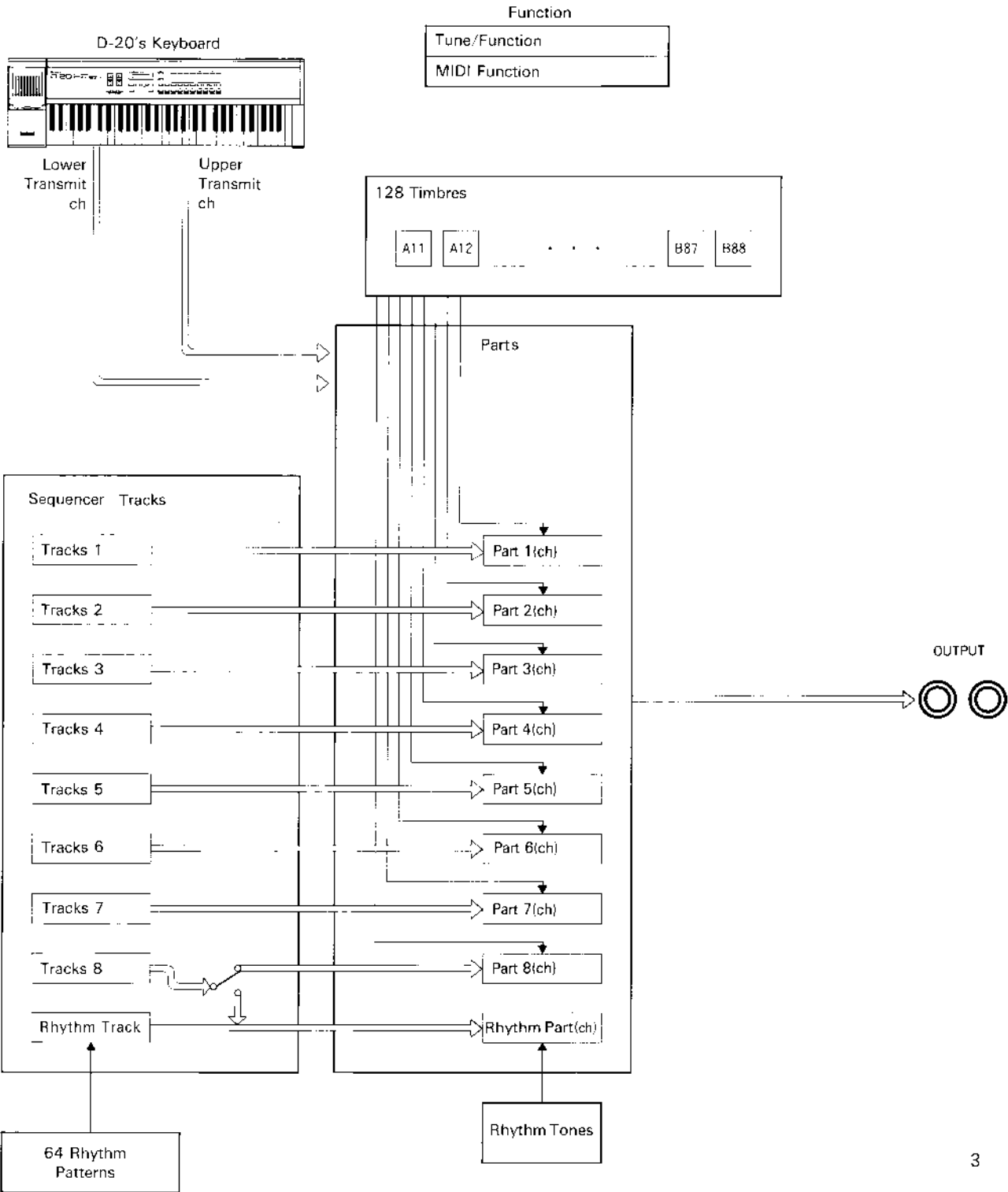


1 MULTI TIMBRAL MODE

When using the D-20 in the Multi Timbral mode, please read the supplied "MIDI Guide book" before this owner's manual.

