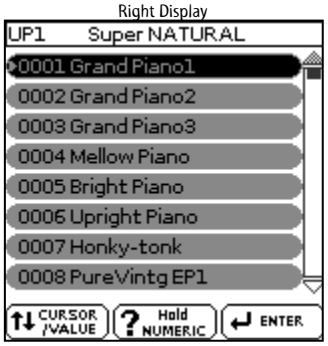
2. Use the TONE [0]~[9] buttons to enter the desired characters.

3. Repeat steps (1) and (2) above to complete the name.

4. Press the [WRITE] button to save your settings.

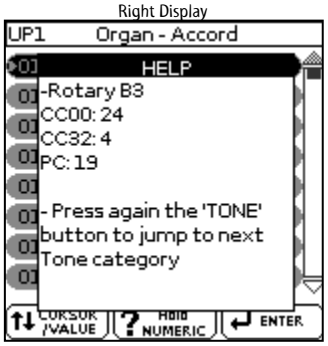
Using the 'Help' function

Whenever the display shows a "? hold NUMERIC" message, the BK-9 can provide some explanations about the parameters currently shown in the display. To view this information, proceed as follows:



1. Select a page where the above field is displayed, then press and hold the [NUMERIC] button.

A pop-up window similar to the following appears:



2. Press the [EXIT] button (or press [NUMERIC] again) to close the "Help" window.

8. Playing the BK-9's Real-Time Parts

Your BK-9 contains four real-time parts: Upper 1, Upper 2, Lower and Manual Bass. You can assign a desired sound to each part. You can easily choose to play your BK-9 either as an Organ or as a Piano.

Selecting Piano and Organ Mode Easily

The BK-9 allows you to configure the keyboard either in Piano or Organ mode by pressing just one button.

Select Piano Mode

1. Press the MODE [PIANO] button.

The MODE [PIANO] and the [USER TONE/SuperNATURAL] buttons are lit.

2. The BK-9 plays SuperNATURAL piano sound over the entire keyboard.

To change the sound please see "Selecting Tones and Playing the Keyboard" below.

Select Organ Mode

1. Press the MODE [ORGAN] button.

The MODE [ORGAN] and the [HAR. BAR] buttons are lit.

2. The BK-9 plays organ sounds.

The Harmonic Bar sounds are automatically selected to the Upper 1, Lower and Manual Bass part.

The keyboard is set in Split mode and the following parts are assigned to the keyboard: Lower and Manual Bass to the left and Upper 1 to the right half.

3. Use the sliders below the display to change the organ registration.

For more details see "Using the Harmonic Bars" (p. 29)

Selecting Tones and Playing the Keyboard

In BK-9 the sounds you can assign to the parts are called "Tones". The BK-9 allows you to assign any of the available Tones to any of the four real-time parts.

Tone selection always applies to the part (UP1, UP2, LWR, M. BASS) whose field on the main page is currently displayed in reverse.

In the example above the selection of tones will be applied to the Upper 1 part.

Select a real-time part

1. Press one of the PART ON/OFF buttons to select the parts that you want to play.

The main page displays the selected real-time parts in reverse.

NOTE

You can select more than one part at a time. The selection of tone will be applied on the latest enabled part.

2. Play the keyboard.

You'll hear the sound of the selected part. If you selected more than one part you will hear them in layer.

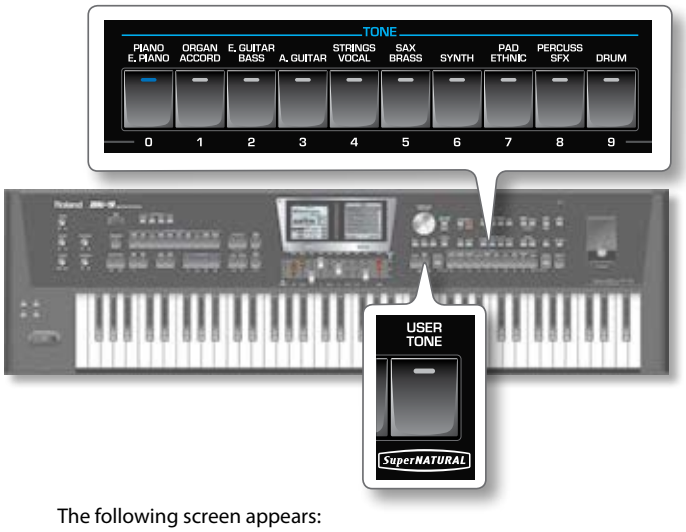
Change a tone for a real-time part

3. If the part where you want to change the tone is not in reverse on the main page, press and hold the desired PART ON/OFF button ([UPPER1], [UPPER2], [LOWER], [M. BASS]) to enable it.

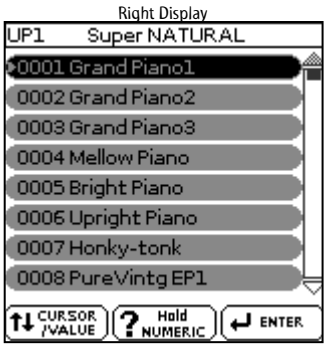
The main page will show the selected part in reverse.

In the example above you selected UPPER2.

4. Press a TONE [0]~[9] buttons; alternatively press [USER TONE/SuperNATURAL] to select a sound family.



The following screen appears:



In the example above you selected [USER TONE/SuperNATURAL] .

The sound selected is highlighted.

MEMO

You can also select one of the favorite sounds. See "9. Favorite Tones" (p. 35).

5. Play the keyboard.

You'll hear the sound of the selected instrument.

6. Press the [INC] or [DEC] button to select another desired Tone in the list.

MEMO

Tones can also be selected by simply pressing the [NUMERIC] key and entering their number (p. 32).

7. You can also use dial to move the cursor in the list and then press it to select the Tone.

In this case the Tone is recalled when you push the dial.

8. If you need to select a Tone of another family, press another Tone or SuperNATURAL button and repeat the step 4.

NOTE

The User Tone sounds may be subject to some future possible expansion. In that case they would be available only after installing them. The detailed instruction about how to install them will be provided together with those new sounds.

For future possible User Tone Expansion see on www.rolandcontent.com.

About SuperNATURAL Sounds

The SuperNATURAL acoustic tones do not merely reproduce the sound of acoustic instruments, they also use Behavior Modeling Technology to simulate the characteristic behavior of an instrument when it is played.

A dedicated sound engine tuned specifically for each type of instrument analyzes the phrases performed by the player, automatically differentiating between chordal and melodic playing to produce the optimal expression for a performance.

For example, the "guitar" SuperNATURAL acoustic tone allows your conventional keyboard playing to create a realistically expressive solo guitar sound that sounds as if it were being played by a guitarist.

What is SuperNATURAL?

These are proprietary Roland sounds created using Behavior Modeling Technology, which enables natural and rich expression that was difficult to achieve on earlier sound generators.

SuperNATURAL

What is Behavior Modeling Technology?

Not only physical modeling of the instruments, Roland takes it a step further by modeling the instrument's distinctive behavior that responds to how the performer plays, resulting in true-to-life, expressive sounds in real-time.

Each SuperNATURAL instrument provides effective performance variation sounds; you can use [S1] and [S2] (default) to instantly switch between them as you play.

You can also assign dedicated effects to CC1~CC3 sliders (p. 130).

For the list of variation sounds please see the "Tone & Drum Kit List".

You can download it from http://www.roland.com/manuals.

MEMO

As default [S1] and [2] button are assigned to "SN Variation 1 " and "SN Variation 2".

Using the Harmonic Bars

The harmonic bars are assigned to sounds of different footage (pitch). You can create a wide variety of organ sounds by layering these sounds..

The volume will be loudest when the harmonic bars are fully lowered; there will be no sound when the harmonic bars are fully raised.

1. Press one of the PART ON/OFF buttons to select the parts that you want to play.

2. If the part where you want to change the tone is not in reverse on the main page, press and hold the desired PART ON/OFF button ([UPPER1], [UPPER2], [LOWER], [M. BASS]) to enable it.

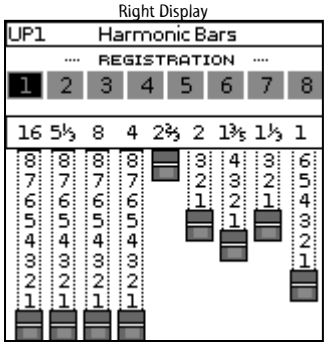
The main page will show the selected part in reverse.

3. Press the [HARM. BAR] button.

The button lights and the first 9 sliders now act as harmonic bars.

The following screen appears:

Right Display

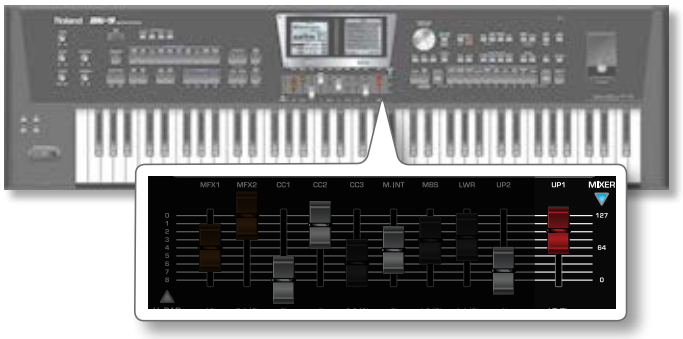


The left display shows the organ parameter available. See below.

4. Play a few notes with your right hand and move the sliders below the displays to change the organ registration.

You can set split mode to play different Harmonic Bar organ sound for the left and right hand.. See "Play Different Voices with the Left and Right Hands (Split)" (p. 32).

5. Use the assignable "H.Bar Level" slider (Red slider) to adjust the overall organ volume (default).



NOTE

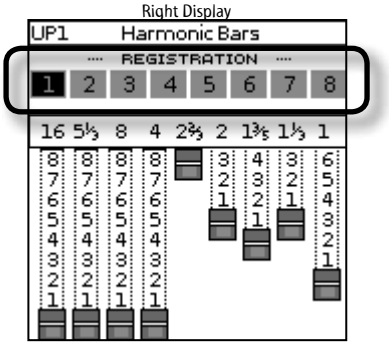
You can assign the ""H.BAR Level" slider to adjust the Overdrive Level. See "H.Bar Level Slider Assign (H.Bar Level)" (p. 146).

6. Press a TONE [0]~[9] or [USER TONE/SuperNATURAL] button to exit and select another tone.

Using the Registration Memories

The BK-9 contains a virtual organ with 8 preset Registration memories.

Right Display



1. Press the [HARM. BAR] button.

2. Rotate the dial to select the Registration memory you want to recall. See the Registration memory table below.

3. Push the dial to recall.

Registration Number	Genre	Registration Number	Genre
1	Macro Jazz 1	5	Macro Jazz 5
2	Macro Jazz 2	6	Rock
3	Macro Jazz 3	7	Ballad 1
4	Macro Jazz 4	8	Ballad 2

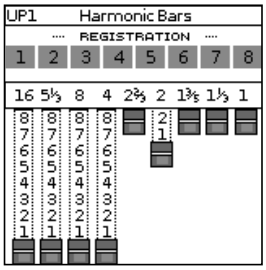
Setting Example of Harmonic Bars

Hard Rock

Here's a typical setting for hard rock of the '70s.

As desired, you can add a bit of 2' (the 2-foot bar). Also, add the "AMPLIFIER OVERDRIVE" (p. 32).

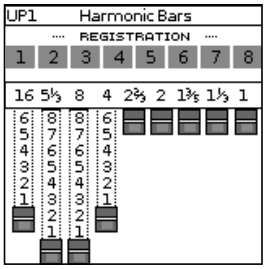
Set the Percussion (2nd, 3rd) as you desire (p. 32).



Pop

Here's a typical setting for pops of the '60s.

Set the Percussion (2nd, 3rd) as you desire (p. 32).

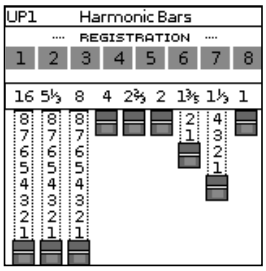


Progressive Rock

Here's a setting for the progressive rock that was popular in the '70s.

Add the C-3 chorus (p. 32) and the "AMPLIFIER OVERDRIVE" (p. 32).

Set the Percussion (2nd, 3rd) as you desire (p. 32).

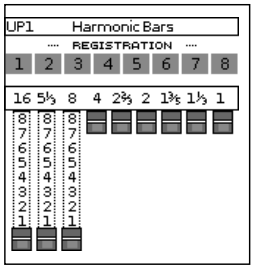


Jazz

This is a standard setting for jazz organ.

Add the C-3 chorus (p. 32) .

Set the Percussion (2nd, 3rd) as you desire (p. 32).

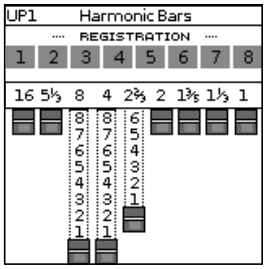


Rock

Here's a typical setting for rock of the '70s.

"AMPLIFIER OVERDRIVE" (p. 32).

Set the Percussion (2nd, 3rd) as you desire (p. 32).

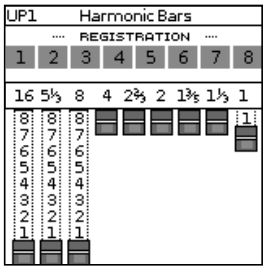


Blue

Here's a standard blues sound.

As desired, you can add a bit of 1' (the 1-foot bar).

Set the Percussion off.

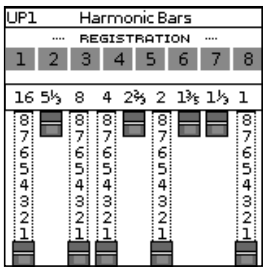


Pipe Organ

Here's a setting for a pipe organ sound.

Add the reverb. See "Setting the Volume of the Real-Time Parts or Rhythm Parts (Mixer)" (p. 33)

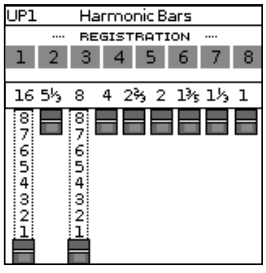
Set the Percussion off.



Jazz (manual bass)

Here's a setting for a bass sound played in the left hand (manual bass).

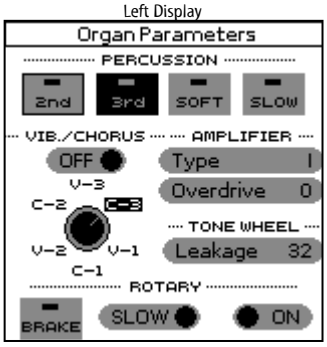
Set the Percussion (2nd, 3rd) as you desire (p. 32).



Organ effects

If you selected Harmonic Bars the left display shows the organ parameter available.

Left Display



1. Press the selection button placed under the left display to enable it.

2. Use the dial to edit the parameter you want to change.

Parameter	Value	Explanation
Percussion	2nd	Percussion of the same pitch as the 4' harmonic bar will be heard.
	3rd	Percussion of the same pitch as the 2-2/3' harmonic bar will be heard.
	SOFT	• SOFT The percussion sound will be decreased, and the harmonic bars will have their usual volume. The volume when percussion is softened can be adjusted by the parameter"PercSoftLevel" (p. 134). • NORMAL ("SOFT" not active) The percussion sound will be normal. The volume of percussion can be adjusted by the parameter "PercNormalLevel" (p. 134).
	SLOW	• SLOW The percussion sound will decay more slowly, producing a gentler attack. The percussion decay time can be adjusted by the parameter "PercSlowTime" (p. 134). • FAST ("SLOW" not active) The percussion sound will decay fast. The percussion decay time can be adjusted by the parameter "PercFastTime" (p. 134).
VIB/CHORUS	OFF, ON	You can apply vibrato or chorus to the organ sound.
	V-1, V-2, V-3 C-1, C-2, C-3	The effect will intensify as the vibrato type (V-1, V-2, V-3) or chorus type (C-1, C-2, C-3) moves to a higher number
AMPLIFIER TYPE	I, II, III, IV, V	The BK-9 simulates four different amp types, allowing you to produce various kinds of distortion. For more details see "Amp Type" (p. 136).
AMPLIFIER OVERDRIVE	0~127	A value toward 127 raise the gain, adding distortion to the sound.
TONE WHEEL Leakage	0~127	You can adjust the level of the leakage noise.
ROTARY	BRAKE	Switches the rotation of the rotary speaker. When this is turned on, the rotation will gradually stop. When it is turned off, the rotation will gradually resume.
	SLOW, FAST	Change the speeds of the Rotary effect.
	OFF, ON	Enable or disable the rotary.

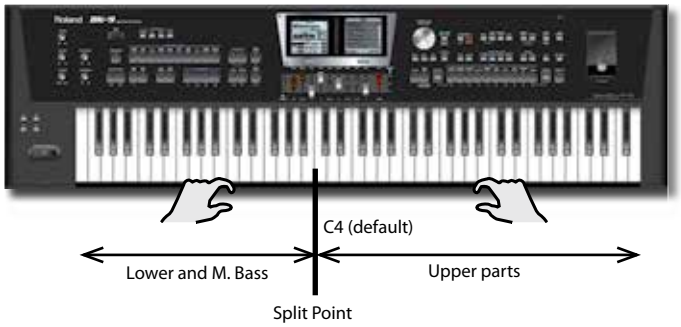
To make additional detailed settings for the tonewheel organ see "Organ Commons" (p. 134).

Play Different Voices with the Left and Right Hands (Split)

1. Press the [SPLIT] button

The [SPLIT] button lights.

The BK-9 is now in Split mode: note numbers below the split point are used to transpose rhythm playback in real-time and to play the Lower and Manual Bass part (if they are active). Note numbers above the split point can be used to play melodies using the Upper parts.



2. Press the PART ON/OFF [UPPER 1] and the [LOWER] button to activate the Upper and Lower part.

3. Play the keyboard.

The notes you play with your left hand sound the Lower part , while the notes you play with your right sound the Upper 1 part.

4. Press the PART ON/OFF [UPPER 2] button.

The notes you play with your right hand sound the Upper 1 and Upper 2 part in layer.

5. Press the PART ON/OFF [M. BASS] button.

- If the Lower part is active a monophonic bass part is added to the left hand. The bass notes depend on the chords you play.
- If the Lower part is not active a polyphonic bass part is added to the left hand. The bass notes depend on the real notes you play.

MEMO

The default setting for the split point is note number 60 (C4). You can change the split point to a different note ("Split Point" (p. 136).

Using the 'Numeric' function to Select Tones, Rhythms and Performances

The "Numeric" function can be used to enter the number of the Tone, Rhythm or Performance memory you want to use, which is faster than scrolling with the dial.

Below please find an example that shows you how to use the "NUMERIC" function for selecting Tones.

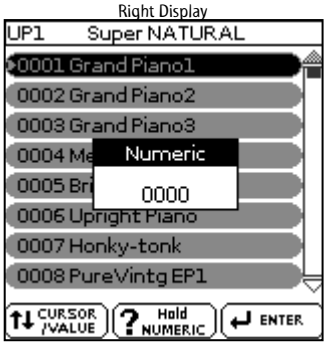
1. Press the TONE [0]~[9] button that contains the instrumental sound that you want to play.

MEMO

By pressing and holding one of these buttons, you activate the lock function for Tone selection, which means that Tones no longer change when you select Performance memories. See "Filtering Performance Memories Settings (Lock function)" (p. 63).

2. Press the [NUMERIC] button to open the following window popup:

Right Display



The TONE [0]~[9] buttons flash.

3. Press the TONE buttons that correspond to the figures you want to enter ([0]~[9]).

For Tones, you can enter up to 4 digits. To select Tone 6, for instance, simply pressing the [6] button is enough (the display will show "0006").

NOTE

If you make a mistake, the quickest way to correct it is by pressing the [0] button four times (to enter "0000") and then restarting.

For Rhythms up to 3 digits can be entered.

NOTE

If you try to enter a higher number than possible for the current item, a warning is displayed ("Tone doesn't exist").

4. Push the dial to confirm your entry.

The "Numeric" pop-up disappears and the display jumps to the Tone (and family) you selected.

Setting the Volume of the Real-Time Parts or Rhythm Parts (Mixer)

The BK-9 provides an easy way to change the volume balance of the real time parts and Rhythm parts.

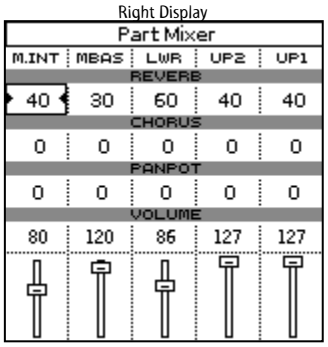
By the Mixer page you can adjust "REVERB", "CHORUS" and "PANPOT" for the Real Time Parts and set "SOLO" and "MUTE" for the Rhythm Parts

Use the [MIXER] button to toggle between Real Time Part and Rhythm" parts.

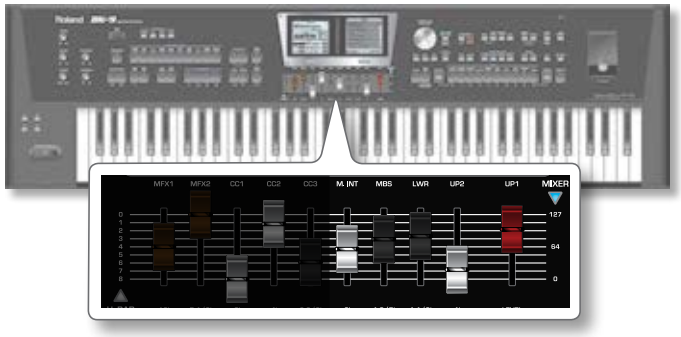
1. Press [MIXER] button.

The right display shows the "Part Mixer" page for Real Time parts:

Right Display



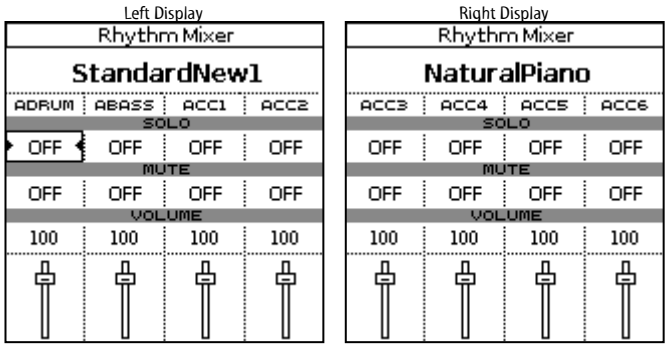
2. Move the sliders below the displays to change volume for the Real Time Parts (UP1, UP2, LWR, MBS, M.INT)



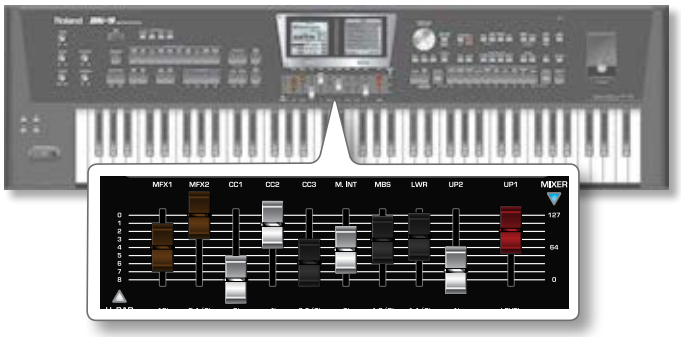
3. If necessary, you can use the dial to adjust "REVERB", "CHORUS" and "PANPOT" for each real Real Time Part.

4. Press [MIXER] button again to toggle between Real Time parts and Rhythm parts.

The displays show the "Rhyrthm Mixer" pages:



5. **Move the sliders below the displays to change volume for the Rhythm parts (ADRUM, ABASS, ACC1, ACC2, ACC3, ACC5, ACC5, ACC6)**

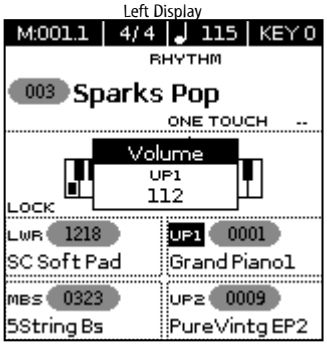


6. **If necessary, you can use the dial to set "SOLO" and "MUTE" for each Rhythm Part.**

7. **Press [MIXER] button again to exit to return to the main page.**

If the [MIXER] button indicator doesn't lights and the sliders are not assigned to the Harmonic bar ([HARM. BAR] button indicator doesn't light), you can use the sliders to adjust the Volume and Effects of Real Time Parts.

In this case a temporary pop-up window appears:



Sound Effects for the real-time parts

The BK-9 has two separate multi-effects processors (MFX 1 and 2) for the real-time parts.

By default the MFX 1 is assigned to the UPPER 1 part and MFX 2 to the UPPER 2.

8. **Press the [MFX] button to enable (lights) or disable the effector.**

At power-on, the [MFX] button is automatically switched

9. **Press a TONE [0~9] or [USER TONE/SuperNATURAL] buttons.**

A suitable effect is recalled for each tone that you select.

MEMO

By pressing and holding [MFX] button you can access the display pages where you can set the effects parameters. See "'Tone Part Effects' parameters" (p. 131).

10. **Use the dial to select a tone.**

A suitable effect is recalled.

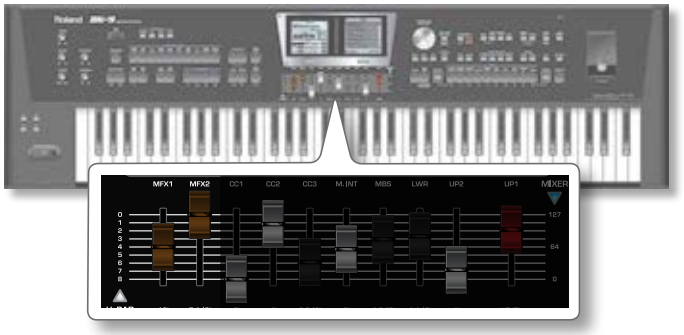
MEMO

You can also use the [INC] and [DEC] buttons to change a tone.

11. **Use the Sliders MFX1 and MFX2 to control the effects.**

The slider MFX1 controls the MFX Control 1.

The slider MFX2 controls the MFX Control 2.



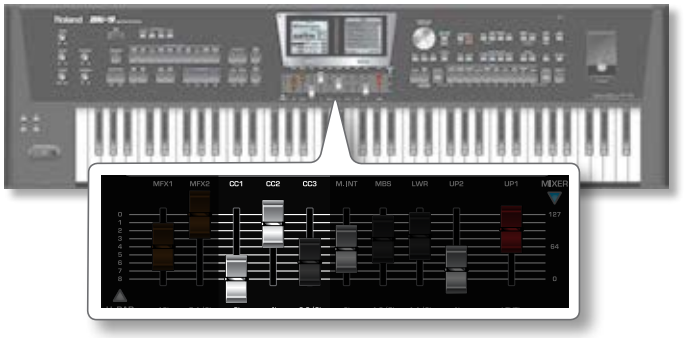
12. **If you want to assign another control to the sliders, press and hold the [MFX] button. See "'Tone Part Effects' parameters" (p. 131).**

13. **Use the Sliders CC1, CC2 and CC3 to control the sound.**

The slider CC1 controls the Cut Off (Default).

The slider CC2 controls the Resonance (Default).

The slider CC3 controls the Attack (Default).



14. **If you want to assign another control to the "CC" sliders, see "Slider CC1, Slider CC2, Slider CC3" (p. 130).**

9. Favorite Tones

This function allows you to create a list of 10 frequently used sounds and recall them instantly.

Each real time part (UPPER1, UPPER2, LOWER, M. BASS) has a proper list of 10 tones.

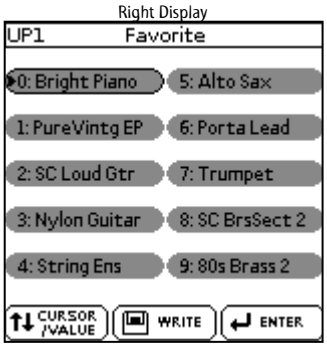
Recalling a Favorite Tone

1. If the part where you want to recall the favorite tone is not in reverse on the main page, press and hold the desired PART ON/OFF button ([UPPER1], [UPPER2], [LOWER], [M. BASS]) to enable it.

2. Press the [FAVORITE] button, so it's lit.

The "Favorite" window appears:

Right Display



3. Press a TONE [0]~[9] buttons to select the favorite tone that you want to play.

The selected sound will be recalled immediately.

MEMO

Alternatively you can select the favorite tone rotating the dial and then push it or use [INC] and [DEC] buttons.

NOTE

The list of 10 Favorite Tones are available for all parts.

4. Press the [FAVORITE] button again to exit from selection of Favorite tones.

Creating the List of Favorite Tones

You can make four lists (UPPER1, UPPER2, LOWER, M. BASS) of 10 sounds that you frequently use in live performance, and recall these sounds instantly.

1. If the part where you want to memorize the favorite tone is not in reverse on the main page, press and hold the desired PART ON/OFF button ([UPPER1], [UPPER2], [LOWER], [M. BASS]) to enable it.

2. While the [FAVORITE] button is dark, select the sound that you want to memorize. See "Selecting Tones and Playing the Keyboard" (p. 28).

3. Press the [FAVORITE] button, so it's lit.

The "Favorite" window appears

4. Rotate the dial to select on of 10 favorite memory location.

5. Press the [WRITE] button to memorize the previous sound selected to the selected favorite memory.

A message of confirmation appears.

6. Press the [FAVORITE] button again to exit from selection of Favorite tones.

7. If you want to memorize another tone, select the tone and repeat from steps (2).

NOTE

The list of Favorite Tone is automatically saved to the BK-9's global memory.

NOTE

The list of Favorite Tone save only the Tone number information. The list doesn't save possible changes to the sound (e.g. Volume Reverb Level, etc).

10. Playing with Automatic Accompaniments

The BK-9 contains a function that plays back automatic accompaniments called "rhythms". This section explains how to take advantage of the BK-9's accompaniments

About the Rhythms

The BK-9 can generate interactive accompaniments based on the rhythm you select. Each rhythm is a typical accompaniment for a given musical genre. The BK-9 comes with over 500 internal rhythms divided over 10 families (see the RHYTHM FAMILY section on the front panel).

Unlike a drum machine, a BK-9 Rhythm not only contains the rhythm part (drums & percussion) but also a melodic accompaniment, such as piano, guitar, bass and strings lines. The melodic accompaniment parts of the selected Rhythms follow the chords you play on the keyboard.

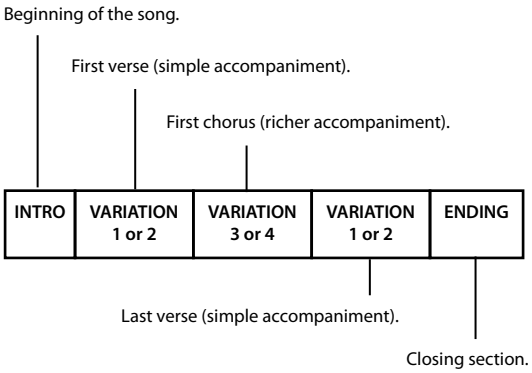
You can also record both your playing and the accompaniment "18. Recording your Performance" (p. 75).

Structure of the Rhythm Accompaniments

Each Rhythm comprises several patterns that you can play back using the following buttons:

Button	Explanation
VARIATION [1], [2], [3], [4]	If the VARIATION [1] button lights, the rhythm function plays a simple accompaniment (usually with fewer instruments). The other VARIATIONS become gradually more complex up to the VARIATION [4], that plays the most complex accompaniment.
INTRO	If you switch on this button (indicator lights) and press [START/STOP]/[▶/II] button the rhythm playback begins with an introduction. Depending on the type of VARIATION button lighted you will have either a simpler or a more complex introduction.
ENDING	If you press this button while a Rhythm is being played back ([START/STOP]/[▶/II] button flashes), the BK-9 starts playing a closing phrase ("Ending") on the next downbeat. At the end of this phrase, playback stops. Depending on the type of VARIATION button lighted you will have either a simpler or a more complex closing phrase.

The available Rhythm patterns could be used as follows:



If the [AUTO FILL IN] button lights, the BK-9 plays a transition before switching to the newly selected VARIATION pattern. Example: if the VARIATION [1] pattern is running, pressing the [4] button will not switch to that pattern right away. The BK-9 first plays a fill-in to announce the new song section.

NOTE

While the four Variation patterns are repeated indefinitely until you stop Rhythm playback, the Intro and Ending phrases are played only once.

Using Rhythms

The "interactive" aspect about the rhythms is that you can change the key of the accompaniment simply by playing different notes or chords. Additionally, you can select different variations (more or less complex arrangements) for the active rhythm. The BK-9 provides several buttons for this.

[START/STOP] / [▶/II]

This button is used to start and stop rhythm playback. While a rhythm is running, the button's indicator flashes red on the first beat of each bar, and green on the remaining beats.

MEMO

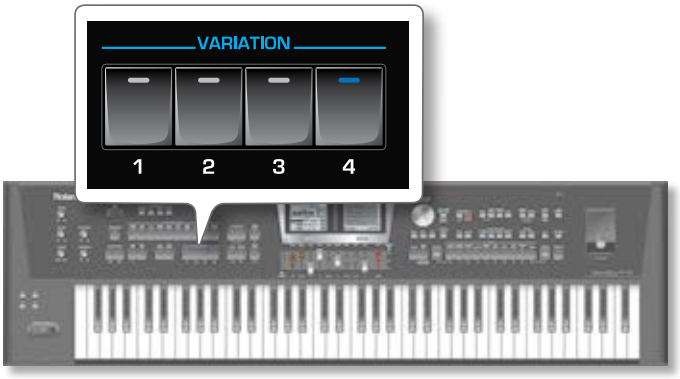
You can also start (and stop) rhythm playback simply by playing on the keyboard. See the next function. (The Start/ Stop function can also be assigned to an optional pedal switch or D-Beam control.)

[SYNC START] / [■]

This button activates and switches off the "Sync Start" or "Sync Start/Stop" function. Pressing it several times allows you to select one of the following options:

Function	[SYNC START] indicator	Explanation
Sync Start	Lights red	Rhythm playback can be started by playing a note or chord. Press [START/STOP]/[▶/II] to stop rhythm playback.
Sync Start/Stop	Lights green	Rhythm playback can be started by playing a note or chord. Playback will stop when you release all keys.
—	Dark	Rhythm playback needs to be started and stopped using the [START/STOP]/[▶/II]button (or the assigned optional pedal switch or D-Beam control).

VARIATION [1], [2], [3], [4]



These buttons are used to select the complexity (number of parts) of the rhythm arrangement:

[VARIATION]	Explanation
[1]	The simplest accompaniment pattern. A good choice for the first verse of the songs you play.
[2]	A slightly more complex pattern you may want to use for subsequent verses.
[3]	This pattern would be a good choice for the first chorus
[4]	This is the most complex arrangement. Consider selecting it for the bridge or the final chorus sections of a song.

MEMO

The VARIATION patterns are repeated (played back in a loop) until a different pattern is selected or rhythm playback is stopped.

[INTRO] / [◀◀]

Selects an introduction, which is usually used at the beginning of a song. You can, however, also select this pattern for other song sections. The behavior of the Intro pattern depends on when you press the [INTRO] button:

[INTRO]	Explanation
Pressed before starting rhythm playback	The indicator lights. When you start rhythm playback, the BK-9 first plays a musical introduction. (This pattern is played back only once).
Pressed during rhythm playback	The indicator flashes to signal that the INTRO pattern will begin on the next downbeat. When the intro is finished, the BK-9 returns to the previously selected VARIATION pattern.

There are, in fact, four different INTRO patterns, that can be selected using the VARIATION [1], [2], [3] and [4] buttons. Again, the VARIATION buttons determine the complexity of the intro arrangement.

[ENDING] / [▶▶]

This button allows you to end your songs with a suitable closing section if you don't want to simply stop playback. The behavior of the Ending pattern depends on when you press the [ENDING] button:

[ENDING]	Explanation
Pressed before starting rhythm playback	The indicator lights. When you start rhythm playback, the BK-9 plays a musical ending. At the end of the phrase, playback stops.
Pressed during rhythm playback	The indicator flashes to signal that the ENDING pattern will begin on the next downbeat. When the ending is finished, rhythm playback stops.
Press the button twice in succession ("doubleclick").	The Ritardando function is applied to Ending pattern.

There are four different ENDING patterns, that can be selected using the VARIATION [1], [2], [3] and [4] buttons.
Again, the VARIATION buttons determine the complexity of the arrangement.

[BASS INV]

This button is used to switch the "Bass Inversion" function on or off. While the button is dark, the rhythm bass part always plays the fundamental of your notes or chords. Example: if you play a chord consisting of the notes C, E and G (which is recognized as a C major chord), the bass part plays a C.

If the [BASS INV] button lights, the rhythm bass part uses the lowest notes of the chords you play.
Example: if you play a chord consisting of the notes E, G and C (still a C major chord), the bass part plays an E. This function therefore gives you more artistic licence.

[AUTO FILL IN]

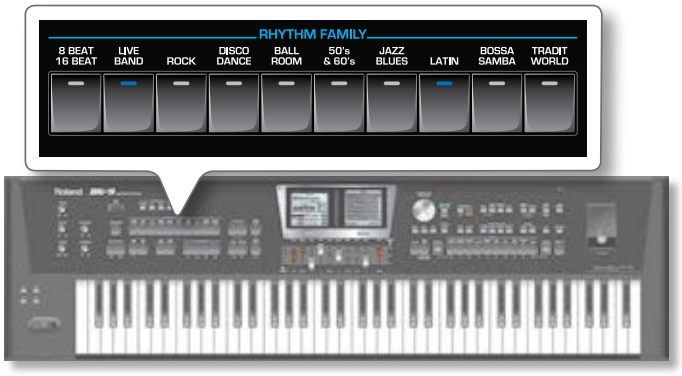
When this button lights, the BK-9 plays a transition before switching to the newly selected VARIATION pattern. Example: if the VARIATION [1] pattern is running, pressing the [4] button will not switch to that pattern right away—the BK-9 first plays a fill-in to announce the new song section.

NOTE

The duration of the fill-ins (transitions) can be halved if you like. See "Fill In Half Bar" (p. 138). You can also speed up or slow down playback during a fill-in. See "Fill Ritardando" (p. 138).

Selecting Rhythms

1. Press a RHYTHM FAMILY button to select the rhythm family.

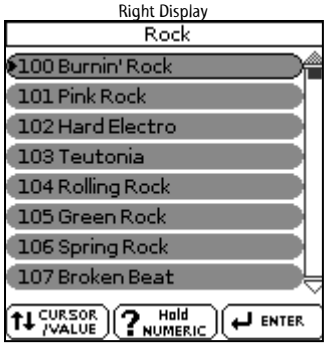


NOTE

By pressing and holding one of these buttons, you activate the lock function for rhythm selection, which means that rhythms no longer change when you select Performance memories (p. 63).

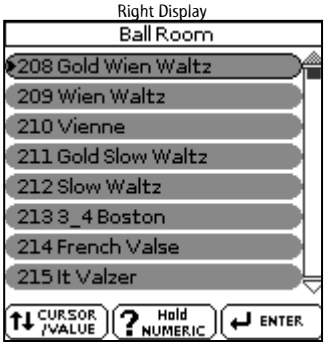
The display shows a list of the rhythms that belong to this family. If the currently selected rhythms belongs to the family whose button you pressed, its name is in reverse and the indicator of the button you pressed lights:

Right Display



If you press a different RHYTHM FAMILY button, the display shows the beginning of the associated list (but the indicator of the associated family button doesn't light):

Right Display



2. Rotate the dial to select the rhythm and then push it.

The name of selected Rhythm is displayed in reverse.

3. Now you can also use [INC] and [DEC] buttons to select a different Rhythm.

In this case the Rhythm is recalled immediately.

4. If you need select a Rhythm of another family, press another Rhythm button and repeat the step 2.

5. Press [EXIT] to leave the Rhythm selection page.

MEMO

Rhythms can also be selected by simply pressing the [NUMERIC] key and entering their number (p. 32).

Playing Back Rhythms

1. Set the BK-9's [VOLUME] knob to a reasonable level (about 1/4).

2. Press the [SPLIT] button if you want to play in Split mode.

MEMO

The default setting for the split point is note number 60 (C4). You can change the split point to a different note .See "Split Point" (p. 136).

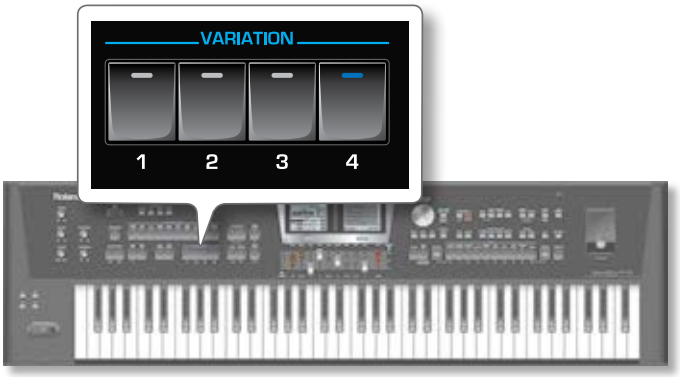
3. Select the rhythm you want to use.

4. Press the VARIATION [1], [2], [3] or [4] button to select the complexity of the verse pattern.

For example press the VARIATION [2].

5. Press the [INTRO] / [▶▶] button (it lights) to start rhythm playback with an introduction.

6. Press the VARIATION [1], [2], [3] or [4] button to select the complexity of the INTRO pattern.



For example press the VARIATION [3].

The VARIATION button pressed at the step 6. lights and the VARIATION button pressed at the step 4. flashes to indicate the verse complexity that will be played back at the end of the Intro pattern.

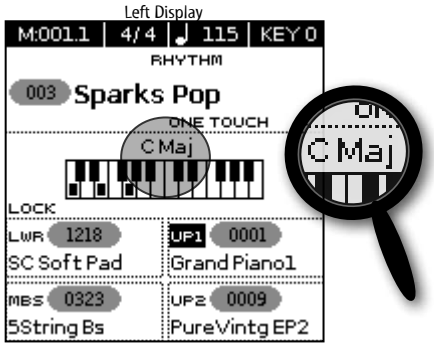
7. Play a chord on the keyboard.

MEMO

You can activate the "Dynamic Arranger" function to control the volume of the accompaniment parts via the way you strike the keys in the chord recognition area (velocity sensitivity).

See "Dynamic Arranger" (p. 139).

8. The main page displays the name of the last chord the BK-9 recognized:



9. Press the [START/STOP]/[▶/II] button to start rhythm playback.

The [START/STOP]/[▶/II] indicator lights and the BK-9 starts playing back the introductory phrase.

10. Play different chords on the keyboard and listen to the effect this has on the rhythm.

11. Switch on the [AUTO FILL IN] button (it lights).

This means that when you select a different VARIATION pattern, the BK-9 will play a transition (fill-in) before switching to the new pattern.

12. Press a VARIATION [1], [2], [3] or [4] button to select a more complex or a simpler accompaniment.

- If you press it before the last beat of the current measure, the fill-in starts immediately and lasts until the end of the current measure, then the newly selected VARIATION pattern is played back.
- If you press the desired VARIATION button on the last beat of a bar, the fill-in starts at the next downbeat and lasts an entire bar. Only then will the BK-9 switch to the newly selected VARIATION pattern.

13. If necessary, you can change the rhythm's tempo:

- Press the TEMPO [◀] or [▶] button to decrease or increase the tempo
- Press the [TAP TEMPO] button at least three times at the desired tempo.

  The BK-9 calculates the intervals between your presses and sets the corresponding tempo value.

MEMO

Simultaneously press the TEMPO [◀] and [▶] buttons ("STANDARD") to return to the rhythm's preset tempo.

TIPS

You can press and hold the [TAP TEMPO] button to lock the tempo setting (p. 63).

14. Press the [ENDING] / [▶▶] button to end rhythm playback with a suitable closing section.

You could also stop playback simply by pressing the [START/STOP]/ [▶/II] button or by releasing all keys on the keyboard. See "[SYNC START] / [■]" (p. 36).

While rhythm or SMF song playback is stopped, the [TAP TEMPO] button flashes to indicate the selected tempo.

11. One Touch Memories: Why using them?

The ONE TOUCH memories help you to select Tones for the real-time parts that match the atmosphere of the current rhythm. There are four such ONE TOUCH memories per rhythm.

Select a 'One Touch'

1. Select the desired rhythm.

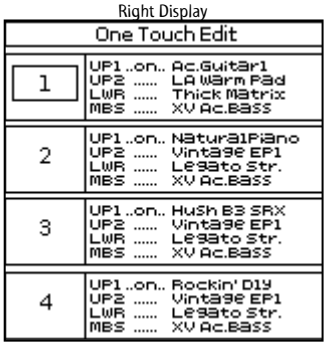
See "Selecting Rhythms" (p. 38).

2. Switch on the [ONE TOUCH] button (its indicator lights).

If you haven't selected any ONE TOUCH memory since switching on the BK-9, the indicators of TONE buttons [1], [2], [3] and [4] flash. Otherwise, the BK-9 automatically recalls the last ONE TOUCH memory you selected.

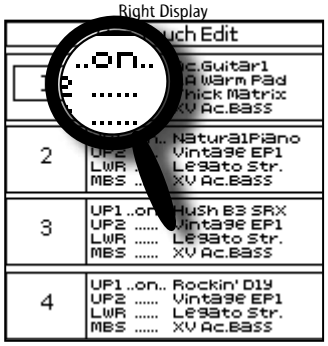
The display shows the list of tones for each One Touch:

Right Display



The string ("**..on..**" or "**.....**") at the right of the part name (UP1, UP2, LWR, MBS) indicates which part will be active:

Right Display



String	Explanation
"....."	The part will not be active.
"..on.."	The part will be active.

In the example above the UP1 part will be active.

3. Press the flashing TONE button assigned to the desired ONE TOUCH memory ([1]~[4]).

The indicator of the button you press lights, while the indicators of the remaining three buttons still flash.

The main page in the left display shows "ONE TOUCH" followed by the number of the current ONE TOUCH memory.

MEMO

You can use the dial to recall the desired ONE TOUCH memory.

4. Start playback of the rhythm.

See "Playing Back Rhythms" (p. 38).

5. Play a melody on the keyboard.

6. Now press another TONE ([1]~[4]) button than the one that is currently active.

7. Again play a melody on the keyboard.

The newly selected ONE TOUCH memory has recalled a different sound for the melody part. Note that the ONE TOUCH function also recalls other settings, like the tempo, INTRO/ENDING, etc.

MEMO

The BK-9 has a function that allows you to exclude certain settings when a new ONE TOUCH memory is selected. See "One Touch Hold" (p. 144).

8. Press a different TONE [1]~[4] button to recall the associated ONE TOUCH memory.

Tone selection for the real-time part as well as other settings change in accordance with the newly selected ONE TOUCH memory.

Deselect 'One Touch'

1. To switch off the ONE TOUCH function and return to the Tones that were selected before you activated the ONE TOUCH function, press the TONE [1]~[4] button whose indicator lights steadily.

Its indicator flashes along with the other three TONE buttons.

2. Press the [ONE TOUCH] button to leave ONE TOUCH memory selection mode.

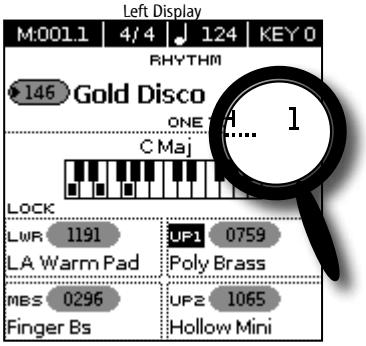
The TONE buttons stop flashing. (Only the indicator corresponding to the last Tone family you selected lights steadily.) You can now select different Tones for real-time part without actually leaving the ONE TOUCH function (if it is still on).

How Can You Tell Whether the ONE TOUCH Function is On or Off?

If the "ONE TOUCH" field on the main page is followed by a number (1~4), the ONE TOUCH function is currently on. If the "ONE TOUCH" field is followed by a dash ("–"), the ONE TOUCH function is off.

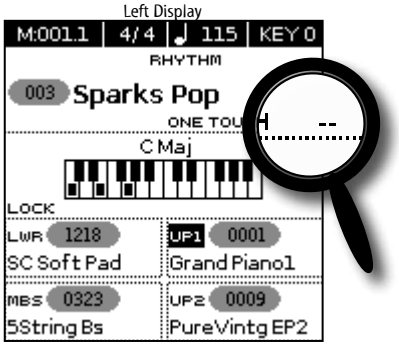
One Touch (1) ON

Left Display



One Touch OFF

Left Display



Programming Your Own ONE TOUCH Settings (One Touch Edit)

The BK-9 allows you to save your own ONE TOUCH settings, which may come in handy for CUSTOM rhythms for which there are no "presets". The following operation saves the rhythm and its (new) ONE TOUCH settings to the "My Rhythms" folder on the USB memory connected to the USB MEMORY port.

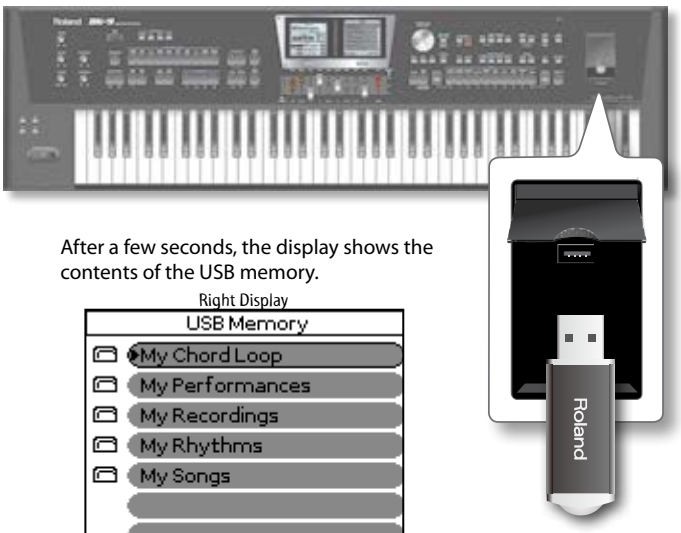
NOTE

Never remove a USB memory while this unit is turned on. Doing so may corrupt the unit's data or the data on the USB memory.

NOTE

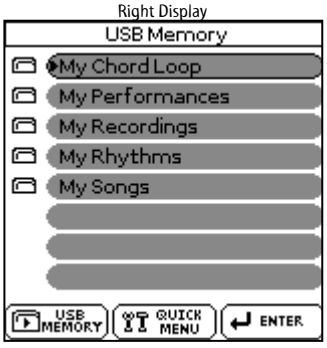
Carefully insert the optional USB memory all the way into the port until it is firmly in place.

1. Connect an optional USB memory to the BK-9.



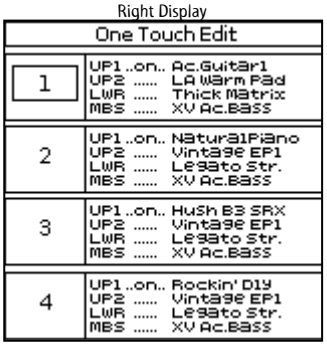
After a few seconds, the display shows the contents of the USB memory.

Right Display



2. Press the [ONE TOUCH] button. The display changes to:

Right Display

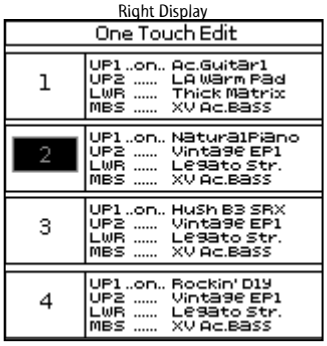


This "One Touch Edit" page can also be selected via the BK-9's menu.

3. Select the ONE TOUCH memory you want to change by pressing one of the flashing TONE buttons [1]~[4].

The display changes to:

Right Display



(Here, ONE TOUCH memory 2 has been selected for editing.)

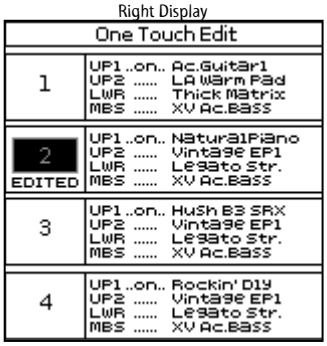
MEMO

You can also select the desired ONE TOUCH using the dial.

4. Change the required settings.

As soon as you change any setting, the display alerts you to the fact that the contents of the selected memory no longer corresponds to the current settings ("EDITED"):

Right Display



5. Rotate the dial to select the ONE TOUCH memory where you want to save your new settings.

6. Press the [WRITE] button.

The display changes to:

Right Display

NOTE

The above message is only displayed the first time you press [WRITE] after editing a ONE TOUCH memory.

7. To save your ONE TOUCH changes, use the dial to select "Yes" and press it to confirm.

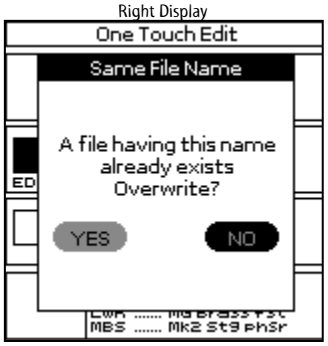
The display shows the "Executing" message and then "Operation Complete".

Select "No" and press [ENTER] if you don't want to save your changes after all.

■ **If the "My Rhythms" folder on the USB memory already contains a rhythm file of the same name…**

In that case, the display shows the following message when you select "Yes" and push the dial (see above):

Right Display



What a One Touch memory saves

Group Parameters	Parameter
Front Panel (button status)	• VARIATION [1], [2], [3], [4] • [AUTO FILL IN] • [INTRO/ENDING] • [SYNC START] • [SPLIT] • [MELODY INTELL]
'Performance Edit' →'Tone Part View' (p. 127).	All except for "Key Touch"
'Performance Edit' →'Tone Part Effects' (p. 131).	All
'Performance Edit' →'Split' (p. 136).	"Lower Old" only
'Performance Edit' →'Arranger Setting' (p. 137).	• Zone • Type
'Performance Edit' →'Melody Intelligent' (p. 141).	All
'Performance Edit' →'Assign Switches' (p. 139).	All
'Performance Edit' →'Scale Tune Switch' (p. 140).	All
'Performance Edit' →'Scale Tune' (p. 140).	All
'Performance Edit' →'D Beam' (p. 53).	All

SPECIAL BEHAVIOUR of the INTRO Division

Whatever the status (Off, On) of the INTRO division saved in a One Touch is, if you recall the One Touch memory while no Rhythm is played back, the INTRO division is always set On.

12. Using the BK-9 as a USB player

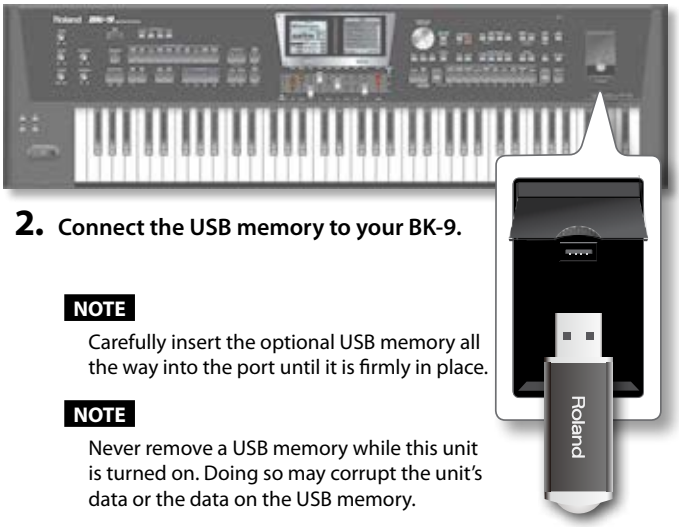
This section explains how to playback MIDI (SMF) and audio songs stored on an optional USB memory. Note that it is also possible to select rhythms on that device and to use them in the same way as the internal rhythms. New song and rhythm files can be copied to the USB memory using your computer as you purchase them.

Getting Ready to Use the BK-9 as a USB Player

1. On your computer, copy the new song and rhythm files to an optional USB memory (memory stick).

NOTE

Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.



2. Connect the USB memory to your BK-9.

NOTE

Carefully insert the optional USB memory all the way into the port until it is firmly in place.

NOTE

Never remove a USB memory while this unit is turned on. Doing so may corrupt the unit's data or the data on the USB memory.

NOTE

The BK-9 supports USB memories with a capacity of up to 2 TB.

File types the BK-9 can read and play back

	Extension	Format
Rhythms	.stl	
Standard MIDI Files (SMF)	.mid	0 or 1
	.kar	
Audio files	.mp3	• MPEG-1 Audio Layer 3 • Sampling frequency: 44.1kHz • Bit rate: 32/40/48/56/64/80/96/112/128/160/192/224/256/320 kbps, VBR (variable bit rate)
	.wav, .aif	• 16-bit linear • Sampling frequency: 44.1 kHz • Stereo/mono

NOTE

The BK-9 is not able to read audio files with ".AIFF" extension.

Please use your personal computer to rename the file extension to ".AIF".

Caution when Playing Back Audio Files

Playing back an mp3 file or changing the playback tempo of an audio file places a significant processing burden on the BK-9, and in some cases may cause it to be unable to completely process all of the performance data from the keyboard.

If this occurs, you may be able to solve the problem by taking the following actions.

- Use WAVE/AIFF format data rather than mp3 format data
- Return the song tempo to its original setting (to 0%)

An mp3 file has little time of the blank at the head and the end of the file. Therefore, the sound might cut off when an mp3 file played repeatedly with Audio Key function.

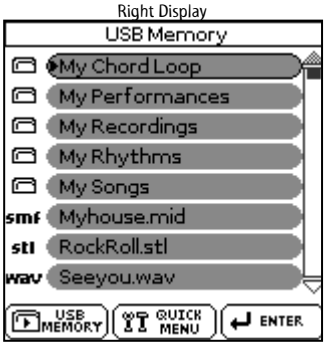
If this occurs, you may be able to solve the problem by taking the following actions.

- Use WAVE/AIFF format data rather than mp3 format data

Selecting a Song or Rhythm on a USB Memory

1. Connect an optional USB memory to the BK-9 or, if it was already inserted, press the [USB MEMORY] button

After a few seconds, the display shows the contents of the USB memory.



The icons to the left of the file names indicate the file type:

Icon	Explanation
stl	Rhythm file
smf	SMF file
mp3	Audio mp3 file or .KAR
wav	Audio WAVE file or .AIF
	Folder

2. Rotate the dial to select the file you want to play back or display.

3. Push the dial to load the file.

The [USB MEMORY] button now lights to indicate that you selected a file on the USB memory.

If the file you need is located inside a folder, you must first select that folder, push the dial to see its contents and then select the file. If you opened a folder by mistake, press the [EXIT] button to return to a higher level.

MEMO

Press and hold the [EXIT] button to return to the main page.

Playing Back a Song or Rhythm from a USB Memory

If you selected a rhythm, see "Playing Back Rhythms" (p. 38), because operation is the same as for internal rhythms.

In the following, we will therefore only show you how to play back song files located on a USB memory.

NOTE

The BK-9 has no internal memory where you could store SMF or audio files.

1. Select a song (SMF or audio file) on the USB memory.

See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

2. Press the [START/STOP] /[▶/II] button to start playback.

The [▶/II] button's indicator lights and song playback starts.

3. If necessary, you can change the song's playback tempo:

- Press the TEMPO [◀] or [▶] button to decrease or increase the tempo.

NOTE

If you set a tempo value close to the upper or lower limit for an mp3 or WAVE file, playback may sound a little strange.

- Press the [TAP TEMPO] button at least three times at the desired tempo. (This function is not available if you selected an audio file (WAVE or mp3).)

TheBK-9 calculates the intervals between your presses and sets the corresponding tempo value.

MEMO

Simultaneously press the TEMPO [◀] and [▶] buttons ("STANDARD") to return to the rhythm's preset tempo.

4. Press the [START/STOP]/[▶/II] button again to pause song playback.

The [**START/STOP**]/[▶/II] button goes dark.

5. Press [START/STOP]/[▶/II] button yet again to resume playback.

6. Press the [SYNC START] /[■] button to stop playback

The Playback stops and the playback position return to the beginning of the song.

You can use the following buttons to control song playback (see the gray legends):

Button	Explanation
	Starts or pauses song playback.
	Stops song playback and allows you to return to the beginning of the current song.
	Rewinds the song.
	Fast-forwards the song.

Activating the 'Play All Songs' parameter for the USB memory

Activating the 'Play All Songs' function

1. Connect an optional USB memory to the BK-9 or, if it was already inserted, press the [USB MEMORY] button.

After a few seconds, the display shows the contents of the USB memory.

2. Rotate the dial to select the folder that contains the songs you want to listen to.

3. Push the dial to open the folder.

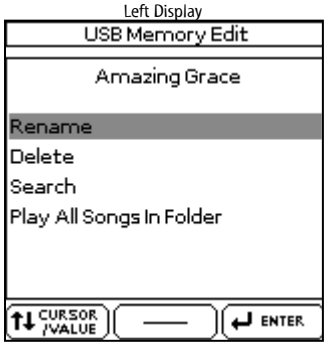
4. Rotate the dial to select the song where you want playback to start.

5. Push the dial to confirm your selection.

6. Press the [QUICK MENU] button to jump to the "USB Memory Edit" page.

The display changes to:

Left Display

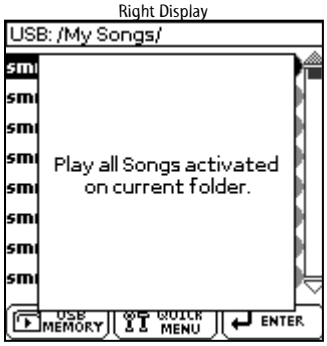


To return to the BK-9's main page, press and hold the [EXIT] button.

7. Rotate the dial to select "Play All Songs in Folder" and push it.

The following message appears:

Right Display



NOTE

STL files contained in the selected folder will be ignored when you start playback (see below).

8. Press the [START/STOP]/[▶/II] button to start playback of all songs.

NOTE

While playback of all songs is running, you can navigate the USB memory (to check its contents, for example). The "Play All Songs" function continues to play back the files of the folder you selected in step (2) above.

