

# V-STAGE

## Owner's Manual



### Contents

<b>USING THE UNIT SAFELY</b> .....	<b>2</b>
<b>IMPORTANT NOTES</b> .....	<b>4</b>
<b>Placing this instrument on a stand</b> .....	<b>6</b>
V-STAGE 88 users .....	6
V-STAGE 76 users .....	7
<b>Overview of the V-STAGE</b> .....	<b>8</b>
Components of the sounds .....	9
<b>Basic operations</b> .....	<b>10</b>
Connecting to an external device .....	10
Basic operations of the V-STAGE .....	11
Turning the power on/off .....	12
Selecting a scene to save .....	13
Selecting a scene .....	13
Saving a scene .....	13
Using scene chains .....	14
Selecting a scene chain .....	14
Editing a scene chain .....	14
Configuring the parts .....	14
Switching parts on/off .....	14
Selecting the tones for the parts .....	15
Adjusting the volume/pan for a part .....	15
Dividing the keyboard into two regions (split) .....	15
Setting the region (key range) for a part .....	15

<b>Panel descriptions</b> .....	<b>16</b>
Basic controls .....	16
ORGAN part .....	17
ACOUSTIC PIANO part .....	19
ELECTRIC PIANO part .....	20
SYNTHESIZER part .....	22
TOTAL EFFECTS .....	23
MASTER / MIC IN .....	24
<b>Menu</b> .....	<b>25</b>
Operating the menu .....	25
Operating the TONE LIST screen .....	25
Operating the EDIT screen .....	25
Operating the EDIT NAME screen .....	26
Operating the part MFX screen .....	26
Operating the part EQ screen .....	26
Organ .....	27
A.Piano .....	27
E.Piano .....	27
Synth A / Synth B .....	27
Mic .....	28
Scene .....	28
Total FX .....	28
System .....	29
Saving the system settings .....	29
Memory .....	30
Utility .....	30
Restoring the factory settings (Factory Reset) .....	30
<b>Main specifications</b> .....	<b>31</b>

### To obtain the PDF manual

1. Access the following website from your computer or other device.  
<https://www.roland.com/manuals/>
2. Choose "V-STAGE 76" or "V-STAGE 88" as the product name.





Before using this unit, carefully read "IMPORTANT SAFETY INSTRUCTIONS" (inside front cover), "USING THE UNIT SAFELY" (p. 2), and "IMPORTANT NOTES" (p. 4). After reading, keep the document(s) where it will be available for immediate reference.




# USING THE UNIT SAFELY

## INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

### About ⚠ WARNING and ⚠ CAUTION Notices

 <b>WARNING</b>	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
 <b>CAUTION</b>	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

#### Make sure that the power cord is grounded

Connect mains plug of this model to a mains socket outlet with a protective earthing connection.



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

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



#### Do not disassemble or modify by yourself

Do not 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

Be sure to contact your dealer, a Roland service center, or an official Roland dealer.



For a list of Roland service centers and official Roland dealers, refer to the Roland website.

### WARNING

#### 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.



#### 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. 6).



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.

### WARNING

#### Connect the power cord to an outlet of the correct voltage

The unit should be connected to a power supply only of the type described as marked on the rear side of unit.



#### 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.



#### 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.



## WARNING

### Turn off the unit if an abnormality or malfunction occurs

In the following cases, immediately turn off the power, remove the power cord from the outlet, and contact your dealer, a Roland service center, or an official Roland dealer for service.

- 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.

For a list of Roland service centers and official Roland dealers, refer to the Roland website.

### 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.

### 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.

For a list of Roland service centers and official Roland dealers, refer to the Roland website.

### Don't block ventilation openings

Don't allow the unit's ventilation openings to be blocked by a newspaper, tablecloth, curtains, or similar objects.

### Don't place burning objects on the unit

Don't place any burning object (such as a candle) on the unit.