1. Concept of the Multi Timbral Mode

The following picture shows how the performance messages move in the Multi Timbral mode.



● **Part**

Each of the 9 Parts has an independent MIDI channel, and therefore can be considered as 9 separate MIDI sound modules. Any of the 128 Timbres can be assigned to each Part. Also, up to 85 Rhythm Tones can be assigned to the Rhythm Part.

● **Keyboard**

The keyboard of the D-20 is an independent section. The keyboard can be divided into two sections at any key (=Split Point), and each section has a different MIDI transmit channel. This fact enables you to play a different Part in a different keyboard range. Keyboard performance information is transmitted through the MIDI Output on a separate Keyboard Transmit channel for each keyboard section.

● **Sequencer**

The sequencer section features 9 Tracks for recording performance data. Performance data recorded in a Track plays the corresponding Part. Track 8 can also record rhythm performance with real time recording if the Rhythm Part is selected in the Recording mode.

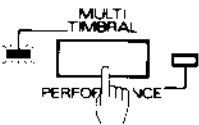
● **Function**

Functions involve parameters which determine how the system works, e.g. how each Part is played by MIDI messages, etc.

2. Basic Procedures

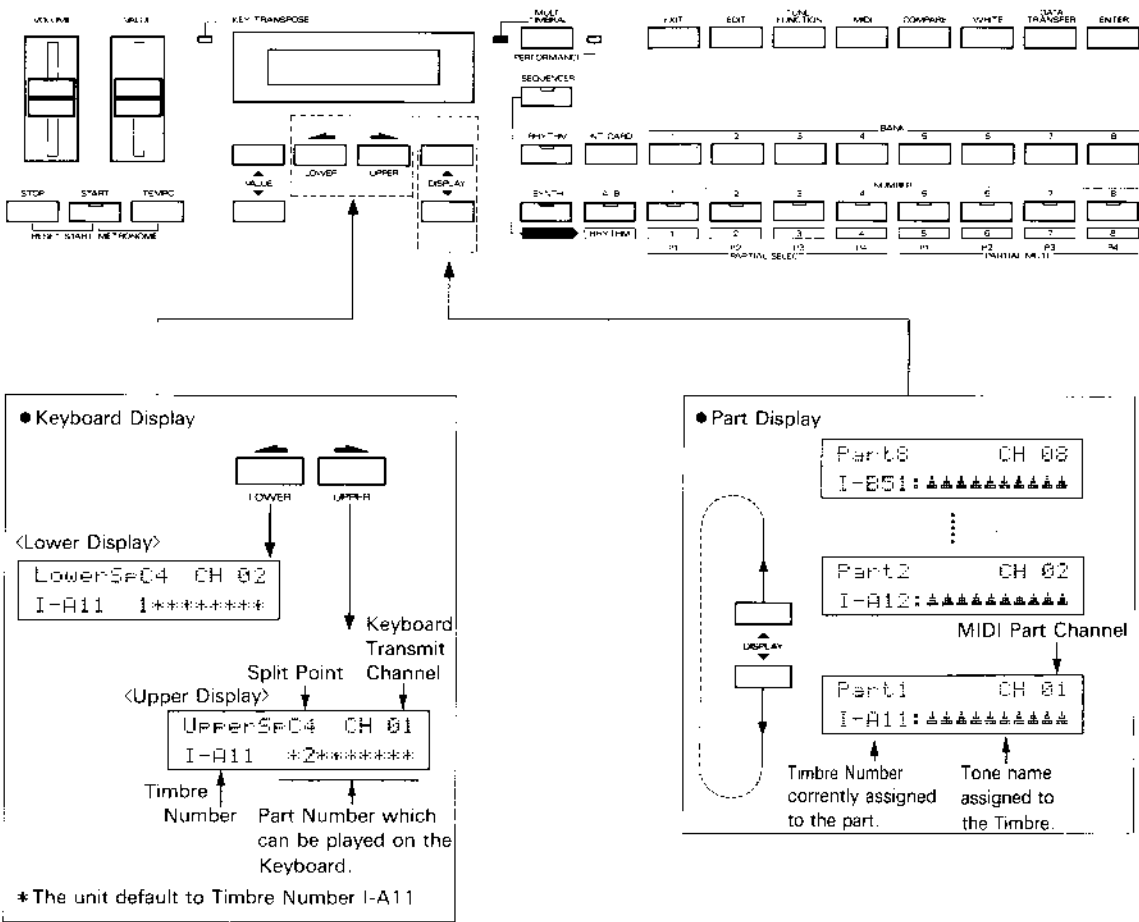
The effect of the Multi Timbral function is conspicuous when used with the built-in Sequencer. Before you start recording, let us explain the basic concept of the Multi Timbral mode and the necessary procedure for performing the sequencer data. After recording data in the sequencer, Read "sequencer" on page 77.

