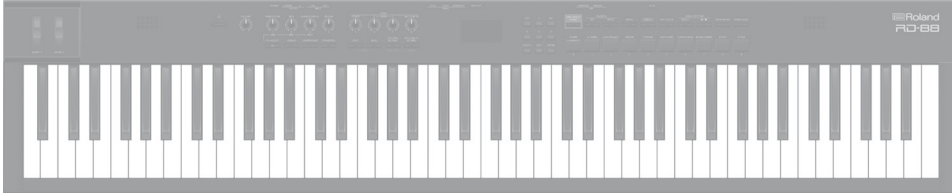


# Roland

# RD-88

## Owner's Manual



Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 25)). After reading, keep the document(s) where it will be available for immediate reference.

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### Owner's Manual (this document)

Read this first. It explains the basic things you need to know in order to use the RD-88.

### PDF Manual (download from the Web)

- **Parameter Guide**  
This explains all parameters of the RD-88.
- **Sound List**  
This is a list of the sounds built into the RD-88.
- **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 "RD-88" as the product name.**

English

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Nederlands

# Contents

<b>Introduction</b> .....	3	<b>Editing the System Effects</b> .....	22
Placing the RD-88 on a Stand.....	3	Saving the System Effects (Write) .....	22
Turning the Power On and Off.....	3	<b>Other Functions</b> .....	23
<b>Panel Descriptions</b> .....	4	<b>Convenient Functions (UTILITY)</b> .....	23
Top Panel.....	4	Backing Up Data to USB Flash Drive (BACKUP) .....	23
List of Shortcut Keys .....	5	Restoring Backup Data (RESTORE).....	23
Rear Panel (Connecting Your Equipment) .....	6	Returning to the Factory Settings (FACTORY RESET) .....	23
<b>Overview of the RD-88</b> .....	8	Formatting a USB Flash Drive (FORMAT USB MEMORY) .....	24
Basic Organization of the RD-88.....	8	<b>Editing the System Settings (SYSTEM)</b> .....	24
About Scenes.....	8	Saving the System Settings (System Write).....	24
Basic Operation.....	9	<b>Viewing the Program Version (INFORMATION)</b> .....	24
Main Screens .....	9	<b>USING THE UNIT SAFELY</b> .....	25
About the Cursor Buttons .....	9	<b>IMPORTANT NOTES</b> .....	25
Editing a Value.....	9	<b>Main Specifications</b> .....	26
<b>Performance</b> .....	10		
Listening to the Demo (DEMO PLAY) .....	10		
Piano Performances .....	10		
Performing with a Variety of Scenes .....	11		
Playing Multiple Tones with the Keyboard .....	11		
Performing with Layered Tones (Dual Mode).....	11		
Playing Different Tones in Two Different Sections of the Keyboard (Split Mode) .....	12		
Changing the Tone for a ZONE.....	12		
Adjusting the Volume Level for Individual Zones.....	13		
Changing the Key Touch .....	13		
Transposing the Key of the Keyboard (TRANSPOSE).....	14		
Adding Reverberation to the Sound (REVERB) .....	14		
Adding Breadth to the Sound (CHORUS/DELAY) .....	15		
Modifying the Sound in Real Time (WHEEL1/2).....	15		
Adding Liveliness to the Sound (COMPRESSOR).....	15		
Adjusting the Character of the Sound (TONE COLOR).....	16		
Applying Various Effects to the Sound (MFX).....	16		
Adjusting the Levels of Each Frequency Range (EQUALIZER) .....	17		
Disabling the Buttons (Panel Lock) .....	17		
<b>Using the Convenient Functions in Performances</b> .....	18		
Registering Frequently-Used Sounds (Scenes) to Buttons (FAVORITE) .....	18		
Registering a Favorite .....	18		
Recalling a Favorite .....	18		
Switching the Favorite Bank .....	18		
Viewing the Favorite List .....	18		
Playing Rhythm.....	19		
Changing Rhythm Tempos .....	19		
Changing the Rhythm Pattern .....	19		
Playing Songs .....	20		
Assigning the Function of Each Controller .....	20		
Using the [ONE TOUCH PIANO] Button.....	20		
Using the RD-88 as a Master Keyboard.....	21		
What's MIDI? .....	21		
Settings for Controlling an External Sound Module.....	21		
<b>Making Detailed Settings for Tones</b> .....	22		
Editing a Scene .....	22		
Saving a Scene (Write) .....	22		

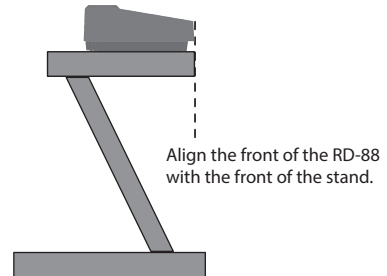
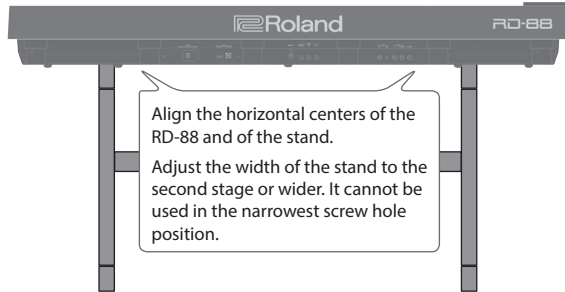
# Introduction

## Placing the RD-88 on a Stand

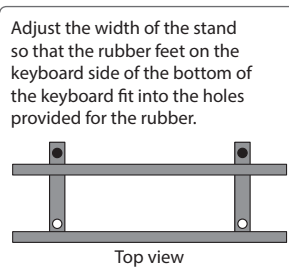
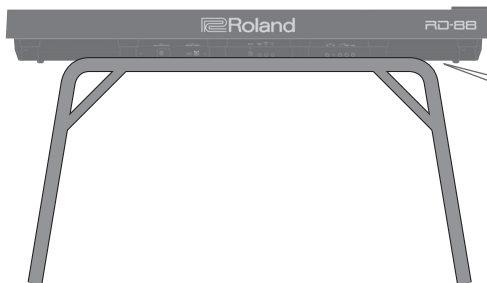
If you want to place the RD-88 on a stand, use the Roland KS-10Z or KS-12.

Be careful not to pinch your fingers when setting up the stand.

### KS-10Z



### KS-12



### Note when placing the RD-88 on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand.

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.

Be careful not to pinch your fingers when setting up the stand.

### Beware of overturning!

To prevent the RD-88 from overturning, do not apply excessive force to it, and never sit or stand on it.

## Turning the Power On and Off

Press the [⏻] (power) button to turn the power on.

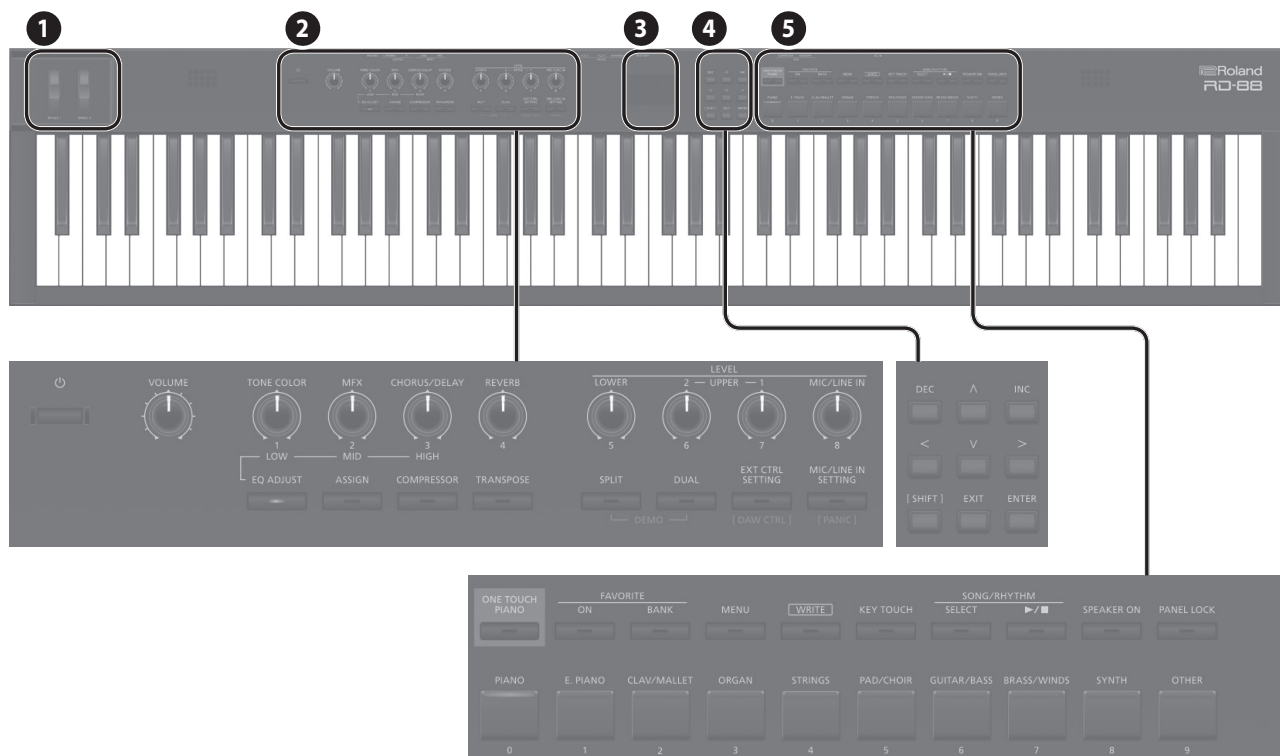
Long-press the [⏻] (power) button to turn the power off.



