Roland

EXPANDABLE ARRANGER E-A7

Owner's Manual

📖 Owner's Manual (this document)
Read this first. It explains the basic things you need to know in order to use the E-A7.

📱 PDF Manual (download from the Web)

- **Reference Manual**
  This explains all functions of the E-A7.
- **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 "E-A7" as the product name.**

Before using this unit, carefully read "USING THE UNIT SAFELY" (p. 52) and "IMPORTANT NOTES" (p. 54). After reading, keep the document(s) including those sections where it will be available for immediate reference.

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An Overview of the E-A7

Basic Structure

Broadly speaking, the E-A7 consists of a controller section, a sound generator section, an arranger/song player section, and a sampler section.

Controller Section

The controller section is what you perform on. For example, the performer's actions such as **"playing the keyboard"** are sent from the controller section to the sound generator section, causing it to produce sound.
The controller section includes the keyboard, assignable lever, the panel sliders and buttons, and the pedals connected to the rear panel.

Sound Generator Section

This section produces the sound. It receives performance data from the controller section, the arranger/song player section, and external MIDI devices, and produces a variety of sounds in response to this data.

Arranger/Song Player Section

The arranger detects chords by analyzing the operations from the keyboard controller, and plays the appropriate style data.
The song player plays back audio files or sends MIDI messages from SMF data to the sound generator.

Sampler Section

The sampler captures sounds from an audio device or mic connected to the input jacks, or audio files (WAV files) from a USB flash drive, and saves them as User Samples.
You can use these user samples to create user sounds (User Tones, User Drum Kits).

Units of Sound

Tone

Tones are the units of sound with which you perform.
Tones that you created by editing the built-in tones, or by loading a waveform (User Sample) you created using the sampling function, are called **"User Tones."**

Drum Kit

A drum kit is a group of percussion instrument sounds.
In a drum kit, a different percussion instrument sound is played by each key (note number) you press.
The sounds (mainly percussion instrument sounds) that are assigned to each note of the internal drum kits are called Drum Inst.
The drum inst of the internal drum kits or waveforms (user samples) that you captured using the sampling function can be freely assigned to the keyboard to create your own original drum kit.
A drum kit created by the user in this way is called a **"User Drum Kit."**

User Sample

A waveform captured by the sampling function is called a **"User Sample."**
User samples are the material from which you can create user sample tones and user drum kits.

User Program (UPG)

A User Program (UPG) contains tone settings for the four parts that are assigned as the Keyboard Parts (Upper1, Upper2, Upper3, Lower). The style and song settings, as well as all settings that are loaded with them (for example, the intro and ending status, and settings for the selected variation), are also handled together within the user program (UPG).
You can store one hundred UPGs as a User Program Set (UPS).

About the Memory

The state of the E-A7's parameters and the data that you create are held in memory.
This memory is divided into three categories: **"temporary memory," "rewritable memory,"** and **"non-rewritable memory."**

Temporary memory (Temporary area)

A user program (UPG) that you load during a performance, and the panel settings that you modify while performing, are held in temporary memory (the temporary area).
When you edit a User Tone or user drum kit, this data is also held in the temporary area during that time.
Settings in the temporary area are temporary, and will be lost when you turn off the power or recall other settings. If you want to keep the settings that are in the temporary area, you must save them to rewritable memory.

Rewritable memory

Internal Storage

The memory that lets you store data inside the E-A7 is called Internal Storage.
This holds user programs sets (UPS), user styles, User Tone settings, and user drum kit settings.

External Storage

You can insert a USB flash drive and store data outside the E-A7. Such external memory (a USB flash drive) is called External Storage, and can be used in the same way as internal storage.
External storage can also be used as an audio recording destination, or to back up data.

System Memory

System Memory is located inside the E-A7, and stores system settings that determine the overall operation of the E-A7.

User Sample Memory

This is memory that stores user samples that were captured by sampling or that were imported by the sample import function.

Non-rewritable memory

Preset Memory

This memory holds parameters for the internal sounds, internal styles, and Music Assistant. Its data cannot be rewritten.

Preset Wave Memory

This memory contains waveform data used by the internal sounds. Its data cannot be rewritten.

Effects

The E-A7 contains the following effects units. You can make settings independently for each of them.

MFX (Multi Effects)

This is a general-purpose multi-effect that modifies the sound itself, potentially giving it a completely different tonal character.
A wide variety of types are provided, and you can choose the type that's most appropriate for your purpose.
There are a total of three MFX units: one unit dedicated to the keyboard part, and two units for backing.

Chorus

Chorus is an effect that adds depth and spaciousness to the sound. You can choose whether to use this effect unit as chorus or as delay.
The depth of chorus can be adjusted individually for each part.

Reverb

Reverb is an effect that gives the sound a spatial ambience that's characteristic of a performance in a hall.
Several types are provided, and you can choose the type that's most appropriate for your purpose.
The depth of reverb can be adjusted individually for each part.

Input EFX

This unit can apply reverb or other effects to the sound from the input jacks.

Mastering Tools

The mastering tools consist of a mastering compressor and equalizer that are applied to all parts.

Panel Descriptions

Top Panel
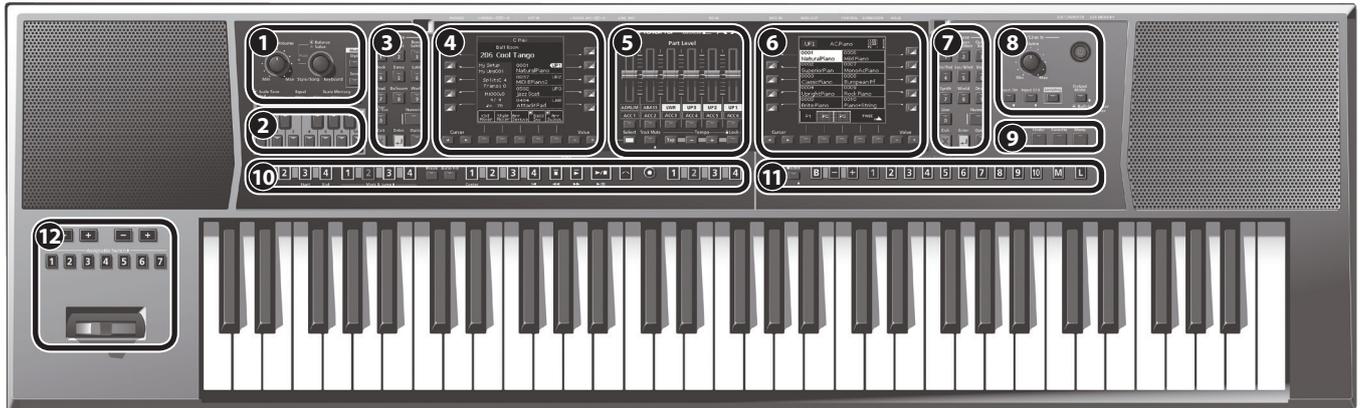
❶ Master Volume/ Balance

Controller	Explanation
[Master Volume] knob	Adjusts the overall volume (the sound that is output from the speakers and the PHONES/OUTPUT jacks).
[Balance/Value] knob	Press this knob to switch it between the Balance function (lit) and the Value function (unlit). Balance function (lit): This knob adjusts the volume balance between your keyboard performance and the backing performance (e.g., Style or Song). Value function (unlit): This knob edits the value in the right screen, left screen or tempo.
Mode [Style] button	Selects Style mode. If Style mode is selected, the button is lit (Style Mode).
Mode [Song] button	Selects Song mode. If Song mode is selected, the button is lit (Song Mode).

❷ Scale Tune/Pad, Keyboard Buttons

Controller	Explanation
[Scale Tune/Pad] button	Switches the function of the keyboard buttons. Scale Tune function (lit) Pad function (unlit)
[Equal] button	Sets the Scale Tune to equal temperament.
Scale Memory [I]–[III] buttons	Sets the Scale Tune to **"Scale Memory I–III."** * Long-press this button to save the Scale Tune settings that are specified for the keyboard buttons.
Scale Tune (PDF)	
Keyboard buttons	You can use the keyboard buttons to edit the Scale Tuning as desired. * Long-press these buttons to access the Scale Tune edit screen.
Pad (p. 36)	
Pad [1]–[6] buttons	These play phrases or sound effects (p. 36).
Pad [Stop] button	Stops the sound of all Pads.
Pad [View] button	This lets you audition the phrases or sound effects that are assigned to the pads.
Pad [Setting] button	Accesses the setting screen for each pad.
Pad [Sync Start] button	Turns on/off the setting (Sync Start) that makes the pads play in synchronization with the start of a style or song.

❸ Style

Controller	Explanation
Style [0]–[9] buttons	Use these buttons to select the Style category (p. 22). When you press a button, the styles included in that category are displayed.
Style [User] button	Press this button to select the user styles.
Left side [Numeric] button	After pressing this button, you can use the Style [0]–[9] buttons to enter a numeric value (p. 14).
Left side [Exit] button	Returns to the next higher level of screen (left screen). * Long-press this button to return to the main screen.
Left side [Enter] button	Use this button to confirm a value or execute an operation (left screen).
Left side [Option] button	Displays a context menu for the page that is currently open in the left screen.

❹ Left Display

Controller	Explanation
Left side Cursor [◀] [▶] buttons	Move the cursor position (left screen).
Left side Value [-] [+] buttons	Edit the parameter value at the cursor location (left screen).
Left side direct buttons ([L1]–[L5] [R1]–[R5] buttons)	These buttons are assigned to the items or functions shown in the screen.
Left side function buttons ([F1]–[F5] buttons)	

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❺ **Part Level**

Controller	Explanation
[Select] button	Switches the function of the Part Level sliders and buttons.
[Track Mute] button	Use this to mute specific tracks of the selected Style or song. * Long-press this button to access a screen where you can select the mute track of the SMF or Style.
Tempo [Tap] button	You can change the tempo of the current Style or song by repeatedly pressing this button at the desired interval.
Tempo [-] [+] buttons	Change the tempo of the currently selected Style or song. If you press the two buttons simultaneously, the original tempo specified for the Style or song is restored.
Tempo [Lock] button	Press this button to lock the current tempo setting. The tempo does not change even if you select another style (of a different tempo).

Part Level	
Part sliders/Part buttons	Adjust the volume of the parts (Parts sliders). Turn the parts on/off (Part buttons).
	[A DRUM] — Accompaniment drum part
	[A BASS] — Accompaniment bass part
	[LWR] — Lower part
	[UP3] — Upper 3 part
	[UP2] — Upper 2 part
	[UP1] — Upper 1 part
	[ACC1]–[ACC6] — Accompaniment part 1–6

❻ **Right Display**

Controller	Explanation
Right side Cursor [◀] [▶] buttons	Move the cursor position (right screen).
Right side Value [-] [+] buttons	Edit the parameter value at the cursor location (right screen).
Right side direct buttons ([L1]–[L5] [R1]–[R5] buttons)	These buttons are assigned to the items or functions shown in the screen.
Right side function buttons ([F1]–[F5] buttons)	

❼ **Tone**

Controller	Explanation
Tone [0]–[9] buttons	Use these to select tones. When you press a button, the tones in that category are shown (p. 17).
Tone [User] button	Use this to select User Tones (PDF).
Right side [Numeric] button	After pressing this button, you can use the Tone [0]–[9] buttons to enter a numeric value (p. 14).
Right side [Exit] button	Returns to the previous screen (right screen). * Long-press this button to return to the Main screen.
Right side [Enter] button	Use this button to confirm a value or execute an operation (right display).
Right side [Option] button	Displays a context menu for the page that is currently open in the right display.

❽ **Input/Sampling**

Controller	Explanation
Mic/Line In [Volume] knob	Adjusts the volume of the signal being input to the INPUT jacks.
[Input On] button	Turns on/off the signal from the INPUT jacks. * Long-press this button to access a screen of input-related settings.
[Input EFX] button	Turns on/off the effect that's applied to the signal from the INPUT jacks. * Long-press this button to access a screen of input-related settings.
[Sampling] button	Displays the sampling menu screen (p. 29).

Controller	Explanation
[Output Mode] button	Switches the acoustical character of the sound that is output from the Phones jack/Output jacks and the E-A7's speakers. **When the button is lit:** Settings are optimized for the response of the E-A7's speakers. **When the button is unlit:** The Mastering Tools function's Compressor and Equalizer settings will be enabled. The factory settings (Type: Standard) or the User settings are applied. * The **"Standard"** compressor and equalizer type settings are optimal for use when the Phones jack or Output jacks are connected to an external speaker or PA system.
[⏻] (power) button	Turns the power on (p. 12). * Long-press this button to turn the power off (p. 12).

❾ **Menu/Utility**

Controller	Explanation
[Write] button	Saves settings.
[Finder] button	Use this button to search for a User Style or Song (p. 44).
[Favorite] button	Displays the Favorite screen. Here you can recall Favorite tones (p. 20). * To play the demo songs, hold down the [Menu] button and press the [Favorite] button.
[Menu] button	Displays a menu screen. * To play the demo songs, hold down the [Menu] button and press the [Favorite] button.

❿ **Style/Song Control**

Controller	Explanation
Intro [1]–[4] buttons	Use these to select the Style's intro (Each Style can have up to four different intros).
Variation [1]–[4] buttons	Use these to select the Style's variation (Each Style can have up to four different variations). You can use these when you want the arrangement of the selected Style to be simpler or more complex.
[Break] button	Mutes the Style's playback until the end of the currently-playing measure.
[Auto Fill] button	Turns on the Auto Fill-in function. If this is on, a fill-in plays before the new Style variation is played back.
Ending [1]–[4] buttons	Select the Style's ending (Each Style can have up to four endings).
Sync [Stop] (■) button	If the Synchro Stop function is on, style playback will stop when you play and release a single note or chord.
Sync [Start] (▶) button	If the Synchro Start function is on, Style playback starts when you play a single note or chord.
[Start/Stop] button	Plays/stops the Style. If a song is selected, pressing this button plays or pauses the song.
[Fade In/Out] button	If the Style is stopped, pressing this button starts the Style and gradually raises the volume from 0 (Fade In). If the Style is playing, pressing this button gradually lowers the volume and then automatically stops the song or Style playback when the volume reaches 0 (Fade Out).
[Loop Start] button	If a song is selected, this button specifies the loop start point for the loop play function. If the loop point is already specified, this button turns loop play on/off (p. 40).
[Loop End] button	If a song is selected, this button specifies the loop end point for the loop play function. If the loop point is already specified, this button clears the loop point.
Mark & Jump [1]–[4] buttons	When playing an SMF in which marks have been assigned, these buttons jump to the assigned playback point (p. 40). * If you long-press one of these buttons, the Mark & Jump function setting screen appears.
[Center Cancel] button	Minimizes the vocal or other sound that is panned to the center of an audio file (WAV or MP3).
Song Player [◀◀] button	Returns the playback position to the beginning of the song.
Song Player [◀◀] button	Rewinds the song.
Song Player [▶▶] button	Fast-forwards the song.
[Rec] button	Records a style or song (audio). * In the record-ready condition (indicator blinking), long-pressing this button cancels record-ready.
One Touch [1]–[4] buttons	Use these buttons to recall One Touch memories (p. 26). * You can long-press one of these buttons to access a screen where you can edit and save One Touch memories.
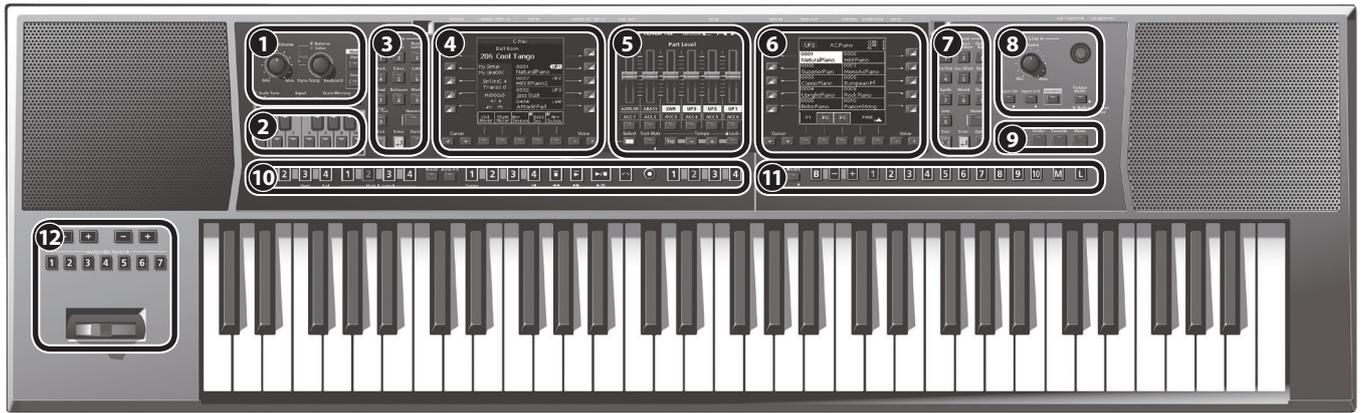
⑪ User Program

Controller	Explanation
[Split] button	Divides the keyboard into left and right, allowing you to play different tones in each region (p. 18). * If you long-press this button, the split setting screen appears.
UPG [Lock] button	Allows you to prevent settings from changing (lock) when you switch user programs. ➡ **"Locking the UPG Settings"** (p. 48) * If you long-press this button, the User Program Lock setting screen appears.
UPG Bank [B] button	Press this button if you want to use User Program **[1]**–**[10]** buttons to specify the bank.
UPG Bank [-] [+] buttons	Switch the user program bank.
UPG [1]–**[10] buttons**	Switch the user program.
My Setup [M] button	Switches to My Setup (p. 46). * If you long-press this button, the Write screen appears, allowing you to save the current settings in My Setup.
UPG/UPS List [L] button	Displays the UPS list or UPG list. The UPS or UPG list switches each time you press this button. * User Programs are abbreviated as UPG. * User Program Sets are abbreviated as UPS.

⑫ Octave/Transpose/Assignable

Controller	Explanation
Octave [-] [+] buttons	Shift the pitch of the keyboard part in units of one octave (p. 19). Press these two buttons simultaneously to return to the original octave settings.
Transpose [-] [+] buttons	Transpose the Style, song, and keyboard parts. Press these two buttons simultaneously to return the transpose setting to 0.
Assignable Switch [1]–**[7] buttons**	These buttons perform the functions that you've assigned. * If you long-press one of these buttons, the assignable settings screen appears, allowing you to assign various functions to the buttons.
Assignable lever	With the factory settings, moving the lever to the left while you play the keyboard lowers the pitch, and moving the lever to the right raises the pitch. Moving the lever away from yourself applies vibrato. A variety of functions can be assigned to this lever as well. ➡ **[Menu] → "Global"**

Shortcut

You can also long-press any panel button marked with a diamond symbol (◆) to jump to the corresponding parameter screen for that button.
You can also reach the parameter screen via the menu.
As noted below, you can access a save screen or other screen by long-pressing certain buttons.

Long-press Scale Memory [I]–[III] buttons
Saves the current scale tune state in a Scale Memory [I]–[III].

Long-press [Exit] button
If a screen within the menu hierarchy is displayed, takes you back to the main screen. The right **[Exit]** button does the same.

Long-press [Rec] button
If you long-press this button while in the record-ready state (indicator blinking), record-ready is canceled. (If you decide not to record, you can use this button to cancel.)

Long-press [My Setup] button
Displays the My Setup save screen.

Long-press [Favorite] button
Displays the Favorite save screen.

Rear Panel

If connecting a microphone
Set the MIC-LINE select switch to MIC.

If connecting an audio device, synthesizer, or similar device
Set the MIC-LINE select switch to LINE.

Use a stereo mini-plug to connect an audio player or similar device.

Connect an amplified speaker.