Push the Mode Button to select the Multi Timbral mode.



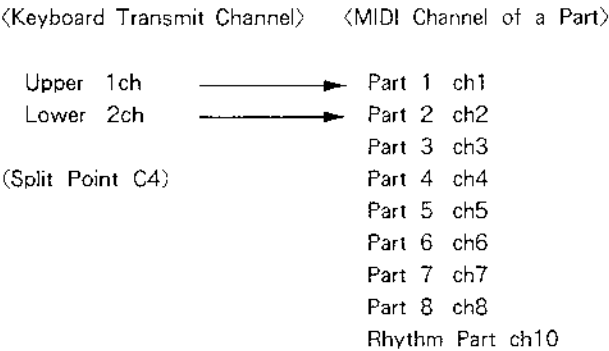
a. Changing Displays

In the Multi Timbral mode, you can check the setting of each Part or keyboard by changing the Displays.



***Just like a Patch in the Performance mode, a Timbre can be called by assigning a Group (A/B), Bank (1-8) and Number (1-8).**

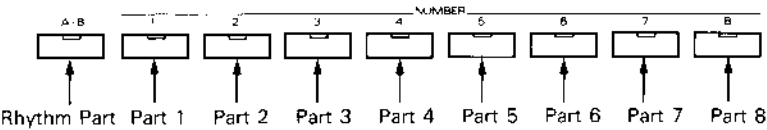
Channels and the Split Point on the keyboard are preprogrammed by the manufacturer as shown below. So, playing the upper section of the keyboard will produce the sound of Part 1, and the lower section will produce the sound of Part 2.



***To change the MIDI channel assigned to each Part or keyboard transmit channel, see page 9 "MIDI Function Setting".**

***To change the Split Point on the keyboard, see page 12 "Tune/Function Setting".**

How each Part is being played can be seen by the A/B and NUMBER indicators. (The indicators that correspond to the Part currently being played are lit.)