- \* 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. For detail, refer to "Parameter Guide" (PDF).
- \* Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep (p. 22).
- \* 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.

# Panel Descriptions

## Top Panel



1

### WHEEL 1/2

Turn the wheels to modify the sound. You can specify the type of change that occurs (p. 15).

2

### [] switch

Turns the power on/off.

### [VOLUME] knob

Adjust the overall volume of the RD-88.

### [TONE COLOR] knob

Varies the tonal character or sound image (p. 16).

If the [EQ ADJUST] button is lit, this operates as the EQ [LOW] knob (p. 17).

### [MFX] knob

Adjust the depth of the effect (p. 16).

If the [EQ ADJUST] button is lit, this operates as the EQ [MID] knob (p. 17).

### [CHORUS/DELAY] knob

Adjust the chorus/delay depth (p. 15).

If the [EQ ADJUST] button is lit, this operates as the EQ [HIGH] knob (p. 17).

### [REVERB] knob

Adjusts the reverb depth (p. 14).

### [EQ ADJUST] button

Turn this on when you want to adjust the EQ. When this button is on (lit), you can use the above three knobs to adjust the EQ (p. 17).

### [ASSIGN] button

You can assign desired parameters to the knobs for adjustment. When this button is on (lit), the knobs adjust the values of the assigned parameters (p. 20).

### [COMPRESSOR] button

Turns the compressor on/off (p. 15).

### [TRANPOSE] button

Lets you transpose your performance (p. 14).

### LEVEL [LOWER], [UPPER2], [UPPER1] knobs

Adjust the volume of each zone (p. 13).

### LEVEL [MIC/LINE IN] knob

Adjusts the input level of MIC/LINE.

### [SPLIT] button

Turns the Split Mode on/off (p. 11).

This lets you divide the keyboard into left and right regions and play a different sound in each.

By pressing this button and the [DUAL] button simultaneously, you can listen to demo songs (p. 10).

### [DUAL] button

Turns the Dual Mode on/off (p. 11).

This layers UPPER 1 and UPPER 2 tones together across the entire keyboard.

By pressing this button and the [SPLIT] button simultaneously, you can listen to demo songs (p. 10).

### [EXTERNAL CTRL SETTING] button

Accesses a screen where you can make settings for controlling an external MIDI sound module (p. 21).

**[MIC/LINE IN SETTING] button**

Accesses the MIC/LINE input setting screen. You can apply EQ and reverb to the MIC/LINE input (p. 7).

3

**Display**

Shows the Scene names and the values of various settings, etc.

4

**[<] [>] [A] [V] buttons**

Press these to switch pages and to move the cursor.

**[INC] [DEC] buttons**

Modify values. If you keep on holding down one button while pressing the other, the value change accelerates.

**[SHIFT] button**

You can easily call up Edit screens for related parameters by holding down this button while pressing buttons, turning knobs, or operating other controllers (refer to "List of Shortcut Keys"). If you edit a parameter value while holding down this button, the value will change more greatly.

**[EXIT] button**

Press to return to a previous screen or to cancel a procedure that is in progress.

**[ENTER] button**

Press this to confirm a value or execute an operation.

5

**[ONE TOUCH PIANO] button**

Recalls a piano sound (Scene).

You can also make settings so that a favorite sound is recalled instead of a piano sound (p. 11).

**NOTE**

Note that when you press this button to recall a piano sound, the settings you're editing are lost.

**FAVORITE [ON] button**

Turns on/off the function (FAVORITE function) that recalls favorite sounds you've registered (p. 18).

**FAVORITE [BANK] button**

Selects the bank of FAVORITE memories (p. 18) in which you can register your favorite sounds.

**[MENU] button**

The MENU screen appears.

**[WRITE] button**

The WRITE screen appears.

**[KEY TOUCH] button**

Accesses a screen where you can make keyboard touch settings (p. 13).

**SONG/RHYTHM [SELECT] button**

Accesses a screen where you can select songs or rhythms (p. 19, p. 20).

**SONG/RHYTHM [▶/■] button**

Starts/stops playback of the song or rhythm (p. 19, p. 20).

**[SPEAKER ON] button**

Turns the internal speakers on/off.

The internal speakers turn off when headphones are plugged into the headphone jack, but pressing this button turns on the speakers even if headphones are connected. You can also turn off the speakers even if headphones are not connected.

**[PANEL LOCK] button**

Long-press this button to turn panel lock on/off (a function that disables panel operations)(p. 17).

**[PIANO]–[OTHER] buttons/[0]–[9] buttons**

Select Tone (Scene) categories (p. 11).

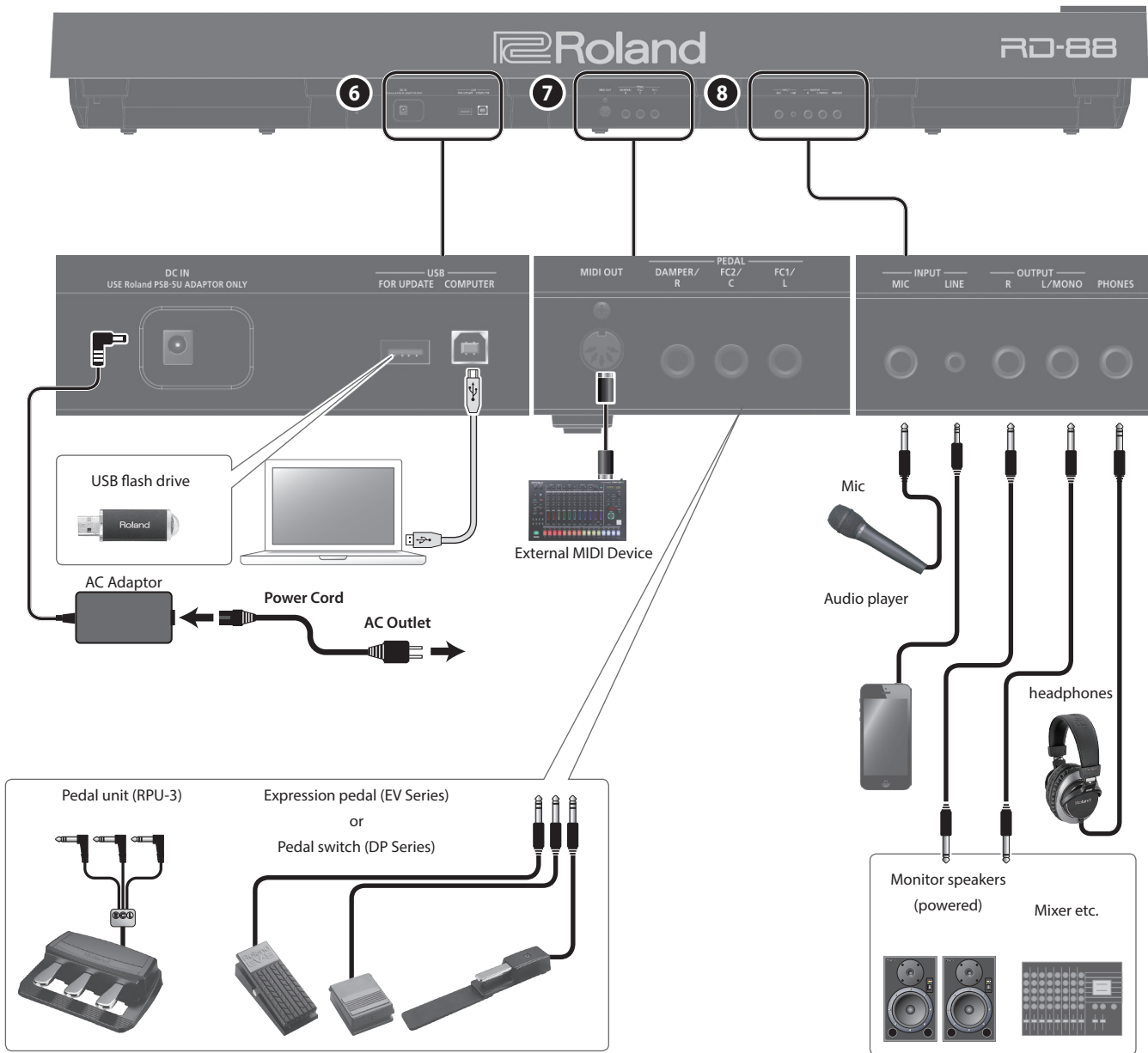
If the [FAVORITE] button or the [BANK] button are lit, these buttons operate as [0]–[9] buttons (p. 18).