HOLD	EXPRESSION	CONTROL
Option: DP series, BOSS FS-5U	Option: EV-5	Option: DP series, BOSS FS-5U, EV-5

Connect MIDI equipment (p. 10).

Cord hook

USB flash drive

Computer

AC adaptor

Power Cord

Indicator

AC Outlet

Headphones

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

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

Ⓐ USB port

Jack	Explanation
USB MEMORY port	Connect a USB flash drive (separately sold) for use as external storage. * Carefully insert the USB flash drives all the way in—until it is firmly in place. * Use a USB flash drive sold by Roland. We cannot guarantee operation if any other USB flash drive is used. * We do not recommend using a USB hub, regardless of whether it is an active or a passive hub. Connect only one USB flash drive to this port.
USB COMPUTER port	If you use a commercially available USB cable to connect the E-A7's USB COMPUTER port to a USB port on your computer, you'll be able to produce and edit music using the E-A7 in conjunction with MIDI-enabled software.

Ⓑ Foot Pedal jack

Jack	Explanation
Pedal HOLD jack	If a separately sold pedal switch (Roland DP series) is connected to this jack, you can use it to sustain the sound of the keyboard part. This function is called **"sustain"** or **"damper."**
Pedal EXPRESSION jack	Connect a separately sold expression pedal (Roland EV-5) to this jack. * Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
Pedal CONTROL jack	Connect a separately sold pedal switch (Roland DP series) or separately sold expression pedal (Roland EV-5) to this jack. You can assign a function suitable for the pedal that's connected. ➜ **"Reference Manual"** (PDF) * Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Ⓒ MIDI port

These connectors can be connected to other MIDI devices to receive and transmit MIDI messages.

Ⓓ DC IN jack

Jack	Explanation
DC IN jack	Connect the included AC adaptor here. **NOTE** • Use only the AC adaptor that is included with the product. • If you won't be using the E-A7 for an extended period of time, disconnect the AC adaptor from the AC outlet.
Cord hook	To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the jack, anchor the power cord using the cord hook, as shown in the illustration.

Ⓔ INPUT jack

Jack	Explanation
MIC-LINE select switch	Set this switch to the appropriate position depending on whether you connect a microphone (MIC) or a line-level device such as an instrument (LINE).
INPUT L/MONO, MIC, R jacks	Connect a microphone, or the outputs of your audio equipment, synthesizer, or similar device. * If you connect a microphone, connect it to the L/MONO, MIC jack. Condenser microphones are not supported. * If you want to input in monaural, connect to the L/MONO, MIC jack.
EXT IN jack	This is an audio input jack. If you use a stereo mini-plug to connect your audio player or similar device, the sound of the connected device is heard from the E-A7. * Effects are not applied to the sound that is input from the EXT IN jack. * Adjust the volume on the connected device (e.g., audio player).

Ⓕ Output jack

Jack	Explanation
OUTPUT L/MONO, R jacks	Connect speakers. • If you want to output in monaural, connect your system to the L/MONO jack. • If you've connected the output jacks to external speakers or a PA system, we recommend that you leave the **[Output Mode]** button off (button unlit).
PHONES jack	Connect separately sold headphones (Roland RH series). If a cable is connected to this jack, the internal speakers are automatically muted.

Connecting Your Equipment

Connecting External Audio Equipment

The E-A7 is equipped with two types of input jack: the INPUT jacks and the EXT IN jack. Use whichever is suitable for your needs.

Jack	Explanation
INPUT jacks	Effects such as reverb can be applied to the audio input. Use this jack if you want to sing along with your performance, or record a sample.
EXT IN jack	The audio input of this jack is output without change from the OUTPUT jacks or the speakers. It is not possible to apply effects or adjust the volume. Use this jack if you want to perform while playing back an audio player.

NOTE

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

Connecting a Microphone or External Audio Device to the INPUT Jacks

Connect your microphone or device (e.g., synthesizer) to the INPUT jacks.
You can sample the audio from these external audio inputs.

1. Turn the **[Mic/Line In]** knob all the way to the left, minimizing the volume.

2. Connect your microphone or the outputs of your audio device (e.g., synthesizer) to the E-A7's INPUT jacks.

3. Set the INPUT-MIC select switch to MIC if connecting a microphone, or to LINE if connecting a synthesizer or other audio device.

4. Press the **[Input On]** button to make it light; the input turns on.

5. Turn the **[Mic/Line In]** knob to adjust the input level.

6. If you want to apply an effect such as reverb to the audio input, press the **[Input EFX]** button to turn Input EFX on.

MEMO

- If you long-press the **[Input EFX]** button, the Input EFX screen appears, allowing you to make settings for Input EFX. For more about the input effects, refer to **"Reference Manual"** (PDF).

- If you connect a mic, connect it to the L/MONO, MIC jack. Condenser microphones are not supported.

Connecting an External Audio Device to the EXT IN Jack

You can connect an audio player or similar device to the EXT IN jack.

1. Minimize the volume of your external audio device.

2. Connect your audio player to the E-A7's EXT IN jack.

3. Adjust the volume using the controls of the connected audio device.

NOTE

- The sound that's input from this jack cannot be sampled.

- Noise may occur if you connect or disconnect a cable at the EXT IN jack while the E-A7 is powered-on, but this is not a malfunction.

Connecting MIDI Equipment

If MIDI equipment is connected, it can exchange performance information with the E-A7.

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 E-A7 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 to connect the E-A7's MIDI OUT connector to the MIDI IN connector of your external MIDI device, you'll be able to produce sound on your external MIDI device by playing the E-A7's keyboard. As necessary, set the receive channel of your external MIDI device to match the E-A7's transmit channel.

Use the E-A7 to play the MIDI sound module.

E-A7

MIDI sound module / sequencer
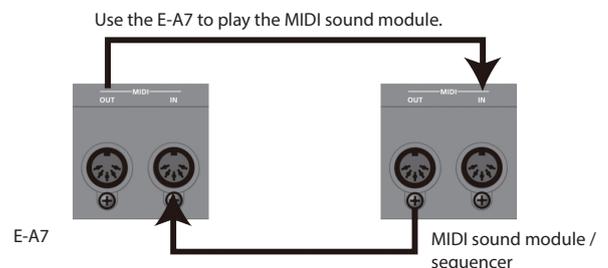
The MIDI sequencer plays the sounds of the E-A7.

MIDI channels

MIDI uses sixteen channels: 1–16. Even if two MIDI devices are connected, they won't be able to select or play each other's sounds if the two devices are set to different MIDI channels.
The E-A7 can receive all channels 1 through 16.

➡ For details on MIDI settings, refer to **"Reference Manual (English)"** (PDF).

Connecting the E-A7 to a Computer

If a USB cable (sold separately) is connected between the E-A7's rear panel USB COMPUTER port and a USB port of your computer, you'll be able to do the following things.

- Use the E-A7 as a sound module.
- Produce and edit music by transferring MIDI data between the E-A7 and your sequencer.

1. Use a standard USB cable (sold separately: A → B type cable) to connect the E-A7 to your computer.
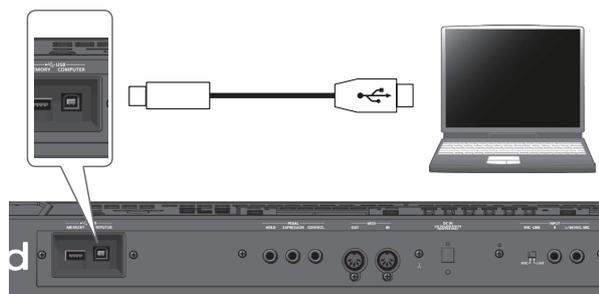
If the computer does not recognize the E-A7

When connecting the E-A7 to your computer, there is normally no need to install a driver. If you experience problems, or if the speed is too slow, you may be able to solve the problem by installing Roland's dedicated driver.

For details on downloading and installing the dedicated driver, refer to the Roland website.

http://www.roland.com/support/

NOTE

- Only MIDI data is transmitted and received via the USB cable. The audio data cannot be transmitted or received via USB.
- Power-on the E-A7 before you start the MIDI application on your computer. Never power-on or power-off the E-A7 while the MIDI application is running.

➡ For details on USB settings, refer to **"Reference Manual (English)"** (PDF).

Connecting a Separately Sold Footswitch or Hold Pedal

You can connect a pedal switch (sold separately: DP series) or expression pedal (sold separately: EV-5) to the E-A7's PEDAL jacks.

➡ "**Boot Pedal jack**" (p. 9)

Installing the Music Rest

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

NOTE

- When moving the E-A7, 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 E-A7 on a Stand

If you want to place the E-A7 on a stand, use the Roland KS-18Z. Be careful not to pinch your fingers when setting up the stand. Place the instrument on the stand as follows.

Rear view

Place the E-A7 so that it is in the center of the stand

Adjust the outer width of the stand within the range shown below. 800 mm–between the rubber feet of the E-A7

Between the rubber feet
800 mm or more
Top view

Side view

Place the E-A7 so that it is in the center of the stand

Adjust so that the height does not exceed 1 meter (Adjust the stand to a level no higher than the third level from the bottom).
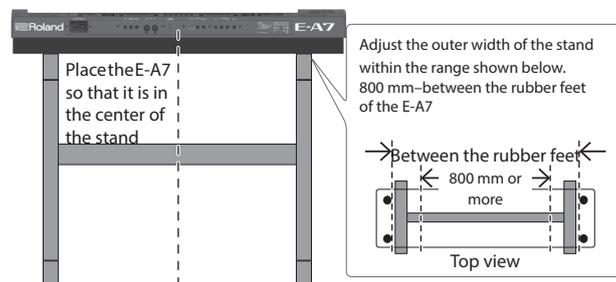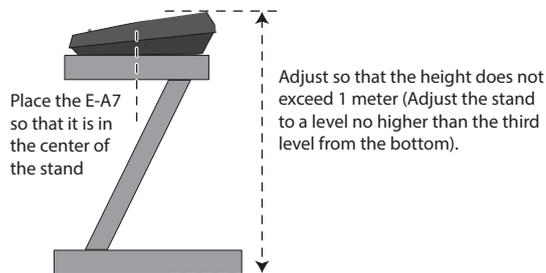
NOTE

- When placing the E-A7 on a stand, take care not to pinch your fingers between the instrument and the stand.
- Using any other combination of instrument and stand could produce an unstable situation, possibly causing the instrument to fall or tip over and cause injury.
- If the instrument is not placed correctly, it will be unstable, possibly causing the instrument to fall or tip over and cause injury.
- For details on assembling the stand, refer to the owner's manual of the stand.

Before You Start Using E-A7

Turning On/Off the Power

Once everything is properly connected (p. 9), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

Turning On the Power

1. **Turn the [Master Volume] knob all the way to the left, minimizing the volume.**

NOTE

Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

2. **Press the [⏻] (power) switch to turn on the power.**

3. **Use the [Master Volume] knob to adjust the volume.**

NOTE

- This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.
- To ensure proper operation of the assignable lever, make sure not to touch the lever when turning the E-A7's power on.

Turning Off the Power

1. **Turn the [Master Volume] knob all the way to the left, minimizing the volume.**

NOTE

Never power-off the E-A7 during playback or recording or while data is being read or written on a USB flash drive.

2. **Continue holding down the [⏻] button until the screen indicates "POWER OFF."**
Release the button, and the power turns off.

NOTE

- When you turn off the power of the E-A7, the contents of the loaded (currently edited) UPS (User Program Set) are lost. Save any important data before you turn off the power.
- If you need to turn off the power completely, press the [⏻] (power) switch; after the unit's power switch has been turned off, disconnect the plug from the AC outlet.

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

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).
If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 13).

* Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.

* To restore power, turn the power on again.

Adjusting the Overall Volume

Here's how to adjust the volume of your keyboard playing or the playback volume of an internal song.
If headphones are connected, use the **[Master Volume]** knob to adjust the headphone volume.

1. **Turn the [Master Volume] knob to adjust the overall volume.**
Adjust the volume while you play the keyboard to produce sound. Turning the knob toward the right will increase the volume, and turning it toward the left will decrease the volume.

Optimizing the Acoustic Character for the Internal Speakers

If you turn on the **[Output Mode]** button, the output sound is adjusted optimally for the response of the E-A7's built-in speakers.

1. **Press the [Output Mode] button to make it light.**

MEMO

You can specify whether the **[Output Mode]** button will be on or off when the E-A7 starts.

➡ **"Reference Manual"** (PDF)

2. **To turn the [Output Mode] button off, press the [Output Mode] button once again (the button goes dark).**

The Mastering Tools' Equalizer and Compressor settings will be enabled.

MEMO

With the factory settings, Mastering Tools' Type is set to **"Standard."** The Type **"Standard"** settings are optimal when connecting the Phones/Output jacks to external speakers or a PA system.

You can also change the settings that are used when the **[Output Mode]** button is off.

➡ **"Reference Manual"** (PDF) → **"Mastering Tools Function"**

Demo of the E-A7

Your E-A7 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. **Press the [Favorite] button and [Menu] button simultaneously.**
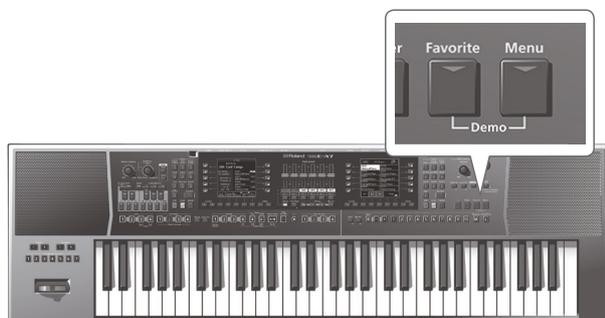
Playback starts automatically with the demo song.

2. **Press the [Exit] button to leave the demo function.**

NOTE

- No data for the music that is played will be output from the MIDI OUT connector and the USB COMPUTER port.
- All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

Making the Power Automatically Turn Off After a Time (Auto Off)

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (factory setting).

If you don't need the power to turn off automatically, set **"Auto Off"** to the **"OFF"** setting as described below.

1. **Press the [Menu] button to make it light.**

The Menu screen appears.

2. **Use the direct buttons to select "Global."**

3. **Use the function buttons to move the pages.**

4. **Use the direct buttons to select "Auto Off."**

5. **Use the Value [-] [+] buttons to select "OFF."**

**6.** **Press the [Exit] button to return to the previous screen.**

MEMO

The settings are automatically saved in the Global parameters when you exit the screen.

Basic Operation of the E-A7

Basic Screens

In keeping with its emphasis on smooth realtime operability during live performance, the E-A7 features dual displays in the left and right sides of the panel. The left display shows style-related information, and the right display shows mainly tone-related information.
This means that even if you are switching styles in the left destination while switching tones in the right destination, you won't need to switch screens within a display.

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

Main page (left)

The display differs between Style mode and Song mode.

Main page (in Style Mode)

Name of the last chord you played

Name, number, and category of the selected Style

Bank, number, and name of the selected UPG

Split Point

Transpose

Current performance position (measure and beat or remaining time), tempo

Displays the Keyboard Part Mixer screen.

Tone number and name selected for each keyboard part

Indicates the keyboard part. Use the direct buttons to select a part.

Arranger Switch on/off

Displays the Style Part Mixer screen.

Displays the Arranger Setting screen.

Bass Inversion on/off

Bass Inv (Bass Inversion) Function

Turns the bass inversion function on/off.
If Bass Inv is off, the style's bass part always sounds the note played by the performer or the root note of the chord.
Example: When you play the chord E-G-C (C maj), the bass part sounds the **"C"** note.

If Bass Inv is on, the rhythm's bass part sounds the lowest note that you play on the keyboard.
Example: When you play the chord E-G-C (C maj), the bass part sounds the **"E"** note.

Main page (in Song Mode)

Name of the last chord you played

Name and file type of the selected song

Bank, number, and name of the selected UPG

Split Point

Transpose

Current performance position (measure and beat or remaining time), tempo

Displays the Keyboard Part Mixer screen.

Tone number and name selected for each keyboard part

Indicates the keyboard part. Use the direct buttons to select a part.

Chain Play on/off

Main page (right)

The main screen in the right display shows a tone list.

Right page

Tone sub-category name

Name of the selected part

Control change number and program change number assigned to the selected tone

Tone list

Switch pages
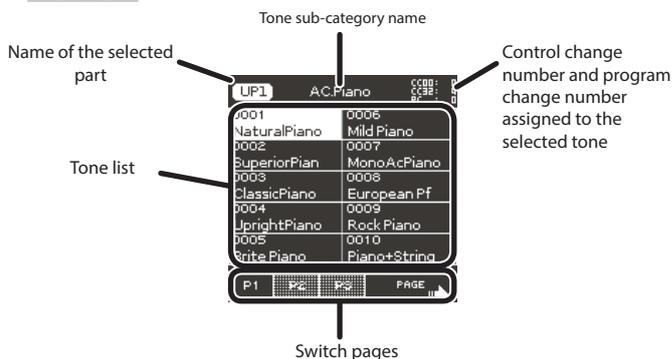
Basic Buttons

There are two each of these basic buttons, just as there are two displays at the left and right.

Direct buttons

[L1] [R1]
[L2] [R2]
[L3] [R3]
[L4] [R4]
[L5] [R5]

[Numeric]

[Exit]

[Enter]

[Option]

[F1] [F2] [F3] [F4] [F5]
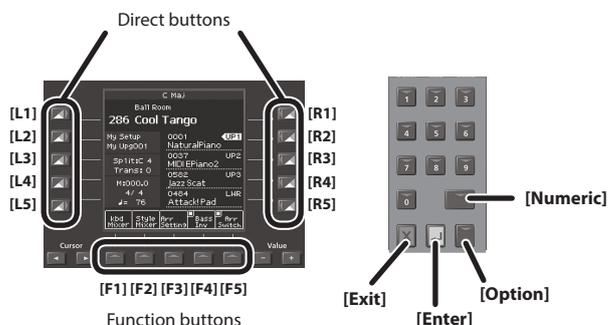
Function buttons

Direct buttons, Function buttons

Around the display are placed direct buttons and function buttons that are linked with the contents of the display.

Cursor, Value, Enter, Exit

These buttons are provided for each of the left and right displays, allowing you to perform basic operations in each display such as moving the cursor, editing values, and confirming or canceling.

Option

The Option buttons are also placed by the left and right displays.
The Option button is used to select functions that are related to the functions and operations shown in each display.
This means that their function will depend on the screen that's shown.

Numeric

You can use the numeric buttons to select tones, or styles by entering a number.
This method is convenient if you remember the number that you want to select.
Here's how to select a tone by number.

1. Press the Tone [Numeric] button to open the Numeric window.
Tone **[0]**–**[9]** buttons light.

2. Use the Tone [0]–[9] buttons to enter a number.

> **MEMO**
>
> If you decide to cancel, press the **[Exit]** button.

3. Press the [Enter] button to confirm.
The Numeric screen closes, and the page of the selected tone or style appears.

[Balance/Value] knob

The **[Balance/Value]** knob has the two functions of Balance and Value.
These functions alternate each time you press the **[Balance/Value]** knob.

MEMO

If the Balance function is active, the LED at the left of the **[Balance/Value]** knob is lit.

Adjusting the Volume Balance Between the Keyboard Parts and the Style/Song

1. **Make sure that the Balance LED beside the [Balance/Value] knob is lit.**
If it's not lit, press the **[Balance/Value]** knob once.

2. **Turn the [Balance/Value] knob.**
The Balance screen opens.
You can view the current setting while you adjust it.

MEMO

After a time, the screen closes automatically.

Using the Knob for the Value [-] [+] Button and Tempo [-] [+] Button Functions

When using the Value **[-] [+]** buttons to edit a value in a parameter screen or an edit screen, you can also use this knob to edit the value. When the Tempo screen is open, you can use the knob to change the tempo.

1. **Make sure that the Balance LED beside the [Balance/Value] knob is unlit.**
If it's lit, press the **[Balance/Value]** knob once.