### Be aware of weather conditions

Use the apparatus in moderate climates.

## CAUTION

### Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (\*1) 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.

### 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.

### 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.

## CAUTION

### Cautions when moving this unit

If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.

### 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 causing malfunction or receiving an electric shock.

\*1 V-STAGE 88:KS-G8B/KS-13/KS-11Z  
V-STAGE 76:KS-13/KS-11Z

# 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.

## 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.

## 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, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information.
- 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.
- A small amount of heat will radiate from the unit during normal operation.
- 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.
- When disposing of the packing carton or cushioning material in which this unit was packed, you must observe the waste disposal regulations that apply to your locality.
- 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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- 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.
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# Placing this instrument on a stand

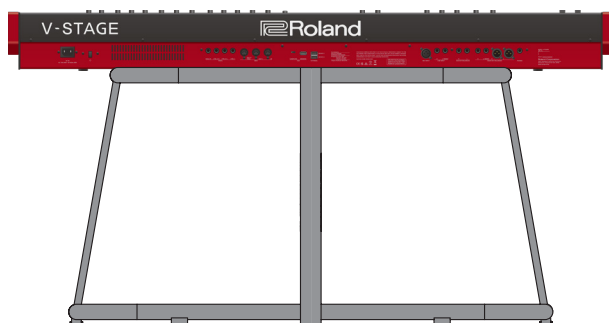
Take sufficient care not to get your fingers or other body parts pinched when placing this instrument on the stand. When placing this instrument on the stand, follow the instructions as shown below.

## V-STAGE 88 users

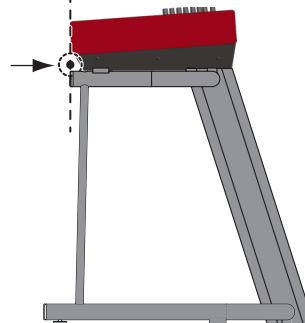
If you want to place the V-STAGE 88 on a stand, use the Roland KS-G8B, KS-13 or KS-11Z.

### KS-G8B

Align the V-STAGE with the center of the stand.



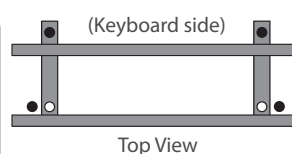
Align the front of the V-STAGE with the upper arm on the front side of the stand.



### KS-13

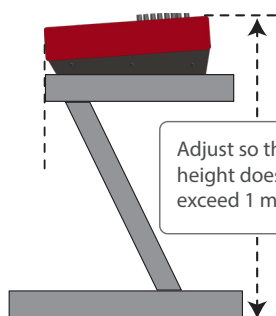


Adjust the stand mechanism so that the rubber feet on the keyboard side (front) fit into the holes provided on the stand.

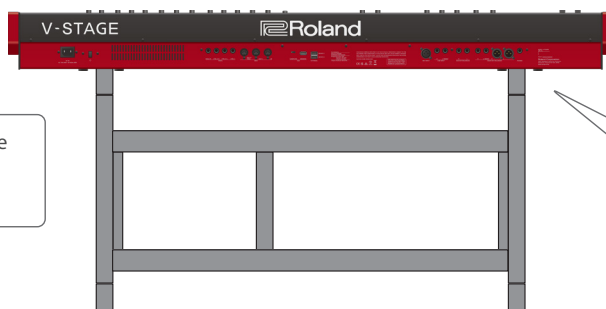


### KS-11Z

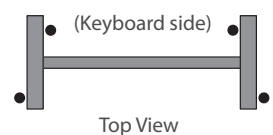
Align the front of the V-STAGE with the front of the stand.



Adjust so that the height does not exceed 1 meter.