## List of Shortcut Keys

\* "[A]+[B]" indicates the operation of "holding down the [A] button and pressing the [B] button."

Shortcut	Explanation
[SHIFT] + [DEC] [SHIFT] + [INC]	Changes the value in steps of 10. When the Scene screen is shown, this changes the Scene category.
[SHIFT] + Favorite [BANK], or [SHIFT] + Favorite [ON]	Accesses the Favorite list.
[SHIFT] + operate a knob 1–4	Jumps to the parameter edit screen for the corresponding knob.
[SHIFT] + operate a knob 1–8	* If the [ASSIGN] button is on Jumps to the knob assignment edit screen.
[SHIFT] + operate a WHEEL 1/2	Jumps to the wheel assignment screen.
[SHIFT] + operate a pedal	Jumps to the pedal assignment screen.

# Rear Panel (Connecting Your Equipment)



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

**6**

**DC IN jack**  
 .....  
 Connect the included AC adaptor here.

**USB MEMORY port**  
 .....  
 You can connect a USB flash drive here.

**USB COMPUTER port**  
 .....  
 You can connect this to your computer so that it can exchange performance data and audio signal with the RD-88.

**MEMO**

- The RD-88 supports USB MIDI and USB Audio. In order to use USB Audio, the dedicated USB driver must be installed on your computer. You can download the driver from the Roland website.
- For details on USB driver settings and USB MIDI/Audio settings, refer to "Parameter Guide" (PDF).
- You can use a dedicated plugin to control software on your computer in more sophisticated ways. For details, refer to the Roland website.

7

**MIDI OUT connector**

Transmits MIDI messages to an external MIDI device connected here.

**PEDAL jacks (DAMPER/R, FC2/C, FC1/L)**

Connecting the pedal switch provided with the RD-88 to the DAMPER jack allows you to use the switch as a damper pedal.

With a pedal connected to the FC1 or FC2 jack, you can then assign a variety of functions to the pedal (p. 20).

- \* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

8

**INPUT jacks (MIC, LINE)**

You can connect a mic or external audio device, and use the mic to sing while you perform, or perform along with a song that plays back from your external audio device

Jack	Explanation
MIC	Connect a mic (sold separately) to this jack.
LINE	This is an audio input jack. You can connect your audio player or other audio source here.

**MEMO**

- Use the [MIC/LINE IN] knob to adjust the volume.
- The RD-88 supports dynamic mics. Condenser mics are not supported.
- You can apply EQ and reverb to the input audio. Press the [MIC/LINE IN SETTING] button to access the setting screen. You can also access the same screen via [MENU] → [INPUT SETTING]. For details on the parameters that can be set, refer to "Parameter Guide" (PDF).

**OUTPUT jacks (L/MONO, R)**

These are connected to an amp or other device. For mono output, use the L/MONO jack.

**PHONES jack**

You can connect a set of headphones here.

English

日本語

Deutsch

Français

Italiano

Español

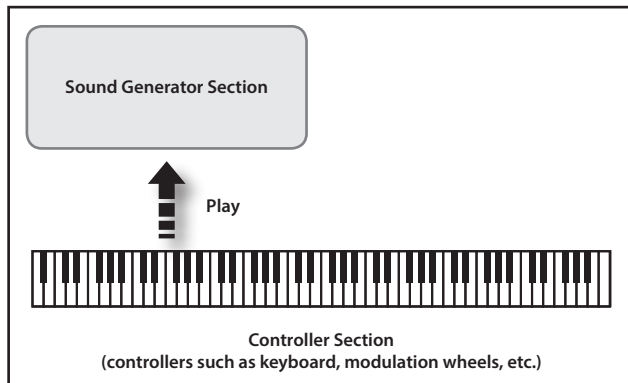
Português

Nederlands

# Overview of the RD-88

## Basic Organization of the RD-88

RD-88 can be divided into two sections: a controller section and a sound generator section.



### Controller Section

This section includes the keyboard, the modulation wheels, the panel knobs, the sliders, and any pedal connected to the rear panel. Actions such as pressing and releasing of keys on the keyboard, depressing a damper pedal, and so forth, are converted to MIDI messages and sent to the sound generator section, or to an external MIDI device.

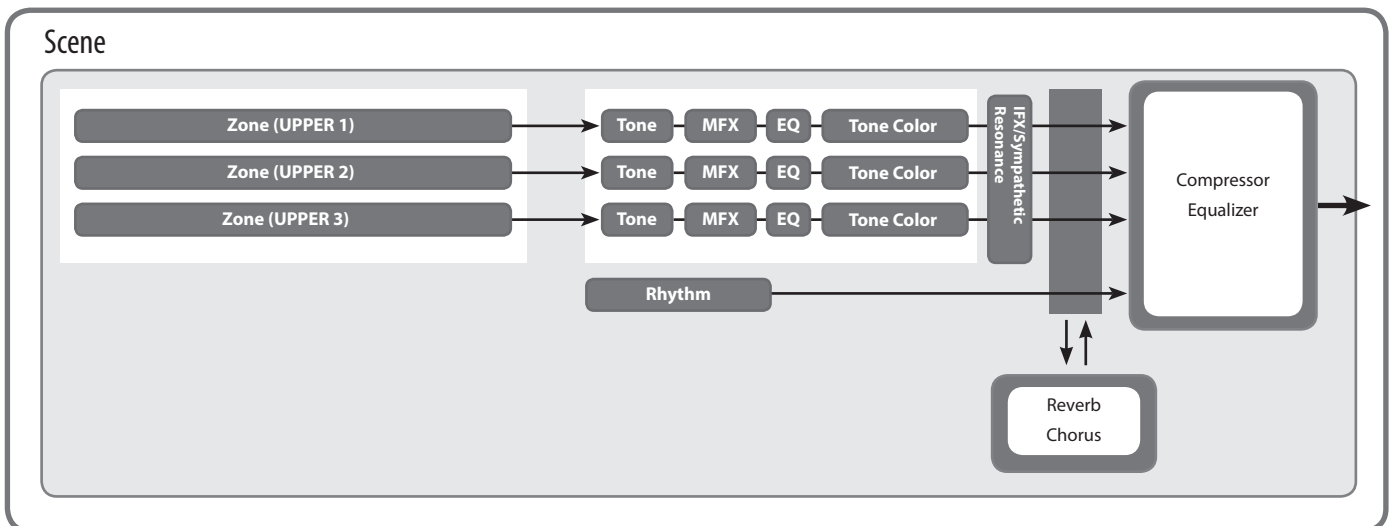
### Sound Generator Section

The sound generator section produces the sound. Here, MIDI messages received from the controller section or external MIDI device are converted to musical signals, which are then output as analog signals from the OUTPUT and PHONES jacks.

## About Scenes

RD-88 lets you store the sounds that you create.

A sound you create is called a "Scene"; you can use the buttons to recall a Scene and then play it.



### Zone

The RD-88 features three parts (UPPER 1, UPPER 2, and LOWER) that you can use for freely controlling the internal parts with the RD-88's buttons and keyboard. These three parts that are used for controlling the internal parts are collectively known as the "Zone."

Furthermore, you can freely control external MIDI sound generators with the RD-88 in the same manner as with the Zone. You can likewise control the external MIDI sound generator with the three parts (UPPER 1, UPPER 2, and LOWER), with this group of three parts being referred to as the "EXTERNAL Zone." The external MIDI sound generator is assigned to these three parts for control.

### Tone

The individual sounds used when playing the RD-88 are referred to as "Tones." Tones are assigned to each zone.

### Rhythm

Drum patterns for a variety of musical genres such as jazz and rock are built in. You can play back these patterns.

### Effects

Each zone 1–3 provides a MFX, EQ, and Tone Color that can be set independently for each zone.

There are also reverb, Chorus, and IFX/Sympathetic Resonance that can be used in common by all zones.



## Basic Operation

### Main Screens

#### Scene screen (Basic Screen)

The currently selected Scene is displayed (p. 11).