2. **Turn the [Balance/Value] knob.**

Adjusting the Volume of Keyboard Parts and Style Parts

If the volume of the Style or song is too loud or too soft in comparison to your performance, you can adjust the volume balance as follows.
You can use the Part Level sliders to easily adjust the volume of each keyboard part and style part.

1. **Each time you press the [Select] button, the parts assigned to the sliders and buttons will change in the following combinations.**
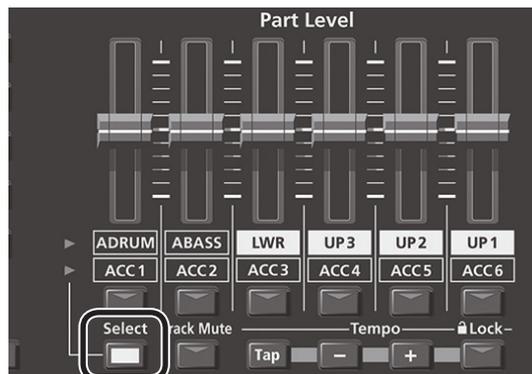
Button	Part
[A DRUM]	Accompaniment drum part
[A BASS]	Accompaniment bass part
[LWR]	Keyboard lower part
[UP3]	Keyboard upper 3 part
[UP2]	Keyboard upper 2 part
[UP1]	Keyboard upper 1 part
[ACC1]–[ACC6]	Accompaniment part 1–6

2. **Move the slider for each part.**
- Moving the **[UP1] [UP2] [UP3]** or **[LWR]** sliders adjusts the volume of the corresponding Keyboard Part.
- Moving the **[A BASS]** slider adjusts the volume of the Style performance's Bass part.
- Moving the **[A DRUM]** slider adjusts the volume of the Style performance's Drum part.
- Moving the **[ACC1]–[ACC6]** sliders adjusts the volume of the Style performance's ACC1–6 parts.

3. **Turn each part's button on/off.**
- Pressing the **[UP1] [UP2] [UP3]** or **[LWR]** buttons turns the corresponding Keyboard Part on/off.
- Pressing the **[A BASS]** button turns the Style performance's Bass part on/off.
- Pressing the **[A DRUM]** button turns the Style performance's Drum part on/off.
- Pressing the **[ACC1]–[ACC6]** buttons turns each of the Style performance's ACC1–6 parts on/off.

NOTE

You can't use the Style Part **[A DRUM] [A BASS]** and **[ACC1]–[ACC6]** sliders or buttons while a song is selected.

MEMO

- You can also make this setting in the Mixer screen.
  - ➡ Keyboard Part (p. 18)
  - ➡ Style Part (p. 23)
- Slider settings are remembered even if you switch styles or One Touch. They are reset if you switch the UPG.

Assigning Names

The E-A7 lets you assign a name to a style or user program when you save it.

Regardless of what you're naming, the procedure is the same.

1. **Use the Cursor [◄] [►] buttons to move the cursor to the position where you want to input a character.**

2. **Use the Value [-] [+] buttons to specify the character that you want to input.**

Button	Explanation
Direct button [L2]	Deletes one character
Direct button [R2]	Inserts one space
Direct button [L3]	Selects uppercase alphabetical characters for input
Direct button [R3]	Selects lowercase alphabetical characters for input
Direct button [L4]	Selects symbols/numerals for input

MEMO

You can also specify characters using the Style or Tone category buttons (numeric keypad).

Use the category buttons to input the characters that are assigned to the numeric keypad display in the center of the screen.

For example each time you press the category button corresponding to the icon marked **"ABC,"** the character switches in the order of **"A" → "B" → "C" → "A"**...

3. **Use the function buttons to select "Exec."**
A confirmation message appears.

4. **If you decide to cancel the input, press the [Exit] button.**

NOTE

Depending on what you're saving, there may be limitations on the number of type of characters that you can use.

Performing

Selecting a Tone and Playing it on the Keyboard

On the E-A7, the sounds that can be assigned to each part are called **"tones."** Tones are assigned to the tone buttons according to category, and each tone button is also divided into sub-categories. For example the **[Piano]** button lets you select piano tones and electric piano tones, and the **[World]** button lets you select tones that are suitable for the music of various countries and regions. To select a sub-category, press the same tone button two or more times.

The **[User]** button lets you switch between User Tone (p. 31) and User Drum Kit (p. 33) tones.

The E-A7 has four keyboard parts (UP1, UP2, UP3, LWR), and one tone can be assigned to each part.

The currently selected Part name is shown in the upper left of the Tone screen located in the right side of the panel. Operations in the Tone screen change the tone for that Part.

Main screen (right)
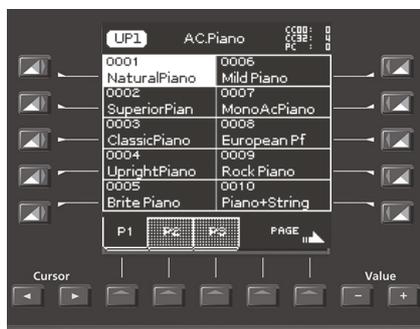
To switch the Part so that you can change the tone of a different part, use the main screen at the left to switch Parts.

Main screen (left)

The main screen shows the tone names of the four keyboard parts. You can use the direct buttons to switch parts. The selected part number is highlighted.

Changing the Tone of a Keyboard Part

To select each part (Upper1, Upper2, Upper3, Lower), press the direct buttons (**[R2]**–**[R5]** buttons) corresponding to the keyboard parts.

1. Select a part by pressing one of the direct buttons ([R2]–[R5] buttons) in the left Main screen.

The indication "**UP1**" is shown at the selected keyboard part.
The Main screen (right) shows a tone list for the selected part.

MEMO

The name of the selected part is shown at the top of the Tone screen.
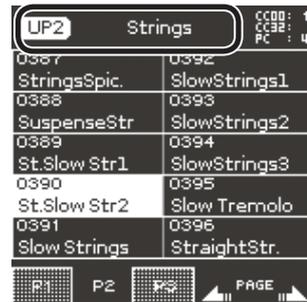
2. Use the Tone [0]–[9] buttons to select a tone category.

The selected tone category page appears.

MEMO

By continuing to press the same Tone category button, you can step through the first sound in each sub-category of the category.

3. Press a direct button to select a tone.

MEMO

- The selected tone is highlighted.
- Use the function buttons to switch pages.
- You can also select from favorite tones (p. 20).
- Depending on the Part Switch or Part Level settings, you might not hear any sound (p. 15).
- You can also select a tone by pressing the **[Numeric]** button and specifying a number (p. 14).

4. Play the keyboard.

You'll hear the sound of the selected instrument.

Turning Each Keyboard Part On/Off and Adjusting the Volume

Using the Part Level Sliders/Buttons

➡ **"Adjusting the Volume of Keyboard Parts and Style Parts"** (p. 15)

Using the Mixer Screen

If you display the Keyboard Part Mixer screen, you will also be able to adjust the **"Reverb Send," "Chorus Send,"** and **"Panpot"** of the Keyboard Parts (UP1, UP2, UP3, LWR) as well as the **"Volume"** and **"Part Switch."**

1. **Display the Main screen.**

2. **Press the [F1] (Keyboard Part Mixer) button.**
The Keyboard Part Mixer screen appears.

3. **Use the Cursor [◄] [►] buttons or the direct buttons to navigate to the parameter that you want to edit.**

4. **Use the Value [-] [+] buttons to edit the value.**
For details on the parameters that you can edit, refer to the reference manual.

MEMO

• You can also edit the setting by **[Menu]** → **"User Program Edit"** → **"Keyboard Part Mixer."**

• These parameters are saved in the UPG.
➡ **"Saving Settings as a User Program"** (p. 46)

Playing Different Tones in the Right and Left Hands (Split)

1. **Press the [Split] button.**
The **[Split]** button lights, and the keyboard is divided at middle C (C4) into left and right areas.
Use the left-hand area to specify the chord for Style performance, or to play the tone of the Lower part.
Use the right-hand area to play a melody using the tone of the Upper1, Upper2, and Upper3 part.

Lower | C4 (Factory setting) | Upper
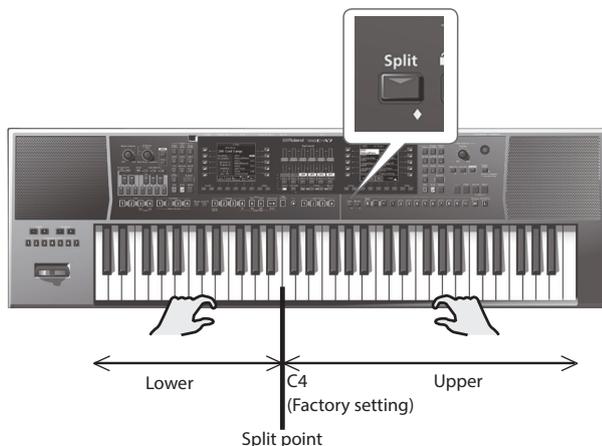
Split point

MEMO

When you choose the Split setting, the Arranger Setting **"Type"** parameter is automatically set to **"Intelligent."**

Changing the Split Point

You can change the keyboard split point.

1. **Long-press the [SPLIT] button.**
The Split setting screen appears.

2. **Use the Value [-] [+] buttons to specify the split point.**

MEMO

• You can also specify the split point by pressing a note on the keyboard.

• You can also make this setting by **[Menu]** → **"User Program Edit"** → **"Split."**

Specifying Lower Hold

This function makes the lower note continue sounding until you press a different key in the left-hand keyboard area.
This function is enabled only if the **[Split]** button is lit.

1. **Long-press the [SPLIT] button.**
The Split setting screen appears.

2. **Press the function button that corresponds to Lower Hold; a check mark appears in the check box.**

MEMO

• You can also make this setting by **[Menu]** → **"User Program Edit"** → **"Split."**

• This parameter is saved in the UPG.
➡ **"Saving Settings as a User Program"** (p. 46)

Transposing Your Performance (Transpose)

You can transpose the keyboard in semitone steps.

1. **Use the Transpose [-] [+] buttons to specify the desired key.**

Value
-6–0–+5 (semitone steps)

If you've specified a key other than **"0,"** the Transpose **[-] [+]** button indicator is lit.
The Transpose screen disappears after several seconds. If you want to close the screen immediately, press the **[Exit]** button.

MEMO

• If you press both Transpose **[-] [+]** buttons simultaneously, the value returns to 0.

• If you transpose the keyboard part, the Style that's playing is also transposed in the same way.

• You can select or clear the function button **"Song"** and **"Keyboard"** check boxes to specify what is affected by transposition, for example transposing only the song or only the keyboard.

• The transpose setting is saved in the UPG.
➡ **"Saving Settings as a User Program"** (p. 46)

Changing the Pitch (Octave Shift)

This function shifts the pitch of the keyboard parts in units of an octave.

1. Use the Octave [-] [+] buttons to select the desired octave setting.

The Octave screen appears.

This shows the Octave Shift setting of each keyboard part.
The Octave screen disappears after several seconds. If you want to close it immediately, press the **[Exit]** button.

Value
-4–0–+4 (octave steps)

MEMO

- While the screen is displayed, you can use the Cursor **[◄] [►]** buttons to select a part, and use the Value **[-] [+]** buttons to set the octave settings individually for each part.
- While the screen is displayed, you can select or clear the check boxes corresponding to the function buttons to specify what is octave-shifted when you press the Octave **[-] [+]** buttons.
- Press both of the Octave **[-] [+]** buttons simultaneously to return to the setting that is saved in the UPG.
- You can also edit the octave setting by **[Menu]** → **"User Program Edit"** → **"Tone Part Mixer"** → **"Octave Shift."**
- The octave setting is saved in the UPG.
    → **"Saving Settings as a User Program"** (p. 46)

Using the Metronome

You can sound the metronome while you perform. You can adjust the tempo and time signature of the metronome. Use the tempo screen to turn the metronome on/off.
If a Style or SMF song is playing, the metronome sounds at the tempo and time signature of that song.

NOTE

You can't use the metronome if an audio file is selected.

1. Press the Tempo [-] [+] buttons.
The Tempo screen appears.
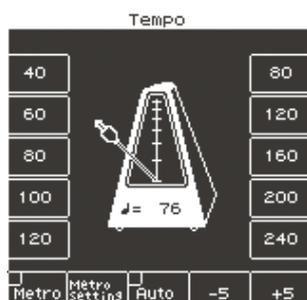
2. Use the function buttons to turn "Metro" (metronome) on.
The metronome starts sounding.

To stop the metronome, use the function buttons to turn **"Metro"** off.

3. Use the Tempo [-] [+] buttons to adjust the metronome tempo.
For details on how to change the tempo, refer to **"Changing the Style's Tempo"** (p. 24).

Making Metronome Settings

You can specify the metronome's time signature and volume.

1. Press a Tempo [-] [+] button.
The tempo screen appears.

2. Use the function buttons to select "Metronome Setting."
The Metronome Setting screen appears in the right display.
You can also access the metronome settings via **[Menu]** → **"Global"** → **"Metronome."**
You can set the following parameters.

Parameter	Value	Explanation
Volume	0–127	Specifies the metronome volume.
Time Signature	1/16–32/16, 1/8–32/8, 1/4–32/4, 1/2–32/2	Specifies the metronome time signature.
Mode	Always	The metronome continues sounding even when playback is stopped.
	Play	The metronome sounds only while the Style or song is playing.
	Rec	The metronome sounds only while the Style or song is being recorded.
Count In	Off, 1 bar, 2 bar	Specifies whether a count-in is sounded. If the count-in function is on (1 measure or 2 measures), the specified number of measures are counted before the Style or SMF plays.

3. Use the direct buttons to select a parameter.

4. Use the Value [-] [+] buttons to edit the value.

MEMO

The settings are saved in Global parameters when you exit the screen.

Using Favorite Tones

You can register up to 50 frequently-used sounds as favorites for quick recall while you perform.

Recalling a Favorite Tone

1. **Press the [Favorite] button so it's lit.**
The Favorite Tone screen appears.

2. **To select a tone in the list, press the direct button.**
You can use the function buttons to switch between pages 1–5.
A favorite Tone is recalled.

3. **Press the [Favorite] button once again to return to the Main screen.**
The **[Favorite]** button goes dark.

Registering Favorite Tones

1. **Select the tone that you want to register as a Favorite Tone (p. 17).**

2. **Hold down the [Favorite] button.**
The Write Favorite Tone screen appears.

3. **Use the direct buttons to enter the number in which you want to register the favorite tone.**
If you decide to cancel, press the **[Exit]** button.

4. **Press the [Enter] button to register the tone.**
MEMO

The tone of the currently selected part is registered.

NOTE

If you edit a tone that you've registered as a favorite, your changes also apply to the sound that you recall as a Favorite.

Playing with Automatic Accompaniments

The E-A7 contains a function that plays back automatic accompaniments called **"styles."** This section explains how to take advantage of the E-A7's accompaniments.

About the Styles

The E-A7 can generate interactive accompaniments based on the style you select.

Styles are assigned to the Style buttons by category, and each Style button is also divided into sub-categories.

In addition to using the internal styles, you can also create your own original styles.

➡ **"Reference Manual"** (PDF).

Style data is a collection of accompaniment patterns (called **"divisions"**) each consisting of up to eight parts. Based on four accompaniment variations for different energy levels of the main song, they include divisions such as intros, endings, and fills.

By using the panel buttons to switch between these divisions, you can freely create the structure of the song while you perform.

As you perform, the accompaniment changes according to the chords that you play on the keyboard.

Using Styles

[Start/Stop] (►/■) button

This button is used to start and stop style playback. While a style 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/stop the Style playback simply by playing the keyboard. Refer to the following section.
- You can also start/stop playback by using a separately sold footswitch (p. 9).

Sync [Stop] (■) [Start] (►) button

These buttons activate and switch off the **"Sync Start/Stop"** function.

Function	Explanation
Sync Start	The style starts playing when you play the keyboard within the keyboard chord detection range.
Sync Stop	The style stops playing when you take your hand off the keyboard within the chord detection range. This setting is ideal for songs that require a break.

Variation [1]–[4] buttons
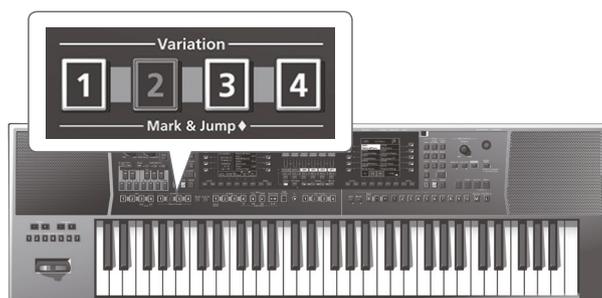
These buttons are used to select the complexity (number of parts) of the style arrangement:

Variation buttons	Explanation
[1]	This is the simplest arrangement.
[2]	This arrangement is slightly more complex than **[1]**.
[3]	This arrangement is even more complex than **[2]**. Use this for a break or for a climax.
[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 style playback is stopped.

Intro [1]–[4] buttons
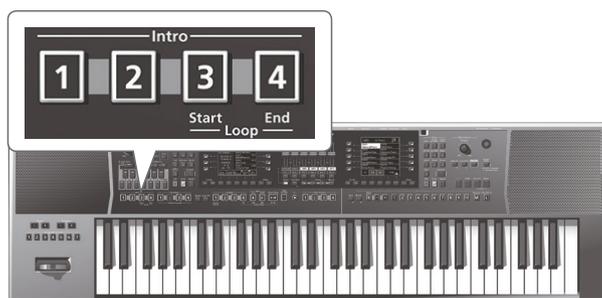
Selects an introduction, which is usually used at the beginning of a song. You can, however, also select this pattern for other song sections.

There are four types of intros, which you can select by using the Intro **[1]**, **[2]**, **[3]**, and **[4]** buttons.

Here too, the complexity of the intro arrangement depends on the Intro **[1]**–**[4]** that you select.

The behavior of the Intro pattern depends on when you press the **[INTRO]** button:

Intro buttons	Explanation
Pressed before starting style playback	The indicator lights. When you start style playback, the E-A7 first plays a musical introduction. This pattern is played back only once.
Pressed during style playback	The indicator flashes to signal that the INTRO pattern will begin on the next downbeat. When the intro is finished, the E-A7 returns to the previously selected VARIATION pattern.

Ending [1]–[4] buttons
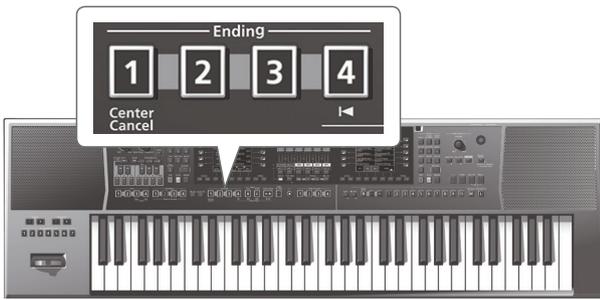
This button allows you to end your songs with a suitable closing section if you don't want to simply stop playback.

There are four types of endings, which you can select by using the Ending **[1]**, **[2]**, **[3]**, and **[4]** buttons.

Here too, the complexity of the ending arrangement depends on the Ending **[1]**–**[4]** that you select.

The behavior of the Ending pattern depends on when you press the **[ENDING]** button:

Ending buttons	Explanation
Pressed before starting style playback	The indicator lights. When you start style playback, the E-A7 plays a musical ending. At the end of the phrase, playback stops.
Pressed during style playback	The indicator flashes to signal that the ENDING pattern will begin on the next downbeat. When the ending is finished, style playback stops.

[Break] button

This button mutes the remaining measures that are playing.

[Auto Fill] button

If you press this button to make it light, a fill-in plays before the E-A7 switches to the next variation.