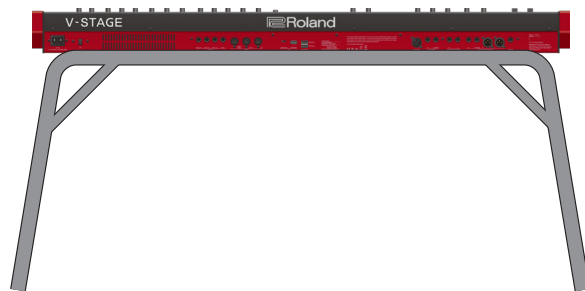
Adjust the width of the stand so that the stand arms are lined up between the rubber feet of the V-STAGE.



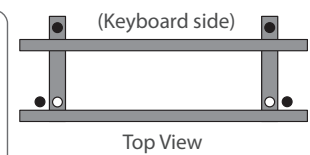
## V-STAGE 76 users

If you want to place the V-STAGE 76 on a stand, use the Roland KS-13 or KS-11Z.

### KS-13

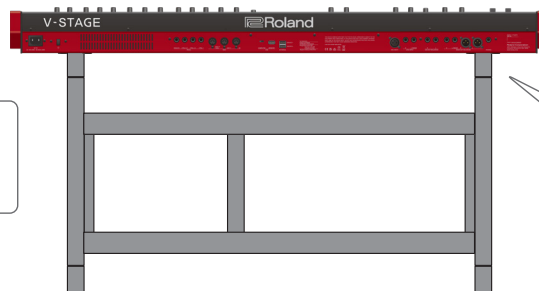
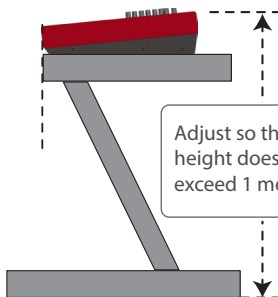


Adjust the stand mechanism so that the rubber feet on the keyboard side (front) fit into the holes provided on the stand.

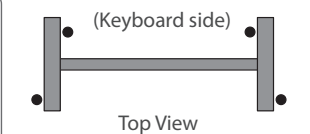


### KS-11Z

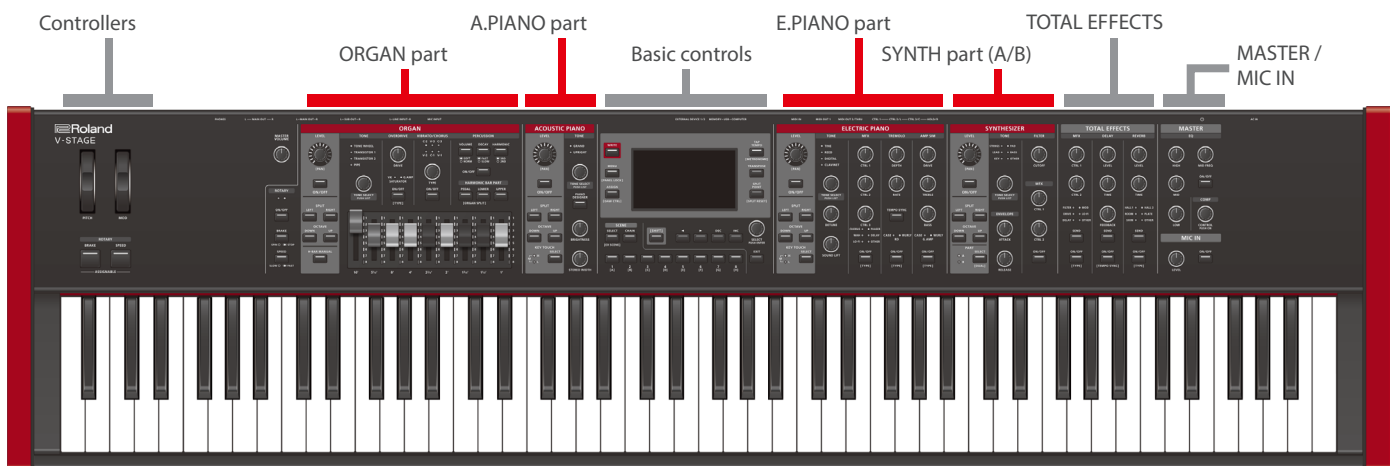
Align the front of the V-STAGE with the front of the stand.