If you select a different file while navigating (by pushing the dial), the "Play All Songs" function is switched off.

9. Press the [SYNC START] /[■] button to stop sequential playback.

Deactivating the 'Play All Songs' function

The "Play All Songs" function needs to be deactivated if you no longer need it. To do so, proceed as follows:

1. If the display doesn't currently show the contents of the connected USB memory, press the [USB MEMORY] button

2. Press the [QUICK MENU] button to jump to the "USB Memory Edit" page.

3. Rotate the dial to select "Stop Auto Play" and push it to deactivate the function.

Pressing the [START/STOP]/[▶/II] button now will only start playback of the selected song.

Using 'Track Mute' and 'Center Cancel'

You can use this function to mute tracks of rhythms or the melody part of the selected Standard MIDI File (SMF). After selecting a WAVE or mp3 audio file, you can attenuate the vocal part at the center of the stereo image ("Center Cancel"). The Mute function behavior depends on the selected file type.

1. Select a song (SMF or audio) or a rhythm. See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

2. Press the [START/STOP] / [▶/II] button to start playback.

3. Press the [TRACK MUTE] (CENTER CANCEL) button (its indicator lights).

The "Track Mute" or "Center Cancel" function will turn on. This depends on the file type you selected:

File Type	Function	Explanation
Rhythm	Track Mute	The specified rhythm track(s) is muted (Default: AC1~AC6).
SMF	Track Mute	The specified Standard MIDI file track is muted (Default: channel 4).
Audio (mp3, WAVE)	Center Cancel	Sounds in the center (the melodic portion of the sound) will be minimized.

NOTE

For some audio songs, the vocal sound may not be eliminated completely.

4. Press the [TRACK MUTE] (CENTER CANCEL) button again to make its indicator go dark.

This switches the "Track Mute" or "Center Cancel" function back off.

Selecting the Track(s) to Mute for Rhythms or SMF Songs

The following procedure allows you to specify the track of the selected Standard MIDI File that should be muted when you switch on the [TRACK MUTE] button.

NOTE

This function is not available for audio files.

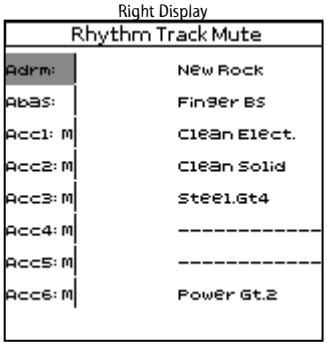
1. Select a rhythm or an SMF song.

2. Press and hold the [TRACK MUTE] (CENTER CANCEL) button.

This function can also be selected using [MENU] button → "Global" → "Rhythm/SMF Track Mute".

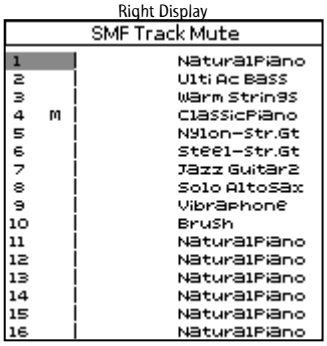
Depending on the file type, the display changes to…

Right Display



... or:

Right Display



The name of the Tone assigned to that track appears in the right of the track.

When you start playback, you will notice that active parts are indicated by moving bar graphs that simulate level meters. If [TRACK MUTE] (CENTER CANCEL) button lights the bar graphs of muted parts do not move.

3. Rotate the dial to move the cursor to the track you want to mute.

4. Push the dial to highlight the corresponding track number.

5. Rotate the dial to change the setting .

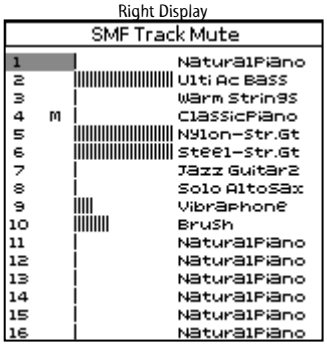
The possibilities are:

Display indication	Explanation
<no indication>	The associated track is played back.
M	The associated track is no longer played back (muted).

If you want to save your selection of the track(s) that should be muted for any Rhythm or SMF file you play back, see "Save Global" (p. 148).

When you start playback, you will notice that active parts are indicated by moving bar graphs that simulate level meters. The bar graphs of muted parts do not move.

Right Display



6. If there is no need to save your settings, press and hold the [EXIT] button to return to the main page.

Activating the Lyrics

The BK-9 can show the lyrics of Standard MIDI Files or mp3 songs you load.

If such song files contain Lyrics data, the lyrics are displayed on an external screen you connect to the BK-9 (see "Connecting a Television Set" (p. 23), unless you set the "External Lyrics" parameter to "Off" (p. 127).

Sometimes, however, it may be wiser to orient the external screen in such a way that the audience can easily follow the lyrics, which may then mean that you no longer see what is displayed. If you need to see the lyrics, you can follow them on the BK-9's internal display (only for SMF files).

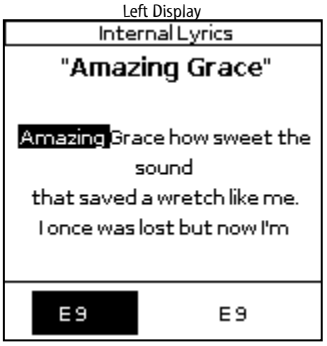
1. Load and play a song with lyrics data.

See "Selecting a Song or Rhythm on a USB Memory" (p. 44) and "Playing Back a Song or Rhythm from a USB Memory" (p. 45).

2. Press the [LYRICS] button.

The internal left display now shows the lyrics of the selected song (4 lines at a time) and the chords of the song (only for SMF files).

Left Display



During the play back you can conveniently choose another song. The left display will continue to display lyrics.

3. At the end of the song, press the [EXIT] button to return to the previous page.

MEMO

- The BK-9 can display photos in succession on external monitor. See "Displaying photos automatically" (p. 73).
- You can remove chord information and keep only the lyrics on the external display. See "External Lyrics Settings" (p. 147).

Using the "Mark & Jump" function (only for SMF)

The BK-9 gives you the possibility to "mark" (memorize) up to 4 locations of the current song (SMF) and "jump" to any of the marked location. In addition, if you save the song, the four "Mark & Jump" locations are stored within the song.

The four "Mark & Jump" locations can be selected by pressing the VARIATION [1]~[4] buttons.

When you select a song that contains such markers, the indicators of the VARIATION [1]~[4] buttons light. For songs that do not contain these indications, the indicators remain dark.

Editing and programming "Mark & Jump" locations can be carried out as follows:.

Creating "Mark" locations

1. Load an SMF song.

See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

2. Open the "Smf Mark Jump Edit" page:

You have two ways to do it:

a. Press the VARIATION [1]~[4] button whose indicator is dark ("mark" location empty).

NOTE

The "Smf Mark Jump Edit" page will not open if you select a VARIATION [1]~[4] button whose indicator lights ("mark" location already set).

b. Press [MENU] button and by the dial select the "Smf Mark Jump Edit" page.

Right Display

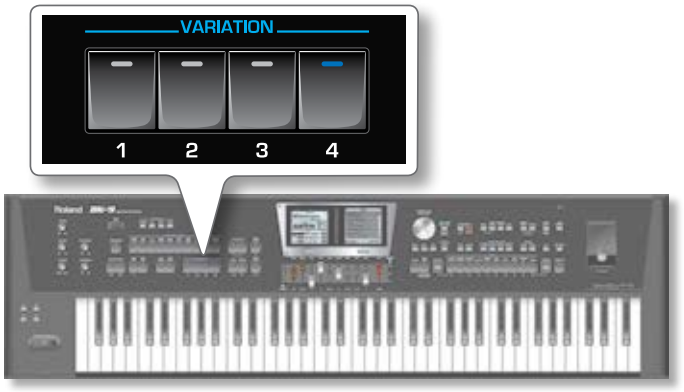
As you can see there are four fields ("Mark Bar 1"~ "Mark Bar 4":

Parameter	Value	Explanation
Mark Bar 1	OFF, 1 ~ *song length in Bars*	• "**OFF**" Empty "mark" location (the corresponding VARIATION [1]~[4] is dark) • "***song length in Bars***" It contains the indication of the number of the bar where you want to jump.
Mark Bar 2		
Mark Bar 3		
Mark Bar 4		

The following operation can be performed whether the song is playback or not.

Memorizing a "Mark Bar" location

3. Select the "Mark" location by pressing the VARIATION [1]~[4] buttons or using the dial to move the cursor on the "Mark Bar" field.



4. Press the [▶/II] button to start the song playback and listen to the song until you reach the point where you want to insert the "mark".

5. Press the CHORD LOOP [REC] button whose indicator flashes**. This inserts the number of the current measure in the "Mark Bar" field.**

The corresponding button (VARIATION [1]~[4]) indicator lights and the next "Mark Bar" field is selected.

To select a different "Mark Bar" field you can either press a button (VARIATION [1]~[4]) whose indicator is off or use the dial.

6. If you want you can press again the CHORD LOOP [REC] button to program the next "Mark Bar" location and so on.

MEMO

You may also overwrite a previous "Mark Bar" location by positioning the cursor on the "Mark Bar" field and pressing the CHORD LOOP [REC] button to set the location again.

7. Press the [■] button to stop the song playback.

Deleting a "Mark Bar" location

8. Press the VARIATION [1]~[4] buttons or use the dial to select "Mark Bar" field you want to delete and press the CHORD LOOP [PLAY] button whose indicator flashes**.**

The corresponding button (VARIATION [1]~[4]) indicator goes off.

Saving the Song with the "Mark" locations inside

1. Program the "Mark" location you need in your song.

See "Creating "Mark" locations" (p. 48).

2. Press the [QUICK MENU] button while the "Smf Mark Jump Edit" page is shown.

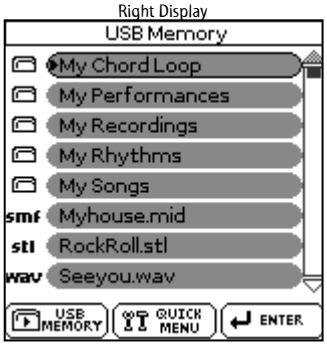
The following page appears:

Left Display

3. Push the dial to select "Save".

The [WRITE] indicator flashes and the right display shows the contents of the USB memory.

Right Display



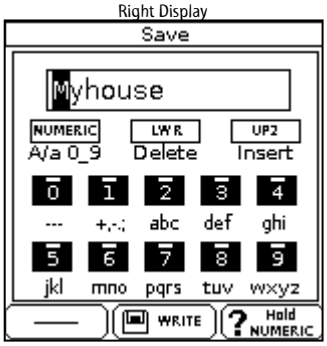
4. If necessary use the dial to select the folder where you want to save the song with marker.

To return to a lower hierarchical level, you can press the [EXIT] button.

5. Press the [WRITE] button.

The BK-9 suggests the name of the song you loaded.

Right Display



6. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

7. Press the [WRITE] button to save the song.

The display briefly confirms the operation and then returns to the "Smf Mark Jump" page.

If the USB memory already contains a file of the name you have entered, the display asks you whether it is OK to overwrite it.

In that case, select "YES" to replace the file with the one whose name you changed. (Select "NO" to return to the page where you can change the name. Then, push the dial.

Play using the "Mark" location

1. Load an SMF song that contains such marker location.

See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

2. Open the "Smf Mark Jump Edit" page:

You have two ways to do it:

a. Press the VARIATION [1]~[4] buttons whose indicator is dark ("mark" location empty).

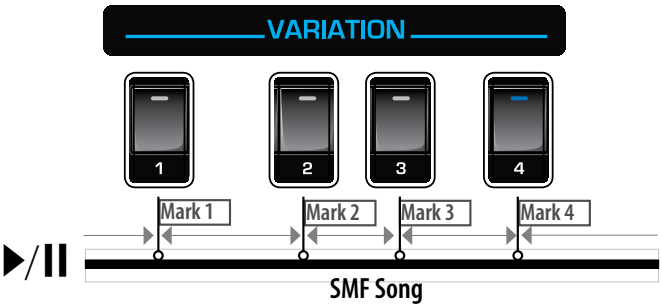
NOTE

The "Smf Mark Jump Edit" page will not open if you select a VARIATION [1]~[4] buttons whose indicator lights ("mark" location already set).

b. Press [MENU] button and by the dial select the "Smf Mark Jump Edit" page.

3. Press the [▶/II] button to start the song playback.

4. Press the VARIATION [1]~[4] button to jump to the related "Mark" position.



MEMO

You can position the song pointer before playing. Press a VARIATION [1]~[4] button that contains a marker position and then press the [▶/II] button. The song will start from your desired point.

5. Press another VARIATION [1]~[4] button to make the song pointer jump to the related memorized location.

6. Press the [■] button to stop the playback.

13. Operations on USB Memory

Changing the Name of a File or Folder (Rename)

1. Connect an optional USB memory to the BK-9 or, if it was already inserted, press the [USB MEMORY] button.

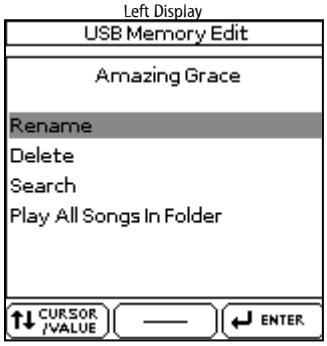
After a few seconds, the display shows the contents of the USB memory.

2. Rotate the dial to select the file or folder you want to rename.

3. Press the [QUICK MENU] button to jump to the "USB Memory Edit" page.

The display changes to:

Left Display



To return to the BK-9's main page, press and hold the [EXIT] button.

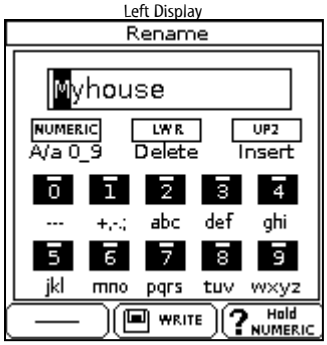
MEMO

While the contents of the connected USB memory is displayed, pressing [QUICK MENU] takes you to the "USB Memory Edit" page where you can select "Rename", "Delete" or "Search".

4. Rotate the dial to select "Rename" and push it.

The display shows the following page:

Left Display



5. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

6. Press the flashing [WRITE] button to confirm.

Deleting a File or Folder (Delete)

1. Connect an optional USB memory to the BK-9 or, if it was already inserted, press the [USB MEMORY] button.

After a few seconds, the display shows the contents of the USB memory.

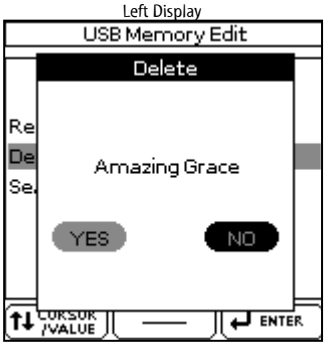
2. Rotate the dial to select the file or folder you want to delete.

3. Press the [QUICK MENU] button to jump to the "USB Memory Edit" page.

4. Rotate the dial to select "Delete" and push it.

The display shows the following page:

Left Display

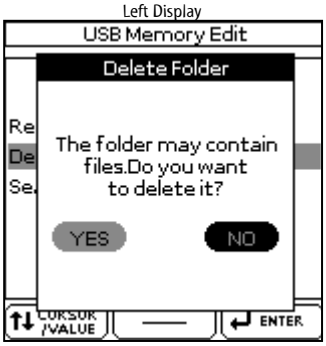


5. Use the dial to select "YES" (delete) or "NO" (don't delete).

6. Push the dial to confirm your selection.

If you selected a folder in step (2) above, the BK-9 asks you for a confirmation:

Left Display



Choose "YES" to confirm or "NO" to abort the operation.

Using the 'Search' Function to Locate Songs or Rhythms

The BK-9 provides a "Search" function that allows you to search the connected USB storage device for the files you need. This function is available even while the BK-9 is playing back a song or rhythm, allowing you to prepare the next song without keeping your audience waiting.

1. Connect an optional USB memory to the BK-9 or, if it was already inserted, press the [USB MEMORY] button.

After a few seconds, the display shows the contents of the USB memory.

2. If you know the folder where the file is located, select it using the dial.

If you are not sure about the location, do not select a folder to avoid

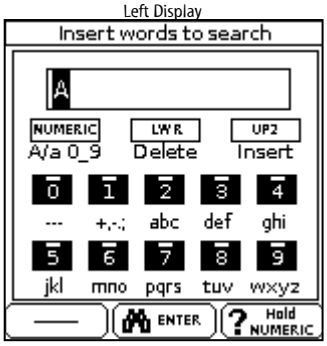
that the "Search" function only looks in that folder.

3. Press the [QUICK MENU] button to jump to the "USB Memory Edit" page.

4. Use the dial to select "Search".

The display shows the following page:

Left Display



The first character position is already selected ("A").

5. Rotate the dial to select the desired character position.

The buttons below allow you the following operations:

Button	Explanation
	Press this button to switch between upper-case, lower-case characters, numbers and symbols.
	Press this button to delete the selected character.
	Press this button to insert a character.

6. Use the TONE [0]~[9] buttons to enter the desired characters.

7. Repeat steps (5) and (6) above to complete the character string you are looking for.

8. Push the dial to start the search.

The BK-9 searches the USB storage device for files whose names match the character string you entered and displays them. The title bar shows the path of the folder that contains the selected files.

NOTE

The "Search" function can find and display 100 files at a time.

9. Use the dial to select the song or rhythm you want to play back, then press the dial to confirm your selection.

10. Press the [EXIT] button to close the list.

11. Press the [START/STOP] / [▶/II]button to start playback of the selected song or rhythm.

14. Other important functions

This section presents other important functions you may need regularly.

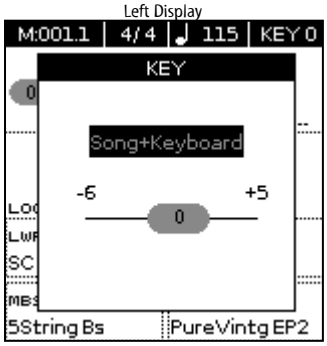
Transposing to a Different Key

This function allows you to transpose the BK-9's pitch in semi-tone steps. Depending on the mode setting, this transposition applies to all sections or just a specific setting (p. 137).

1. Press [KEY] button.

The display changes to:

Left Display



The current "KEY" setting (transposition interval) is displayed and already selected.

MEMO

Pressing and holding the [KEY] button locks the "Key" setting.

2. Use the dial to select to specify which parts should be affected: "Song", "Keyboard", "Song + Keyboard".

3. Use the [INC] and [DEC] button to select the desired "Key" setting.

"Key" setting
-6 ~ 0 ~ +5 (semitone units)

If the "Key" setting differs from "0", the [KEY] indicator lights.

After a few seconds, the "KEY" pop-up window disappears. Press the [EXIT] button to close it immediately.

MEMO

To set the transpose to 0 immediately, press the [KEY] button while the display shows the "KEY" pop-up window.

NOTE

If you choose to transpose the real-time parts, rhythm playback is also transposed.

You can also change the key setting using [MENU] button→ "Performance Edit"→ "Key" (p. 137).

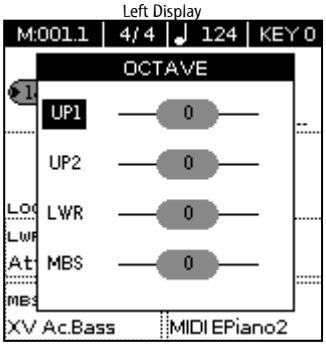
Changing the Octave

This function allows you to transpose the real-time parts (Upper 1, Upper 2, Lower and Manual Bass) up or down in octave steps.

1. Press OCTAVE button

The display changes to:

Left Display



2. Rotate the dial to select the desired real-time part ([UPPER1, [UPPER2], [LOWER], [M. BASS]).

The display highlight in reverse the real-time part selected.

3. Use the [INC] and [DEC]to select the desired "Octave" setting for real-time part already selected.

"Octave" setting
-4 ~ 0 ~ +4

MEMO

You can also change the octave setting using [MENU] button→ "Performance Edit"→ "Tone Part View"→ "Octave Shift" (p. 129).

Using the 'Melody Intell(igent)' Function

The automatic accompaniment can add a counter-melody to the notes you play with the Upper 1 part. Those automatic harmonies are based on the chords you play in the chord recognition area.

The counter-melody is played by the Melody Intelligent part. There are 18 harmony types to choose from. See "Melody Intelligent" settings" (p. 141).

1. Press the [MELODY INTELL] button (so that it lights).

This adds a harmony to the notes you play.

If you want you can change the Melody Intelligent Parameters:

2. Press [MENU] button → "Performance Edit" → "Melody Intelligent"

For more information about Melody Intelligent Parameters see p. 141.

TIPS

You can also select the Melody Intelligent Parameters page by pressing and holding [MELODY INTELL]

3. Press the [MELODY INTELL] button again (its indicator goes dark) to switch off the counter-melody.

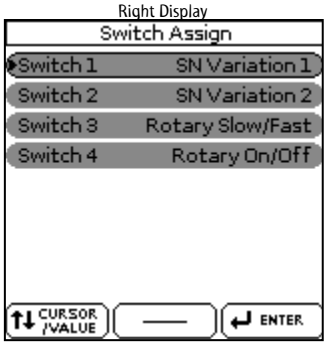
Assign Switches [S1], [S2], [S3], [S4]

The Assign Switch buttons allow you to quickly access a function you would normally select via the display (which may involve several steps).

How to Assign a Function

You can assign functions to these buttons.

1. Press [MENU] button → "Performance Edit" → "Assign Switch"



2. Select the "Switch 1/2/3/4" and assign the desired function. See "Browsing Windows and Setting Parameter Values" (p. 26).

For the list of functions see "Assign Switches" (p. 139).

How to Recall the Assigned Functions

1. Press the [S1], [S2], [S3] or [S4] button to recall the assigned function.

Using the Assign Switches with SuperNATURAL Tones.

Each SuperNATURAL instrument provides effective performance variation sounds; you can use [S1] and [S2] (default) to instantly switch between them as you play.

For the list of variation sounds please see the "Tone & Drum Kit List".

You can download it from http://www.roland.com/manuals.

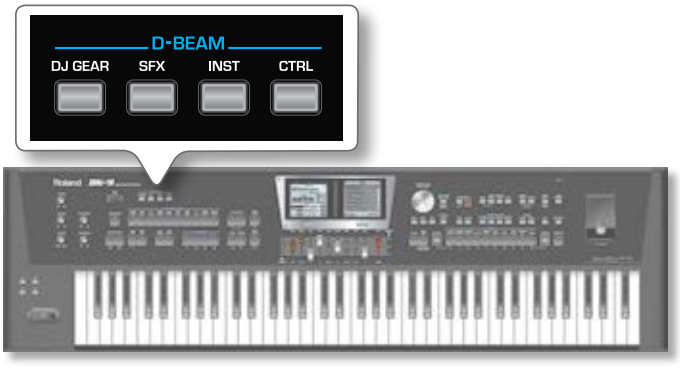
MEMO

As default [S1] and [S2] button are assigned to "SN Variation 1 " and "SN Variation 2".

Using the D-BEAM Controller

The D-BEAM Controller allows you to control various aspects of your performance or to add something to the music, by moving your hand, head, etc., in the air. You only need to make sure that you do so over the two "eyes" and within a 40 cm (±16") range. Your movements are translated into musical expression.

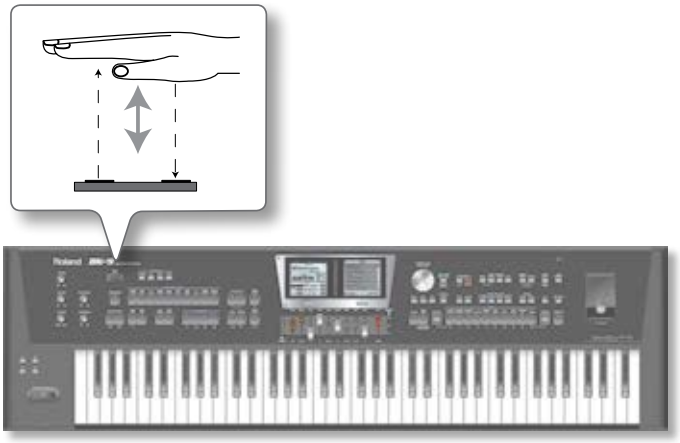
1. Press the D-BEAM button that is assigned to the function you wish to use. For example [DJ GEAR].



This switches on the D-BEAM controller.

2. Start playback of a Rhythm (p. 38) or Song (p. 45).

3. Move your hand towards and away from the D-BEAM's "eyes".

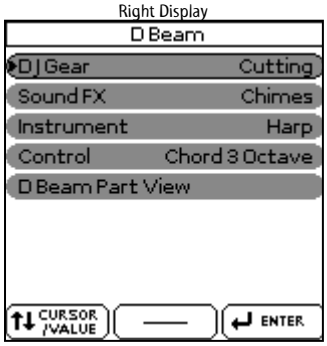


What you hear now is the "Cutting" effect.

4. To assign another function, press and hold a D-BEAM buttons.

The display changes to:

Right Display



The D-Beam settings can be also selected using [MENU] button →"Performance Edit" →"D Beam".

5. Use the dial to assign another function to the D-BEAM [DJ GEAR].

6. Press [EXIT] button to exit the D-BEAM functions.

D-BEAM Functions

DJ GEAR button	
Function	**Explanation**
Vinyl RPM	Allows you to simulate the sound you hear when manually turning a vinyl record to locate (cue) the position where you wish to start playback.
Cutting	This is a very powerful filter effect that allows you to suppress the high frequencies in a rhythmic way (like a DJ does sometimes).
TT Motor Style	Simulates the effect you hear when you suddenly stop a turntable: the playback speed decreases, while the pitch drops and the sound becomes muffled.
TT Motor SMF	
Scratch	The D-BEAM Controller can be used for adding scratch noises.
Tape Rewind	Allows you add the sound you hear when you rewind a cassette tape without stopping playback (the music plays backwards and at high speed).
Vinyl Mode Audio	Allows you to switch the VINYL MODE function of the currently loaded audio file on and off and thus to cause its playback speed and pitch to become somewhat erratic.

SFX button	
Function	**Explanation**
Chimes	Here, you can select various "noises" to be added to your music simply by moving your hand over the D-BEAM. We will not try to describe them: just try them out!
Boeeeen	
Bubble	
Stream	
Pour Bottle	
Finger Snaps	
Voice One	
Voice Aou	
Explosion	
Gun Shot	
Car Engine	
Applause	
Laughing	
Train Horn	
Bird	
Dog	
Seashore	
Rain	

INST button	
Function	**Explanation**
Harp	In this case, the D-BEAM will play musical notes on the D-Beam part. The pitch and chords of those patterns depend on the notes you play on the keyboard. Please try out the options on offer. It's the quickest way to find out how they sound and work.
Marimba	
Mandolin	
Guitar 1	
Guitar 2	
Jazz Scat	
Bell	
Bass Drum	
LoFi Rave	
Sweep	
Beep	

CTRL button	
Function	**Explanation**
Start/Stop	Same behavior of the [START/STOP] button .
FADE IN	Fading in means that the volume The volume gradually increases, giving the impression that you have been playing for a long time before what you play becomes audible. To change the Fade In duration see "Fade IN/OUT Settings" (p. 148).
Fade OUT	The volume gradually decreases until it reaches zero. To change the Fade Out duration see "Fade IN/OUT Settings" (p. 148).
Auto Fill	Same behavior of the [AUTO FILL IN] button.
Fill Up	You can use this function up to three times to jump to the most complex level ("Variation 4"). If you then use the D-Beam again, however, nothing happens.
Fill Down	You can use this function up to three times to jump to the simplest level ("Variation 1"). If you then use the D-Beam again, however, nothing happens.
ADrum On-Off, ABass On-Off, Acc On-Off, ABass ADrum On-Off, ABass Acc On-Off, ADrum Acc On-Off	This settings allow you to switch the backing parts on/off There are also combined on/off options.
Tempo Up, Tempo Down	Select this options to increase or decrease the current tempo. By moving your hand outside the D-BEAM's range, you return to the previous tempo value.

CTRL button	
Function	**Explanation**
Pitch Up	By moving your hand over the D-Beam, you can generate a value between "64" (no Pitch Bend) and "127" (maximum upward bend). By moving your hand outside the D-Beam's range, the value returns to "64" (no Pitch Bend).
Pitch Down	By moving your hand over the D-BEAM, you can generate a value between "64" (no Pitch Bend) and "0" (maximum downward bend). As soon as you move your hand outside the D-BEAM's reach, the value returns to "64" (no Pitch Bend).
Modulation	Select this function if you want the D-Beam to duplicate the modulation function of the Bender/Modulation lever.
Cut Reso Up	(Only for Upper 1, 2) By moving your hand over the D-BEAM, you can vary the current TVF Cutoff value. Resonance parameter will be set to "+63" (maximum), while the Cutoff frequency can be controlled between "0" (no change) and "+63" (maximum increase). This allows you to create some nifty filter effects that are particularly useful for Dance/Techno music. When you move your hand outside the D-BEAM's range, both Resonance and TVF Cutoff return to their original values ("0"= no change). **NOTE** * If TVF Cutoff is already set to "+63", you cannot increase it using the D-BEAM Controller. In that case, the following option is probably more useful. Also note that some Tones already use the highest possible TVF Cutoff value by default, in which case you cannot add more overtones (by opening the filter even further).
Cut Reso Down	(Only for Upper 1, 2) By moving your hand over the D-Beam, you can vary the current TVF Cutoff value. The Resonance parameter will be set to "+63" (maximum), while the Cutoff frequency can be controlled between "0" (no change) and "–64" (lowest possible TVF Cutoff setting). When you move your hand outside the D-BEAM's range, both Resonance and TVF Cutoff return to their original values ("0"= no change). **NOTE** * The TVF Cutoff frequency cannot be lowered if TVF Cutoff is already set to "–64".
LWR Arpeggio 1 Octave , LWR Arpeggio 2 Octave , LWR Arpeggio 3 Octave	By moving your hand over the D-Beam, you cause the D-BEAM part to play arpeggios (broken chords) based on the notes extracted from the current song. Depending on the setting you select here, the notes will be arpeggiated over 1, 2 or 3 octaves. **NOTE** * Do not forget to assign a suitable Tone to the Lower part, which acts as "D-BEAM part".
LWR Chord 1 Octave, LWR Chord 2 Octave, LWR Chord 3 Octave	By holding your hand inside the D-BEAM's range, you cause the D-BEAM part to sound the notes extracted from the current song. You could use this function to add syncopated brass or guitar "hits" to your melody. The velocity value used for playing these notes is "100". The number (1, 2 or 3) bears on the octave of this "added chord": 1= Ab3~G4, 2= Ab4~G5 and 3= Ab5~G6. Move your hand outside the D-BEAM's range to stop the D-BEAM part from sounding the chord. **NOTE** * Do not forget to assign a suitable Tone to the Lower part, which acts as "D-BEAM part".
Track Mute On-Off	Same behavior of the [TRACK MUTE/CENTER CANCEL] button .
Rotary HB S/F	Allows you to select the slow or fast speed of the Rotary effect for the Harmonic Bars.

CTRL button	
Function	**Explanation**
Audio X-Fade	This function is used to activate a crossfade between two files. To make this work, select a different song while the current song is played back and use the D-BEAM to activate the transition. The BK-9 creates a brief blend between the current and the next audio song. (This function is not available for SMF songs.)
Audio Key set Up	The D Beam can be used to start the phrases of the last set you loaded (p. 70) either in descending (going back to the preceding memory) or ascending order.
Audio Key set Dw	
MFX Control1	Same behavior of the MFX1 and MFX2 sliders. See "Sound Effects for the real-time parts" (p. 34).
MFX Control2	

D Beam Part View	
Function	**Explanation**
Volume	Use this parameters to set the volume of the selected D-Beam instrument
Reverb Send	Use this parameters to set the Reverb and Chorus Send Level to the D-Beam instrument.
Chorus Send	
Panpot	Use this parameter to change the stereo placement of the selected D-Beam instrument.

Using the Metronome

You can perform while the metronome sounds. You can adjust the tempo or beat of the metronome.

If an SMF song or Rhythm is playing, the metronome will sound at the tempo and beat of that song.

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

The metronome will begin sounding.

To stop the metronome, press the [Metronome] button once again.

NOTE

The metronome is not available while an audio song file (mp3 or WAVE) is selected.

MEMO

While rhythm or SMF song playback is stopped, the [TAP TEMPO] button flashes in red to indicate the selected tempo

The metronome signal is sent to the BK-9's METRONOME OUT jack (rear panel). You can connect headphones to this socket and set the metronome's volume. See "External Volume" (p. 56). This option may be useful as "click track" for a drummer.

Metronome Settings

The BK-9 also allows you to specify when and how the metronome should sound:

1. Press and hold the [METRONOME] button.

The metronome settings can be also selected using [MENU] button →"Global" →"Metronome".

The display now looks as follows:

The metronome parameters you can set are:

Parameter	Setting	Explanation
Internal Metronome	Off, On	Select "On" to activate the internal metronome.
Internal Volume	0~127	Sets the internal metronome's level.
External Metronome	Off, On	Select "On" to activate the external metronome (METRONOME OUT jack).
External Volume	0~127	Sets the external metronome's level.
Time Signature	1/16 ~ 32/16, 1/8 ~ 32/8,, 1/4 ~ 32/4, 1/2 ~32/2	Specifies the metronome's time signature.
Mode	Always, Play, Rec	• "**Always**": The metronome even counts when playback is stopped. • "**Play**": The metronome only sounds while the rhythm or song is playing. • "**Rec**": The metronome only sounds during rhythm recording (using the "Rhythm Composer").
Count In	Off, 1 bar, 2 bars	This parameter allows you to switch the Count-In function on ("1 bar" or "2 bars") or off. When on, the metronome will count in the specified number of measures (bars) before the rhythm or SMF song starts playing. (This setting is not available for audio songs.)

The settings can be saved to the BK-9's global memory. If you don't save them, your changes are lost when you switch off the BK-9. See "Save Global" (p. 148).

NOTE

The Time Signature is not saved in the BK-9's global memory.

15. Performance Lists

Performance/Music Assistant/ Factory Songs Info

The "Performance List" is a list of Performance memories. Each Performance memory contains a reference to the desired rhythm or song and all settings you want to load along with that rhythm or song, including settings like INTRO/ENDING status, selected VARIATION, etc. See "'Performance Edit' parameters" (p. 127).

The Performance memories you create are saved to the selected "Performance List". This allows you to prepare one set of Performance memories for weddings, another for corporate events, a third for anniversaries, etc. Performance Lists always reside on a USB memory.

It is perfectly possible to program several Performance memories for one song. Selecting a Performance memory is a lot faster than calling up one of the BK-9's functions, modifying the settings, etc., while playing. You could program one Performance memory for the first part of a song, another for the bridge and a third one for the closing section. Doing so allows you to "play" with the effect settings of the various processors, for example.

NOTE

The BK-9 is supplied with one Performance List called "Music Assistant" and a second called "Factory Songs" that contains 5 SMF files. These lists cannot be deleted or edited.

Loading a Performance/'Music Assistant'/'Factory Songs' List

1. Connect an optional USB memory to the BK-9.

NOTE

This step is unnecessary if you want to use the "Music Assistant" or "Factory Songs" list, because these lists reside in the BK-9s internal memory.

2. Press the PERFORMANCE [LIST] button.

If you have not loaded a Performance List yet:

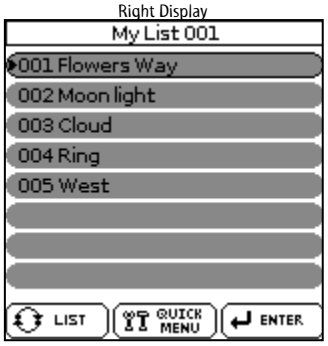
The display now shows all Performance Lists it can find in the USB memory. (The internal "Music Assistant" and "Factory Songs" lists are always displayed in the top line.)

Right Display

If you have already loaded a Performance List or Music Assistant:

The display immediately shows the Performance memories it contains.

Right Display



To load a different Performance List from the USB memory, press the PERFORMANCE [LIST] button again and proceed with step (3) below.

MEMO

The PERFORMANCE [LIST] button alternates between the overall list of Performance List files and the contents of the currently selected list.

NOTE

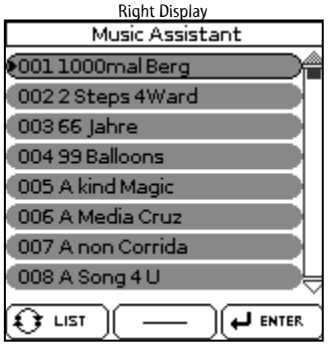
If the USB memory contains no Performance List files, or if the memory is not connected (properly), the BK-9 only displays the "Music Assistant" and "Factory Songs" list.

3. Rotate the dial to select the Performance List you want to use.

4. Push the dial to confirm your selection.

(In our example, we selected the "Music Assistant" list.) The display changes to:

Right Display



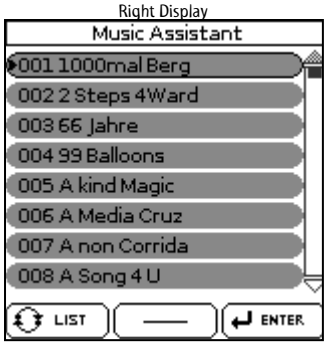
You can now select a Performance memory (see below).

If you need to load another Performance List, press the PERFORMANCE [LIST] button again.

Recalling a Performance/'Music Assistant'/'Factory Songs' memory

Here is how to select a Performance/ "Music Assistant"/ "Factory Songs" memory from the last list you loaded.

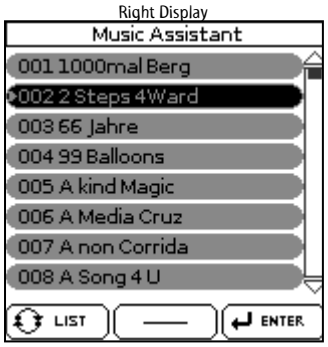
1. If the display doesn't yet show a list of Performance/" Music Assistant"/"Factory Songs" memories, press the PERFORMANCE [LIST] button.



In this example, we loaded the "Music Assistant" List.

2. Rotate the dial to select the memory whose settings you want to use, then push the dial to confirm your selection.

The PERFORMANCE [LIST] button lights to signal that the BK-9 is now using the settings of the selected Performance memory. The name of that memory is highlighted.



The selected memory also refers to a rhythm or song, which can be started in the usual ways ([START/STOP] button, [SYNC START], etc.).

During playback of that rhythm or song, you can already select a new Performance/"Music Assistant"/"Factory Songs" memory.

MEMO

If the User Program memory loaded contain Audio Set file Information, the Audio Set is loaded (the [AUDIO KEY] button flashes). See "How to Save and recall an Audio Key Set into a Performance" (p. 71)

3. If you need to return to the previous page, press the [EXIT] button.

To return to the page that lists the memories, press PERFORMANCE [LIST] again.

Quickly Locating Performance Memories

The BK-9 has two ways to quickly recall a performance.

Recall Performance Memories by [NUMERIC] button

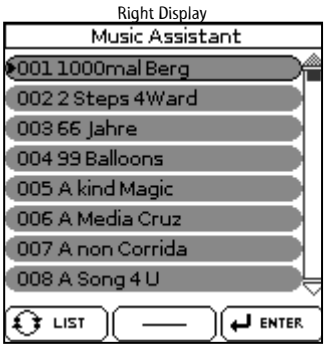
This function can be handy when you need to recall a performances in a certain position.

Performance memories can also be loaded using the BK-9's "Numeric" function. See "Using the 'Numeric' function to Select Tones, Rhythms and Performances" (p. 33) for details.

Recall Performance Memories by [FAVORITE] button

This function can be handy when you need to recall performances in adjacent positions.

1. Load a Performance/Music Assistant List (p. 57).

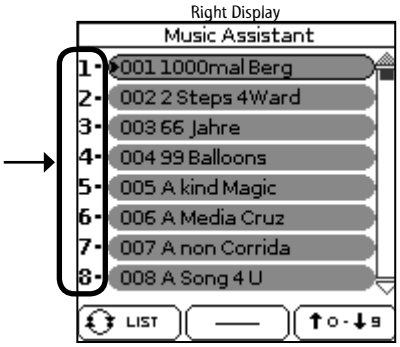


In this example, we loaded the "Music Assistant" List.

2. Press the [FAVORITE] button. The button lights.

The TONE [1]~[8] buttons flash. The TONE [0] and [9] buttons light steady to indicate that this buttons are used to scroll the page.

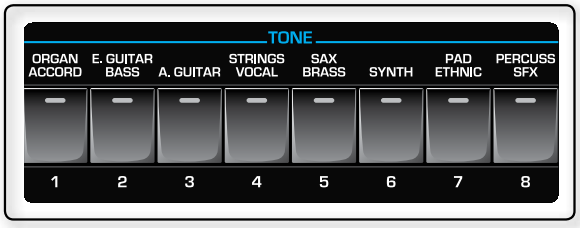
The Performance List page changes to:



At the left of each performance field a number is shown.

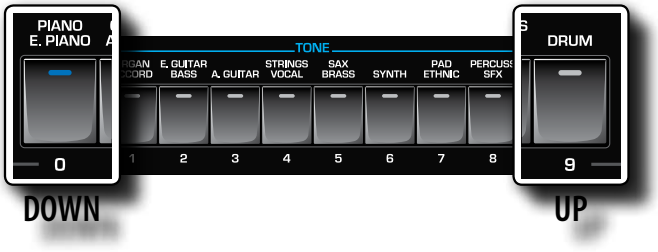
This number corresponds to the TONE buttons [1]~[8] that you have to press to recall your desired performance.

3. Press the TONE button that corresponds to the performance ([1]~[8]).



The corresponding performance is recalled and the display shows it in reverse.

4. Press TONE button [9] to visualize the next set of eight performances. Alternatively, press TONE button [0] to visualize the previous set of eight performances



The display shows either the next or the previous set of 8 performances.

5. Repeat the step 3 to recall your desired performance.

6. Press the [FAVORITE] or [EXIT] button to exit this function.

Saving your Settings as a Performance

1. Select a rhythm or song.

2. Select all settings you would like to use for this rhythm or song.

You can, for instance, assign the desired Tones to the real-time parts, switch on the [INTRO] button, modify the "Performance Edit" settings, etc.

MEMO

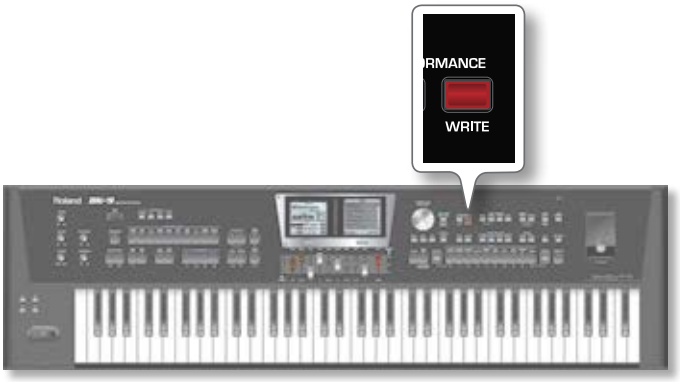
If the Audio Key function is active ([AUDIO KEY button] lights) the User Program will save the Audio Key Set file information.

See "How to Save and recall an Audio Key Set into a Performance" (p. 71)

MEMO

You can link a User MIDI Set to the Performance memory. For details see "MIDI Set Link" (p. 142).

3. Press the [WRITE] button to jump to the "Write Performance" page.



The [WRITE] indicator flashes and the display changes to:

Right Display

By default, the BK-9 assigns the name of the selected rhythm, song or of the last Performance you loaded to the Performance settings you are about to save. If you agree with that name, proceed with step (5) below.

4. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

5. Press the [WRITE] button to save your settings, thereby creating a new Performance memory.

This memory is added at the end of the currently selected Performance List. See "Loading a Performance/'Music Assistant'/'Factory Songs' List" (p. 57).

NOTE

If you haven't loaded any Performance List since switching on the BK-9, a new Performance List is created, and your Performance memory becomes its first entry.

Other Performance List Functions

1. Connect a USB memory with at least one Performance List to the BK-9.

2. Press the PERFORMANCE [LIST] button.

The display now shows all Performance Lists on the connected USB memory

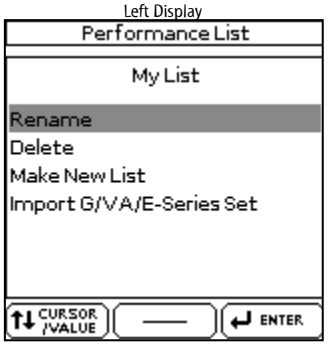
Right Display

3. Rotate the dial to select the desired Performance List.

4. Press the [QUICK MENU] button.

The left display now changes to a page with the following options:

Left Display



Function	Explanation
Rename*	Allows you to rename the selected Performance List.
Delete*	Deletes the selected Performance List.
Make New List	Allows you to create a new (empty) Performance List.
Import G/VA/E-Series Set	The BK-9 provides dedicated import functions for previous Roland backing instruments.

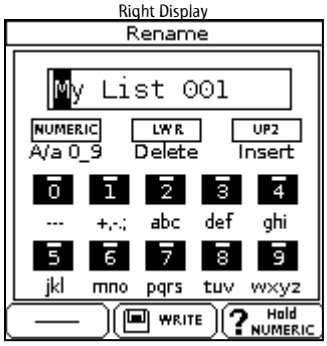
[*] Not available if you selected the "Music Assistant" or "Factory Songs" list in step (3) above.

5. Rotate the dial to select the desired option, then push the dial.

Rename a Performance List

If in the step (4) of "Other Performance List Functions"you selected 'Rename', the right display changes to:

Right Display



1. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

2. Press the [WRITE] button to save the Performance List under the new name.

The display briefly confirms the operation and the returns to the page with all Performance List files on your USB memory.

If you specify a file name that already exists, the BK-9 displays the following message: "Please enter a different name"

Delete a Performance List

If in the step (4) of "Other Performance List Functions" (p. 59) you selected 'Delete', the display changes to:

Right Display

1. Rotate the dial to select "YES", then push the dial to delete the Performance List.

Select "NO" if you do not want to delete the Performance List after all.

The display briefly confirms that the selected Performance List has been deleted and then returns to the page with all Performance List files on your USB memory.

Create a New Performance List

If in the step (4) of "Other Performance List Functions" (p. 59) you selected 'Make New List', the display changes to:

Right Display

This page allows you to create a new Performance List whose name is selected automatically by the BK-9. If you are happy with that name, proceed with step (4) below. Otherwise…

1. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

2. Press the [WRITE] button to create the new Performance List, which is currently empty.

If the USB memory already contains a file of the name you have entered, the display asks you whether it is OK to overwrite the other Performance List file.

In that case, select "YES" to replace the other Performance List file with the one whose name you changed. (Select "NO" to return to the page where you can change the name.) Then, push the dial.

Importing User Program Sets created for previous Roland backing instruments

Using this function you can import User Program Sets (Performance Lists) created for previous Roland backing keyboards.

You can import User Program data from the G-/VA-/E-series.

You can import the following data:

Files Type	File Extension	Explanation
User Program Set	.UPS	User Program Set of G/E-series
	.UVA	User Program Set of VA-series

Before importing data

1. In your computer, copy the folder that contain the User Programs to be imported into an optional USB memory (.UPS, .UVA).

NOTA

Before you import the User Programs created for previous Roland Backing keyboard you need to copy, in the optional USB memory, the folder with all the User Programs it contains.

Importing data

2. Connect the USB memory to your BK-9.

3. Press the PERFORMANCE [LIST] button.

The display now shows all Performance Lists on the connected USB memory.

Right Display

4. Press the [QUICK MENU] button.

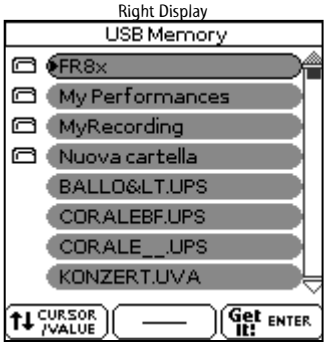
The left display now changes to a page like this:

Left Display

5. Rotate the dial to select 'Import G/VA/E-Series Set' function, then push the dial.

The display shows the contents of the USB memory:

Right Display



6. Rotate the dial to select the desired file to be imported and push it.

The file is processed and saved with the same file name as the imported file into the "My Performances" USB memory folder. The display briefly confirms and then the imported Performance List is showed.

NOTE

If the file name of the Performance List already exists, the BK-9 displays the following message: "A file having this name already exists Overwrite? ". Select "YES" to replace the file. Select "NO" to reject the import operation.

7. Press the PERFORMANCE [LIST] button.

The Performance List imported is already selected.

8. Push the dial to view the single Performances.

Editing Performance Memories

The "Edit" option allows you to do the following:

Function	Explanation
Delete Performance	Deletes the selected Performance memory from the active list.
Move Performance	Allows you to change the order in which the Performance memories appear in the selected Performance List.
Rename Performance	Rename the selected Performance memory.
Copy Performances	You can copy one or several Performance memories from one Performance List to another.
Save Performance List	Allows you to save the edited list.

Delete a Performance memory

1. Select the Performance memory you want to remove from the list.

2. Press the [QUICK MENU] button to enter in Edit Mode.

Left Display

3. If necessary, rotate the dial to select "Delete Performance", then push the dial button.

The right display changes to:

Right Display

4. Rotate the dial to select "YES", to delete the Performance memory (or "NO" if you wish to keep it)..

5. Push the dial to confirm your selection.

The display briefly confirms that the Performance memory has been deleted.

A "*" is shown in the first row, to the left of the Performance List name to indicate that the list has been edited.

If you like, you can now select another Performance memory you want to delete, repeat from step (2).

NOTE

To save your edited Performance List see "Saving the edited Performance List" (p. 63).

Move a Performance

1. Select the Performance memory you want to move to a different position inside the list.

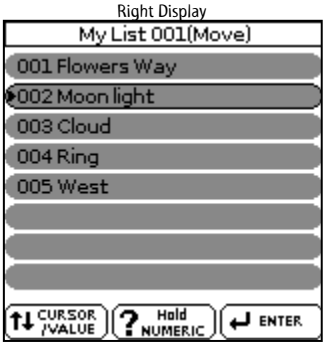
2. Press the [QUICK MENU] button.

Left Display

3. Rotate the dial to select "Move Performance", then push the dial.

The right display changes to:

Right Display



The right display shows the current list.

4. Rotate the dial to move the selected Performance memory to the desired position, then push the dial.

A "*" is shown in the first row, to the left of the Performance List name to indicate that the list has been edited.

You can now select another Performance memory you want to move, press the [QUICK MENU] button to confirm and repeat from step (3).

NOTE

To save your edited Performance List see "Saving the edited Performance List" (p. 63).

Rename a Performance

1. Select the Performance memory you want to rename.

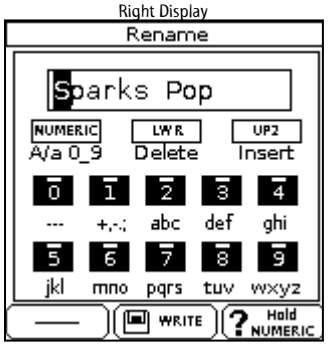
2. Press the [QUICK MENU] button.

Left Display

3. Rotate the dial to select "Rename Performance", then push the dial.

The right display changes to:

Right Display



4. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

5. Press the [WRITE] button to save the Performance memory under the new name.

The display briefly confirms the operation and returns to the page with all Performance List files on your USB memory.

If you specify a file name that already exists, the BK-9 displays the following message: "Please enter a different name"

NOTE

To save your edited Performance List see "Saving the edited Performance List" (p. 63).

Copy Performances

You can copy one, several or all Performances from one Performance list to another. You can also copy and paste Performance memories to different locations within their original Performance List. And finally, you can copy "Music Assistant" memories to one of your Performance lists.

1. Select the Performance memory you want to start to copy from the list.

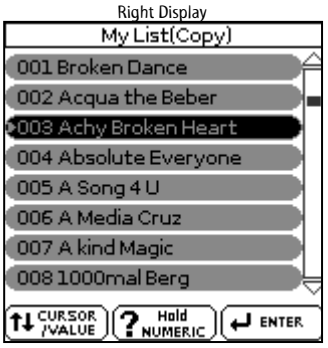
2. Press the [QUICK MENU] button.

Left Display

3. Rotate the dial to select "Copy Performances", then push the dial.

The right display changes to:

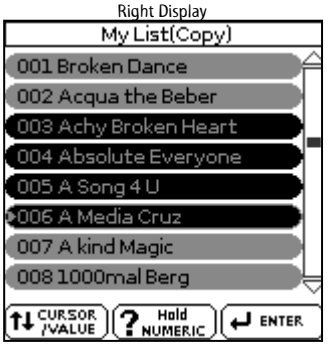
Right Display



4. Rotate the dial to select one or several Performance memories that you want to copy.

The selected Performances are displayed in reverse.

Right Display



You can only select adjacent memories (either before or after the Performance memory selected in step (1) above).

5. Press the dial to confirm your selection.

6. Select the Performance List to which you want to copy the selected Performance memory/memories.

To load another performance press the [LIST] button and select another Performance list. See "Loading a Performance/'Music Assistant'/'Factory Songs' List" (p. 57)".

MEMO

You can choose to paste the selected Performances in the same Performance List.

7. Select the Performance memory that should contain (the first) Performance memory you copied.

8. Press the [QUICK MENU] button to select the paste function.

Left Display

Note the "Paste" option in the "Edit" list, which wasn't there before you started copying Performance memories.

9. Rotate the dial to select "Paste", then press it.

The Performance memories you copied are pasted to the location you selected. If you copied several memories, they will be pasted to subsequent locations.

A message confirms the operation.

A "*" is shown in the first row, to the left of the Performance List name to indicate that the list has been edited.

Saving the edited Performance List

Whenever the display shows all Performance memories to which the selected List refers, you can:

1. Press the [QUICK MENU] button

2. Rotate the dial to select "Save Performance List", then push the dial.

A message confirms that the data have been saved.

3. Press the [EXIT] button.

If you did not save the Performance List edited, the BK-9 now signals that you need to save it to preserve your changes.

Right Display

4. Rotate the dial to select "YES" to save your changes to the USB memory (or "NO" if you wish to keep the previous version).

5. Push the dial to confirm your selection.

Filtering Performance Memories Settings (Lock function)

The BK-9 allows you to lock (protect) several settings to ensure that they no longer change when you select a different Performance memory.

Why is it Convenient to Use Filters (Lock Function)?

The BK-9's locks are data filters that allow you to use your Performance memories more efficiently, because you can ignore settings that may be fine for one song (the one you prepared the Performance memory for), but not for another.

Here is an example:

Suppose you select a Performance memory that assigns some tones which you want to keep for the entire song (or set). In this case lock (i.e. protect) the "Tone" after selecting this memory to ensure that the subsequent Performance memories you recall modify all of the BK-9's eligible settings except for the tones.

Which Parameter Can you Filter?

Below is a list of parameters that can be filtered:

Parameter	Explanation
Rhythm*	Lock the Rhythm when changing performances.
Tempo*	Lock the Tempo when changing performances.
Expression Pedal	Lock the expression when changing performances.
Assign Switches	Lock the function assigned to the Assign Switches when changing performances
DBeam	Lock the function assigned to the D-Beam buttons when changing performances
Tone*	Lock the Tone when changing performances.
Tone Part	Lock the Tone Part when changing performances.
Split	Lock the Split when changing performances.
Lower Octave	Lock the Lower Octave when changing performances.
Arr Type	Lock the Arr Type when changing performances.
Key*	Lock the Key when changing performances.
MIDI Set	Lock the MIDI Set when changing performances.
Bass Inversion	Lock the Bass Inversion when changing performances.
Scale Tune	Lock the Scale Tune when changing performances.

[*] These parameters can also be switched on/off by pressing and holding the assigned buttons on the front panel. (See "How to Switch Filters On/Off Directly by Panel")

For information on how to filter these parameters see "Performance Hold " (p.144).

NOTE

Unlike the other lock parameters, the protection of the tempo setting also applies to rhythm selection.

See [MENU] button→ "Performance Edit"→ "Arranger Setting" → "Tempo" (p. 138)

Each rhythm has a preset tempo value that is recalled when you select it. While the tempo setting is locked, the tempo no longer changes when you select a different rhythm.

MEMO

The "Save Global" parameter (p. 148) also saves the lock (and hence the "Performance Hold") settings.

How to Switch Filters On/Off Directly by Panel

Some useful filters can be also switched on/off by pressing and holding the assigned buttons on the front panel.

TIPS

To switch all filters Off in one shot you can use an Assign Switch which you assigned the Unlock function to. See "Assign Switches" (p. 139).

MEMO

All filters can be switched on/off by "Performance Hold " (p. 144).

In the example shown here, you will learn how to exclude rhythm changes from Performance selections.

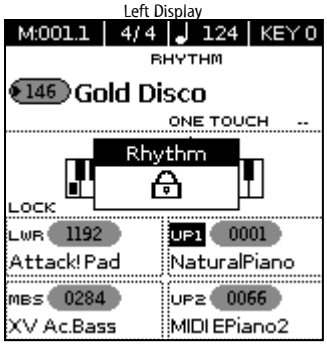
The same procedure (albeit with different buttons) also applies to the tempo (press and hold [TAP TEMPO]) and "Key" (press and hold [KEY]) settings as well as to Tone selection (for each of the real-time parts individually).

1. Connect the USB memory and load a Performance memory (p. 57) or a rhythm (p. 38).

2. Press and hold one of the RHYTHM FAMILY buttons.

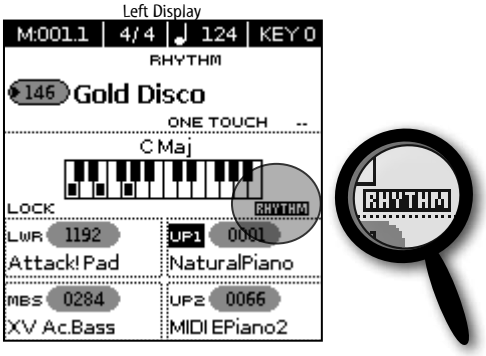
A "Rhythm" pop-up window appears with a closed lock (see left). (If you repeat step (2), the pop-up window will display an open lock to inform you that the lock function has been cancelled.)

Left Display



The Main window shows the Lock status:

Left Display



3. Start playback of the selected rhythm.

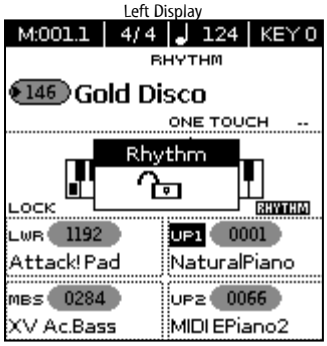
4. Select a different Performance memory.

5. If the status lock shows "RHYTHM" on the main page, recalling another Performance does not change the rhythm.

6. Again press and hold any RHYTHM FAMILY button to unlock the "RHYTHM" function.

The following pop-up windows appears to indicate that the lock function has been cancelled.

Left Display



16. Using Audio Phrases (Audio Key)

The BK-9 lets you play audio files saved on USB memory (sold separately) while you perform. This is called the "Audio Key" function.

The Audio Key function lets you assign an audio file to 7 right most keys of BK-9's keyboard, and play those audio files by pressing the corresponding keys. You can assign various phrases to the keys and play them at the appropriate moments during your performance.

You can also specify that an audio file is automatically played repeatedly. You can also specify to reserve the audio file that should be played next.

Moreover the audio files will run in sync with the current Rhythm (or SMF song) tempo.

Using an Audio Drum Loop

Instead of the drum track of the rhythm you can use an Audio Drum Loop. You can download Audio Drum Loops from many commercial websites.

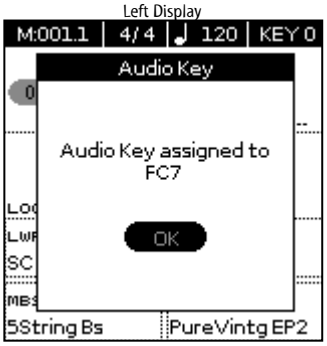
Obviously the Rhythm drum track should be synchronized (p. 71) and muted. See "Setting the Volume of the Real-Time Parts or Rhythm Parts (Mixer)" (p. 33) or "Selecting the Track(s) to Mute for Rhythms or SMF Songs" (p. 46).

Using the FC-7 footswitch unit Board

The Audio Key function uses the 7 right most keys of BK-9's keyboard to activate the audio phrases. If you want these keys available to play notes, you can assign the activation of the Audio Phrases to the optional FC-7 footswitch unit Board.

If you press any key in the keyboard after the Audio Phrases function has been activated, the BK-9 reminds you that the activation of Audio Phrases are assigned to the FC-7.

Left Display



See "Pedal Controller FC-7" (p. 146).

NOTE

The Audio Key phrases are not available during playback of an mp3 song (and vice versa).

NOTE

Using the Audio Key any audio file you may have been playing back earlier (as a mp3/WAVE) is erased.

NOTE

An mp3 file has a short blank time at the beginning and the end of the file. Therefore, the sound might cut off when an mp3 file is played repeatedly with Audio Key function.

If this occurs, you may be able to solve the problem by taking the following actions:

- Use WAVE/AIFF data format rather than mp3 data format.

NOTE

Use USB memory sold by Roland. We cannot guarantee operation if any another USB memory is used.

Creating an Audio Key Set

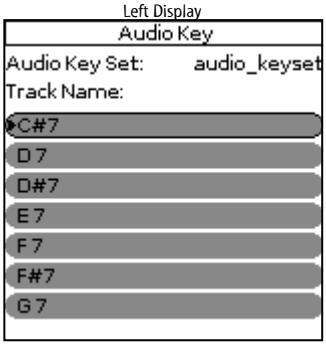
Here is how to prepare a set of up to 7 phrases for a given song or project. Such phrases can be: entire mp3/WAVE songs, fragments of audio songs, or short mp3/WAVE files containing only the passages you want to use as phrases.