You can edit this Scene.



#### Song/Rhythm screen

When the SONG/RHYTHM [SELECT] button is pressed, this screen is displayed.

You can change Rhythm patterns, the tempo and the volume (p. 20).



You can also connect USB flash drive (sold separately) to the USB MEMORY connector and play audio files that you've saved in the USB flash drive.

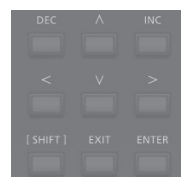


Press the [EXIT] button to return to the Scene screen.



### About the Cursor Buttons

The cursor buttons are used for switching screens, and for moving to an item whose setting you want to change (by moving the cursor).



#### Moving between display pages

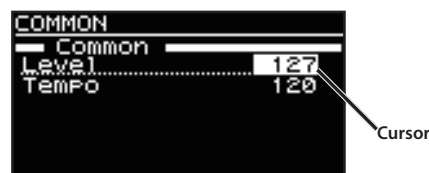
When arrow symbols ("◀" and "▶") appear at the upper right of the display screen, it indicates that there are additional pages in the directions shown by the arrows.

You can switch screens with the Cursor [<] and [>] buttons.



#### Navigating among items to be set (cursor)

When more than one parameter is present in a screen, the name and value of the parameter to be changed is shown with a box around it. This box is referred to as the "cursor." The cursor is moved with the cursor buttons.



### Editing a Value

When changing settings values, you can use the [DEC] and [INC] buttons.



Purpose	Panel operation
To continuously change the value	Hold down the [DEC] button or [INC] button.
To rapidly increase the value	While holding down the [INC] button, press the [DEC] button. Conversely, you can rapidly decrease the value by holding down the [DEC] button and pressing the [INC] button.

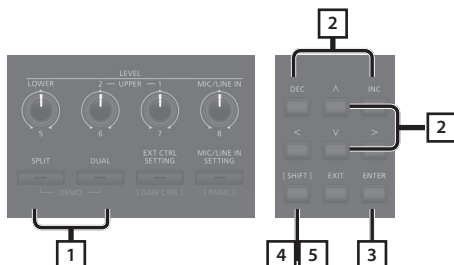
# Performance

## Listening to the Demo (DEMO PLAY)

Here's how to listen to the demo songs.

### NOTE

- No data for the music that is played will be output from MIDI OUT connectors.
- The RD-88's keyboard will not produce sound while the demo songs are playing.



### MEMO

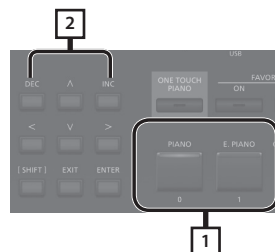
When you enter demo mode, any unsaved settings are lost. Store any arrangements of settings that you want to keep in Scene or System (p. 22).

- 1. Hold down the [SPLIT] button and press the [DUAL] button.**  
The RD-88 enters the demo mode. The Demo screen appears.
- 2. Use the Cursor [ $\wedge$ ] [ $\vee$ ] buttons or the [DEC] [INC] buttons to select a demo song.**
- 3. Press the [ENTER] button to start playback of the demo song.**
- 4. Press the [EXIT] button to stop a demo song during playback.**
- 5. Press the [EXIT] button while the song is stopped to finish with the Demo mode.**  
You will return to the previous screen.

## Piano Performances

Now, try performing with the piano.

The RD-88 lets you call up the ideal settings for piano performance at any time simply by pressing a button. You can also select your preferred tones and settings and store them to the RD-88's buttons.



- 1. Press the [PIANO] button or the [E. PIANO] button.**



Pressing the [PIANO] button sets the entire keyboard to play with the piano tone.

Pressing the [E. PIANO] button sets the entire keyboard to play with the electric piano tone.

- 2. Use the [DEC] [INC] buttons to select a Scene.**

### MEMO

In the Scene screen, when the cursor is at the Scene number, you can press the [ENTER] button to access a list of Scenes. You can use the cursor buttons to select a Scene. After selecting a Scene, press the [EXIT] or [ENTER] button to return to the Scene screen.

### Making Detailed Settings

With the RD-88, you can also make more detailed settings to make the sound even better match your favorite piano performances. Configurations can be stored for each Scene. For details on the Scene parameter settings, refer to "Making Detailed Settings for Tones" (p. 22).

### NOTE

When you edit a setting, an "\*" will appear.

If you turn off the power or select a One Touch tone or a Scene while the "\*" is shown, the changes you made will be discarded. If you want to keep the settings, save the Scene (p. 22).

## Performing with a Variety of Scenes

The RD-88 comes with a many built-in Sounds.

Each one of these individual sounds is called a “Scene.”

Scenes are assigned to the Scene category buttons according to the tone category selected.

Each category has several Scenes.

Try selecting and performing with a number of different Scenes.



### 1. Press any of the Scene category buttons to select the category.

The indicator of the selected Scene category button will light.

### 2. Use the [DEC] [INC] buttons to select the Scene.

Play the keyboard, and you will hear the selected Scene.

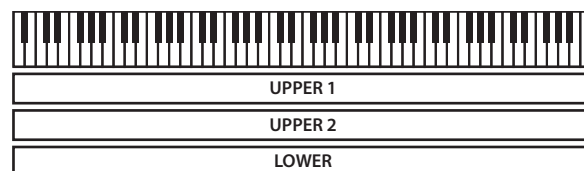
#### NOTE

If you turn off the power or select a different Scene when an “\*” is shown in the display, the setting changes you’ve made will be discarded. If you want to keep the settings, save the Scene (p. 22).

## Playing Multiple Tones with the Keyboard

The RD-88 features three Internal zones (UPPER 1, UPPER 2, and LOWER), and one tone can be assigned to each of these zones.

You can perform using combinations of tones by turning each zone on or off. You can have multiple tones layered together at the same time, and even have different tones played in the left and right parts of the keyboard.



## Performing with Layered Tones (Dual Mode)

This mode lets you play the UPPER 1 and UPPER 2 tones layered across the entire keyboard.



### 1. Press the [DUAL] button, getting the indicators to light.

Try fingering the keyboard.

The Tones for UPPER 1 and UPPER 2 are layered and played.

The screen shows the UPPER 2 tone.

### 2. To finish the DUAL MODE, press the [DUAL] button once again, to make the indicator light goes out.

The Tones for UPPER 1 played.

#### MEMO

You can also layer three tones by adding the LOWER tone. For details, refer to “Making Detailed Settings for Tones” (p. 22).

## Playing Different Tones in Two Different Sections of the Keyboard (Split Mode)

Such a division of the keyboard into right- and left-hand sections is called a "Split," and the key where the division takes place is called the "Split Point."

While in Split mode, a sound played in the right side is called an "UPPER part," and the sound played in the left side is called a "LOWER part." The split-point key is included in the LOWER section.

The Split Point has been set at the factory to "F#3."

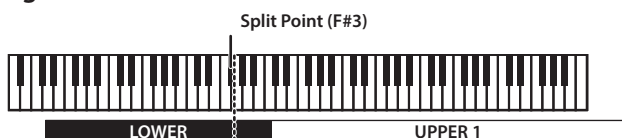
**MEMO**

You can change the split point. Please refer to "Changing the Keyboard's Split Point" (p. 12).



1 2

1. Press the [SPLIT] button, getting the indicator to light.



Try fingering the keyboard.

The UPPER 1 tone plays in the right-hand section of the keyboard, and the LOWER tone plays in the left-hand section.

The screen shows the LOWER tone.

2. To exit Split mode, press the [SPLIT] button once more, and the indicator light goes out.

## Changing the Keyboard's Split Point

You can change the point at which the keyboard is divided (the Split Point) in Split mode.

1. Hold down the [SPLIT] button for several seconds.

Current value of the setting is displayed.



2. While holding down the [SPLIT] button, press the key that is to become the new split point.

When you release the [SPLIT] button, the previous display will reappear.

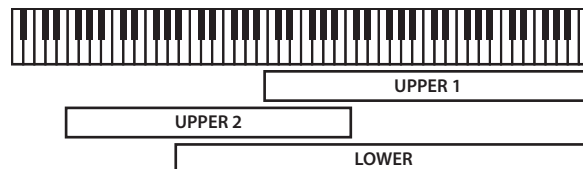
The split-point key is included in the LOWER section.

Zone	Range
UPPER 1, UPPER 2	Split Point +1-C8
LOWER	A0-Split Point

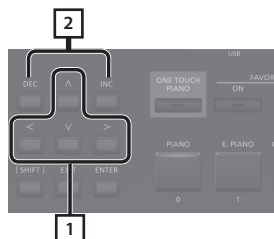
When you specify the split point, each zone's key range will be divided to left and right at the split point, and will be set to the values shown in the table.