Adjust the width of the stand so that the stand arms are lined up between the rubber feet of the V-STAGE.



# Overview of the V-STAGE



The V-STAGE features five independent sound generator parts as well as a TOTAL EFFECTS, MASTER and controllers section. Each sound generator part has a dedicated effect (\*). Turn on the parts you want to play them on the keyboard. You can layer multiple parts together, or split the keyboard into left and right regions that use different sounds.

\* The A.PIANO part doesn't have a dedicated effect.

## ORGAN part

Adjust the harmonic bars to create your own organ tone. The organ part features its own rotary, overdrive and vibrato/chorus effects.

## ACOUSTIC PIANO part (A.PIANO)

You can select the acoustic piano tone you want.

## ELECTRIC PIANO part (E.PIANO)

You can select the electric piano tone you want. This part features three of its own effects including MFX, tremolo and an amp simulator.

## SYNTHESIZER part (SYNTH A/B)

You can select the synthesizer tones that you want.

The SYNTH part features two independent parts (A and B), which you can layer on top of each other or split into two different left- and right-hand sounds. When operating the parts from the panel, use the button to select which part you want to control. An MFX is also available as a dedicated effect for this part.

## TOTAL EFFECTS

Apart from the dedicated effects for each part, you can apply the total effects to a single part or to all parts. Three total effects are available, including an MFX, delay and reverb.

You can set whether the total effects are used by just one part or by all parts. For details, refer to the "Reference Manual" (Roland website).

## MASTER / MIC IN

The MASTER section is used to configure the EQ and compressor, which are applied to the final output.

The MIC IN section includes settings for the mic input.

## Basic controls

Contains the buttons and knobs as well as the display, which are used for basic operations. Use the display to make detailed edits to the tones, and use the buttons to directly recall the scenes.

## Controllers

You can assign various functions to the wheels, buttons and pedals. This lets you use these controllers during live performance to control the functions.



## Components of the sounds

### Tones

**This is the smallest component used for the sounds you play on this instrument.**

The V-STAGE features dedicated tones for each part, and you can select and play the tones you like. Tones are the smallest components you use when playing this instrument. You can turn tones on/off for each part, or assign a split with two different tones, one on each side (left/right) of the keyboard. Also, you can use multiple parts to play layered tones from the keyboard, or separate these parts into different regions on the keyboard.

### Scenes

**This component of sound includes the tones for each part, effect settings and the edit state, all of which are stored together in memory.**

A “scene” is a component in which the on/off settings for each part as well as the tone combinations and edit states are stored. The total effects settings is also included in the scenes. You can store the external device controls and settings in the scenes.

Once you’ve edited the settings, store your tone and effects settings in the scene. You can use the “SCENE” button to recall up to 512 scenes, eight scenes at a time.