Here is how to create a new Audio Key Set:

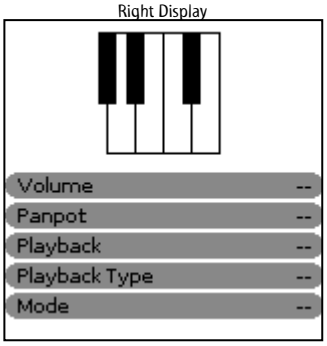
1. **In your computer, copy the audio files to an optional USB memory.**
2. **Connect the USB memory to your BK-9.**
3. **Press and hold the [AUDIO KEY] button.**

   The displays change to:

Left Display



Right Display



Initialize the Audio Key Internal Memory (Make New)

4. **Press the [QUICK MENU] button.**

   The left display changes to:

Left Display

5. **Use the dial to select "Make New" function.**

   The following message appears:

Left Display

6. **Use the dial to select "YES", then push the dial to initialize the Audio Key internal memory.**

   The BK-9 now initializes the Audio Key internal memory.

   Otherwise, select "NO" and push the dial to return to the "Audio Key" main page.

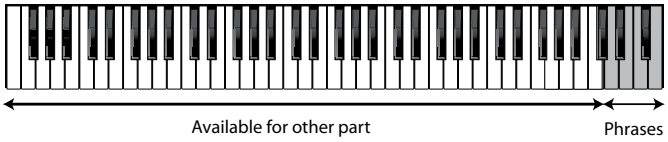
Assign audio files to the various keys.

MEMO

There is no need to assign audio phrases to all possible keys.

Feel free to only assign the audio phrases you actually need for your new set.

7. Press the [AUDIO KEY] button to activate the function in its proper keyboard portion. The button's indicator lights.



8. Press the [QUICK MENU] button.

9. Use the dial to select "Edit" functions.

The displays change to:

Left Display

Help	
Button	Function
USB Mem	Load audio file
Start/Stop	Play/Pause
Sync/Start	Stop
Intro/Ending	Rwd/Fwd
Metronome	Adjust Loop
Variation 1/2	Mark Start/End
Variation 3/4	Seek Start/End
Auto Fill In	Delete Start
Bass Inv	Delete End

Right Display

Edit	
Tot Length: 00:00.00	
Running Time: 00:00.00	
Key Name	C#7: --
Cursor	1
View Mode	Min/Sec
Loop Start	--
Loop End	--
Loop	Off

NOTE

If you didn't press the [Audio Key] button (Step 7) an error message appears. Press the [Audio Key] button and repeat the step (9).

The left display helps you to identify the buttons that you can use to edit audio phrases.

10. Press a key in the highest octave or use the dial to select the key ("Key Name" field) you wish to assign an audio file to.

11. Press the [USB MEMORY] button.

The display shows the contents of the USB memory.

12. Rotate the dial to select the desired audio file.

13. Push the dial to load the file.

If the file you need is located inside a folder, you must first select that folder, push the dial to see its contents and then select the file.

If you opened a folder by mistake, press the [EXIT] button to return to a higher level.

The BK-9 set "Loop Start" and "Loop End" field at the length of the audio phrases automatically.

If you don't need to edit the audio phrase length you can jump to the "Assigning a Name to Your new Audio Phrase" (p. 68) directly.

Specifying the audio phrase length.

If you are working with an entire audio song, you probably need to specify the passage you want to use. Here's how:

14. Press the [START/STOP] /[▶/II] button to start playback.

15. If you need to play back the phrase in loop, Set the "Loop" parameter "On".

Right Display

Edit	
Tot Length: 00:04.00	
Running Time: 00:00.00	
Key Name	C#7:
Cursor	1
View Mode	Min/Sec
Loop Start	00:00.00
Loop End	00:04.00
Loop	On

16. Press and hold the VARIATION [1] (Mark Start) button and release it at the position where you want the passage to begin.

The "Loop Start" field shows the position you have just registered

17. Press and hold the VARIATION [2] (Mark End) button and release it at the position where you want the passage to end.

The "Loop End" field shows the position you have just registered

MEMO

You may also want to use the INTRO/[◀◀] or ENDING/[▶▶] button to locate the approximate position you need.

18. Press the [START/STOP] /[▶/II] to pause the playback or [SYNC START] /[■] button to stop playback.

19. You can now check the beginning and end of the passage by pressing the VARIATION [3] (Seek Start) button.

The playback starts from the "Loop Start" position.

20. You can now check the end of the passage by pressing the VARIATION [4] (Seek End) button.

The playback starts one second before the actual end of the passage ("Loop End" position).

If you are totally unhappy with your passage (or suddenly notice that you chose the wrong verse or chorus, for example), you can cancel the "Loop Start" mark by pressing the [AUTO FILL IN] button and/or the "Loop End" mark by pressing the [BASS INV] button.

Fine Tuning.

If the passage sounds almost right but still needs some fine-tuning, proceed as follows:

21. **Use the dial to edit the "Loop Start" field value.**

22. **While doing so, you can press VARIATION [3] (Seek Start) button to listen to how your setting affects the passage.**

If the changes are too coarse, use the "Cursor" field with a finer subdivision ([1÷100], [1÷10]) to advance or return in smaller steps.

If you have ever worked with a hardware or software sampler, you may find it easier to display and set sample values rather than minutes, seconds and frames. If so, set the "View Mode" field to activate the sample indication ("Sample").

The "Cursor" field now indicates sample steps ([1, [10], [100], [1000]).

Set "Min/Sec" value again to return to the time indication.

23. **Use the dial to edit the "Loop End" field value, if it's necessary.**

MEMO

To adjust the "Loop End" value you can continue with the procedure "Synchronizing the Audio Phrase Loop with the Rhythm Loop" below.

24. **While doing so, you can press VARIATION [4] (Seek End) button to listen to how your setting affects the passage.**

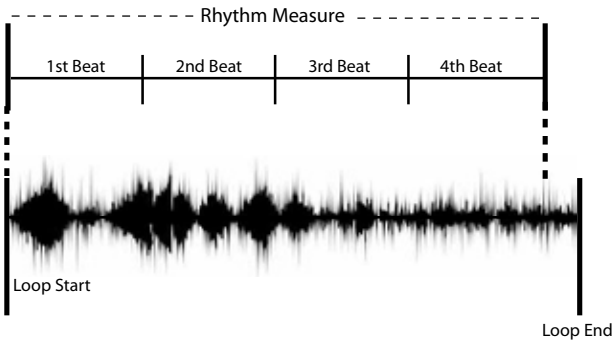
25. **Press the [EXIT] button to return to the previous page.**

Synchronizing the Audio Phrase Loop with the Rhythm Loop

Although you used the above "Fine Tuning" function, you will find that sometimes during the playback the Audio Phrase tends to loose its synchronization with the Rhythm.

The following function helps you to sync the Audio Phrase with the Rhythm measure perfectly.

In the following illustration you will notice that the "Loop End" is not well synchronized with the Rhythm measure.



NOTE

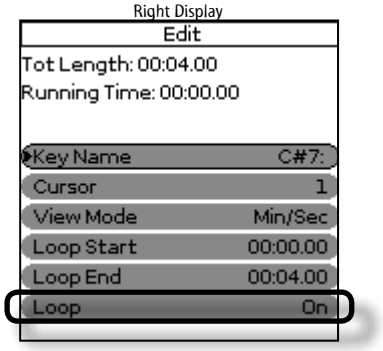
Before entering in the Audio Key environment, select the Rhythm that you intend to use with your audio Key.

26. **Set the exact BPM value of your audio phrases.**

See "BPM (Use TAP)" (p. 70).

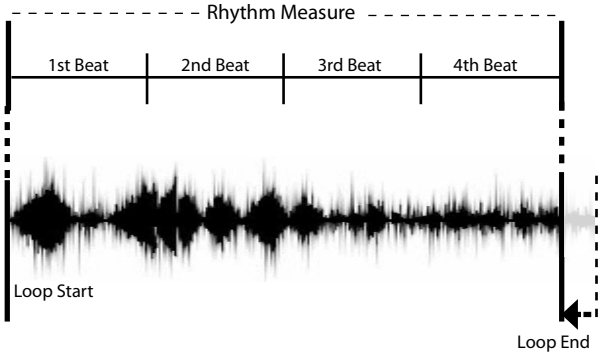
The BK-9 needs to know the BPM of your audio phrase to synchronize it with the Rhythm.

27. **Remember to set the "Loop" parameter "On" to play back the phrase in loop mode.**

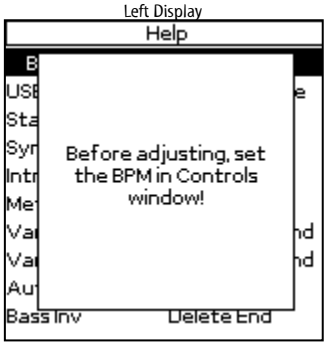


28. **Press the [METRONOME] button to adjust the "Loop End" value automatically.**

Now the "Loop End" value matches with the Rhythm measure perfectly.



If you forgot to set the BPM for your audio phrase, the following message appears:



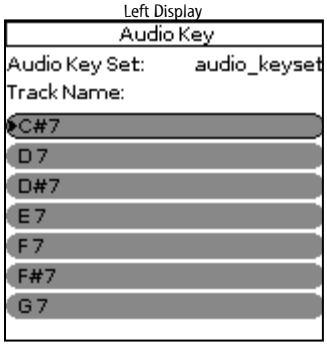
NOTE

The BK-9 cannot adjust the "Loop Value" If your audio phrase is shorter than the Rhythm measure.

Assigning a Name to Your new Audio Phrase

1. From the Audio Key left main page, use the dial to select the phrase to which you wish to assign a name.

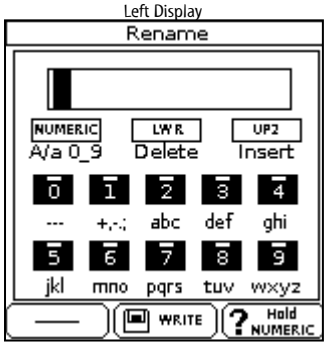
Left Display



2. Push the dial to confirm.

The following page appears:

Left Display



3. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

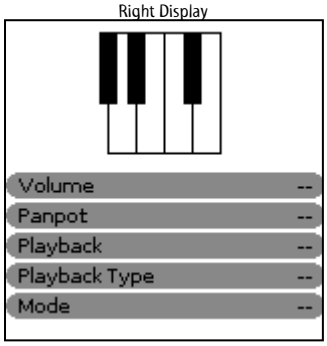
4. Press the [WRITE] button to assign the name.

The name is assigned and the BK-9 displays the Audio Key main page.

Basic playback functions for your phrases

Now that you have gathered the phrases you need, let us set the main playback parameters. The parameters discussed here below can be set for each phrase individually.

Right Display



1. Press the key (C#7 ~G7) of the phrase whose settings you want to change.

2. In the right display, use the dial to adjust the following parameters:

Parameter	Value	Explanation
Volume	0~127	This parameter should only be used to ensure that all phrases have more or less the same level. You therefore may have to press other keys to compare the current phrase with the others.
Panpot	-63~0~63	Every phrase is played back "as is": stereo phrases are therefore played back in stereo. But you can nevertheless use this parameter to shift your phrases towards the left or right channel, which may be interesting for question-and-answer phrases. Select "0" to use the phrase's original stereo placement.
PlayBack	Restart, Continue	There are several functions that allow you to specify how the selected phrase should be played back. Some of them can even be combined. • **"Restart":** This setting means that the phrase always starts from the beginning when the assigned key is pressed. • **"Continue":** This setting means that the phrase will resume from the place where it (was) stopped last time. This may be interesting for spoken or sung phrases you want to chop up in realtime.
Playback Type	Trigger, Gate, Drum	• **"Trigger":** This setting means that you can start the phrase by briefly pressing the assigned key. Press that key again if you need to stop the phrase before it is finished. • **"Gate":** This setting means that you need to hold down the assigned key for the entire duration of the phrase (or for as long as the phrase should be played). • **"Drum":** This setting means that the phrase is always played from its "Loop Start" to its "Loop End" position. Briefly pressing the assigned key is therefore enough. But you could press it again before the end of the phrase to return to the beginning ("retrigger"). This setting cannot be combined with "Playback" parameter. Be aware that, while Mode "Loop" is active (see below), a phrase with this setting will keep playing indefinitely. To stop it, either press another key or select another playback function (Trigger or Gate).

Parameter	Value	Explanation
Mode	Off, Sync, Loop, Sync+Loop	• **"Off":** No mode is selected. • **"Sync":** When this mode is on, a second phrase you select by pressing its key while the previous one is still running will only start once the current phrase has finished. If this option is off, the second phrase starts as soon as you press its key, and the previous phrase stops. (Only one phrase can be used at a time). • **"Loop":** Switch this function on to play back the phrase in a loop. This is probably most useful with the Trigger or Drum playback setting. If this is off, the phrase will stop once it has finished. • **"Sync+Loop":** Switch this function on if you need to use the "Sync" and " "Loop" mode together. **NOTE** If the loop seems a bit awkward when the phrase returns to the beginning, it is either too short or too long. In that case, press the [QUICK MENU] button and select the "Edit" function and adjust the "Loop End". **NOTE** Phrases shorter than 500 ms cannot be looped.

Special playback functions

There are even more playback functions, including the possibility to prepare the selected phrase(s) for tempo synchronization to the Rhythm or SMF song tempo. The parameters discussed below can be set for each phrase individually.

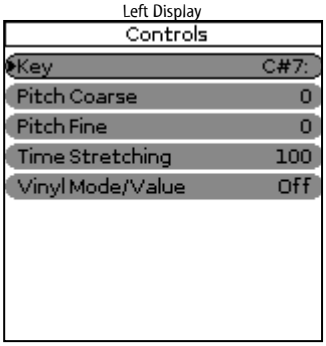
1. Press the [AUDIO KEY] button to activate the function.

2. Press the [QUICK MENU] button.

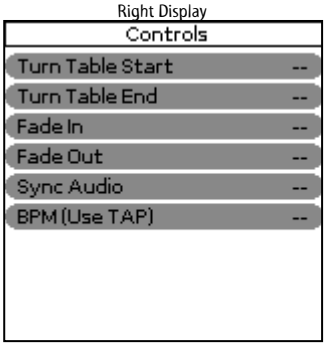
3. Use the dial to select "Control" functions.

The displays change to:

Left Display



Right Display



4. Use the "Key" fields or press the key (C#7 ~G7) on the keyboard to select the phrase whose settings you want to change.

5. In the left display, use the dial to adjust the following parameters:

Parameter	Value	Explanation
Pitch Coarse	-6~0~5	Allows you to transpose the phrase in semi-tone steps, which may come in handy when the key is too high or too low for you to sing comfortably. Since we are dealing with audio data here, it would be wiser to avoid large intervals to preserve the best possible quality. The value "0" means that the phrase's original key is maintained.
Pitch Fine	-100~0~100	This parameter allows you to tune every phrase to the pitch of the BK-9's parts. This is usually necessary for recordings that use reference frequency other than A4= 440Hz. The value "0" means that the phrase's original tuning is maintained.
Time Stretching	75~100~125	The value "100" means that the phrase's original tempo is maintained. Smaller values mean that the tempo decreases, because the phrase's duration is compressed. Higher values mean that the phrase speeds up. The upper limit is "125", because even higher values would lead to very unnatural results.
Vinyl Mode/ Value	Off, 30~125	This effect simulates the pitch and speed fluctuations of an old turntable. • "**Off**": Select "Off" to disable this function. • **"30~125":** Set the intensity of this simulation. **NOTE** If you enable this function the "Pitch Coarse", "Pitch Fine" and "Time Stretching" function are not available.

About Pitch Course, Pitch Fine and Time Stretching

The remarkable aspect about these functions is that changing the pitch (whether in coarse or fine steps) has no effect on the phrase's tempo. Conversely, changing the tempo (Time Stretching) doesn't alter the phrase's pitch.

6. In the right display, use the dial to adjust the following parameters:

Parameter	Value	Explanation
Turn Table Start	Off, On	Switch this function "On" to cause the phrase to start in true "good old" turntable fashion. By this we mean that playback starts at a very low pitch and speed and then gradually gets into gear. Note that this affects the phrase's synchronization accuracy.
Turn Table Stop	Off, On	Switch this function "On" if the phrase should slow down at the end—again in true turntable fashion.
Fade In	Off, 1~10	To switch this function "On" to set the fade-in time. **NOTE** Be careful not to set a value that is longer than the phrase length, because doing so makes it inaudible.
Fade Out	Off, 1~10	To switch this function "On" to set the fade-out time with the. **NOTE** Be careful not to set a value that is longer than the phrase length, because doing so makes it inaudible.

Parameter	Value	Explanation
Sync Audio	Off, On	If you want the selected phrase to run in sync with the Rhythm or Song you intend to use, select it "On" and set the BPM value of your audio phrases. See "BPM (Use TAP)" below. If "Sync Audio" is set "On", any tempo changes will act on Audio Key, Song and Rhythm.
BPM (Use TAP)	20~250	The BK-9 needs to know the BPM of your audio phrase to synchronize it with a Rhythm or SMF. Set the exact BPM value of your audio phrases. If you don't know the BPM, proceed as follows: **a.** Start playback of the selected phrase by pressing the key assigned to this phrase. **b.** While listening to the phrase, press the [TAP] button repeatedly until you think the tempo value shown in the "BPM (Use TAP)" field is correct. **NOTE** Though this system is highly user-friendly and fairly accurate, some amount of "drifting" may occur for phrases that are looped over long stretches (e.g. an entire chorus or verse). We therefore recommend re-triggering such phrases every two bars at the latest. You can use the dial to set the value too.

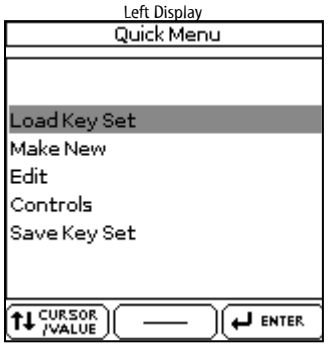
Saving and loading Audio Key Sets

Saving your new or edited Audio Key Set

After creating an Audio Key Set or indeed already while doing so you need to save it on a optional USB memory, because the current settings are erased when you select another Audio Key Set or switch the BK-9 off.

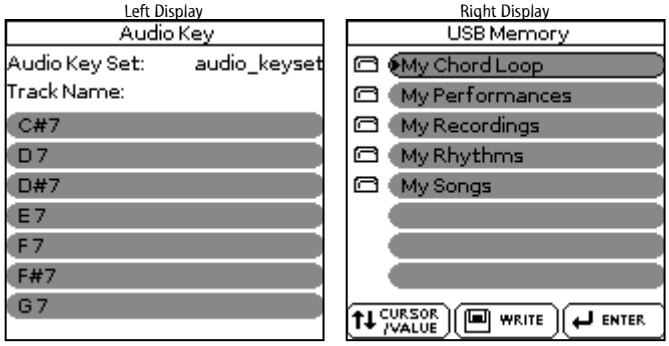
1. Press [QUICK MENU] from the main Audio Key page.

The display changes to:



2. Use the dial to select the "Save Key Set".

The displays change to



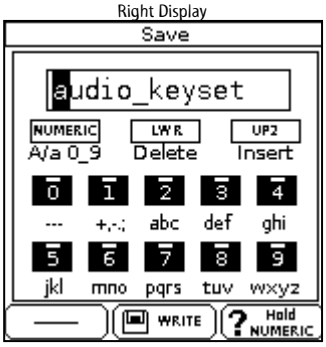
The left display shows the Audio Key Set and the right display shows the contents of the connected USB memory.

3. Use the dial to select the folder where you want to save the Audio Key Set.

To return to a lower hierarchical level, you can press the [EXIT] button.

4. Press the [WRITE] button.

The BK-9 suggests the name "Audio_keyset".



5. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

6. Press the [WRITE] button to save the Audio Key Set.

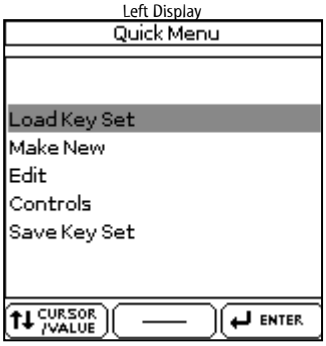
The display briefly confirms the operation and then returns to the "Audio Key" main page.

Loading an Audio Key Set

You may also want to load Audio Key Sets you created at an earlier stage. You can either do so manually, or select a Performance with a link to Audio Key. See "How to Save and recall an Audio Key Set into a Performance" (p. 71). Here is how to load an Audio Key Set by hand.

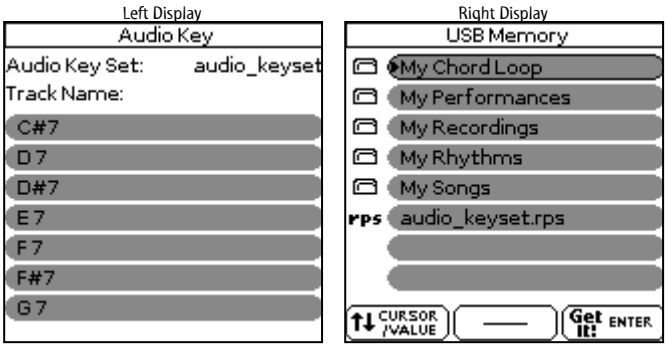
1. Press [QUICK MENU] from the main Audio Key page.

The display changes to:



2. Use the dial to select the "Load Key Set"

The displays change to



The right display shows the contents of the USB memory.

3. In the right display rotate the dial to select the desired Audio Key Set you want to load.

If the file you need is located inside a folder, you must first select that folder, push the dial to see its contents and then select the file.

If you opened a folder by mistake, press the [EXIT] button to return to a higher level.

The icon that localizes an Audio Key Set file is as follows:

MEMO

The file extension of an Audio Key Set is ".rps"

4. Push the dial to load the Audio Key Set.

The display returns to the "Audio Key" main page.

Playing Back your Phrases

Let us now look at how to use an Audio Key Set you have just prepared or loaded. See "Creating an Audio Key Set" (p. 65) or see "Loading an Audio Key Set" (p. 70).

1. Press the [AUDIO KEY] button to activate the right most keys for phrase playback.

2. Press the keys in the highest octave to start and stop the assigned phrases.

Playback of those phrases will be governed by their playback settings. Phrases whose "Sync Audio" function is active (p. 70) adapt their tempo to the tempo setting of the currently selected Rhythm or SMF song.

Only one phrase can be played back at a time.

if you press another key while the previously started phrase is still running, the BK-9 plays the running phrase until it has finished and then starts the newly selected phrase depending on the selected "Playback Type" (p. 68) and "Mode" (p. 69) setting.

MEMO

The Audio Key function uses the 7 right most keys of BK-9's keyboard to activate the audio phrases. If you want these keys available to play notes, you can assign the activation of the Audio Phrases to the optional FC-7 footswitch unit Board.

See "Pedal Controller FC-7" (p. 146).

3. Press [AUDIO KEY] button again to switch this function off (the button goes dark).

Synchronize your Phrases with the Start of Rhythm Playback

The BK-9 gives you the possibility to start the playback of Audio Phrases in synchronization with the start of the Rhythm.

1. Press the [AUDIO KEY] button to activate the right most keys for phrase playback.

2. Set the "Sync Audio" (p. 70) to "On".

In this way the phrases will adapt their tempo to the tempo value set in the currently selected Rhythm.

3. Press the [SYNC START] button repeatedly until its button lights red.

Now the Rhythm playback can be started by playing a note key.

4. Press the keys in the highest octave to start the assigned phrases.

The Rhythm will start the playback in sync with the audio phrase.

If you press the key while the Rhythm is already in playback, the playback of audio phrase starts at the next downbeat.

Synchronize your Phrases with the Start and Stop of Rhythm Playback

The BK-9 gives you the possibility to start and stop the playback of Audio Phrases in synchronization with the start and stop of the Rhythm.

1. Press the [AUDIO KEY] button to activate the right most keys for phrase playback.

2. Set the "Sync Audio" (p. 70) to "On".

In this way the phrases will adapt their tempo to the tempo value set in the currently selected Rhythm.

3. Press the [SYNC START] button repeatedly until its button lights green.

Now the Rhythm playback can be started by playing a note and stopped when you release a key.

4. Set the "Playback Type" (p. 68) to "Gate".

5. Press the keys in the highest octave to start the assigned phrase.

The Rhythm will start the playback in sync with the audio phrase.

6. Release the keys to stop the phrase.

The Rhythm will stop the playback in sync with the audio phrase.

How to Save and recall an Audio Key Set into a Performance

You can save the Audio Key Set file information into a Performance.

When you will recall the Performance the Audio Key Set file will be loaded automatically.

1. Load an Audio Key Set.

See "Loading an Audio Key Set" (p. 70).

2. Press the [AUDIO KEY] button to activate the right most keys for phrase playback and enable the Performance to save the Audio Key Set.

3. Save the Performance. See "Saving your Settings as a Performance" (p. 59).

4. When you will recall the saved Performance the [AUDIO KEY] button will flash to indicate that the Audio Key Set is ready to use

5. Press the [AUDIO KEY] button to activate the right most keys for phrase playback.

How to Use the Audio Key Set in the MIDI Data Recorder.

The BK-9's MIDI recorder allows you to memorize audio phrases during your performance.

1. Load a Audio Key Set. See "Loading an Audio Key Set" (p. 70).

2. Press the [AUDIO KEY] button to activate the function in its proper keyboard portion. The button's indicator lights.

3. Prepare everything you want to record.

4. Press the [SONG REC] and then [START/STOP] / [▶/II] button to enable the recording. See "Recording your Performance as MIDI Data" (p. 76).

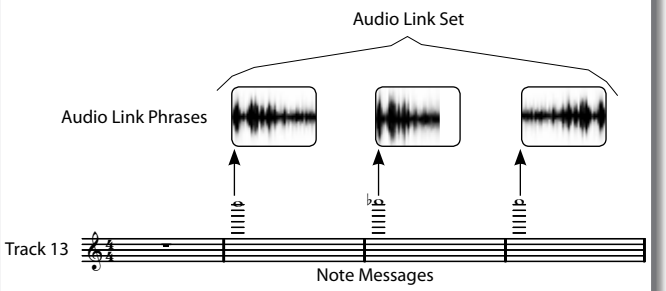
5. Perform your performance using the Audio Key and stop the recording. See "Recording your Performance as MIDI Data" (p. 76) to save the song.

How the Audio Key is saved

- The notes that you play in the Audio Key range keyboard are memorized in the track 13 as MIDI note messages.
- The Audio Key Set used is memorized in the song as a link.

MEMO

Take into consideration that you can use the 16-Track Sequencer to edit or record note message of an Audio Key track (Track 13).



6. Press [START/STOP] / [▶/II] button to playback the song previous recorded.

17. Adding pictures to the music

You can connect an external display or a television to the BK-9, and use it to watch a slide show.

Displaying photos automatically

The BK-9 can display photos in succession. You can have the photos switch automatically, somewhat like watching a movie. In addition, you can choose a picture, which will be used as background on an external screen.

Enjoying a VIMA TUNES slide show

You can watch a slide show while listening to a song on an optional "VIMA TUNES" CD-ROM (produced for the VIMA series).

Songs on "VIMA TUNES" CD-ROMs provide slide show images suitable for each song, making it easy for you to enjoy a slide show without having to provide your own photos.

1. Connect an external screen to the BK-9 (see p. 23).

2. Connect a CD player (commercial available) to the BK-9's USB MEMORY port.

3. Insert the desired "VIMA TUNES" CD-ROM into the CD drive.

The BK-9 now displays a list of the songs on the CD-ROM. If you don't see that list, press the [USB MEMORY] button.

NOTE

"VIMA TUNES" songs are sold on CD-ROMs available from your Roland dealer.

4. Select the song you want to play back by first rotating the dial and then pressing it to confirm your selection.

The [USB MEMORY] button's indicator lights.

5. Press the [START/STOP]/[▶/II] button to play back the song.

A slide show suitable for the character of the song will be shown on the external display or television set connected to the BK-9.

NOTE

When you press the [SYNC START]/[■] button to stop song playback, the slideshow also stops. When you load another "VIMA TUNES" song, the previous slideshow stops and the display shows the first picture for the new song.

Enjoying a slide show of your own pictures

You can watch a slide show while listening to a song on a USB storage device.

NOTE

The slide show only starts if the folder that contains the desired pictures has the same name as the song file you selected (this is also applies for a performance that contains a song that has the same name of the folder). Also, the folder must be located on the same level within the USB memory's file hierarchy.

1. Use a graphic program on your computer to prepare the pictures you want to use.

Image data that can be displayed:

Size	Recommended: 512 x 384 or 1024 x 768 pixels. (Images of 4096 x 3072 pixels or smaller and 4MB or less are supported). **NOTE** If you use images that are larger than the recommended size, it may take longer to switch images.
Format	JPEG format (.JPG)

2. Connect the USB memory to your computer and create a folder named "Amazing Grace" (for example) on the USB storage device.

3. Copy the pictures you want to display for this song to the "Amazing Grace" folder.

4. Copy the song "Amazing Grace" to the same level as the folder of the same name.

Do not put the song file inside the folder.

5. Disconnect the USB memory from your computer in accordance with the standard procedure for the operating system you are using.

6. Connect your USB memory to the BK-9's USB MEMORY port.

The BK-9 automatically shows the contents of the USB memory you inserted.

7. Select the song you want to play back ("Amazing Grace" in our example) by first rotating the dial and then pressing it to confirm your selection.

8. Press the [START/STOP]/[▶/II] button to play back the song.

The slide show of the pictures inside the "Amazing Grace" folder begins.

NOTE

The slide show stops when you pause or stop song playback, but the last picture is still displayed. You need to load a different song that has no associated slide show to cause the background or logo to be displayed (see "Using one of your own pictures as background").

Using one of your own pictures as background

The BK-9 allows you to use one of your own pictures as screen background, allowing you to customize your performances.

1. **Connect the USB storage device that contains the picture you want to use to the BK-9's USB MEMORY port.**

   The display shows a list of the files on the USB storage device.

2. **Select the .JPG file you want to use.**

   That picture now appears on the external screen (if connected).

   This picture will be considered your "User" setting and the "Background Mode" parameter (see p. 147) will be set to "User".

3. **To revert to the colored background or logo, you must select it using the "Background Mode" parameter (see p. 147).**

   If you once again select a .JPG picture (see above), the "Background Mode" parameter is again set to "User".

'User' background and slide shows

Even after selecting a new background picture ("User"), you can still take advantage of the BK-9's slide show functionality.

If you select a song for which there is no picture folder on the same file level as the song file, however, your "User" background is displayed.

Picture display and song lyrics

If the first words (Lyrics data) of the last song you played back remain on the external screen while they are no longer needed, switch off the "External Lyrics" function (see p. 127) to make them disappear.

Recording your Performance as Audio Data

Your BK-9 allows you to record your performance and the performance of your band on the optional USB memory.

The resulting audio file is stored in the "My Recordings" folder.

The recording format is WAVE (not mp3), which allows you to burn your recordings onto a CD using your computer.

NOTE

Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.

Recording

The following procedure applies when the "Rec Audio Sync" parameter is "On" (Default). For more information about this parameter see "Rec Audio Sync" (p. 143).

1. Connect the USB memory to which you wish to save the audio data.

2. Set the "Rec Mode" to "Audio". See p. 143.

This setting allow you to record your playing as audio file.

3. Prepare everything you want to record:

- Select the rhythm or song you want to use as accompaniment
- Set the levels and effects, etc.

4. Set the desired balance between the rhythm/song and the real-time parts using the BALANCE knob.

5. If necessary, set the desired microphone volume and reverb using the MIC VOLUME and MIC REVERB knobs.

6. Press the [SONG REC] button (its indicator flashes).

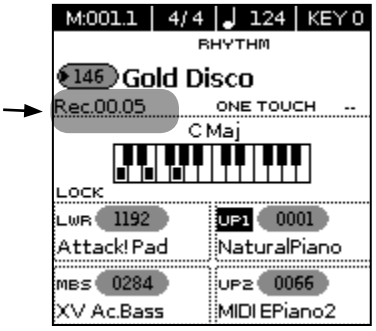
NOTE

If you pressed the [SONG REC] button by accident, press and hold it until its indicator goes dark again.

7. Press the [START/STOP] / [▶/II]button.

The indicators of the [SONG REC] and [START/STOP] buttons light and the BK-9 starts playing back the selected rhythm or song and recording. Everything you play on the keyboard is recorded.

The Main page shows the recording time is running:



8. At the end of the song recording, press the [SONG REC] or [START/STOP] / [▶/II] button to stop recording in case you selected a rhythm. Otherwise press the [SYNC START]/[■] button if you selected a song.

Rhythm or song playback and recording stop. The following message appears:

Left Display

MEMO

The name suggestion displayed here depends on the first recording. It will, however, be followed by an incremental number

You can now…

▶ **Save the song under a new name.**

a. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

b. Press the [WRITE] button (its indicator flashes) to save your recording under the new name and to return to the main page.

If the USB memory already contains a file of that name, you will be asked whether you want to overwrite it:

Left Display

In this case, select "YES" and then push the dial to replace the old file with the new one (the old file will be lost).

Otherwise, select "NO" and push the dial to return to the page

where you can change the name, and enter a different name, then press the [WRITE] button.

MEMO

The audio files are saved to the "My Recordings" folder in the USB memory.

▶ **Save the song under the name suggested by the BK-9**

The name suggestion depends on the first recording. It will, however, be followed by an incremental number

a. Press the [WRITE] button.

After a few seconds, the display will return to the main page. In this case, your audio file is saved in the "My Recordings" folder.

▶ **Decide to discard your recording**

If you are unhappy with your recording you can discard it.

a. Press the [EXIT] button. The display changes to:

Left Display

b. Use the dial to select "YES", then push the dial to erase your recording.

Selecting "NO" here takes you back to the state where you can choose between options (a) and (b).

Listening to your recording

1. Press the [START/STOP] / [▶/II] button to start playback of your recording.

If your recording seems too loud or too soft, you may want to change the setting of the "Rec Audio Level" parameter.

[MENU] button → "Global"→ "Utility"→ "Rec Audio Level" (p. 143).

NOTE

The BK-9 provides a second recording mode that allows you to start recording before the song you selected.

[MENU] button → "Global"→ "Utility"→ "Rec Audio Sync" (p. 143)

Recording your own as well as your Band's Performances

The BK-9 is an audio recorder too. You can record you performances as a stand-alone musician as well as a band.

To record your band's performances you need:

1. Connect the BK-9's OUTPUT jack to an input of an external mixing console.

See "Connecting External Audio Equipment" (p. 20).

2. Connect the other instrument of your band to the input of same mixing console.

3. Connect the master outputs of an external mixing console to the BK-9's Audio INPUT jacks.

4. Set the "Audio REC Routing" parameter to "Audio In". See "Audio REC Routing" (p. 143).

The BK-9 record the signal received from its BK-9's Audio INPUT jacks only.

Recording your Performance as MIDI Data

You can record your music as "MIDI songs" and save them to an optional USB memory. There is, however, a second function that allows you to record your playing, anything the BK-9 can play, including external audio sources, as WAVE files. See "Recording your Performance as Audio Data" (p. 75).

Two ways to start with MIDI data recorder

The BK-9 allows you to decide how the BK-9's recorder can be started and stopped.

■ **1st way:**

You can start recording simultaneously with Rhythm playback and you can stop both Rhythm playback and the recorder.

Press the [SONG REC] button to enable the recording.

Press the [START/STOP] / [▶/ II] button to start recording simultaneously with Rhythm playback.

Starting the recorder in this way, the [SONG REC] or [START/STOP] / [▶/ II] button stops both Rhythm playback and the recorder.

■ **2nd way:**

You can start recording before Rhythm playback starts.

In this case, you need to start recording by pressing the [AUDIO REC] button twice:

- First, to enable the recording (it flashes).
- Second, to start the recording.

To stop recording, press the [SONG REC] button a third time.

In this mode, the [START/STOP] / [▶/ II] button will only stop Rhythm playback if you started it while the recording was running.

The following is based on the assumption that you choose the 1st way to record.

1. Connect the USB memory to which you wish to save the audio data.

2. Set the "Rec Mode" to "MIDI". See p. 143.

This setting allows you to record your playing as MIDI file.

3. Prepare everything you want to record:

- Select the rhythm you want to use as accompaniment
- Select a Audio Key Set if you want.
- Set the levels and effects, etc.

4. Set the desired balance between the rhythm and the real-time parts using the BALANCE knob.

5. Press the [SONG REC] button (its indicator flashes).

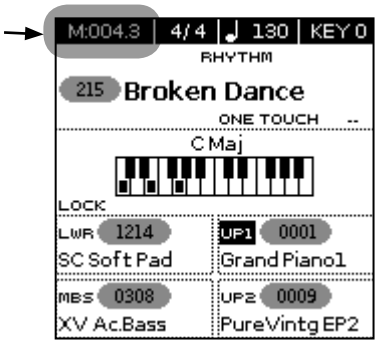
NOTE

If you pressed the [SONG REC] button by accident, press and hold it until its indicator goes dark again.

6. Press the [START/STOP] / [▶/II]button.

The indicators of the [SONG REC] and [START/STOP] buttons light and the BK-9 starts playing back the selected rhythm and recording. Everything you play on the keyboard is recorded.

The Main page shows the recording measure is running:



7. At the end of the song recording, press the [SONG REC] or [START/STOP] / [▶/II] button to stop recording.

Rhythm playback and recording stop.

The following page appears:

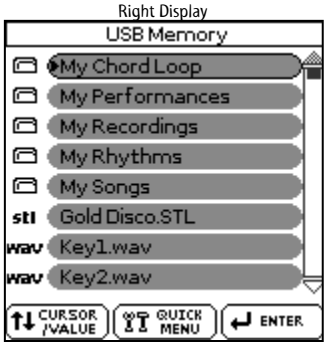
Left Display

8. Rotate the dial to select "YES" to save your song in the USB memory.

Otherwise, select "NO" to return to the main page.

This will take you to the following display page:

Right Display



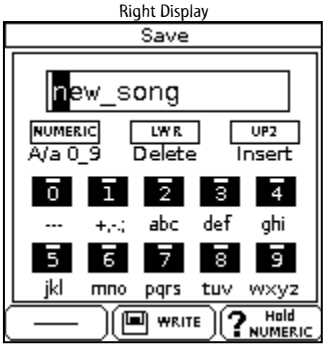
9. Use the dial to select the folder where you want to save.

To return to a lower hierarchical level, you can press the [EXIT] button.

10. Press the [WRITE] button.

The BK-9 suggests the name "new_song".

Right Display



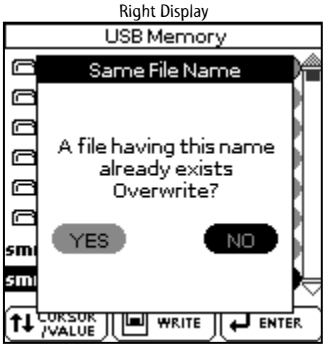
11. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

12. Press the [WRITE] button to confirm your desire to save the song.

The display briefly confirms the operation and then returns to the main page.

If the USB memory already contains a song file of the specified name, you will be asked whether you want to overwrite it:

Right Display



In this case, select "YES" using the dial to replace the old file with the new one (the old file will be lost). Otherwise, select "NO".

Tracks, MIDI channels and 16-Track Sequencer.

The Recorder allows for simultaneous multitrack recording.

You can use the 16-Track sequencer to add new tracks or change existing ones later on.

To do this it is important to know the MIDI channel for the respective Rhythm and keyboard parts:

Track/ MIDI channel	Recorder part	BK-9's part
1	Accomp. 1	Rhythm Part
2	Accomp. Bass	Rhythm Part
3	Accomp. 2	Rhythm Part
4	Upper 1	Keyboard Part
5	Accomp. 3	Rhythm Part
6	Upper 2	Keyboard Part
7	Accomp. 4	Rhythm Part
8	Accomp. 5	Rhythm Part
9	Accomp. 6	Rhythm Part
10	Accomp. Drum	Rhythm Part
11	Lower	Keyboard Part
12	Manual Bass	Keyboard Part
13	Audio Key (RPS)	Keyboard Part
14	--	
15	Melody Intell.	Keyboard Part
16	--	

For detailed information to add new tracks or change existing ones see "20. Working with the 16-Track Sequencer" (p. 81).

19. Recording a Chord Sequence (Chord Loop)

The Chord Loop of your BK-9 is a very powerful tool that allows you to record a chord sequence.

The Chord Loop has two operation modes:

- **Loop**

  Use this mode If you need to replicate a short chord pattern several times during your performance while you concentrate on the melody or solo.

- **Sequencer**

  Use this mode if you need to prepare the accompaniment (chord sequence) of an entire song before recording it.

"Realtime" chord sequencing (Loop Mode)

Recording and playing back in realtime means that the rhythm playback is already running when you start recording your Chord Loop.

1. **Set the parameter Chord Loop Mode in"Loop." See p. 148.**

   As default the Chord Loop Mode is set on "Loop".

2. **Press [START/STOP] to start rhythm playback.**

3. **Press CHORD LOOP [REC] a little ahead of the bar (one or two beats) where the BK-9 starts recording.**

   The indicator of the CHORD LOOP [REC] button will flash until the next downbeat and then light steadily to indicate that the Chord Sequencer is recording.

4. **At the end of the your chord pattern press CHORD LOOP [PLAY].**

   At the next downbeat the chord sequence starts at the beginning of the pattern and plays it back again and again until you press the CHORD LOOP [PLAY] button once more. The CHORD LOOP [PLAY] button indicator goes off.

Recording a Chords Sequence for an Entire Song (Sequencer Mode)

The Chord Loop allows you to record the accompaniment of an entire song from start to finish.

1. **Set the parameter Chord Loop Mode in"Sequencer." See p. 148.**

2. **Select the Rhythm of the Music Style you want to use (p. 38).**

3. **If necessary, you can change the rhythm's tempo:**
   - Press the TEMPO [◄] or [►] button to decrease or increase the tempo
   - Press the [TAP TEMPO] button at least three times at the desired tempo.

     The BK-9 calculates the intervals between your presses and sets the corresponding tempo value.

4. **Activate the [SYNC START] function if that is how you want to launch Style playback.**

5. **Press CHORD LOOP [REC] (indicator flashes).**

6. **Play the first chord or press the [START/STOP] button to manually start Rhythm playback, and do everything you would do during a normal performance involving Music Styles.**

7. **At the end of the song, press the [START/STOP] button.**

   MEMO

   There is no need to press the [START/STOP] if you end the song with the Ending or Fade Out function.

8. **Press the CHORD LOOP [PLAY] button (indicator flashes).**

   Playback of the Chord sequence can be performed in the same ways as playback of a Music Style.

Playing back a Chords Sequence

1. **Record a chords sequence. See "Recording a Chords Sequence for an Entire Song (Sequencer Mode)".**

2. **Press the CHORD LOOP [PLAY] button. Its indicator flashes.**

3. **Press the [START/STOP] to play the chords sequence that you recorded before. Its indicator lights steady.**

4. **Press CHORD LOOP [PLAY] button to stop playing back the chord sequence. Note that this does not stop the rhythm playback. If you want to stop the rhythm playback press the [START/STOP] button.**

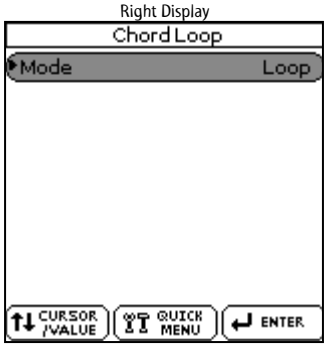
Saving the Chords Sequence

The BK-9 allows you to save your chord sequencer into a optional USB memory.

1. **Press the [MENU] button and using the dial to select the "Cord Loop" page.**

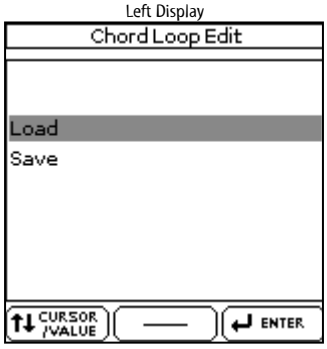
   You can also select the "Chord Loop" page by pressing and hold the CHORD LOOP [REC].

Right Display



2. Press the [QUICK MENU] button to enter in the Chord Loop Edit" page.

Left Display



3. Rotate the dial to select "Save" and push the dial.

The display now shows the contents of the connected USB memory.

Select the location to save the file

NOTE

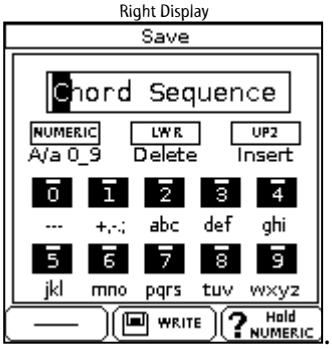
Your own chords sequence can only be saved to a USB memory.

If you forgot to connect one, the display now shows the message "USB Device not inserted".

4. Press the [WRITE] button

The BK-9 suggests the name "Chord Sequence".

Right Display



5. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

6. Press the [WRITE] button to confirm your desire to save the chords sequence.

The display briefly confirms the operation and then returns to the "Chord Loop" page.

If the USB memory already contains a rhythm file of the specified name, you will be asked whether you want to overwrite it:

Right Display

In this case, select "YES" using the dial to replace the old file with the new one (the old file will be lost). Otherwise, select "NO".

Loading a Chords Sequence

You can load a chords sequence previously saved.

1. Press the [MENU] button and using the dial to select the "Cord Loop" page.

You can also select the "Chord Loop" page by pressing and hold the CHORD LOOP [REC].

2. Press the [QUICK MENU] button to enter in the Chord Loop Edit" page.

3. Rotate the dial to select "Load" and push the dial.

The display now shows the contents of the connected USB memory.

4. Use the dial to select the chords sequence file to load and push the dial. For example "Chord Sequence.CSQ".

The display briefly confirms the operation and then returns to the "Chord Loop" page.

MEMO

The chord sequence files have the extension ".CSQ"

20. Working with the 16-Track Sequencer

Your BK-9 contains a powerful 16-Track sequencer with a host of edit functions. This sequencer allows you to record MIDI data and is therefore not available for WAVE recordings.

Important Things Before Using 16-Track Sequencer.

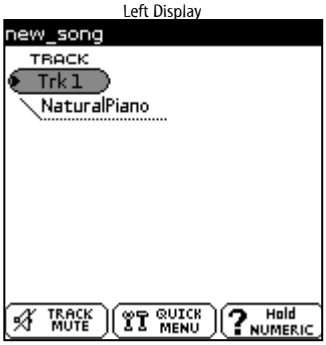
- The 16-Track sequencer does not recognize changes made to a song using the "SMF MAKEUP TOOLS" functions. It only "sees" the original song data. You can, however, use the Freeze Data function to modify the song file before you start editing it. See "To commit your changes (Freeze Data)" (p. 101).
- The 16-Track sequencer can be used to record onto 16 tracks sequentially (one track at a time).
- The 16-Track sequencer can also be used to edit existing songs. To do so, simply select an SMF song (p. 44), then select the 16-Track sequencer page.
- Tracks are assigned to MIDI channels on a 1:1 basis (i.e. Track 1= MIDI channel 1,… Track 12= MIDI channel 12, etc.).
- In addition to the 16 "music" tracks, there is a "MASTER" track. It is used for recording the time signature, the tempo, as well as general SysEx data.

Selecting the 16-Track Sequencer

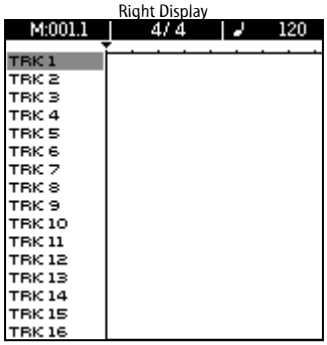
1. Press the [MENU] button, rotate the dial to select "16Track Sequencer", then push the dial.

The displays change to:

Left Display



Right Display



About the sequencer's main pages

Left display

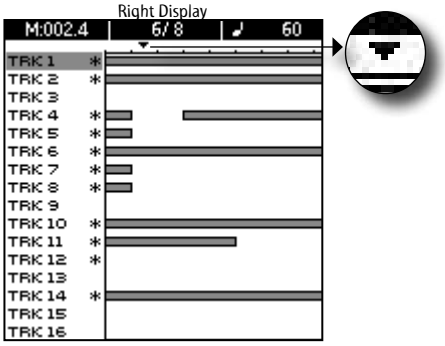
In this page you can select the track to play, record or edit. The first tone in the track is shown.

In the first row the song name is shown.

Right display

This page shows the tracks (1~16) in the song. The horizontal bars indicate that tracks contain musical data.

Right Display



If you look at the example above, you will notice a little arrow on top of the horizontal bars. The little arrow refers to the current position of play or record pointer within the song (which is also indicated in the "M:xxx.x" field). The horizontal bars indicate that a track contains musical data in that position.

Now look again at the illustration: only the tracks that contain note data that are not muted have the "*" symbol.

MUTE & SOLO function

The MUTE function allows you to temporarily switch off the selected track, which may be useful when you want to record or edit additional parts without being distracted by already existing parts.

The SOLO function allows you to listen to the selected track in isolation (it mutes all other tracks).

a. To mute a track, select it and press the [TRACK MUTE] button.

b. To listen to the track in isolation, select the track and press and hold the [TRACK MUTE] button.

Soloed tracks are flagged with an "S", while muted tracks use the letter "M".

Recording a Song from Scratch

If you have already played back a song since switching on the BK-9, the song internal memory already contains data we need to erase.

Initialize a Song

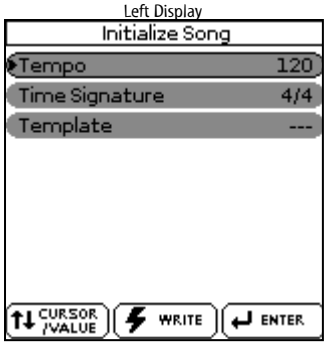
1. From the 16-Track Sequencer main pages press the [QUICK MENU] button.

The left display changes to:

Left Display

2. Use the dial to select "Initialize Song".

Left Display



3. Use the dial to set the desired value of the following three fields.

The following parameters can be set:

Parameter	Setting	Explanation
Tempo	20~250 (BPM)	Allows you to specify the initial tempo of the new song (♩= 20~250). Choose a tempo that is comfortable for recording.
Time Signature	1/16 ~ 32/16, 1/8 ~ 32/8,, 1/4 ~ 32/4, 1/2 ~32/2	If your new song uses the 4/4 time signature, there is no need to change this value. Otherwise, enter the desired time signature.
Template	---	No template selected.
	Orchestral	Selects orchestral sounds suitable for classical music and film scores.
	Folk	Selects sounds suitable for folk music.
	Pop	Selects sounds often used in pop arrangements.
	Baroque	Selects instrument sounds suitable for chamber music.
	Country	Selects sounds suitable for country music.
	Jazz	Selects sounds suitable for jazz combos.
	Rock	Selects sounds suitable for rock music.
	Electronic	Selects sounds suitable for dance music.
	Ethnic	Selects sounds suitable for world music.

4. Press the [WRITE] button to initialize the song internal memory. The display changes to:

Left Display

5. Use the dial to select "YES", then push the dial to initialize the song internal memory.

The BK-9 now initializes the song internal memory and jumps to the main 16-Track Sequencer page.

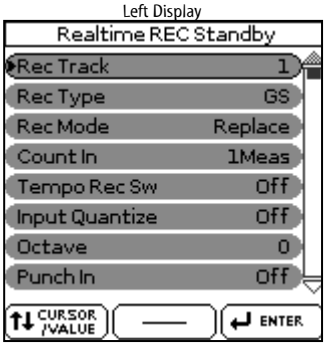
Otherwise, select "NO" and push the dial to return to the "Initialize Song" page.

Before Starting to Record

6. Press the [SONG REC] button (the indicator flashes).

The left display changes to:

Left Display

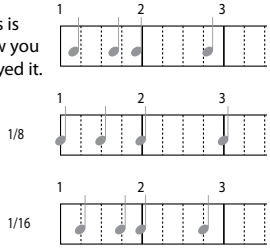


7. Use the dial to select the track ("REC Track") you want to record.

8. Use the dial to select and set the other desired parameter(s).

The following parameters are available:

Parameter	Setting	Explanation
Rec Track	1~16	Select the track you want to record.
Rec Type	Track REC Type 1~3 STD 4 STD, UPPER1 5 STD 6 STD, UPPER2 7~10 STD 11 STD, LOWER 12 STD, M.BASS 13 STD, RPS 14 STD 15 STD, MI 16 STD	Specify how the track should behave (some are always "STD" tracks). • **STD** The sequencer uses song parts.  Use this setting to create a song that can be compatible with other instruments. • **UPPER1, UPPER2, LOWER, M.BASS, MI (Melody Int)** The sequencer uses keyboard parts.  Use this setting to have the same "sound" that you can obtain when you use the real time parts. • **RPS** Use this setting to create an "Audio Key" track.
Rec Mode	Replace, Mix	• **Replace** Select "Replace" if the track contains data you wish to replace with new data. This erases all data of the selected track from the place where you start recording until the end. ("Replace" is selected by default for empty tracks.) • **Mix** Select "Mix" to add new notes to the ones already recorded in the selected track. This recording mode is particularly useful for recording the rhythm track (10) because you can first record the bass and snare drums, then add a few tom hits here and there and record the HiHat, for example. ("Mix" is selected by default for tracks that already contain data.)

Parameter	Setting	Explanation
Count In	Off, 1Meas, 2Meas, Wait Note	Specify how long the count-in should be before recording starts. • **Off** No count-in. • **1Meas** Recording starts after a 1-bar count-in. • **2Meas** Recording starts after a 2-bar count-in. • **Wait Note** Recording starts as soon as you play a note on the keyboard. (There will be no count-in.)
Tempo Rec Sw	Off, On	If you want to record tempo changes, select "**On**". This option allows you to use the TEMPO buttons to vary the tempo while recording. Those changes are recorded to the MASTER track.
Input Quantize	Off, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64.	Quantize corrects the timing of your notes by shifting them to the nearest grid mark. Here is an example: This is how you played it.  This Quantize function changes the way in which your notes are recorded.
Octave	-4~0~4	Set the required octave transposition. This allows you to record "special noises" (usually assigned to the lowest notes numbers), like the ones of fingers sliding over guitar strings, etc., if the selected sound provides them.
Punch In	Off, On	If you select "On" the sequencer will activate recording as soon as it reaches the "Punch In Bar" position.
Punch In Bar	001, 998	Set this parameter to specify the measure where recording should start. Recording is activated when the sequencer reaches the "Punch In Bar" position.
Punch Out	Off, On	If you select "On" the sequencer will deactivate recording as soon as it reaches the "Punch Out Bar" position.
Punch Out Bar	002, 999	Set this parameter to specify the measure where recording should end. Recording is deactivated when the sequencer reaches the "Punch Out Bar" position.
Foot Punch I/O	Off, On	Setting the "Foot Punch I/O" parameter "On", the Punch In/Out function can be assigned to an optional FC-7 pedal unit (p. 146) or a optional Pedal Switch (p. 144). For those applications, there is no need to set the "Punch In Bar" and Punch Out Bar" positions beforehand.

Parameter	Setting	Explanation
Rec Select Note	Off, On	Select "Off" to avoid recording note messages.
Rec Select CC	Off, On	Select "Off" to avoid recording control change messages, such as modulation (CC01), expression (CC11), etc. (CC00) and (CC32) bank select messages also belong to this group.
Rec Select PC	Off, On	Select "Off" to avoid recording program change messages. Select "On" if the track should use different sounds.
Rec Select PBend	Off, On	Select "Off" to avoid recording pitch bender messages.
Rec Select SysEx	Off, On	Select "Off" to avoid recording SysEx messages for the MASTER track.

9. Select the desired tone for your new track, if you need.

See "Selecting Tones and Playing the Keyboard" (p. 28).

10. Select the bar where playback and/or recording should start (for a full track only):

- Press the [INTRO] / [◀◀]button to return to the beginning of the song (measure "1").

  —or—

- Use the [ENDING]/[▶▶] button to select a measure slightly ahead of where you want to start recording

11. To start recording either press the [START/STOP]/[▶/II] button or play the first notes (if you selected "Count In"= "Wait Note").

12. Play the new part.

13. Press the [START/STOP]/[▶/II] button to stop recording.

14. Press the [START/STOP] / [▶/II] button to start playback of your recording.

15. You can start from step 6 to record other tracks.

16. The Song internal memory is erased when you switch off your BK-9. Save your song in an optional USB memory (p. 84).

NOTE

The Song internal memory is erased when you switch off your BK-9.

Recording an Existing Song

Here's how to add a track to an existing song.

1. Load a SMF song.

See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

NOTE

If the song you wish to supplement contains MAKEUP TOOLS settings, be sure to "freeze" those data and to save your new version before changing it. See "To commit your changes (Freeze Data)" (p. 101).

2. Press the [MENU] button, rotate the dial to select "16Track Sequencer", then push the dial.

The displays show the song tracks.

3. Now you can proceed from the step 6 "Before Starting to Record" (p. 82) to record a new track or modify an

existing track.

4. The Song internal memory is erased when you switch off your BK-9. Save your song in a optional USB memory.

NOTE

The Song internal memory is erased when you switch off your BK-9.

Saving Your Song

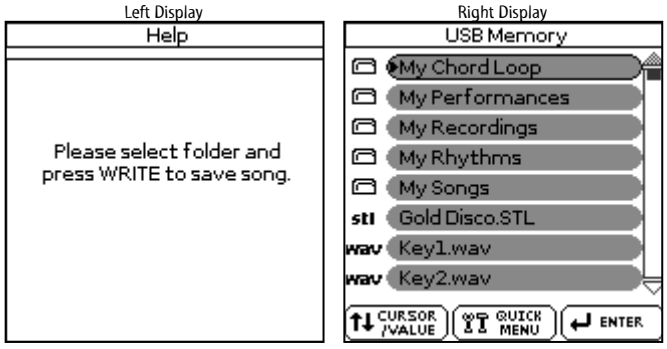
The 16-Track sequencer uses the internal memory where all editing takes place. To avoid loosing data you need to save your song in a optional USB memory. The Song internal memory is erased when you switch off your BK-9.

1. Connect the USB memory to which you wish to save your song.

2. Press the [QUICK MENU] button from a 16-Track sequencer pages.

3. Rotate the dial to select "Save" and push it.

This will take you to the following display pages:

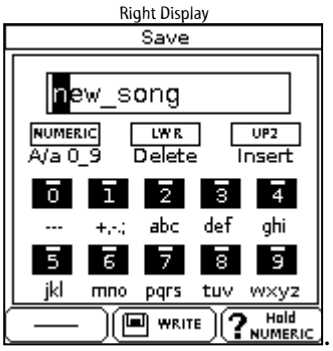


4. Use the dial to select the folder where you want to save.

To return to a lower hierarchical level, you can press the [EXIT] button.

5. Press the [WRITE] button.

The BK-9 suggests the name "new_song".

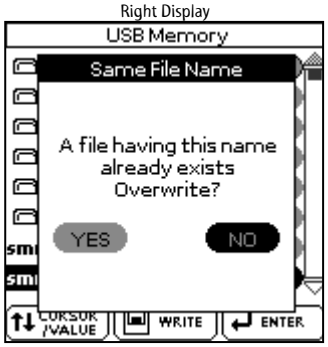


6. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

7. Press the [WRITE] button to confirm your desire to save the song.

The display briefly confirms the operation and then returns to the "16-Track sequencer" page.

If the USB memory already contains a song file of the specified name, you will be asked whether you want to overwrite it:



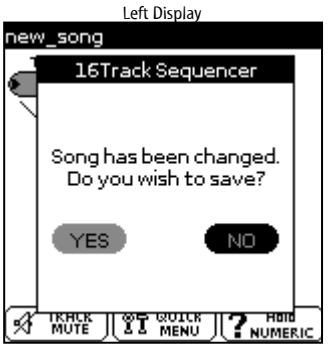
In this case, select "YES" using the dial to replace the old file with the new one (the old file will be lost). Otherwise, select "NO".

If You Leave the 16-Track Sequencer Without Save Your Song.

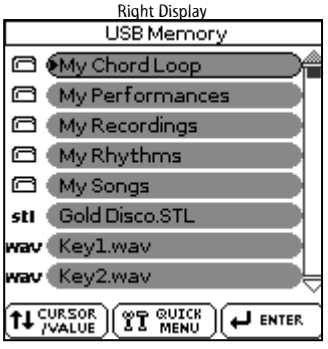
To ensure that you do not forget to save your song after recording and/or editing it, you are given the opportunity to do so upon leaving the 16-Track Sequencer page (by pressing the [EXIT] button):

1. Press [EXIT] from the 16-Track Sequencer page.

The display changes to:



2. Use the dial to select "YES" to save your changes (and the entire song). This will take you to the following display page:



Select "NO" to return to the main page without saving the song.

3. Now you can proceed from the step 4 "Saving Your Song" (p. 84).

Editing one or several tracks (Track Edit)

The Track Edit environment of the 16-Track Sequencer provides 12 functions:

Track Edit Function	Page
QUANTIZE	
ERASE	
DELETE	
COPY	
INSERT	
KEY	
CHANGE VELO	
CHANGE GATE TIME	
MERGE	
GLOBAL CHANGE	
SHIFT CLOCK	
TRACK EXCHANGE	

NOTE

The BK-9 has no Undo function. Saving your song before editing will allow you to load the previous version if something goes wrong.

Here is how to select functions:

1. Load the song you wish to edit (if it does not yet reside in the BK-9's Song internal memory).

See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

2. Press the [MENU] button, rotate the dial to select "16Track Sequencer", then push the dial.

3. Press the [QUICK MENU] button.

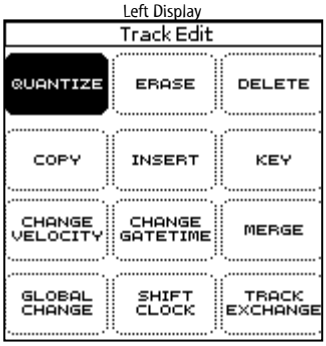
The left display changes to:

Left Display

4. Use the dial to select "Track Edit".

The displays change to:

Left Display



Right Display

5. Use the dial to select the desiderate "Track Edit" function.

The BK-9 changes the focus from the left to the right display.

6. Use the dial to select the track(s) you wish to modify.

7. Use the dial to select the range ("From" and "To") for the edit operation.

The "From" and "To" parameters allow you to specify the positions (measure/beat/clock) of the track excerpt you want to change.