**MEMO**

- You can change the split point, adjusting it in semitone increments, by holding down the [SPLIT] button and pressing the [DEC] [INC] buttons.
- You can freely set whatever key ranges you like to each zone. For details, refer to "Parameter Guide" (PDF).



## Changing the Tone for a ZONE



1. In the Scene screen, use the cursor buttons to select the zone whose tone you want to change.



2. Use the [DEC] [INC] buttons to select a tone.

You can use [SHIFT] + [<] [>] buttons to select the tone bank.

**MEMO**

When the cursor is located at the tone, you can press the [ENTER] button to access a list of tones. Use the cursor [^] [v] buttons to select a tone. You can also use the [<] [>] buttons to change the tone bank. After selecting a tone, press the [EXIT] or [ENTER] button to return to the Scene screen.



## Adjusting the Volume Level for Individual Zones

You can use the LEVEL [LOWER], [UPPER2], and [UPPER1] knobs to adjust the volume of each zone.



### MEMO

Use the [VOLUME] knob when adjusting the overall volume level (p. 4).

## Changing the Key Touch

You can make advanced settings for the touch used for the keys.



1. Press the [KEY TOUCH] button.  
The keyboard touch settings screen appears.
2. Use the cursor [^] [v] buttons to select a parameter, and use the [DEC] [INC] buttons to change its value.
3. Press [EXIT] to return to the previous screen.

### MEMO

The key touch settings can be saved individually for each Scene. To save the settings, refer to "Saving a Scene (Write)" (p. 22).

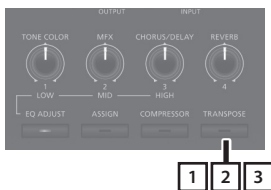
Parameter	Value	Explanation
Source	SCENE	The key touch settings specified by the Scene are enabled.
	SYS	The key touch settings specified for the system are enabled. <b>MEMO</b> If you want the key touch to be the same for multiple Scenes, set Source to "SYS." You can access the shared key touch settings via [MENU] → [SYSTEM] → [KEY TOUCH]. To save the settings, execute the system write operation (p. 24). If you've selected a Scene whose Source is set to "SYS," you can press the [KEY TOUCH] button to access the SYSTEM Key Touch setting screen.
Velo Crv (Velocity Curve)	SPR LIGHT	An even lighter setting than LIGHT.
	LIGHT	This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easy to play, even for children.
	MEDIUM	This sets the keyboard to the standard touch. You can play with the most natural touch. This is the closest to the touch of an acoustic piano.
	HEAVY	This sets the keyboard to a heavy touch. You have to finger the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. Dynamic fingering adds even more feeling to what you play.
	SPR HEAVY	An even heavier setting than HEAVY.
Velo Offset (Velocity Offset)	-10~+9	This setting provides even more precise adjustment of the key touch than available with the Velocity Curve setting alone. This allows you to achieve a more precise setting for the Velocity Curve by specifying an intermediate value between Key Touch settings. The touch sensitivity becomes heavier as the value increases. When this parameter is set to a value that exceeds the upper or lower limit, the setting for Velocity Curve (one of five possible values) is automatically changed to accommodate the value you've specified.
Velocity	REAL	Volume levels and the way sounds are played change in response to the velocity.
	1-127	The fixed velocity value you specify here will determine the volume and the way the sound is produced, regardless of your keyboard playing strength.
Velo Dly Sens (Velocity Delay Sensitivity)	-63~+63	This sets the interval from the time the key is played to when the sound is produced. As the value is decreased, the timing of the sound is delayed more when more force is used to play the keys. As the value is increased, the timing of the sound is delayed more when less force is used to play the keys.
Velo Keyfollow (Velocity Keyfollow Sensitivity)	-63~+63	This setting changes the touch sensitivity according to the key range being used. As the value is increased, the touch becomes heavier in the upper registers, and lighter in the lower keys.
Key Off Pos (Key Off Position)	STND (STANDARD)	Note-off will occur at the depth of a conventional piano.
	DEEP	Note-off will occur at a deeper position. This is suitable for electric piano sounds.

## Transposing the Key of the Keyboard (TRANPOSE)

You can transpose performances without changing the keys you are playing, as well as change the pitch by an octave. This feature is called “Transpose.”

This is a convenient feature to use when you want to match the pitch of the keyboard performance to a vocalist’s pitch, or perform using the printed music for trumpets or other transposed instruments.

You can adjust the transpose setting in semitone steps over a range of -5–0–+6 relative to C4. The Transpose has been set at the factory to “0.”



### 1. Hold down the [TRANPOSE] button for several seconds.

The Transpose screen appears, and the current value of the setting is displayed.



### 2. Hold down the [TRANPOSE] button and press a key.

If you press the C4 (middle C) key, the transpose amount will be set to “0.”

For example, to have “E” sound when you play “C” on the keyboard, hold down the [TRANPOSE] button and press the E4 key. The degree of transposition then becomes “+4.”

When you release the [TRANPOSE] button, the previous display will reappear.

When the amount of transposition is set, the Transpose function switches on, and the [TRANPOSE] button lights up.

#### MEMO

- You can also transpose by holding down the [TRANPOSE] button and using the [DEC] [INC] buttons.
- If you hold down the [TRANPOSE] button and press F#4 or a higher key, the transpose amount is set to [+6].
- If you hold down the [TRANPOSE] button and press G3 or a lower key, the transpose amount is set to [-5].

### 3. To turn off Transpose, press the [TRANPOSE] button so that its indicator goes off.

The next time [TRANPOSE] button is pressed, the sound is transposed by an amount corresponding to the value set here.

#### MEMO

You can set the degree of transposition for each of the Zone individually. For details, refer to “Making Detailed Settings for Tones” (p. 22).

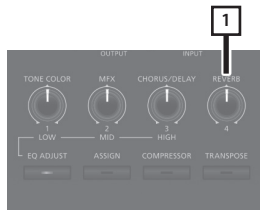
#### NOTE

- If the transpose amount is 0, the [TRANPOSE] button will not turn on even if you press it.
- When you turn the power off, the transpose amount returns to 0.

## Adding Reverberation to the Sound (REVERB)

The RD-88 can apply a reverb effect to the notes you play on the keyboard.

Applying reverb adds pleasing reverberation to what you play, so it sounds almost as if you were playing in a concert hall.



### 1. Turn the [REVERB] knob.

The depth of the reverb effect changes.

You can adjust the reverb depth in a range of 0–127.

#### MEMO

You can select the type of reverb in the MENU screen → “SYSTEM EFFECTS” → “Sys Reverb” page.

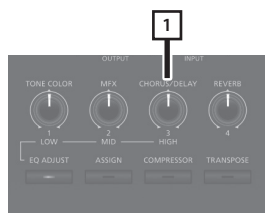
#### NOTE

In the [MENU] → [SCENE EDIT] → [ZONE EDIT] → “INTERNAL” page, if the “Rev Send (reverb send)” value is set to “0,” no reverb effect is applied. Also, depending on the settings of the Scene, there might be cases in which turning the knob does not apply an effect. For details, refer to “Making Detailed Settings for Tones” (p. 22).

## Adding Breadth to the Sound (CHORUS/DELAY)

You can apply a chorus and delay effect to the notes you play on the keyboard.

By adding the chorus and delay effect, you can give the sound greater dimension, with more fatness and breadth.



### 1. Turn the [CHORUS/DELAY] knob.

The depth of the chorus/delay effect changes.

You can adjust chorus/delay depth in a range of 0–127.

#### MEMO

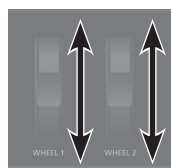
You can select the type of chorus/delay in the MENU screen → “SYSTEM EFFECTS” → “Sys Chorus” page.

#### NOTE

In the [MENU] → [SCENE EDIT] → [ZONE EDIT] → “INTERNAL” page, if the “Cho Send (chorus send)” value is set to “0,” no chorus/delay effect is applied. Also, depending on the settings of the Scene, there might be cases in which turning the knob does not apply an effect. For details, refer to “Making Detailed Settings for Tones” (p. 22).

## Modifying the Sound in Real Time (WHEEL1/2)

By turning wheel 1 or 2 while playing the keyboard you can modify the sound in real time. By default, wheel 1 applies a pitch bend effect (pitch change) and wheel 2 applies a modulation effect (vibrato).



You can freely change the effects that are applied by wheels 1/2. For details, refer to “Assigning the Function of Each Controller” (p. 20).

## Adding Liveliness to the Sound (COMPRESSOR)

Switching on the Compressor suppresses differences in volume for a more consistent sound.