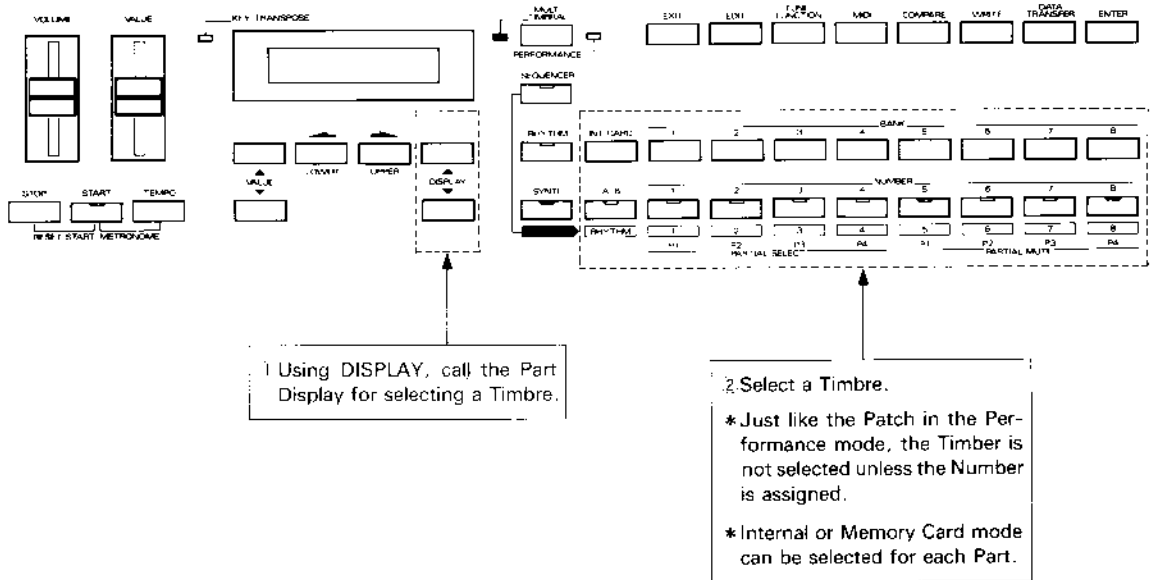
b. Timbre Selection

You can change the Timbre assigned to each Part to another one as shown below.

【Timbre Selection on the D-20】

<Timbre selection in each part>

Changing the Timbre assigned to each Part do as follows.



* When the unit is turned off, the Timbres assigned to all the Parts are returned to the Internal.

* The above Timbre selecting procedure does not cause corresponding Program Change messages to be transmitted from MIDI OUT.

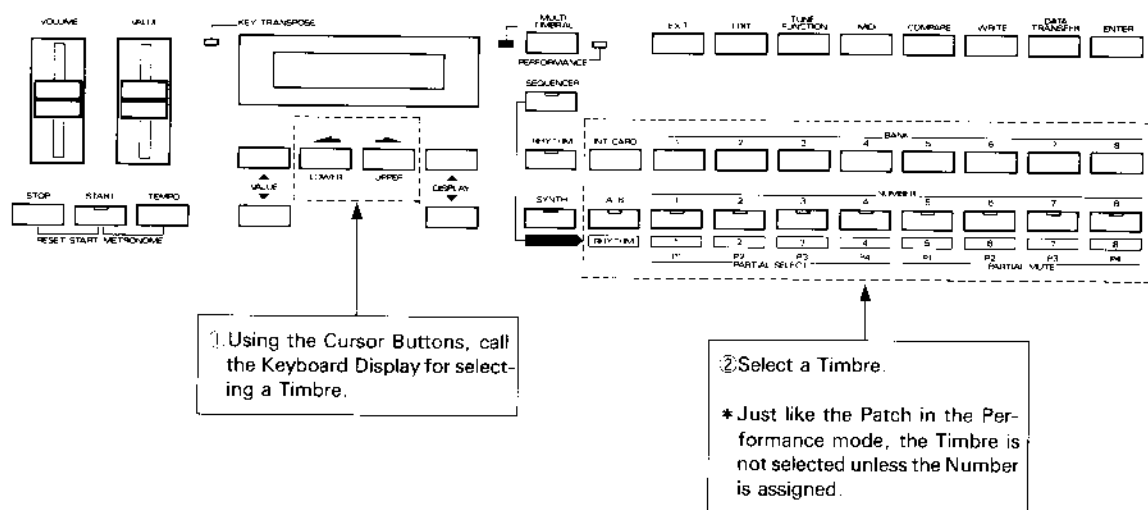
Timbre = Geluid
 Je kunt meerdere geluiden (parts)
 over elkaar zetten

bv. part 1 + part 2 op kanaal 1 zetten
 op elkaar.

midi toets indrukken, display toets part 1 opzoeken
 channel op 1 (value toets)
 display toets part 2 opzoeken
 op channel 1 zetten.