Parameter	Setting	Explanation
From Bar	1~[last measure of the track or song]	Refers to the first measure to be edited. By default, the "From" value is set to the beginning of the selected track(s).
From Beat	1~[number of beats per bar]	Specifies the beat position. The number of available beats depends on the time signature in the selected area.
From Cpt	1~119	Refers to the starting CPT position. "CPT" is short for "Clock Pulse Time", the smallest unit used by the BK-9. (There are 120 CPTs to every beat of a 4/4 bar.) Change this setting only if your edit operation should start after the selected beat.
To Bar	1~[last measure of the track or song]	This is where you specify the bar position of the last measure to be edited.
To Beat	1~[number of beats per bar]	Specifies the beat position. The number of available beats depends on the time signature in the selected area.
To Cpt	1~119	Refers to the last clock that should be affected by the edit operation. Change this setting only if your edit operation should not end exactly on the selected beat.

Example: to change measures 1~4 of the selected track, enter the following values:

From: Bar= 0001	To: Bar= 0005
Beat= 01	Beat= 01
Cpt= 000	Cpt= 000

8. Use the dial to specify what you want to change and how it should change.

9. Confirm the operation by pressing the [WRITE] button.

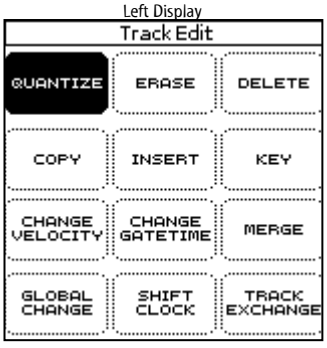
10. Save your song.

See "Saving Your Song" (p. 84).

QUANTIZE

Use this function if you chose not to quantize your music during recording and now realize that the timing is not quite what you expected it to be. Quantizing after recording has the advantage that you can first listen to the original and then correct only those notes whose timing is definitely off.

Left Display



Right Display

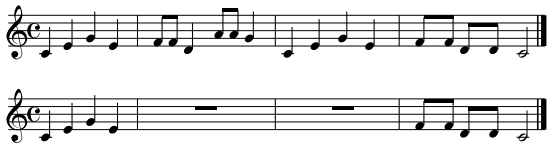
Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.

Parameter	Setting	Explanation
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		
Resolution	1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	This parameter sets the resolution of the Quantize function. Be sure to always select the value of the shortest note you recorded. Otherwise, your part no longer sounds the way you played it, because shorter notes are shifted to the wrong positions.
Strength	0%~100%	Use this parameter to specify how precise the timing correction should be. "0%" means that the selected "Resolution" value is not applied ("0% correction"), while "100%" means that all notes are shifted to the mathematically correct positions. Maybe first try values between "50%" and "85%" to preserve at least part of the original feel. If the result is not acceptable, repeat the operation with the same or a higher value.
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

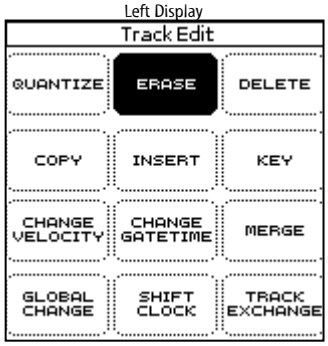
ERASE

ERASE allows you to selectively delete data either within a specified range of measures, beats or clocks or from the entire track(s). When "Data Type" is set to "ALL", ERASE substitutes the required number of rests for the data you delete, so that you end up with the equivalent number of blank measures. If you also want to eliminate the measures themselves, use DELETE (see below).

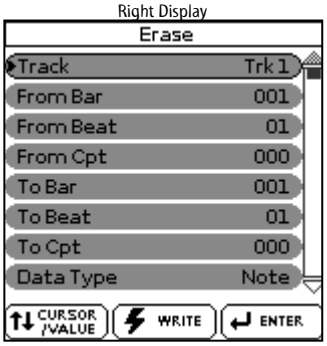
Erase NOTE From 2.1.0 To 4.1.0



Left Display



Right Display



Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.

Parameter	Setting	Explanation
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		
Data Type	ALL, Note, P.Bender, Control Change, Program Change, NRPN, RPN, CAF,	Allows you to select the data to be erased.
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

If "Data Type" (see above) is set to "Note" the following parameters are displayed also.

Parameter	Setting	Explanation
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

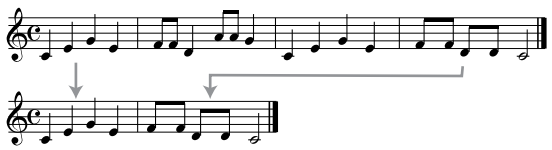
If "Data Type" (see above) is set to "Control Change" the following parameters are displayed also.

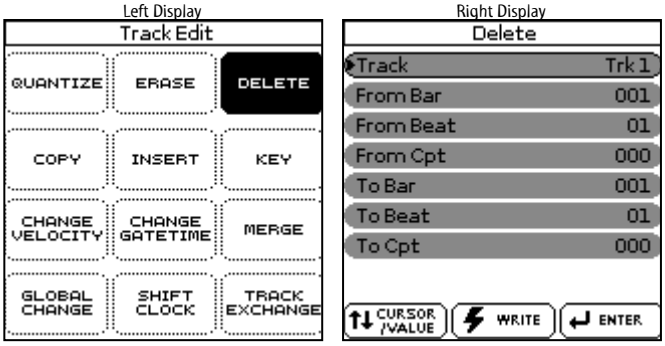
Parameter	Setting	Explanation
From CC	0~127	It allows you to set the lower limit of the control change numbers or values to be modified within the specified "From"/"To" time range.
To CC	0~127	This parameter allows you to set the upper limit of the control change numbers or values to be modified within the specified "From"/"To" time range.

DELETE

Unlike the ERASE function, DELETE not only erases the data but also the measures, beats and/or CPT units, so that all data that lie behind the TO position are shifted towards the beginning of the track(s). For this reason, you cannot choose the data type to be erased.

Delete From 2.1.0 To 4.1.0

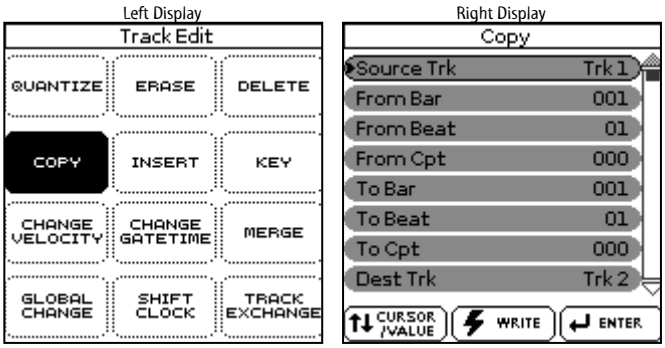




Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		

COPY

The COPY function allows you to copy one track to another or excerpts of one or all tracks to a different location. The latter is useful if you need to repeat the chorus several times at the end of the song but do not feel like recording all those notes.



Parameter	Setting	Explanation
Source Track	All, Trk 1~ Trk 16	Allows you to select the track whose data you wish to copy
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		
Dest Trk	Trk 1~ Trk 16	This is where you select the track to which you want to copy the selected data. If you set "Source Track" to "ALL", the "Dest Trk" setting cannot be changed.
Into Bar	1~[last measure of the track or song]	The bar, beat and CPT values of the position the first data of the source track will be copied to.
Into Beat	1~[number of beats per bar]	
Into Cpt	1~119	

Parameter	Setting	Explanation
Copy Mode	Replace, Mix	Allows you to specify how the data should be copied: • **Replace** The selected FROM/TO range overwrites the data (of the destination track) in the area to which the selected data are copied. • **Mix** The data in the selected range of the source track are added to the data on the destination track.
Copy Times	1~999	Sets the number of copies you wish to make. The value "3" means that you will end up with 3 contiguous copies.
Data Type	ALL, Note, P.Bender, Control Change, Program Change, NRPN, RPN, CAF,	Allows you to select the data to be copied.

If "Data Type" (see above) is set to "Note" the following parameters are displayed also.

Parameter	Setting	Explanation
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be copied within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be copied within the specified "From"/"To" time range.

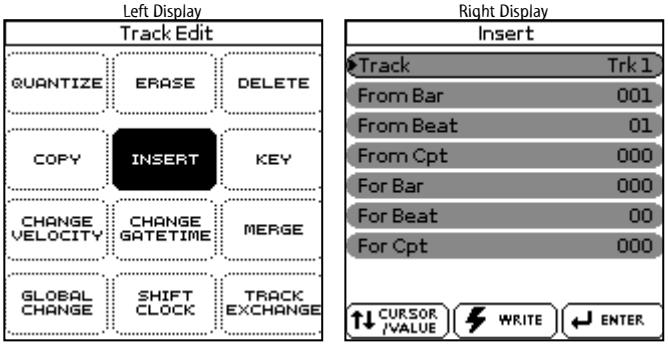
If "Data Type" (see above) is set to "Control Change" the following parameters are displayed also.

Parameter	Setting	Explanation
From CC	0~127	It allows you to set the lower limit of the control change numbers or values to be copied within the specified "From"/"To" time range.
To CC	0~127	This parameter allows you to set the upper limit of the control change numbers or values to be copied within the specified "From"/"To" time range.

INSERT

INSERT allows you to insert space and shift data that lie behind the "From" position further towards the end of the song (this is the exact opposite of DELETE).

These empty measures can be "filled" using the COPY function or by recording new phrases in that area (using Punch In/Out).



Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
For Bar	0~997	Specifies how many bars, beats and CPTs are to be inserted.
For Beat	1~[number of beats per bar]	
For Cpt	1~119	

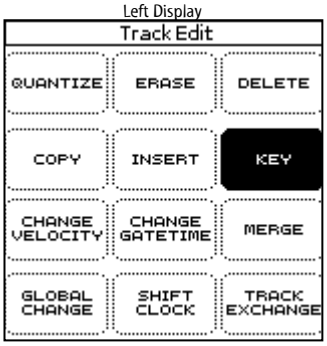
If "Track" (see above) is set to "All" the following parameter is displayed also.

Parameter	Setting	Explanation
Time Sig Num	1~32	If "Track"= "ALL", you can use these fields to set the time signature of the new measures.
Time Sig Den	2, 4, 8, 16	

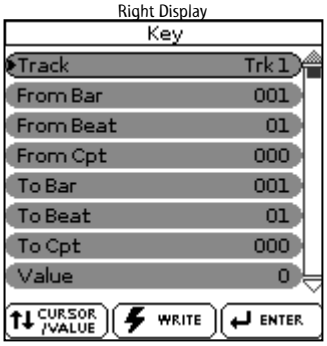
KEY (Transpose)

This function allows you to transpose the notes of the selected track (non-note data obviously cannot be transposed).

Left Display



Right Display



Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		

Parameter	Setting	Explanation
Value	-127~0~127	This is where you can set the transposition interval in semitone steps. If you wish to transpose a "C" part to "D", enter "2". As you see, you can transpose the highest possible MIDI note all the way down to the lowest (and vice versa). **WARNING** "0" represents the lowest note the MIDI standard (and the 16-Track sequencer) can handle, while "127" is the highest note. If you select "127" for note number "74 (D5)", for example, the resulting note number would be "201", which is impossible. Therefore, the sequencer will subtract "12" (one octave) from "201" until the result is less than or equal to "127" – and therefore use the value "117" in our example. This happens to all notes that would otherwise lie below "0" or above "127". **NOTE** Be careful when applying transpose to a drum track (track 10 or any other track that uses a Drum Set). This results in a dramatic change of your rhythm section (with a triangle playing the kick notes, for example).
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

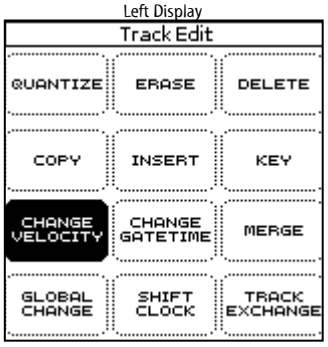
CHANGE VELOCITY

The CHANGE VELO function allows you to modify the dynamics (called "velocity") of a track or excerpt.

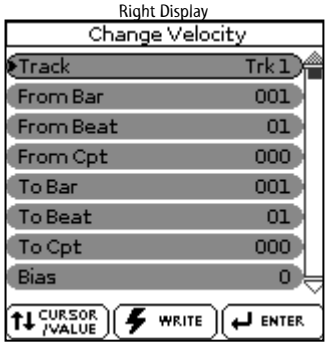
Increasing the velocity values means that the notes in question will be louder and brighter than before, while reducing the velocity values means the opposite.

Use this function when you are happy with the timing of the notes but would like the sound to be brighter/louder or rounder/softer. You can decide to add/subtract a fixed velocity value ("BIAS") or to change them proportionally ("MAGNIFY").

Left Display



Right Display



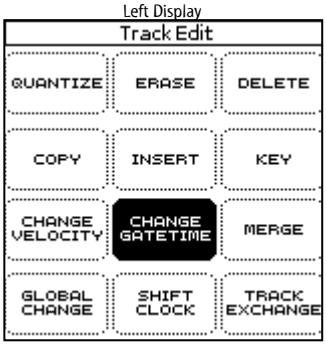
Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.

Parameter	Setting	Explanation
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		
Bias	–99~99	The BIAS parameter allows you to specify by how much the velocity values should change. Select a positive value to increase the velocity (the value is added to the velocity value of the affected notes) or a negative value to decrease the velocity values (that value is subtracted). Select "0" if you prefer to work with the MAGNIFY parameter (see below).
Magnify	0~200%	This parameter works like a "Compander" effect (a dynamics processor that simultaneously acts as compressor and expander), although it processes MIDI data: by selecting a value above "100%" you increase the differences between high and low velocity values in the selected range. Values below "64" are lowered, while values above "64" are increased. The result is therefore that the difference between pianissimo and fortissimo becomes far more pronounced. "Magnify" values below "100%" have the opposite effect: they push all velocity towards the imaginary center of "64", thus reducing differences in playing dynamics.
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

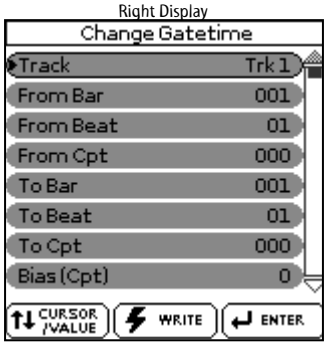
CHANGE GATE TIME

This function allows you to modify the duration of the notes in the selected time (From/To) and note (From/To Note) ranges. We recommend you only use this function to shorten notes that suddenly seem too long when you assign a different sound to the track in question. You cannot view the duration of the notes here, which makes editing the data "enbloc" a little bit hazardous. Use the MICRO EDIT environment to change the duration of individual notes.

Left Display



Right Display



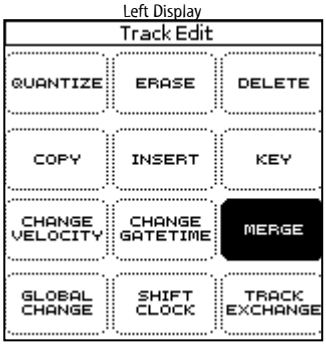
After selecting a sound with a slow release (i.e. a sound that lingers on after all notes have been released), however, CHANGE GATE TIME will help you cut the notes down to size and thus avoid undesirable overlaps.

Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		
Bias (Cpt)	–4800~4800	This parameter sets the amount by which the duration (or gate time) of the selected notes is to change. The shortest possible GATE TIME value is "1" (used for all drum notes), so that selecting "–1000" for notes with a GATE TIME value of "1" in the specified time range still leaves you with the same value.
Magnify	0~200%	Use this parameter rather than BIAS to produce proportional changes to the affected GATE TIME values. Values below "100%" decrease the duration, while anything above "100%" increases it. Select "100%" if you prefer to work with the BIAS (CPT) parameter (see above).
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

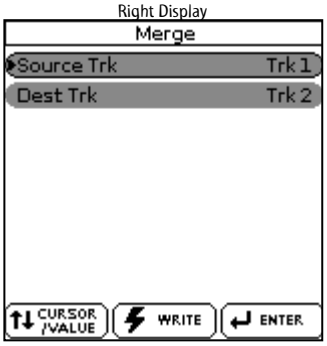
MERGE

Use this parameter to combine the data of two tracks (i.e. of all data the two tracks contain – from start to finish). The combined version can be found on the destination track (Dest Trk). Be aware that all data will use the same MIDI channel. The "Source Trk" track could therefore be used for recording a new part.

Left Display



Right Display



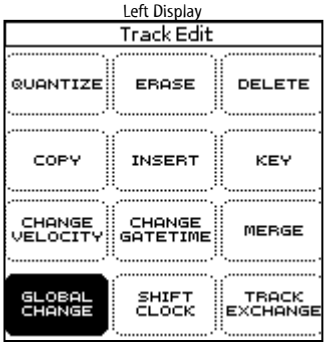
Parameter	Setting	Explanation
Source Track	Trk 1~ Trk 16	Allows you to select the track whose data should be added to those of the "Dest Trk" track.
Dest Trk	Trk 1~ Trk 16 (except the track selected as "Source Trk")	Use this parameter to specify the track that should contain a combination of its original data and those of the selected source track.

GLOBAL CHANGE

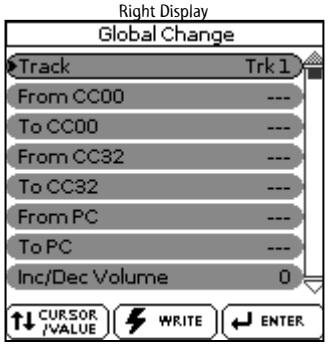
This function allows you to make quick changes to certain settings. The changes always apply to entire tracks (you cannot use GLOBAL CHANGE for just a few measures). Designed to help you "enhance" Standard MIDI Files, it is a wonderful tool for the following applications:

- "Upgrading" older Standard MIDI Files to take advantage of the BK-9's new sounds.
- Global changes to the Reverb and/or Chorus Send values, which is very convenient when you suddenly notice that the effect is too prominent or not strong enough.

Left Display



Right Display



Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
From CC00	--, 0~127, ALL	This control change is the so called "MSB" bank select message. It allows you to select the Capital Tone (select "0") of a sound address if you don't want to use variations or to select another variation level. The "To CC00" value = 0" can be useful for ensuring GM compatibility, because that standard (unlike GM2 or GS) does not support tone variations. Select "---" if the current setting must not change.
To CC00		
From CC32	--, 0~127, ALL	This control change is the so called "LSB" bank select message. Select "---" if the current setting must not change.
To CC32		
From PC	--, 1~128, ALL	Use this parameter to change the program change number, (e.g. from "1" to "2"). Select "---" if the current setting must not change.
To PC		
Inc/dec Volume	–127~127	These parameters allow you to add (+ or subtract (–) a given value to/from the current Volume, Expression, Pan, Reverb Send or Chorus Send values. This may come in handy if the real-time changes you recorded turn out to be too high or too low.
Inc/dec Reverb		
Inc/dec Expression		
Inc/dec Chorus		
Inc/dec Panpot		

SHIFT CLOCK

SHIFT CLOCK allows you to shift the notes within the selected FROM/TO range. It can be used for two things:

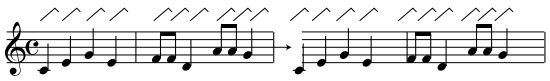
- To correct "slow" notes due to a slow(er) attack.

  You may want to use SHIFT CLOCK after assigning a sound to a track that has a considerably slower attack than the sound you used for recording the part in question. This technique is frequently used in pop music to "time" 1/16-note string arpeggios played with a "slow" pad sound.

  Rather than have the notes begin at the mathematically correct time (e.g. 2-1-0), you could shift them to the left (e.g. to 1-4-115), so that the peak volume of the attack is reached on the next beat:

Original positions (slow attack, timing seems off

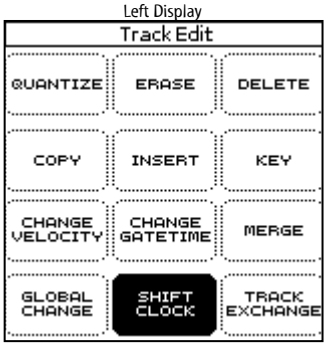
Shift= –5
(timing sounds OK)



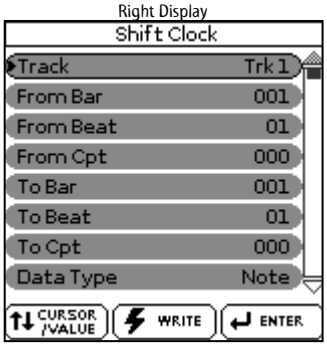
- To correct the timing of notes recorded via MIDI without quantizing them.

  You can use external sequences as raw material for your songs. Recording such excerpts via MIDI may cause a slight delay (e.g. 5 CPT). If that is not acceptable, use SHIFT CLOCK to "push" the recorded data to the left (select "–5"). That allows you preserve any irregularities the original may contain because it was not quantized.

Left Display



Right Display



Parameter	Setting	Explanation
Track	All, Trk 1~ Trk 16	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
From Bar	For details information see p. 85.	
From Beat		
From Cpt		
To Bar		
To Beat		
To Cpt		
Data Type	ALL, Note, P.Bender, Control Change, Program Change, NRPN, RPN, CAF,	Allows you to select the data to be shifted.
Value (Cpt)	–4800~4800	This parameter sets the amount by which the notes are shifted. The value refers to CPT units (one CPT= 1/120 ♩). Notes on the first beat of the first bar cannot be shifted further to the left, because that would mean shifting them to the "0" measure, which doesn't exist.

If "Data Type" (see above) is set to "Note" the following parameters are displayed also.

Parameter	Setting	Explanation
From Note	C-~G9	This parameter allows you to set the note (or lower limit of the note range) to be copied within the specified "From"/"To" time range.
To Note	C-~G9	This parameter allows you to set the upper limit of the note range to be copied within the specified "From"/"To" time range.

If "Data Type" (see above) is set to "Control Change" the following

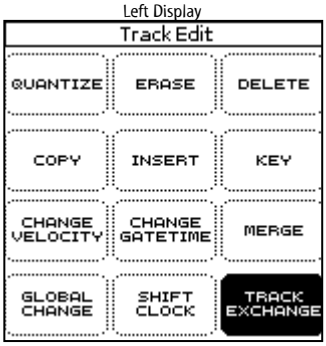
parameters are displayed also.

Parameter	Setting	Explanation
From CC	0~127	It allows you to set the lower limit of the control change numbers or values to be copied within the specified "From"/"To" time range.
To CC	0~127	This parameter allows you to set the upper limit of the control change numbers or values to be copied within the specified "From"/"To" time range.

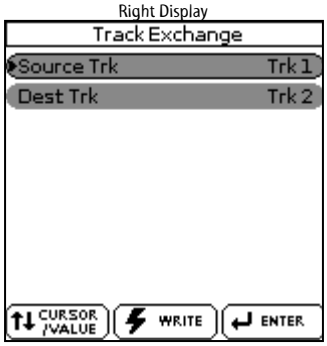
TRACK EXCHANGE

TRACK EXCHANGE allows you to move the data of the source track (left) to the destination track (right) and –at the same time– the data of the destination track to the source track.

Left Display



Right Display



Parameter	Setting	Explanation
Source Track	Trk 1~ Trk 16	This is where you select the first track to be exchanged.
Dest Trk	Trk 1~ Trk 16 (except the track selected as "Source Trk")	This is where you select the second track to be exchanged. **NOTE** Be careful when exchanging a drum track and a "melodic" track. The result may not be what you had in mind.

Editing Song using Micro Edit

Select this mode whenever you only need to change small details of an otherwise perfect Standard MIDI File.

In this section, we will use the word "event" for any kind of message.

You can only view and edit one track at a time.

1. Load the song you wish to edit (if it does not yet reside in the BK-9's Song internal memory).

See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

2. Press the [MENU] button, rotate the dial to select "16Track Sequencer", then push the dial.

3. Press the [QUICK MENU] button.

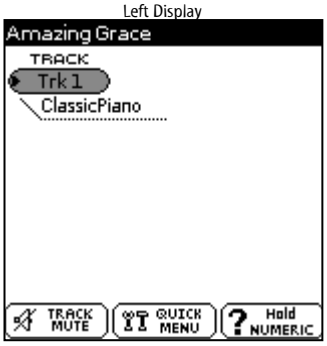
The left display changes to:

Left Display

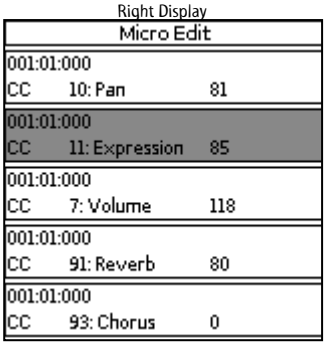
4. Use the dial to select "Micro Edit".

The displays change to:

Left Display



Right Display



5. In the left display use the dial to select the track you want to edit.

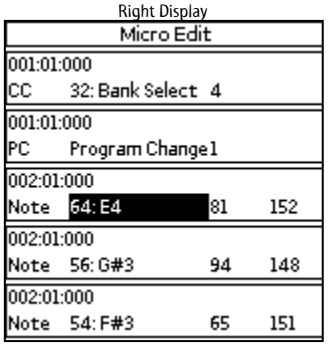
The right display shows you the events of the selected track.

6. In the right display rotate the dial to scroll the events list.

7. Push the dial several times until the desired field is selected.

The selected field is shown in reverse.

Right Display



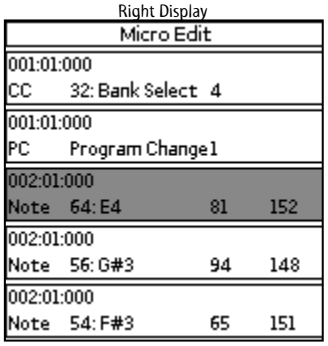
In the example we selected a "Note" event.

8. Rotate the dial to change the value (In the example the note number).

9. Push the dial several times until the field is deselected.

The display shows the filed deselect:

Right Display



10. Change all events you need.

11. Press [EXIT] button to return to the main page of 16-Track Sequencer.

MEMO

The Song internal memory is erased when you switch off your BK-9. Save your song in an optional USB memory (p. 84).

Other edit operations

The Micro Edit function allow you to:

Function	Explanation
Create Event	Use this function to add new events to the selected track.
Erase Event	Use this function to erase events.
Move Event	This function allows you to move one or several events.
Copy Event	Use this function to copy events to the selected track.
Place Event	Use this function to paste events previously copied.

MEMO

The Song internal memory is erased when you switch off your BK-9. Save your song in an optional USB memory (p. 84).

1. From the Micro Edit pages press the [QUICK MENU] button.

The left display changes to:

Left Display

2. Use the dial to select the edit function you need.

Create Event

Select this function to add a new event to the selected track.

The left display changes to:

Left Display

1. Use the dial to select to edit the event field.

Parameter	Setting	Default Event Created
Event	Note	Note Number: 60: C4 On Velocity: 100 Gate Time: 60
	Control Change	CC01 Modulation, value "0"
	Program Change	Program Change Number "1"
	Pitch Bender	Value "0"
	Aftertouch,	Note Number: 60 C4 Aftertouch Value: "0"
	Channel Pressure	Value "0"

Parameter	Explanation
To Bar	Specify the position where your new event should be inserted
To Beat	
To Cpt	

2. Press the [WRITE] button to confirm your settings and add the new event.

The event is added and the Micro Edit pages is displayed.

3. Use the Micro Edit function to change the default value of the event inserted.

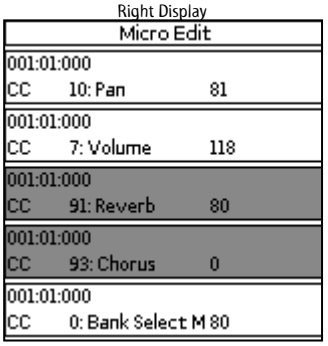
Erase Event

This function erase the selected event in the Micro Edit function.

1. Use the dial to select the event you want to delete.

To select more than event push and hold the dial and rotate it.

Right Display



The example shows two selected events.

2. Press the [QUICK MENU] button and use the dial select the "Erase Event" function.

The events will be erased.

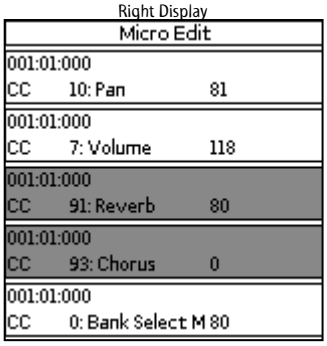
Move Event

Use this function to move on or several events

1. From the Micro Edit use the dial to select the event you want to move.

To select more than event push and hold the dial and rotate it.

Right Display



The example shows two selected events.

2. Press the [QUICK MENU] button and select the "Move Event" function.

The left display changes to:

Left Display

3. Use the dial to specify the position to which the first event (in chronological order) of the selected group should be shifted.

Parameter	Explanation
To Bar	Specify the position where your new event should be inserted
To Beat	
To Cpt	

4. Press the [WRITE] button to confirm your settings and move the new event.

The events are moved and the Micro Edit pages is displayed.

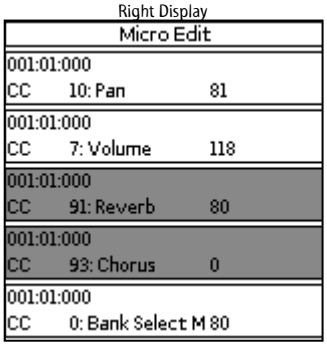
Copy Event and Place Event

This functions allows you to copy one or several events and place them (Paste) in a specific position in the same track or in the another track.

1. From the Micro Edit use the dial to select the event you want to copy.

To select more than event push and hold the dial and rotate it.

Right Display



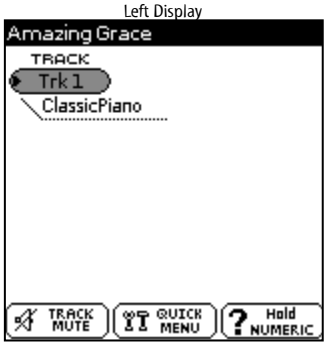
The example shows two selected events.

2. Press the [QUICK MENU] button and select the "Copy Event" function.

The events are copied and the Micro Edit pages is displayed.

3. If necessary, use the dial to select another track.

Left Display



4. Press the [QUICK MENU] button and select the "Place Event" function.

The left display changes to:

Left Display

Parameter	Explanation
To Bar	Specify the position where the first event you copied should be inserted
To Beat	
To Cpt	

5. Press the [WRITE] button to confirm your settings and add the new event in the selected track.

The events are places and the Micro Edit pages is displayed.

Editing the Master Track

The BK-9's sequencer uses one track called "MASTER" for each song. It is used for recording the time signature, the tempo, as well as general SysEx messages that apply to all song tracks.

NOTE

You can only edit the MASTER track of songs that already exist, so be sure to record or load a song beforehand.

1. From the 16-Track Sequencer main pages press the [QUICK MENU] button.

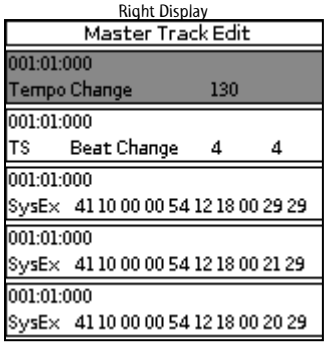
The left display changes to:

Left Display

2. Use the dial to select "Master Track".

The right display changes to

Right Display



This page lists all events already present on the MASTER track. It allows you to modify the existing data, to delete data you do not need and to add information that is missing.

NOTE

We suggest to save your song before editing the MASTER track.

The MASTER track of each Standard MIDI File contains at least the following information:

Event	Explanation
Tempo Tempo Change	This is the "Tempo Change" value located at 001:01:000. It cannot be erased.
TS Beat Change (Time signature)	This is the "Beat Change" value located at 001:01:000. It cannot be erased.
SysEx	The "SysEx" string located close to the beginning of the song. It tells the sound source what format is being used, how the effects processors should be set (types, parameter settings), etc.
EOT End Of track	The "End of Track" value refers to the position of the last event (which can be located on any track) and thus to the end of the song. This value cannot be edited manually. You can, however, extend the song by recording additional data or by inserting blank measures (p. 87).

To change information already available on the MASTER track, proceed as follows:

3. In the right display use the dial to select the list entry you want to edit.

4. Push the dial to select the (first) value.

5. Rotate the dial to set the value.

The parameters you can change are:

■ Tempo Change (BPM)

Value	Explanation
20~250 (BPM)	Specifies the song tempo. If necessary, you can insert tempo changes anywhere within the song.

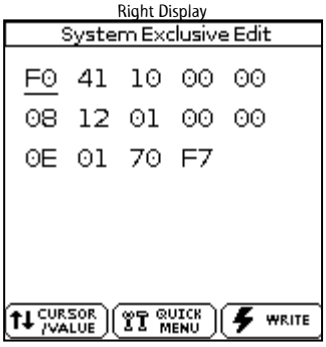
■ TS Beat Change (Numerator/Denominator)

1st Value	2nd Value	Explanation
1~32 (Numerator)	2, 4, 8, 16 (Denominator)	Specifies the song's time signature. If necessary, you can insert time signature changes anywhere within the song. After pushing the dial for the first time, you can specify the numerator (the number of beats per bar). Push it again to specify the denominator (the note value of each beat).

■ SysEx

After selecting a "SysEx" line and push the dial, the display looks more or less as follows:

Right Display



a. Use the dial to set a byte value (a pair of numbers).

"SysEx" refers to messages only the BK-9 (or another compatible sound source) understands. Changing these values requires a thorough understanding of the purpose and structure of SysEx messages.

b. Press the [QUICK MENU] button to select useful SysEx functions:

Function	Explanation
Delete	Use this function to remove the selected byte. All subsequent bytes will move one position to the left.
Insert	Use this function to insert "00" at the current position. The originally selected byte –and all subsequent bytes– move one position to the right. You can then replace the inserted "00" with the value you need.
Send Sysex	Use this function to transmit the SysEx string in its current state to the tone generator. This allows you to check the result before confirming it.

6. Press [WRITE] button to confirm your settings.

The BK-9 return to the Master Track Edit page.

Other edit operations

1. From the Master Track Edit page press the [QUICK MENU] button:

The left display shows:

Left Display

Function	Explanation
Create Event	Use this function to add new events.
Erase Event	Use this function to erase events.
Move Event	This function allows you to move one or several events.
Copy Event	Use this function to copy events.
Place Event	Use this function to paste events previously copied.

MEMO

The Song internal memory is erased when you switch off your BK-9. Save your song in an optional USB memory (p. 84).

Create Event

Select this function to add a new event to the selected track.

The left display changes to:

Left Display

1. Use the dial to select to edit the event field.

Parameter	Setting	Explanation
Event	Tempo	Tempo events
	Beat	Time signature events
	SysEx	SysEx strings

Parameter	Explanation
To Bar	Specify the position where your new event should be inserted
To Beat	
To Cpt	

2. Press the [WRITE] button to confirm your settings and add the new event.

The event is added and the Master Track Edit pages is displayed.

3. Use the Master Track Edit function to change the default value of the event inserted.

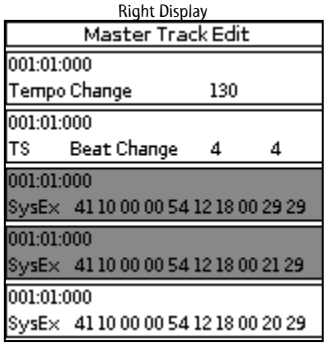
Erase Event

This function erase the selected event in the Master Track Edit function.

1. Use the dial to select the event you want to delete.

To select more than event push and hold the dial and rotate it.

Right Display



2. Press the [QUICK MENU] button and select the "Erase Event" function.

The events will be erased.

NOTE

"Tempo" and "TS Beat Change" (time signature) events located at "001:01:000" cannot be erased.

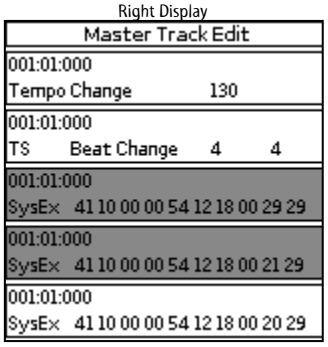
Move Event

Use this function to move on or several events

1. From the Master Track Edit use the dial to select the event you want to move.

To select more than event push and hold the dial and rotate it.

Right Display



2. Press the [QUICK MENU] button and select the "Move Event" function.

The left display changes to:

Left Display

3. Use the dial to specify the position to which the first event (in chronological order) of the selected group should be shifted.

Parameter	Explanation
To Bar	Specify the position where your new event should be inserted
To Beat	
To Cpt	

4. Press the [WRITE] button to confirm your settings and move the new event.

The events are moved and the Master Track Edit pages is displayed.

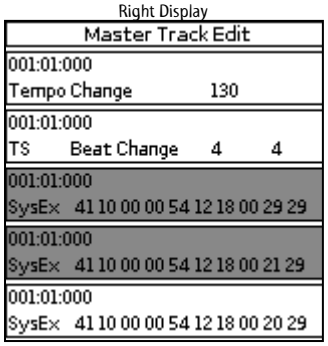
Copy Event and Place Event

This functions allows you to copy one or several events and place them (Paste) in a specific position.

1. From the Master Track Edit use the dial to select the event you want to copy.

To select more than event push and hold the dial and rotate it.

Right Display



2. Press the [QUICK MENU] button and select the "Copy Event" function.

The events are copied and the Master Track Edit pages is displayed.

3. Press the [QUICK MENU] button and select the "Place Event" function.

The left display changes to:

Left Display

Parameter	Explanation
To Bar	Specify the position where the first event you copied should be inserted
To Beat	
To Cpt	

4. Press the [WRITE] button to confirm your settings and add the new event.

The events are places and the Master Track Edit pages is displayed.

21. How to Edit Rhythm or SMF (Makeup Tools)

These functions allow you to actually edit the selected rhythm or SMF song (Standard MIDI File) without paying too much attention to the underlying parameters.

NOTE

The "Rhythm Makeup Tools" and "SMF Makeup Tools" functions cannot be used to edit Standard MIDI Files that use the XG format.

Using the Makeup Tools

1. Select the rhythm or SMF song you wish to modify on the connected USB memory (See "Selecting a Song or Rhythm on a USB Memory" (p. 44).

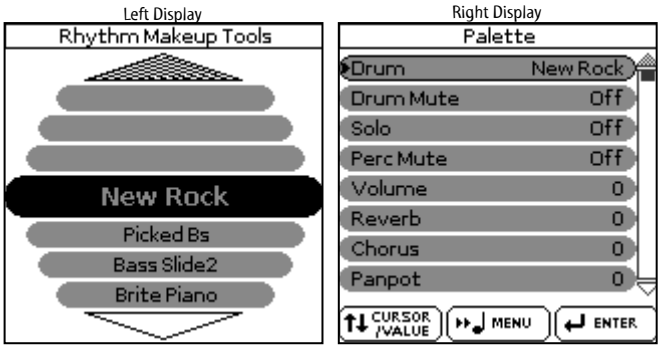
You can also select an internal rhythm.

2. Press the [START/STOP] button to start playback of the song or rhythm.

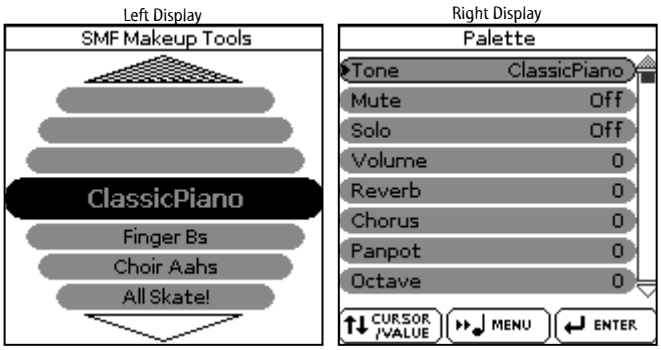
This allows you to listen to the song or rhythm before you start editing it. Press the [START/STOP] button again to halt playback.

3. Press the [MAKEUP TOOLS] button.

If you selected a rhythm in step (1), the displays change to:



If you selected an SMF song in step (1), the display changes to:



The left display shows all instruments used by the selected rhythm or SMF song.

The right display shows the "Palette" page where you can set the most fundamental parameters of the instruments selected in the left display.

1. Select the left display if it is not selected.

2. Rotate the dial to select the instrument parameters you want to change.

3. If you want, press the [MENU] button to jump to the location where the instrument is used.

4. Push the dial to confirm the selection.

The right display is automatically selected.

Playback starts automatically from that point.

5. Use the dial to edit the parameter in the "Palette" page.

NOTE

If you select a Drum Set in step (2) above, the parameter list looks slightly different than for instruments that do not use a Drum Set. "Drum Sets" are special "Tones" that assign different sounds to most keys/note numbers, allowing you (and the BK-9) to play realistic drum and percussion parts.

6. If you are satisfied with your changes and wish to preserve them, save your rhythm/ song to the USB memory.

See "Saving Your New Rhythm or Song (SMF) Version in USB Memory" (p. 101)

NOTE

The changes you make using the procedure described above can be "burned" into the rhythm/song file using the "Freeze Data" command (p. 101). Doing so will allow you to hear those changes on any sequencer (software) you use. Changes you don't "freeze" are nevertheless stored when you save the edited rhythm/song file—but only the BK-9 can read them.

Parameters in the "Palette page" :

Icon legend

The following icons refer to parameters that are respectively available for:

Tones of regular instruments only

Drum Sets only

Tone (♪), Drum (🥁)

Allows you to select a different Tone within the active Tone family. While selecting a Tone, you can press a TONE button to select a different family.

Parameter	Setting
Tone or Drum	The number of Tones depends on the selected family.

Mute (♪)/Drum Mute (🥁)

Switches the selected instrument off. The corresponding part is no longer played back. (This setting only applies to the selected instrument and thus not necessarily to the entire track.)

NOTE

In the case of the drums, you can mute two instrument groups ("Drum Mute" and "Perc Mute", see below) separately.

Parameter	Setting
Mute or Drum Mute	Off, On

Solo

Switches off all instruments except the selected instrument.

Parameter	Setting
Solo	Off, On

Perc Mute (🥁)

Suppresses (or adds) the percussion sounds used by the drum part.

Parameter	Setting
Perc Mute	Off, On

Volume

Adjusts the volume of the selected instrument. Negative values decrease the current volume, positive values increase it. (This is a relative setting that is added to, or subtracted from, the original setting.)

Parameter	Setting
Volume	-127~0~+127

Reverb

Use this parameter to set the reverb send level. Negative values decrease the current reverb send level, positive values increase it. (This is a relative setting that is added to, or subtracted from, the original setting.)

Parameter	Setting
Reverb	-127~0~+127

Chorus

Use this parameter to set the chorus send level. Negative values decrease the current chorus send level, positive values increase it. (This is a relative setting that is added to, or subtracted from, the original setting.)

Parameter	Setting
Chorus	-127~0~+127

Panpot

Use this parameter to change the stereo placement of the selected instrument. "0" means "no change", negative (–) values shift the instrument towards the left and positive (+) values shift it towards the right.

Parameter	Setting
Panpot	-127~0~+127

NOTE

In the case of Drum Sets, this setting applies to all drum/percussion instruments. There is also a parameter that can be set for specific drum instruments (p. 57).

Octave (♪)

Use this parameter to transpose the selected instrument up or down by up to 4 octaves.

Parameter	Setting
Octave	-4~0~+4

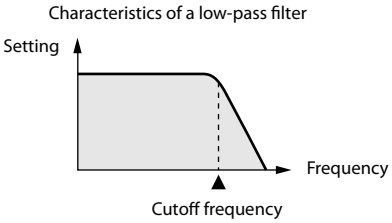
Velocity

This parameter allows you to modify the velocity range of the instrument in question. "0" means that the recorded velocity values are left untouched, negative values reduce all velocity values by the same amount (leaving differences between notes intact), while positive settings increase all velocity values.

Parameter	Setting
Velocity	-127~0~+127

Cut Off

This filter parameter allows you to make the selected sound darker or brighter. Positive settings mean that more overtones are allowed to pass, so that the sound becomes brighter. The further this value is set in the negative direction, the fewer overtones will be allowed to pass and the sound will become softer (darker).



Parameter	Setting
Cut Off	-127~0~+127

NOTE

For some sounds, positive (+) "Cut Off" settings will cause no noticeable change because the pre-programmed "Cut Off" parameter is already set to its maximum value.

Resonance

When the "Resonance" value is increased, the overtones in the area of the cutoff frequency will be emphasized, creating a sound with a strong character.

Parameter	Setting
Resonance	-127~0~+127

NOTE

For some sounds, negative (–) "Resonance" settings may produce no noticeable change because the resonance is already set to the minimum value.

The following parameters allow you to set the sound's "envelope". The envelope parameters affect both the volume (TVA) and the filter (TVF). The cutoff frequency will rise as the envelope rises and will fall as the envelope falls.

Attack (♪)

This parameter adjusts the onset of the sound. Negative values speed up the attack, so that the sound becomes more aggressive.

Parameter	Setting
Attack	-127~0~+127

Decay (♪)

This parameter adjusts the time over which the sound's volume and cutoff frequency fall from the highest point of the attack down to the sustain level.

Parameter	Setting
Decay	-127~0~+127

NOTE

Percussive sounds usually have a sustain level of "0". Piano and guitar sounds are in this category. Holding the keys for a long time will have little effect on the duration of the notes you are playing, even if you select a high value here.

Release (♪)

This parameter adjusts the time over which the sound will decay after the note is released until it is no longer heard. The cutoff frequency will also fall according to this setting.

Parameter	Setting
Release	-127~0~+127

NOTE

Some sounds already contain natural (sampled) vibrato whose depth or speed cannot be changed.

Use the following three parameters if you think the instrument in question has too much (or could use a little more) vibrato.

Vibrato Rate (♪)

This parameter adjusts the speed of the pitch modulation. Positive (+) settings make the preset pitch modulation faster, and negative (–) settings make it slower.

Parameter	Setting
Vibrato Rate	-127~0~+127

Vibrato Depth (♪)

This parameter adjusts the intensity of the pitch modulation. Positive (+) settings mean that the "wobble" becomes more prominent, while negative (–) settings make it shallower.

Parameter	Setting
Vibrato Depth	-127~0~+127

Vibrato Delay (♪)

This parameter adjusts the time required for the vibrato effect to begin. Positive (+) settings increase the time before vibrato will begin and negative settings (–) shorten the time.

Parameter	Setting
Vibrato Delay	-127~0~+127

Mfx

The BK-9 contains 3 multi-effects processors ("Mfx"), one reverb processor and one chorus processor that can be used to process Rhythms or Standard MIDI Files.

Select "Off" for instruments that don't need to be processed by any Mfx.

Parameter	Setting
Mfx	Off, A, B, C

MEMO

If you select "A", "B" or "C", additional parameters can be edited (see below).

Mfx Type

Allows you to select the desired Mfx type, i.e. the kind of effect you need. Each Mfx ("A", "B" and "C") can be assigned to as many instruments as you like. Be aware, however, that selecting a different type will affect all instruments that use this Mfx processor. For a list of the available Mfx types see p. 131.

NOTE

While the "Mfx" parameter is set to "Off", you cannot select a different type. In that case, the display will show the message "---".

Mfx Edit

If you also want to edit the parameters of the selected effect type, push the dial to jump to the "Mfx Edit" page. You can then edit the available parameters.

Equalizer

Activate this setting if you want to change the timbre of the selected instrument.

Parameter	Setting
Equalizer	Off, On

Edit EQ

To edit the equalizer parameters, push the dial to jump to the "Edit EQ" page. You can then edit the available parameters:

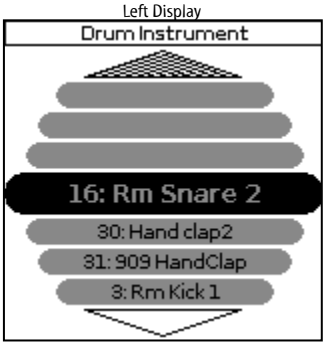
Parameter	Setting	Explanation
Equalizer	Off, On	Activate this setting if you want to change the timbre of the selected instrument. This parameter duplicates the "Equalizer" above and was added for your convenience.
High Freq	1500 Hz, 2000 Hz, 3000 Hz, 4000 Hz, 6000 Hz, 8000 Hz, 12000 Hz	Allows you to set the cutoff frequency of the high band (this is a shelving filter).

Parameter	Setting	Explanation
High Gain	–15~+15 dB	Use this parameter to set the level of the selected "High" frequency. Positive values boost (increase the volume of) that frequency, negative values cut (attenuate) it.
Mid Freq	200~8000 Hz	Allows you to set the cutoff frequency of the middle band (this is a peaking filter).
Mid Q	0.5, 1, 2, 4, 8	Use this parameter to specify the width of the "Mid Freq" band that you want to boost or cut. Smaller values mean that neighboring frequencies above/ below that value are also affected.
Mid Gain	–15~+15 dB	Use this parameter to set the level of the selected "Mid Freq". Positive values boost (increase the volume of) that frequency, negative values cut (attenuate) it.
Low Freq	90 Hz, 150 Hz, 180 Hz, 300 Hz, 360 Hz, 600 Hz	Allows you to set the cutoff frequency of the low band (this is a shelving filter).
Low Gain	–15~+15 dB	Use this parameter to set the level of the selected "Low" frequency.

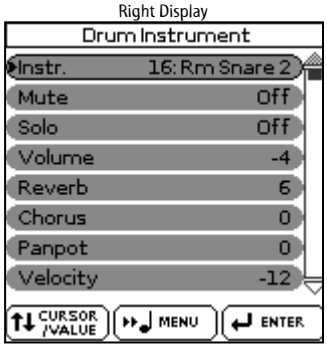
Drum Instrument ( )

If you want to edit the settings for specific instruments of the selected Drum Set, push the dial to jump to the "Drum Instrument" page.

Left Display



Right Display



All instruments of the Drum Set being used are displayed.

1. Select the left display if it is not selected.

2. Rotate the dial to select the instrument parameters you want to change.

3. If you want, press the [MENU] button to jump to the location where the instrument is used.

4. Push the dial to confirm.

The right display is automatically selected.

5. Use the dial to edit the parameter in the "Drum Instrument" page:

Parameter	Setting	Explanation
Instr.	All Drum Set Instruments	Select the drum instrument you want to edit.

Parameters for the selected instrument

Parameter	Setting	Explanation
Mute	Off, On	Suppress (or add) the selected instrument.
Solo	Off, On	Switch off all instruments except the selected instrument.
Volume	-127~0~+127	Use this parameter to set the volume of the selected drum instrument.
Reverb	-127~0~+127	Use this parameter to set the reverb send level of the selected drum instrument. The effect itself can be changed on the "Common" page.
Chorus	-127~0~+127	Use this parameter to set the chorus send level of the selected drum instrument. The effect itself can be changed on the "Common" page.
Panpot	-127~0~+127	Use this parameter to set the stereo placement of the selected drum instrument. "0" means "no change", negative values shift the instrument towards the left and positive values shift it towards the right.
Velocity	-127~0~+127	This parameter allows you to modify the velocity range of the drum instrument in question. "0" means that the recorded values are left untouched, a negative setting reduces all velocity values by the same amount (leaving variations intact). A positive setting shifts all velocity values in a positive direction.
Pitch	-127~0~+127	Use this parameter to tune the selected drum instrument higher or lower. "0" means that the pitch is left unchanged.
Instr Equalizer	Global, Instr, Off	• **Global**: The drum instrument uses the equalizer settings of the Drum Set it belongs to. • **Instr**: The drum instrument uses its own equalizer settings (see below). • **Off**: The drum instrument is not equalized.
Edit EQ	(Push the dial)	Provides access to the EQ parameters of the currently selected drum instrument (if "Instr. Equalizer" is set to "Int"). See "Edit EQ" (p. 99) for a description of the available parameters.
Undo Changes	(Push the dial)	This function allows you to cancel the "Drum Instrument" settings of the currently selected instrument and to revert to the previously saved version.

Undo Changes

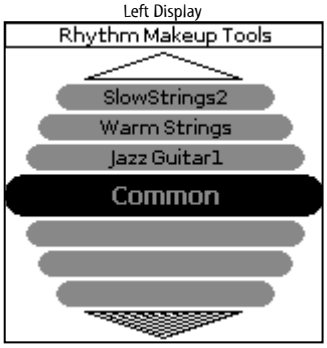
This function allows you to cancel the settings of the currently selected instrument and to revert to the previously saved version.

Common

The "Common" parameters on this page apply to the entire song or rhythm.

1. Use the dial to edit the parameter in the "Common" page.

Left Display



The following parameters are available:

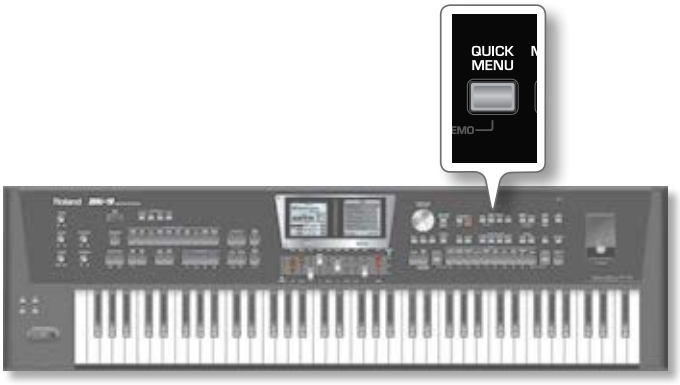
Parameter	Setting	Meaning
Reverb Type	Original	Original This setting means that the song uses its own (programmed) reverb settings.
	Room1, Room2, Room3	These types simulate the reverb characteristics of a room. The higher the number (1, 2 or 3), the bigger the "room" becomes.
	Hall1, Hall2	These types simulate the reverb of a small (1) or large (2) concert hall and thus sound much "bigger" than the Room types above.
	Plate	This algorithm simulates the acoustics of a concert hall.
	Delay	A delay effect (no reverb). Works a lot like an echo effect and thus repeats the sounds
	Pan Delay	This is a stereo version of the above delay effect. It creates repetitions that alternate between the left and right channels.
Reverb Level	-127~0~+127	These parameters allow you to modify the output level of the Reverb processor.
Chorus Type	Original	The song uses its own (programmed) chorus settings.
	Chorus 1~4	These are conventional chorus effects that add spaciousness and depth to the sound.
	Fbk Chorus	This is a chorus with a flanger-like effect and a soft sound.
	Flanger	This is an effect that sounds somewhat like a jet airplane taking off and landing
	ShortDly	This is a full-fledged delay effect that can be used instead of a chorus or flanger. As you will see, there are a lot of parameters you can program
	ShortDlyFb	This is a short delay with many repeats
Chorus Level	-127~0~+127	These parameters allow you to modify the output level of the Chorus processor.
Rhythm Volume/Song Volume	-127~0~+127	This parameter allows you to set the overall volume of the selected rhythm or song if you think it is too loud/soft.
Rhythm Tempo/Song Tempo	20~250	Allows you to change the rhythm's or song's tempo
Key	-12~+12	This parameter allows you to transpose all song parts (except the drums) up to 12 semitones (1 octave) up or down. This value is written to the song data and used every time you play back this song. **NOTE** This parameter is not available for rhythms.
Undo Changes		Select this entry to cancel all "Rhythm/SMF Makeup Tools" settings you have made and to revert to the previously saved version.

To commit your changes (Freeze Data)

Before saving your "made-up" rhythm/song to a USB memory, you can (but you don't have to) "commit" your changes, thereby turning them into "regular" rhythm or song data.

This may come in handy if you also want to play back your new rhythm/song version on another backing instrument, sequencer or your computer. This operation is unnecessary for files you only want to use with the BK-9 or one of the Roland backing models.

1. Press the [QUICK MENU] button.



Left Display

2. Use the dial to select "Freeze Data" and push it.

A message confirms that the data have been committed.

Saving Your New Rhythm or Song (SMF) Version in USB Memory

MEMO

You will need an optional USB memory to save your new rhythm or song (SMF).

NOTE

Use USB memory sold by Roland (M-UF-series). We cannot guarantee operation if any other USB memory is used.

1. If you are happy with your changes and wish to preserve them, press the [QUICK MENU] button.

2. Use the dial to select the "Save" parameter and push it.

The right display shows the contents of the USB memory.

NOTE

Even rhythms or songs for which you did not perform the "Freeze Data" command need to be saved using this procedure if you want to keep the changes.

3. Use the dial to select a different location if you do not want to overwrite the original version.

4. Press the [WRITE] button (it flashes).

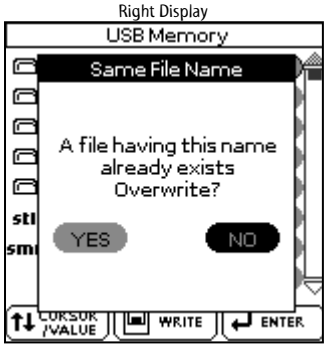
The BK-9 automatically adopts the name of the selected rhythm or song. If you want to save the new version under that name (and overwrite the previous version), skip to step (6) below.

5. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

6. Press the [WRITE] button to confirm your desire to save the rhythm or song.

If the USB memory already contains a rhythm or song file of that name, you will be asked whether you want to overwrite it:

Right Display



In this case, select "YES" using the dial and push it to replace the old file with the new one (the old file will be lost).

Otherwise, select "NO" and push the dial to return to the "Save" page and enter a different name.

22. Rhythm Composer

The BK-9 allows you to program your own rhythms.

Before explaining the details, there are a few concepts you need to familiarize yourself with.

What are Rhythms?

Patterns (Divisions)

Rhythms are short sequences, or patterns (of four or eight measures) you can select in real-time. Pattern-based accompaniments usually consist of the following elements:

- The basic groove, i.e. the rhythm that is the backbone of the song.
- Several alternatives for the basic groove that keep the accompaniment interesting and suggest some kind of "evolution" or "variation".
- Fill-Ins to announce the beginning of new parts.
- An introduction and a closing section (ending).

Programming four to eight patterns for a three-minute song is usually enough. Just use them in the right order to make them suitable for your song.

The BK-9 allows you to program 54 different patterns per rhythm, some of which can be selected via dedicated buttons (VARIATION [1]~[4], etc.). Some Patterns are selected on the basis of the chords you play in the chord recognition area of the keyboard (major, minor, seventh).

Tracks

Unlike a drum machine, a BK-9 rhythm not only contains the rhythm part (drums & percussion) but also a melodic accompaniment, such as piano, guitar, bass and strings lines. That is why the rhythms work with tracks – eight to be precise.

The reason why the AccDrums part is assigned to the first track and the ABass part to the second is that most programmers and recording artists start by laying down the rhythm section of a song.

There are exceptions to this rule, however, so feel free to start with any other part if that is easier for the rhythm you are programming.

NOTE

Though there are six (melodic) ACC tracks, most rhythms only contain two or three melodic accompaniment lines. In most cases, less means more, i.e. do not program six melodic accompaniments just because theBK-9 provides that facility. If you listen very carefully to a CD, you will discover that it is not the number of instruments you use that makes a song sound "big" but rather the right notes at the right time.

Looped vs. one-shot patterns

The BK-9 uses two kinds of patterns: looped divisions and one-shot divisions.

Looped divisions: Looped divisions are accompaniments that are repeated until you select another division or press [START/STOP] / [▶/II]to stop Arranger playback.

The BK-9 provides four programmable looped divisions (VARIATION [1]~[4]).

Looped divisions do not select other divisions when they are finished (because they never end): they keep playing until you select another division by hand (or by foot).

One-shot divisions: One-shot patterns (or "Divisions") are only played once and then select a looped division or stop the Arranger. The BK-9 uses the following one-shot divisions: INTRO [1]~[4], FILL UP [1]~[3], FILL DOWN [1]~[3] and ENDING [1]~[4].

The division type also determines how the respective tracks are played back. Any track of a looped pattern that is shorter than another track is repeated until the longest track is finished. Then, a new cycle begins.

Here's how you can take advantage of that: if the drums play the same notes during four measures, while the rhythm guitar or piano needs four measures to complete a cycle, recording only one drum measure is enough, because it is automatically repeated until the longest track is finished.

Several drum tracks are possible

The Rhythm Composer allows you to assign a Drum Set to any "Accomp" track, thereby turning it into an additional drum track.

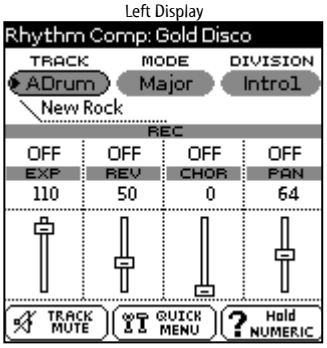
Starting to Make your Own Rhythm

The first thing we need to do is clear the BK-9's rhythm memory, because it is not empty when you select the Rhythm Composer.

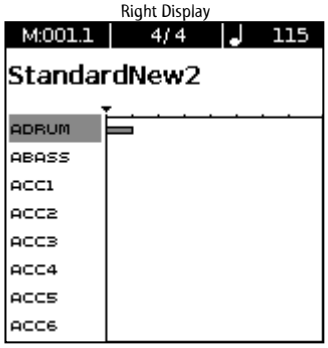
1. Press the [MENU] button, select "Rhythm Composer", then push the dial.

The displays change to:

Left Display



Right Display



2. Press the [QUICK MENU] button (its indicator flashes).

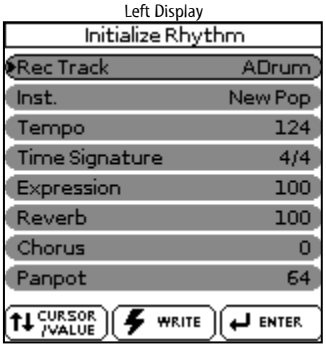
The left display changes to:

Left Display

3. "Initialize Rhythm" is already selected, so push the dial.

The display changes to:

Left Display



The settings shown on this display page are suggested as defaults for every new rhythm you program.

Feel free to change them depending on the kind of accompaniment

you want to prepare:

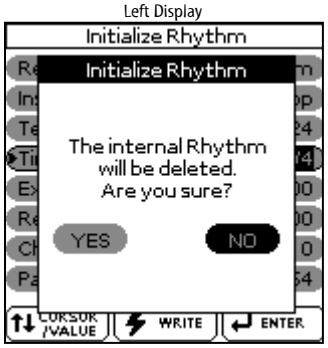
4. Use the dial to edit the available parameters.