Example: if the VARIATION **[1]** pattern is running, pressing the **[4]** button will not switch to that pattern right away—the E-A7 first plays a fill-in to announce the new song section.
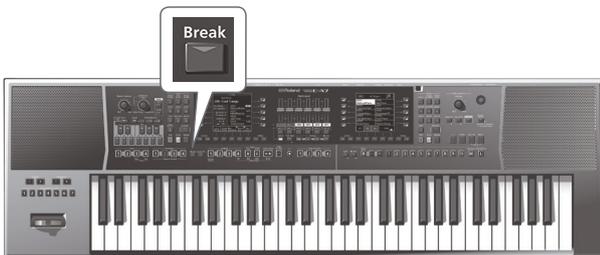
MEMO

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

[Fade In/Out] button

If you press this button to make it light while the Style is stopped, and then start the Style, the volume gradually rises from zero (Fade In).

If you press this while the Style is playing, the volume gradually decreases to 0. When the volume reaches 0, the song or Style automatically stops (Fade Out).

Selecting Styles

Selecting an internal style

1. Press a Style [1]–[9] button to select the Style category.

A list of the Styles included in that category appears.

2. Using the function buttons to switch pages, find the Style that you want.

If you want to select a Style of a different category, press a different Style button and proceed in the same way.

MEMO

When selecting a Style, the lit status of each Style button has the following meaning.
- The button of the currently selected Style is lit.
- If the currently displayed Style list screen differs from the button of the currently selected style, the button of the currently displayed screen is blinking.
- By repeatedly pressing the same style button, you can step through the first page in each sub-category in the style list screen.

3. Press a direct button to select a style.

The Style is selected, and its name is highlighted.

MEMO

You can also select a Style by pressing the **[Numeric]** button and specifying a number (p. 14).

4. Press [EXIT] to leave the Style selection page.

Selecting a user style

On the E-A7 you can use Make Up Tool to edit and save style settings, or use Style Composer to create new styles.
For more about Make Up Tool and Style Composer, refer to **"Reference Manual"** (PDF).
Here we explain how to select a style that you created.

1. Press the Style [User Int/Ext] button.
The User Style List screen appears.

> **MEMO**
> Each time you press the Style **[User Int/Ext]** button, the contents of the list will alternate between Internal Storage and External Storage (USB flash drive).

2. Using the function buttons to switch pages, find the desired style.
If you use the direct buttons to select a folder, you'll enter that folder.
To exit a folder, press the upper left **[UP]** folder button (**[L1]** button).

3. When you've decided the style that you want to select, press the direct button that corresponds to that list item.
The style is selected, and the style name is highlighted.

4. When you're finished selecting a style, press the [Exit] button.

Adjusting the Volume and the ON/OFF Status of Style Parts

Using the Part Level Sliders/Buttons

➡ **"Adjusting the Volume of Keyboard Parts and Style Parts"** (p. 15)

Using the Mixer Screen

If you display the Style Part Mixer screen, you'll be able to adjust not only the **"Volume"** and **"Part Switch"** of the Style Parts (A DRUM, A BASS, ACC1–ACC6) but also use **"Solo"** settings to hear just a specific part.

> **MEMO**
> The ACMP part (ACP part) controls ACC1–ACC6 simultaneously.

> **NOTE**
> The Style Part Mixer cannot be used when a song is selected.

1. Access the Main screen.

2. Press the [F2] (Style Part Mixer) button.
The Style Part Mixer screen appears.

3. Use the Cursor [◄] [►] buttons or the direct buttons to move the cursor to the parameter that you want to edit.

4. Use the Value [-] [+] buttons to edit the value.
You can edit the following parameters.

Parameter	Value	Explanation
Solo	Off, On	Only parts whose check box is selected will play. All other parts are off.
Part Switch	Off, On	Parts whose check box is cleared are muted.
Expression Pedal	Off, On	Specifies whether the Expression Pedal adjusts the volume of each part.
Volume	0–127	Specifies the volume.

> **MEMO**
> - You can also access this via **[Menu]** → **"User Program Edit"** → **"Style Part Mixer."**
> - If you press the function button corresponding to Expression Pedal All Off, the Expression Pedal check boxes of all parts is cleared.
> - If you press the function button corresponding to Expression Pedal All On, the Expression Pedal check boxes of all parts is selected.

Performing Along with a Style Accompaniment

1. Select a Style.

2. Press one of the Variation [1]–[4] buttons to select the arrangement.
For example, you might press the Variation **[2]** button here.

3. Press one of the Intro [1]–[4] buttons to select the variation of the intro.

For example if you press the Intro **[3]** button here, the button lights, indicating that intro **[3]** is selected.
The Variation **[2]** button that you pressed in step 2 blinks, indicating that when the intro ends variation **[2]** will play.

4. Play a chord.
The E-A7 detects the chord and displays the chord name.

23

5. Press the [Start/Stop] (▶/■) button to play the Style.
The **[Start/Stop]** (▶/■) button indicator blinks in time with the tempo, and the intro starts.
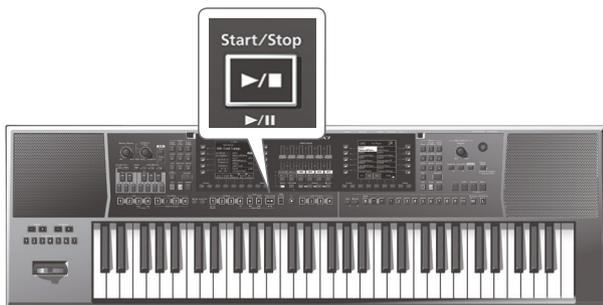
MEMO

If Sync Start is on, the Style begins playing the moment you play a chord in step 4.

6. Try playing other chords on the keyboard and see how the Style changes.

7. Press one of the Variation [1]–[4] buttons to select the variation of the arrangement.
During Style playback, the way in which the fill-in starts depends on the timing at which you press this button.

- The fill-in starts immediately if you press the button before the last beat of the measure.
- If you press the button during the last beat of the measure, the fill-in start at the first beat of the next measure.

8. Press one of the Ending [1]–[4] buttons to play the ending.
When the ending has finished playing, Style playback stops automatically.
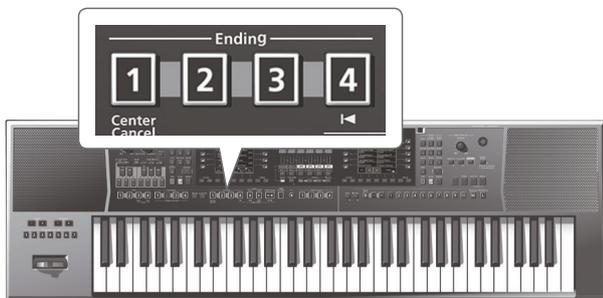
You can also stop the Style by pressing the **[Start/Stop]** (▶/■) button.
Alternatively, you can use the Sync **[Stop]** (■) button (p. 21) to make the Style stop when you take all your fingers off the chord detection region of the keyboard.

Changing the Style's Tempo

You can change the tempo of the Style.

1. Press a Tempo [-] [+] button.
The tempo screen appears, allowing you to increase or decrease the tempo while viewing the current tempo setting.
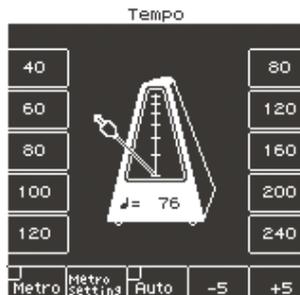
MEMO

- If the Balance LED located beside the **[Balance/Value]** knob is unlit, you can use the **[Balance/Value]** knob to change the tempo while the Tempo screen is open (p. 19).
- You can specify the tempo by pressing the **[Tap]** button at the desired tempo (Tap Tempo). Press the button three or more times at quarter-note intervals of the tempo that you want to specify.
- You can specify the tempo using the direct buttons located beside the tempo value shown in both sides of the tempo screen.
- To return to the original tempo specified for the Style, press both of the Tempo **[-] [+]** buttons simultaneously.
- By using the function buttons that correspond to **"-5"** and **"+5"** you can change the tempo in steps of ±5.
- If the Tempo **[Lock]** button is on, you can perform without changing the tempo even when the Style or the UPG is switched.
- If you use the function buttons to turn **"Auto"** ON, the Tempo **[Lock]** button turns ON only while a style is playing.

Muting a Specific Track (Track Mute)

You can mute the Style tracks (Track Mute).
With the factory settings, the parts ACC1–ACC6 are muted, but you can change this if you want.

1. Select a Style (p. 22).

2. Press the [Start/Stop] (▶/■) button to start playback.

3. Press the [Track Mute] button to make the button light.
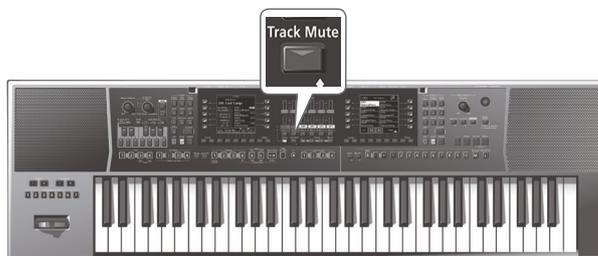
The Track Mute function turns on.

4. Press the [Track Mute] button once again to make the button go dark.
This cancels Track Mute.

Selecting the Track to Mute

Here's how to specify the track that you want to mute.

1. **Long-press the [Track Mute] button.**

The Track Mute screen appears.

```
(Style/SMF Track Mute)
 Adrm:||||||  Brush 2 L/R
 Abas:  |     Ulti Ac Bass
 Acc1:M||||||  88StageGrand
 Acc2:M||||||  St.Slow Str1
 Acc3:M|      ------------
▲Acc4:M||||||  Slow Tremolo
▼Acc5:M||||||  Jazz Guitar2
 Acc6:M|      ------------
```
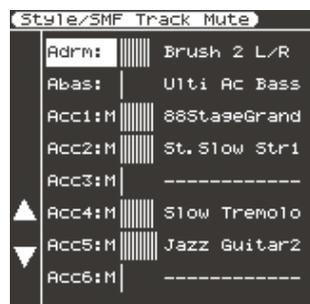
You can also select this function by **[Menu]** → **"Global"** → **"Style/ SMF Track Mute."**

2. **Use the direct buttons ([L4] [L5]) to select the track that you want to mute.**

The name of the tone assigned to the track is shown at the right of the track.

3. **Use the Value [-] [+] buttons to change the setting.**

Tracks with the indication **"M"** are muted only when Track Mute is on.

When you start playback, the bar graph of tracks that are producing sound moves like a level meter. The bar graph of muted tracks does not move.

4. **Press the [Exit] button to return to the previous screen.**

MEMO

The settings are automatically saved in the Global parameters when you exit the screen.

Selecting Tones Appropriate for a Style (One Touch Memories)

By using One Touch memories you can quickly select performance settings that are appropriate for the atmosphere of the current style. There are four One Touch memories for each Style.

Selecting a One Touch Memory

1. Select the desired Style (p. 22).
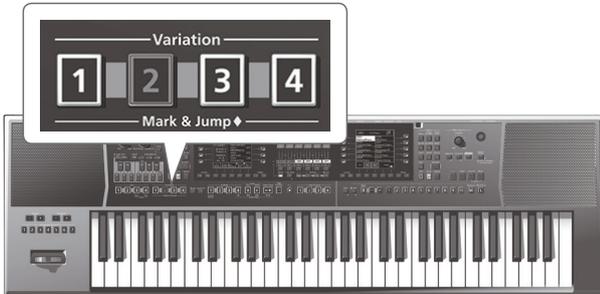
2. Press the One Touch [1]–[4] buttons.
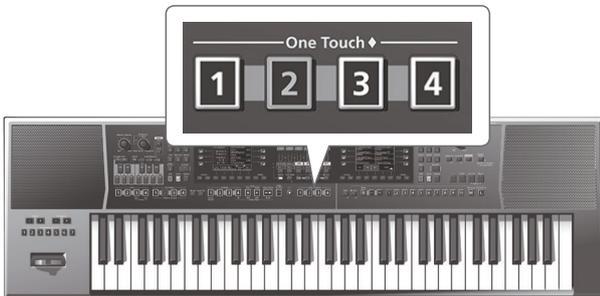
The selected button lights.

> **MEMO**
>
> If you have not yet selected a One Touch memory since you powered-on the E-A7, the One Touch **[1]**–**[4]** buttons are unlit.
>
> If you have selected a One Touch memory even once, the One Touch memory of the number you selected is automatically recalled even if you change styles.

3. Play back the Style (p. 23).

4. Play a melody on the keyboard.

5. Press a different One Touch [1]–[4] button.

6. Once again, play a melody on the keyboard.
A different tone is selected according to the newly selected One Touch memory. When you select a One Touch memory, Style settings are also selected as well as a tone.

> **MEMO**
>
> - By long-pressing a One Touch **[1]**–**[4]** button, you can check the keyboard part tone and part switch settings of One Touch memories 1–4.
> - The E-A7 has a function that lets you lock specific settings when you select a different One Touch memory. For details, refer to **"Locking One Touch Memories Settings (One Touch Lock)"** (p. 26).

Canceling the One Touch Memories

1. Press the lit One Touch [1]–[4] button to make it go dark.
The One Touch function is canceled, and you return to the settings prior to using the One Touch memory.

Locking One Touch Memories Settings (One Touch Lock)

Several settings can be locked so that they do not change when you select a One Touch memory.

1. Press the [Menu] button.

2. Use the direct buttons to select "Global."

3. Use the direct buttons to select "One Touch Lock Setting."
The One Touch Lock Setting screen appears.

4. Use the direct buttons to select the items that you want to lock.
Use the Value **[-] [+]** buttons to turn the item on/off.

> **MEMO**
>
> This setting is automatically saved when you exit the screen.

Creating Your Own One Touch Memories (One Touch Settings)

One Touch memories are saved in the style.
Changes that you made to a One Touch memory can be saved as a user style.
For preset styles as well, if you've edited the One Touch memory, you can save the settings to internal storage or external storage as a user style.

Editing and Saving the One Touch Settings of a Style

1. Select the desired Style (p. 22).

2. Press the One Touch [1]–[4] button whose settings you want to edit.

3. Edit the settings.
One Touch memories can store the state of the panel buttons and the state of the style.

4. Long-press a One Touch [1]–[4] button.
The screen changes as follows.

You can also access this page via **[Menu]** → **"One Touch Setting."**
If the left display shows the Style main page, you can also access this page by pressing the **[Option]** button and then pressing the **[L2]** (One Touch Setting) button.

MEMO

When you edit the One Touch settings, the screen indicates **"EDITED"** to indicate this.

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

6. Use the direct buttons to select **"Save Style."**

7. Use the direct buttons and the function buttons to select the writing destination.

Button	Explanation
[R1] (Int/Ext)	Switches between Internal Storage and External Storage.
[F4] [F5] (Page)	Switch pages.
[L1] Up folder	Exits the folder.

Normally, the My Styles folder in Internal Storage is selected.

8. Press the **[Enter]** button.

Assign a name.

➡ For details on how to assign a name, refer to **"Assigning Names"** (p. 16).

If you decide to cancel, press the **[Exit]** button.

9. Press the **[F5] (Exec)** button.

The style is saved.

MEMO

If there is a file with the same name as the name you entered, a screen asks you to confirm the overwrite.

If you want to save, select **"YES"** to replace it with the file you renamed.

If you decide to rename the file, select **"NO"** and return to the page where you can rename the file.

MEMO

After the settings are saved, the user Style that you saved is selected as the Style.

NOTE

If you recall a different One Touch memory while editing a One Touch memory, the state of your editing is lost.

Copying a User Program or One Touch Memory to another One Touch Memory

Copying a User Program to a One Touch memory

Here's how to copy user program settings to a One Touch memory.

1. With no One Touch memory selected (i.e., when all of the One Touch [1]–[4] buttons are unlit), open the One Touch Setting screen.

2. Press one of the [L1] [L2] [L4] [L5] buttons to move the cursor to the One Touch memory to which you want to copy the user program.

3. Save the Style via **[Option]** → **"Save Style."**

The current user program settings are copied to the One Touch memory that's selected by the cursor.

Copying One Touch settings to another One Touch memory

Here's how to copy One Touch settings to another One Touch memory.

1. Press a One Touch [1]–[4] button to select the copy-destination One Touch memory.

2. The One Touch Setting screen opens.

3. Press one of the [L1] [L2] [L4] [L5] buttons to move the cursor to the copy-destination One Touch memory.

4. Save the Style via **[Option]** → **"Save Style."**

The current (copy-source) One Touch settings are copied to the One Touch memory that's selected by the cursor.

Creating Sounds

Overall Workflow

The E-A7 lets you add new waveforms and play them from the keyboard as pitched sounds.
You can also freely add the sounds of specific ethnic instruments and local instruments.
The following diagram shows the overall workflow for creating new sounds.

Obtaining Waveforms

Sampling

You can sample audio waveform data from a mic or audio playback device via the E-A7's INPUT jacks directly into a user sample.

Sample import

You can import WAV format waveform data (44.1 kHz, 16 bit, WAV format only) from external storage (USB flash drive).
➡ **"Importing Samples"** (p. 29)

Save

User Sample

The waveform data that you sample or import is saved as a user sample.
A **"multisample"** is a set of different samples assigned to each note of the keyboard (p. 30).

Reference

Creating a Tone from the User Sample
➡ **"Creating a User Tone"** (p. 31)

User Tone Edit

You can assign a pitch to the additional waveform (user sample) and edit it so that it can be played from the keyboard. You can also make your keyboard playing dynamics affect the color of the sound, and you can edit other tone parameters.

Creating a personalized Drum Kit
➡ **"Creating a User Drum Kit"** (p. 33)

User Drum Kit Edit

You can create an original drum kit by editing the drum inst that are assigned to the drum kit, or by assigning an another user sample.

Obtaining Waveforms

Here's how you can directly sample audio waveform data from a mic or external audio playback device connected to the E-A7's INPUT jacks.
Alternatively, you can import a WAV format file from a USB flash drive into User Sample Memory.
You can use the sampled waveform data to create a tone or drum kit (p. 31, p. 33).

User Sample

A user sample is waveform data that was obtained by sampling or by importing a sample.

Connecting an External Device

  * Before you connect an external device, set the Mic/Line In **[Volume]** knob to the minimum position, and turn the **[Input ON]** button off (unlit).

1. Set the rear panel input switch.
  LINE: If connecting an audio device or keyboard

MIC: If connecting a mic
  * If the switch is set to the Mic position, the signal that's input to the Input R jack is ignored. The same signal is input to both the R and L sides.

2. Connect your external device to the INPUT jacks.
  * If connecting a mic, connect it to the L/MONO, MIC jack. Condenser mics are not supported.

3. Press the [Input On] button to turn on external input.
The button lights. To turn it off, press the button once again to make it go dark.

4. Use the Mic/Line In [Volume] knob to adjust the volume of the input.

5. If you want to apply an effect to the input, press the [Input EFX] button to turn it on.
The button lights. For more about the input effects, refer to **"Reference Manual"** (PDF).

Sampling

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [L1] (Sampling) button.
The Sampling Stanby screen appears.

Input Level Meter
The input level is shown. Use the input volume to adjust the input level so that the sound does not distort.

Free memory capacity
The display shows the amount of free memory in which samples can be saved. If the memory capacity is used up during sampling, sampling ends.

Parameter	Value	Explanation
Stereo Switch	Mono, Stereo	Specify whether sampling is done in stereo or monaural. Mono sampling takes only half the amount of memory. **MONO:** The sound is sampled as a single waveform. The left and right channels of stereo sound are mixed. **STEREO:** The sound is sampled as two waveforms, L and R.
Auto Trigger	ON, OFF	If Auto Trigger is ON, sampling starts automatically when sound input is detected.
Auto Trig Level	1–10	If Auto Trig is ON, specify the volume at which sampling starts. 0–7 (0 is the minimum)
Rec Level	-24, -18, -12, -6, +0 dB	Rec level

3. Press the [F5] (Start) button to start sampling.
> **MEMO**
> - If Auto Trigger is ON, sampling starts automatically when input is detected.
> - Depending on the Auto Trigger Level setting, the beginning of the sound might be cut off. In this case, lower the Auto Trigger Level setting.