<Timbre Selection for the Keyboard>

The following procedure will allow you to change the Timbre assigned to the Part you are playing from the keyboard.



*The above Timbre selecting procedure cause corresponding Program Change message to be transmitted from MIDI OUT.(See page 167.)

*The number shown in the Keyboard Display is not the Timbre number used in the Part you have assigned. It is the corresponding Program Change number. Therefore, changing the Timbre in the Part Display does not change the Timbre number of the Keyboard Display.

*When the unit is turned off, the Timbres assigned to all the Parts are returned to the Internal.

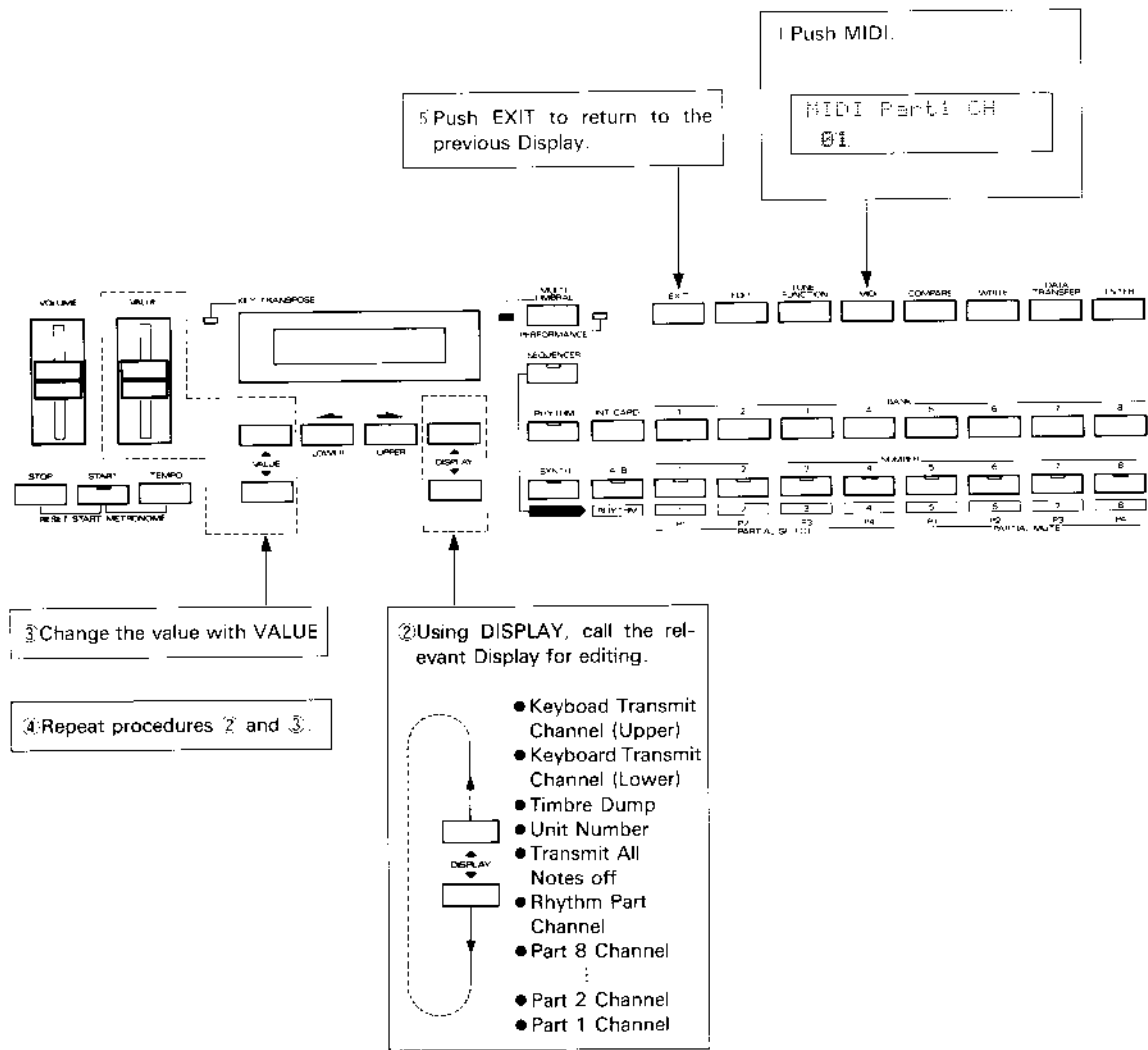
c. Function Setting

1) MIDI Function Setting

Switch the unit to the Multi Timbral mode (the Multi Timbral Indicator is lit) before taking the following MIDI function setting procedures.

*The changes you have made will be retained in memory even after the unit is turned off, except in a few cases.

【Editing Procedure】



[MIDI Functions]

● Part Channel

MIDI Part1 CH
01

The Display of other is the same.

The MIDI channel of each Part can be set from 1 to 16.

*If you change the MIDI channel of the Rhythm Part, the Rhythm channel in the Performance mode (See page 158) will be automatically changed.

● Keyboard Transmit Channel

Lower

MIDI Lower TxCH
02

Upper

MIDI Upper TxCH
01

Geef aan op welk kanaal de geluiden zitten

The MIDI transmit channel of each keyboard section (upper or lower) can be set from 1 to 16.

● Transmit All Notes OFF

MIDI TxAll N-Off
ON

doorsturen van mid; ja of nee

If you do not want to transmit All Notes OFF messages, set this to OFF.

*The Transmit All Notes OFF setting is available for the muted performance data of sequencer and in the Performance Mode.