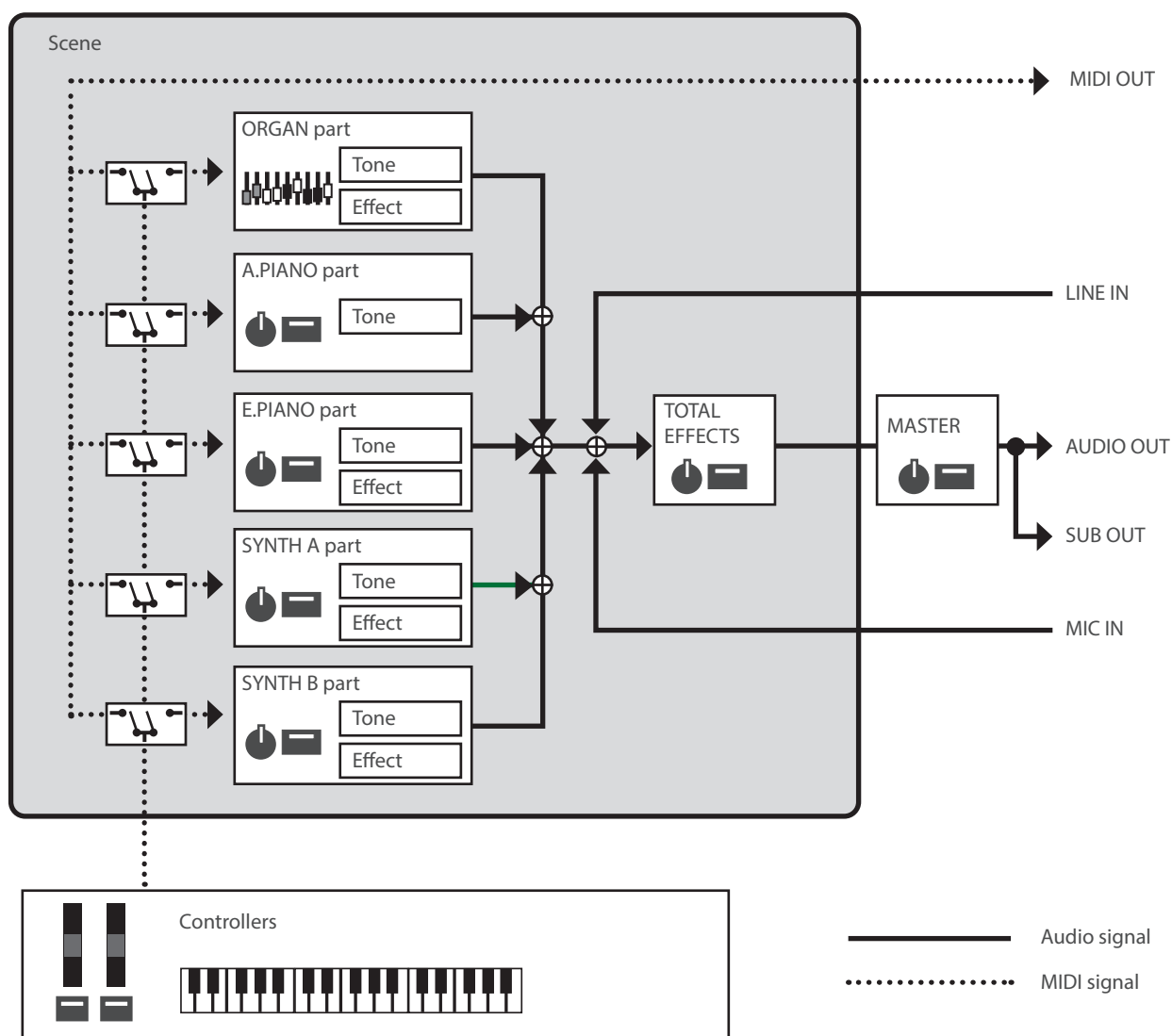
### Scene chains

**These are scenes that are linked together in order.**

Scenes can be registered as a “scene chain” in the order that they are switched, and you can use the “CHAIN” button to recall them.

Lining up the scenes in the order that you play them during a live performance makes them easy to smoothly recall.