4. Press the [F5] (Stop) button to stop sampling.
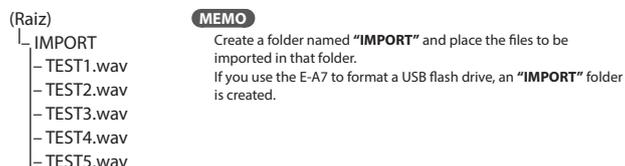The Sample Edit screen appears (p. 29).
> **NOTE**
> - The sampled data is discarded if you select another sample without saving the sampled data. Be sure to save important samples.
> - When you compare the original sampled or imported sound to the sound that's played back by the E-A7, you may notice a difference in the character of the sound.
>   This is due to the settings of the E-A7; the character of the sound may be affected by settings such as the effect settings of each part, or the compressor and EQ settings of the Mastering Tools.

Importing Samples

Audio files (WAV format, 44.1 kHz/16-bit only) can be imported from a USB flash drive into the E-A7.

1. Place the audio files on your USB flash drive in the following folder structure.

```
(Raiz)
└─ IMPORT
   – TEST1.wav
   – TEST2.wav
   – TEST3.wav
   – TEST4.wav
   – TEST5.wav
```

> **MEMO**
> Create a folder named **"IMPORT"** and place the files to be imported in that folder.
> If you use the E-A7 to format a USB flash drive, an **"IMPORT"** folder is created.

2. Connect the USB flash drive to the E-A7.

3. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

4. Press the [L2] (Sample Import) button.
The audio files inside the IMPORT folder are listed.

5. Use the direct buttons to select the file that you want to import.
> **MEMO**
> You can select multiple files.
> If you select **[F1]** (Select All), all of the files are selected. Press the button again to clear the selection of all files.

6. Press the [Enter] button.
The E-A7 imports the selected file(s). When import is completed, the Sample List screen appears.
> **NOTE**
> - Import may take several minutes if you're importing multiple files or if the file size is large. Never turn off the power while the screen indicates **"Executing..."**
> - Import is not possible if sample memory is full.
> - If there is insufficient free memory for Sample Import, a message asks whether you want to Optimize.
> - When you compare the original sampled or imported sound to the sound that's played back by the E-A7, you may notice a difference in the character of the sound.
>   This is due to the settings of the E-A7; the character of the sound may be affected by settings such as the effect settings of each part, or the compressor and EQ settings of the Mastering Tools.
> - In order for an imported sound to be played from the keyboard, it must first be edited.

Sample Editing

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [R1] (Sample List) button.
The Sample List screen appears.

3. Use the direct buttons to select the sample that you want to edit.
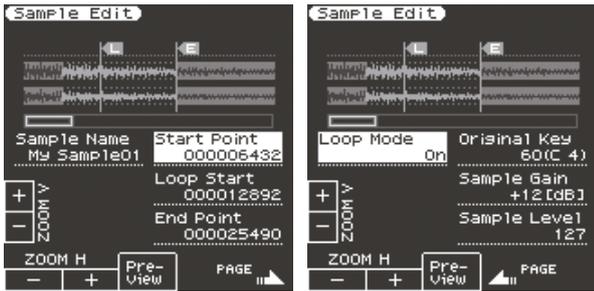> **MEMO**
> By using the direct buttons to select a sample and pressing the **[F3]** (Preview) button, you can audition that sample.

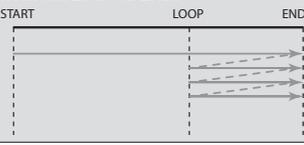**4. Press the [Option] button.**
The Sample Option screen appears.

5. Use the direct buttons to select "Edit."

The Sample Edit screen appears.

6. Edit the sample.

Use the direct buttons to select the parameter that you want to edit. Use the Value **[-] [+]** buttons to edit the value. Alternatively, you can use the **[Balance/Value]** knob (when the Value function is active / LED unlit) to edit the value.

Page	Button	Explanation
1	**[F1]** (Zoom H -)	Zooms-out horizontally.
	[F2] (Zoom H +)	Zooms-in horizontally.
	[F3] (Preview)	Auditions the currently-edited sample.
	[F5] (Page+)	Moves to the next page.
	[L3] (Sample Number)	Displays the sample number.
	[L4] (Zoom V +)	Zooms-in vertically.
	[L5] (Zoom V -)	Zooms-out vertically.
	[R3] (Start Point)	This is the playback start point. By editing this you can skip an unwanted portion at the beginning of the waveform so that the sample starts at the right moment.
	[R4] (Loop Start)	This is the point at which repeated playback (the second and subsequent plays) will start. Set this if you want to loop from a point that is different than the start point.
	[R5] (End Point)	This is the playback end point. By editing this you can omit an unwanted portion at the end of the sample.
2	**[F5]** (Page -)	Moves to the previous page.
	[R3] (Original Key)	Specifies the note number that plays the sample at its original pitch. C0–B8
	[L3] (Loop Mode)	Turns loop playback on/off. **If the loop start position has been specified** After the Sample played back from START to END, it will then be repeatedly played back in the forward direction, from the LOOP to END.
	[R4] (Sample Gain)	Adjusts the gain of the sample. 0, +6, +12 dB
	[R5] (Sample Level)	Adjusts the volume of the sample. 0–127

7. To save the sample, press the [Write] button.

A screen appears in which you can name the sample.

➡ **"Assigning Names"** (p. 16)

If you decide to cancel, press the **[Exit]** button.

8. Press the [F5] (Exec) button.

9. Use the direct buttons and function buttons to select the save-destination.

10. Press the [Enter] button.

A confirmation message appears.

11. To save, select "Yes."

If you want to change the save-destination, select **"No"** to return to the page where you can specify the save-destination.

NOTE

If a sample already exists in the save-destination, the previous sample is deleted.

If you want to keep that sample, use the UST Export or UDK Export function to save it (p. 32, p. 34).

Deleting a Sample

1. Press the [Sampling] button.

The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [R1] (Sample List) button.

The Sample List screen appears.

MEMO

By using the direct buttons to select a sample and pressing the **[F3]** (Preview) button, you can audition that sample.

3. Press the [Option] button.

The Sample Option screen appears.

4. Use the direct buttons to select "Delete."

5. Use the direct buttons to select the sample that you want to delete.

MEMO

You can select multiple samples.

If you choose **[F1]** (Select All), all samples are selected. Press the button again to clear the selection.

6. Press the [Enter] button.

A confirmation message appears.

**7. Use the function buttons to select "YES."**

The sample is deleted.

If you decide not to delete, select **"NO."**

Creating a Multisample (Create Multisample)

A **"multisample"** is a set of different samples assigned to each note of the keyboard. One multisample lets you assign up to 128 samples that are split (divided) across the notes of the keyboard.

You can't listen to a multisample unless it's assigned to a tone. When creating a multisample, you start by selecting multiple samples to create the multisample, and then assign the multisample to a tone for use.

If, for example, only one note (e.g., the sound of the C4 key) is sampled from a wide-ranging instrument such as a piano, and assigned to the entire range of keys, it will sound unnatural when played significantly below or above its original pitch. If the instrument is sampled at several different pitches and assigned to different ranges of the keyboard, this unnatural effect can be minimized.
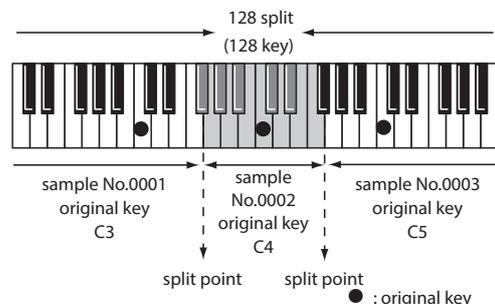
In the Create Multisample function, the split points are automatically determined according to the original key of each sample.

Before you begin this process, you should set the original key of each sample to the range where you want it to be assigned.

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [R1] (Sample List) button.
The Sample List screen appears.

> **MEMO**
>
> By using the direct buttons to select a sample and pressing the [F3] (Preview) button, you can audition that sample.

3. Press the [Option] button.
The Sample Option screen appears.

4. Use the direct buttons to select "Create Multisample."

5. Use the direct buttons to select samples.

> **MEMO**
>
> You can select multiple samples.
> If you choose [F1] (Select All), all samples are selected. Press the button again to clear the selection.

6. Press the [Enter] button.
The multisample is created.
A screen appears in which you can name the multisample.
➜ **"Assigning Names"** (p. 16)
If you decide to cancel, press the [Exit] button.

7. Press the [F5] (Exec) button.

8. Use the direct buttons and function buttons to select the save-destination.

9. Press the [Enter] button.
A confirmation message appears.

10. To save, select "Yes."
If you want to change the save-destination, select **"No"** to return to the page where you can specify the save-destination.

> **NOTE**
>
> If there is a multisample in the save-destination, the original multisample is overwritten.

The multisample is created, and the multisample list appears. Use the multisample to create a user tone or user drum kit (p. 31, p. 33).

> **MEMO**
>
> You can access the multisample list via the Sampling Menu screen.

Multisample Editing

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [R2] (Multisample List) button.
The Multisample List screen appears.

3. Use the direct buttons to select the sample that you want to edit.

4. Press the [Option] button.
The Multisample Option screen appears.

5. Use the direct buttons to select "Edit."
The Multisample Edit screen appears.

6. Use the keyboard or the cursor buttons to select the Sample (Key) that you want to edit.
You can perform the following operations.

Operation	Explanation
Split ◄ ►	Changes the split point.

Operation	Explanation
Org Key	Changes the original key. A window appears, allowing you to change the original key. Use the Value [-] [+] buttons to change the setting. If you change the original key, the change is saved in the sample when you write the multisample. If you exit without saving, the setting reverts to the previous key. Note that if the same sample is used by other multisamples, they will also be affected by the change.
Erase	Deletes the selected sample from the multisample. * Although the sample will no longer be referenced by the multisample, the sample itself will remain.
Assign	Assigns the sample to the selected key. Select the sample to be assigned from the sample list.
Select	You can specify a region by pressing two keys.

7. To save the multisample, press the [Write] button.
A screen appears in which you can name the multisample.
➜ **"Assigning Names"** (p. 16)
If you decide to cancel, press the [Exit] button.

8. Press the [F5] (Exec) button.

9. Use the direct buttons and function buttons to select the save-destination.

10. Press the [Enter] button.
A confirmation message appears.

11. To save, select "Yes."
If you want to change the save-destination, select **"No"** to return to the page where you can specify the save-destination.

> **NOTE**
>
> If a multisample already exists in the save-destination, the previous multisample is deleted.
> If you want to keep that sample, use the UST Export or UDK Export function to save it (p. 32, p. 34).

Deleting a Multisample

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [R2] (Multisample List) button.
The Multisample List screen appears.

3. Press the [Option] button.
The Multisample Option screen appears.

4. Use the direct buttons to select "Delete."

5. Use the direct buttons to select the multisample that you want to delete.

> **MEMO**
>
> You can select multiple multisamples. If you press [F1] (Select All), all multisamples are selected. Press the button again to clear the selection.

6. Press the [Enter] button.
A confirmation message appears.

7. Use the function buttons to select "YES."
The multisample is deleted.
If you decide not to delete, select **"NO."**
Although the sample will no longer be referenced by the multisample, the sample itself will remain.

Creating a User Tone

On the E-A7, you can use user samples and multisamples to create your own original sound (User Tone). Here's how to create a new User Tone.

* User Tone is sometimes abbreviated as UST.

1. In the Tone section, press the [User] button.
The User Tone list appears.

- Each time you press the **[User]** button, the contents of the list switch between UST and UDK.

2. **Use the direct buttons to select the Tone that you want to edit.**

MEMO

If you want to create a new user tone, select **"Empty."**

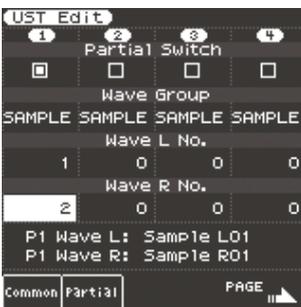**3.** **Press the [Option] button.**
The UST Option screen appears.

4. **Use the direct buttons to select "Edit."**
The UST Edit screen appears.
On the E-A7, one tone consists of four elements of sound (Partial 1–4).
For each of these partials, you can change the waveform (Wave) and specify the keyboard region in which it will produce sound.
Use the cursor buttons or direct buttons to select the parameter that you want to edit, and use the Value **[-] [+]** buttons to edit the value.
Alternatively, you can edit the value by using the **[Balance/Value]** knob (when the Value function is active / LED unlit).

Parameter	Value	Explanation
Partial Switch	ON, OFF	Partial on/off
Wave Group	INT, SAMP, MSAMP	Group of the waveform (Wave) to assign to the partial **INT:** Internal tone waveforms **SAMP:** Sample waveforms **MSAMP:** Multisample waveforms * If you select samples, the pitch won't change for keys more than two octaves away from the original key.
Wave No. L (Mono) Wave No. R	OFF, 1 -	Selects the waveform. Along with the wave number, the wave name is also shown in the lower part of the screen. (The name is not shown for INT waveforms.) If you want to use mono, specify only the left side (L). If you want to use stereo, specify the right side (R) as well. * If you use a multisample in stereo, specify the same number for L and R. * If you use a sample in stereo, you should likewise specify the same wave for L and R.
Key Range Lower	C-1–UPPER	For each partial, specifies the lowest key of the range in which it will sound.
Key Range Upper	LOWER–G9	For each partial, specifies the highest key of the range in which it will sound.
Velocity Range Lower	1–UPPER	Specifies the lowest keyboard playing strength that will sound the partial. Make this setting if you want to use keyboard playing strength to switch between partials.
Velocity Range Upper	LOWER–127	Specifies the highest keyboard playing strength that will sound the partial. Make this setting if you want to use keyboard playing strength to switch between partials.

For other parameters, refer to **"Reference Manual"** (PDF).

5. **To save the User Tone, press the [Write] button.**
A screen appears in which you can name the user tone.
➡ **"Assigning Names"** (p. 16)
If you decide to cancel, press the **[Exit]** button.

6. **Press the [F5] (Exec) button.**

7. **Use the direct buttons and function buttons to select the save-destination.**

8. **Press the [Enter] button.**
A confirmation message appears.

9. **To save, select "Yes."**
If you want to change the save-destination, select **"No"** to return to the page where you can specify the save-destination.

NOTE

- If there is a user tone in the save-destination, the original user tone is overwritten.
- The edited content is lost when you exit the UST Edit screen. Save the changes if necessary.

Deleting a User Tone

1. **In the Tone section, press the [User] button.**
The User Tone list appears.

2. **Use the direct buttons to select the tone that you want to delete.**

3. **Press the [Option] button.**
The UST Option screen appears.

4. **Use the direct buttons to select "Delete."**
A confirmation message appears.

5. **Use the function buttons to select "YES."**
The User Tone is deleted.
If you decide not to delete, select **"NO."**

* Samples and multisamples are not deleted.

Exporting User Tones to a USB Flash Drive (UST Export)

1. **In the Tone section, press the [User] button.**
The User Tone list appears.

2. **Use the direct buttons to select the tone that you want to export.**

3. **Press the [Option] button.**
The UST Option screen appears.

4. **Use the direct buttons to select "Export."**
A screen appears in which you can name the tone.
➡ **"Assigning Names"** (p. 16)
If you decide to cancel, press the **[Exit]** button.

5. **Press the [F5] (Exec) button.**

MEMO

The exported tone is placed in the **"My UST"** folder of the USB flash drive. The tone is exported with its user samples and multisamples.
It may take some time for the export to be completed if the data size is large.

NOTE

- It is possible to change the file name when executing UST Export/ UDK Export.
However, this changes only the file name; it does not change the name of the tone.
This means that if you import a UST or UDK whose file name was changed, the original tone names are displayed. Since you won't be able to tell the original tone names, we recommend that you not change the file name when exporting.
- When you export, the samples and multisamples remain in the E-A7. (The data is copied and saved on the USB flash drive.)
If you want to increase the amount of free memory, export the data, then delete unneeded user tones, and execute sample clean up (p. 35).

If more than one User Tone uses the same user samples or multisamples, the user samples are not deleted until all related User Tones are deleted (i.e., the amount of free memory will not increase).

Loading Exported User Tones

1. In the Tone section, press the [User] button.
The User Tone list appears.

2. Use the direct buttons or function buttons to select the import destination.

3. Press the [Option] button.
The UST Option screen appears.

4. Use the direct buttons to select "Import."
Files that can be imported from the USB flash drive are shown.

5. Use the direct buttons to select the file that you want to import.
A confirmation message appears.

6. To import the data, select "Yes."
If you want to change the import destination, select **"No"** to return to the page where you can change the import destination.

NOTE

If the user sample memory is full, you can't import user tones. Increase the amount of free memory and then import once again.

MEMO

Place the files you want to import in the **"My UST"** folder of the USB flash drive.
If there is no **"My UST"** folder in External Storage (USB flash drive), you can either use the E-A7 to format the USB flash drive, or create a folder named **"My UST."**
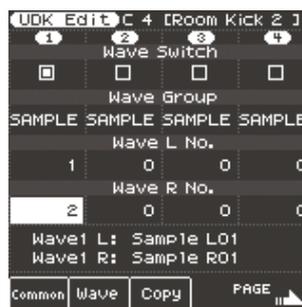
Creating a User Drum Kit

The E-A7 lets you create your own original drum kit (User Drum Kit) from user samples and multisamples. Here's how to create a new user drum kit.

* User Drum Kit is sometimes abbreviated as UDK.

1. In the Tone section, press the [User] button.
The User Tone list appears.
Each time you press the **[User]** button, you'll switch between the UST and UDK lists.

2. Use the direct buttons to select the UDK that you want to edit.

MEMO

If you want to create a new UDK, select **"Empty."**

3. In the User Drum Kit list page, press the [Option] button.
The UDK Option screen appears.

4. Use the direct buttons to select "Edit."
The UDK Edit screen appears.
In a drum kit, you can assign a different drum sound (Drum inst) to each note of the keyboard.
A single drum tone consists of four elements of sound (Wave 1–4). For each wave, you can change the waveform and edit the parameters.

5. From the keyboard, select the drum inst (key) that you want to edit.
The screen indicates the number (key position) and name of the selected drum inst.

* The name of the Drum Inst shows the name of the waveform that's assigned to No.L of Wave1.

Use the cursor buttons or direct buttons to select the parameter that you want to edit, and use the Value **[-] [+]** buttons to edit the value.

Alternatively, you can use the **[Balance/Value]** knob to edit the value (when the Value function is active / LED unlit).

Parameter	Parameter	Explanation
Wave Switch	ON, OFF	Wave on/off
Wave Group	INT, SAMP, MSAMP	Group of the waveform (wave) that you want to assign. **INT:** Internal sound waveforms **SAMP:** Sample waveforms **MSAMP:** Multisample waveforms
Wave No. L (Mono) Wave No. R	OFF, 1 -	Selects the waveform. Along with the wave number, the wave name is also shown at the bottom of the screen. (The name is not shown for INT waveforms.) If you want to use mono, specify only the left side (L). If you want to use stereo, specify the right side (R) as well. * If you want to use a multisample in stereo, specify the same number for L and R. * If you use a sample in stereo, you should likewise specify the same wave for L and R.
Velocity Range Lower	1–UPPER	Specifies the lowest keyboard playing strength that will sound the wave. Make this setting if you want to use keyboard playing strength to switch between waves.
Velocity Range Upper	LOWER–127	Specifies the highest keyboard playing strength that will sound the wave. Make this setting if you want to use keyboard playing strength to switch between waves.
Inst Coarse Tune	C-1–G9	Selects the pitch of the note that will sound the drum inst. * The default value is 60 (C4). If you've selected a sample or a multisample, edit this value if you want to play a different key of the multisample.