Parameter	Setting	Explanation
Rec Track	ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6	This parameter allows you to select the track whose settings you want to change.
Inst	(Tone assigned to the track)	This is where you select a sound (or Drum Set) for the track marked for recording ("Rec Track").
Tempo	20~250	You can already set the tempo here or leave that for later.
Time Signature	1~32/16, 1~32/8, 1~32/4, 1~32/2	This value needs to be set when you initialize the Rhythm memory (i.e. now). All Divisions and Modes use this time signature. You could, however, edit the patterns at a later stage (see p. 116) and specify that VARIATION [1] should use "4/4", MAIN [2] "6/ 8", etc.
Expression	0~127	Temporary volume changes (CC11).
Reverb	0~127	Reverb Send (CC91), i.e. how strongly the selected track should be processed by the reverb effect.
Chorus	0~127	Chorus Send (CC93), i.e. how strongly the selected track should be processed by the chorus effect.
Panpot	0~127	The track's stereo placement (00[L]~64~127[R]).

5. Press the [WRITE] button (its indicator flashes) to confirm your settings.

The display changes to:

Left Display



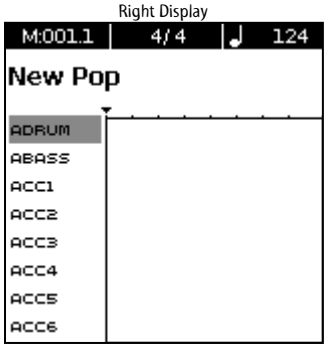
6. Use the dial to select "YES" and push it.

The display returns to the "Rhythm Composer" page, which only contains the sound assignments you have just made.

Select "NO" if you don't want to initialize the rhythm area.

The right display changes to indicate that all track are empty:

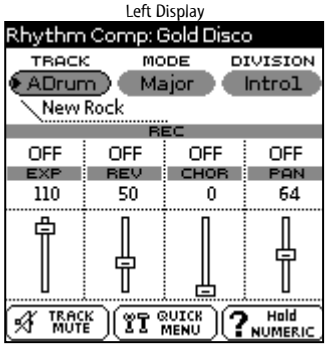
Right Display



Getting ready for the first track

1. On the "Rhythm Composer" left page, use the dial to select the "Division" you want to record ("Intro", "Main", "Fill" or "Ending").

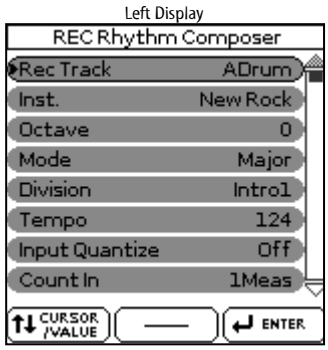
Left Display



2. Press the [SONG REC] button.

The display changes to:

Left Display



3. If necessary, use the dial and push it to edit the available parameters.

Parameter	Setting	Explanation
Rec Track	ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6	This parameter allows you to select the track whose settings you want to record.
Inst	(Tone assigned to the track)	This is where you select a sound (or Drum Set) for the track marked for recording ("Rec Track").

Parameter	Setting	Explanation
Key (Not for ADrum)	C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B	If you want to use the accompaniment in a musically meaningful way, you need to tell the BK-9 what key you are recording in. This is to ensure that the chords you play during everyday use of your rhythm with the BK-9's Arranger lead to the correct real-time transpositions of the selected Division. The BK-9 allows you to record rhythms in any key. But do set the KEY parameter to the right value before recording. The key of AccDrums parts cannot be set (because that doesn't make sense).
Octave	–4~+4	This parameter allows you to transpose the keyboard in octave steps, which may be convenient for extremely high or low notes – or for using the special "noises" of certain sounds.
Mode	Major, Minor, 7th, M=m, M=7, m=7, M=m=7	This parameter allows you to specify whether you are about to record the accompaniment for major, minor or seventh chords. If you listen to the rhythm prepared by Roland, you will notice that there are slight differences in the looped patterns – and sometimes striking differences for Intros and Endings, with completely different phrases. Such variations can be prepared using the "Mode" parameter. M (Major) m (Minor) 7 (7th)
Division	Intro, Main, Fill, Ending	Select the pattern you want to create. This parameter is linked to the division you select on the main "Rhythm Composer" page.
Tempo	20~250	The tempo value you set here is recorded and regarded as preset tempo. You can change it at any stage in Rhythm Composer mode, so start by selecting a tempo that allows you to record the music the way you want it to sound.
Input Quantize	Off, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	This corrects minor timing problems. It shifts the notes whose timing is not exactly right to the nearest "correct" unit. Always select a resolution value that is fine enough to accept all note values you play. If the shortest notes of your accompaniment are 1/16th-note triplets, set the value to "1/16T". The preset value, "1/16", is OK for most situations. If you do not want to quantize your playing while recording, set this parameter to "Off". You can also quantize the track after recording it (p. 109).
Count In	Off, 1Meas, 2Meas, Wait Note	Specifies how long the count-in should be before recording starts. • **Off**: No count-in. Recording starts as soon as you press the [START/STOP] button (while [SONG REC] flashes). • **1Meas**: Recording starts after a 1-bar count-in. • **2Meas**: Recording starts after a 2-bar count-in. • **Wait** Note: Recording starts as soon as you play a note on the keyboard. (There will be no count-in.)
Measure Length	Off, 1~136	Specifies the number of bars the pattern should contain. The setting range is 1~136 (or more, depending on the time signature) and "Off". Select "Off" if you haven't decided how long the pattern should be. In that case, the length is set when you stop recording. It is perfectly possible to specify a different length value for each track and Division.
Rec Mode	Replace, Mix	• **Replace**: Everything you record replaces the data of the selected track. This mode is automatically selected when you activate the record function for a track that does not yet contain data. If you select a track that already contains data, this parameter is set to "Mix" but could be changed to "Replace" if you wanted to overwrite the previous version. • **Mix**: The data you record are added to the existing data of the selected track.

More information about the "Rec Track".

The AccDrums track can only use Drum Sets (only the TONE [DRUMS] button is available for this track). On the other hand, you can use a second (or third) drum track by assigning the value 111 to control change CC00 of the Acc1~Acc6 track(s). See "Editing individual rhythm events (Micro Edit)" on p. 116. You can, however, turn any Acc1~6 track into an additional drum track when you start recording.

The AccBass track, however, can only be used for bass parts.

More information about the "Mode".

You can use one clone function that allows you to record one part and copy it to up to three Modes each. The "=" sign means that more than one pattern will be recorded.

More information about the "Measure Length".

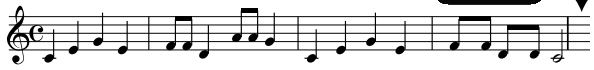
Every rhythm pattern must have a set length. Setting the "Measure Length" value now will help you avoid a lot of confusion once you start recording.

If you specified the Measure Length before recording, the Rhythm Composer jumps back to the beginning of the pattern after the set number of measures. The second time around you could add the snare drum, the third time the HiHat, and so on.

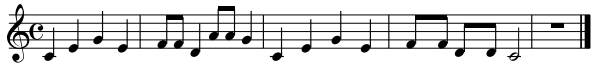
When recording another part (ABass~Acc6), do everything you would do during a live performance: add modulation, Pitch Bend and to use an optional hold pedal connected to the HOLD PEDAL jack.

If you set the "Measure Length" to "Off" the BK-9 tends to add blank bars at the end of a track, which is usually due to the fact that you stopped recording a little late (i.e. after the last bar you played). This means that you often "record" 5 measures instead of 4, for example:

If you press [START/STOP] after bar 4…



…your rhythm looks like this (5 bars):



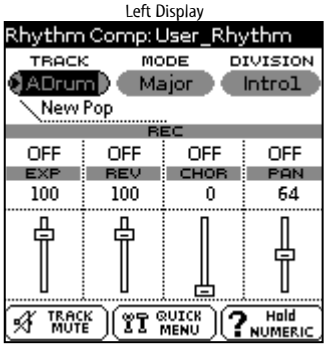
Furthermore, in Rhythm Composer mode, all patterns are looped and played back until you press the [START/STOP] button. A wrong

number of measures (5 rather than 4, for example) is very likely to put you off, so do take the time to set the pattern length before you start recording.

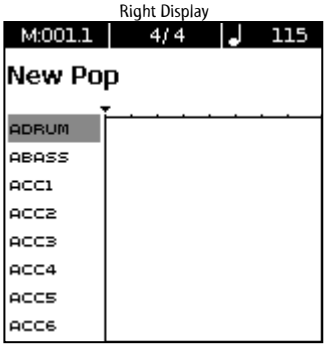
Recording a rhythm pattern

1. Press the [START/STOP] / [▶/II] button.

Left Display



Right Display



Depending on the count-in setting, the metronome now counts down, after which recording starts.

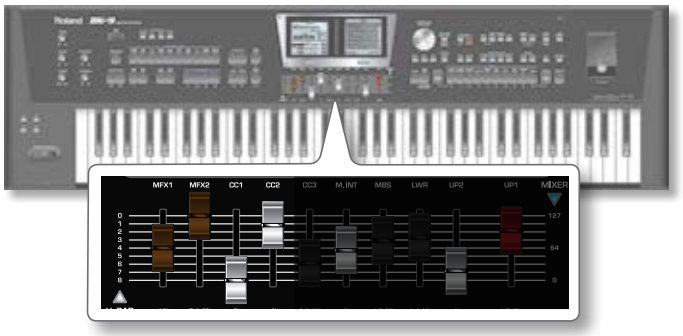
NOTE

If you need a metronome during your performance, press the [METRONOME] button while the main Rhythm Composer page is displayed. If you also need the metronome while listening to what you have recorded, select another metronome mode. See "Metronome Settings" (p. 55).

NOTE

You can also start recording using an optional pedal switch connected to the PEDAL CONTROL jack or an optional FC-7 connected to the FC-7 PEDAL jack. See "Pedal Switch and Pedal Control" (p. 144) and "Pedal Controller FC-7" (p. 146)

2. If necessary, use the first four sliders on the to left to change Expression, Reverb. Chorus and Panpot before and during the recording.



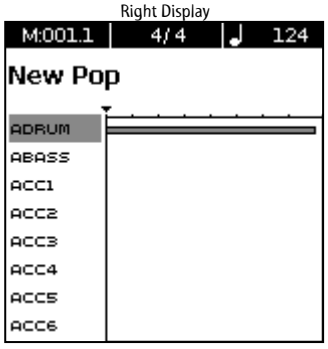
Using the Panpot, you can create interesting panning effects by slowly shifting the selected track from left to right (or vice versa) in the course of a pattern. Continuous changes mean that you have to keep recording until the end of the pattern.

3. Play on the keyboard your drum sequence.

4. Press the [START/STOP] / [▶/II] again to stop recording.

The right display changes to indicate with a bar that the "ADRUM" track was recorded:

Right Display

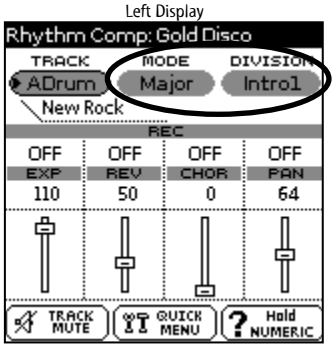


Auditioning your rhythm and adding more tracks

1. Press the [START/STOP] / [▶/II] button to listen to your track.

The main Rhythm Composer page contains two parameters that allow you to select the pattern you want to audition. Here's how to select it:

Left Display



2. Rotate the dial to select the "MODE" parameter, then push the dial.

3. Rotate the dial to select "Major", "Minor" or "7th".

Only one mode can be selected for playback.

4. Rotate the dial to select the "DIVISION" field, then push the dial.

5. Rotate the dial to select one of the Divisions (Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4).

Only one Division can be selected for playback.

If you like your drum part, continue with "Saving your rhythm".

If not, record a new version, see "Getting ready for the first track" (p. 104). In that case, set the "Rec Mode" (p. 105) parameter according to what you want to do:

- "**Replace**"= replace the previous recording with new data
- "**Mix**"= add notes you forgot to record the first time

Saving your Rhythm

Make it a habit to save your rhythms as frequently as possible. After all, if someone decided to switch off your BK-9 now, you would lose everything you have programmed so far.

1. Press the [QUICK MENU] button (its indicator flashes).

The display changes to:

Left Display

2. Rotate the dial to select "Save" and push the dial.

The display now shows the contents of the connected USB memory.

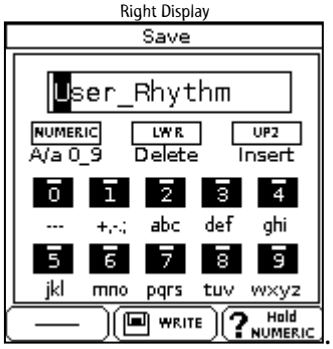
NOTE

Your own rhythms can only be saved to a USB memory. If you forgot to connect one, the display now shows the message "USB Device not inserted".

3. Press the [WRITE] button

If you initialized the RAM memory before recording your first part, the BK-9 suggests the name "User_Rhythm". Otherwise, it suggests the name of the rhythm you have been editing.

Right Display



4. Use the dial and the TONE [0]~[9] buttons to enter the desired name. See "How to type a name in BK-9" (p. 27).

5. Press the [WRITE] button to confirm your desire to save the rhythm.

The display briefly confirms the operation and then returns to the main Rhythm Composer page.

If the USB memory already contains a rhythm file of the specified name, you will be asked whether you want to overwrite it:

Right Display

In this case, select "YES" using the dial to replace the old file with the new one (the old file will be lost). Otherwise, select "NO".

Recording Other Tracks and Divisions

You can now record the second track – probably the bass. If you'd like to do the guided tour again, return to page 104. Do not forget to set the "key" for the bass part.

Once the first Division is finished, you can record other Divisions. Use the clone functions ("=") to record several patterns in one go.

Do not forget to record the Fills, Intros and Endings to complete your rhythms. There are two groups of three fills:

- "**Up 1~3**" fills are used when you switch on the [AUTO FILL] button and then press a VARIATION button of a higher number (transition from [1] to [2], for example).
- "**Dwn 1~3**" fills are used when you switch on the [AUTO FILL] button and then press a VARIATION button of a lower number.
- "**Intros**" and "**Ends**" are usually used at the beginning of a song and end patterns provide professional closing sections.

NOTE

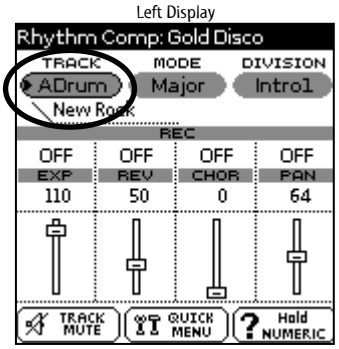
The ABass track is monophonic. You can only record single note patterns.

Muting tracks while recording others

After programming a few tracks, you may find that certain parts tend to confuse you. That is why the BK-9 allows you to mute tracks that you do not want to hear during recording.

1. On the left Rhythm Composer page, use the dial to select a track.

Left Display

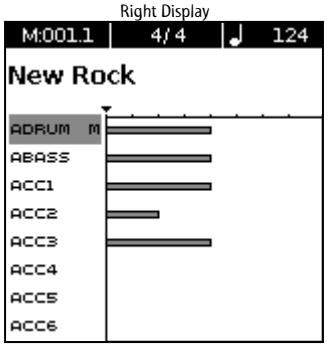


The field below the "TRACK" parameter shows the name of the Tone or Drum Set assigned to the selected track ("New Rock" in our example).

2. Press the [TRACK MUTE] button.

An "m" appears next to the track you have just muted.

Right Display



3. Press the [TRACK MUTE] button again to switch off the mute function (the "m" disappears).

NOTE

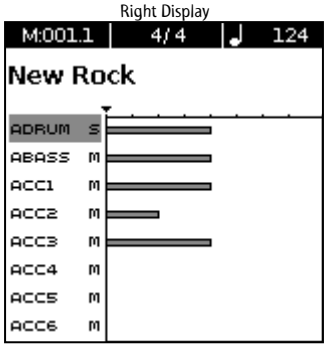
This mute setting only applies to the Rhythm Composer page. During normal Arranger playback, all tracks that contain data are played back. Use the "Erase" function to remove parts that should not appear in your accompaniments (see p. 109).

Solo

4. If you need to listen to a track in isolation, press and hold the [TRACK MUTE] button and start playback.

This mutes all other tracks, while the selected track is flagged with an "s".

Right Display



5. Press the [TRACK MUTE] button again to switch off the function of the Solo function.

NOTE

If the track you solo was muted, it will be soloed like any other track. After switching off the Solo function, the track in question is once again muted.

Try the Rhythm Outside of the Composer

Once you have created your own rhythm, you may want to try it using the "normal" playback.

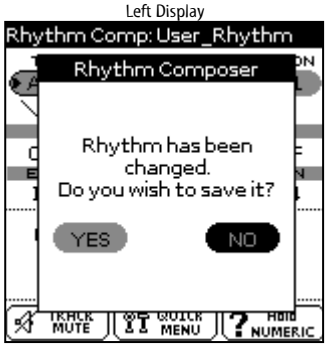
NOTE

Save your rhythm before trying it out of the composer. See "Saving your Rhythm" (p. 106).

1. Press the [EXIT] button to leave the Rhythm Composer environment.

If you have not saved the Rhythm the following message appears:

Left Display



Select "YES" to save your Rhythm. See "Saving your Rhythm" (p. 106).

2. Press the [START/STOP] / [▶/II] button to listen to your Rhythm.

3. Play chords on the left part of the keyboard.

If the rhythm stops unexpectedly during playback, try different chords. Chances are that you only programmed the major pattern, so that the playback selects an empty pattern when you play a minor or seventh chord. Remember to set the Mode parameter to "M=m=7" until you have come to grips with the possibilities of the BK-9's Arranger. That way, those three patterns will sound alike, but at least you are sure that the Arranger does not stop when you play a minor or seventh chord.

4. Press the [START/STOP] / [▶/II] button again to stop the playback.

If your own Rhythm is not satisfactory, you can modify it pressing [MENU] → "Rhythm Composer".

Rhythm Track Edit functions

The "Track Edit" level of the Rhythm Composer provides 12 functions:

Function	Page
Quantize	109
Erase	109
Delete	110
Copy	111
Insert	112
Key	112
Change Velo	113
Change GateTime	113
Global Change	114
Shift Clock	114
Track Length	115
Time Signature	116

There is also a "Micro Edit" environment that allows you to add, delete or change individual events. See page 116 for details.

1. In the Rhythm Composer environment press the [QUICK MENU] button (its indicator flashes).

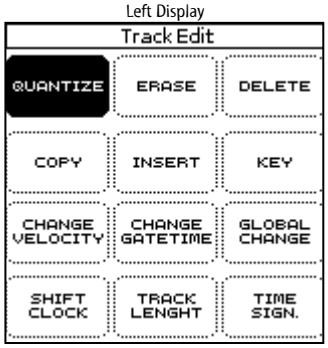
The display changes to:

Left Display

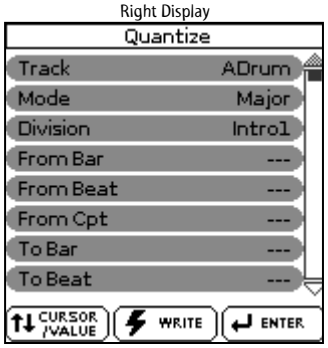
2. Rotate the dial to select "Track Edit", then push the dial.

The display changes to:

Left Display



Right Display



3. Rotate the dial and push it to select the available functions on the left display.

Quantize

Use this function if you chose not to quantize your music during recording and now realize that the timing is not quite what you expected it to be. If only certain notes in a given time range need to be quantized, you should narrow down the edit range using the "From"/"To" parameters.

Right Display

1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	1~[last measure of the track or pattern]	Refers to the first measure to be edited. By default, the "From" value is set to the beginning of the selected track(s).
From Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
From CPT	0~119	Refers to the starting CPT position. "CPT" is short for "Clock Pulse Time", the smallest unit used by the BK-9. (There are 120 CPTs to every beat of a 4/4 bar.) Change this setting only if your edit operation should start after the selected beat.
To Bar	1~[last measure of the track or pattern]	This is where you specify the last measure to be edited. By default, the "To" position is set to the last event of the selected track (or the last event of the longest track when you select "All").
To Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
To CPT	0~119	Refers to the last clock that should be affected by the edit operation. Change this setting only if your edit operation should not end exactly on the selected beat.
Resolution	1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	This parameter sets the resolution of the Quantize function. Be sure to always select the value of the shortest note you recorded. Otherwise, your part no longer sounds the way you played it, because shorter notes are shifted to the wrong positions.
Strength	0%~100%	Use this parameter to specify how precise the timing correction should be. "0%" means that the selected "Resolution" value is not applied ("0% correction"), while "100%" means that all notes are shifted to the mathematically correct positions.
From Note	0 C-~127 G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From/To" time range.
To Note	0 C-~127 G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From/To" time range.

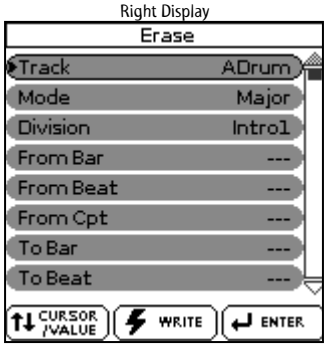
2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Erase

"Erase" allows you to selectively delete data either within a specified range of measures, beats or clocks or from the entire track(s). When "Data Type" is set to "All", "Erase" substitutes the required number of rests for the data you delete, so that you end up with the equivalent number of blank measures. If you also want to eliminate the measures themselves, use "Delete" (see below).

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	1~[last measure of the track or pattern]	Refers to the first measure to be edited. By default, the "From" value is set to the beginning of the selected track(s).
From Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
From CPT	0~119	Refers to the starting CPT position. "CPT" is short for "Clock Pulse Time", the smallest unit used by the BK-9. (There are 120 CPTs to every beat of a 4/4 bar.) Change this setting only if your edit operation should start after the selected beat.
To Bar	1~[last measure of the track or pattern]	This is where you specify the last measure to be edited. By default, the "To" position is set to the last event of the selected track (or the last event of the longest track when you select "All").
To Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
To CPT	0~119	Refers to the last clock that should be affected by the edit operation. Change this setting only if your edit operation should not end exactly on the selected beat.

Parameter	Setting	Explanation
Data Type (select the data to be edited)	ALL	All parameters listed below.
	Note	Only note messages.
	Modulation	CC01 messages usually used for adding vibrato (i.e. use of the BENDER/MODULATION lever).
	PanPot	CC10 messages that specify the stereo position.
	Expression	CC11 messages that are used for temporary volume changes.
	Reverb	Reverb Send messages (how strongly the part should be processed by the reverb effect).
	Chorus	Chorus Send messages (how strongly the part should be processed by the chorus effect).
	Program Change	Program change messages, used to select sounds or Drum Sets. **NOTE** By deleting program change messages you also dispose of the related CC00 and CC32 (bank select) messages.
	P.Bender:	Pitch Bend data (i.e. use of the BENDER/MODULATION lever).
From Note	0 C-~127 G9	This parameter is only displayed if "Data Type" (see above) is set to "Note". It allows you to set the note (or lower limit of the note range) to be modified within the specified "From/To" time range.
To Note	0 C-~127 G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From/To" time range.

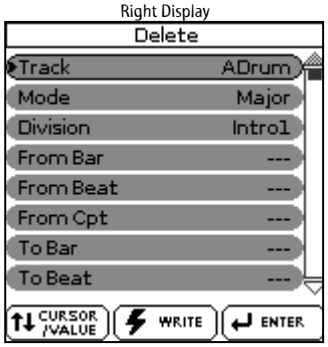
2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Delete

Unlike the "Erase" function, "Delete" not only erases the data but also the measures, beats and/or CPT units, so that all data that lie behind the "To" position are shifted towards the beginning of the track(s). You cannot choose the data type to be erased.

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.

Parameter	Setting	Explanation
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	For the settings and explanation see page 109.	
From Beat		
From CPT		
To Bar		
To Beat		
To CPT		

2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Copy

This function can be used to copy individual tracks, Modes and Divisions to replace existing parts while keeping the remaining parts of the rhythm already in the memory.

Right Display

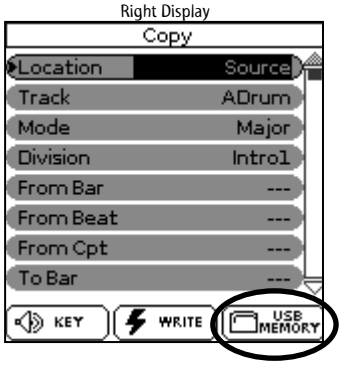
1. Set "Location" to "Source".

The following parameters are displayed:

Parameter	Setting	Explanation
Location	Source, Destination	Allows you to select the rhythm whose tracks you wish to copy ("Source") to another rhythm ("Destination").
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to copy. Select "ALL" to edit all tracks.
Mode	Major, Minor, 7th, ALL	Allows you to select the Mode to be copied.
Division	Intro 1~4, IntroALL, Main 1~4, MainALL, Fill Dwn 1~3, Fill DwnALL, Fill Up 1~3, Fill UpALL, End 1~4, EndALL	Use this parameter to select the Division you want to copy.
From Bar	For the settings and explanation see page 109.	
From Beat		
From CPT		
To Bar		
To Beat		
To CPT		

The "Copy" page now displays a "USB MEMORY" field to indicate that you can select a rhythm on the connected USB memory.

Right Display



2. Select a rhythm.

- **Selecting a factory rhythm**: Use the RHYTHM FAMILY buttons and the displayed parameters to select the desired rhythm. Skip to step (3) below.
- **Selecting an 'external' rhythm**: You can also work with a rhythm on a USB memory:

a. Press the [USB MEMORY] button to jump to the "USB Memory" page.

b. Select the rhythm that contains the track(s) you want to copy.

NOTE

When you import a rhythm, the "Location" parameter is set to "Destination". To continue as explained below, you need to select the "Source" setting.

3. Rotate the dial to select the "Track" parameter, then push the dial.

4. Rotate the dial to select the track to be copied.

You can also select "ALL" to copy all tracks of a given Mode/Division. In that case, "Destination–Track" (see below) is also set to "ALL".

5. Repeat this operation with the "Mode" and "Division" parameters to select the Mode (Major, Minor, 7th, ALL) and Division (Int 1~4, Int ALL, Main 1~4, Main ALL, FDw 1~3, FDw ALL, FUp 1~3, FUp ALL, End 1~4, End ALL).

6. Press the [KEY] button to listen to the Source or Destination pattern you are about to copy .

NOTE

This audition function is not available when you select "ALL" for the "Mode" or "Division" field.

7. Use the "From" and "To" parameters (3 each) to specify the beginning and end of the excerpt you want to copy.

By default, the "From" parameters are set to "Bar 1, Beat 1, CPT 0", while the "To" values are set to include the entire track.

8. Set "Location" to "Destination". The following parameters

are displayed:

Parameter	Setting	Explanation
Location	Source, Destination	Allows you to select the rhythm whose tracks you wish to copy ("Source") to another rhythm ("Destination").
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to copy. Select "ALL" to edit all tracks.
Mode	Major, Minor, 7th, ALL	Allows you to select the Mode to be copied.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division.
Into Bar	The" Into" position indicates where the beginning of the source excerpt will be after the copy operation. To copy the source data to the beginning of the destination track, select BAR= "1", BEAT= "1" and CPT= "0".	
Into Beat		
Into CPT		
Copy Mode	Replace	The data in the selected range of the source track overwrite the destination track.
	Mix	The data in the selected range of the source track are added to the data on the destination track.
Copy Times	1~999	Allows you to to specify the number of copies to be made. Select "1" to copy the excerpt only once.

9. Set "Copy Mode" to "Replace" or "Mix".

In either case, the length of the destination track may change to include all data of the source track.

10. Use the dial to set "Track" to the track you wish to copy the data to.

NOTE

AccDrums data can also be copied to other tracks (preferably Acc1~Acc6). You can only copy ABass data to other ABass tracks. If you selected "ALL" for "Source – Track", this "Track" parameter is also set to "ALL".

11. Repeat this operation with the "Mode" (Major, Minor, 7th, ALL) and "Division" parameters (Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4, ALL).

NOTE

If you selected "ALL" for "Source – Mode" or "Source – Division", this "Mode" or "Division" parameter is also set to "ALL".

12. Use the dial to select "Copy Time" and specify the number of copies you need.

Select "1" to copy the excerpt only once.

13. Use the dial to specify the target position using the three "Into" parameters.

14. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

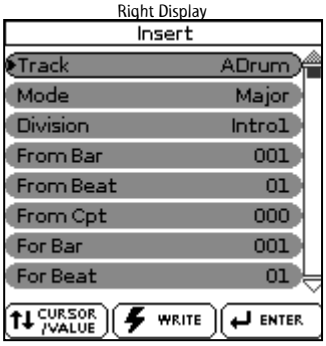
Insert

"Insert" allows you to insert space and shift data that lie behind the "From" position further towards the end of the track (this is the exact opposite of "Delete"). The empty measures you create can be "filled" using the "Copy" function or by recording new phrases in that area.

NOTE

This function provides no "To" pointer. Instead, you need to specify the length of the insert using the "For" values.

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	For the settings and explanation see page 109.	
From Beat		
From CPT		
For Bar	Specifies how many bars, beats and CPTs are to be inserted	
For Beat		
For CPT		

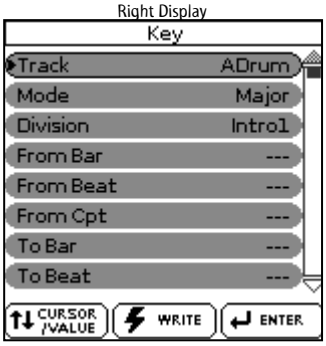
2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Key (transposition)

This function allows you to transpose the notes of the selected track (non-note data obviously cannot be transposed).

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th,	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.

Parameter	Setting	Explanation
From Bar	For the settings and explanation see page 109.	
From Beat		
From CPT		
To Bar		
To Beat		
To CPT		
Value	–127~127	This is where you set the transposition interval in semi-tone steps. Select "2", for example, to transpose a pattern in "C" to "D". Be careful when applying "Key" to the AccDrums track. Transposing all notes of this track leads to dramatic changes.
From Note	0 C-~127 G9	This parameter allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range.
To Note	0 C-~127 G9	This parameter allows you to set the upper limit of the note range to be modified within the specified "From"/"To" time range.

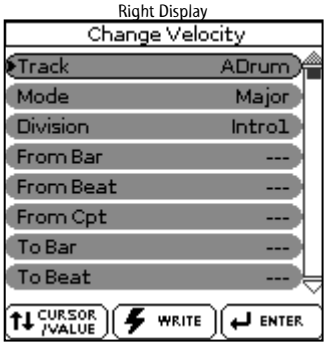
2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Change Velocity

The "Change Velo" function allows you to modify the dynamics (called "velocity") of a track or excerpt. Only note events can be changed.

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th,	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	For the settings and explanation see page 109.	
From Beat		
From CPT		
To Bar		
To Beat		
To CPT		

Parameter	Setting	Explanation
Bias*	–99~99)	Allows you to specify by how much the velocity values should change. Select a positive value to increase the velocity (the value is added to the velocity value of the affected notes) or a negative value to decrease the velocity values (that value is subtracted). Select "0" if you prefer to work with the "Magnify" parameter (see below).
Magnify**	0~200%	This parameter works like a "Compander" effect (a dynamics processor that simultaneously acts as compressor and expander), although it processes MIDI data: by selecting a value above "100%" you increase the differences between high and low velocity values in the selected range. Values below "64" are lowered, while values above "64" are increased. The result is therefore that the difference between pianissimo and fortissimo becomes far more pronounced.
From Note/ To Note	0 C-~127 G9	"From Note" refers to the lower limit of the note range you want to change. "To Note" represents the upper limit.

[*] Even the highest positive or negative value doesn't allow you to go beyond "1" or "127". There is a reason why "0" is impossible: that value is used to indicate the end of a note (note-off). "127", on the other hand, is the highest velocity value the MIDI standard can muster. Adding a high positive velocity value may thus lead to all notes being played at "127".

[**] "Magnify" values below "100%" have the opposite effect: they push all velocity towards the imaginary center of "64", thus reducing differences in playing dynamics.

2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Change Gate Time

This function allows you to modify the duration of the notes in the selected time ("From"/"To") and note ("From Note"/"To Note") ranges. We recommend you only use this function to shorten notes that suddenly seem too long when you assign a different sound to the track in question. You cannot view the duration of the notes here, which makes editing the data "en bloc" a little bit hazardous. See "Editing Individual Rhythm Events (Micro Edit)" (p. 116) for how to change the duration of individual notes.

After selecting a sound with a slow release (i.e. a sound that lingers on after all notes have been released), however, "Change Gate Time" will help you cut the notes down to size and thus avoid undesirable overlaps.

Right Display

1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th,	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	For the settings and explanation see page 109.	
From Beat		
From CPT		
To Bar		
To Beat		
To CPT		
Bias	–1920~1920	This parameter sets the amount by which the duration (or gate time) of the selected notes is to change. The shortest possible "Gate Time" value is "1" (used for all drum notes), so that selecting "–1000" for notes with a "Gate Time" value of "1" in the specified time range still leaves you with the same value.
Magnify	0~200%	Use this parameter rather than "Bias" to produce proportional changes to the affected "Gate Time" values. Values below "100%" decrease the duration, while anything above "100%" increases it. Select "100%" if you prefer to work with the "Bias" parameter (see above).
From Note/ To Note	0 C-~127 G9	"From Note" refers to the lower limit of the note range you want to change. "To Note" represents the upper limit.

2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

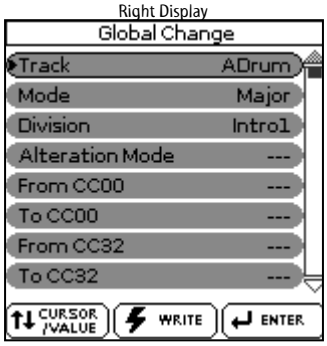
The display briefly confirms the operation and then returns to the current Composer page.

Global Change

This function allows you to make quick changes to certain settings. The changes always apply to entire tracks (you cannot use "Global Change" for just a few measures). You can apply global changes to the four editable rhythms track parameters ("Express", "Reverb", "Panpot" and "Chorus") when you notice that the effect is too prominent or not strong enough.

You can also use it to "upgrade" older rhythms to ensure that they use theBK-9's new sounds.

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th, ALL	Allows you to select the Mode to be edited.
Division	Intro 1~4, IntroALL, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4, ALL	Use this parameter to select the Division you want to edit.
Alteration Mode*	Nearest, Degree, --	This message type is only available for melodic rhythm tracks (i.e. not for ADrums or ABass tracks). Rhythm tracks you only just recorded do not contain it.. • **Nearest****: Refers to a more musical system for real-time shifts of the recorded rhythm notes during Arranger playback. See p. 117. • **Degree**: This setting refers to the "old" system for real-time conversion of track information during rhythm playback. See p. 117. • Select "---" if the selected pattern should ignore this setting.
From/To… CC00, CC32, PC	---, 0~127, ALL 1~128	Enter the original data value (i.e. the value that is being used right now by the selected track(s)) for "From". For "To", specify the new value that should replace the "From" value. These are what we call "absolute" changes: you don't add or subtract values, you replace them with other values. This system is only available for messages that allow you to select sounds or sound banks.***
Inc/Dec… Expression, Reverb, Chorus, Panpot	–127~127	These parameters allow you to add (+) or subtract (–) a given value to/from the current Expression, Pan, Reverb Send or Chorus Send values. This may come in handy if the real-time changes you recorded turn out to be too high or too low.

[*] This parameter is not available for: ADrums and ABass tracks, Intro3 & 4 and End3 & 4 patterns.

[**] The notes of the melodic rhythm tracks are compared against the chords played in the recognition area. If the next chord you play contains the note the selected part is already sounding (based on the previous chord), that note is maintained. If the new chord does not contain that note, the rhythm part in question uses the closest ("Nearest") note. This produces a more musical behavior than any other system on the market.

[***] CC00 messages are the so-called "MSB" bank select messages. They allows you to select the Capital Tone (select "0") of a sound address. Select "---" if the current setting must not change. The CC32 control change is the so-called "LSB" bank select message. Use the PC parameter to change the address, a.k.a. program change number, of a sound (e.g. from "1" to "2").

2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

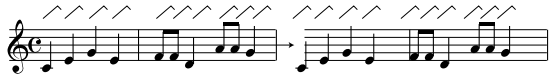
Shift Clock

Right Display

"Shift Clock" allows you to shift the notes within the selected "From"/"To" range. It can be used for two things:

- To correct "slow" notes due to a slow(er) attack. You may want to use "Shift Clock" after assigning a sound to a track that has a considerably slower attack than the sound you used for recording the part in question. This technique is frequently used in pop music to "time" 1/16-note string arpeggios played with a "slow" pad sound. Rather than have the notes begin at the mathematically correct time (e.g. 2-1-0), you could shift them to the left (e.g. to 1-4-115), so that the peak volume of the attack is reached on the next beat:

Original positions (slow attack, timing seems off) — Shift= –5 (timing sounds OK)



- To correct the timing of notes recorded via MIDI without quantizing them. You can use external sequences as raw material for your songs. Recording such excerpts via MIDI may cause a slight delay (e.g. 5 CPT). If that is not acceptable, use "Shift Clock" to "push" the recorded data to the left (select "–5"). That allows you to preserve any irregularities the original may contain because it was not quantized. After selecting a sound with a slow release (i.e. a sound that lingers on after all notes have been released), however, "Change Gate Time" will help you cut the notes down to size and thus avoid undesirable overlaps.

1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Mode	Major, Minor, 7th,	Allows you to select the Mode to be edited.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
From Bar	For the settings and explanation see p. 109.	
From Beat		
From CPT		
To Bar		
To Beat		
To CPT		
Data Type	For the settings and explanation see p. 110.	
Value (CPT)	–4800~4800	This parameter sets the amount by which the notes are shifted. The value refers to CPT units (one CPT= 1/120 ♩). Notes on the first beat of the first bar cannot be shifted further to the left, because that would mean shifting them to the "0" measure, which doesn't exist.
From Note, To Note	0 C-~127 G9	• "From Note" allows you to set the note (or lower limit of the note range) to be modified within the specified "From"/"To" time range. • "To Note" allows you to set the upper limit of the note range to be modified.

2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

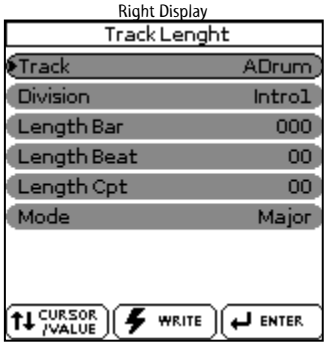
Track Length

This function allows you to modify the length (number of bars, beats and clocks) of a pattern after recording. Data that lie outside the range you decided to keep are discarded. Obviously, you only need to change the settings of the Mode whose length you want to modify.

NOTE

There is no way to recall the previous version, so be sure to save your rhythm before continuing. See "Saving your Rhythm" (p. 106).

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Track	ADrums~Acc6, ALL	Allows you to select the track you wish to edit. You can also select "ALL" here, in which case the operation applies to all tracks.
Division	Intro 1~4, Main 1~4, Fill Dwn 1~3, Fill Up 1~3, End 1~4	Use this parameter to select the Division you want to edit.
Length Bar	000~999	Use the dial to set the length of the selected pattern(s) in steps of one bar. You can also make an existing track longer by specifying a "Bar" value that lies beyond the last notes.
Length Beat	1~[number of beats per bar]	Specifies the beat position. The number of selectable beats depends on the selected time signature.
Length CPT	0~119	This parameter allows you to "fine-tune" the length. In most cases, you will probably work with multiples of ♩ notes (i.e. 120CPT) because 120CPT represent one beat of an X/4 bar (1/4, 2/4, 3/4, 4/4, etc.).
Mode	Major, Minor, 7th, Major+Minor, Major+7th, Major+Minor+ 7th, Minor+7th	Choose the Modes to which the new length setting should apply. You can also switch on two or all three button icons. If you set "Track" to "ALL", all three Modes are selected automatically (and that cannot be changed).

2. Press the [WRITE] button (its indicator flashes) to confirm

your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Time Signature

The "Time Signature" parameter allows you to check and set the time signature of the patterns. The major, minor and seventh Modes of a pattern must always use the same time signature, which is why you cannot edit them separately.

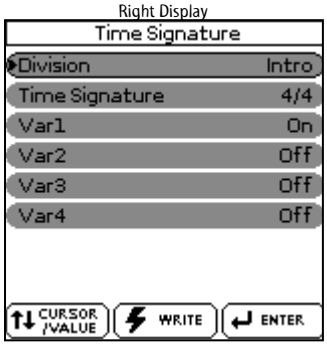
Use this parameter to specify the time signature of the selected pattern ("Division", see below). The MAIN, INTRO and ENDING instances comprise four variations, which is why there are four "Time Signatures" values you can select using the VARIATION [1]~[4] button icons. When you select "Fill Up" or "Fill Dwn" for "Division", only three "Time Signature" instances can be edited.

The most commonly used time signatures are: 2/4, 3/4, 4/4, 6/8 and 12/8. Other values (such as 7/4, 13/8, etc.) are also possible.

NOTE

When you change the time signature of an already recorded pattern, its notes and events are "reshuffled", so that you may end up with incomplete measures. None of your data are deleted, however.

Right Display



1. Use the dial to edit the following parameters.

Parameter	Setting	Explanation
Division	Intro, Main, FillDwn, FillUp, End, ALL	Use this parameter to select the Division you want to edit.
Time Signature	1~32/16, 1~32/8, 1~32/4, 1~32/2	This parameter allows you to set the time signature.
Var1	On, Off	Use these parameters to select the pattern you want to change. If you set "Division" to "Fill Dwn" or "Fill Up", there are only three button icons. You can switch on several or all button icons if you like. (But you cannot switch off all four or three.)
Var2		
Var3		
Var4		

2. Press the [WRITE] button (its indicator flashes) to confirm your settings and edit the data.

The display briefly confirms the operation and then returns to the current Composer page.

Editing Individual Rhythm Events (Micro Edit)

Select this mode if you need to change just one aspect of an otherwise perfect rhythm.

In this section, we will use the word "event" for any kind of message. An event is thus a command (or instruction) for the Arranger.

You can only view and edit one track at a time. Therefore, be sure to check the "Track" setting before editing the events displayed on this page.

1. Press the [QUICK MENU] button (its indicator flashes).

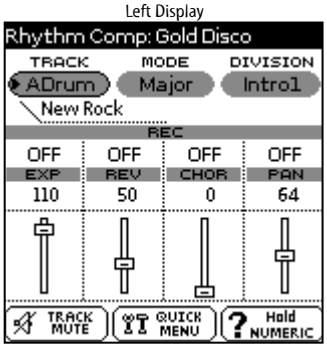
The display changes to:

Left Display

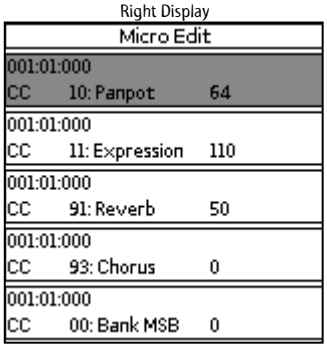
2. Rotate the dial to select "Micro Edit", then push the dial.

The displays changes to:

Left Display



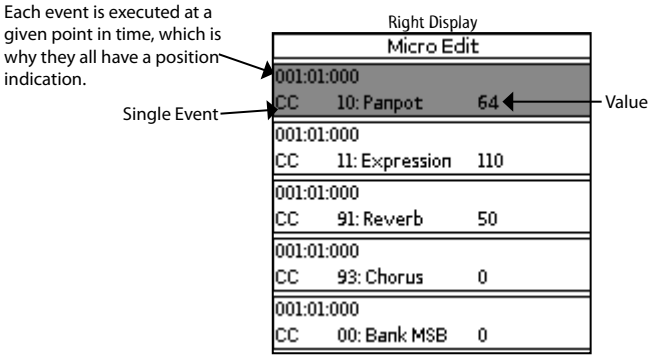
Right Display



3. Select the left "Micro Edit" page.

4. Use the "Track", "Mode" and "Division" parameters to select the pattern you want to edit.

The Right display will show the list of events of the selected track.



To change information already available on the selected track, proceed as follows:

5. Rotate the dial to select the list entry you want to edit.

When you move the cursor to a note event, it is played back. This may help you identify the occurrence you want to edit.

6. Push the dial to select the first value.

In the following examples, we selected the CC00 message (left) and the first parameter of a note event (right):

Right Display

Micro Edit		
001:01:000		
CC	11: Expression	110
001:01:000		
CC	91: Reverb	50
001:01:000		
CC	93: Chorus	0
001:01:000		
CC	00: Bank MSB	0
001:01:000		
CC	32: Bank LSB	4

Right Display

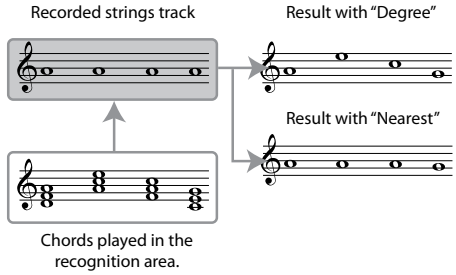
Micro Edit			
001:01:000			
CC	91: Reverb	50	
001:01:000			
CC	93: Chorus	0	
001:01:001			
Note	35: B1	126	1
001:01:001			
Note	42: F#2	72	1
001:01:001			
Note	125: F9	127	1

7. **Rotate the dial to set the value.**

8. **Push the dial to select the next value and edit it if necessary.**

9. **When you're done, press the [EXIT] button to return to the Rhythm Composer pages, then save your rhythm. See "Saving your Rhythm" (p. 106).**

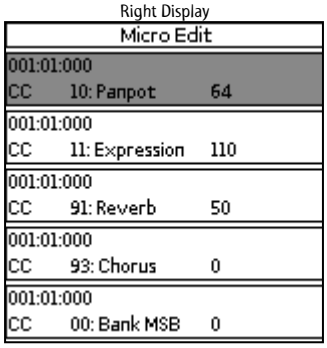
Event type	Explanation
Note velocity and gate time messages	These messages always come in pairs. The first value ("42:F#2", for example) refers to the note itself and the second ("72") to the velocity (playing dynamics). The "Micro Edit" page adds a third message to that pair. It describes the duration of the note in question. You may remember this value from the "Track Edit" environment, where it is called "Gate Time". The range for note numbers is "0 (C–)"~"127 (G9)". Velocity messages can be set anywhere between "1" (extremely soft) and "127". The value "0" cannot be entered, because it would effectively switch off the note **NOTE** CC64 (Hold) events generated by a pedal switch connected to the PEDAL HOLD jack are converted into the equivalent GATE TIME values at the time of recording. You may therefore have to change the duration of the notes themselves.
CC	These messages usually add something to the notes being played, like modulation, a different volume, a new stereo position… The BK-9 recognizes (and allows you to edit) all control change numbers the Rhythm uses (CC01, 10, 11, 91, 93) and displays their "official" name. These messages can be set to the desired value (0~127) when the corresponding effect is needed – but they also need to be reset to "0" to avoid unpleasant surprises
PC/ Program Change	These messages are used to select sounds within the current bank. As there are only 128 possibilities, these messages are usually preceded by control changes CC00 and CC32. That's why the BK-9 inserts all three when you use the "Create Event" function. To assign a Drum Set to an Acc1~6 track, you must create a "CC00" event with the value "111". **NOTE** The CC00 value of ADrums tracks cannot be edited.
Pitch Bend	These messages are used for temporary changes to the pitch of the notes being played at that time. Pitch Bend messages can be positive or negative (the range is –128~128). The value "0" means that the pitch of notes being played in that area is not altered. If a Pitch Bend occurrence is not reset to "0" at some stage, all notes will keep sounding flat when you no longer want them to.

Event type	Explanation
Alteration Mode	This message type is only available for melodic rhythm tracks (i.e. not for ADrums or ABass tracks) and needs to be inserted by hand (using "Create Event"). Rhythm tracks you only just recorded do not contain it. It allows you to use a revolutionary system for adapting the recorded notes to a more natural behavior (also known as "voicing"). There are two options: • **Degree** This setting refers to the "old" system for real-time conversion of rhythm track information for Rhythm playback. Based on the fundamentals of the chords you play during Arranger playback, it often leads to odd jumps of certain parts. • **Nearest** Refers to a more musical system for real-time shifts of the recorded rhythm notes during Rhythm playback. Let us first look at an illustration:  This new system is called "Adaptive Chord Voicing". The notes of the melodic rhythm tracks are compared against the chords played in the recognition area. If the next chord you play contains the note the selected part is already sounding (based on the previous chord), that note is maintained. If the new chord does not contain that note, the rhythm part in question uses the closest ("Nearest") note. In the example above, the "G" is closer to the "A" sounded by the strings part than the "C". This produces a more musical behavior than any other system on the market. Both "Degree" and "Nearest" allow you to specify the note range ("Limit Low" and "Limit High") the selected part may play. Notes that would fall outside that range during Arranger playback are automatically transposed to values inside the selected range. Rather than specifying two note values, you can also choose "Std", which means that the BK-9 decides automatically when extremely high (or low) notes need to be shifted down (or up) by one or several octaves.

Other Edit Operations

The "Micro Edit" page allows you to select several functions.

Right Display



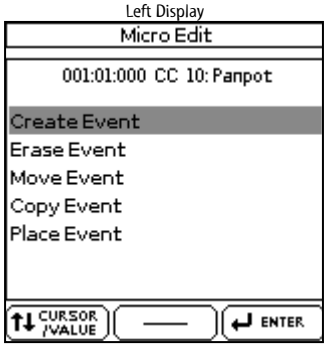
You can select several consecutive events and edit them in one go: select the first event of a series, push and hold the dial and rotate it.

1. Select the event you want to edit.

2. Press the [QUICK MENU] button (its indicator flashes).

The display changes to:

Left Display



The top line shows the event type that can be edited ("CC 10 Panpot" in our example) and its location ("001:01:000").

If you selected several events the top line shows "Multiple Events Selected".

3. Use the dial to select the desired edit function.

4. Depending on the selected function, press [WRITE] button or push the dial.

Create Event

Select this function to add a new event to the selected track.

Left Display

If the position for which you create a new event already contains other events, the new event is added at the end of that group.

Parameter	Setting	Explanation
Event	Note, Control Change, Program Change, Pitch Bend, Alteration Mode	Allows you to specify the event type you want to add.
To Bar	See page 110.	Specifies the position where your new event will be inserted.
To Beat		
To CPT		

The selected event is inserted with a default value:

Event		Default Value
Note	Number	60 (C4)
	On Velocity	100
	Gate Time	60
Program Change	CC00 Bank Select MSB	0
	CC32 Bank Select LSB,	4
	P. Change Number (The bank select messages are added automatically: you don't have to worry about that)	1
Pitch Bend		0
Alteration Mode	Nearest Limit Low	Std
	Nearest Limit High	Std

Obviously, you will then need to change the default settings depending on the result you want to achieve.

Press the [WRITE] button to confirm your settings and add the new event.

The BK-9 returns to the "Micro Edit" page.

Erase Event

This function allows you to remove one or several events without changing the positions of the remaining events.

MEMO

To select several consecutive events, push the dial button and rotating the dial towards the left (upward direction) or the right (downward direction).

Push the dial to remove the event you selected.

The BK-9 returns to the "Micro Edit" page.

Move Event

This function allows you to move one or several events.

Parameter	Setting	Explanation
To Bar	See page 110.	Specifies the position to which the first event (in chronological order) of the selected group should be shifted.
To Beat		
To CPT		

NOTE

If the position to which you move the selected event already contains other events, the moved event is added at the end of that group.

NOTE

Events located at "1-01-00" cannot be moved further to the left.

Press the [WRITE] button to confirm your settings and add the new event.

The BK-9 returns to the "Micro Edit" page.

Copy Event

This function allows you to copy one or several events. Use "Place Event" to insert a copy of those events at the desired position.

MEMO

To select several consecutive events, push the dial button and rotating the dial towards the left (upward direction) or the right (downward direction).

Push the dial to copy the event you selected.

The BK-9 returns to the "Micro Edit" page.

Place Event

This function is only available if the Rhythm Composer's clipboard already contains events that you copied using "Copy Event".

Parameter	Setting	Explanation
To Bar	See page 110.	Specifies the position where the first event you copied should be inserted.
To Beat		
To CPT		

Press the [WRITE] button to confirm your settings and paste the new event(s).

The BK-9 returns to the "Micro Edit" page.

NOTE

Events inserted with "Place Event" are added to any events that may already exist in that area. Existing events are not pushed towards the end of the track.

23. User Drum Kit function

This function lets users from any country and any culture use BK-9 Drum sounds in a flexible manner, according to their own inspiration and musical tastes.

BK-9 comes with a series of preset Drum Kits, each one containing a variety of Drum sounds.

The User Drum Kit function adds another five Drum Kits to your instrument, which you can customize as you wish, by creating your new combinations of up to 88 the Drum sounds, spanned over sharp and natural keys.

The additional five User Drum Kits are divided into two types:

Type	Name	Scope
Keyboard User	KBU1 KBU2 KBU3 KBU4	Contain drum sounds dedicated to the keyboard real-time parts (i.e. UP1, UP2, LWR, MBass)
Rhythm/SMF User	RSU1	Contains drum sounds dedicated to a Rhythm or Song

Creating your own User Drum Kit

The following explanation tells you how to obtain your customized Drum Kit.

NOTICE

If you need to create a User Drum Kit, that is just a little bit different from a preset one, before proceeding with the following steps, copy a preset Drum Kit into one of the available User Drum Kit areas.

See "Copying a Preset Drum Kit" (p. 123).

Changing a supplied User Drum Kit (KBU1~4, RSU1)

This option is handy if you need to freely create your own Drum Kit without any starting point.

You can edit a supplied User Drum Kit (KBU1~4, RSU1), by copying drum sounds (notes) from the available preset drum kits, so as to precisely collect only the note sounds you like.

Selecting a User Drum Kit

1. Select only one real-time keyboard part (e.g. UP1).

2. Press the TONE [DRUM] button to list all Drum Kits.

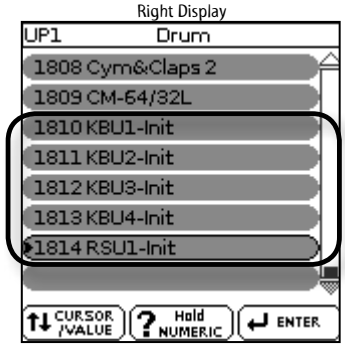
The whole preset Drum Kit list is shown in the right display.

3. Rotate the dial to scroll the list till the end , where you will find the five additional User Drum Kits (KBU1, KBU2, KBU3, KBU4 and RSU1).

TIPS

You can press the TONE [DRUM] button twice to directly view the five available User Drum Kits.

Right Display



4. Push the dial to select the User Drum Kit (KBU1~4, RSU1), you wish to edit.

Editing the User Drum Kit

5. Press the [QUICK MENU] button, that is flashing.

The right display shows the page that allows you to edit the selected Drum Kit:

Right Display

NOTE

If you wish you can rename the selected User Drum Kit.

To do it, rotate the dial to select the current "Destination Drum Kit" name and push the dial to jump to the rename page.

For details see "How to type a name in BK-9" (p. 27).

6. Play the note in the keyboard, whose drum sound you want to change.

You will hear the current drum sound corresponding to that note and the display will show its name in the Destination Drum Kit note field.

7. Rotate and push the dial to select the "Source Drum Kit" field, where you want to take your desired drum instruments from.

8. Rotate the dial to choose the desiderate Drum Kit and push it.

NOTE

At the end of Drum Kit list that came with the BK-9, you will find some virtual Drum Kits created for your convenience. These addition Drum Kits contain the Drum Instruments grouped by category.. See "Additional Drum Kits" (p. 126).

9. Rotate the dial to select the Source Drum Kit Note field and push it.

10. Rotate the dial to start scrolling the drum instruments available in the chosen source drum kit, while playing the note you want to change in your keyboard.

This way the note (drum instrument) is automatically changed and you can hear it directly from the keyboard.

The destination Drum Kit note field now shows the newly chosen

drum instrument name for the note key you have just pressed.

11. If you don't need to edit some parameters that characterize the sound of a single drum instrument, proceed from the step 15.

Editing a Single Drum Instrument

12. Press the [QUICK MENU] button, that is flashing.

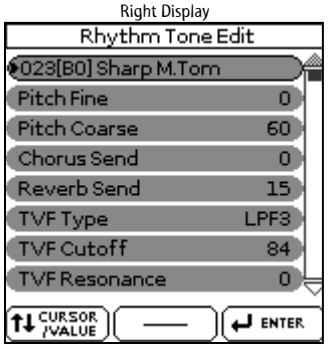
The BK-9 shows the following page:

Left Display

13. Use the dial to select the "Rhythm Tone Edit" function.

The following page is shown:

Right Display



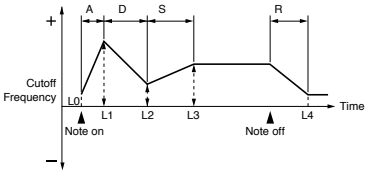
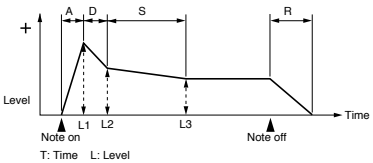
The first row shows the name of selected Drum instrument.

14. Press a note in the keyboard or use the dial to select the Drum instrument to edit.

The name of the Drum instrument corresponding to the played note is shown in the first row.

15. Use the dial to edit the following parameters:

Parameter	Value	Explanation
Pitch Fine	-50~0~+50	This parameter allows you to set the fine tune of the selected Drum Instrument.
Pitch Coarse	0~127	This parameter allows you to set the coarse tune of the selected Drum Instrument.
Chorus Send	0~127	Use this parameter to set the chorus send level of the selected Drum Instrument.
Reverb Send	0~127	Use this parameter to set the chorus send level of the selected Drum Instrument.

Parameter	Value	Explanation
TVF Type	OFF, LPF, BPF, HPF, PKG, LPF2, LPF3,	Selects the type of filter. A filter modifies the brightness or thickness of the sound by cutting a specific frequency range: • "**OFF**": No filter used • "**LPF**": Low Pass Filter. This reduces the volume of all frequencies above the cutoff frequency (Cutoff Freq) in order to round off, or un-brighten the sound. This is the most common filter used in synthesizers. • "**BPF**": Band Pass Filter. This leaves only the frequencies in the region of the cutoff frequency (Cutoff Freq), and cuts the rest. This can be useful when creating distinctive sounds. • "**HPF**": High Pass Filter. This cuts the frequencies in the region below the cutoff frequency (Cutoff Freq). This is suitable for creating percussive sounds emphasizing their higher tones. • "**PKG**": Peaking Filter. This emphasizes the frequencies in the region of the cutoff frequency (Cutoff Freq). You can use this to create wah-wah effects by employing an LFO to change the cutoff frequency cyclically. • "**LPF2**": Low Pass Filter 2. Although frequency components above the Cutoff frequency (Cutoff Freq) are cut, the sensitivity of this filter is half that of the LPF. This makes it a comparatively warmer low pass filter. This filter is good for use with simulated instrument sounds such as the acoustic piano. • "**LPF3**": Low Pass Filter 3. Although frequency components above the Cutoff frequency (Cutoff Freq) are cut, the sensitivity of this filter changes according to the Cutoff frequency. While this filter is also good for use with simulated acoustic instrument sounds, the nuance it exhibits differs from that of the LPF2, even with the same TVF Envelope settings
TVF Cutoff	0~127	Selects the point at which the filter begins to have an effect on the waveform's frequency components.
TVF Resonance	0~127	Emphasizes the portion of the sound in the region of the cutoff frequency, adding character to the sound. Excessively high settings can produce oscillation, causing the sound to distort.
TVF Env Depth	-63~0~+63	Specifies the depth of the TVF envelope. Higher settings will cause the TVF envelope to produce greater change. Negative (-) settings will invert the shape of the envelope.
TVF Env A TVF Env D TVF Env S TVF Env R	0~127	Specify the TVF envelope times (Time A–Time R). Higher settings will lengthen the time until the next cutoff frequency level is reached 
TVA Pan	-63~+64	Set the pan of the tone.
TVA Level	0~127	Sets the volume of the tone. This setting is useful primarily for adjusting the volume balance between tones.
TVA A TVA D TVA S TVA R	0~127	Specify the TVA envelope levels (Level A–Level R). These settings specify how the volume will change at each point, relative to the standard volume (the Tone Level value specified in the TVA screen). 

16. **While you edit the parameter value you can play the note in the keyboard and listen the result of the variation.**

17. **Press the [EXIT] button to go back to the "User Drum Edit" Page.**

18. **To change another drum sound, play another note in the keyboard and keep on rotating the dial, so that you can hear and choose any other available drum sound belonging to the selected source drum kit.**

To create your own drum kit you can also pick drum sounds belonging to different preset (source) drum kits.

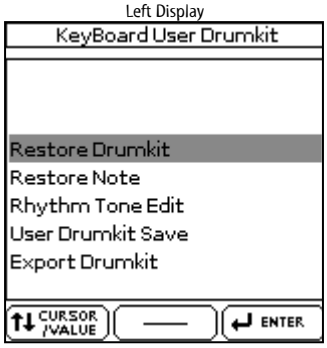
19. **Repeat from step 6 to change other drum sounds.**

Of course, you can bypass the steps 7-8 if you don't need to change the source drum kit.

Saving the User Drum Kit

20. **Press the [QUICK MENU] button, that is flashing.**

If you selected a User Drum Kit related to real time keyboard parts (KBU1,2,3,4), the left display shows:

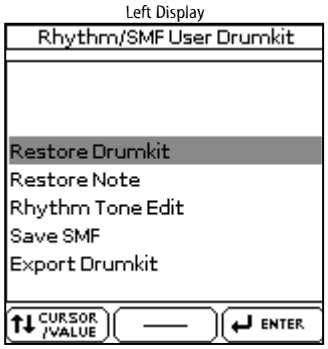


21. **Use the dial to select the proper save option and your changes will be stored in your BK-9.**

The right display shows "Operation Complete".