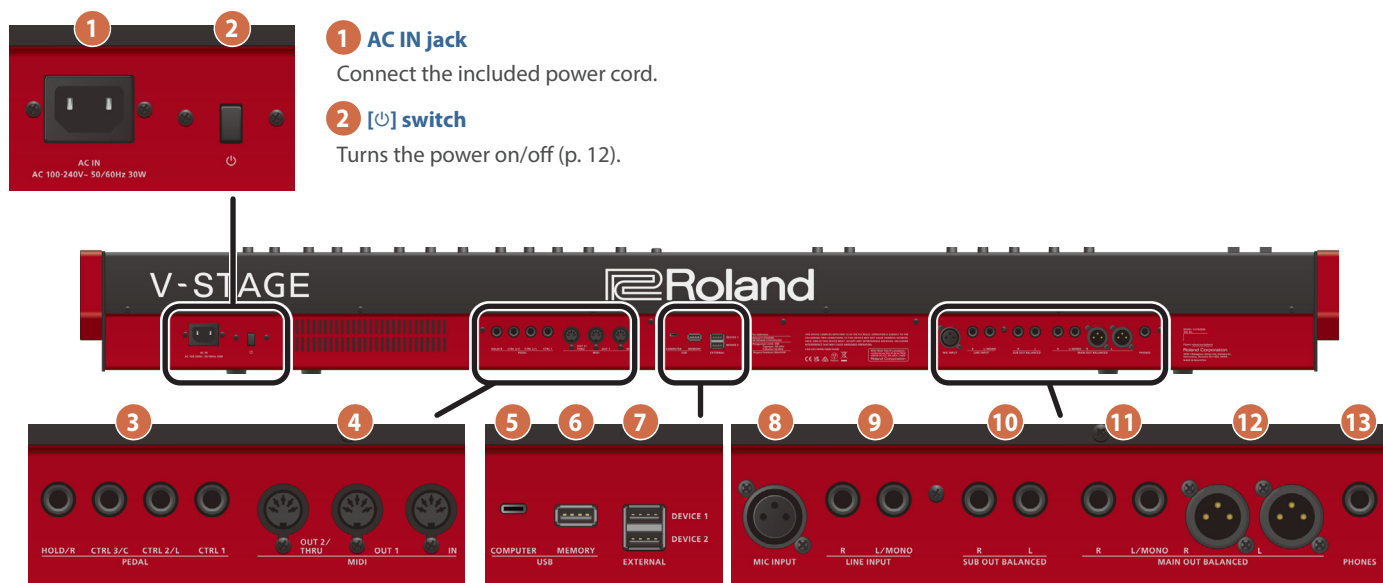
You can also easily change the order in which the scenes are recalled.



# Basic operations

## Connecting to an external device

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



**3 PEDAL jacks (CTRL 1, CTRL 2/L, CTRL 3/C, HOLD/R)**  
Connect a pedal switch or damper pedal (DP series, sold separately), a pedal unit (RPU-3, sold separately) or an expression pedal (EV series, sold separately) here.

If you connect a DP series pedal switch to the HOLD/R jack, you can use it as a damper pedal.

You can also assign various functions to the pedals that are connected to the CTRL 1, CTRL 2/L, and CTRL 3/C jacks.

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

**4 MIDI connectors (IN, OUT 1, OUT 2/THRU)**  
Use these connectors for connecting to MIDI devices and exchanging performance data.

**5 USB COMPUTER port (USB Type-C®)**  
Connect this to your computer to transfer performance data and audio signals.  
\* Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

**6 USB MEMORY port (USB A)**  
Connect a commercially available USB flash drive here.  
\* Note that not all commercially available USB flash drives are guaranteed to work.  
\* Never turn off the power or remove the USB flash drives while the progress bar is displayed on the screen.

**7 EXTERNAL ports (DEVICE 1, DEVICE 2)**  
Connect your external USB MIDI devices here.

**8 MIC INPUT connector (XLR type)**  
A mic input connector.

**9 LINE INPUT jacks (L/MONO, R)**  
These are the audio input jacks. Connect these to your audio player or similar device. If the input signal is mono, connect to the L/MONO jack.

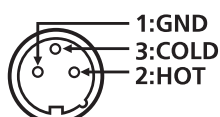
**10 SUB OUT BALANCED jacks (L, R)**  
These are output jacks for audio signals.