*The Transmit All Notes OFF setting will return to ON when the unit is turned off.

● Unit Number

MIDI Exclu Unit# 17

*bepaald doorseining
van midi gegevens
van Roland Roland*

A Unit Number is a number used to identify an external device instead of the MIDI channel number, when data is received or transmitted using Exclusive messages (only for the Roland ID number). So, it is possible to send or receive Exclusive messages by matching the Unit numbers of two devices. OFF and 17 to 32 are valid, and at OFF, Exclusive messages cannot be communicated. When using a programmer, be sure not to select OFF.

*Even when sending or receiving Exclusive messages on a MIDI channel, do not set this to OFF but any number from 17 to 32.

*The Unit Number you have set is retained even in the Performance mode.

*The Unit Number you have set will be automatically returned to 17 when the unit is turned off.

● Timbre Dump

MIDI Timbre Dump OFF

*over brengen van
Geluiden van andere
D-20*

The Timbre Dump function transmits the sound data of a certain Timbre using Exclusive messages. Using this function, sound data can be recorded in a sequencer together with performance data. In this way, the original Timbre will always be retrieved even after it is edited on the D-10. Depending on the Display, how the data is transmitted varies. That is, changing the Timber in the Keyboard Display will transmit data on the keyboard transmit channel, and doing the same thing in the Part Display will transmit the data with the Unit number.

*The Timbre Dump can transmit data only the Timbre is changed with the panel operation.

*If you change the value of the Timbre Dump, the Patch Dump setting (see page 161) in the Performance mode also will be changed automatically.