### 1. Press the [COMPRESSOR] button, getting its indicator to light.

Compressor will alternately turn on/off each time you press the [COMPRESSOR] button.

### 2. To cancel this function, press the [COMPRESSOR] button once more, extinguishing the indicator.

#### NOTE

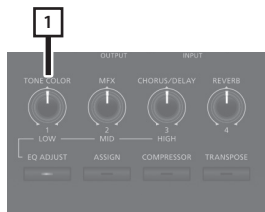
Sounds may become distorted with certain tones.

#### MEMO

- You are free to edit the compressor settings. For details, refer to “Making Detailed Settings for Tones” (p. 22).
- If you press the [SHIFT]+[COMPRESSOR] buttons, the compressor settings screen appears.

## Adjusting the Character of the Sound (TONE COLOR)

Turning the [TONE COLOR] knob will modify an aspect of the sound, such as its character or acoustic image.



### 1. Turn the [TONE COLOR] knob.

The effect assigned to the knob is applied.

You can assign one or the other of the following effects to the [TONE COLOR] knob.

Parameter	Explanation
Stereo Width	If the sound is being output in stereo, turning the knob to the left gradually transforms the audio output to mono, and turning the knob to the right transforms it to stereo. Depending on your performing situation, the mono sound might be better for listening.
EQ	This lets you adjust the EQ using a single knob. Turning the knob to the left boosts the mid-frequency region, and turning the knob to the right boosts the high-frequency and low-frequency regions. Adjusting this appropriately for your performing situation might make the sound better for listening.

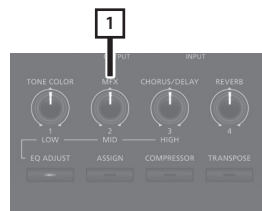
#### MEMO

The Tone Color assignment is specified in [MENU] → [SCENE EDIT] → [ZONE SOUND] → TONE COLOR. If you want to save the setting, save the Scene (p. 22).

## Applying Various Effects to the Sound (MFX)

In addition to chorus (p. 15) and reverb (p. 14), the RD-88 lets you apply a “multi-effect.” The multi-effect lets you choose from a variety of effect types including distortion and rotary.

With the factory settings, an effect appropriate for each tone is assigned.



### 1. Turn the [MFX] knob to adjust the effect.

The multi-effect specified for the selected tone is applied.

#### MEMO

The effect is applied to the MFX of the currently selected zone. The value that changes when you turn the knob is pre-specified according to the type. For some effect types, it might be difficult to notice the effect.

If the tone’s MFX setting is set to “Thru,” no effect is applied.

MFX settings can also be specified for individual Scenes. For details, refer to “Parameter Guide” (PDF).



## Adjusting the Levels of Each Frequency Range (EQUALIZER)

The RD-88 is equipped with an equalizer.

You can use the EQ [LOW] knob, [MID] knob, and [HIGH] knob to adjust the level of each frequency range.

### NOTE

Equalization is applied to the overall sound output from the OUTPUT jacks.

### 1. Press the [EQ ADJUST] button.



The button is lit, and the knob functions change as follows.

- [TONE COLOR] knob → EQ [LOW] knob
- [MFX] knob → EQ [MID] knob
- [CHORUS/DELAY] knob → EQ [HIGH] knob

### 2. Turn the knobs to adjust the levels in each range.

Turning the EQUALIZER [LOW], [MID], or [HIGH] knobs toward the left will decrease the level of the corresponding range; turning the knobs toward the right will increase the level.

### MEMO

In MENU → SYSTEM EFFECTS → Master EQ you can make detailed EQ settings.

### NOTE

- Sounds may be distorted with certain knob settings. If this occurs, adjust the Input Gain on the "Master EQ" screen.
- EQ settings are preserved even if you change Scenes, but are lost if you turn the power off. If you want to save the EQ settings, execute "Saving the System Effects (Write)" (p. 22).

## Disabling the Buttons (Panel Lock)

The panel lock function allows you to temporarily disable the buttons so that their settings will not be accidentally changed, for example while you're on stage.



### 1. Long press the [PANEL LOCK] button.

The panel will be locked, and the screen shown below will appear.



When you once again long-press the [PANEL LOCK] button, panel lock is defeated.

### MEMO

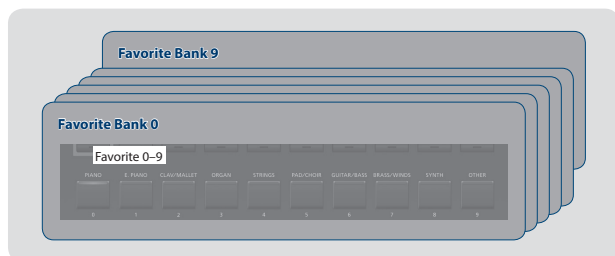
You can operate the knobs and wheels even when the panel is locked.

# Using the Convenient Functions in Performances

## Registering Frequently-Used Sounds (Scenes) to Buttons (FAVORITE)

“Favorite” is a function that lets you register frequently-used sounds (Scenes) so that they can be recalled by a single button.

The Favorite registers the number of the Scene.



### MEMO

- With Favorites 0–9 as one set, you can register a total of ten sets in the Favorite banks.
- Use the ten buttons [0]–[9] to recall or register Scenes.

### NOTE

If you're editing a Scene, save that Scene first before you register it as a Favorite.

## Registering a Favorite

1. Select the Scene that you want to register.
2. Press the FAVORITE [BANK] button to make the indicator light.
3. Press a [0]–[9] button to select the registration-destination bank.
4. Hold down the FAVORITE [ON] button and press the [0]–[9] button in which you want to register the Scene.

The currently selected Scene is registered to that button.

## Recalling a Favorite

1. Press the FAVORITE [ON] button to make the indicator light.

The [0]–[9] buttons act as Favorite select buttons.

2. Press a [0]–[9] button to select a Favorite.

If you press a button in which a Favorite has not yet been registered, the screen indicates “Unregistered!”

## Switching the Favorite Bank

1. Press the FAVORITE [BANK] button to make the indicator light.

The button ([0]–[9]) corresponding to the currently selected bank blinks.

2. Press a [0]–[9] button to select a bank.

## Viewing the Favorite List

1. Hold down the [SHIFT] button and press the FAVORITE [ON] button.

The Favorite function turns on, and a list of the Scenes registered as favorites is displayed.

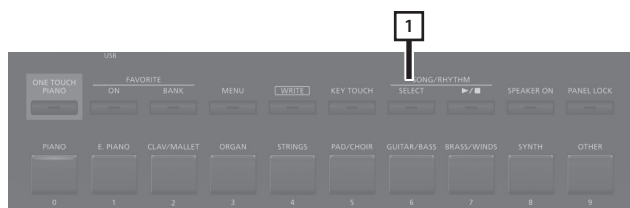
### MEMO

Use the cursor [ $\wedge$ ] [ $\vee$ ] buttons to switch Scenes, and use the cursor [<] [>] buttons to switch banks. You can also use the [0]–[9] buttons to switch Scenes.

2. Press the [EXIT] button to return to the previous screen.

## Playing Rhythm

The RD-88 features internal drum patterns complementing Jazz, Rock, and other various musical genres. These drum patterns are referred to as "Rhythms."



### 1. Press the [SELECT] button to make the button indicator light.

The SONG/RHYTHM screen will appear.



### 2. Press the [SELECT] button once again to access the SONG screen.

Each time you press the [SELECT] button, you'll alternate between the SONG screen and the RHYTHM screen.



### 3. Press the [▶/■] button so it's lit.

The rhythm will begin sounding.

When you press the [▶/■] button once again to turn off its light, the rhythm will stop.

#### MEMO

If you press the [SELECT] button to switch to the SONG screen while a rhythm is playing, the rhythm will stop.

## Changing Rhythm Tempos

### 1. In the RHYTHM screen, press the cursor button to move the cursor to the tempo indication in the top line of the screen.



### 2. Use the [DEC] [INC] buttons to change the tempo.

The Rhythm are played at the selected tempo.

## Changing the Rhythm Pattern

You can select the way a Rhythm is played (the pattern) to match a variety of different musical genres.

### 1. In the RHYTHM screen, use the cursor buttons to move the cursor to the rhythm number shown in the screen.



### 2. Use the [DEC] [INC] buttons to change the patterns.

The rhythm's pattern will change.

### 3. To stop the rhythm, press the [▶/■] button so its indicator is off.

## Playing Songs

You can copy an audio file (MP3 or WAV) from your computer to a USB flash drive, and perform on the RD-88 while that audio file plays back.