If you selected a User Drum Kit related to rhythm (RSU1), the left display shows:

If you selected a User Drum Kit (RSU1) related to a song (SMF) the left display shows:



In these cases you have to choose the location in the USB memory where you wish to save your files . Therefore simply execute steps 5~8 described in "Exporting and Importing a User Drum Kit" (p. 124).

At the end the right display shows "Operation Complete".

MEMO

If you have made some note changes and have forgotten to save them in your BK-9, when pressing the EXIT button, a message will appear asking you to save your new User Drum Kit (whether it is a mere Drum Kit, a Rhythm or a Song/SMF).

So, simply use the dial to choose either "YES" or "NO".

If you choose "YES", your new User Drum Kit will be permanently saved in your BK-9.

If you choose "NO", it will be kept in your BK-9 only temporarily,

as it will be erased once you have turned your BK-9 off.

Exporting a new User Drum Kit

If you are not interested in saving your newly created User Drum kit into your BK-9, because you prefer to store it in a USB memory immediately, after executing all steps from 1 to 12 in the paragraph "Creating your own User Drum Kit" (p. 120), you can

1. **Choose the option "Export Drumkit", by rotating and pushing the dial.**

2. **Then execute steps 4~8 described in "Exporting and Importing a User Drum Kit" (p. 124).**

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

A message will appear asking you whether you want to permanently save your new User Drum Kit in your BK-9. Choose either "YES" or "NO".

Restoring Notes

If you are not happy with the latest notes you chose for certain keys when creating your User Drum Kit, you can restore the previously saved drum sounds corresponding the those precise note keys.

To do it, simply press the MENU button, that is flashing.

Alternatively, you can proceed as follows:

1. **Play the keys on the keyboard, whose notes you wish to restore as previously saved.**

2. **Press the [QUICK MENU] button, that is flashing.**

   The left display shows:

Left Display

3. **Use the dial to select "Restore Note" and push it.**

   The left display shows "Operation Complete".

4. **Press and hold the [EXIT] button to go back to the main page.**

   This way the latest drum sound that you saved for that precise note is restored.

Restoring User Drum Kits

While you are editing your User Drum Kit, if you are not happy with the combination of drum sounds you have just selected and wish to go back to the original condition, you can:

1. **Press the [QUICK MENU] button, that is flashing.**

2. **Use the dial to select "Restore Drum Kit" and push it.**

Left Display

   The left display shows "Operation Complete".

3. **Press and hold the [EXIT] button to go back to the main page.**

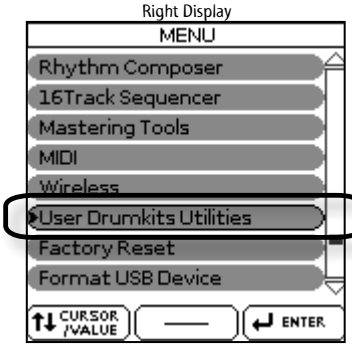
   This way the latest saved version of your User Drum Kit is restored.

Copying a Preset Drum Kit

This function allows you to copy a whole preset Drum Kit into a User Drum Kit.

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

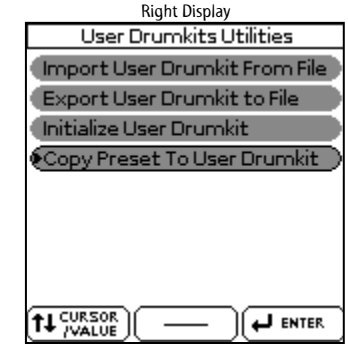
Right Display



2. **Use the dial to select "User Drumkits Utilities".**

   The right display shows:

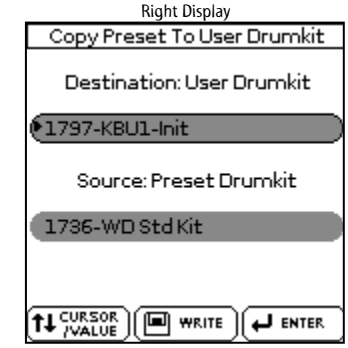
Right Display



3. **Rotate the dial to choose "Copy Preset To User DrumKit" and push it to select this option.**

   The right display shows:

Right Display



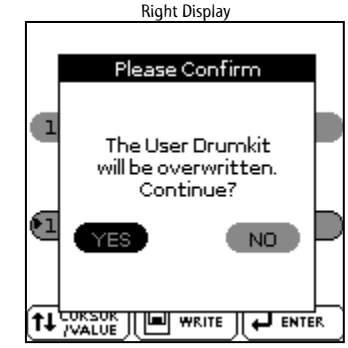
4. **In the "Destination: User DrumKit" field select one of the available User Drum Kit areas, in which you want to copy a preset full Drum Kit.**

5. **In the "Source: Preset Drumkit" field select your desired preset Drum Kits among those available in your BK-9.**

6. **Press the [WRITE] button, that is flashing red.**

   The following message appears on the right display:

Right Display



7. **Use the dial to select "YES", if you want to save your change.**

Otherwise select "NO" if you do not want to confirm your choice.

MEMO

Once you have copied a whole preset Drum Kit into a User Drum Kit, if you wish, you can replace any "source" drum sounds with any other one available in BK-9 to obtain your customized User Drum kit. See "Changing a supplied User Drum Kit (KBU1~4, RSU1)" (p. 120).

8. Press and hold the [EXIT] button to leave the "User Drumkit Utilities" and go back to the main page directly.

Initializing a User Drum Kit

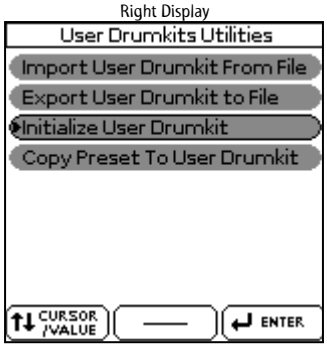
If you are not happy with the User Drum Kit(s) you have created, you may want to erase all your changes and restore factory data. To do it:

1. Press the [MENU] button.

2. Use the dial to select "User Drumkits Utilities".

The right display shows:

Right Display



3. Use the dial to select "Initialize User Drumkit" and push it.

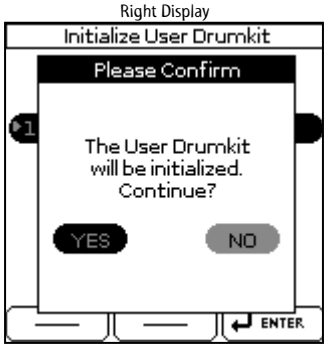
The right display shows:

Right Display

4. Rotate the dial and push it to select the User Drum Kit that you wish to initialize.

The right display shows:

Right Display



5. Use the dial to choose "YES" and confirm your decision to initialize the selected User Drum Kit.

Otherwise choose "NO" if you do not want to initialize the User Drum Kit you selected.

6. Press and hold the [EXIT] button to leave the "User Drumkit Utilities" menu and go back to the main page directly.

Exporting and Importing a User Drum Kit

Once you have created your own User Drum Kits, you may want to save them into a USB memory as a backup of your work.

Moreover, you can create only four User Drum Kits (KBU's) at a time in your BK-9 instrument but this does not mean that you cannot create your own larger library of customized Drum Kits. Indeed if you want an array of User Drum Kits ready for your musical performances, you just need to progressively export them into a USB memory. This way there is virtually no limit to your personal library of User Drum Kits.

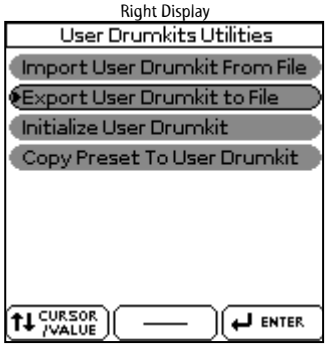
To export your User Drum Kits, you have to:

1. Press the [MENU] button.

2. Use the dial to select "User Drumkits Utilities".

The right display shows:

Right Display



3. Rotate the dial and push it to select "Export User DrumKit to File".

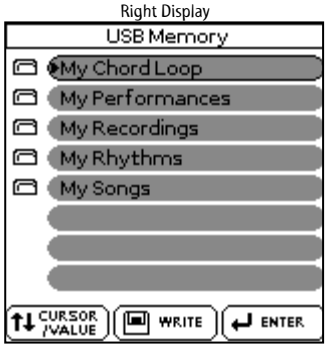
The right display shows:

Right Display

4. Rotate the dial and push it to select the User Drum Kit you want to export into your USB memory.

The right display shows:

Right Display

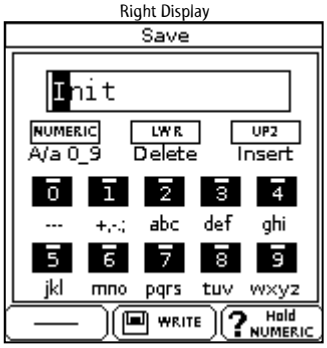


5. **Use the dial to choose the location where you want to save your file.**

6. **Press the [WRITE] button, that is flashing red.**

The right display shows:

Right Display



7. **Give a name to the file to be exported.**

For details see "How to type a name in BK-9" (p. 27).

NOTE

If you do not want to change the file name, simply press the WRITE button.

NOTE

Naming a file (containing your own User Drum Kit) to be exported does not alter the original Drum Kit name. This means that when viewing the whole Drum Kit list in BK-9, the original User Drum Kit name will be shown, which is not necessarily the name of the exported file.

8. **Press the [WRITE] button again.**

If your USB memory already contains a file with the same name, you can either overwrite it or change its name.

The right display shows "Operation Complete".

9. **Repeat steps 3~8 for every file you wish to export.**

10. **Press and hold the [EXIT] button to leave the "User Drumkit Utilities" menu and go back to the main page directly.**

Alternatively, you can save every User Drum Kit into a USB memory as soon as you have created it. See "Changing a supplied User Drum Kit (KBU1~4, RSU1)" (p. 120).

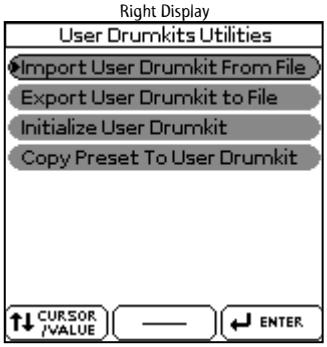
To import a User Drum Kit, you have to:

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

2. **Use the dial to select "User Drumkits Utilities".**

The right display shows:

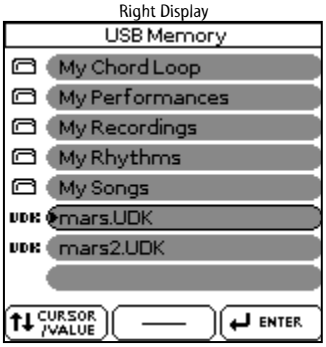
Right Display



3. **Rotate the dial and push it to select "Import User DrumKit From File".**

The right display shows:

Right Display



4. **Rotate the dial to choose the User Drum Kit (.UDK) file you wish to import into your instrument and push it to select.**

The right display shows:

Right Display

5. **Use the dial to select your desired destination Drum Kit.**

The right display shows:

Right Display

6. **Use the dial to select "YES", if you want to confirm your choice to import that precise file.**

7. **If you select "NO", you'll go back to the previous page, where you can either change the destination User Drum Kit area or leave the import function by pressing the EXIT button.**

8. **Repeat steps 3~6 for any additional file you wish to import.**

9. **Press and hold the [EXIT] button to leave the "User Drumkit Utilities" menu and go back to the main page directly.**

Using your User Drum Kits in real-time

Once you have created your desired User Drum Kits you can freely perform your musical pieces using the drum sounds you judge to be the most appropriate to your taste and musical inspiration in real time.

Interacting with Rhythms & Songs (SMF)

Once you have created your own User Drum Kits you may want to use those sounds in combination with rhythms or songs, that you use as musical accompaniments to your performances.

To do it, you have to create your rhythm or song using either the Rhythm Composer (for rhythms) or the 16-track sequencer (for songs) functions and select the RSU1 (Rhythm/Song User Drum Kit) you have previously created as your drum track.

Remember you can also use the MakeUp Tool functions to edit both, rhythms and songs.

NOTE

Rhythms and Songs can use only the RSU1 (Rhythm and Song User Drum Kit) area.

NOTE

Your BK-9 always loads the first User Drum Kit related to keyboard real time parts (KBU1) into the RSU1 area, unless you save/export any other desired one into that area.

Of course, you'll need to save every new rhythm or song you created into your USB memory. These rhythms or songs will include also your customized drum kit data, so that you can smoothly play them back in any other BK-9 instrument.

For details see chapters "20. Working with the 16-Track Sequencer" (p. 81), "21. How to Edit Rhythm or SMF (Makeup Tools)" (p. 97) and "22. Rhythm Composer" (p. 103).

NOTE

Every time you import a rhythm or song using a User Drum Kit, the content of the RSU1 area will be replaced with the User Drum Kit contained in the rhythm/song file you loaded.

Additional Drum Kits

At the end of Drum Kit list that came with the BK-9, you will find some virtual Drum Kits created for your convenience. These addition Drum Kits contain the Drum Instruments grouped by category. See also "Editing the User Drum Kit" (p. 120).

Additional Drum Kits
M_Kick_Pop
M_Kick_Rock
M_Kick_Jazz
M_Kick_Elec1
M_Kick_Elec2
M_Snare_Pop
M_Snare_Rock
M_Snare_Jazz
M_Snare_Ele1
M_Snare_Ele2
M_HiHat_Acou
M_HiHat_Elec
M_Tom_Acou1
M_Tom_Acou2
M_Tom_Elect
M_Cymb_Acou1
M_Cymb_Acou2
M_Cymb_Elect
M_Perc_Acou1
M_Perc_Acou2
M_Perc_Acou3
M_Perc_Acou4
M_Perc_Acou5
M_Perc_Acou6
M_Perc_Acou7
M_Perc_Acou8
M_Perc_Acou9
M_Perc_Acu10
M_Perc_Elect
M_Orchestral
M_Phrases
M_Voices1
M_Voices2
M_FX1
M_FX2
M_FX3
M_FX4
M_FX5
M_FX6

24. Menu options

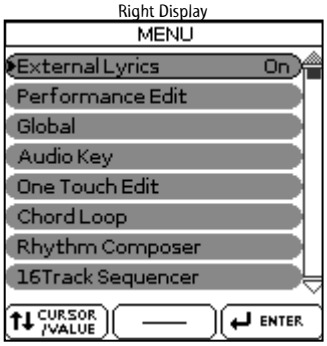
The BK-9's [MENU] button provides access to the available parameters and functions.

General procedure

1. Press the [MENU] button (its indicator lights).

The display changes to:

Right Display



2. Use the dial to select the desired function group.

The following function groups are available:

Function group	Explanation
External Lyrics	Allows you to cancel ("Off") or activate ("On") the display of song lyrics on an external screen.
Performance Edit	This function group allows you to select different Tones and effects settings for the keyboard parts, the selected rhythm, to set the Arranger's behavior, the split point, etc. All settings of this group can be saved to a Performance memory. See "'Performance Edit' parameters" (p. 127).
Global	This function group contains parameters that apply to all sections of the BK-9. See "'Global' parameters" (p. 142).
Audio Key	This function lets you assign an audio file to 7 right most keys of BK-9's keyboard, and play those audio files by pressing the corresponding keys. For more details see "16. Using Audio Phrases (Audio Key)" (p. 65).
One Touch Edit	This functions allows you to edit the ONE TOUCH memories (and to save your changes). See "Programming Your Own ONE TOUCH Settings (One Touch Edit)" (p. 42).
Chord Loop	This page contains parameters for the Chord Loop function (p. 148).
Rhythm Composer	This function group allows you to create new rhythms or to edit existing ones (p. 103).
16Track Sequencer	Your BK-9 contains a powerful sequencer with a host of edit functions. Even so, you will quickly notice that the "16 track Sequencer" is as simple to operate as it is powerful (p. 81).
Mastering Tools	These functions allow you to set the compressor and equalizer for Rhythm/Song and Tone separately (p. 149)
MIDI	This function group allows you to edit the BK-9's MIDI parameters (p. 151).
Wireless	By inserting the wireless USB Adapter (WNA1100-RL; sold separately) into the BK-9's USB MEMORY port, you'll be able to use wireless compatible applications (p. 162).
Factory Reset	This command allows you to load the BK-9's factory settings (p. 159).
Format USB Device	This command allows you to format an optional USB memory (p. 159).

3. Push the dial to go to the display page where you can edit the parameters of the selected group, or to execute the selected command.

External Lyrics

This is, in fact, a switch that allows you to cancel ("Off") or activate ("On") the display of song lyrics on an external screen.

'Performance Edit' parameters

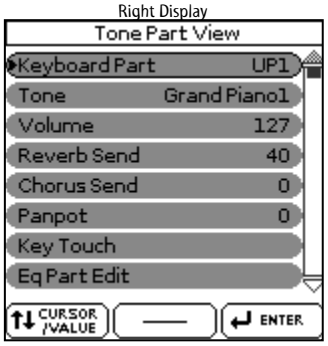
The following parameters can be set for each Performance memory:

Function group	Explanation
Tone Part View	This is where you can edit settings related to Tones (p. 127).
Tone Part Effects	Contains the effects parameters for the keyboard parts (LWR, UPP) (p. 131).
Organ Commons	This settings allow you to specify some organ (Harmonic Bars) parameters (p. 134).
Split	This parameter allows you to change the split point, i.e. the separation between the lower and upper keyboard zones. (p. 136).
Key	Allows you to transpose the BK-9 in semi-tone steps up or down (p. 136).
Rhythm Parts	This group contains all parameters of the rhythm parts (p. 137).
Arranger Setting	This function group allows you to specify where and how the selected rhythm should scan the note messages generated by your playing for chord information (p. 137).
Dynamic Arranger	The DYNAMIC ARRANGER function allows you to control the volume and timbre of the Arranger parts via the way you strike the keys in the chord recognition area (velocity sensitivity) (p.139).
Assign Switches	In this page you can assign functions to the Assign Switches [S1], [S2], [S3], [S4] (p. 53).
Scale Tune Switch	This parameter allows you to specify which parts should be affected by the "Scale Tune" setting "Scale Tune Switch" (p. 140).
Scale Tune	Use these parameter to change the tuning system (p. 140).
Melody Intelligent	Allows you to set the "Melody Intelligent" function (p. 141). This page can also be selected by pressing and holding the [MELODY INTELL] button.
D Beam	Here you can access the D-Beam functions. This function can be reached by pressing and holding one of the D-BEAM buttons. See "Using the D-BEAM Controller" (p. 53).
MIDI Set Link	This parameter allows you to link a User MIDI Set to the Performance memory. See "MIDI Set Link" (p. 142).
Save As Default	This function allows you to save all "Performance Edit" settings as the new defaults that will be loaded each time you switch on the BK-9 (p. 142).

'Tone Part View' parameters

This function group can be selected using [MENU] button→"Performance Edit" →"Tone Part View".

Right Display



1. Rotate the dial to move the cursor on the "Keyboard Part" field. Use the [INC] or [DEC] button to select the keyboard part you want to edit UP1 (Upper1), UP2 (Upper2), LWR (Lower), MBAS (Manual Bass).

The display shows the settings for the selected keyboard part.

2. Select and set the desired parameter(s). See "Browsing Windows and Setting Parameter Values" (p. 26).

The following parameters are available:

Tone

Allows you to select a different Tone. While selecting a Tone, you can press a Tone selection button to select a different family.

Parameter	Explanation
Tone	The number of Tones depends on the selected family

Volume

Adjusts the volume of the selected keyboard part.

Selecting "0" means that the part in question is no longer audible.

Parameter	Setting
Volume	0~127

MEMO

You can also adjust the volume of the keyboard parts using the sliders. See "Setting the Volume of the Real-Time Parts or Rhythm Parts (Mixer)" (p. 33).

Reverb Send

Use this parameter to set the reverb send level (i.e. the amount of effect that should be added).

Parameter	Setting
Reverb Send	0~127

Chorus Send

Use this parameter to set the chorus send level (i.e. the amount of effect that should be added).

Parameter	Setting
Chorus Send	0~127

Panpot

Use this parameter to change the stereo placement of the selected keyboard part. "L63" means "hard left" and "R63" represents "hard right". Choose "0" if the sound should be at the center of the stereo image.

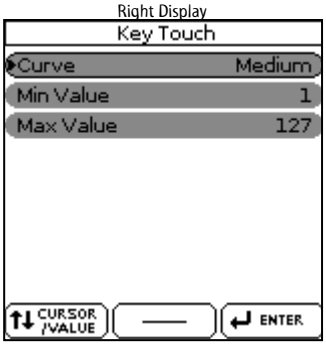
Parameter	Setting
Panpot	L63~0~R63

Key Touch (velocity sensitivity)

The BK-9's keyboard is velocity sensitive, allowing you to control the timbre and volume of the keyboard parts by varying the strength with which you strike the keys.

1. If you want to edit this setting, you have to push the dial to select the "Key Touch" page.

Right Display



2. Select and set the desired parameter(s). See "Browsing Windows and Setting Parameter Values" (p. 26).

The following parameters are available:

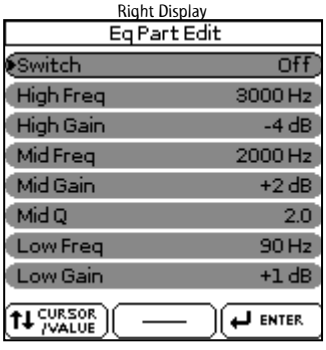
Parameter	Setting	Explanation
Curve	High, Medium, Low, Fixed*	• "**High**": Select this setting for maximum expressiveness. Even small variations of the force with which you strike a key produce audible changes. The trade-off is, however, that you have to strike the keys forcefully to reach the maximum volume. • "**Medium**": Medium velocity sensitivity. The keyboard responds to velocity changes, but the maximum volume can be obtained more easily than the with "high" curve. (This is the default setting.) • "**Low**": Select this setting if you are used to playing on an electronic organ or if you do not want velocity changes to bring about major volume changes. • "**Fixed**": Select this setting if all notes you play on the keyboard should have the same velocity value. When you set this parameter, the "Fixed value" field can be edited.
Min Value	1~127	This parameter allows you to set the smallest velocity value with which you can trigger the selected part.
Max Value	1~127	This parameter allows you to set the highest velocity value with which you can trigger the selected part.
Fixed value*	1~127	Allows you to set the value when "Curve" is set to "Fixed".

[*] This parameter can only be edited if the "Curve" parameter is set to "Fixed".

Eq Part Edit

1. If you want to edit the parameters of the equalizer, you have to push the dial to select the "Eq Edit Part" page.

Right Display



2. Select and set the desired parameter(s). See "Browsing Windows and Setting Parameter Values" (p. 26).

The following parameters are available:

Parameter	Setting	Explanation
Switch	Off, On	This parameter allows you to switch the equalizer on and off.
High Freq	1500 Hz, 2000 Hz, 3000 Hz, 4000 Hz, 6000 Hz, 8000 Hz, 12000 Hz	Allows you to set the cutoff frequency of the high band (this is a shelving filter).
High Gain	–15~+15 dB	Use this parameter to set the level of the selected "High" frequency. Positive values boost (increase the volume of) that frequency band, negative values cut (attenuate) it.
Mid Freq	200~8000 Hz	Allows you to set the cutoff frequency of the middle band (this is a peaking filter).
Mid Gain	–15~+15d B	Use this parameter to set the level of the selected "Mid" frequency.
Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Use this parameter to specify the width of the "Mid Frequency" band that you want to boost or cut. Smaller values mean that neighboring frequencies above/below that value are also affected.
Low Freq	90 Hz, 150 Hz, 180 Hz, 300 Hz, 360 Hz, 600 Hz	Allows you to set the cutoff frequency of the low band (this is a shelving filter).
Low Gain	–15~+15 dB	Use this parameter to set the level of the selected "Low" frequency.

3. Press the [EXIT] button to leave the "Eq Part Edit" page.

Mfx

The BK-9 contains two multi-effects processor ("Mfx") that can be used to process the desired keyboard part(s). Select "Off" for parts that don't need to be processed by this Mfx.

Parameter	Setting
Mfx	Off, Mfx1, Mfx2

Expression Pedal

Select "Off" if you don't need pedal expression for the selected part. This means that the keyboard part in question no longer responds to an expression pedal you may have connected to the PEDAL EXPRESSION jack.

Parameter	Setting
Expression Pedal	Off, On

Exp Pedal Down and Exp Pedal Up

The expression pedal allows you to control the volume of all parts by foot.

"Up" and "Down" refer to the volume that is used when the expression pedal is pressed ("Up", highest volume) or in the upright position ("Down", lowest volume).

You do not need to specify "0" for the "Down" position.

Selecting any other values will reduce the volume of the selected part up to the "Down" value.

Likewise, you do not need to specify "127" as maximum value for "Up".

NOTE

The expression pedal sends MIDI Expression commands (CC11).

It is perfectly possible to set the "Down" value to "127" and the "Up" value to "0", so that the selected part only sounds when the expression pedal is in the upright position. This can be used for some clever effects: instead of alternating between the Upper1 and Upper2 parts by varying your velocity (which requires a considerable amount of "striking precision", see "Min Value" and "Max Value" on p. 128), you could invert Uppert2 response to the expression pedal, so that Upper1 doesn't sound when Upper2 does, and vice versa.

Parameters	Setting
Pedal Exp Down Pedal Exp Up	0~127

Hold Pedal

This parameter allows you to specify whether and how a hold damper pedal you connect to the "PEDAL HOLD" jack should respond to Hold messages (CC64).

Parameter	Setting
Hold Pedal	Auto, On, Off

- "**Auto**" means that the part in question only responds to Hold messages if it is assigned to the right half (Split) or the entire keyboard.
- "**On**" means that the part in question always responds to Hold messages, even if it is assigned to the left half of the keyboard.
- "**Off**", finally, means that the part does not respond to Hold messages.

Octave Shift

Allows you to transpose the selected keyboard part in octave steps

Parameter	Setting
Octave Shift	–4~0~+4

Coarse Tune

Changes the pitch of the selected keyboard part in semi-tone steps.

Parameter	Setting
Coarse Tune	–24~0~+24

Fine Tune

Changes the pitch of the selected part in steps of 1 cent (1/100 semi-tone).

Parameter	Setting
Fine Tune	–100~0~+100

Portamento Mode

You can set the selected part to mono(phonic) mode.

Parameter	Setting
Portamento Mode	Patch, Poly, Mono

- **"Patch"** means that the setting depends on Tone's Mono/Poly setting.
- **"Poly"**, on the other hand, means that you can play chords using the selected part
- **"Mono"** means that you can only play one note at a time. You could select this mode to play a trumpet or woodwind part in a more natural way.

Portamento Time

"Portamento" means that the pitch doesn't change in clearly defined steps: it produces glides from one note to the next. Use this parameter to specify the speed at which those glides are carried out. The higher is the value, the slower is the transitions.

Parameter	Setting
Portamento Time	0~127

Bender Assign

This parameter allows you to specify for each keyboard part how it should respond to Pitch Bend messages.

Parameter	Setting
Bender Assign	Auto, On, Off

- "**Auto**": The keyboard part only responds to left/right movements of the BENDER/MODULATION lever when no split setting causes it to be to the left of other keyboard parts. In other words: parts you can play with your left hand after selecting a split no longer respond to pitch bend messages. But they will while the keyboard is not split.
- "**On**": The keyboard part always responds to left/right movements of the BENDER/MODULATION lever.
- "**Off**": The part in question does not respond to left/ right movements of the BENDER/MODULATION lever.

NOTE

If a SuperNATURAL tone is selected and its "Bend Mode" parameter is "On", the "Auto" and "On" value of "Bender Assign" do not act.

For more information about "Bend Mode" see "SuperNATURAL Edit (Only if a SuperNATURAL tone is selected)" (p. 131).

Bender Range

This parameter sets the pitch interval, i.e. the value that will be used when the BENDER/MODULATION lever is pushed all the way to the left or right.

Parameter	Setting
Bender Range	0~+24

NOTE

If a SuperNATURAL tone is selected and its "Bend Mode" parameter is "On", the "Bender Range" parameter does not act.

For more information about "Bend Mode" see "SuperNATURAL Edit (Only if a SuperNATURAL tone is selected)" (p. 131).

Modulation Assign

This parameter allows you to specify for each keyboard part how it should respond to Modulation messages (CC01).

Parameter	Setting
Modulation Assign	Auto, On, Off

- "**Auto**": The keyboard part only responds to backward movements of the BENDER/MODULATION lever when no split setting causes it to be to the left of other keyboard parts. In other words: parts you can play with your left hand after selecting a split no longer respond to modulation messages. But they will while the keyboard is not split.
- "**On**": The keyboard part always responds to backward movements of the BENDER/MODULATION lever.
- "**Off**": The part in question does not respond to backward movements of the BENDER/MODULATION lever.

Slider CC1, Slider CC2, Slider CC3

You can assign to the Sliders CC1~CC3 a function.

Parameter	Setting
Slider CCx	OFF, Cut Off, Resonance, Attack, Decay, Release, Vibrato Rate, Vibrato Depth, Vibrato Delay, C1, SN Noise*, SN Speed*, SN Growl Sense*,

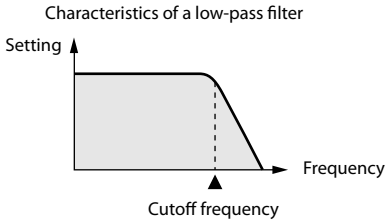
* For details regarding this settings refer to the"Tone & Drum Kit List " supplementary manual.

Download it from the Web http://www.roland.com/manuals/).

Tone Edit (Not for all tone)

NOTE

The Tone Edit function is not applicable to some tones, SuperNATURAL tones and Harmonic Bar.

Parameter	Setting	Explanation
Cut Off	–64~+63	This filter parameter allows you to make the selected sound darker or brighter. Positive settings mean that more overtones will be allowed to pass, so that the sound becomes brighter. The further this value is set in the negative direction, the fewer overtones will be allowed to pass and the sound will become softer (darker).  **NOTE** For some sounds, positive (+) Cutoff settings will cause no noticeable change because the pre-programmed Cutoff parameter is already set to its maximum value
Resonance	–64~+63	When the Resonance value is increased, the overtones in the area of the cutoff frequency will be emphasized, creating a sound with a strong character. **NOTE** For some sounds, negative (–) "Resonance" settings may produce no noticeable change because the Resonance is already set to the minimum value.
Attack	–64~+63	This parameter adjusts the onset of the sound. Negative values speed up the attack, so that the sound becomes more aggressive.
Decay	–64~+63	This parameter adjusts the time over which the sound's volume and cutoff frequency fall from the highest point of the attack down to the sustain level. **NOTE** Percussive sounds usually have a sustain level of "0". Piano and guitar sounds are in this category. Holding the keys for a long time will have little effect on the duration of the notes you are playing, even if you select a high value here
Release	–64~+63	This parameter adjusts the time over which the sound will decay after the note is released until it is no longer heard. The cutoff frequency will also fall according to this setting.
Vibrato Rate	–64~+63	This parameter adjusts the speed of the pitch modulation. Positive (+) settings make the preset pitch modulation faster and negative (–) settings make it slower.
Vibrato Depth	–64~+63	This parameter adjusts the intensity of the pitch modulation. Positive (+) settings mean that the "wobble" becomes more prominent, while negative (–) settings make it shallower.
Vibrato Delay	–64~+63	This parameter adjusts the time required for the vibrato effect to begin. Positive (+) settings increase the time before vibrato will begin and negative settings shorten the time

Parameter	Setting	Explanation
C1	0~127	The function of this parameter depends on the sound you assigned to the selected part. It may influence the filter and resonance setting, switch between the organ samples with the fast and slow Rotary modulation, etc.

SuperNATURAL Edit (Only if a SuperNATURAL tone is selected)

You can make parameters settings for the selected SuperNATURAL instrument.

Refer to "SuperNATURAL INST Parameters" in the "Tone & Drum Kit List" supplementary manual.

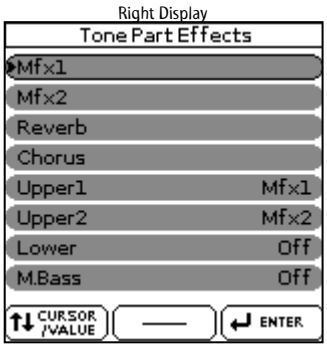
Download it from the Web http://www.roland.com/manuals/).

'Tone Part Effects' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Tone Part Effects" or pressing and holding the [MFX] button. Your BK-9 contains two multi-effects processor that can be used for processing any keyboard part you like.

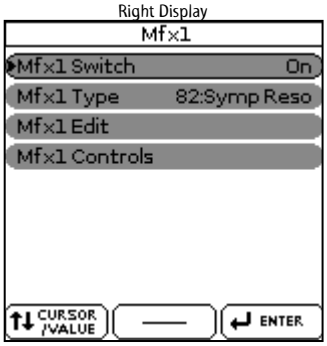
MEMO

There are also 3 multi-effects processors ("Mfx"), one reverb processor and one chorus processor that can be used to process Rhythm or Standard MIDI Files).



1. Use the dial to select the desired function (Mfx1, Mfx2, Reverb, Chorus,Upper1, Upper2, Lower, M.Bass). See "Browsing Windows and Setting Parameter Values" (p. 26).

Mfx1



Mfx(1) Switch

Select "Off" if you don't need the Mfx processor.

Parameter	Setting
Mfx Switch	Off, On

Mfx(1) Type

The BK-9 provides 84 different multi-effect types, some of which are combinations of two effects for added flexibility. This parameter allows you to select the desired type. The available types are:

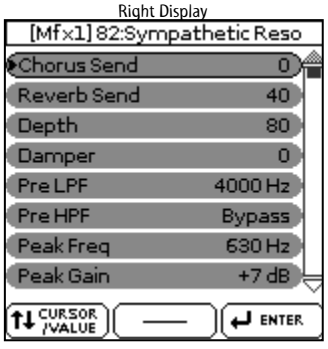
N.	Mfx Type	N.	Mfx Type	N.	Mfx Type
1	Thru	29	0OD→ Delay	57	VK Rotary
2	Stereo EQ	30	DST→ Chorus	58	3D Chorus
3	Overdrive	31	DST→ Flanger	59	3D Flanger
4	Distortion	32	DST→ Delay	60	3D Step Flgr
5	Phaser	33	EH→ Chorus	61	Band Chorus
6	Spectrum	34	EH→ Flanger	62	Band Flanger
7	Enhancer	35	EH→ Delay	63	Band Step Flg
8	Auto Wah	36.	Chorus→DLY	64	VS Overdrive
9	Rotary	37	Flanger→ DLY	65	VS Distortion
10	Compressor	38	CHO→ Flanger	66	GT Amp Simul
11	Limiter	39	CHO/DLY	67	Gate
12	Hexa-Chorus	40	Flanger/DLY	68	Long Delay
13	Trem Chorus	41	CHO/Flange	69	Serial Delay
14	Space-D	42	Isolator	70	MLT Tap DLY
15	St. Chorus	43	Low Boost	71	Reverse DLY
16.	St. Flanger	44	Super Filter	72	Shuffle DLY
17	Step Flanger	45	Step Filter	73	3D Delay
18	St. Delay	46	Humanizer	74	Long DLY
19	Mod. Delay	47	Speaker Sim	75	Tape Echo
20	3 Tap Delay	48	Step Phaser	76	LoFi Noise
21	4 Tap Delay	49	MLT Phaser	77	LoFi Comp
22	Time Delay	50	Inf Phaser	78	LoFi Radio
23	2 Pitch Shifter	51	Ring Modul	79	Telephone
24	FBK Pitch	52	Step Ring	80	Phonograph
25	Reverb	53	Tremolo	81	Step Pitch
26	Gate Reverb	54	Auto Pan	82	Sympa Reso
27	OD→Chorus	55	Step Pan	83	Vib-Od-Rotary
28	OD→Flanger	56	Slicer	84	Center Canc

NOTE

Some of the names shown above may be abbreviated in the display.

Mfx(1) Edit

1. If you want to edit the parameters of the selected effect type, you have to push the dial to select the "Mfx Edit" page.



2. Select and set the desired parameter(s). See "Browsing Windows and Setting Parameter Values" (p. 26).

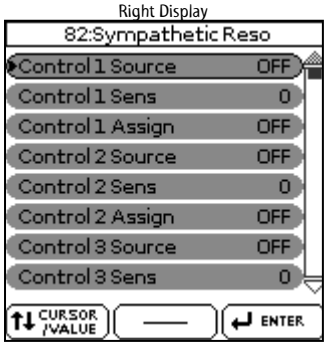
The first two parameters for each Mfx type are "Chorus Send" (0~127) and "Reverb Send" (0~127).

They allow you to specify whether—and to what extent—the Mfx signal should be processed by the Chorus and/or Reverb effect.

The other parameters in the page depend on the Mfx type that you selected.

Mfx(1) Controls

1. If you want to assign a control to a Mfx(1), you have to push the dial to select the "Mfx Controls" page.



2. Select and set the desired parameter(s). See "Browsing Windows and Setting Parameter Values" (p. 26).

Parameter	Setting
Control1 Source	MFX1 Ctrl, MFX2 Ctrl
Control1 Sens	-63~+63
Control1 Assign	The effects to assign depend on the Mfx type that you selected
Control2 Source	As Control1 Source
↕	↕
Control4 Assign	As Control1 Assign

Mfx2

For the Mfx2 parameters refer to Mfx1.

Reverb

Parameter	Setting	Explanation
Reverb Switch	Off, On	Select "Off" you don't need any reverb effect.
Reverb Type	1: SRV Room, 2: SRV Hall, 3: SRV Plate, 4: GM2 Reverb, 5: Room1, 6: Room2, 7: Stage1, 8: Stage2, 9: Hall1, 10: Hall2, 11: Delay, 12: Pan Delay	This parameter allows you to select one of the twelve effects types, two of which are actually delay effects.
Reverb Edit		The parameters to assign depend on the Reverb Type that you selected. See below.

Reverb Edit	"1: SRV Room", "2: SRV Hall", "3: SRV Plate Types	
Parameter	**Setting**	**Explanation**
Level	0~127	Output level of the reverb signal.
Pre Delay	0.0~100.0 ms	Adjusts the delay time between the direct sound until the reverb sound is heard. This is used to simulate the distance between the original signal and the reflective surfaces.
Time	0~127	The duration of the reverb signal. The higher the value, the "longer" the simulated room becomes.
Size	1~8	Determines how the later reverberations are propagated, which gives the listener important clues about the height of the simulated room.
High Cut	160~12500Hz, Bypass	Adjusts the frequency above which the highfrequency content of the reverb will be reduced. If you do not want to attenuate the high frequencies, set this parameter to BYPASS.
Density	0~127	Density (number) of the reflections.
Diffusion	0~127	Adjusts the change in density of the reverb over time. The higher the value, the more the density increases with time. (The effect of this parameter is most noticeable with long reverb times.)
LF Damp Freq	50~4000Hz	Adjusts the frequency below which the lowfrequency content of the reverb sound will be reduced.
LF Damp Gain	–36~0dB	Adjusts the amount of damping applied to the frequency range selected with "LF Damp". With a setting of "0", there will be no reduction of the reverb's low-frequency content.
HF Damp Freq	4000~ 12500Hz	Adjusts the frequency above which the highfrequency content of the reverb sound will be reduced.
HF Damp Gain	-36~0dB	Adjusts the amount of damping applied to the frequency range selected with "HF Damp". With a setting of "0", there will be no reduction of the reverb's high-frequency content.

Reverb Edit	"4. GM2Reverb" Type	
Parameter	**Setting**	**Explanation**
Level	0~127	Output level of the reverb signal.
Character	Room1, Room2, Room3, Hall1, Hall2, Plate, Delay, Pan Delay	Type of reverb
Pre LPF	0~7	Cuts the high frequency range of the sound coming into the reverb. Higher values will cut more of the high frequencies.
Level	0~127	Output level of the reverb signal.
Time	0~127	Time length of reverberation.
Feedback	0~127	Adjusts the level of the delay sound that is fed back into the effect when the "Character" setting is "Delay" or "Pan Delay".

Reverb Edit	"5. Room1" ~ "12. Pan Delay" Types	
Parameter	**Setting**	**Explanation**
Level	0~127	Output level of the reverb signal.
Time	0~127	Time length of reverberation
HF Damp	200~8000Hz, Bypass	Adjusts the frequency above which the highfrequency content of the reverb sound will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.

Reverb Edit	"5. Room1" ~ "12. Pan Delay" Types	
Parameter	**Setting**	**Explanation**
Feedback	0~127	Adjusts the amount of delay feedback.

Chorus

Parameter	Setting	Explanation
Chorus Switch	Off, On	Select "Off" if you don't need any chorus effect.
Chorus Type	1: Chorus1, 2: Chorus2, 3: Chorus3, 4: Flanger, 5: GM2Chorus, 6: Delay	This parameter allows you to select one of the twelve effects types, one of which is actually a delay effect.
Chorus Edit		The parameters to assign depend on the Chorus Type that you selected. See below.

Chorus Edit	"1: Chorus1" ~ "4: Flanger" Types	
Parameter	**Setting**	**Explanation**
Level	0~127	Output level of the chorus signal.
Output Select	Main, Rev, Main+Rev	Allows you to specify where the processor's output signal should go: to the OUTPUT "Main", the Reverb processor ("Rev") or both ("Main+Rev"). The latter two options mean that the chorus signal is also processed by the reverb effect you select
Filter Type	OFF, LPF, HPF	This allows you to specify whether or not the incoming signal should be filtered before being processed by the chorus. This may be helpful to avoid a cluttered sound image or to preserve the "punch" of bass signals. Select "OFF" if you don't need any filtering. "LPF" cuts the frequency range above the "Cutoff Freq". "HPF" cuts the frequency range below the "Cutoff Freq".
Cutoff Freq	200~8000Hz	Basic frequency of the filter. This has no effect if you select "OFF" as filter type.
Pre Delay	0.0~100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Sync	Hz, Note	Use this parameter to specify whether ("Note") or not ("Hz") the modulation rate should be synchronized to the Arranger or Recorder tempo. Depending on your choice, the setting range of the following parameter refers to a speed (Hz) or a note value.
Rate Hz	0.05~10.00Hz	Specifies the modulation speed. This can be either a frequency (Hz) or a note value, depending on how you set the "Rate Sync" parameter above. "T" means "triplet" and a "." refers to a dotted note. "2/1" means that each cycle takes two measures/bars. The advantage of working with a note value is that the chorus will undulate in sync with the current Arranger or Recorder tempo.
Rate Note	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2 T, 1/4., 1/2, 1/1 T, 1/2., 1/1, 2/1 T, 1/1., 2/1	
Depth	0~127	This parameter sets the depth at which the chorus sound is modulated. Higher values result in a more pronounced modulation.
Phase	0~180 deg	Spatial spread of the sound (i.e. the "stereoness" of the effect).

Chorus Edit	"1: Chorus1" ~ "4: Flanger" Types	
Parameter	**Setting**	**Explanation**
Feedback	0~127	This parameter sets the level at which the chorus sound is re-input (fed back) into the chorus. By using Feedback, a denser Chorus sound can be created. Higher values result in a greater feedback level.

Chorus Edit	"5: GM2Chorus" Type	
Parameter	**Setting**	**Explanation**
Level	0~127	Output level of the chorus signal.
Output Select	Main, Rev, Main+Rev	Allows you to specify where the processor's output signal should go: to the OUTPUT "Main", the Reverb processor ("Rev") or both ("Main+Rev"). The latter two options mean that the chorus signal is also processed by the reverb effect you select
Pre LPF	0~7	Cuts the high frequency range of the sound coming into the chorus. Higher values will cut more of the high frequencies.
Level	0~127	Output level of the chorus signal
Feedback	0~127	Adjusts the amount of the chorus sound that is fed back into the effect.
Delay	0~127	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate	0~127	This parameter sets the speed (frequency) at which the chorus sound is modulated. Higher values result in faster modulation.
Depth	0~127	This parameter sets the depth at which the chorus sound is modulated. Higher values result in a more pronounced modulation.
Reverb Send	0~127	This parameter sets the amount of chorus sound that is sent to the Reverb processor. The value "127" effectively allows you to connect the chorus and reverb effects in series (Chorus before Reverb). If you do not want the chorus signal to be processed by the Reverb effect, set this value to "0".

Chorus Edit	"6: Delay" Type	
Parameter	**Setting**	**Explanation**
Level	0~127	Output level of the chorus signal.
Output Select	Main, Rev, Main+Rev	Allows you to specify where the processor's output signal should go: to the OUTPUT "Main", the Reverb processor ("Rev") or both ("Main+Rev"). The latter two options mean that the chorus signal is also processed by the reverb effect you select
L Delay Sync	msec, Note	Use this parameter to specify whether ("Note") or not ("msec") the delay time should be synchronized to the tempo. Depending on your choice, the setting range of the following parameter refers to a time (msec) or a note value.

Chorus Edit	"6: Delay" Type	
Parameter	**Setting**	**Explanation**
L Delay msec	0~1000m	Specifies the delay time. This can be either a time value ("msec") or a note value, depending on how you set the "Delay Sync" parameter above. "T" means "triplet" and a "." refers to a dotted note. "2/1" means that each repetition comes after two measures/bars. The advantage of working with a note value is that the delay effect always runs in sync with the current tempo.
L Delay Note	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1/1T, 1/2., 1/1, 2/1T, 1/1., 2/1	
L Level	0~127	Volume of each delay line (there are three – left, center and right).
HF Damp	200~8000Hz, Bypass	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
C Delay Sync	See "L Delay Sync"	
C Delay msec	See "L Delay msec"	
C Delay Note	See "L Delay Note"	
C Level	See "L Level"	
C Feedback	–98~+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (–) settings invert the phase.
R Delay Sync	See "L Delay Sync"	
R Delay msec	See "L Delay msec"	
R Delay Note	See "L Delay Note"	
R Level	See "L Level"	

Upper1, Upper2, Lower, MBass

For each keyboard part you can choose which MFX (Mfx1, Mfx2) processor should act. Select "Off" for parts that don't need to be processed by this Mfx.

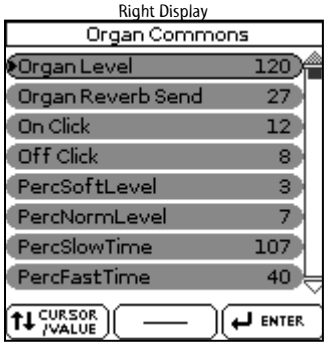
Parameter	Setting
Upper1	Off, Mfx1, Mfx2
Upper2	
Lower	
M.Bass	

Organ Commons

This page allows you to make additional detailed settings for the tonewheel organ.

It can be selected using [MENU] button → "Performance Edit" → "Organ Commons" or pressing and holding the [HARM. BAR].

Right Display



Organ Volume

Use this parameter to set the organ volume.

Parameter	Setting
Organ Volume	0~127

Organ Reverb Send

Use this parameter to set the reverb send level.

Parameter	Setting
Organ Reverb Send	0~127

On Click

Volume of noise when you press a key

Parameter	Setting
On Click	0~31

Off Click

Volume of noise when you release a key

Parameter	Setting
Off Click	0~31

PercSoftLevel

For details for each "Percussion" parameter, refer to "Organ effects" (p. 32).

Parameter	Setting
PercSoftLevel	0~15

PercNormalLevel

Parameter	Setting
PercNormalLevel	0~15

PercSlowTime

Parameter	Setting
PercSlowTime	0~127

PercFastTime

Parameter	Setting
PercFastTime	0~127

PercRecharge

Parameter	Setting
PercRecharge	0~10

PercHBarLevel

Parameter	Setting
PercHBarLevel	0~127

Percussion N/S (Normal/Soft)

You can enable the Percussion Soft in the Organ Parameters page also. See "Organ effects" (p. 32).

Parameter	Setting
Perc N/S	NORM, SOFT

NOTA

The volume when percussion is softened (On) can be adjusted by the "PercSoftLevel" (p. 134).

Leakage

You can adjust the TONE WHEEL Leakage in the Organ Parameters page also. See "Organ effects" (p. 32)

Parameter	Setting
Leakage	0~127

VibCho Switch

You can apply vibrato or chorus to the organ sound.

You can switch the vibrato or chorus in the Organ Parameters page also. See "Organ effects" (p. 32)

Parameter	Setting
VibCho Switch	Off, On

NOTA

Vibrato and chorus will not apply to the percussion sound.

VibCho Type

You can change the Vibrato or Chorus type

You can change the vibrato or chorus type in the Organ Parameters page also. See "Organ effects" (p. 32)

Parameter	Setting
VibCho Type	V-1, V-2, V-3, C-1, C-2, C-3

VibCho Vintage

Tonewheel used in tonewheel organs of 1950, 1960, 1970.

Parameter	Setting
VibCho Vintage	'50, '60, '70

Rot Switch

Enable or disable the rotary.

Parameter	Setting
Rot Switch	Off, On

Rot Speed

Change the speeds of the Rotary effect.

Parameter	Setting
Rot Speed	Slow/ Fast

Rot WF Spread, Rot TW Spread

In the "Spread" parameters you can specify the amount by which the sound will appear to be spread to left and right by the rotation of the speaker.

- Woofer (WF): Rotary Woofer Spread
- Tweeter (TW): Rotary Tweeter Spread

Parameter	Setting
Rot WF Spread, Rot TW Spread	0~10

Rot WF Level, Rot TW Level

Parameter	Setting
Rot WF Level, Rot TW Level	0~127

Rot WF Rise Time, Rot TW Rise Time

Parameter	Setting
Rot WF Rise Time, Rot TW Rise Time	0~127

Rot WF Fall Time

Parameter	Setting
Rot WF Fall Time	0~127

Rot TW Fall Time

Parameter	Setting
Rot TW Fall Time	0~127

Rot WF Speed Slow, Rot TW Speed Slow

Parameter	Setting
Rot WF Speed Slow, Rot TW Speed Slow	0~127

Rot WF Speed Fast, Rot TW Speed Fast

Parameter	Setting
Rot WF Speed Fast, Rot TW Speed Fast	0~127

Rot Mic Distance

Distance between speaker and microphone

The distance between the speaker and the microphone will affect the depth of the modulation.

Parameter	Setting
Rot Mic Distance	0~10

Rot Speed Rand

Inconsistency of the speaker's rotation.

Depending on the condition of the rotary speaker, the speaker's rotation might not be perfectly consistent, and this can create distinctive sounds.

Parameter	Setting
Rot Speed Rand	0~10

Eq Bass Gain

The BK-9 contains a three-band organ equalizer.

Parameter	Setting
Eq Bass Gain	-5–0–+5 (dB)

Eq Middle Gain

The BK-9 contains a three-band organ equalizer.

Parameter	Setting
Eq Middle Gain	-5–0–+5 (dB)

Eq Treble Gain

The BK-9 contains a three-band organ equalizer.

Parameter	Setting
Eq Treble Gain	-5–0–+5 (dB)

Amp Type

The BK-9 also faithfully simulates the amp that is combined with the rotary speaker. The BK-9 simulates five different amp types, allowing you to produce various kinds of distortion.

This parameter can changed in the Organ Parameters page also. See "Organ effects" (p. 32)

Parameter	Setting
Amp Type	TYPE 1~TYPE 5

- TYPE 1: A rotary speaker often used in jazz performance.
- TYPE 2: A large stack-type vacuum tube amp often used in British hard rock of the 1970's and still used by hard rock guitarists today.
- TYPE 3: A rotary speaker often used in rock performance.
- TYPE 4: A rotary speaker with distortion.
- TYPE 5: A rotary speaker for which the volume cannot be changed significantly using the gain.

Overdrive

A value toward 127 raise the gain, adding distortion to the sound. This parameter can be changed in the Organ Parameters page also. See "Organ effects" (p. 32)

Parameter	Setting
Overdrive	0~127

Ring Mod Switch

The Ring Modulator simulates a circuit that produces an unpitched metallic sound by varying the frequency of the ring modulator's internal oscillator.

In hard rock of the past, some organ players applied aggressive effects such as a ring modulator to their organ in order to compete with the aggressive playing of the electric guitarist.

A ring modulator is an effect that generates complex overtones that are not found in the original sound. These complex overtones create a metallic-sounding resonance.

The word "ring" comes from the ring-shaped circuit that is formed when a ring modulator is constructed using analog components.

Parameter	Setting
Ring Mod Switch	Off, On

Ring Mod Freq

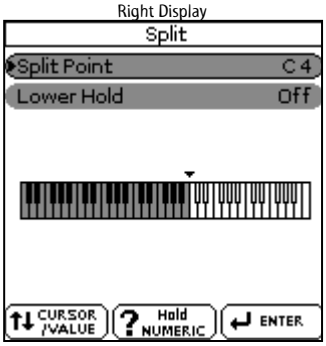
Parameter	Setting
Ring Mod Freq	0~127

Split

This page allows you to set two keyboard-related parameters. It can be selected using [MENU] button → "Performance Edit"→ "Split".

For detail see "Play Different Voices with the Left and Right Hands (Split)" (p. 32).

Right Display



MEMO

This page can also be selected by pressing and holding the [SPLIT] button.

Split Point

The "Split Point" parameter allows you to set the split point.

Parameter	Setting
Split Point	F1~F#7

TIPS

Selecting the "Split Point" field and after pushing the dial, you can set the split point by simply pressing the corresponding key on the keyboard.

Lower Hold

This parameter allows you to set the Hold function for the Lower part.

Parameter	Setting
Lower Hold	Off, On

If you set this parameter to "On", the notes of the Lower part go on sounding until you play other notes in the left keyboard area. (This function is only available while the [SPLIT] button lights.)

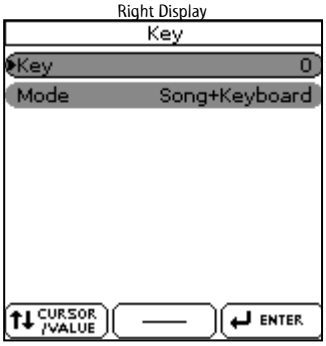
If you select "Off", the Lower part stops sounding as soon as you release all keys in the left area.

Key

This function allows you to transpose the BK-9's pitch in semi-tone steps. Depending on the mode setting, this transposition applies to all sections or just a specific section.

It can be selected using [MENU] button → "Performance Edit" → "Key". See "Transposing to a Different Key" (p. 52) .

Right Display



TIPS

Pressing and holding the [KEY] button locks this parameter and keeps it from changing when you select Performance memories.

Key

Allows you to set the desired transposition interval.

Each value represents a semi-tone step. Select "0" if no transposition is required.

Parameter	Setting
Key	–6~0~+5

If the "Key" setting differs from "0", the [KEY] button indicator lights.

Mode

Allows you to specify which sections should be transposed by the "Key" parameter.

Parameter	Setting
Mode	Song, Keyboard, Song+Keyboard

- "**Song**": Only song playback is transposed.
- "**Keyboard**": Only the notes you play on the keyboard are transposed. (This also affects the chord information transmitted to the Arranger.)
- "**Song+Keyboard**": Both song playback and the keyboard parts are transposed. Rhythm playback is also transposed.

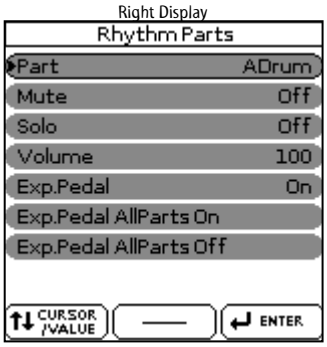
'Rhythm Parts' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Rhythm Parts".

MEMO

You can easy adjust the Volume and set Mute/Solo for each the Rhythm part by a twice pressing of [MIXER] button.

See "Setting the Volume of the Real-Time Parts or Rhythm Parts (Mixer)" (p. 33).



The parameters of this function group apply to the eight Automatic Accompaniment parts (i.e. the parts used to play back the selected rhythm).

1. Use the dial to select in the first field the rhythm part you want to edit (ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc4, Acc5, Acc6).

The display shows the settings for the selected part.

2. Select and set the desired parameter(s). See "Browsing Windows and Setting Parameter Values" (p. 26).

The following parameters are available:

Mute

Allows you to mute the selected part, so that it is no longer audible.

Parameter	Setting
Mute	Off, On

Solo

Allows you to solo the selected part, which means that all other rhythm parts are switched off.

Parameter	Setting
Solo	Off, On

Volume

Adjusts the volume of the selected rhythm part.

Selecting "0" means that the part is question is no longer audible.

Parameter	Setting
Volume	0~127

Exp. Pedal

Select "Off" if you don't need pedal expression for the selected part. This means that the rhythm part in question no longer responds to an expression pedal you may have connected to the PEDAL EXPRESSION jack.

Parameter	Setting
Exp. Pedal	Off, On

Exp.Pedal AllParts On

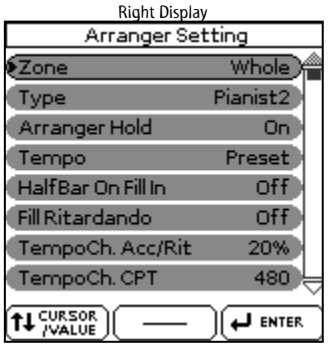
If you are not sure which rhythm parts still receive expression messages, and if you want all to receive them, you can select this field and push the dial.

Exp.Pedal AllParts Off

If you are not sure which rhythm parts still receive expression messages, and if no rhythm part should receive them, you can select this field and push the dial.

'Arranger Setting' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Arranger Setting".



The parameters of this function group apply to the Arranger as a whole and allow you to fine-tune its behavior.

Zone

When you press the [SPLIT] button, the selected rhythm pattern is controlled by the chords you play in the left half of the keyboard.

You can also tell the Arranger to scan another part of the keyboard for usable chords. Though "Left" is probably the most popular setting, you could select "Right" to have the Arranger scan the right half of the keyboard.

Select "Off" if you only need the drum part of the selected rhythm and no melodic accompaniment parts (ABass, ACC1~6).

Switch off the [SPLIT] button if the Arranger should scan the entire keyboard ("Whole").

The range of the left and right keyboard areas depends on the "Split Point" setting (p. 136).

Parameter	Setting
Zone	Off, Right, Left, Whole

Type

Another important choice is how you want to transmit note information to the Rhythm playback.

Parameter	Setting
Type	Standard, Pianist1, Pianist2, Intelligent, Easy

- "**Standard**": This is the normal chord recognition mode.
- "**Pianist1**": In this mode, the BK-9 only recognizes chords that consist of at least three notes. Playing only two notes will not cause the rhythm's key to change.
- "**Pianist2**": Same as "Pianist1" while the Hold pedal is not pressed. If you press the Hold pedal, the BK-9 even recognizes "chords" when you press only one note. If the hold pedal is still pressed, chord recognition continues up to a maximum of 5 played keys.
- "**Intelligent**": Select this option when you want the chord recognition function to supply the missing notes of the chords you play.
- "**Easy**": This is another "intelligent" chord fingering system. It works as follows:

Chord Type	Action
Major chords	Press the key that corresponds to the chord's fundamental.
Minor chords	Fundamental + any black key to the left of the fundamental.
Seventh chords	Fundamental + any white key to the left of the fundamental.
Minor seventh chords	Fundamental + any black key to the left + any white key to the left.

Arranger Hold

This function sustains the notes you play in the chord recognition area ("Zone"). Select "Off" if you want the accompaniment to stop as soon as the keys in that zone are released. This parameter is switched "On" by default.

Parameter	Setting
Arranger Hold	Off, On

Tempo

Each rhythm has a preset tempo that is recalled when a rhythm is selected. This parameter allows you to specify if and when the BK-9 should ignore the preset tempo and go on using the tempo of the previously selected rhythm.

Parameter	Setting
Tempo	Preset, Auto, Lock

Here is what these three options mean:

Setting	Selecting a new rhythm	
	Playback is stopped	Playback is running
Preset	The rhythm's preset tempo is loaded.	
Auto	The BK-9 loads the preset tempo of the new rhythm	The BK-9 doesn't load the preset tempo of the new rhythm. The new rhythm is played at the current tempo.
Lock	The BK-9 doesn't load the preset tempo of the new rhythm. It is played at the current tempo.	

NOTE

The setting of this parameter is neither saved to the Performance memories, nor to the Global area. See "Save Global" (p. 148). The "Lock" setting can also be activated by pressing and holding the [TAP TEMPO] button.

HalfBar On Fill In

When this parameter is "On", the length of the Fill-Ins, which are played when the [AUTO FILL IN] button lights, is halved.

Parameter	Setting
HalfBar On Fill In	Off, On

Certain pop songs in 4/4 contain bars that only last two beats. The usual place for such a bar is between the first and the second verse. Another favorite position for "halved" bars is at the end of a chorus or the bridge. Your BK-9 allows you to faithfully reproduce these "anomalies" using this function. This does not change rhythm playback right away. Only when another VARIATION pattern starts will the "HalfBar On Fill In" function be activated and play half the number of beats of the accompaniment pattern you selected.

Fill Ritardando

This function is suitable for ballads. It causes the next Fill-In to slow down ("ritardando"). See "Tempo Change Fill Rit" below for how to set how strongly the tempo should be decreased.

Parameter	Setting
Fill Ritardando	Off, On

As the name implies, it is only available while the [AUTO FILL-IN] button lights.

a. Set "Fill Ritardando" to "On".

b. Press the [START/STOP] / [▶/**II**] button to start rhythm playback.

c. Press a VARIATION [1]~[4] button.

The BK-9 plays a Fill-In. The tempo slows down while the fill is being played. At the end of the fill, the rhythm returns to the previously set tempo (this is called "a tempo").

TempoCh Acc/Rit, TempoCh CPT, TempoCh Fill Rit

The "TermpoCh Acc/Rit" parameter allows you to speed up or slow down the rhythm tempo by the amount you set here. To use these

functions, you must assign them to an optional pedal switch (p. 144).

There are three Ritardando functions: one for all rhythm patterns, one for Ending patterns and one for fill-ins (see "Fill Ritardando" above). They all use the "Tempo Change" settings on the following page.

Parameter	Setting
TempoCh Acc/Rit	5%~92%
TempoCh CPT	0~3825
TempoCh Fill Rit	5%~92%

"**TempoCh Acc/Rit**": Allows you to set the degree (ratio) by which the tempo changes when the "Acceler" or "Ritard" function is triggered. Example: if the tempo is currently ♩ = 100, the value "20%" means that the tempo drops to ♩ = 80 or rises to ♩ = 120

"**TempoCh CPT**": Use this parameter to specify how long a ritardando/accelerando should take. In most cases, 480 CPT (i.e. one measure) is probably the most musical choice.