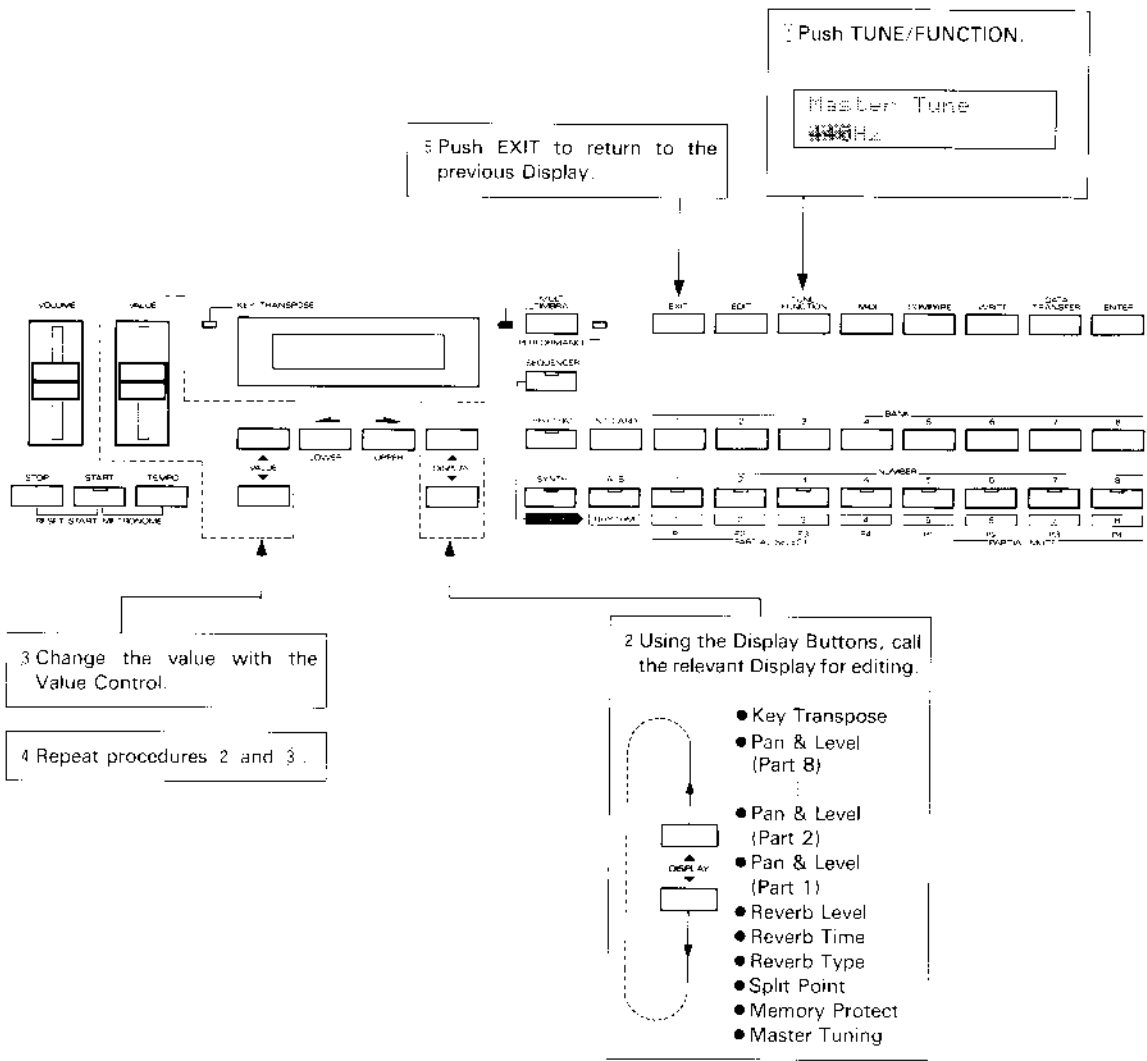
*The Timbre Dump you have set will automatically return to OFF when the unit is turned off.

2) Tune/Function Setting

This involves Master Tuning, Reverb, output balance of each Part, etc. Before taking the following procedures, set the unit to the Multi Timbral mode (the Multi Timbral Indicator is lit).

*The changes you have made will be retained in memory even after the unit is turned off, except in a few cases.

[Editing Procedure]



【Tune/Functions】

● Master Tuning

Master Tune
440Hz

The pitch of all the Parts can be set within the range of about 428 to 453Hz (frequency of the standart pitch "A4"). The value in the Display changes in 1Hz steps, but the pitch actually changes almost continuously.