### 1. Format your USB flash drive on the RD-88.

"Formatting a USB Flash Drive (FORMAT USB MEMORY)" (p. 24)

#### MEMO

- Use a commercially available USB flash drive. However, we cannot guarantee operation with all commercially available flash drives.
- We recommend that you use single-byte alphanumeric characters for the file name. If you use double-byte characters, the file name will not be shown correctly in the display.

### 2. Copy the audio file into the "SONG LIST" folder.

#### Audio files that can be played

MP3	
Format	MPEG-1 audio layer 3
Sampling Frequency	48 kHz
Bit rate	32/40/48/56/64/80/96/112/128/160/ 192/224/256/320 kbps, VBR (Variable Bit Rate)
WAV	
Sampling Frequency	48 kHz
Bit Depth	16/24-bit

- \* For both MP3 and WAV, the only sampling frequency supported is 48 kHz. If your file has a sampling frequency of other than 48 kHz, use software on your computer to convert it to 48 kHz beforehand.

### 3. Connect the USB flash drive to the USB MEMORY port of the RD-88.

### 4. Press the [SELECT] button to make the button indicator light.

The SONG/RHYTHM screen will appear.

### 5. Press the [SELECT] button to access the SONG screen.

Each time you press the [SELECT] button, you'll alternate between the SONG screen and the RHYTHM screen.

### 6. Move the cursor to the song number and use the [DEC] [INC] buttons to select a song.

### 7. To play the song, press the [▶/■] button to make it light.

When you press the [▶/■] button to turn off its light, the song will stop playing.

#### MEMO

Move the cursor to "Volume" and use the [DEC] [INC] buttons to adjust the volume of the song.

If you want to save the volume setting, execute the System Write operation (p. 24).

## Assigning the Function of Each Controller

You can change the parameters that are controlled by the [1]–[8] knobs, WHEEL 1/2, and pedals FC1/FC2.

### 1. Press the [MENU] button.

### 2. Use the cursor [^] [v] buttons to select "SYSTEM," and then press the [ENTER] button.

### 3. Use the cursor [^] [v] buttons to select "ASSIGN" and then press the [ENTER] button.

### 4. Use the cursor [<] [>] buttons to select the controller whose assignment you want to change.

### 5. Use the cursor [^] [v] buttons to select a parameter, and use the [DEC] [INC] buttons to change its value.

For details, refer to "Parameter Guide" (PDF).

### 6. If you want to save the setting, execute the System Write operation.

"Saving the System Settings (System Write)" (p. 24)

#### MEMO

The settings of these controllers can be specified and remembered individually for each Scene. This is convenient when you want to switch the controller assignments for each sound (Scene). In the Scene edit parameters, change each controller's Source from System to Scene. For details, refer to "Parameter Guide" (PDF).

## Using the [ONE TOUCH PIANO] Button

With the factory settings, pressing the [ONE TOUCH PIANO] button recalls the piano sound of Scene 001.

Alternatively, you can assign a favorite Scene to the [ONE TOUCH PIANO] button by using the following procedure. The Scene assigned to the [ONE TOUCH PIANO] button is the Scene that is first selected at start-up.



### 1. Select a favorite Scene.

### 2. Hold down the [WRITE] button and press the [ONE TOUCH PIANO] button.

The current settings are saved to the [ONE TOUCH PIANO] button.

## Using the RD-88 as a Master Keyboard

You can control the external MIDI device from the RD-88.

The RD-88 normally transmits note messages from the MIDI OUT connector, but you can make settings to control an external device so that not only note messages, but a variety of settings can be controlled on your external MIDI device.

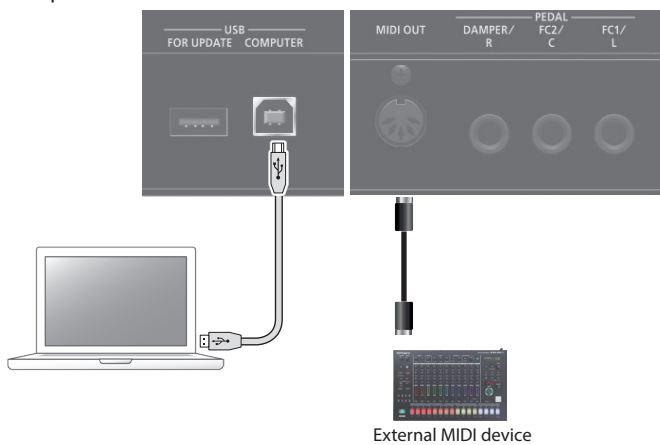
You can control internal and external sound generators independently.

## What's MIDI?

MIDI (Musical Instrument Digital Interface) is a standard specification that allows musical data to be exchanged between electronic musical instruments and computers. By using a MIDI cable to connect devices that have MIDI connectors, you can create an ensemble in which a single MIDI keyboard can play multiple instruments, or change settings automatically as the song progresses.

## MIDI OUT connector

MIDI messages are transmitted from these connectors to external MIDI devices. The RD-88's MIDI OUT connectors are used for sending the performance data of the controller section.



## Settings for Controlling an External Sound Module

Settings for controlling an external MIDI sound module can be made for each zone (UP1/UP2/LOW) of the Scene. From one RD-88 you can layer the internal sounds with the sounds of an external sound module, or control them separately.

Since these settings can be individually saved for each Scene, you can instantly recall control settings for the internal sound generator and an external sound module simply by switching Scenes.

### 1. Press the [EXT CTRL SETTING] button.

A screen for editing the external sound module control settings appears.

#### MEMO

You can access the same screen from the MENU → SCENE EDIT → ZONE EDIT screen by pressing the cursor [>] button.

### 2. Use Scene category buttons [0], [1], and [2] to select the zone whose settings you want to edit.

The button is lit, and the selected zone is shown in the upper right of the screen.

Button	Zone
0	UP1
1	UP2
2	LOW

#### NOTE

If the zone you're editing is not enabled (on), control messages are not output. Use Scene category buttons [3], [4], and [5] to turn on the zones that you want to use.

Button	Zone
3	UP1
4	UP2
5	LOW

### 3. Use the cursor [Λ] [V] buttons to select the parameter that you want to edit, and use the [DEC] [INC] buttons to edit the value.

Parameter	Value	Explanation
TxMode	ON	Normally, this setting is used. The same MIDI messages are transmitted to the RD-88's internal sound generator and to the external MIDI device. Messages that select tones and switch banks (bank select, program change) use the settings of the tone that is selected for that zone.
	INT	Use this setting if you don't want MIDI messages of a specific zone to be transmitted to an external MIDI device. Choose this INT setting if you want to play only the internal sounds of the RD-88.
	EXT	Choose this setting if you want to use the RD-88 as a master keyboard to control an external MIDI device.
Ext Port	ALL, MIDI, USB	Specifies the connector that transmits control messages. If this is "ALL," messages are transmitted both from the MIDI OUT connector and from the USB port.
Ext Ch	1–16	Specifies the MIDI transmit channel.
Ext MSB	OFF, 0–127	Specifies the numerical value of the program number and the bank select MSB/LSB messages that select sounds on an external MIDI device.
Ext LSB	OFF, 1–128	

#### MEMO

For details on the parameters, refer to "Parameter Guide" (PDF).

### 4. To save the settings, execute the Scene write operation.

Master keyboard settings are saved individually for each Scene.

➔ "Saving a Scene (Write)" (p. 22)

# Making Detailed Settings for Tones

The RD-88 has two types of sound-related editing.

## Scene edit

Here you can edit parameters for a Scene. These parameters include the on/off setting and level adjustment of each zone, effect settings for each Scene.

## System effect edit

Here you can edit settings for the effects that apply to the overall output sound (system effects).

The system effects provide chorus/delay, reverb, EQ, and compressor.

### NOTE

- The edited settings will disappear unless you save (write) them. If you want to keep the settings, save them as follows.
- A Scene that you're editing is indicated by an edit symbol (\*) beside the Scene number.

## Editing a Scene

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "SCENE EDIT," and press the [ENTER] button.
3. Use the cursor [^] [v] buttons to select the item that you want to edit, and press the [ENTER] button.
4. Use the cursor [^] [v] buttons to select a parameter, and use the [DEC] [INC] buttons to edit the value.  
For details, refer to "Parameter Guide" (PDF).

### MEMO

If there are multiple pages within an item, "◀"▶" symbols are shown at the upper right of the screen. Use the cursor [<] [>] buttons to move between pages.

## Saving a Scene (Write)

5. To save the changes, press the [WRITE] button.

### MEMO

If you edit the Scene, an "\*" symbol appears beside "SCENE."

6. Use the cursor [^] [v] buttons to select "SCENE," and then press the [ENTER] button.  
A screen appears where you can select the save-destination Scene.
7. Use the cursor [^] [v] buttons to select the save-destination Scene, and then press the [ENTER] button.  
The Scene name entry screen appears.
8. Use the cursor [<] [>] buttons to move the cursor, and use the [DEC] [INC] buttons to change the character.
9. When you've finished editing the name, press the [ENTER] button.  
The SCENE WRITE confirmation screen appears.