"**TempoCh Fill Rit**": This parameter allows you to specify to what extent fill-in playback should be slowed down when the "Fill Ritardando" function is on.

Using the Ritardando/Accelerando functions

For general applications (any rhythm division) proceed as follows:

a. Assign the "Arr Rit" or "Arr Acc" function to an optional pedal switch (p. 144).

b. Press the [START/STOP] / [▶/II] button to start rhythm playback.

c. Press the assigned pedal switch.

For Ritardandos that apply to Ending patterns proceed as follows:

a. Press the [START/STOP] / [▶/II] button to start playback.

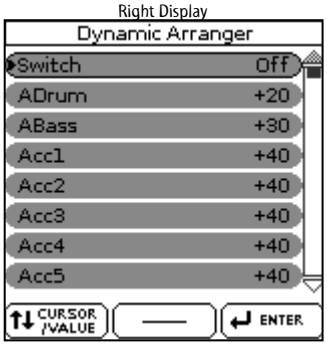
b. Press the [ENDING] button twice in succession ("double-click").

Dynamic Arranger

The DYNAMIC ARRANGER function allows you to control the volume of the accompaniments parts via the way you strike the keys in the chord recognition area (velocity sensitivity).

It can be selected using [MENU] button → "Performance Edit" → "Dynamic Arranger".

Right Display



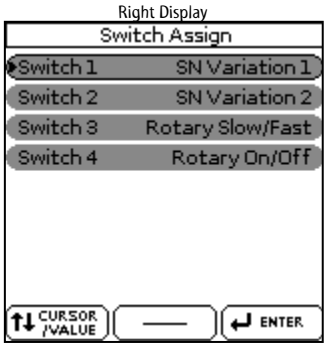
The following parameters can be edited:

Parameter	Setting	Explanation
Switch	Off, On	Enable or disable the Dynamic Arranger function.
ADrum Abass Acc1 Acc2 Acc3 Acc4 Acc5 Acc6	-127 ~ +127	There are eight accompaniment parts: ADrum (the drums), ABass (the bass) and ACC1~6 (the melodic accompaniment parts). Set the desired value with the dial or the [DEC]/[INC] buttons. You can specify positive and negative sensitivity values. Positive values mean that the volume of the part in question increases when you strike the chord recognition area keys harder, while negative values mean that the volume of the selected accompaniment part increases as your velocity becomes softer. You could use extreme positive/negative "Acc" pairs (i.e. "127" and "–127") to alternate between those two lines simply by varying your velocity. One part would then only be audible when you strike the keys softly, while the other would only be triggered by high velocity values. Choose "0" for parts whose volume should not be affected by your velocity values.

Assign Switches

This page allows you to assign a function to the Assign Switches two key. It can be selected using [MENU] button → "Performance Edit" → "Assign Switches".

Right Display



The following functions can be assigned to [S1], [S2], [S3], [S4] buttons:

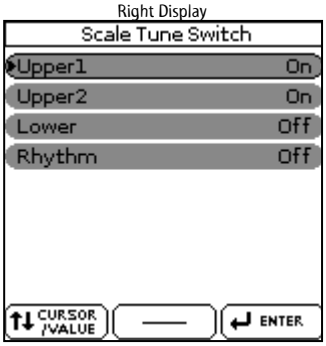
Function	Explanation
Off	The button in question has no function at all.
SN Variation 1 SN Variation 2	Some SuperNATURAL instrument provides effective performance variation sounds. You can use the "SN Variation 1 " and "SN Variation 2" to switch instantly between them as you play. **NOTE** It only works if a SuperNATURAL tone that provides performance variation sounds is selected.
Rotary Slow/ Fast	Allows you to select the slow or fast speed of the Rotary effect. This only works if the Harmonic Bars are being used by UPPER1, UPPER2, LOWER and/or M.BASS. Its indicators flashes according to the rotary speed.
Rotary On/Off	Allows you to switch the Rotary effect on (first time) and off (second). This only works if the Harmonic Bars or, organ tones that use the 9:Rotary and 57:VK Rotary effects, are being used by UPPER1, UPPER2, LOWER and/or M.BASS.
Rotary Brake	Enable or disable the Rotary Brake function.

Function	Explanation
Percussion 2nd	Percussion of the same pitch as the 4' harmonic bar will be heard.
Percussion 3rd	Percussion of the same pitch as the 2-2/3' harmonic bar will be heard.
Vib-Chorus On/Off	You can apply vibrato or chorus to the organ sound.
Fade IN	"Fade In" is a function you may want to use occasionally. While it is being performed, the Assigned Switch flashes. Fading in means that the volume of both the Rhythm and Keyboard parts gradually increases, giving the impression that you have been playing for a long time before what you play becomes audible. The volume is automatically set to zero and then gradually increased to the value specified with the [VOLUME] knob. When the Fade In is completed, the indicator of the Assigned Switch button goes dark. To change the Fade In time duration see "Fade IN/OUT Settings" (p. 148).
Fade OUT	"Fade Outs" are extremely popular in pop music and the BK-9 allows you to end a song just like the original. To do so, press the assigned Assign Switch button (it flashes). The volume then gradually decreases until it reaches zero (indicator goes dark). To change the Fade Out time duration see "Fade IN/OUT Settings" (p. 148).
Scale Upper	Allows you to assign the selected Scale Tune (p. 140) setting to the Upper parts.
Scale Lower	Allows you to assign the selected Scale Tune setting to the Lower part.
HalfBar on Fill In	The Assign Switch button allows you to switch the Half Bar function on and off. See "HalfBar On Fill In" (p. 138)
Arr Hold	Allows you to switch the Arranger Hold function on and off. See "Arranger Hold" (p. 138).
Arr Chord Off	Allows you to switch the chord recognition off, in which case only the drum/percussion of the selected Style keeps playing (or can be used).
Arr Rit Tempo	Allows you to start the Ritardando function. See "Fill Ritardando" (p. 138).
Arr ACC Tempo	Allows you to start the accelerando function.
Reset/Start	This function allows you have the rhythm start on the first beat of the currently selected Rhythm pattern when you press the Assign Switch button. Use it when you are accompanying a singer or soloist whose timing is a little shaky and suddenly notice that the playback lags one or two beats behind the singer/soloist.
Change UP2/1	Allows you to switch off the UPPER 1 part and activate the UPPER 2 part – and vice versa. **NOTE** If neither [UPPER1] or [UPPER2] buttons are on when you first press the Assign Switch button, one of them is activated.
MBass/KBD Arr	Allows you to set the "Zone" parameter to "Off" and, at the same time, select the SPLIT Keyboard mode and activate the Manual Bass part – and vice versa. **NOTE** If you switched on the Arranger Hold function (p. 138), the last recognized chord will go on sounding, so that your Manual Bass part may drown in the accompaniment. We therefore suggest you assign the "Arranger Hold" function (see above) to the other Assign Switch button and use it to switch off the Arranger Hold function, so that the Arranger only plays the drum pattern of the selected Rhythm.
Piano/Standard	By pressing the Assign Switch button, you alternate between the "Standard" and "Pianist2" Style Arranger type (p. 138). When the former is selected, the chord recognition area is automatically set to "Left". When you switch to Piano Style, the chord recognition area is automatically set to "Whole". Furthermore, the Upper 1 part is activated (if it was off).
Break Mute	This function can only be accessed via the Assign Switch button you assign it to. When you press it, Rhythm playback is muted for the remainder of the current measure. This is great for rock'n'roll songs.
Lower Hold	Allows you to set the Hold function for the Lower part.
Audio XFade	The Assign Switch can be used to activate a crossfade between two files. To make this work, select a different song while the current song is being played back and press the Assign Switch button. The BK-9 creates a brief blend between the current and the next song (This function is only available between two audio songs).
Unlock All	Use this function to unlock in one shot all filters acting when changing performances. See "Filtering Performance Memories Settings (Lock function)" (p. 63).

Scale Tune Switch

This parameter can be selected using [MENU] button → "Performance Edit" → "Scale Tune Switch".

Right Display

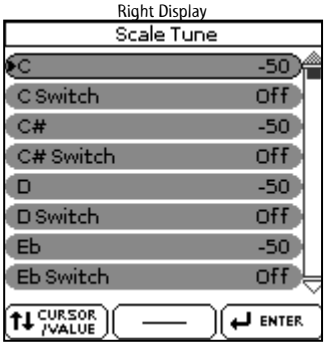


Parameter	Setting	Explanation
Upper1	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Upper1 and Melody Intell parts.
Upper2	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Upper2.
Lower	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the Lower part.
Rhythm	Off, On	Select "On" if the "Scale Tune" settings (see below) should apply to the rhythm parts.

Scale Tune

This parameter can be selected using [MENU] button → "Performance Edit" → "Scale Tune".

Right Display



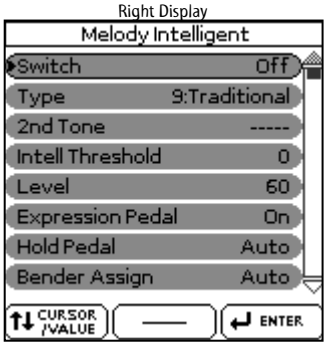
This parameter allows you to change the tuning of all notes of one octave, which may come in handy to create oriental tunings.

Parameter	Setting	Explanation
C ~ B (each note can be set individually)	-64~0~+63	Changes the pitch of the notes C~B in steps of 1 cent. The value that you specify is applied to all notes of the same name. If you change the tuning of the "C", that value is added to, or subtracted from, all Cs (C1, C2, C3, etc.). ("–50" means that the note in question is tuned a quarter tone down.)
C Switch ~ B Switch	Off, On	• **"Off":** The note is not detuned. • **"On":** The corresponding note is detuned at the value you specified (-64~0~+63)

'Melody Intelligent' parameters

This function group can be selected using [MENU] button → "Performance Edit" → "Melody Intelligent" or by pressing and holding the [MELODY INTELL] button.

Right Display



The following parameters are available:

Switch

Select "On" if you want to add a MELODY INTELL part.

This part is triggered by the chord recognition of the BK-9's Automatic Accompaniment and plays automatic harmonies that are added to the melody that you are playing using the Upper 1 part. You can choose from among 18 harmony types (see below).

Parameter	Setting
Switch	Off, On

MEMO

This "Switch" parameter can also be assigned to an optional pedal switch. See "Pedal Switch and Pedal Control" (p. 144).

Type

Allows you to select one of the 18 harmony types:

Parameter	Setting
Type	1:Duet, 2:Organ 3:Combo, 4:Strings, 5:Choir, 6:Block, 7:Big Band, 8:Country, 9:Traditional, 10:Brodway, 11:Gospel, 12:Romance, 13:Latin, 14:Country Guitar, 15:Country Ballad, 16:Waltz Organ, 17:Octave Type1, 18:Octave Type2

2nd Tone

Depending on the selected "Type" setting, a second harmony is added to the "Melody Intelligent" part. If you like, you can select the desired Tone for the second harmony voice using this parameter.

Parameter	Setting
2nd	The Tone of the selected family

Intell Threshold

This value represents the lowest velocity value (between "0" and "127") of the Upper 1 part that triggers the "Melody Intelligent" part. If you don't need this switching function, select "0".

Parameter	Setting
Intell Threshold	0~127

Level

Allows you to set the level of the "Melody Intelligent" part to ensure that the harmonies blend in with the rest.

Parameter	Setting
Level	0~127

Expression Pedal

This parameter allows you to specify whether or not the "Melody Intelligent" part should respond to movements of the optional expression pedal you connected, and change its volume accordingly.

Parameter	Setting
Expression Pedal	Off, On

Hold Pedal

This parameter allows you to specify whether or not the "Melody Intelligent" part's notes can be held with the pedal switch connected to the PEDAL HOLD/SWITCH socket.

Parameter	Setting
Hold Pedal	Auto, On, Off

- "**Auto**" means that the "Melody Intelligent" part only responds to Hold messages if it is assigned to the right half (Split) or the entire keyboard.
- "**On**" means that the "Melody Intelligent" part always responds to Hold messages, even if it is assigned to the left half of the keyboard.
- "**Off**" means that the "Melody Intelligent" part does not respond to Hold messages.

Bender Assign

This parameter allows you to specify how the Melody Intelligent" part should respond to Pitch Bend messages.

Parameter	Setting
Bender Assign	Auto, On, Off

- "**Auto**" means that the "Melody Intelligent" part only responds to Pitch Bend messages if it is assigned to the right half (Split) or the entire keyboard.
- "**On**" means that the "Melody Intelligent" part always responds to Pitch Bend messages, even if it is assigned to the left half of the keyboard.
- "**Off**" means that the "Melody Intelligent" part does not respond to Pitch Bend messages.

Bender Range

This parameter sets the pitch interval, i.e. the value that will be used when the BENDER/MODULATION lever is pushed all the way to the left or right.

Parameter	Setting
Bender Ramge	0~24

Modulation Assign

This parameter allows you to specify how the Melody Intelligent" should respond to Modulation messages (CC01).

Parameter	Setting
Modulation Assign	Auto, On, Off

- "**Auto**" means that the "Melody Intelligent" part only responds to Modulation messages if it is assigned to the right half (Split) or the entire keyboard.
- "**On**" means that the "Melody Intelligent" part always responds to Modulation messages, even if it is assigned to the left half of the keyboard.
- "**Off**" means that the "Melody Intelligent" part does not respond to Modulation messages.

See "Using the 'Melody Intell(igent)' Function" (p. 52).

D Beam

See "Using the D-BEAM Controller" (p. 53).

MIDI Set Link

This parameter can be selected using [MENU] button → "Performance Edit" → "MIDI Set Link".

This parameter allows you to link a User MIDI Set to the Performance memory.

There are eight User MIDI Set memories (User1~User8). For details see "MIDI Parameters" (p. 151).

If you use the BK-9 in different MIDI environments (studio, live, band), preparing a series of User MIDI Sets and linking them to the Performance memories you usually use in the studio, on stage, etc., can be a time saver.

MEMO

If you do not want to load a User MIDI Set when you recall a Performance memory, you can filter it using the "Performance Hold" parameter. In this way the current MIDI Set remains as is.

See "Performance Hold" (p. 144).

Parameter	Setting
MIDI Set Link	Off, User1~User8

Select the User MIDI Set (User1~User8) you want to link to the Performance memory and then press the [WRITE] button to save the Performance memory. For more details see "Saving your Settings as a Performance" (p. 59).

Select "Off" if you desire to break the link to the User MIDI Set. Save the Performance memory.

Save As Default

This function allows you to save the current "Performance Edit" settings as default settings. These settings are loaded each time you switch on the BK-9.

This function can be selected using [MENU] button → "Performance Edit" → "Save As Default".

1. Rotate the dial to select "YES", then push the dial to define the current settings as the default state.

The display shows a confirmation message.

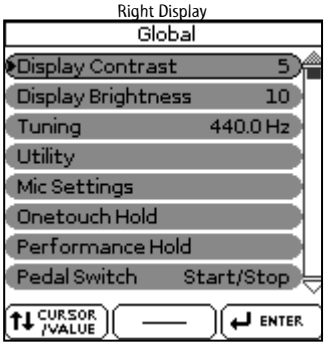
If you don't want to define the current settings as the default state, rotate the dial to select "NO", then push it.

The BK-9 then returns to the "Performance Edit" page.

'Global' parameters

The settings of the "Global" parameters can be saved to the BK-9s global memory. If you don't save them, your changes are lost when you switch off the BK-9.

See "Save Global" (p. 148) for how to save these settings.



Display Contrast

This parameter can be selected using [MENU] button → "Global" → "Display Contrast".

It is used to change the contrast of the BK-9's display in case you find it difficult to read.

Parameter	Setting
Display Contrast	1~10

Display Brightness

This parameter can be selected using [MENU] button → "Global" → "Display Brightness".

It is used to change the brightness of the BK-9's display in case you find it difficult to read

Parameter	Setting
Display Brightness	1~10

Tuning

This parameter can be selected using [MENU] button → "Global" → "Tuning".

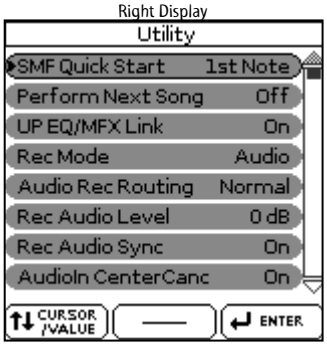
This parameter allows you to tune your BK-9 to acoustic instruments that cannot be tuned. The default is 440.0Hz.

Parameter	Setting
Tuning	415.3~466.2Hz

Utility

The "Utility" parameters are found on the display page that can be selected using [MENU] button → "Global" → "Utility".

Right Display



The following table shows the utility parameters.

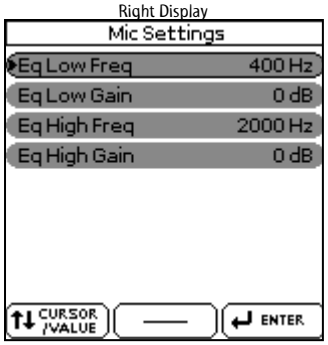
Parameter	Setting	Explanation
SMF Quick Start	Off, 2nd Bar, 1st Note	• "**Off**": Playback starts at the very beginning of the song file (which may contain a few silent bars). • "**2nd Bar**": Causes playback to start from measure 2 of the selected Standard MIDI File. • "**1st Note**": This is basically the same as the above, except that playback starts on the first note of the selected song.
Perform Next Song	Off, On	At the end of the current song, the next song in the Performance List starts automatically. If the Performance List step refers to a rhythm, the rhythm in question is loaded, but you will need to start manually by pressing the [START/STOP] button.
UP EQ/MFX Link	Off, On	If you select "on", theBK-9 selects suitable Mfx and equalizer settings for each Tone you assign to the Upper parts.
Rec Mode	MIDI, Audio	• "**MIDI**": Use this setting if you want to record a song as MIDI data. • "**Audio**": Use this setting if you want to record a song as Audio data.
Audio REC Routing	Normal, Audio In, Solo	• "**Normal**": This setting allows you to record everything BK-9 can transmit to its audio OUTPUT jacks. • "**Audio In**": Use this setting if you connected the master outputs of an external mixing console to the BK-9's Audio INPUT jacks and you want to record your band or the signals of an additional accordion, synthesizer, piano, drum machine, etc., as well. **NOTE** Using this setting the Audio In signal is not transmit to audio OUTPUT jacks and PHONES output. • "**Solo**": This setting allows you to record everything BK-9 can transmit to its audio OUTPUT jacks except for the audio signal generated by the internal playback of Audio Backing (mp3, WAVE) and Audio Key functions.
Rec Audio Level	–24, –18, –12, –6, +0 dB	Allows you to set the recording level for your own performances. See "Recording your Performance as Audio Data" (p. 75). The setting of the [VOLUME] knob does not affect the recording level. (Default setting: +0 dB)
Rec Audio Sync	Off, On	• "**Off**": Choose this setting when you want to start recording before starting rhythm or song playback. • "**On**": Choose this setting when you want to be able to start recording simultaneously with rhythm/song playback. When you choose this setting, pressing the [SONG REC] button will stop both playback and the recorder.
Audio In Center Canc	Off, On	Select "On" if the "Center Cancel" function (see p. 46) should also affect the signals received via the INPUT jacks.
USB Driver	Generic, Original	• "**Generic**": Choose this if you want to use the standard USB driver that was included with your computer. Normally, you should use this mode. • "**Original**": Choose this if you want to use a USB driver downloaded from the Roland website (www.roland.com).
Recall MIDI Set	Off, Key/ Rhythm, PK Series, Song, User1~User8,	This parameter selects the MIDI Set whose settings are loaded when the BK-9 is switched on. See "Loading a MIDI Set" (p. 152).
Auto Off*	Off, 10 (5) 30 (15) 240 (30)	This parameter allows you to cause the BK-9 to switch itself off after the selected number of minutes has elapsed if you are not using it. The default setting is "30". Select "Off" if you prefer not to use this function. The values in parentheses indicate when the pop-up countdown appears.
Visual Ctrl Mode	MVC, V-LINK	This parameter allows you to select the visual control mode. The option to select depends on the messages supported by the external device: MIDI Visual Control (MVC) or V-LINK.
Version Info	n.nn	Shows the version number of the BK-9's operating system

[*] When the BK-9 has been switched off by this function, you need to press the [POWER] button, wait a few seconds, then press the button again to switch the BK-9 back on. (Do not switch it on too quickly.)

Mic Settings

This page can be selected using [MENU] button → "Global" → "MIC Settings".

Right Display



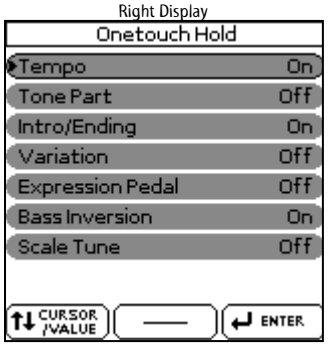
The BK-9 provides an equalizer you can set for the MIC IN input.

Parameter	Setting	Explanation
Eq Low Freq	50 Hz, 80 Hz, 100 Hz, 150 Hz, 200 Hz, 250 Hz, 300 Hz, 400 Hz	Frequency of the low range you wish to boost or cut.
Eq Low Gain	-15 db~0~+15 db	Gain of the low range. Negative values reduce the level
Eq High Freq	2000 Hz, 3000 Hz, 4000 Hz, 5000 Hz, 6000 Hz, 7000 Hz, 8000 Hz, 9000 Hz, 10000 Hz, 11000 Hz, 12000 Hz,	Frequency of the high range you wish to boost or cut.
Eq High Gain	-15 db~0~+15 db	Gain of the high range. Negative values reduce the level.

One Touch Hold

This parameter can be selected using [MENU] button → "Global" → "One Touch Hold".

Right Display



The parameters on this page allow you to filter certain "One Touch" settings. Select "On" for the settings you do not want to load along with the remaining One Touch settings when you press a ONE TOUCH button.

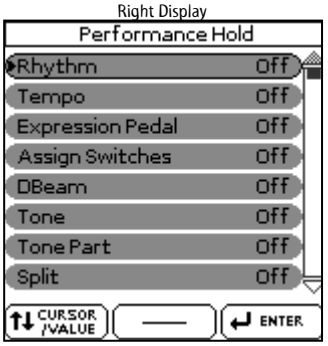
Parameter	Setting
Tempo	Off, On
Tone Part*	Off, On
Intro/Ending	Off, On
Variation	Off, On
Expression Pedal	Off, On
Assign Switches	Off, On
DBeam	Off, On
Bass Inversion	Off, On
Scale Tune	Off, On

[*] This parameter filters also the "Lower Hold" parameter (p. 136).

Performance Hold

This page can be selected using [MENU] button → "Global" → "Performance Hold".

Right Display



The parameters on this page allow you to filter certain Performance settings. Select "On" for the settings you do not want to load along with the remaining settings when you select a Performance memory.

Parameter	Setting
Rhythm*	Off, On
Tempo*	Off, On
Expression Pedal	Off, On
Assign Switches	Off, On
DBeam	Off, On
Tone*1	Off, On
Tone Part*2	Off, On
Split	Off, On
Lower Octave	Off, On
Arr. Type	Off, On
Key*	Off, On
MIDI Set	Off, On
Bass Inversion	Off, On
Scale Tune	Off, On

[*1] These parameters can also be switched by pressing and holding the assigned buttons on the front panel.

[*2] This parameter filters also the "Lower Hold" parameter (p. 136).

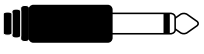
Pedal Switch and Pedal Control

You can connect two types of Pedal Switch to the BK-9's PEDAL CONTROL jack (Not Continuous or Continuos).

The "Not Continuous" pedal (e. g. DP-2) has only two states: Off and On.

The "Continuous" pedal (e. g. DP-10) has more states between On/off.

The BK-9 recognizes the type of pedal switch you connect to the PEDAL CONTROL jack:

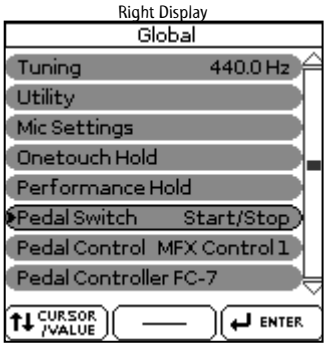
Pedal Switch Jack Type	How BK-9 recognize the pedal switch
	Mono Type: Not Continuous
	Stereo Type: Continuous

The function that you can assign changes depending on the pedal you connect.

If You Connect a Pedal Switch (Not Continuous)

This page can be selected using [MENU] button → "Global" → "Pedal Switch".

If you connected a pedal switch (e. g. DP-2) to the PEDAL CONTROL jack, the BK-9 shows the following page to assign a function:



If you do not change the factory setting, the pedal switch is assigned to the "Start/Stop" function.

The following table shows the functions you can assign to the Pedal Switch.

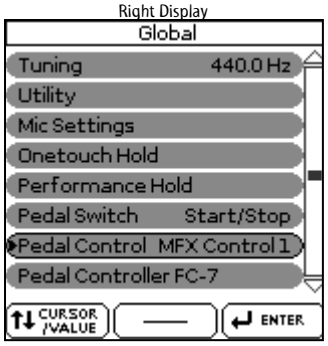
Function	Expanation
Start/Stop	Starts and stops rhythm or song playback. Same function as the [START/STOP] button.
Intro	Same functions as the [INTRO], [ENDING], [VARIATION1], [VARIATION2], [VARIATION3], [VARIATION4], [BASS INV] buttons. See "Using Rhythms" (p. 36).
Ending	
Variation1	
Variation2	
Variation3	
Variation4	
Bass Inversion	
Arranger Hold	Allows you to switch the Arranger Hold function on and off. See "Arranger Hold" (p. 138).
Arr. Chord Off	Allows you to switch the Arranger's chord recognition off, in which case only the drum/percussion part is played.
HalfBar On Fill In	Allows you to switch the "Fill In Half Bar" function on and off. See "HalfBar On Fill In" (p. 138).
Break Mute	When you press the pedal switch, rhythm playback is muted for the remainder of the current measure.
Reset/Start	This function allows you to have theBK-9 start on the first beat of the currently selected rhythm pattern when you press the assigned pedal switch. Use it when you are accompanying a singer or soloist whose timing is a little shaky and suddenly notice that the playback lags one or two beats behind the singer/soloist.
Split	You can alternate between "Intelligent" and "Pianist2" modes. When the former is selected, the chord recognition area is automatically set to "Left". When you switch to "Pianist1" or "Pianist2", the chord recognition area is automatically set to "Whole".
Scale Upper	Allows you to assign the selected Scale Tune setting to the Upper/Lower part. See "One Touch Hold" (p. 144).
Scale Lower	
Change UP2/1	Allows you to switch off the Upper 1 part and activate the Upper 2 part – and vice versa. **NOTE** If neither Upper 1 nor Upper 2 are on when you first press the pedal switch, one of them is activated.
Perf. Next	Allows you to select the next or previous Performance.
Perf. Prev	
Portamento	Pressing the pedal switch activates the "Portamento Time" setting. When the pedal switch is released, the "Portamento Time" setting is not used. To hear this effect, you need to set a "Portamento Time" value (p. 129).
Hold	The assigned pedal switch can be used as a Soft, Sostenuto or Sustain (Hold pedal).
Soft	
Sostenuto	
Lower Hold	The pedal switch is assigned to the "Lower Hold" function. See "Lower Hold" (p. 136).
Track Mute	Same function as the [TRACK MUTE] button.
Audio XFade	The pedal switch can be used to activate a crossfade between two files. To make this work, select a different song while the current song is being played back and press the pedal switch. The BK-9 creates a brief blend between the current and the next song. (This function is only available between two audio songs.)
Fade In	Fading in means that the volume of both the Rhythm and Keyboard parts gradually increases, giving the impression that you have been playing for a long time before what you play becomes audible. The volume is automatically set to zero and then gradually increased to the value specified with the [VOLUME] knob. To change the Fade In time duration see "Fade IN/OUT Settings" (p. 148).
Fade Out	This function gradually decreases the volume until it reaches zero. At that time, song or rhythm playback stops automatically. To change the Fade Out time duration see "Fade IN/OUT Settings" (p. 148).
Melody Intell	Allows you to control the "Switch" parameter of the "Melody Intelligent" function. See "'Melody Intelligent' parameters" (p. 141).
Mfx Switch	Allows you to switch the Mfx for the keyboard parts on and off.
Arr. Rit Tempo	Allows you to activate the Arranger's "Tempo Change Ritard" function. See "TempoCh Acc/Rit, TempoCh CPT, TempoCh Fill Rit" (p. 138).
Arr. Acc Tempo	Allows you to activate the Arranger's "Tempo Change Accel" function. See "TempoCh Acc/Rit, TempoCh CPT, TempoCh Fill Rit" (p. 138).
Punch In/Out	The Pedal Switch can be used to activate and switch off punch in/out recording using the BK-9's sequencer (p. 82).
Rot Slow/Fast	Allows you to select the slow or fast speed of the Rotary effect.
Rotary Brake	Enable or disable the Rotary Brake function for the Harmonic Bars.

If You Connect a Pedal Control (Continuous)

This page can be selected using [MENU] button → "Global" → "Pedal Control".

If you connected a continuos (e. g. DP-10) or expression pedal to the PEDAL CONTROL jack, the BK-9 shows the following page to assign a function:

Right Display



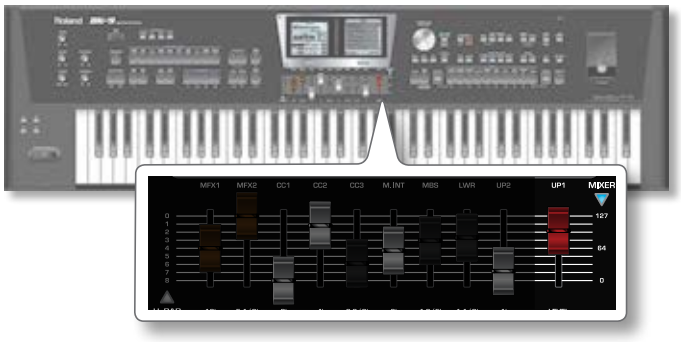
The following table shows the functions you can assign to the pedal.

Function	Explanation
MFX Control1	Same function assigned to the sliders. For the assigned function please refer to the "Mfx(1) Controls" or "Mfx(2) Controls" parameters in the "Mfx1" (p. 131) or "Mfx2" (p. 132).
MFX Control2	
CC1 Control	Same function assigned to the sliders. For the assigned function please refer to the "Slider CC1, Slider CC2, Slider CC3" (p. 130).
CC2 Control	
CC3 Control	

H.Bar Level Slider Assign (H.Bar Level)

This parameter can be selected using [MENU] button → "Global" → "H.Bar Level".

Control" This parameter sets the "H.BAR Level" slider (Red slider) to adjust either the overall organ volume level or the overdrive level.

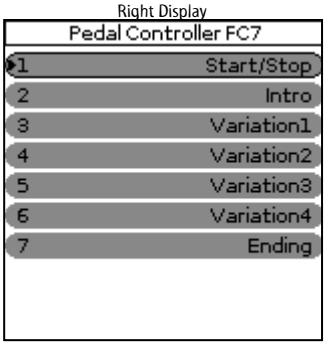


Function	Value	Explanation
H:Bar Levlel	Volume	Set the "H.BAR Level" slider to adjust the organ Volume level
	Overdrive	Set the "H.BAR Level" slider to adjust the organ Overdrive level

Pedal Controller FC-7

This page can be selected using [MENU] button → "Global" → "Pedal Controller FC-7".

Right Display



The BK-9 allows you to connect an optional FC-7 footswitch to the FC-7 PEDAL socket.

At first, the switches of this pedal board are assigned Backing control functions. You can, however, assign other functions to these switches.

The following table shows the functions you can assign to the FC-7 footswitch.

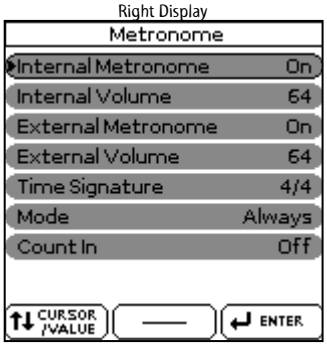
Function	Expanation
Start/Stop	Starts and stops rhythm or song playback. Same function as the [START/STOP] button.
Ending	Same functions as the [INTRO], [ENDING], [VARIATION1], [VARIATION2], [VARIATION3], [VARIATION4], [BASS INV] buttons. See "Using Rhythms" (p. 36).
Variation1	
Variation2	
Variation3	
Variation4	
Bass Inversion	
Arranger Hold	Allows you to switch the Arranger Hold function on and off. See "Arranger Hold" (p. 138).
Arr. Chord Off	Allows you to switch the Arranger's chord recognition off, in which case only the drum/percussion part is played.
HalfBar On Fill In	Allows you to switch the "Fill In Half Bar" function on and off. See "HalfBar On Fill In" (p. 138).
Break Mute	When you press the footswitch, rhythm playback is muted for the remainder of the current measure.
Reset/Start	This function allows you to have theBK-9 start on the first beat of the currently selected rhythm pattern when you press the assigned footswitch. Use it when you are accompanying a singer or soloist whose timing is a little shaky and suddenly notice that the playback lags one or two beats behind the singer/soloist.
Split	You can alternate between "Intelligent" and "Pianist2" modes. When the former is selected, the chord recognition area is automatically set to "Left". When you switch to "Pianist1" or "Pianist2", the chord recognition area is automatically set to "Whole".
Scale Upper	Allows you to assign the selected Scale Tune setting to the Upper part. See "One Touch Hold" (p. 144).
Scale Lower	
Change UP2/1	Allows you to switch off the Upper 1 part and activate the Upper 2 part – and vice versa. **NOTE** If neither Upper 1 nor Upper 2 are on when you first press the footswitch, one of them is activated.
Perf. Next	Allows you to select the next or previous Performance.
Perf. Prev	
Portamento	Pressing the footswitch activates the "Portamento Time" setting. When the footswitch is released, the "Portamento Time" setting is not used. To hear this effect, you need to set a "Portamento Time" value (p. 129).
Hold	The assigned footswitch can be used as a Soft, Sostenuto or Sustain (Hold pedal).
Soft	
Sostenuto	

Function	Expanation
Lower Hold	The footswitch is assigned to the "Lower Hold" function. See "Lower Hold" (p. 136).
Track Mute	Same function as the [TRACK MUTE] button.
Audio XFade	The footswitch can be used to activate a crossfade between two files. To make this work, select a different song while the current song is being played back and press the footswitch. The BK-9 creates a brief blend between the current and the next song. (This function is only available between two audio songs.)
Fade In	Fading in means that the volume of both the Rhythm and Keyboard parts gradually increases, giving the impression that you have been playing for a long time before what you play becomes audible. The volume is automatically set to zero and then gradually increased to the value specified with the [VOLUME] knob. To change the Fade In time duration see "Fade IN/OUT Settings" (p. 148).
Fade Out	This function gradually decreases the volume until it reaches zero. At that time, song or rhythm playback stops automatically. To change the Fade Out time duration see "Fade IN/OUT Settings" (p. 148).
Melody Intell	Allows you to control the "Switch" parameter of the "Melody Intelligent" function. See "'Melody Intelligent' parameters" (p. 141).
Mfx Switch	Allows you to switch the Mfx for the keyboard parts on and off.
Arr. Rit Tempo	Allows you to activate the Arranger's "Tempo Change Ritard" function. See "TempoCh Acc/Rit, TempoCh CPT, TempoCh Fill Rit" (p. 138).
Arr. Acc Tempo	Allows you to activate the Arranger's "Tempo Change Accel" function. See "TempoCh Acc/Rit, TempoCh CPT, TempoCh Fill Rit" (p. 138).
Punch In/Out	The FC-7 can be used to activate and switch off punch in/out recording using the BK-9's sequencer (p. 82).
Rotary Slow/Fast	Allows you to select the slow or fast speed of the Rotary effect.
Rotary Brake	Enable or disable the Rotary Brake function for the Harmonic Bars.
Audio Key C#	The FC-7 can be used to activate the Audio Phrases instead of the 7 right most keys of BK-9's keyboard. See "16. Using Audio Phrases (Audio Key)" (p. 65).
Audio Key D	
Audio Key Eb	
Audio Key E	
Audio Key F	
Audio Key F#	
Audio Key G	

Metronome

These parameters can be selected using [MENU] button → "Global" → "Metronome" or pressing and holding [METRONOME] button.

Right Display



The BK-9 is equipped with a metronome that can be used in various situations.

For more information on these parameters see "Using the Metronome" (p. 55).

Rhythm/SMF Track Mute

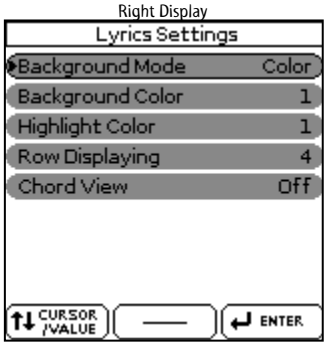
These parameters can be selected using [MENU] button → "Global" → "Rhythm/SMF Track Mute".

See "Using 'Track Mute' and 'Center Cancel'" (p. 46).

External Lyrics Settings

These parameters can be selected using [MENU] button → "Global" → "External Lyrics Settings".

Right Display



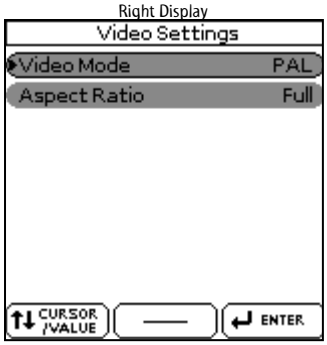
The following table shows the "Lyrics Settings" parameters.

Parameter	Setting	Explanation
Background Mode	Color, Logo, User	Color: The background is empty but uses the selected color (see below). Logo: The Roland's logo is shown as background. User: The BK-9 uses the selected .JPG picture as background. See "Using one of your own pictures as background" (p. 74).
Background Color	1~8	Choose the background color.
Highlight Color	1~8	Choose the highlight color.
Row Displaying	2, 4	Allows you to specify the number of lines to be used for displaying lyrics.
Chord View	Off, On	Select "On" if the BK-9 should display chord symbols along with the lyrics.

Video Settings

These parameters can be selected using [MENU] button → "Global" → "Video Settings".

Right Display



The following table shows the Video Setting parameters.

Parameter	Setting	Explanation
Video Mode	PAL, NTSC	Select the setting that corresponds to the format
Aspect Ratio	Full, Center	Specify the appropriate aspect ratio for the screen you are using.

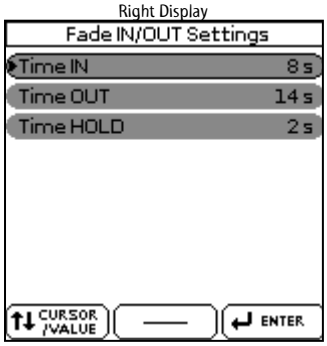
NOTE

If you work with a TV set, do not forget to select the correct channel ("AV" or something to that effect, see the manual that came with your set).

Fade IN/OUT Settings

These parameters can be selected using [MENU] button → "Global" → "Fade IN/OUT Settings".

Right Display



The following table shows the Fade IN/OUT Setting parameters.

Parameter	Setting	Explanation
Time IN	0~20 s	Use this parameter to change the Fade In duration.
Time OUT	0~20 s	Use this parameter to change the Fade Out duration.
Time HOLD	1~10 s	Use this parameter to set how long it takes for the volume to return to the master [VOLUME] setting after completing the fade-out.

Language

This parameter allows you to choose the character set to be used for the following:

- Lyrics display (for files that contain lyrics)
- "Search" functions. See"Using the 'Search' Function to Locate Songs or Rhythms" (p. 50).
- "Rename" functions. See "Rename a Performance List" (p. 59).

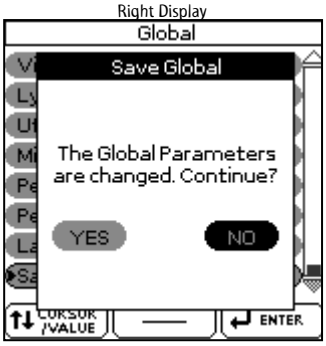
Parameter	Setting
Language	Latin, Cyrillic, East Europe

Save Global

This function allows you to save all "Global" parameter settings to ensure that they are loaded automatically each time you switch the BK-9 on.

You can select this function using [MENU] button → "Global" → "Save Global".

Right Display



1. Rotate the dial to select "YES", then push it to define the current settings as the default state.

The display shows a confirmation message.

If you don't want to define the current "Global" settings as the default state, select "NO". The BK-9 then returns to the "Global" page.

Audio Key

These parameters can be selected using [MENU] button → "Audio Key".

See "16. Using Audio Phrases (Audio Key)" (p. 65).

One Touch Edit

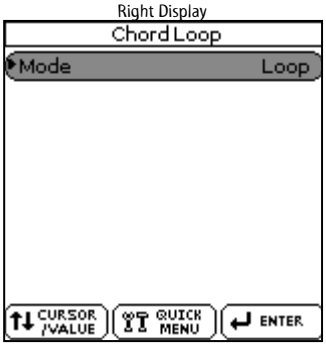
These parameters can be selected using [MENU] button → "One Touch Edit".

See "Programming Your Own ONE TOUCH Settings (One Touch Edit)" (p. 42).

Chord Loop

The parameters discussed here can be selected using [MENU] button → "Chord Loop" or pressing and holding the CHORD LOOP [REC] button.

Right Display



Mode

Allows you to select the Chord Loop mode:

Parameter	Setting
Mode	Loop, Sequencer

- **Loop**: Use this mode If you need to replicate a short chords pattern several times during your performance while you concentrate on the melody or solo.
- **Sequencer**: Use this mode if you need to prepare the accompaniment of an entire song before recording it with the Recorder.

For details see "19. Recording a Chord Sequence (Chord Loop)" (p. 79).

Rhythm Composer

See "22. Rhythm Composer" (p. 103).

16Track Sequencer

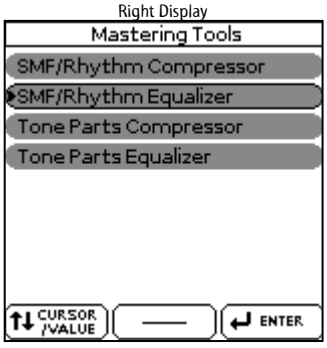
See "20. Working with the 16-Track Sequencer" (p. 81).

Mastering Tools

The BK-9 contains an effects processor that applies to all real-time, rhythm and SMF song parts.

This processor is called "Mastering Tools", because it allows you to perfect the signal mix to adapt it to the sound system you are using.

The parameters discussed here can be selected using [MENU] button → "Mastering Tools".

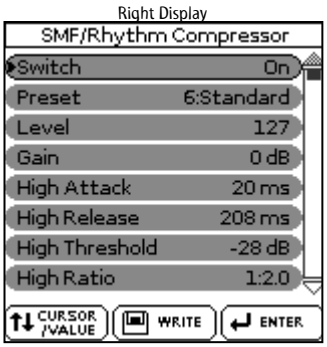


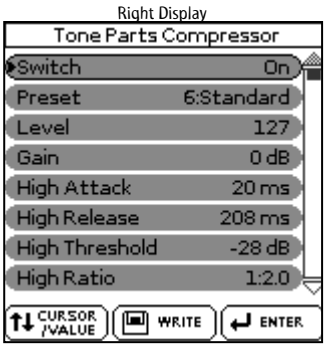
SMF/Rhythm and Tone Parts Compressor

This multi-band compressor/limiter allows you to process three frequency ranges separately. A compressor reduces high levels (peaks) and boosts low levels, smoothing out fluctuations in volume.

To edit the SMF/Rhythm Compressor parameters, use [MENU] button → "Mastering Tools" → "SMF/Rhythm Compressor".

To edit the Tone Parts Compressor parameters, use [MENU] button → "Mastering Tools" → "Tone Parts Compressor".





1. Select a keyboard part if you chose "Tone Parts Compressor".

Select an SMF song or a rhythm and start playback if you chose "MF/Rhythm Compresso".

2. Set the "Switch" parameter to "On" to activate the compressor.

3. Rotate the dial to select the "Preset" parameter, then push it.

4. Rotate the dial to select one of the available presets.

The available presets are:

Preset		
1. Hard Comp	4. Mid Boost	7. User
2. Soft Comp	5. High Boost	
3. Low Boost	6. Standard	

5. If none of the preset memories contains the settings you need, use the dial to set the following parameters:

Parameter	Setting	Explanation
Level	0~127	Use this parameter to set the compressor's input level. The higher the value, the stronger the three frequency bands are compressed. The value you set here is added to the "Level" settings of the three bands. Do not set this parameter to "0" if the compressor is switched on, because doing so means that the keyboard parts, the SMF song or Rhythm parts are no longer audible.
Gain	–12~0~+12 dB	Use this parameter to correct the level at the compressor's outputs. If the settings of the remaining parameters lead to a significantly lower level, select a positive value. If your settings lead to a significantly higher level, select a negative value. "0" means that the level is neither boosted nor attenuated.
High Attack	0~100 ms	Use this parameter to specify how fast the compressor of the band in question should start processing the signal once the level of that band exceeds the "Threshold" level. Choose a smaller value if you prefer a compression similar to that of FM radio stations. Higher values may yield a "snappier" or "funkier" sound.
High Release	50~5000 ms	This parameter allows you to specify how fast the compressor of the corresponding band should stop working when the signal level drops below the "Threshold" value.
High Threshold	–36~0 dB	This parameter allows you to set the level the frequency band ("High", "Mid" or "Low") must reach to trigger its compressor. The lower the value, the more noticeable the compression will be.

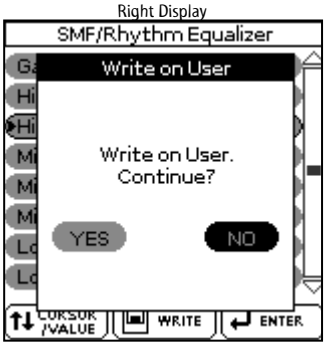
Parameter	Setting	Explanation
High Ratio	1:1.0~1:INF	Use this parameter to specify how strongly the level should be reduced when the band's level exceeds the "Threshold" level. "1:2.0", for example, means that level values above the "Threshold" level are halved. "1:INF" is useful if you set "Threshold" to "0 dB" or thereabout. This produces a limiter effect, which means that no signal level will ever exceed the "Threshold" value. This may help you protect the speakers of the PA system etc.
High Level	–24~+24 dB	This parameter allows you to establish the desired mix among the three compressor bands. Choose a negative value to decrease the level, or a positive one to increase it. Choose "0" for a band whose level is OK as is.
Mid Attack	0~100 ms	See "High Attack".
Mid Release	50~5000 ms	See "High Release".
Mid Threshold	–36~0 dB	See "High Threshold".
Mid Ratio	1:1.0~1:INF	See "High Ratio".
Mid Level	–24~+24 dB	See "High Level".
Low Attack	0~100 ms	See "High Attack".
Low Release	50~5000 ms	See "High Release".
Low Threshold	–36~0 dB	See "High Threshold".
Low Ratio	1:1.0~1:INF	See "High Ratio".
Low Level	–24~+24 dB	See "High Level".
Split High	2000~12000 Hz	These two parameters specify the frequency where two bands are separated. The compressor has three bands, and so there are two crossover frequencies you can set: "High" between the "Mid" and "High" ranges; and "Low" between the "Mid" and "Low" ranges.
Split Low	80~800 Hz	

Write the "User" Compressor

This function allows you to save the settings you made on the "SMF/Rhythm Compressor" or "Tone Parts Compressor" page.

1. Press the [WRITE] button.

Right Display



2. Rotate the dial to select "YES", then push it to save the current settings.

The display shows a confirmation message.

If you don't want to define the current settings, select "NO"

The BK-9 then returns to the "Compressor" page.

NOTE

There is only one "User" memory for your own settings. By saving new settings, you therefore overwrite the previous ones.

NOTE

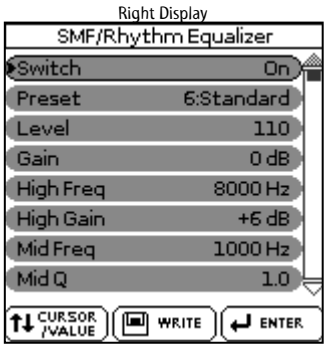
When you switch on the BK-9, it automatically loads the "User" settings.

SMF/Rhythm and Tone Parts Equalizer

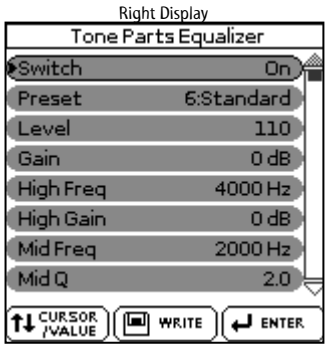
To edit the SMF/Rhythm Equalizer parameters, use [MENU] button → "Mastering Tools" → "SMF/Rhythm Equalizer".

To edit the Tone Parts Equalizer parameters, use [MENU] button → "Mastering Tools" → "Tone Parts Equalizer".

Right Display



Right Display



1. Select a keyboard part if you chose "Tone Parts Equalizer".

Select an SMF song or a rhythm and start playback if you chose "Tone Parts Equalizer".

2. Set the "Switch" parameter to "On" to activate the equalizer.

3. Rotate the dial to select the "Preset" parameter, then push it.

4. Rotate the dial to select one of the available presets.

The available presets are:

Preset		
1. Flat	4. Jazz	7. User
2. Rock	5. Classic	
3. Pop	6. Standard	

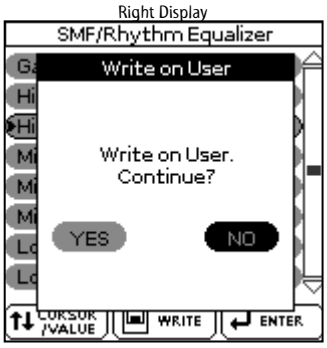
5. If none of the preset memories contains the settings you need, use the dial to set the following parameters:

Parameter	Setting	Explanation
Level	0~127	Use this parameter to set the equalizer's input level. This may be necessary when the level of the input signals is so high that the sound distorts. **NOTE** Do not set this parameter to "0" if the equalizer is switched on, because doing so means that the keyboard parts, SMF song/rhythm is/are no longer audible.
Gain	–9~0~+9 dB	Use this parameter to correct the level at the equalizer's outputs. If the settings of the remaining parameters lead to a significantly lower level, select a positive value. If your settings lead to a significantly higher level, select a negative value. "0" means that the level is neither boosted nor attenuated.
High Frequency	2000~12000 Hz	Allows you to set the cutoff frequency of the high band (this is a shelving filter).
High Gain	–15~+15 dB	Use this parameter to set the level of the selected "High" frequency. Positive values boost (increase the volume of) that frequency band, negative values cut (attenuate) it.
Mid Frequency	200~8000 Hz	Allows you to set the cutoff frequency of the middle band (this is a peaking filter).
Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Use this parameter to specify the width of the "Mid Frequency" band that you want to boost or cut. Smaller values mean that neighboring frequencies above/below that value are also affected.
Mid Gain	–15~+15 dB	Use this parameter to set the level of the selected "Mid" frequency.
Low Frequency	50, 80, 100, 150, 200, 250, 300, 400 Hz	Allows you to set the cutoff frequency of the low band (this is a shelving filter).
Low Gain	–15~+15 dB	Use this parameter to set the level of the selected "Low" frequency.

Write the "User" Equalizer

This function allows you to save the settings you made on the "SMF/Rhythm Equalizer" or "Tone Parts Equalizer" page.

1. Press the [WRITE] button.



2. Rotate the dial to select "YES", then push it to save the current settings.

The display shows a confirmation message.

If you don't want to define the current settings, select "NO"

The BK-9 then returns to the "Equalizer" page.

NOTE

There is only one "User" memory for your own settings. By saving new settings, you therefore overwrite the previous ones.

NOTE

When you switch on the BK-9, it automatically loads the "User" settings.

MIDI

This section discusses the BK-9's MIDI parameters.

MIDI Channels

MIDI can simultaneously transmit and receive messages on 16 channels, so that up to 16 instruments can be controlled.

NOTE

All BK-9 parts are set to receive MIDI messages. If they do not seem to respond to the messages you send from the external controller, you should check whether the external controller's MIDI OUT is connected to the MIDI IN of your BK-9.

The MIDI channels are fixed and you cannot change them.

Ch	Part	Ch	Part
1	Rhythm Accomp. 1 / (Song 1)	2	Rhythm Bass / (Song 2)
3	Rhythm Accomp. 2 / (Song 3)	4	UPPER 1 / (Song 4)
5	Rhythm Accomp. 3 / (Song 5)	6	UPPER 2 / (Song 6)
7	Rhythm Accomp. 4 / (Song 7)	8	Rhythm Accomp. 5 / (Song 8)
9	Rhythm Accomp. 6 / (Song 9)	10	Rhythm Drum / (Song 10)
11	LOWER / (Song 11)	12	M. BASS / (Song 12)
13	(Song 13)	14	(Song 14)
15	Melody Intell. / (Song 15)	16	(Song 16)

MIDI Parameters

The MIDI parameters can be selected using [MENU] button → "MIDI"

The BK-9's MIDI environment contains the following options:

MIDI parameter group	Explanation
Local	This setting allows you to establish or remove the connection between the BK-9's keyboard and the internal tone generator.
MIDI Set	Allows you to load a MIDI Set ("Key/Rhythm", "PK Series", "Song", "User1"~"8".

MIDI parameter group	Explanation
Edit Rhythm Parts	Here, you can edit all MIDI parameters of the rhythm parts (ADrum, ABass, Acc1~6). See p. 152.
Edit Tone Parts	Here, you can edit all MIDI parameters related to the keyboard parts (Upper1, Upper2, Lower. M. Bass and Melody Intelligent). See p. 154.
Edit Song Parts	Here, you can edit all MIDI parameters of the Song parts. See p. 154.
Edit System	This groups contains all MIDI parameters that apply to the BK-9 as a whole. See p. 154.

Local

The Local parameter allows you to establish or remove the connection between the BK-9's keyboard and the internal tone generator.

Parameter	Setting
Local	Off, On (---)

When set to "**On**" (default), the keyboard and internal sound generator are connected.

If you select "**Off**", the keyboard and internal sound generator are disconnected but the note are still transmitted to the MIDI OUT or USB port and hence to external MIDI instruments.

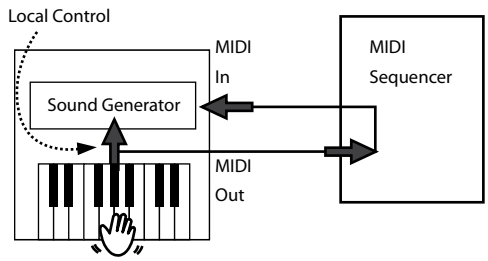
When a parameter is modified inside a part, the display shows "---".

.

Preventing Double Notes when Working with a Sequencer (Local Control)

When you have a MIDI sequencer connected, set this parameter to "OFF".

Since most sequencers have their Thru function turned on, notes you play on the keyboard may be sounded in duplicate, or get dropped. To prevent this, select "OFF" so that the keyboard and internal sound generator will be disconnected.



NOTE

The setting of this parameter is not memorized when you switch off the BK-9.

Loading a MIDI Set

The MIDI Set environment contains two options with preset settings. All you need to do is select them to restore the default settings for the sections or aspects in question. In addition, there are 8 MIDI Set memories (User1~8) where you can save your own settings.

Parameter	Setting
MIDI Set	Key/Rhythm, PK Series, Song, User1~8

- **Key/Rhythm:** This option recalls the factory MIDI settings for the keyboard parts (Upper1, Upper2, Lower, M. Bass, Mel. Intell) and the rhythm parts (ADrum, ABass, Acc1~6). The most important (and practical) use for this field is resetting the MIDI transmit/ receive channels of the real-time and rhythm parts and to switch off MIDI transmission/ reception of the song parts.

NOTE

This parameter applies to both reception (RX) and transmission (TX). The BK-9 indeed allows you to set separate TX and RX channels for each part.

- **PK Series**: This option prepares the BK-9 for MIDI control using a PK-series MIDI pedalboard. The most important settings are: "Part Switch" is set to "Int" and "Rhythm PcRx" is set to "On".
- **Song**: This option restores the factory settings for the BK-9's SMF song parts and switches off the MIDI transmission and reception of the real-time and rhythm parts.
- **User1~8**: The BK-9 also allows you to store and recall 8 different MIDI configurations.

MEMO

You can link a User MIDI Set (User1~User8) to the Performance memory. See "MIDI Set Link" (p. 142).

NOTE

Loading a MIDI Set only changes the MIDI settings and has no effect on the remaining parameters.

1. Rotate the dial to select the "MIDI Set" field.

2. Push the dial to edit the "MIDI Set" field.

The "MIDI Set" field is now displayed in reverse.

3. Use the dial to select the MIDI Set you want to load.

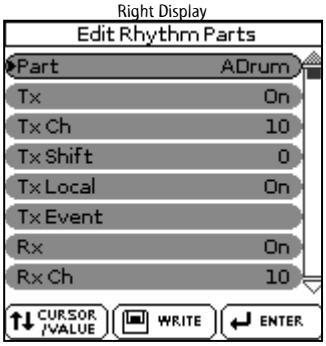
The BK-9 loads the selected MIDI Set.

4. Push the dial if you want to edit other parameters on this page.

Edit Rhythm Parts

The following parameters are located on the display page that can be selected using [MENU] button →"MIDI" →"Edit Rhythm Parts".

Right Display



1. Use the dial to select the part (first row) you want to edit (ADrum, ABass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6).

The display now shows the settings for the selected part.

Tx

Select "On" if you want the selected part to transmit MIDI data.

Parameter	Setting
Tx	Off, On

Tx Ch

Allows you to assign a MIDI transmit channel to the selected part.

Parameter	Setting
Tx Ch	1~16

Tx Shift

This parameter allows you to transpose the note messages before they are transmitted to an external MIDI instrument or computer. The maximum possible transposition is four octaves up (+48) or down (–48).

Each step represents a semi-tone.

Parameter	Setting
Tx Shift	–48~0~+48

Tx Local

This is where you can disconnect the part from the internal sound source ("Off") – or re-establish that connection ("On").

Parameter	Setting
Tx Local	Off, On

Tx Event

The "TX Event" section provides a number of filters that allow you to specify whether the messages in question should be transmitted (On) or not (Off).

Parameter	Setting	Explanation
Program Change	Off, On	Select "On" to transmit program change and bank select (CC00, CC32) messages.
Pitch Bender	Off, On	Select "On" to transmit Pitch Bend messages.
Modulation	Off, On	Select "On" to transmit Modulation messages (CC01).
Volume	Off, On	Select "On" to transmit Volume messages (CC07).
Panpot	Off, On	Select "On" to transmit Panpot messages (CC10).
Expression	Off, On	Select "On" to transmit Expression messages (CC11).
Reverb	Off, On	Select "On" to transmit Reverb messages (CC91).
Chorus	Off, On	Select "On" to transmit Chorus messages (CC93).
Hold*	Off, On	Select "On" to receive Hold messages (CC64).
Sostenuto*	Off, On	Select "On" to receive Sostenuto messages (CC66).
Soft*	Off, On	Select "On" to receive Soft messages (CC67).
Caf*	Off, On	Select "On" to receive Caf Channel aftertouch.
RPN*	Off, On	Select "On" to receive Registered parameter number messages (CC100/101).
NRPN*	Off, On	Select "On" to receive Nonregistered parameter number messages (CC98/99).
System Exclusive*	Off, On	Select "On" to receive System Exclusive messages.
Other CC*	Off, On	General purpose controller and others CC not listed above.
Select All	Off, On	Select "On" to transmit all MIDI message listed above.

*** This parameter is available for Tone and Song parts only.**

Rx

Select "On" if you want the selected part to receive MIDI data.

Parameter	Setting
Rx	Off, On

Rx Ch

Allows you to assign a MIDI receive channel to the selected part.

Parameter	Setting
Rx Ch	1~16

Rx Shift

This parameter allows you to transpose the note messages received from an external MIDI instrument or computer. The maximum possible transposition is four octaves up (+48) or down (–48). Each step represents a semi-tone.

Parameter	Setting
Rx Shift	–48~0~+48

Rx Limit Low/Limit High

"Limit Low" and "Limit High" allow you to set the note range to be received. If not all note messages received on a given MIDI channel should be played by the selected BK-9 part, narrow down the range.

Parameter	Setting
Rx Limit Low	C–~G9
Rx Limit High	

NOTE

The "Limit Low" value cannot be higher than the "Limit High" value (and vice versa).

Rx Event

The "Rx Event" section provides a number of filters that allow you to specify whether the messages in question should be received (On) or not (Off).

Parameter	Setting	Explanation
Program Change	Off, On	Select "On" to receive program change and bank select (CC00, CC32) messages.
Pitch Bender	Off, On	Select "On" to receive Pitch Bend messages
Modulation	Off, On	Select "On" to receive Modulation messages (CC01).
Volume	Off, On	Select "On" to receive Volume messages (CC07).
Panpot	Off, On	Select "On" to receive Panpot messages (CC10).
Expression	Off, On	Select "On" to receive Expression messages (CC11).
Reverb	Off, On	Select "On" to receive Reverb messages (CC91).
Chorus	Off, On	Select "On" to receive Chorus messages (CC93).
Hold*	Off, On	Select "On" to receive Hold messages (CC64).
Sostenuto*	Off, On	Select "On" to receive Sostenuto messages (CC66).
Soft*	Off, On	Select "On" to receive Soft messages (CC67).
Caf*	Off, On	Select "On" to receive Caf Channel aftertouch.
RPN*	Off, On	Select "On" to receive Registered parameter number messages (CC100/101).
NRPN*	Off, On	Select "On" to receive Nonregistered parameter number messages (CC98/99).
System Exclusive*	Off, On	Select "On" to receive System Exclusive messages.
Other CC*	Off, On	General purpose controller and others CC not listed above.

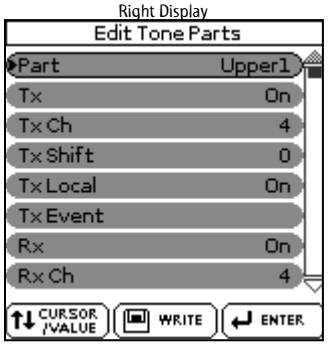
Parameter	Setting	Explanation
Select All	Off, On	Select "On" to receive all MIDI message listed above.