*The Master Tune value you have set is retained even in the Performance mode.

*The pitch of a Tone that uses a PCM sound may not be changed by the Master Tuning function.

● Memory Protect

Memory Protect
ON

The Memory Protect function prevents data written in the internal memory of the unit from being erased accidentally. This should be set to OFF for writing or data transfer procedures that write data into the internal memory. Otherwise, set it to ON.

*The Memory Protect setting is retained even in the Performance mode.

*The Memory Protect setting will be automatically returned to ON when the unit is turned off.

● Split Point

Split Point
C4

This determines the key where the keyboard is divided into two sections, upper and lower. C2 to C#7 are valid.

*Middle C is C4.

*tune function indrukken
split point roepen op display
value veranderen terugnaar exit*

● Reverb Type

Reverb Type

1

This selects one of the 8 Reverb Types or OFF. At OFF, no reverb effect is obtained.

Number	Reverb Type
1	Small Room
2	Medium Room
3	Medium Room
4	Large Hall
5	Plate
6	Delay 1
7	Delay 2
8	Delay 3
OFF	No Reverb

*Reverb ON or OFF can be selected for each Timbre or each Rhythm Tone. (See page 98 "Timbre Parameters" and page 80 "Rhythm Setup".)

● Reverb Time

Reverb Time

01

This sets the reverberation time. 1 to 8 are valid, and higher values refer to longer reverb times. (When a delay effect is selected, the delay time changes.)

● Reverb Level

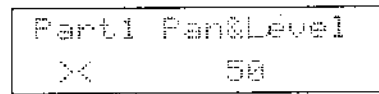
Reverb Level

04

This sets the level of the reverb sound. 0 to 7 are valid, and higher values increase the level.

tune - function indrukken

● Pan and Level

volume
↕

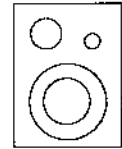
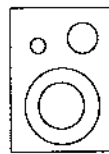
stereo signaal
 Link en Rechts
 >< L en R. hetzelfde
 <> L meer dan R.
 >3 R. meer L

elke part (geluid) stereo instellen + volume

This sets the pan and level of Parts 1 to 8. Pan is positioning of the sound image output in stereo. Pan and Level adjust the output balance of each Part.

To set the Level, push the Cursor Button on the right (the value will flash). 0 to 100 are valid, higher values increase the volume.

To set the Pan, push the Cursor Button on the left (the value will flash). 7> to <7 are valid. At "><", center positioning is obtained. <7 is right and 7> is left placement.



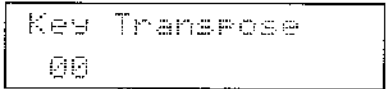
7> 6> 5> 4> 3> 2> 1> >< <1 <2 <3 <4 <5 <6 <7
 Middle

*For adjusting the overall volume of the Rhythm, see page 23 "Track Play" in Volume 1. In the Rhythm section, the Pan and Level can be set individually for each Rhythm Tone. (See page 80 "Rhythm Setup".)

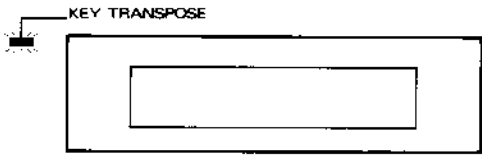
*Changing the Pan value may not affect the sound quite the way you expect in some Tones because of the Structure setting. (See page 109.)

*When using a Tone made using only one Partial, there are 8 possible panning positions.

● Key Transpose



This function transposes the entire keyboard in semi-tone steps, allowing you to play the same keyboard in different keys. -12 to +12 (semi-tone steps, 1 octave) are valid. If the value is set to other than zero, the indicator of the Key Transpose will light up.



- *The Key Transpose value you have set is retained even in the Performance mode.
- *The Key Transpose function does not work in the Rhythm Setup or Making Rhythm Patterns.