### NOTE

When you save, the Scene of the selected save-destination is overwritten, and the previous data is lost.

10. To execute, use the cursor [<] [>] buttons to select "WRITE," and then press the [ENTER] button.  
If you decide to cancel, press the [EXIT] button.

### NOTE

The changes in the Scene you're editing are lost if you turn the power off or select another Scene. If you want to keep the settings, save the Scene.

## Editing the System Effects

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "SYSTEM EFFECT," and then press the [ENTER] button.
3. Use the cursor [<] [>] buttons to select the effect that you want to edit, use the cursor [^] [v] buttons to select a parameter, and use the [DEC] [INC] buttons to edit the value.

For details, refer to "Parameter Guide" (PDF).

## Saving the System Effects (Write)

4. If you want to save the changes, press the [WRITE] button.

### MEMO

If you edit the system settings, an "\*" symbol appears beside "SYSTEM."

5. Use the cursor [^] [v] buttons to select "SYSTEM" and then press the [ENTER] button.  
The SYSTEM WRITE confirmation screen appears.
6. To execute, use the cursor [<] [>] buttons to select "WRITE," and then press the [ENTER] button.  
If you decide to cancel, press the [EXIT] button.

# Other Functions

## Convenient Functions (UTILITY)

Here you can back up the RD-88's data to a USB flash drive, or restore data from a USB flash drive back into the RD-88. You can also use the "UTILITY" functions to return the RD-88 to its factory-set condition, or format a USB flash drive.

UTILITY	Explanation
BACKUP	Backs-up user data to a USB flash drive.
RESTORE	Restores backup data from a USB flash drive into the RD-88.
FACTORY RESET	Resets the RD-88's settings to their factory-set condition.
FORMAT USB MEMORY	Initializes a USB flash drive.

## Backing Up Data to USB Flash Drive (BACKUP)

Here's how to back up user data to a USB flash drive.

### Data that is backed up

- All Scene data
- Favorites
- System settings (including system effects)

#### NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Executing..."

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the cursor [^] [v] buttons to select "BACKUP," and then press the [ENTER] button.  
The BACKUP NAME screen appears.
4. Use the cursor [<] [>] buttons to move the cursor, and use the [DEC] [INC] buttons to select characters.
5. When you've specified the file name, press the [ENTER] button.  
A confirmation message appears.  
If you decide to cancel, press the [EXIT] button.
6. To execute, press the [ENTER] button.  
When the backup is finished, the screen indicates "Completed!"  
If a file of the same name exists, a confirmation screen (Overwrite?) asks whether you want to overwrite the existing file.

## Restoring Backup Data (RESTORE)

Here's how user data that you backed-up on a USB flash drive can be returned to the RD-88. This operation is called "restore."

#### NOTE

- All user data are rewritten when you execute the restore operation. If your RD-88 contains important data, assign it a different name and back it up to an USB flash drive before you restore.
- Never turn off the power or remove the USB flash drives while the screen indicates "Executing..."

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the cursor [^] [v] buttons to select "RESTORE," and then press the [ENTER] button.
4. Use the cursor [^] [v] buttons to select the file that you want to restore.
5. Press the [ENTER] button.  
A confirmation message appears.  
If you decide to cancel, press the [EXIT] button.
6. To execute, press the [ENTER] button.  
When the restore operation is finished, the screen indicates "Completed. Turn off power."
7. Turn the power of the RD-88 off and then on again.

## Returning to the Factory Settings (FACTORY RESET)

Here's how the settings that you edited and saved on the RD-88 can be returned to their factory-set condition.

- \* When you execute this operation, all the settings that you modified after purchasing the RD-88, including the sound parameters, are lost.
- \* If you will later need the current settings, be sure to use the backup function (p. 23) to save the current settings before you restore the factory settings.

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the cursor [^] [v] buttons to select "FACTORY RESET," and then press the [ENTER] button.  
A confirmation message appears.  
If you decide to cancel, press the [EXIT] button.
4. To execute, use the cursor [<] [>] buttons to select "OK," and then press the [ENTER] button.
5. When the screen indicates "Completed," turn the RD-88's power off and on again.



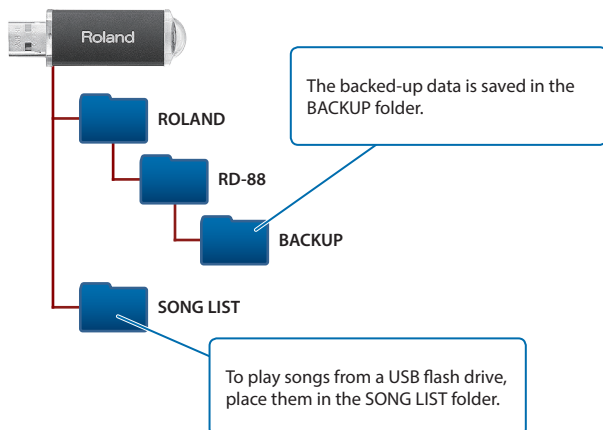
## Formatting a USB Flash Drive (FORMAT USB MEMORY)

### NOTE

- If the USB flash drive contains important data, be aware that this operation erases all data from the drive.
- Never turn off the power or remove the USB flash drives while the screen indicates "Executing..."

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the cursor [^] [v] buttons to select "FORMAT USB MEMORY," and then press the [ENTER] button.  
A confirmation message appears.  
If you decide to cancel, press the [EXIT] button.
4. To execute, move the cursor to "OK" and press the [ENTER] button.  
When formatting is complete, the screen indicates "Completed!"

### The folder structure of a USB flash drive



## Editing the System Settings (SYSTEM)

Here's how to edit system parameters.

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "SYSTEM," and then press the [ENTER] button.
3. Use the cursor [^] [v] buttons to select the item that you want to edit, and press the [ENTER] button.
4. Use the cursor [^] [v] buttons to select the parameter that you want to edit, and use the [DEC] [INC] buttons to edit the value.

For details, refer to "Parameter Guide" (PDF).

## Saving the System Settings (System Write)

5. To save the changes, press the [WRITE] button.

### MEMO

If you edit the system settings, an "\*" symbol appears beside "SYSTEM."

6. Use the cursor [^] [v] buttons to select "SYSTEM" and then press the [ENTER] button.  
The SYSTEM WRITE confirmation screen appears.
7. To execute, use the cursor [<] [>] buttons to select "WRITE," and then press the [ENTER] button.  
If you decide to cancel, press the [EXIT] button.

## Viewing the Program Version (INFORMATION)

Here's how to view the version of the RD-88's system program.

1. Press the [MENU] button.
2. Use the cursor [^] [v] buttons to select "INFORMATION," and then press the [ENTER] button.



# USING THE UNIT SAFELY

## WARNING

### 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. 3).



### 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.



## WARNING

### 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. 3).



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.



## CAUTION

### Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-12, KS-10Z) 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.



# IMPORTANT NOTES

## Power Supply

- Place the AC adaptor so that the side with text is downward.

## Placement

- 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.

## Care of the Keyboard

- Do not write on the keyboard with any pen or other implement, and do not stamp or place any marking on the instrument. Ink will seep into the surface lines and become unremovable.
- Do not affix stickers on the keyboard. You may be unable to remove stickers that use strong adhesives, and the adhesive may cause discoloration.
- To remove stubborn dirt, use a commercially available keyboard cleaner that does not contain abrasives. Start by wiping lightly. If the dirt does not come off, wipe using gradually increasing amounts of pressure while taking care not to scratch the keys.

## 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.
- Never strike or apply strong pressure to the display.
- 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.
- Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- 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.

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- 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.
- This product contains eParts integrated software platform of eSOL Co., Ltd. eParts is a trademark of eSOL Co., Ltd. in Japan.
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# Main Specifications

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## Roland RD-88: Digital Piano

Keyboard	88 keys (PHA-4 Standard Keyboard: with Escapement and Ivory Feel)
Power Supply	AC Adaptor
Current Draw	1,500 mA
Dimensions	1,284 (W) x 258 (D) x 159 (H) mm 50-9/16 (W) x 10-3/16 (D) x 6-5/16 (H) inches
Weight	13.5 kg 29 lbs 13 oz
Accessories	Owner's Manual, Leaflet "USING THE UNIT SAFELY," AC Adaptor, Power cord
Options (sold separately)	Keyboard stand (KS-12, KS-10Z), pedals (DP-2, DP-10, EV-5, RPU-3), Carrying bag: CB-88RL, CB-76RL Headphones, USB Flash drive

\* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.