*** This parameter is available for Tone and Song parts only.**

Edit Tone Parts

The following parameters are located on the display page that can be selected using [MENU] button →"MIDI" →"Edit Tone Parts".

Right Display



1. Use the dial to select the tone part (first row) you want to edit (Upper1, Upper2, Lower, M.Bass, Mel.Intell).

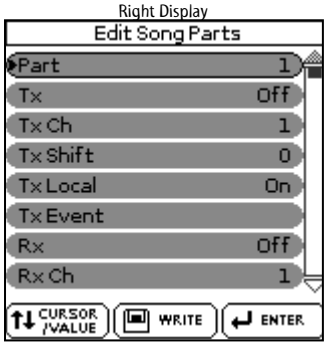
The display now shows the settings for the selected part.

Parameter	Setting and Explanation
Tx	For the explanation of these parameters please refer to page 152.
Tx Ch	
Tx Shift	
Tx Local	
Tx Event	
Rx	For the explanation of these parameters please refer to page 153.
Rx Ch	
Rx Shift	
Rx Limit Low/High	
Rx Event	

Edit Song Parts

The following parameters are located on the display page that can be selected using [MENU] button →"MIDI" →"Edit Song Parts".

Right Display



1. Use the dial to select the song part (first row) you want to edit (1~16).

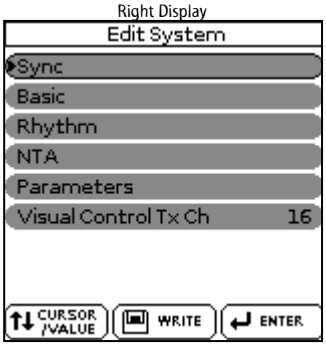
The display now shows the settings for the selected part.

Parameter	Setting and Explanation
Tx	For the explanation of these parameters please refer to page 152.
Tx Ch	
Tx Shift	
Tx Local	
Tx Event	
Rx	For the explanation of these parameters please refer to page 153.
Rx Ch	
Rx Shift	
Rx Limit Low/High	
Rx Event	

Edit System

The following parameters are located on the display page that can be selected using [MENU] button →"MIDI" →"Edit System".

Right Display



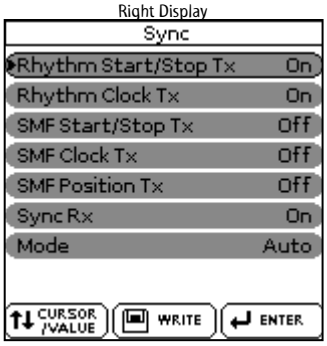
The "Edit System" group contains the following parameters:

Edit System	Explanation
Sync	These parameters are used to synchronize external MIDI devices. See below.
Basic	The parameters of this group affect the BK-9's Basic channel. The Basic channel is used to receive and transmit Program Change and Bank Select messages for selecting Performances as well as for the reception and transmission of other kinds of messages that are not directly related to a specific MIDI channel. See p. 155.
Rhythm	The parameters of this group affect the BK-9's Rhythm channel. The Rhythm channel is used for receiving program change and bank select messages that select rhythm and volume messages that change the rhythm's volume. See p. 156.
NTA	These parameters allow you to assign MIDI channels to the BK-9's NTA parts (Notet-to-Arranger). Only notes received on one of these channels are considered chord information that can be used to transpose rhythm playback in real-time. See p. 157.
Parameters	This group contains MIDI parameters that are not related to the previous groups. See p. 157.
Visual Control TxCh	Allows you to set the MIDI transmit channel for the Visual Control function. (The BK-9 does not receive Visual Control messages). See p. 158

Sync

The following parameters are located on the display page that can be selected using [MENU] button→"MIDI"→ "Edit System" →"Sync".

Right Display



The "Sync" parameters allow you to specify whether or not the BK-9 should send MIDI real-time messages when you start rhythm or song playback. This allows you to synchronize external instruments or (software) sequencers with your BK-9.

Rhythm Start/Stop Tx

If you activate this option, the BK-9 sends start or stop messages when you start (or stop) rhythm playback.

Parameter	Setting
Rhythm Start/Stop Tx	Off, On

Rhythm Clock Tx

If you activate this option the rhythm playback sends MIDI Clock messages.

Parameter	Setting
Rhythm Clock Tx	Off, On

SMF Start/Stop Tx

Similar to "Rhythm Start/Stop Tx" but for songs.

Parameter	Setting
SMF Start/Stop Tx	Off, On

SMF Clock Tx

Similar to "Rhythm Clock Tx" but for songs.

Parameter	Setting
SMF Clock Tx	Off, On

SMF Position Tx

If you switch this parameter on, the song playback sends Song Position Pointer (SPP) messages that indicate the current playback position.

Parameter	Setting
SMF Position Tx	Off, On

Sync Rx

This parameter is used to specify whether rhythm and song playback should be synchronized by an external MIDI device.

Parameter	Setting
Sync Rx	Off, On

Mode

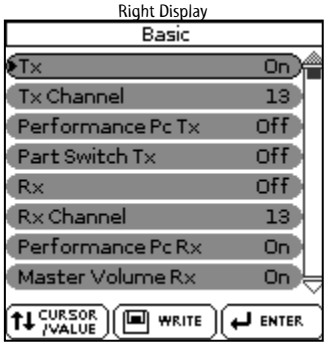
Parameter	Setting
Mode	Internal, Auto, MIDI, Remote

- **Internal**: Song or rhythm playback uses BK-9 internal tempo.
- **Auto**: A good setting for remote control of song or rhythm playback (using a PK-series dynamic MIDI pedal board, for example). If the BK-9 receives a MIDI Start message (FA), it waits for Clock messages that specify the tempo. If those Clock messages are not received, the BK-9 starts playback using its internal tempo. If, however, Clock messages (F8) follow after the Start message, the BK-9 uses the external tempo.
- **MIDI**: Song or rhythm playback can be started or stopped with MIDI real-time messages (Start, Stop, Clock) received from an external clock source.
- **Remote**: Song or rhythm playback waits for a start message to start playback at its own tempo. When it receives a stop message, playback stops. External clock messages are ignored.

Basic

The following parameters are located on the display page that can be selected using [MENU] button→ "MIDI" → "Edit System" → "Basic".

Right Display



The Basic channel is used to receive and transmit Program Change and Bank Select messages for selecting Performances, as well as for the reception and transmission of other kinds of messages that are not directly related to a specific MIDI channel.

NOTE

If you select another channel, messages intended for the Basic parameters might also cause other parameters to change when you don't want them to.

The following parameters are available here:

Tx

Switches the transmission of MIDI messages on the Basic channel on or off.

Parameter	Setting
Tx	Off, On

Tx Channel

The channel used to transmit MIDI messages.

Parameter	Setting
Tx Channel	1~16

Performance PC Tx

This parameter is used to enable or disable the transmission of program change and bank select messages related to Performance selection.

Parameter	Setting
Performance PC Tx	Off, On

Part Switch Tx

Whenever you mute or un-mute a part on the "Rhythm Parts" page, the BK-9 transmits an NRPN message that describes your action. Not sending this message may be useful to keep your external sequencer from recording it—or the receiving GS module from muting the part assigned to that MIDI channel.

Parameter	Setting
Part Switch Tx	Off, On

Rx

Switches the reception of MIDI messages on the Basic channel on or off.

Parameter	Setting
Rx	Off, On

Rx Channel

Use this parameter to assign a MIDI transmit channel to the "Basic" channel.

Parameter	Setting
Rx Channel	1~16

Performance PC Rx

This parameter is used to enable or disable the reception of program change and bank select messages related to Performance selection.

Parameter	Setting
Performance PC Rx	Off, On

Master Volume Rx

Allows you to enable or disable the reception of Master Volume messages that would change the BK-9's overall volume. This is an exclusive message common to all newer MIDI devices.

Parameter	Setting
Master Volume Rx	Off, On

Part Switch Rx

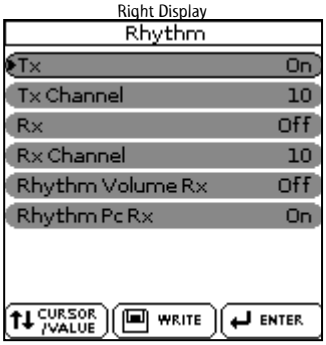
Whenever you mute or un-mute a part on the "Rhythm Parts" page, the BK-9 transmits an NRPN message that describes your action. You can keep the BK-9 from responding to such messages to avoid that external instruments mute its parts.

Parameter	Setting
Part Switch Rx	Off, On

Rhythm

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "Rhythm".

Right Display



The Rhythm channel is used for receiving program change and bank select messages that select rhythms and volume messages that change the rhythm's volume.

The MIDI address of a rhythm consists of three elements: a CC00 number, a CC32 number and a program change number. The values assigned to CC00 and CC32 define the rhythm, whereas the program change number defines the Division (Intro, Ending, etc.). See the "Rhythm List". You can download it from http://www.roland.com/manuals.

Sending only a program change number selects another Division of the currently active rhythm. Be aware, however, that only sending CC00 and CC32 messages (without a program change) has no effect.

NOTE

When you select another rhythm on your BK-9, it transmits a CC00-CC32-PC cluster on the Rhythm channel, which you could record using an external sequencer.

See the "Rhythm List".

You can download it from http://www.roland.com/manuals.

Tx

Switches the transmission of MIDI messages on the Rhythm channel on or off.

Parameter	Setting
Tx	Off, On

Tx Channel

The channel used to transmit MIDI messages.

Parameter	Setting
Tx Channel	1~16

Rx

Switches the reception of MIDI messages on the Rhythm channel on or off.

Parameter	Setting
Rx	Off, On

Rx Channel

Use this parameter to assign a MIDI receive channel to the Rhythm section.

Parameter	Setting
Rx Channel	1~16

Rhythm Volume Rx

Allows you to enable or disable the reception of volume messages relating the rhythm.

Parameter	Setting
Rhythm Volume Rx	Off, On

Rhythm Pc Rx

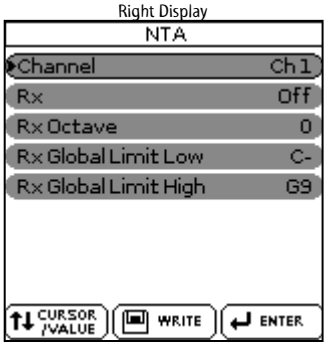
This parameter allows you to enable or disable the reception of program change and bank select messages for rhythm selection.

Parameter	Setting
Rhythm Pc Rx	Off, On

NTA

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "NTA".

Right Display



NTA notes are only received (from an external MIDI instrument). What you play in the chord recognition area of the keyboard to feed the Arranger is automatically converted to the corresponding MIDI note numbers, so that all rhythm parts transmit their notes to external instruments. There is thus no need to transmit the note messages of what you play in the chord recognition area (NTA) separately.

These parameters allow you to specify on which MIDI channels the BK-9 should receive chord information used to change the rhythm's key in real-time.

Channel

Allows you to select the MIDI channel on which the BK-9 should receive NTA messages.

Parameter	Setting
Channel	Ch1~Ch16

Rx

This parameter allows you to specify whether ("On") or not ("Off") the selected MIDI channel should be used to receive chord information.

Parameter	Setting
Rx	Off, On

Rx Octave

Use this parameter to transpose the notes received on the selected MIDI channel ("Ch") in steps of one octave.

Parameter	Setting
Rx Octave	–4~0~4

Rx Global Limit Low/High

These parameters allow you to set the note range to be received. If not all note messages of the selected MIDI channel should be received by the NTA "part", set the range to the desired values

Parameter	Setting
Rx Global Limit Low	C–~G9
Rx Global Limit High	

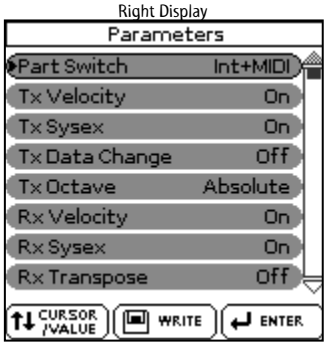
NOTE

The "Limit Low" value cannot be higher than the "Limit High" value (and vice versa).

Parameters

The following parameters are located on the display page that can be selected using [MENU] button → "MIDI" → "Edit System" → "Parameters".

Right Display



This page contains several parameters that are not related to one another (the other MIDI pages always concentrate on one aspect).

Part Switch

This parameter allows you to specify whether or not a muted part should go on sending MIDI messages:

Parameter	Setting
Part Switch	Internal, Int+MIDI

- **Internal**: A muted part can no longer be played via the BK-9's keyboard or Arranger/song player but continues to send MIDI messages. Selecting "Internal" and muting a part thus has the same effect as selecting "Local Off" (see p. 152).
- **Int+MIDI**: A muted part can no longer be played via the BK-9's keyboard or Arranger/song player and no longer sends MIDI messages.

Tx Velocity

Your BK-9 is equipped with a velocity-sensitive keyboard and a tone generator capable of responding to velocity messages. Use this parameter to switch the transmission (TX) of velocity messages on or off.

If you don't select "On", specify which velocity value to use instead of the continuous flux. The value you set will be used for all notes sent to MIDI OUT/USB COMPUTER.

Parameter	Setting
Tx Velocity	On, 1~127

Tx SysEx

Use this parameter to specify whether ("On") or not ("Off") the BK-9 should send SysEx messages. Such messages are not standardized, so that each manufacturer can use them ad lib for temporary (or permanent) changes to the way a part behaves. Effects parameters, for instance, can only be changed via SysEx messages.

Such messages may slow down playback on external

MIDI instruments or yield no effect at all, which is why you have the

option to switch off their transmission in the first place.

Parameter	Setting
Tx SysEx	Off, On

Tx Data Change

This parameter allows you to specify how the original program changes of the songs you play back are transmitted via MIDI. The BK-9 may change sound addresses (usually CC00 and CC32 values) so as to play back all songs with the best possible quality. If you switch this parameter on, such real-time transformations are also transmitted via MIDI. If you switch this parameter off, the original sound addresses are transmitted to the receiving device. (But the BK-9's tone generator continues to "enhance" the songs you play back.)

Parameter	Setting
Tx Data Change	Off, On

Tx Octave

The "Tx Octave" parameter can be set to Absolute or Relative. You may have noticed that if you assign a bass sound to the UPPER1 or UPPER2 part in SPLIT mode, the notes are transposed to allow you to play meaningful bass lines using the UPPER1/UPPER2 part. "Relative" means that this internal (and automatic) transposition is translated into MIDI note numbers.

In "Absolute" mode, however, the MIDI note numbers sent to other instruments will be the ones of the keys you actually press.

Parameter	Setting
Tx Octave	Relative, Absolute

Rx Velocity

Your BK-9 is equipped with a velocity-sensitive keyboard and a tone generator capable of responding to velocity messages. This parameter allows you to switch the reception (RX) of velocity messages on or off. If you don't need "On", specify which velocity value to use instead of the continuous flux. This value will be used for all notes received via MIDI..

Parameter	Setting
Rx Velocity	On, 1~127

Rx SySex

Use this parameter to specify whether the BK-9 should receive SysEx messages from other devices.

Parameter	Setting
Rx SySex	Off, On

Rx Transpose

Use this parameter to specify whether or not the BK-9 should transpose the MIDI note messages it receives.

Parameter	Setting
Rx Transpose	Off, On

Rx Common Exp.

This parameter allows you to specify that Expression messages received on the channel you select here (1~16) should affect all of the BK-9's parts (except for the song parts). Select "Off" if

Expression messages should only affect the part that receives on the MIDI channel used by the Expression messages.

Parameter	Setting
Rx Common Exp.	Off, 1~16

Soft Thru

Select "On" if the BK-9 should transmit all MIDI messages it receives (using its MIDI OUT socket).

Parameter	Setting
Soft Thru	Off, On

Visual Control TxCh

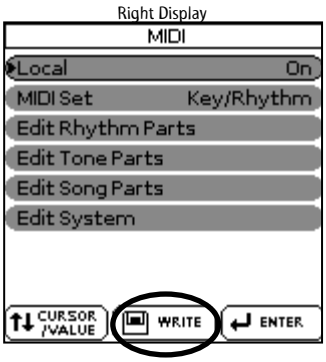
This parameter allows you to set the MIDI transmit channel for the Visual Control function. (The BK-9 does not receive Visual Control messages.) By default, this channel is set to 16.

Parameter	Setting
Visual Control TxCh	1~16

Save MIDI Set

This function allows you to save your changes to a "User" memory for quick recall.

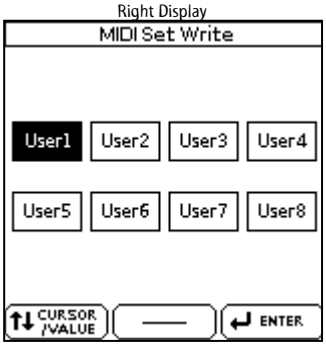
This function can be selected using the [WRITE] button while the "MIDI" page is displayed.



1. Edit the desired MIDI parameters ("Edit Rhythm Parts", "Edit Song Parts", "Edit Tone Parts", "Edit System").

2. Press the [WRITE] button.

The display changes to:



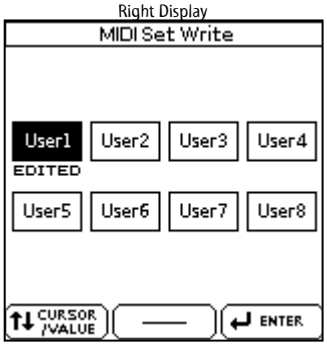
3. Rotate the dial to select the MIDI Set where you want to save your settings ("User1"~ "User8") and push the dial.

A confirmation message informs you that the MIDI Set has been saved.

If you change the MIDI settings after loading a "User" set, the BK-9

alerts you to the fact that you may need to save the MIDI Set again (provided, you want to keep your changes):

Right Display

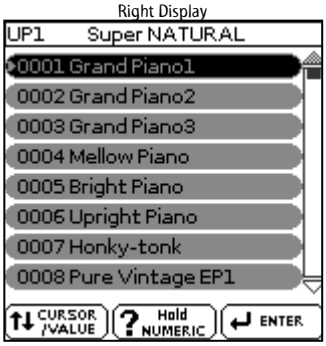


Checking a Tone's or Rhythm's MIDI Address

Tones and rhythms can also be selected via MIDI. To this effect, they use an "internal" address, which is not usually displayed. For MIDI applications involving sequencers or external controllers, knowing the "official" address may come in handy. The BK-9 has a handy system that provides this information instantly—there is thus no need to look up the MIDI address in the tables at the end of this manual.

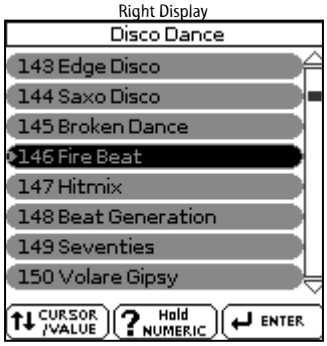
1. Select the Tone or Rhythm whose MIDI address you need to know.

Right Display



(Tone selection page)

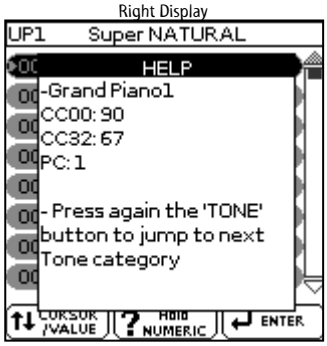
Right Display



(Rhythm selection page)

2. Press and hold the [NUMERIC] button to call up a pop-up window.

Right Display



(Tone selection window)

Right Display

(Rhythm selection window)

3. Press the [EXIT] button (or press [NUMERIC] again) to return to the previous page.

Wireless

See "26. Wireless LAN Function" (p. 162).

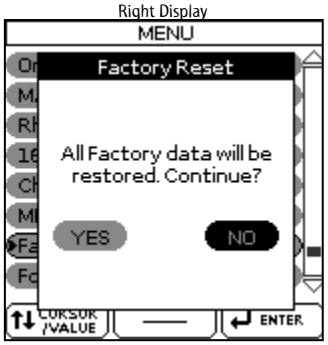
Factory Reset

The following function allows you to recall the BK-9's original factory settings. This has no effect on the data stored on a USB memory

1. Press the [MENU] button.

2. Rotate the dial to select the "Factory Reset" entry, then push the dial.

Right Display



3. Rotate the dial to select "YES", then push the dial to load the factory settings.

Select "NO" to return to the previous display page without loading the factory settings.

A confirmation message informs you that the BK-9 has been initialized.

Formatting a USB memory

This function allows you to format the connected USB memory.

USB memories using the FAT-32 file system may not need to be formatted. We nevertheless recommend formatting all new USB storage devices with the BK-9.

IMPORTANT NOTE

Formatting a USB memory means that all files (songs, rhythms, etc.) it contains are lost.

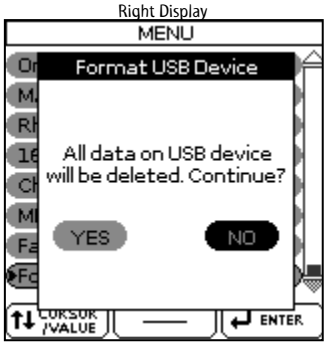
Always check the contents of the memory before deciding to format it.

1. Connect the a USB memory you want to format to the USB MEMORY port on the BK-9's front panel.

2. Press the [MENU] button.

3. Rotate the dial to select the "Format USB Device" entry, then push the dial.

Right Display



4. Rotate the dial to select "YES", then push the dial to format the USB memory.

A confirmation message informs you that the USB memory has

been formatted.

The following folders are created on the USB memory

Folder Name	Description
My Chord Loop	We suggest to use this folder to save Chord Loop files.
My Performances	This folder is used to save Performance Lists. (The contents of this folder cannot be viewed by pressing the [USB MEMORY] button. You need to press the PERFORMANCE [LIST] button to gain access to the files it contains. The contents can be viewed on a computer, however.)
My Recordings	This folder is used to store your audio recordings. See "18. Recording your Performance" (p. 75).
My Rhythms	This folder can be used to save rhythms.
My Songs	This folder can be used to save SMF songs.

NOTE

We recommend copying the contents of your USB memory to your computer before formatting it.

25. Controlling Video Equipment (Visual Control)

The BK-9 has a powerful interface for realtime audio-and-video integration.

What is MIDI Visual Control?

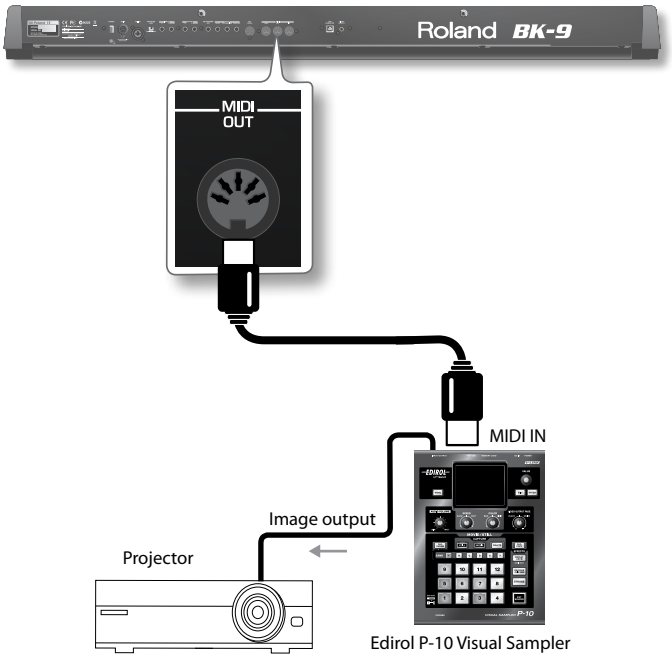
MIDI Visual Control is an internationally-used recommended practice that was added to the MIDI specification so that visual expression could be linked with musical performance. Video equipment that is compatible with MIDI Visual Control can be connected to electronic musical instruments via MIDI in order to control video equipment in tandem with a performance.

How to Connect a Video Equipment

When MIDI Visual Control- or V-LINK compatible devices are connected via MIDI, you'll be able to easily enjoy a variety of visual effects that are linked to the expressive elements of your performance.

For example, if you use the BK-9 with the EDIROL P-10, you'll be able to use the various controls on the BK-9's keyboard to switch and control images on the EDIROL P-10.

In order to enjoy the Visual Control function with the BK-9 and the EDIROL P-10, you'll need to make connections using a MIDI cable (sold separately)



NOTE

To prevent malfunction and speaker damage, you must minimize the volume on all equipment and turn off their power before you make any connections.

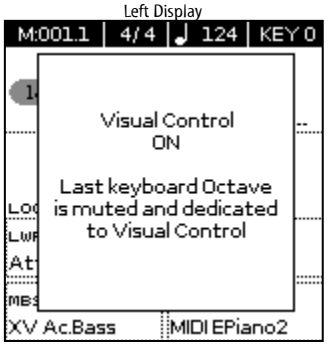
1. Connect the BK-9's MIDI OUT socket to the MIDI IN socket of the optional MIDI Visual Control/V-LINK device.

How to Enable/Disable the Video Control Function

1. Press [MELODY INTELL] and [LYRICS] button simultaneously.

The following confirmation appears:

Left Display



Repeat this step to switch the Visual Control function back off. A message briefly confirms this operation:

Selecting clips and banks on an optional MIDI Visual Control/ V-LINK device

1. Switch on the "Visual Control" function.

2. Press a key in the highest octave (G#6~G7) to select the desired clips on the external MIDI Visual Control/V-LINK-compatible device.

Clip selection via MIDI Visual Control/V-LINK

Key	Description	MIDI message
G#6	Control the image bank (Bank Select)	BF 00 00
A6	Switch images (Clip 1)	CF 00
A#6	Control the image bank (Bank Select)	BF 00 01
B6	Switch images (Clip 2)	CF 01
C7	Switch images (Clip 3)	CF 02
C#7	Control the image bank (Bank Select)	BF 00 02
D7	Switch images (Clip 4)	CF 03
D#7	Control the image bank (Bank Select)	BF 00 03
E7	Switch images (Clip 5)	CF 04
F7	Control the image bank (Bank Select)	BF 00 04
F#7	Switch images (Clip 6)	CF 05
G7	Switch images (Clip 7)	CF 06

Using the black keys (Bank Select) and white keys (PC), 5 x 7= 35 clips can be selected.

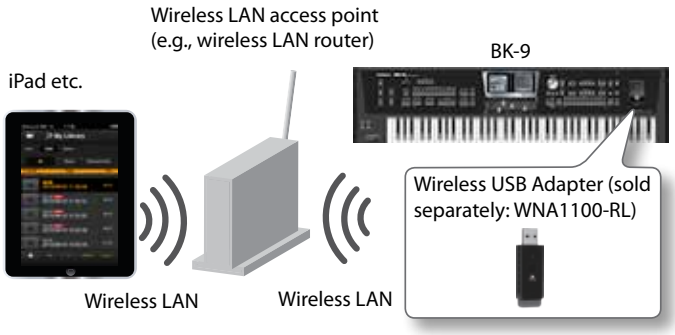
NOTE

While the Visual Control function is active, the G#6~G7 keys are temporarily unavailable for playing notes and Audio Key function.

26. Wireless LAN Function

What is Wireless LAN Function?

By inserting the wireless USB Adapter (WNA1100-RL; sold separately) into the BK-9's USB MEMORY port, you'll be able to use wireless compatible applications (such as the "Air Recorder" iPhone app).



Items required to use the wireless LAN function

- ❑ Wireless USB Adapter (sold separately: WNA1100-RL)
- ❑ Wireless LAN access point (e.g., wireless LAN router) *1*2*3
- ❑ iPhone or iPod touch etc.

*1 The wireless LAN access point you use must support WPS. If your wireless LAN access point does not support WPS, you can connect using the procedure described in "Connecting to a Wireless LAN Access Point That You Select" (p. 163).

*2 The ability to connect with all kinds of wireless LAN access points is not guaranteed.

*3 If you're unable to connect to the wireless LAN access point, try connecting using Ad-Hoc mode (p. 164).

Basic Connection Method (Connect by WPS)

The first time you connect the BK-9 to a wireless network, you'll need to perform the following procedure (WPS) to join the wireless network.

This procedure is required only the first time (Once you've joined the network, this procedure will no longer be necessary).

What is WPS?

This is a standard that makes it easy to make security settings when connecting to a wireless LAN access point. We recommend that you use WPS when connecting to a wireless LAN access point.

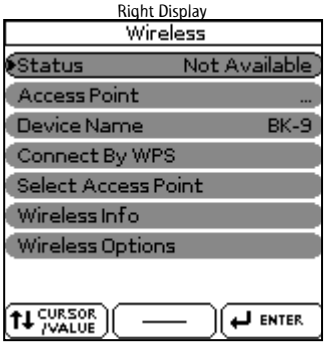
1. Turn on the power of the BK-9.

2. Insert the wireless USB Adapter (WNA1100-RL; sold separately) into the BK-9's USB MEMORY port.

3. Press [MENU] button

4. Rotate the dial to select "Wireless" and push it.

Right Display



5. Rotate the dial to select "Connect By WPS" and push it.

Right Display

6. Perform the WPS operation on your wireless LAN access point (e.g.), press and hold the WPS button on your wireless LAN access point).

For details on WPS operation of your wireless LAN access point, refer to the documentation for your wireless LAN access point.

7. Push the dial.

Once successfully connected, the status field shows "Connected"

NOTE

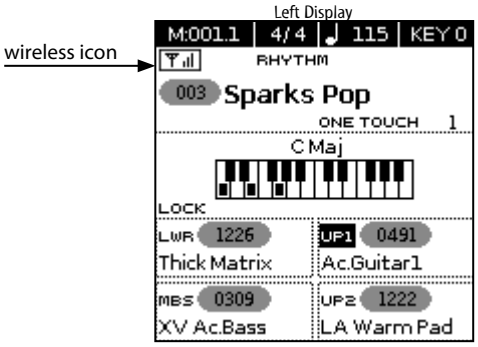
The device (e.g., iPad) running the application must be connected to the same network.

MEMO

- The connection data is stored in memory when you perform the WPS procedure; the device will automatically connect to the wireless network next time.
- All connection data will be erased if you perform a factory reset.
- Connection data is not included in a backup.

Icons in the display

The wireless LAN status is shown in the main page and in the wireless menu when the wireless USB adapter is inserted.



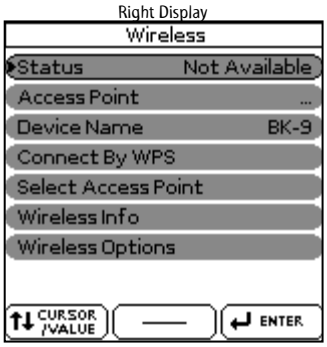
Icon	Explanation
	Currently connected to the wireless LAN access point. Three bars are used to indicate the signal level (the strength of the connected wireless LAN access point's radio signal).
	The wireless USB adapter is inserted, but not connected with a wireless LAN access point.
	Ad-Hoc mode (p. 164).

Wireless LAN Function Settings

You can view or edit the wireless settings.

1. Select the [MENU] button → "Wireless".

The Wireless page will appear.



2. Use the dial to move the cursor to select the desired parameter.

3. Push the dial to move in the new page.

"Status" Indication

The first row of the Wireless page shows the wireless LAN status.

Status Indication	Explanation
Connected	Currently connected to the wireless LAN access point. The identifier (name) of the connected wireless LAN access point is shown
Now Connecting	A connection with the wireless LAN access point is being established.
Not Connected	The wireless USB adapter is inserted, but not connected to a wireless LAN access point.
Not Available	The wireless USB adapter is not inserted.
Ad-Hoc	Ad-Hoc mode (p. 164). The Ad-Hoc SSID and Ad-Hoc Key are shown. For details, refer to "Connecting in Ad-Hoc mode" (p. 164).

"Access Point" Indication

The second row of the Wireless page shows the Access Point connected. To select an Access Point see "Connecting to a Wireless LAN Access Point That You Select" (p. 163).

"Device Name" Indication

The third row of the Wireless page shows the Device Name.

The Device Name is BK-9 (Default). See "Wireless ID" (p. 164).

"Connect By WPS" Page

Connect the BK-9 to a wireless network by WPS (p. 162).

"Select Access Point" Page

Move to a screen where you can choose a wireless LAN access point and connect to it.

"Wireless Info" Page

Move to the screen to view the IP address and MAC address.

"Wireless Option" Page

Make settings for Wireless ID or Ad-Hoc mode (Ad-Hoc Mode).

See "Other Settings (Wireless Option)" (p. 164).

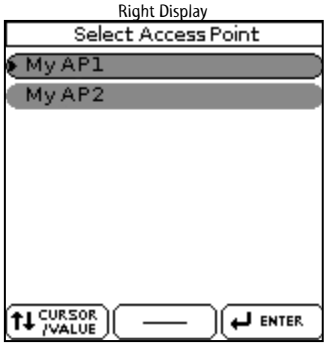
Connecting to a Wireless LAN Access Point That You Select

This method lets you connect by choosing a wireless LAN access point from the list that is displayed.

* Wireless standards 802.11g/n (2.4 GHz) and authentication methods WPA/WPA2 are supported.

1. Select the [MENU] button → "Wireless" →"Select Access Point"

After a short scan the Select Access Point list will appear.



MEMO

* The currently-connected wireless LAN access point is highlighted

* To refresh the list, exit and then reenter this screen.

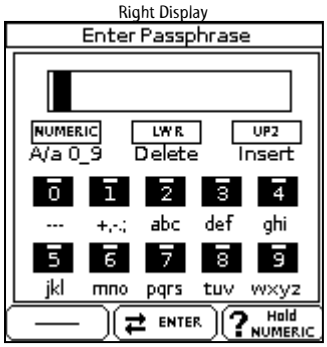
2. Choose the wireless LAN access point to which you want to connect, and push the dial.

• You will be connected to the selected wireless LAN access point.

• If you're using this wireless LAN access point for the first time, you'll proceed to the authorization (AUTHORIZATION) screen.

• If this is a wireless LAN access point to which you have connected in the past, just press the [ENTER] button and you'll be connected. Once successfully connected, you'll be returned to the status (WIRELESS) screen.

Authorization screen (Enter Passphrase)



3. Use the dial and the TONE [0]~[9] buttons to enter the security code (passphrase) of your wireless LAN access point. See "How to type a name in BK-9" (p. 27).

4. Press the [WRITE] button.

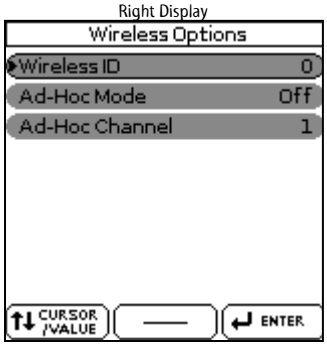
* You cannot enter a space at the end of the passphrase.

Once successfully connected, you'll be returned to the status "Wireless" screen.

Other Settings (Wireless Option)

1. Select the [MENU] button → "Wireless" → "Wireless Option".

The Wireless Option screen will appear.



Parameter	Explanation
Wireless ID	Specifies the final digits of the BK-9's device name and Ad-Hoc SSID (BK-9) that will be shown as the instrument in the wirelessly connected app. Normally, you should specify "0," but if you have more than one of the same instrument, you can set the Wireless ID in the range of 1–99 to change the device name and Ad-Hoc SSID for each instrument, as follows. If Wireless ID=0 "BK-9" (default value) If Wireless ID=1, "BK-9_1" : If Wireless ID=99, "BK-9_99"
Ad-Hoc Mode	Turns Ad-Hoc mode on/off (default = "Off"). The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.
Ad-Hoc Channel	Specifies the channel (1–11) for Ad-Hoc mode (default = 1).

NOTE

* The Wireless Options settings are confirmed and saved when exiting from the Wireless Options screen.

* The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.

Connecting in Ad-Hoc mode

Here's how to connect in Ad-Hoc mode.

What is Ad-Hoc mode?

Ad-Hoc mode lets you connect the BK-9 directly to an iPhone or other wireless device without using a wireless LAN access point. This is a convenient way to use the BK-9 with an iPhone or other wireless device if you're in a location where the wireless LAN access point you normally use is unavailable, such as when you're away from home.

Limitations

The iPod touch or other wireless device connected in Ad-Hoc mode will be unable to communicate with the Internet or with another wireless device. However, an iPhone or other wireless device that has cellular capability will be able to connect to the Internet via the cellular connection.

Please be aware that if you use a cellular connection for Internet connectivity, you may incur costs depending on your rate plan.

1. Select the [MENU] button → "Wireless" → "Wireless Options"

The Wireless Options screen will appear.

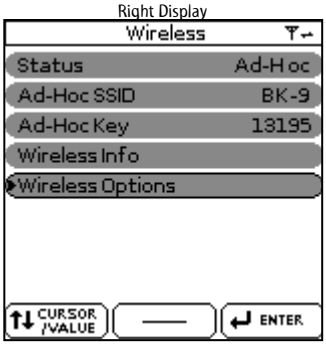
2. Turn the Ad-Hoc Mode "On".

You can use Channel to specify a channel (1–11) for Ad-Hoc mode. Normally, you won't need to change the channel. Try changing the channel only if you have problems connecting.

3. Press the [EXIT] button to return to the Wireless screen.

The Ad-Hoc SSID (BK-9) and the Ad-Hoc Key (a five-character text string) will be displayed in the Wireless screen.

Right Display



4. **On the iPhone or other wireless device that you want to connect, select the Ad-Hoc SSID to make the connection. (For example, on an iPhone, choose [Settings] → [Wi-Fi] → [Choose a Network] to select the above Ad-Hoc SSID. A password entry screen will appear; enter the above Ad-Hoc key.)**

For details on how to connect to a wireless LAN from an iPhone or other device, refer to the owner's manual of that device.

5. **When you want to end the Ad-Hoc mode connection, restore the iPhone settings in [Settings] → [Wi-Fi] → [Choose a Network] to their previous state.**

NOTE

The Ad-Hoc Mode ON → OFF setting will take effect after you've turned the unit off, then back on again.

Checking the IP Address and MAC Address (WIRELESS INFO)

Here's how to check the IP address and MAC address.

1. **Select the [MENU] button → "Wireless" →"Wireless Info".**

Right Display

MEMO

The MAC address shows the value indicated on the bottom of the wireless USB adapter (WNA1100-RL; sold separately).

27. Troubleshooting

Symptom	Action	Page
Power turns off on its own.	When 240 minutes have elapsed since you last played or operated this unit, the power will turn off automatically. (This is the factory setting). If you don't need the power to turn off automatically, turn the "Auto Off" setting "Off."	143
Power does not turn on.	Is the included AC adaptor/power cord correctly connected to an AC outlet and to the BK-9? Do not use any AC adaptor or power cord other than the ones included. Doing so will cause malfunctions.	20
	Could you have turned the power on again immediately after turning the power off? Allow an interval of at least five seconds before turning the power on again.	-
No sound from the BK-9.	Did you switch the BK-9 on?	24
	Could the [VOLUME] knob be turned down? Select a higher setting.	-
	Is the Expression Pedal connected to BK-9's PEDAL EXPRESSION jack? Move the pedal expression all the way down.	-
	Can you hear sound through headphones? If you can hear sound through headphones, it may be that the connection cables are broken, or that your amp or speaker has malfunctioned. Check the cables and your equipment once again.	-
	Could the part volume settings have been minimized? Check the "Volume" setting of each part.	128, 137
	Could a MIDI message received from an external MIDI device (volume message or exclusive message) have lowered the volume?	-
No sound from the 7 right most keys of BK-9's keyboard.	Press the [AUDIO KEY] button to disactivate the right most keys for phrase playback	65
No sound from the 12 right most keys of BK-9's keyboard.	Press [MELODY INTELL] and [LYRICS] button simultaneously to disactivate the Video Control Function.	161
The volume level of the instrument is too low when it is connected to an amplifier.	Could you be using a connection cable that contains a resistor? Use a connection cable that doesn't contain a resistor.	-
The volume level of the instrument connected to the BK-9's INPUT jacks is too low.	Could you be using a connection cable that contains a resistor? Use a connection cable that doesn't contain a resistor.	
The pitch of the selected rhythm/song is incorrect.	Is the "Tuning" setting appropriate? Did you transpose the rhythm/song? Also check the "Rhythm Scale Tune" parameter.	143
Your voice sounds low.	Could the [MIC VOLUME] knob be turned down? Select a higher setting.	
	Is a Condenser Microphone connected to the BK-9's MIC IN jack? Set the Phantom switch on the rear of BK-9 according to your microphone type.	21
Your voice sounds strange	Is the BK-9 equalizer for the MIC IN input set correctly?	143
Pedal switch does not work, or is "stuck".	Is the pedal switch connected correctly? Plug the cable firmly into the PEDAL HOLD or CONTROL jack.	22
	If you disconnect the pedal cord from the BK-9 while the power is on, the pedal effect may remain "stuck" in the On condition. You must power-off the BK-9 before connecting or disconnecting the pedal cord.	22
Can't hear the vocal of an audio file (mp3 or WAVE). Can't hear the melody of SMF files.	If the [TRACK MUTE] (CENTER CANCEL) button is lit, the vocal sound will be attenuated. If the [TRACK MUTE] button is lit, the melody of the MIDI files will be muted. Switch it off.	147
A "buzz" is heard from the external amplifier.	Is the external amplifier or other device used with the BK-9 connected to a different AC power outlet? Connect the amplifier or other device to the same AC outlet as the BK-9.	-
Can't play an audio/mp3-format song	Is the song in a format that the BK-9 is able to read?	44
After connecting theBK-9's USB COMPUTER port to your computer, the BK-9 doesn't receive MIDI messages.	The BK-9 may be receiving on a MIDI channel on which the MIDI controller doesn't transmit. Correct the MIDI controller's transmit channel.	151
Unable to read from/write to USB memory.	Are you using an (optional) Roland USB memory (M-UF series)? Reliable performance cannot be guaranteed if you use non Roland USB memory products.	-
	Check the format of your USB memory. The BK-9 can use USB memory that has been formatted as FAT. If your USB memory was formatted using any other method, please re-format it using the BK-9.	159
Can't save to USB memory.	Could the USB memory be write protected?	-
	Is there sufficient free space on the USB memory?	-
Audio recording won't start or stops unexpectedly.	Are you using an (optional) Roland USB memory (M-UF-series)? Reliable performance cannot be guaranteed if you use non Roland USB memory products.	-
	Is there sufficient free space on the USB memory?	-
The external screen remains dark.	Did you connect it to the VIDEO OUTPUT socket?	23
	Did you switch on your TV or external screen and did you select the correct channel? See the TV's or screen's owner manual for how to select the channel that corresponds to the video input to which the BK-9 is connected.	-
	Are you using a supported TV or monitor screen?	-
Thin horizontal lines flicker in the television screen.	Thin horizontal lines may flicker on the television screen, but this is due to the television itself, and is not a malfunction of the BK-9.	-
Can't see the edge of the image on the television screen.	In some cases, the edge of the image may not be visible on the television screen, but this is due to the characteristics of the television and is not a malfunction on the BK-9.	-

Symptom	Action	Page
Lyric display is wrong.	For some types of music files, the lyrics may sometimes be displayed incorrectly. Some words may be incorrectly shown outside the screen display area.	-
Insufficient volume from a device connected to the BK-9's INPUT jack.	Could you be using a connection cable that contains a built-in resistor? Use a connection cable that does not contain a resistor.	-
	Could the [AUDIO IN] knob be turned down? Select a higher setting.	-
	• Is the [TRACK MUTE] (CENTER CANCEL) button active? (its indicator lights). Press the [TRACK MUTE] (CENTER CANCEL) button to make its indicator go dark.	46
The songs won't play.	The file type of the song is not one of the file types that the BK-9 can play.	44
	It may be that the song data is damaged.	-
A "Frame Offset Sync Error" message appears.	If you use forward and rewind ([ENDING] / [&] and [INTRO] / ['] buttons) during a playback of mp3 file with a variable bit rate (VBR), this message could appear. It's a temporary synchronization failure. You don't need to take any action.	-
No Performance Lists are displayed.	The USB memory doesn't contain any Performance List files.	-
	For some reason the USB memory is not recognized. Use (optional) Roland USB memory (M-UF series).	-
Can't connect to a wireless LAN access point.	• Make sure that your wireless LAN access point supports WPS. If your wireless LAN access point does not support WPS, you can connect using the procedure described in "Connecting to a Wireless LAN Access Point That You Select" (p. 163). • Have you entered the correct password in the iPhone or other wireless device? Disconnect and reconnect the wireless device and then enter the right BK-9 Ad-Hoc Key. (For example, on an iPhone, to disconnect, choose [Settings] → [Wi-Fi], press the arrow icon on the right of the network name and then press "Forget this Network". • The 802.11a/b wireless standard is not supported. Please use the 802.11g/n (2.4 GHz) wireless standard. • The WEP authentication method is not supported. Please use the WPA or WPA2 authentication method. • Make sure that DHCP is enabled for your wireless LAN access point. • If you don't get connected to the previously-connected wireless LAN access point when you turn on the power, check and make sure the setting described in "Connecting in Ad-Hoc mode" (p. 164) is OFF. • There is a limit to the connection data that can be remembered. Making a new connection may cause older connection data to be deleted. • All connection data will be deleted if you execute a factory reset. • If the connection data has been deleted, please re-connect to the wireless LAN access point.	-
The display indicates "Access Point Not Supported," and can't connect to the wireless LAN access point.	• This Access Point is not supported. Please use the WPA or WPA2 authentication method.	-
Communication is unstable.	Communication may be unstable depending on the usage of the radio frequency spectrum. If communication is unstable, the response may be sluggish, or if using audio communication, there may be dropouts in the audio. The following actions may improve the situation. • Move the wireless LAN access point and the BK-9 closer to each other. • Change the channel setting of the wireless LAN access point.	-
The BK-9 is not found in the instrument connections of the app (such as the iPhone app Air Recorder).	• Is the BK-9 powered up? • Is the wireless USB adapter (WNA1100-RL) inserted to the BK-9? • Is the BK-9 connected to the wireless LAN? • Are the BK-9 and the iPhone connected to the same network (the same wireless LAN access point)? • Is the wireless LAN access point set to allow communication between wireless LAN devices? For details on settings, refer to the owner's manual of your wireless LAN access point.	-
Your iPhone or iPod touch won't connect to the Internet.	• Is the wireless LAN access point connected to the Internet? • Could you be connected in Ad-Hoc mode? The iPod touch or other wireless device connected in Ad-Hoc mode will be unable to communicate with the Internet or with another wireless device. However, an iPhone or other wireless device that has cellular capability will be able to connect to the Internet via the cellular connection. Please be aware that if you use a cellular connection for Internet connectivity, you may incur costs depending on your rate plan. A wireless device such as an iPod touch that does not have cellular capability will become unable to connect to the Internet in this case.	-

28. Specifications

DISPLAY TYPE	
Display	2 displays 160 x 160 pixels, graphic LCD (backlit)
KEYBOARD	
Keyboard type	76 velocity sensitive keys Key Touch: High, Medium, Low, Fixed
Keyboard Modes	Organ, Piano
SOUND GENERATOR	
Max. Polyphony	128 voices (GM2/GS/XG Lite compatible)
Tones	1718 (Included 22 SuperNATURAL) + User Tone.
Favorite Tone	Possibility to create four lists (UPPER1, UPPER2, LOWER, M. BASS) of 10 frequently used sounds and recall them instantly.
Drum Sets	77
Multitimbral parts	4 keyboard parts (UPPER1, UPPER2, LOWER, M. BASS) + MELODY INTELLIGENT + 16 song parts
Master Tuning	415.3~466.2 Hz
Key Control (Transpose)	–6~+5 in semitones (for rhythm, smf, mp3/WAVE)
ORGAN SECTION	
Harmonic Bar	16′, 5-1/3′, 8′, 4′, 2-2/3′, 2′, 1-3/5′, 1-1/3′, 1′ + LEVEL
Vibrato/Chorus	V-1/V-2/V-3/C-1/C-2/C-3
Percussion	2nd/3rd, Soft, Slow
Rotary Sound	Slow/Fast, Brake, Level
Tone Wheel Type	50/60/70
Amplifier Type	TYPE 1/TYPE 2/TYPE 3/TYPE 4/ TYPE 5
EFFECTS	
Real Time Parts (UPPER1, UPPER2, LOWER, M. BASS)	Reverb and Chorus: selectable via Tone Part effects 2 Mfx (84 Mfx Editable Macro) (selectable via Tone Part effects) Part EQ
Rhythms/SMF section	Reverb: 8 types (selectable via Makeup Tools) Chorus: 8 types (selectable via Makeup Tools) 3 Mfx (84 Mfx Editable Macro) (selectable via Makeup Tools) Part EQ
MIC	2-band EQ +gain for each band , Reverb
BACKING SECTION	
Rhythms	Over 500 in 10 "Rhythm" families
Real-time player	Rhythms (STL), SMF (Format 0/1), KAR, mp3, WAVE
Dynamic Arranger	Yes
Tempo Change	20~250 BPM for SMF and rhythms
Time Stretch	75~125% for mp3 and WAVE
One Touch memories	4 suitable tones for each rhythm (Programmable).
Track Mute	For Rhythms/SMF
Center Cancel	For mp3/WAVE
Fade In/Out	Yes, for Songs and Rhythms
Mark & Jump Function (SMF)	Yes, four "Mark" locations that can be saved in the song
Rhythm Composer	Internal Rhythm Composer
Rhythm and SMF Makeup Tools	Instrument-oriented editing
AUDIO RECORDING	
Media	USB Flash memory
Save format	Audio files (WAVE 44.1 kHz, 16-bit linear), MIDI files (SMF)
SEQUENCERS	
16 tracks sequencer	Internal 16 tracks MIDI sequencer with microscope and macro editing functions
Chord Loop	Loop/Sequencer Mode
USER DRUM KIT	
User Drum Kit	4 dedicated to the keyboard real-time parts (KBU1, KBU2, KBU3, KBU4) 1 dedicated to a Rhythm or Song (RSU1)
Editing of Single Drum Instrument sound	Yes
Exporting and Importing User Drum Kit	Yes, by USB Flash memory

METRONOME	
Time Signature	1~32/16, 1~32/8,, 1~32/4, 1~32/2
Mode	Always, Play, Rec
Count In	Off, 1 bar, 2 bars
Volume	Internal and external by METRONOME OUT jack
PERFORMANCE MEMORIES	
Performance Lists	Unlimited number (storage on USB memory) Over 1000 "Music Assistant" memories (internal memory) 5 "Factory Song" memories (internal memory)
Editing Function	Delete, Move, Rename. Copy
Performance memories per List	Max. 999
Importing User Programs for previous backing keyboards	Yes, from G-/VA-/E-series
SEARCH FUNCTION	
	Quick location of Rhythms, and Songs on the connected USB memory
DEMO	
Demo	Yes
LYRICS	
Lyrics	SMF, mp3/WAVE, mp3+CDG (mp3+CDG on video output socket only)
SLIDE SHOWS	
	Picture folder linked to songs (recommended resolution: 512 x 384 or 1024 x 768 pixels)
PANEL CONTROLS	
Rotary encoder	Data dial with push switching function
VOLUME	1 Knob
AUDIO IN	1 Knob
MIC VOLUME	1 Knob
MIC REVERB	1 Knob
BALANCE (Backing/Keyboard)	1 Knob
Pitch Bend/Modulation Lever	1
Mixer/Harmonic bars section	10 sliders
D-BEAM controller	1
Assign Switches	4
CONNECTORS	
Audio OUTPUT jacks (R, L/Mono)	1/4" phone type
PHONES jack	Stereo 1/4" phone type
Audio INPUT jack (R, L/Mono)	1/4" phone type
MIC IN	1/4 inch phone type/XLR type (Phantom power switch OFF/ON)
METRONOME OUT	1/4" phone type
MIDI connectors	THRU, IN, OUT (Visual Control function)
USB ports	USB COMPUTER connector (Type B, reception and transmission of MIDI data) USB MEMORY (Type A, data storage devices)
Foot pedal jacks	HOLD, EXPRESSION , CONTROL (assignable)
FC-7 PEDAL	1 socket (assignable)
VIDEO OUTPUT jack	RCA-type (CVBS, PAL or NTSC – selectable)
GENERAL SPECIFICATION	
Power supply	AC adaptor (PSB-1U adaptor)
Current Draw	1100 mA
Auto Off function	Off, 10min, 30min, 240min
Dimensions	Without music rest: 1251 (W) x 345 (D) x 123 (H) mm 49-1/4 (W) x 13-5/8 (D) x 4-7/8 (H) inches Including music rest: 1251 (W) x 445 (D) x 308 (H) mm 49-1/4 (W) x 17-9/16 (D) x 12-1/8 (H) inches
Weight	9,4 kg (excluding AC adaptor and music rest) 20 lbs 12 oz (excluding AC adaptor and music rest)

SUPPLIED ACCESSORIES	
	Owner's Manual PSB-1U AC adaptor, Power cord (for connecting the AC adaptor) Music rest
OPTIONS	
USB	USB flash memory (M-UF-series) Wireless USB Adaptor (WNA1100-RL)
Pedals	DP-series/BOSS FS-5U pedal switch Expression EV-5, EV-7 FC-7 footswitch
Microphone	Roland DR Series
Headphone	Roland RH Series
Vocal Performer	VE-5, VE-20
Amplifier	CM-110, CM-220
Stand	KS-12

NOTE

In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

29. MIDI Implementation Chart

Backing Keyboard **Date: February 2013**

Model: BK-9 **Version: 1.00**

Function...		Transmitted		Recognized		Remarks
Basic	Default	1-16		1–16		Up1= Ch. 4, Up2= Ch. 6, Lower= Ch. 11,
Channel	Changed	1–16, Off		1–16, Off		M. Bass= Ch. 12, M.Intell= Ch. 15
	Default	Mode 3		Mode 3		
Mode	Messages	Mode 3, 4 (M=1)		Mode 3, 4 (M = 1)		*2
	Altered	**********				
Note		0~127		0–127		
Number :	True Voice	**********		0–127		
Velocity	Note On	O		O		
	Note Off	X		X		
After	Key's	X		O		
Touch	Channel's	O	*1	O	*1	
Pitch Bend		O	*1	O	*1	
	0, 32	O	*1	O	*1	Bank Select
	1	O	*1	O	*1	Modulation
	5	O		O		Portamento Time
	6, 38	O		O		Data Entry
	7	O	*1	O	*1	Volume
	10	O	*1	O	*1	Panpot
	11	O	*1	O	*1	Expression
	12	O	*1	O	*1	Effect Control 1 MSB
	13	O	*1	O	*1	Effect Control 2 MSB
	16	O	*1	O	*1	C1 - Noise level - Key Off Nose - Mallet Hardness *3
	64	O		O	*1	Hold 1
	65	O		O		Portamento
	66	O	*1	O	*1	Sostenuto
	67	O	*1	O	*1	Soft
	69	O		O		Hold 2
Control	71	O		O		Resonance
Change	72	O		O		Realease Time
	73	O		O		Attack Time
	74	O		O		Cutoff
	75	O		O		Decay Time
	76	O		O		Vibrato Rate
	77	O		O		Vibrato Depth
	78	O		O		Vibrato Delay
	80	O	*1	O	*1	Dead Stroke - Mute - Finger Piking - Staccato - *3
	81	O	*1	O	*1	Harmonics - Octave Tone - Fall - *3
	82	O	*1	O	*1	Subtone (Alto Sax)
	84	O		O		Portamento Control
	91	O	*1	O (Reverb)	*1	Effect 1 Depth
	93	O	*1	O (Chorus)	*1	Effect 3 Depth
	98, 99	O	*1	O	*1	NRPN LSB, MSB
	100, 101	O	*1	O	*1	RPN LSB, MSB
Program		O	*1	O		
Change	True Number	*****		0–127		Program No. 1–128
System Exclusive		O	*1	O		
System	Song Position Pointer	O	*1	O		
Common	Song Select	X		X		
	Tune Request	X		X		
System	Clock	O	*1	O		
Real Time	Commands	O	*1	O		
	All Sound Off	X		O (120, 126, 127)		
	Reset All Controllers	X		O (121)		
Aux	Local On/Off	O	*1	O (Song parts)		
Messages	All Notes Off	X		O (123–125)		
	Active Sensing	O		O		
	System Reset	X		X		
Notes		*1 O X is selectable *2 Recognized as M = 1 even if M ≠ 1. *3 It depends on the selected Super Natural tone				

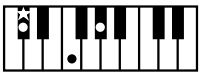
Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO O : Yes

Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO X : No

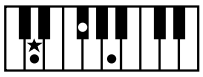
30. Chord Intelligence Table

C

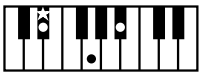
C#



D



E♭

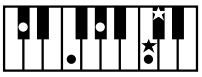


E

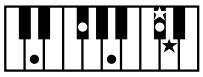
F

CM7

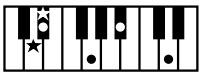
C#M7



DM7



E♭M7



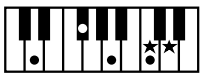
EM7

FM7

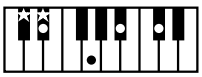
C7

C#7

D7



E♭7



E7

F7

Cm

C#m

Dm

E♭m

Em

Fm

Cm7

C#m7

Dm7

E♭m7

Em7

Fm7

CmM7

C#mM7

DmM7

E♭mM7

EmM7

FmM7

Cdim

C#dim

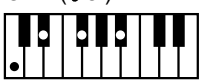
Ddim

E♭dim

Edim

Fdim

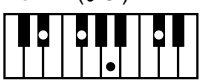
Cm7 (♭5)



C#m7 (♭5)

Dm7 (♭5)

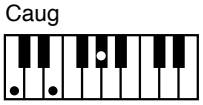
E♭m7 (♭5)



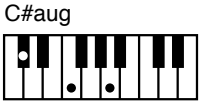
Em7 (♭5)

Fm7 (♭5)

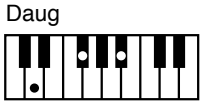
Caug



C#aug

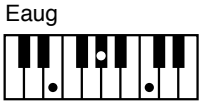


Daug

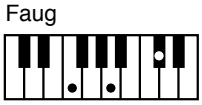


E♭aug

Eaug

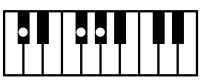


Faug



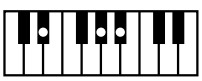
Csus4

C#sus4



Dsus4

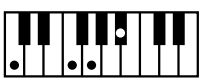
E♭sus4



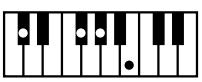
Esus4

Fsus4

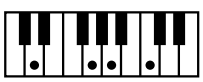
C7sus4



C#7sus4



D7sus4



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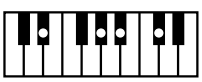

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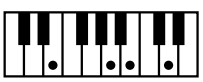
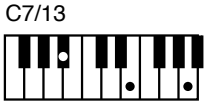
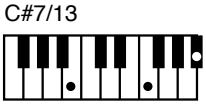


F7sus4

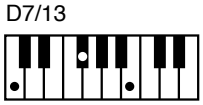
C7/13



C#7/13



D7/13



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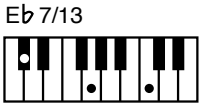

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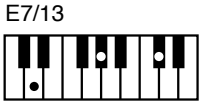

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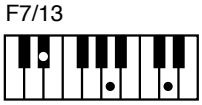


F#

G

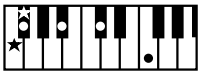
A♭

A

B♭

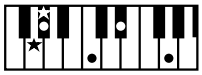
B

F#M7



GM7

A♭M7



AM7

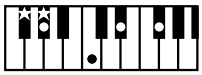
B♭M7

BM7

F#7

G7

A♭7

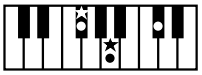


A7

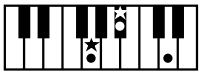
B♭7

B7

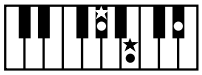
F#m



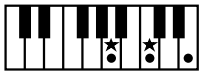
Gm



A♭m



Am



B♭m

Bm

F#m7

Gm7

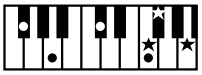
A♭m7

Am7

B♭m7

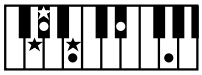
Bm7

F#mM7



GmM7

A♭mM7



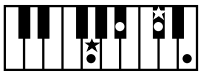
AmM7

B♭mM7

BmM7

F#dim

Gdim



A♭dim

Adim

B♭dim

Bdim

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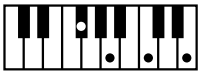

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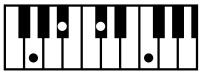

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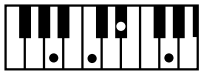
Am7 (♭5)



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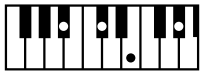

Bm7 (♭5)

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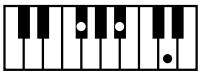


Gaug

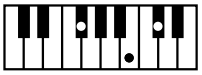
A♭aug

Aaug

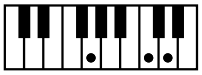
B♭aug

Baug

F#sus4



Gsus4



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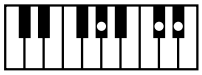

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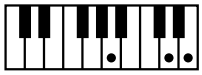

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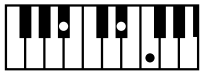
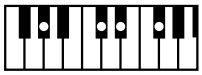


Bsus4

F#7sus4

G7sus4

A♭7sus4

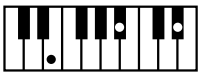


A7sus4

B♭7sus4

B7sus4

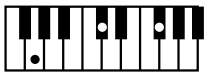
F#7/13



G7/13

A♭7/13

A7/13



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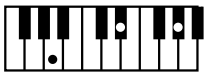
B7/13



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MEMO

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As of Oct. 1, 2012 (ROLAND)

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UK This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.

DE Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.

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IT Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.

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SE Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.

FI Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.

HU Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.

PL Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.

CZ Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.

SK Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhadzovať spolu s domovým odpadom.

EE See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.

LT Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinti produktai neturi būti išmetami kartu su buitinėmis atliekomis.

LV Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.

SI Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.

GR Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της E.E. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

For China

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本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

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此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。

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产品中有毒有害物质或元素的名称及含量

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

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。

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因根据现有的技术水平，还没有什么物质能够代替它。

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