For details on other parameters, refer to **"Reference Manual"** (PDF).

6. If you want to copy a drum inst from a different drum kit, press the [F3] (Copy) button.

Use the direct buttons to move the cursor, and use the Value **[-] [+]** buttons to change the value.

• Select the drum instrument (key position) of the copy-source drum kit. The copy-source drum kit can be selected from **"Current"** (the currently-edited drum kit), **"Preset"** (internal drum kits), or **"User"** (user drum kits). After selecting one of these, use the direct buttons to move the cursor, and use the Value buttons to select the drum kit number and name. After selecting the drum kit, move the cursor and change the drum instrument (key position).

- The copy-destination drum kit will be the currently-edited drum kit. Move the cursor and change the copy-destination drum instrument (key position). You can also use the keyboard to specify the key position.

Select the copy-source and copy-destination, and then press the **[Enter]** button.

To execute, select **[F5]** (Yes).

Press the **[Exit]** button to exit the Copy screen.

> **MEMO**
>
> If you want to rename the drum instrument, press the **[Option]** button in the UDK Edit page, and then press the **[L1]**(Drum Kit Name) button. Edit the name, and then press the **[F5]** (Exec) button.

7. **To save the user drum kit, press the [Write] button.**

A screen appears in which you can name the UDK.

➡ **"Assigning Names"** (p. 16)

If you decide to cancel, press the **[Exit]** button.

8. **Press the [F5] (Exec) button.**

9. **Use the direct buttons and function buttons to select the save-destination.**

10. **Press the [Enter] button.**

A confirmation message appears.

11. **To save, select "Yes."**

If you want to change the save-destination, select **"No"** to return to the page where you can specify the save-destination.

> **NOTE**
>
> The changes you made are lost when you exit the UDK Create screen. If you want to keep the changes you made, save them.

> You can also edit the built-in drum kits. In the Tone section, press the **[Drums]** button. Then in the Drum List screen, select the drum kit that you want to edit, press the **[Option]** button, and use the direct buttons to select **"Edit."**
>
> The currently selected drum kit can be edited.
>
> If you've edited a built-in drum kit and save it, it is saved as a user drum kit.
>
> ➡ **"Reference Manual"** (PDF)

Deleting a User Drum Kit

1. **In the Tone section, press the [User] button.**

The User Tone list appears. Press the **"User"** button several times to access the User Drum Kit list.

2. **Use the direct buttons to select the drum kit that you want to delete.**

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

The UDK Option screen appears.

4. **Use the direct buttons to select "Delete."**

A confirmation message appears.

5. **Use the function buttons to select "YES."**

The user drum kit is deleted.

If you decide not to delete, select **"NO."**

* Samples and multisamples are not deleted.

Exporting User Drum Kits to a USB Flash Drive (UDK Export)

1. **In the Tone section, press the [User] button.**

The User Tone list appears. Press the **[F2]** (UDK) button to access the User Drum Kit list.

2. **Use the direct buttons to select the drum kit that you want to export.**

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

The UDK Option screen appears.

4. **Use the direct buttons to select "Export."**

A screen appears in which you can name the UDK.

➡ **"Assigning Names"** (p. 16)

If you decide to cancel, press the **[Exit]** button.

5. **Press the [F5] (Exec) button.**

> **MEMO**
>
> The exported drum kit is placed in the **"My UDK"** folder of the USB flash drive. It is exported with its user samples and multisamples.
>
> It may take some time for the export to be completed if the data size is large.

> **NOTE**
>
> - It is possible to change the file name when executing UST Export/UDK Export.
>   However, this changes only the file name; it does not change the name of the tone.
>   This means that if you import a UST or UDK whose file name was changed, the original tone names are displayed. Since you won't be able to tell the original tone names, we recommend that you not change the file name when exporting.
> - When you export, the samples and multisamples remain in the E-A7. (The data is copied and saved on the USB flash drive.)
>   If you want to increase the amount of free memory, export the data, then delete unneeded user drum kits, and execute sample Clean Up.
>   If multiple user drum kits use the same drum insts, user samples, or multisamples, the user samples are not deleted until all related user drum kits are deleted (i.e., the amount of free memory will not increase).

Loading Exported User Drum Kits

1. **In the Tone section, press the [User] button.**

The User Tone list appears. Press the **[F2]** (UDK) button to access the User Drum Kit list.

2. **Use the direct buttons or function buttons to select the import destination.**

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

The UDK Option screen appears.

4. **Use the direct buttons to select "Import."**

Files that can be imported from the USB flash drive are shown.

5. **Use the direct buttons to select the file that you want to import.**

A confirmation message appears.

6. **To import the data, select "Yes."**

If you want to change the import destination, select **"No"** to return to the page where you can change the import destination.

> **NOTE**
>
> If the user sample memory is full, you can't import user drum kits. Increase the amount of free memory and then import once again.

> **MEMO**
>
> Place the files that you want to import in the **"My UDK"** folder of the USB flash drive.
>
> If there is no **"My UDK"** folder in External Storage (USB flash drive), you can either use the E-A7 to format the USB flash drive, or create a folder named **"My UDK."**

Increasing the Amount of Free Sample Memory

If sample memory is full, you can increase the amount of free sample memory as follows.

Truncating a Sample

Truncate is an operation that removes data that is outside the Start/End points.

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [R1] (Sample List) button.
The Sample List screen appears.

3. Press the [Option] button.
The Sample Option screen appears.

4. Use the direct buttons to select "Truncate."

5. Use the direct buttons to select the sample that you want to truncate.

> **MEMO**
>
> You can select multiple samples.
> If you choose **[F1]** (Select All), all samples are selected. Press the button again to clear the selection.

6. Press the [Enter] button.
A confirmation message appears.

7. Use the function buttons to select "YES."
The sample is truncated.
If you decide not to truncate, select **"NO."**

> **MEMO**
>
> • When you execute Truncate, data that is outside the Start/End points is deleted, so you will no longer be able to move the Start Point backward or the End Point forward.
> • Perform the Optimize operation after truncating.

Sample Clean Up

Clean Up is an operation that deletes samples that are not used by user tones or user drum kits.
Simply deleting a user tone or user drum kit does not delete its samples; you'll need to execute Clean Up.

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [L3] (Clean Up) button.
A confirmation message appears.

3. Use the function buttons to select "YES."
Clean Up is executed.
If you decide not to execute Clean Up, select **"NO."**

> **NOTE**
>
> It will take several tens of minutes to execute Clean Up. Never turn off the power while the screen indicates **"Executing..."**

Optimizing Sample Memory

Optimize is an operation that rearranges the vacant areas that are fragmented in memory, allowing the memory to be used optimally.

1. Press the [Sampling] button.
The Sampling Menu screen appears (you can also access this via the Menu).

2. Press the [L4] (Optimize) button.
A confirmation message appears.

3. Use the function buttons to select "YES."
Optimize is executed.
If you decide not to execute Optimize, select **"NO."**

> **NOTE**
>
> It will take several tens of minutes to execute Optimize. Never turn off the power while the screen indicates **"Executing..."**

> **MEMO**
>
> If there is still insufficient free memory after executing Optimize, you can delete unneeded user tones and user drum kits, and then execute the sample Clean Up and Optimize operations.
> Before deleting the data, you can export the user tones and user tracks, and save them on external storage (USB flash drive).

Notes Regarding User Tones and User Drum Kits

If a UST or UDK is referenced by a user program or style, editing the reference-source UST or UDK will also affect the sound that is recalled by the user program or style.
The user program or style references the number in the UST or UDK list, so if you delete the UST or UDK, or if it is overwritten by imported data, you might hear no sound or a completely different sound.

When you perform a user data backup, data such as the UDKs, USTs, and user samples, as well as the user programs and styles in internal storage, are all saved together. By restoring this data, you can reproduce the same state.
➡ For details on backup/restore, refer to the reference manual.
However, user programs and user styles in external storage (USB flash drive) are not backed up.
We recommend that user backup files be saved together with the necessary user programs (.UST file) and styles.

Using the Pads

Playing the Pads

When the **[Scale Tune/Pad]** button is unlit, the keyboard buttons perform the Pad function.
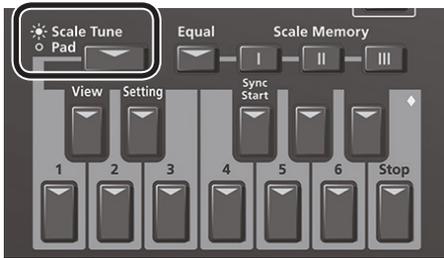
You can use the Pad function to do the following two things.

Play Phrases

Phrases are sequence data for a single part such as guitar strumming or a shaker.
Phrases are tempo-synchronized with the Style or SMF, and also support chord detection.

* Phrases will not synchronize with WAV or MP3 songs.

Play Tones

You can play a specific note number (keyboard location) of a tone.
This is a convenient way to play sound effects or drum sounds.

Playing the Pads

1. **Press any one of the Pad [1]–[6] buttons.**
   A sound or phrase is heard according to the settings of Pad Setting 1.
   ➜ **"Editing the Pad Settings"** (p. 36)

   MEMO

   You can play up to six pads simultaneously.

Stopping the Pad Sound

1. **Press the Pad [Stop] button to stop all sound.**
   If multiple pads are sounding, pressing one of the sounding pad buttons stops the sound of only that pad button.
   If you press a pad button while a tone is sounding, the tone begins sounding again.

Pad Settings

Viewing the Pad Settings

1. **With the [Scale Tune/Pad] button unlit, press the View button.**
   The Pad Assign View screen appears.
   In this screen you can view the phrases or tones that are assigned to each pad.

Editing the Pad Settings

1. **With the [Scale Tune/Pad] button unlit, press [Setting] button.**
   The Pad Setting screen for the selected pad appears.
   If you want to switch the Pad number, select **"Pad number"** with direct button, then use the Value **[-] [+]** buttons.

MEMO

You can also access this via **[Menu]** → **"User Program Edit"** → **"Pad Setting."** You can also access from **"Pad Assign View"** screen.

2. **Use the direct buttons to select Pad Type.**

3. **Use the Value [-] [+] buttons to edit the Pad Type.**

Pad Type	Explanation
Off	No assign
Phrase	A phrase is assigned to Pad
Tone	A tone is assigned to Pad

MEMO

* The setting items differ depending on the Pad Type.
* If you specify Off, pressing that pad does not produce sound.

4. **Use the direct buttons to make other settings.**
   The following items are available for each Pad Type.

Phrase

Parameter	Value	Explanation
Phrase	Phrase Name	Select a Phrase.
Volume	0–127	Volume of the phrase.
Reverb Send	0–127	Adjusts the reverb send amount.
Chorus Send	0–127	Adjusts the chorus send amount.
MFX	Off, Mfx, A, B	Select the routing to Effect **Mfx:** Effect used on Keyboard Parts **A or B:** Effect used on Acomp Parts
Loop	Off, On	If this is On, the phrase continues playing repeatedly.
Sync Switch	Off, On	If this is On, the phrase starts at the beginning of measure divisions in the Arranger or SMF.
Sync Start	Off, On	If this parameter set ON, Style and SMF playback start then also begins to ring Phrase at the same time. While Style and SMF stop, Pads what this param set ON is blinking.

Selecting a Phrase

If you select the Phrase parameter, the Phrase List screen appears.
Use the direct buttons to select a phrase.

MEMO

You can switch Sync Start setting On/Off, when you hold down the Pad **[Sync Start]** button and press the Pad **[1]**–**[6]** button.

* Valid only when the Pad Type is set to Phrase.

Tone

Parameter	Value	Explanation
Tone	Tone Num, Name	Tone number, name
Note	0 (C-)–127 (G9)	Note number
Velocity	1–127	Velocity
Volume	0–127	Tone volume
Reverb Send	0–127	Adjusts the reverb send amount.
Chorus Send	0–127	Adjusts the chorus send amount.
MFX	Off, Mfx, A, B	Select the routing to Effect **Mfx:** Effect used on Keyboard Parts **A or B:** Effect used on Acomp Parts
Hold	On, Off	Holds the sound. **MEMO** A sample that is set to Loop On can be played continuously (Sample Loop setting: p. 30). A short audio phrase or a drum pattern can be imported as a sample, and then assigned to a tone so that you can play it from the pads.

MEMO

In the case of a tone, you can't specify Loop or Sync.

Selecting a Tone

If the Pad Type is set to Tone, the Tone List screen appears in the right display.
Use the direct buttons of the right display to select a Tone.

You can also select a user tone or user drum kit.
However you might not hear any sound if the sample has been deleted or if the user tone number has changed.

5. When you have finished making settings, press the [Exit] button several times to return to the previous screen.

Saving the Pad Settings

Pad settings are saved in a user program or in a One Touch memory.
➡ **"Saving Settings as a User Program"** (p. 46)
➡ **"Creating Your Own One Touch Memories (One Touch Settings)"** (p. 26)
Normally, when the Write operation is executed, it will be saved as a User Program parameters.

NOTE

If one of the One Touch settings is selected (one of the One Touch [1]–[4] buttons lit), writing a user program will save the One Touch settings to the user program (the Pad settings are also included).

If you want to save it as a One Touch memory parameters, execute the save operation in the following procedure.

1. Call the One Touch you want to change the Pad setting by One Touch [1]–[4] button.

2. Change the Pad Setting.

3. When finished making changes, enter the One Touch Setting screen.
➡ **"Editing and Saving the One Touch Settings of a Style"** (p. 26)
Edit mark is attached to the One Touch that is currently selected.

4. Press the [Option] button.

5. Use the direct buttons to select "Save Style."
➡ **"Editing and Saving the One Touch Settings of a Style"** (p. 26)
→ **"Step 7"**

NOTE

- If you want to save the Pad setting in One Touch, first call the One Touch you want to change. If you recall a different One Touch memory while editing a One Touch memory, the state of your editing is lost.

- If a phrase or tone is assigned in the pad settings, the UPG or One Touch remembers only the link to that phrase or file.
This means that if the link-destination file cannot be found, for example because you renamed, deleted, or moved the user phrase, or disconnected the external storage, no sound is heard.

Creating a Phrase to Play from a Pad (Phrase Recording)

You can create your own original phrases.
To create an original phrase, use the Phrase Recording function.
Here's how to use the Phrase Recording function.

1. Press the Setting button.
The Pad Setting screen appears.
Select the Pad (Pad Number) to which you want to assign the recorded phrase.
If Pad Type is not set to **"Phrase,"** select **"Phrase."**

2. Press the [Rec] button.
Phrase Recording Standby screen appears.
If you decide to cancel, press the **[Rec]** button once again.

3. Use the direct buttons to make settings.

Parameter	Value	Explanation
Phrase Type	Drum, Bass, Accomp	Specifies the type of phrase that will be recorded. In the case of Drum, you can't select the **"Key"** parameter.
Rec Mode	New	New recording
	Mix	Mix recording

Parameter	Value	Explanation
Tempo	20–250	Specifies the tempo at which the phrase is recorded.
Octave	−4–+4	Specifies the octave of the recorded part, shifting it to the region in which you want to perform.
Key	C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B	Sets the KEY in which the phrase is performed while recording. The key of Drum Kit parts cannot be set.
Tone	Tone Name	Tone name
Time Signature	1/16, 1/4–4/4...	Sets the time signature. (selectable only if Rec Mode is set to New)
Measure Length	Off, 1–16	Specifies the number of measures in the phrase. If this is Off, the measure length is set automatically according to the length that you record, up to 16 measures.
Count In	Off, 1Meas, 2Meas, Wait Note	Specifies how long the count-in should be before recording starts. Wait Note: Recording starts as soon as you play a note on the keyboard. (There will be no count-in.)
Input Quantize	Off, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	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.

Selecting a Tone
When you select a tone, the Tone List screen of the part selected for the pad is shown in the right display.
Use the Tone **[0]**–**[9]** buttons and the direct buttons of the right display to select a tone.

4. Press the [Start/Stop] button to start recording.

5. Perform a phrase.

6. Press the [Start/Stop] button once again to stop recording.
The phrase save screen appears.

MEMO

If Measure Length is specified, recording stops automatically at the measure length that you specified.
If you use Mix recording, loop recording occurs.

7. Use the [R1] (Int/Ext) button to switch the copy-destination between Internal Storage and External Storage.

MEMO

The Phrase file is placed in the **"My Phrases"** folder. If this folder does not exist, it is created automatically. The **"My Phrases"** folder exists in both internal storage and external storage.

8. Press the [Enter] button.
Assign a name.
➡ For details on assigning a name, refer to **"Assigning Names"** (p. 16).
If you decide to cancel, press the **[Exit]** button.

9. Press the [F5] (Exec) button.
The phrase is saved.

MEMO

If there is already a file with the same name as the name you entered, a screen asks you to confirm the overwrite.
If you want to save, select **"YES"** to replace it with the file you renamed.
If you decide to rename the file, select **"NO"** and return to the page where you can rename the file.

NOTE

The phrase does not play if the Arranger Switch is Off, nor if Arranger Hold is Off.

Using the E-A7 as a Song Player

Here we explain how to play back songs in the SMF, WAV, or MP3 formats supported by the E-A7.

## Preparing to Use the E-A7 as a Song Player

When shipped from the factory, the E-A7 does not contain songs. You'll need to copy songs from your computer or other source.

1. Using your computer, copy the songs to a USB flash drive (sold separately).

NOTE

Use a USB flash drive sold by Roland. Operation is not guaranteed if any other USB flash drive is used.

2. Connect the USB flash drive to the E-A7.
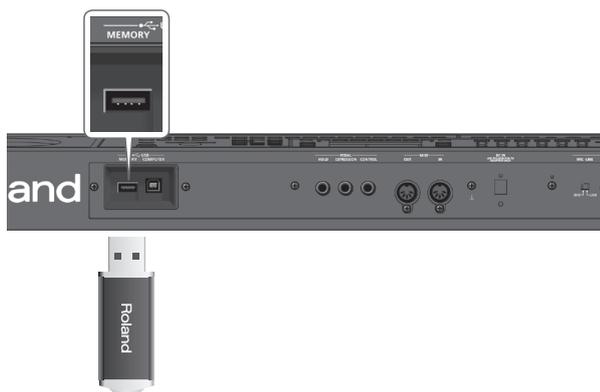
NOTE

Carefully insert the USB flash drives all the way in—until it is firmly in place.

File types supported by the E-A7

File type	Extension	Format
SMF	.mid	0 or 1
	.kar	
Audio file	.mp3	MPEG-1 Audio Layer 3 Sampling rate 44.1kHz Bit rate 32/40/48/56/64/80/96/112/128/160/192/224/256/320 kbps VBR (Variable Bit Rate)
	.wav	16-bit linear Sampling frequency 44.1 kHz Stereo/mono

Selecting a Song

Here we explain how to select a song that's saved on a USB flash drive.

MEMO

By using the File Utility function Copy (p. 43), SMF files from a USB flash drive can be copied to internal storage.

1. Connect your USB flash drive (sold separately) to the E-A7.

After several seconds, the contents of the USB flash drive are recognized in the screen as external storage.

2. Press the Mode [Song] button.

The Song List screen appears.

MEMO

Each time you press the Mode **[Song]** button, the contents of the list switch between Internal Storage and External Storage. For this example, make the display show External Storage.

3. Use the direct buttons to select the song that you want to play back.

As necessary, use the function buttons to switch pages. The icon at the left of the name indicates the file type.

Icon	Explanation
smf	SMF
mp3	Audio (mp3)
wav	Audio (WAV)
📁	Folder

MEMO

When you use a direct button to select a folder, you'll enter that folder.
To exit a folder, press **"Up"** folder (**[L1]** button).

NOTE

If the file name uses double-byte characters, the name might be displayed incorrectly or the file might not be recognized. In this case, rename the file using single-byte alphanumeric characters.
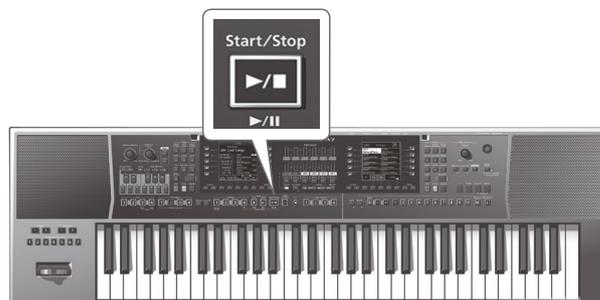
4. Press the [Exit] button to return to the main screen.

Playing Back a Song

1. Select a song (p. 38).

2. Press the [Start/Stop] (►/■) button to start playback.

The **[Start/Stop]** (►/■) button indicator blinks, and the song starts playing.

3. Press the [Start/Stop] (►/■) button once again to pause song playback.

The **[Start/Stop]** (►/■) button goes dark.
To resume playback, press the **[Start/Stop]** (►/■) button once again.
You can use the following buttons to control the playback.

| Button	Explanation
Start/Stop ►/■ ►/II	Starts/pauses song playback.
4 ⏮	Stops song playback and returns to the beginning of the song.
Stop ⏹ ◄◄ Song	Rewinds the song.
Start ⏩ ►►	Fast-forwards the song.

MEMO

If you select the next song during playback, the **[Enter]** button lights.
Press the **[Enter]** button to start the next song.

Changing the Song's Tempo

Here's how to change the tempo of the song.

1. **Use the Tempo [-] [+] buttons.**
The tempo screen appears, allowing you to watch the current tempo setting while you increase or decrease it.
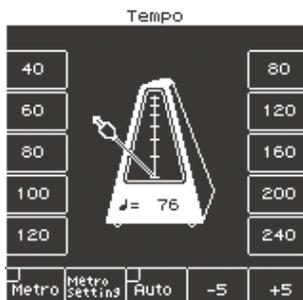
MEMO

- If the Balance LED located beside the **[Balance/Value]** knob is unlit, you can use the **[Balance/Value]** knob to change the tempo while the Tempo screen is open (p. 15).
- You can specify the tempo by pressing the **[Tap]** button at the desired tempo (Tap Tempo). Press the button three or more times at quarter-note intervals of the tempo that you want to specify.
- * You can't use this when playing back an audio file.
- You can specify the tempo using the direct buttons located beside the tempo value shown in both sides of the tempo screen.
- To return to the original tempo specified for the Song, press both of the Tempo **[-] [+]** buttons simultaneously.
- By using the function buttons that correspond to **"-5"** and **"+5"** you can change the tempo in steps of ±5.
- If you're playing an audio file (WAV, MP3), you can change the tempo (playback speed) in a range of 75%–125%.
- In the case of a song, Tempo **[Lock]** cannot be used.

NOTE

If you change the playback speed of a WAV or MP3 file to a tempo that's close to the upper or lower limit, the sound quality may be adversely affected.

Muting a Selected Track (Track Mute)

You can mute a specific track of an SMF (Track Mute).
With the factory settings, track 4 (channel 4) is muted, but you are free to change this.
➡ **"Selecting the Track to Mute"** (p. 25)

1. **Select an SMF song (p. 38).**

2. **Press the [Start/Stop] (▶/■) button to start playback.**

3. **Press the [Track Mute] button to make the indicator light.**

The Track Mute function turns on.

4. **Press the [Track Mute] button once again to make the button go dark.**
This cancels Track Mute.

MEMO

You can also use the Ending **[1]** button for Track Mute.

NOTE

You can't use the Track Mute function with an audio song (WAV, MP3).

Playing Back All Songs Consecutively

Here's how to consecutively play all the songs in the selected folder.

Using the Chain Play function

1. **Use the direct buttons to select the folder that contains the songs you want to hear.**

2. **Use the direct buttons to select the song that you want to play first.**

3. **Press the [Exit] button to return to the main screen.**

4. **Press the [F5] (Chain Play) button to add a check mark.**

5. **Press the [Start/Stop] (▶/■) button to start consecutive playback.**
The selected song and the following songs will all play back.
Press the **[Enter]** button to select the next song immediately.

Exiting the Chain Play function

1. **If the main screen is not shown, long-press the [Exit] button.**

2. **Press the [F5] (Chain Play) button to clear the check mark.**

Loop Function

The Loop function lets you specify a region of a song and play it back repeatedly. You can use this function for both SMF and audio files. This is also a convenient way to practice difficult phrases in a song.

Specifying the loop region

1. **Select the song that you want to play back (p. 38).**

2. **Press the [Start/Stop] (►/■) button to start playback.**

3. **At the point where you want to start loop playback, press the Intro [3] (Loop Start) button.**
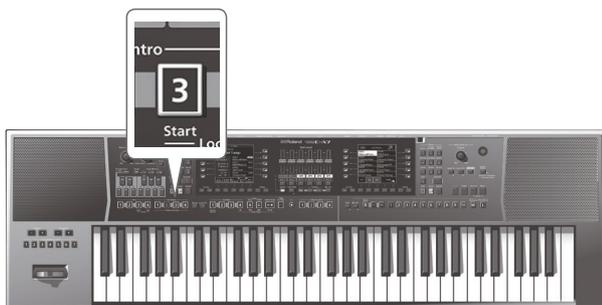
The Variation **[3]** button blinks, and the start position is set.

4. **When you reach the point at which you want to end loop playback, press the Intro [4] (Loop End) button.**

The Intro **[4]** button is lit. (The Intro **[3]** button continues blinking.) The loop region has now been set.
For example, the loop region might be as follows.

5. **To turn loop playback on, press the Intro [3] button to make it light.**

With these settings, the region you've specified above will play repeatedly.

6. **Press the Intro [3] button once again to make it blink, turning loop playback off.**

In this state, the specified loop region has not been erased. The song plays to the end as usual.
If you press the Intro **[3]** button once again in this state, the button lights and loop playback is re-enabled.

7. **If you want to delete the markers for the specified region, press the Intro [4] button.**

The Intro **[3]** and **[4]** buttons go dark, and the specified loop region is deleted.

> **NOTE**
>
> The specified loop region is deleted if you play back a different song or power-off the E-A7.

Using the Mark and Jump Function (SMF Songs Only)

The E-A7 lets you **"mark"** up to four (storable) locations in the current song (SMF) and then **"jump"** to a stored location.
Use the Variation **[1]**–**[4]** buttons to select the four **"mark and jump"** locations.
When you select a song that contains markers, the Variation **[1]**–**[4]** buttons are lit.
If you select a song that does not contain markers, the Variation **[1]**–**[4]** buttons are unlit.
Here's how to specify the mark and jump locations.

Creating/Deleting Markers

1. **Load an SMF song.**
➡ **"Selecting a Song"** (p. 38)

2. **Open the "SMF Mark & Jump":**
You have two ways to do it:

a. **Long-press the VARIATION [1]–[4] button.**

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

As you can see there are four markers:

Parameter	Value	Explanation
Mark 1	OFF, 1–measures in the song	• OFF No markers (Variation **[1]**–**[4]** buttons unlit) • Number of measures in the song Measure to which you want to jump
Mark 2		
Mark 3		
Mark 4		

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

3. **Use the Variation [1]–[4] buttons or the direct buttons to select the marker that you want to assign.**

4. **Press the [►/■] button to play back the song, and listen until you reach the location at which you want to assign a marker.**

5. **Use the direct button to press the "Mark Set."**
A mark is assigned to the current measure number.
The indicator of the corresponding button (Variation **[1]**–**[4]**) lights, and the following mark is selected.

6. To assign the next marker, repeat steps 3–5.

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

8. To delete a marker, use the function buttons to select "Mark Off."
The indicator of the corresponding button (Variation **[1]**–**[4]**) goes dark.

Saving a Song that Contains Markers

1. Specify a marker location in the song.
➡ **"Creating/Deleting Markers"** (p. 40)

2. Open the **"Smf Mark Jump Edit"** page.
There are two ways to do this.

a. Long-press a VARIATION [1]–[4] button.

b. From **"MENU,"** select the **"Smf Mark Jump Edit"** page.

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

4. Use the direct buttons to select the **"Save Song."**

5. Use the direct buttons and function buttons to select the save-destination.

Button	Explanation
[R1] (Int/Ext)	Switches between Internal Storage and External Storage.
[F4] [F5] (Page)	Switch pages.
[L1] Up folder	Exits the folder.

6. Press the **[Enter]** button.
Assign a name.
➡ For details on how to assign a name, refer to **"Assigning Names"** (p. 16).
If you decide to cancel, press the **[Exit]** button.

7. Press the **[F5] (Exec)** button.
The song is saved.

MEMO

If there is a file with the same name as the name you entered, a screen asks you to confirm the overwrite.
If you want to save, select **"YES"** to replace it with the file you renamed.
If you decide to rename the file, select **"NO"** and return to the page where you can rename the file.

Using Markers to Perform

1. Load an SMF song that contains markers.
➡ **"Selecting a Song"** (p. 38)

2. Press the [▶/■] button to play back the song.

3. Press a Variation [1]–[4] button to jump to the marker.

Center Cancel

Here's how you can minimize the vocal or other sound that is heard from the center position of an audio file (Center Cancel).

1. Select a song (p. 38).

2. Press the **[Start/Stop] (▶/■)** button to start playback.

3. Press the Ending **[1]** (Center Cancel) button to make it light.
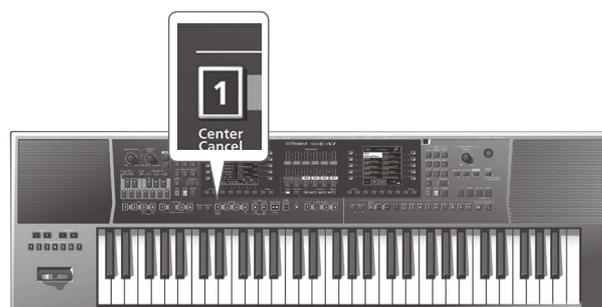
The Center Cancel function turns on.

4. Press the Ending [1] (Center Cancel) button once again to make the button go dark.
This turns Center Cancel off.

Recording and Playing Back a Performance

The E-A7 lets you record your performance on a USB flash drive (sold separately).
The resulting audio file is saved in the **"My Recordings"** folder.
The recording format is WAV (not mp3).

> **NOTE**
> - In order to record your performance, you'll need a USB flash drive.
> - Use a USB flash drive sold by Roland. We cannot guarantee operation if you use any other USB flash drive.

Recording Audio (WAV Format)

1. **Connect a USB flash drive to the E-A7.**

2. **Make preparations for recording.**
- Select the style or song that you want to use as accompaniment.
- Make settings for the volume and effects.

3. **Press the [Rec] button so it's blink.**

> **NOTE**
> If you pressed the **[Rec]** button by mistake, you can cancel by long-pressing the button until it once again goes dark.

4. **Press the [Start/Stop] (▶/■) button.**

The **[Rec]** button and **[Start/Stop]** (▶/■) button light, the style or song plays, and recording begins. Your playing on the keyboard is recorded.
The main screen shows the recording time.

5. **Press the [Rec] button or [Start/Stop] (▶/■) button to stop recording.**
The style or song stops playing, and recording also stops. A screen allowing you to assign a name appears.

Saving the Song

a. **Assign a name as necessary.**
➡ For details on how to assign a name, refer to **"Assigning Names"** (p. 16).

b. **Use the function buttons to select "Exec."**
The recorded result is saved.

> **MEMO**
> - If a file of the same name already exists on the USB flash drive, you'll be asked whether you want to overwrite it.
>   - In this case, the older file is overwritten if you use the function buttons to select **"YES"** (the older file disappears).
>   - If you don't want to overwrite the older file, select **"NO"** and return to step a.
> - The audio file is saved on the USB flash drive in the **"My Recordings"** folder.

Discarding the Recorded Content

If you are not satisfied with the recording, you can discard it without saving.

a. **In the screen at which you assign the name, press the [Exit] button.**
A confirmation screen asks whether you want to discard the recording.

b. **Use the function buttons to select "YES."**
The recorded content is discarded.
If you select **"NO"** at this point, you return to the naming screen.

Listening to the Recorded Content

1. **Press the [Start/Stop] (▶/■) button.**

> **MEMO**
> - You can change the volume of the recorded audio. Before recording, adjust the **"Rec Audio Level"** value ([**Menu**] → **"Global"** → **"Rec Audio Level"**).
> - If you don't want the start and end of recording to synchronize with the accompaniment play/stop, turn off **"Rec Audio Sync"** ([**Menu**] → **"Global"** → **"Rec Audio Sync"**). If this is off, use the **[Rec]** button to control recording start/stop.
> - It is not possible to overdub onto a WAV file.
> - If the USB flash drive is full, the message **"Disk Full"** appears and recording stops. In this case, the data that had recorded up to that point is not saved.

Using File Utility

Here you can perform operations for the files saved in the E-A7's internal storage and external storage (USB flash drive).

Displaying the File List

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

2. **Use the direct buttons to select "File Utility."**
   The File List screen appears.

Button	Explanation
[R1] (Int/Ext)	Switches between Internal Storage and External Storage.
[F4] [F5] (Page)	Switch pages.
[L1] (Up folder)	Moves to the folder one level above.

3. **Press the [Option] button.**
   The screen shows the functions that can be executed.

Function	Explanation
Rename	Renames a file or folder.
Copy	Copies a file or folder.
Delete	Deletes a file or folder.
Create Folder	Creates a new folder.

4. **Use the function buttons to select the function that you want to execute.**

Renaming a File or Folder (Rename)

1. **In the File List screen ([Menu] → "File Utility"), press the [Option] button.**

2. **Use the direct buttons to select "Rename."**

3. **Use the direct buttons to select the file or folder that you want to rename.**

4. **Press the [Enter] button.**

5. **Assign a name.**
   ➡ **"Assigning Names"** (p. 16)

6. **Use the function buttons to select "Exec."**
   The file is renamed.

Copying a File or Folder (Copy)

1. **In the File List screen ([Menu] → "File Utility"), press the [Option] button.**

2. **Use the direct buttons to select "Copy."**

3. **Use the direct buttons to select the file or folder that you want to copy.**
   MEMO

   By selecting multiple files or folders, you can copy them in a single operation.
   If you select **[F1]** (Select All), all files in the list are selected. Press the button again to clear the selection.

4. **Press the [Enter] button.**

5. **Use the direct buttons to select the copy-destination folder.**

6. **Press the [Enter] button.**
   The copy is executed.
   MEMO

   If the copy-destination contains an identically named file or folder, a confirmation message appears.
   • If you want to replace the file, select **"Yes."**
   • If you decide to cancel, select **"No."**

Deleting a File or Folder (Delete)

1. **In the File List screen ([Menu] → "File Utility"), press the [Option] button.**

2. **Use the direct buttons to select "Delete."**

3. **Use the direct buttons to mark the files or folders that you want to delete.**
   MEMO

   You can select multiple files.
   If you choose **[F1]** (Select All), all files are selected. Press the button again to clear the selection.

4. **Press the [Enter] button.**
   A confirmation message appears.

5. **To execute, use the function buttons to select "Yes."**
   The deletion is executed.
   If you decide to cancel, select **"No."**

Creating a New Folder (Create Folder)

1. **In the File List screen ([Menu] → "File Utility"), press the [Option] button.**

2. **Use the direct buttons to select "Create Folder."**

3. **Assign a name to the newly created folder.**
   ➡ **"Assigning Names"** (p. 16)

4. **Use the function buttons to select "Exec."**

Searching for a Song/Style (Finder)

Searching for a Song/Style

The E-A7 has a search function that lets you search for songs or styles in internal storage or external storage (USB flash drive). Since you can search for songs or styles even while performing on the E-A7, you can prepare for the next song without making the audience wait.

> **NOTE**
>
> You can't search for preset styles or songs.
> ➡ For more about preset styles and songs, refer to **"Reference Manual"** (PDF).

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

The Finder screen appears.

> **NOTE**
>
> If the file name contains double-byte characters or single-byte **"kana"** characters (i.e., Japanese), the file name might not be displayed correctly, or the file might not be recognized. In this case, rename the file using single-byte alphanumeric characters.

2. **Use the function buttons to select what you are searching for.**

Button	Search target
[F1] button	Style
[F2] button	Song

3. **Enter the characters you're searching for.**

Enter the characters you're searching for.

Indicates the characters that can be entered using the Tone buttons.

Deletes one character

Inserts one character

Switches to uppercase characters

Switches to lowercase characters

Switches to numerals/symbols

Cursor

Value

Move the cursor

Select the search target

Change the character at the cursor position

Executes search
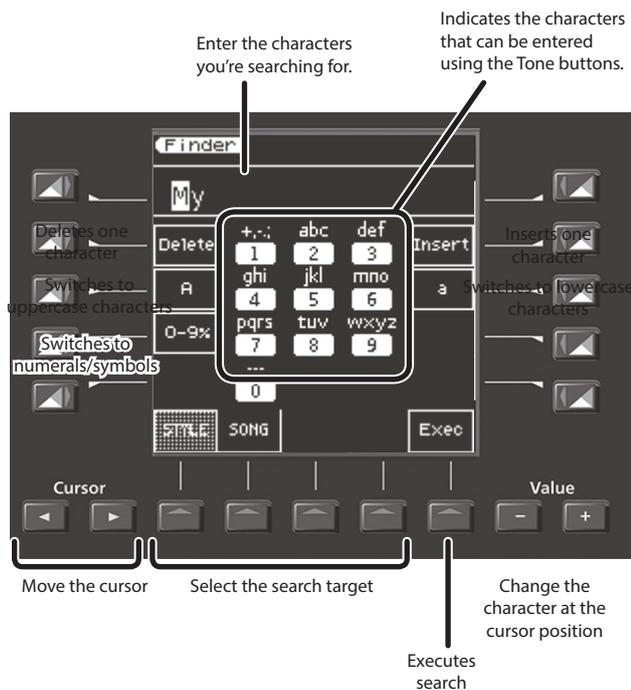
4. **Press the [F5] (Exec) button.**

Files matching the character string you entered are shown.

Indicates the path of the file at the cursor
INT: / (internal memory)
EXT: / (USB flash drive)
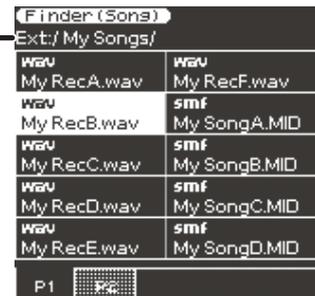
When searching for songs, the SMF, WAV, and MP3 icons indicate the type of file.

5. **Use the direct buttons to select a file.**

Switch pages as necessary.

6. **If you press the [Start/Stop] (▶/■) button, the selected song (style) plays.**

7. **To close the list, press the [Exit] button.**

User Program (UPG)

User Programs (UPG) and User Program Sets (UPS)

Style and song reference data, and all settings that are loaded together with this data (such as the intro and ending status, and the settings of the selected variation) are handled together as a unit called a User Program (subsequently abbreviated as UPG). Additionally, up to 100 UPGs that you create can be saved in a User Program Set (UPS).

The E-A7 can load a UPS when it starts up, so that you'll always be able to use the User Program button to easily recall up to 100 UPGs. If you accumulate more than 100 UPGs, you can create a new UPS and save it in internal storage or external storage.

This means that by using a different UPS, you can have an unlimited number of UPGs.

> **NOTE**
>
> The E-A7 has a user program set called **"Music Assistant."** This set cannot be erased or edited.

Loading a UPS

By loading a UPS, you can then use the E-A7's User Program buttons and direct buttons to recall UPGs.

> **NOTE**
>
> When you load a UPS, any changes that you had made to the previously loaded UPS will be lost. If you want to keep the changes you made, save the UPS (p. 48).

1. Press the UPG/UPS List [L] button.
The UPGs in the currently loaded UPS are shown in the list.

Press this again to see the UPS list.
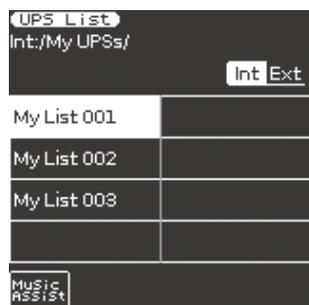
Subsequently, the UPG list screen and UPS list screen will alternate each time you press the button.

2. In the UPS list screen, select the UPS that you want to load.

Button	Explanation
[R1] (INT/EXT)	Switches between Internal Storage and External Storage (USB flash drive).
[F1] (Music Assistant)	Loads Music Assistant.
[F4] [F5]	Switch pages.

3. Use the direct buttons to select a UPS.
The UPS is loaded.

When loading is completed, the UPG list screen is shown, allowing you to select a UPG.
You can also use the User Program **[1]**–**[10]** buttons to select UPGs from the loaded UPS.

Recalling the UPG

Up to 100 UPGs can be stored in a UPS.
These UPGs are organized by Bank and Number. There are ten banks, 1–10, and each bank contains numbers 1–10.
This means that you'll recall a UPG by specifying it in the range from 1-1 through 10-10.

> **MEMO**
>
> As the sole exception to this, Music Assistant contains more than 100 UPGs.

You can select a UPG either by using the User Program buttons directly, or by making a selection in the screen.

Direct Selection with the UPG Buttons

Selecting a UPG of a different number from the same bank

Press the UPG **[1]**–**[10]** button corresponding to the number that you want to select.
The number button of the selected UPG is lit.

Selecting a UPG from a different bank

Using the Bank [-] [+] buttons to switch banks

1. Use the Bank [-] [+] buttons to switch banks.
The UPG is not recalled until you enter the number.

2. Use the UPG [1]–[10] buttons to enter the number.
The UPG is recalled when you enter the number.

Using the Bank [B] button to directly specify the bank

1. Press the Bank [B] button.
Bank **[B]** lights, and the UPG **[0]**–**[9]** buttons are in Bank Input mode. If you decide to cancel, press the Bank **[B]** button once again.

2. Use the UPG [1]–[10] buttons to enter the bank.
The bank is entered, and Bank Input mode ends.

3. Use the UPG [1]–[10] buttons to enter the number.
The UPG is recalled.

> **MEMO**
>
> • In the case of Music Assistant, use the Bank **[-] [+]** buttons to switch banks. If you're specifying the bank directly, you can switch banks as far as bank 10.
> • If you want to change the bank or number of the UPG that will be recalled, use **"Move UPG"** or **"Copy UPG"** to change the order of the UPGs within the list.

Selecting from the UPG List Screen

1. Press the UPG/UPS List [L] button.
The UPG list screen appears.

2. Use the direct buttons to select the UPG.
When you select a UPG, the cursor moves and the UPG is recalled immediately.

> **MEMO**
>
> You can use the function buttons to switch banks.

Saving Settings as a User Program

Here's how to save the current settings as a user program (UPG).

1. **Select a style or song, and make the desired settings.**
   For example, you can assign a sound of your choice to the keyboard part, turn on the Intro **[1]** button, or change the User Program Edit settings.

2. **Press the [Write] button.**
   If there is a UPG of the same name, a message asks whether you want to overwrite it.
   Choose **"YES"** to overwrite, or choose **"No"** to see the naming screen.

3. **Assign a name to the UPG that you're saving.**
   ➡ **"Assigning Names"** (p. 16)

4. **Use the function buttons to select "Exec."**
   This UPG is added to the end of the UPG list.

   MEMO

   If the number of UPGs exceeds 100, a new UPS is created automatically. If you modify a Music Assistant UPG and then save, a new UPS is always created automatically.

   NOTE

   If you write a user program when One Touch is selected (One Touch **[1]**–**[4]** button lit), the One Touch settings are saved in the user program (including the Pad settings).

Recalling My Setup

When you turn on the power, a special UPG called My Setup is always recalled.
You can also use the **[My Setup]** button to instantly return to the settings immediately after startup.
It is convenient to store your most frequently-used settings in My Setup.

Saving Settings as My Setup

Here's how to save the current settings as My Setup.

1. **Select a style or song, and make the desired settings.**
   For example, assign the desired tones to the keyboard part, turn on the Intro **[1]** button, or modify the User Program Edit settings.

2. **Long-press the My Setup [M] button.**
   A screen where you can save My Setup appears.
   - To save, select **"YES."**
   - If you decide not to save, select **"NO."**

   NOTE

   When you execute the save operation, the previous My Setup is overwritten and lost. If you don't want to lose it, save the UPG while My Setup is recalled.

Other Functions Related to the UPS List

1. **Press the UPG/UPS List [L] button to access the UPS list.**
   The UPS List screen appears.
   If the UPS list is not displayed, press the button once again.

2. **Press the [Option] button.**
   The screen changes, and the functions that can be executed are shown.

Function	Explanation
Rename UPS	Renames the UPS.
Delete UPS	Deletes the UPS.
Make New UPS	Creates a new (empty) User Program Set (UPS) file.
Copy UPS	Copies the UPS.

3. **Use the direct buttons to select a function.**
   Subsequent steps differ depending on the function that you select.

Renaming a User Program Set (UPS) (Rename UPS)

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

2. **Use the direct buttons to select "Rename UPS."**

3. **Use the direct buttons to select the UPS that you want to rename.**

4. **Assign a name to the UPG that you want to save.**
   ➡ **"Assigning Names"** (p. 16)

5. **Use the function buttons to select "Exec."**
   A confirmation message appears.

   MEMO

   If there is an identically-named file, you will be asked whether you want to overwrite it.
   - If you want to overwrite it, select **"YES."**
   - If you don't want to overwrite it, select **"NO,"** and you'll return to the rename page.

Deleting a User Program Set (UPS) (Delete UPS)

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

2. **Use the direct buttons to select "Delete UPS."**

3. **Use the direct buttons to select the UPS that you want to delete.**
   A confirmation message appears.

4. **Use the function buttons to select "YES."**
   The user program set (UPS) is deleted.
   If you decide not to delete it, select **"NO."**

   MEMO

   When a UPS is edited, an **"*"** appears at the left of the name.
   If you want to save the edited UPS, refer to **"Saving an Edited User Program Set (Save UPS)"** (p. 48).

Creating a New User Program Set (UPS) (Make New UPS)

Here's how to create a new (empty) UPS file.

1. **In step 3 of "Other Functions Related to the UPS List" (p. 46), select "Make New UPS."**
   A screen where you can assign a name for the new UPS appears.
   If you want to change the name, refer to **"Assigning Names"** (p. 16).

2. **Use the function buttons to select "Exec."**

   MEMO

   If there is an identically-named file, you will be asked whether you want to overwrite it.
   - If you want to overwrite it, select **"YES."**
   - If you don't want to overwrite it, select **"NO,"** and you'll return to the rename page.

   NOTE

   The UPS file is placed in the **"My UPSs"** folder. If this folder does not exist, it is created automatically. The **"My UPSs"** folder exists in both internal storage and external storage.

Copying a User Program Set (UPS) (Copy UPS)

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

2. **Use the direct buttons to select "Copy UPS."**

3. Use the direct buttons to select the UPS that you want to copy.

4. Press the [**Enter**] button.

5. Use the [**R1**] (**Int/Ext**) button to switch the copy-destination between Internal Storage and External Storage.

> **MEMO**
>
> The UPS file is placed in the **"My UPSs"** folder. If this folder does not exist, it is created automatically. The **"My UPSs"** folder exists in both internal storage and external storage.

6. Press the [**Enter**] button.

A confirmation message appears.

7. To execute, use the function buttons to select **"Yes."**

The copy is executed.

If you decide to cancel, select the **"No."**

> **MEMO**
>
> If there is an identically-named file, you will be asked whether you want to overwrite it.
> - If you want to overwrite it, select **"YES."**
> - If you don't want to overwrite it, select **"NO,"** and you'll return to the rename page.

Using a UPS File Created by the Roland BK Series

UPS files created by the Roland BK series can be used by the E-A7. To use such a file, place the UPS file in the **"My UPSs"** folder.

> **MEMO**
>
> If there is no **"My UPSs"** folder on the external storage (USB flash drive), you should either format the USB flash drive on the E-A7, or create a folder named **"My UPSs."**

> **NOTE**
>
> - If the loaded UPS contains more than 100 UPGs, only the first 100 UPGs can be selected on the E-A7.
> - Once a UPS file has been used by the E-A7, it can no longer be used by the BK series. We recommend that you make a backup of the file.

Other Functions Related to the UPG List

You can use the following functions on UPGs.
- Delete UPG
- Move UPG
- Rename UPG
- Copy UPGs
- Save UPS

> **MEMO**
>
> For UPGs when Music Assistant is loaded, only the Copy UPGs function can be used.

Deleting a User Program (UPG) (Delete UPG)

1. Press the [**Option**] button.
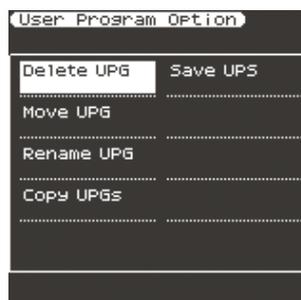
2. Use the direct buttons to select **"Delete UPG."**

3. In the UPG list, use the direct buttons to select the user program (UPG) that you want to delete, and then press the [**ENTER**] button.

A confirmation message appears.

4. Use the function buttons to select **"YES."** (If you decide not to delete, select **"NO."**)

The user program (UPG) is deleted.

> **MEMO**
>
> When a UPS is edited, an **"*"** appears at the left of the name.
> If you want to save the edited UPS, refer to **"Saving an Edited User Program Set (Save UPS)"** (p. 48).

Moving a User Program (UPG) (Move UPG)

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

2. Use the direct buttons to select **"Move UPG."**

3. In the UPG list, select the user program (UPG) that you want to move, and press the [**ENTER**] button.

4. Use the direct buttons and the function buttons to move the user program (UPG) to the desired location, and then press the [**Enter**] button.

> **MEMO**
>
> When a UPS is edited, an **"*"** appears at the left of the name.
> If you want to save the edited UPS, refer to **"Saving an Edited User Program Set (Save UPS)"** (p. 48).

Renaming a User Program (UPG) (Rename UPG)

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

2. Use the direct buttons to select **"Rename UPG."**

3. In the UPG list, select the user program (UPG) that you want to rename, and press the [**ENTER**] button.

The rename screen appears.

4. Assign a name.
➡ **"Assigning Names"** (p. 16)

5. Use the function buttons to select **"Exec."**

The UPG is renamed.

> **MEMO**
>
> When a UPS is edited, an **"*"** appears at the left of the name.
> If you want to save the edited UPS, refer to **"Saving an Edited User Program Set (Save UPS)"** (p. 48).

Copying a User Program (UPG) (Copy UPGs)

1. In the UPG list screen, press the [Option] button.

2. Use the direct buttons to select "Copy UPGs."
A screen appears in which you can select the copy-source UPG.

3. Use the direct buttons and function buttons to select the UPG that you want to copy.

MEMO

- You can select multiple UPGs and copy them in a single operation.
  If you select **[F1]** (Mark All), all UPGs in the list are selected. If you press this button again, all selections are cleared.
- In the case of Music Assistant, the first 100 UPGs are selected.

4. Press the [Enter] button.
You can also copy a UPG to a different UPS.
In this case, perform the copy operation and then press the UPG/UPS List **[L]** button to access the UPS list; then load the copy-destination UPS as described in **"Loading a UPS"** (p. 45).

5. Press the [Option] button.

6. Use the direct buttons to select "Paste."

7. Use the direct buttons to select the location where you want to paste.
The program is pasted in the UPG location that you select. If you want to paste the program at the end of the list, execute this operation without selecting a paste location (without selecting a UPG).

8. Press the [Enter] button.
The selected UPG(s) are pasted.

MEMO

- If the copy-destination contains more than 100 UPGs, you won't be able to paste. Either reorganize the files, or paste to a different UPS.
- When a UPS is edited, an **"*"** appears at the left of the name.
  If you want to save the edited UPS, refer to **"Saving an Edited User Program Set (Save UPS)"** (p. 48).

Saving an Edited User Program Set (Save UPS)

1. In the UPG list screen, press the [Option] button.

2. Use the function buttons to select "Save UPS."
A message will confirm that the data has been saved.

MEMO

If you decide not to save the edited UPS, and you exit the screen by pressing the **[Exit]** button or in some other way, a confirmation screen asks whether you want to save the changes you made.
- Use the function buttons to select **"YES,"** and save the modified content.
- If you don't want to save, select **"NO."**

Locking the UPG Settings

The E-A7 lets you lock several settings so that they will not be changed even if you select a different UPG.

1. Press the UPG [Lock] button to make it light.
To cancel, press the UPG **[Lock]** button once again to make it go dark.

Parameters that can be locked

1. Long-press the UPG [Lock] button.
The UPG Lock Setting screen appears.

2. Use the direct buttons to select the items that you want to lock.

3. Use the Value [-] [+] buttons to turn the item on/off.

NOTE

Each style has its specified tempo, but if the tempo setting is locked, the tempo will not change even if another style (of a different tempo) is selected.
If the E-A7's Tempo Lock is turned on, the tempo is maintained even if the UPG's Tempo lock is off.

MEMO

These settings are automatically saved in the Global parameters when you exit the screen.

Various Settings (Menu)

By pressing the E-A7's **[Menu]** button you can access various settings and functions.
The menu contains the following items.
For details on the items in the menu, refer to the reference manual.

1. **Press the [Menu] button to make it light.**

The Menu screen appears.

2. **Use the direct buttons to select a function or parameter group.**

Switch pages as necessary.

Group	Explanation
Global	Make settings for the entire E-A7 or for the system.
User Program Edit	Make User Program settings.
One Touch Setting	Access the One Touch Setting screen.
Sampling Menu	Access sampling-related items.
Style Composer	Access items related to Style Composer. Style Composer is a function that creates user styles.
Makeup Tools	Access items related to Makeup Tools. Makeup Tools are functions for easily editing a style or SMF.
SMF Mark&Jump	Access the SMF Mark&Jump function setting screen (p. 40).
Lyrics	Allow lyric data to be displayed on the E-A7 (limited to SMF or mp3 files that contain lyric data).
Mastering Tools	Adjust the compressor and equalizer that are applied to the output.
MIDI	Make MIDI-related settings.
File Utility	Perform operations on the files that are saved in the E-A7's internal storage and external storage (p. 43).
Utility	Perform operations for the entire E-A7 (such as initialization and backup).

3. **In the screen that appears after you make the selection, edit the parameters or execute the command.**

MEMO

- Press the **[Exit]** button once to return to the next higher level.
- Long-press the **[Exit]** button to return to the Main screen.

Main Specifications

Roland E-A7: Arranger Keyboard

Key	61 keys (with velocity)
Power Supply	AC adaptor
Current Draw	1,500 mA
Rated Power Output	2 x 12 W
Dimensions	1,045 (W) x 318 (D) x 136 (H) mm 41-3/16 (W) x 12-9/16 (D) x 5-3/8 (H) inches
Weight	7.9 kg 17 lbs 7 oz
Accessories	Owner's manual Music rest AC adaptor Power cord (for AC adaptor)
Options	Keyboard Stand (*1): KS-18Z Pedal Switch: DP series, FS-5U Expression Pedal: EV-5 USB Flash Memory (*2) *1 When using the KS-18Z, ensure that the height of the unit is one meter or lower. *2 Use USB Flash Memory (supports USB 2.0 Hi-Speed Flash Memory) sold by Roland. We cannot guarantee operation if other products are used.

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

Index

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.

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 13).

Do not disassemble or modify by yourself

Do not carry out anything unless you are instructed to do so in the owner's manual. Otherwise, you risk causing malfunction.

Do not repair or replace parts by yourself

Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information."

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
- Exposed to rain; or are
- Dusty or sandy; or are
- Subject to high levels of vibration and shakiness; or are
- Placed in a poorly ventilated location.

⚠ WARNING

Use only the stand that is recommended

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

Do not place in a location that is unstable

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a 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.

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand (p. 11).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied 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 supplied power cord

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

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

Otherwise, fire or electric shock may result.

⚠ WARNING

Avoid extended use at high volume

Use of the unit at high volume for extended periods of time may cause hearing loss. If you ever experience any hearing loss or ringing in the ears, you should immediately stop using the unit and consult a specialized physician.

Do not allow foreign objects or liquids to enter unit; never place containers with liquid on unit

Do not place containers containing liquid (e.g., 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.

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" when:

- The AC adaptor or the power cord 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.

Be cautious to protect children from injury

Always make sure that an adult is on hand to provide supervision and guidance when using the unit in places where children are present, or when a child will be using the unit.

Do not drop or subject to strong impact

Otherwise, you risk causing damage or malfunction.

⚠ WARNING

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

Otherwise, you risk overheating or fire.

....

Do not use overseas

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

....

⚠ CAUTION

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-18Z) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

....

Evaluate safety issues before using stands

Even if you observe the cautions given in the owner's manual, certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

....

When disconnecting the power cord, grasp it by the plug

To prevent conductor damage, always grasp the power cord by its plug when disconnecting it from this unit or from a power outlet.

....

Periodically clean the power plug

An accumulation of dust or foreign objects between the power plug and the power outlet can lead to fire or electric shock.

At regular intervals, be sure to pull out the power plug, and using a dry cloth, wipe away any dust or foreign objects that may have accumulated.

....

Disconnect the power plug whenever the unit will not be used for an extended period of time

Fire may result in the unlikely event that a breakdown occurs.

....

Route all power cords and cables in such a way as to prevent them from getting entangled

Injury could result if someone were to trip on a cable and cause the unit to fall or topple.

....

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

Otherwise, you risk injury as the result of the unit toppling over or dropping down.

....

Never connect/disconnect a power plug if your hands are wet

Otherwise, you could receive an electric shock.

....

⚠ CAUTION

Disconnect all cords/cables before moving the unit

Before moving the unit, disconnect the power plug from the outlet, and pull out all cords from external devices.

....

Before cleaning the unit, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk receiving an electric shock.

....

Whenever there is a threat of lightning, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk receiving an electric shock.

....

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.

....

IMPORTANT NOTES

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.

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 unit may interfere with radio and television reception. Do not use this unit 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.

- 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.

- Do not place containers or anything else containing liquid on top of this unit. Also, whenever any liquid has been spilled on the surface of this unit, be sure to promptly wipe it away using a soft, dry cloth.

Maintenance

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

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.

- Roland assumes no liability concerning the restoration of any stored content that has been lost.

- 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.

- The sound of keys being struck and vibrations produced by playing an instrument can be transmitted through a floor or wall to an unexpected extent. Please take care not to cause annoyance to others nearby.

- Do not apply undue force to the music stand while it is in use.

- Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

- Continuous playing may cause dis-coloration of the pad, but this will not affect the pad's function.

- Do not use connection cables that contain a built-in resistor.

Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

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) 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)

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without the permission of the copyright owner.

- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.

- Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.

- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

- 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.

- MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.

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MEMO

MEMO

SUPPLIER'S DECLARATION OF CONFORMITY
Compliance Information Statement

Model Name : E-A7
Type of Equipment : Arranger Keyboard
Responsible Party : Roland Corporation U.S.
Address : 5100 S. Eastern Avenue Los Angeles, CA 90040-2938
Telephone : (323) 890-3700

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部件名称	有害物质					
	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）	×	O	O	O	O	O
电子部件（印刷电路板等）	×	O	×	O	O	O
附件（电源线、交流适配器等）	×	O	O	O	O	O
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