**11 MAIN OUT BALANCED jacks (L/MONO, R)**  
These are output jacks for audio signals. Connect these to your amp or similar equipment. If you're outputting in mono, connect to the L/MONO jack.

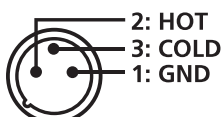
**12 MAIN OUT BALANCED connectors (L, R): XLR type**  
These are balanced output connectors for audio signals. Connect these to your mixer or similar equipment.

**13 PHONES jack**  
Used for connecting headphones (sold separately).

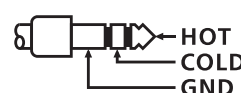
Pin assignment of MIC INPUT jack



Pin assignment of MAIN OUT BALANCED(SUB OUT BALANCED) XLR connectors



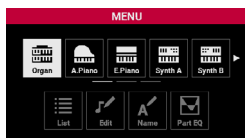
Pin assignment of MAIN OUT BALANCED/SUB OUT BALANCED jack



# Basic operations of the V-STAGE

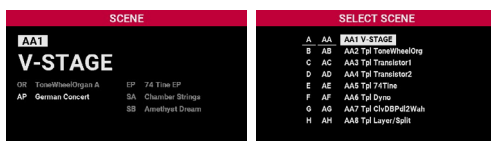
## MENU screen

Used for making detailed edits to the tones, configuring the system settings, managing files and so forth.



## SCENE screen

This is the screen that appears first when you turn the instrument on or press the [SCENE] button.



## TONE LIST screen



## Moving between items (cursor)

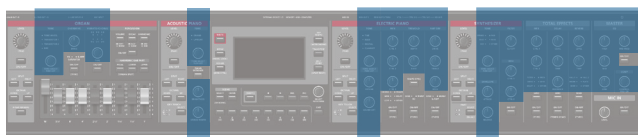
When there are multiple items on a screen, the name of the item (parameter) you want to edit or its value is highlighted. This highlighted area is called the "cursor", which you can move with the [SELECT] knob or the [◀] and [▶] buttons.

Cursor

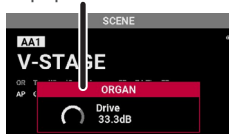


## Knob and slider operations

When you use a knob to edit a setting, the edited parameter and its value are shown in a popup screen.

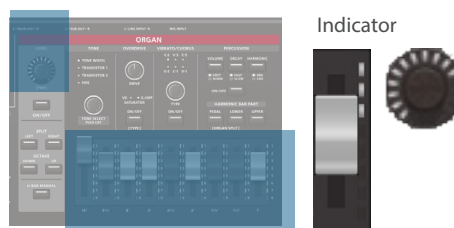


Popup screen



The popup screen closes automatically after a time. Some parameters don't show a popup screen.

The knobs and sliders that have indicators show the current value according to the illumination state of the indicator.



Indicator

## Editing a value

Use the [DEC] and [INC] buttons as well as the [SELECT] knob to edit the values.



## [DEC] and [INC] buttons

Press the [INC] button to increase the value; press the [DEC] button to decrease the value.

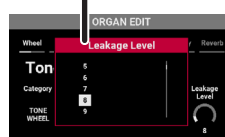
Purpose	Operation
Modify a value continuously	Hold down the [DEC] or [INC] button.
Changing a setting to its standard value	Press the [DEC] and [INC] buttons at the same time.

## [SELECT] knob

Turn the dial clockwise to increase the value, or counter-clockwise to decrease the value.

Press the [SELECT] knob to show the value window. With this window displayed, use the [SELECT] knob to select a value, and press the [SELECT] knob to confirm.

Value window



On certain screens, pressing the [SELECT] knob switches between moving the cursor and changing the value.

## Confirming or canceling

On screens where you can select and execute commands, move the cursor to the command and then press the [SELECT] knob to execute. To cancel an operation, press the [EXIT] button.

Press the [EXIT] button to return to the previous level before executing, or to the previous screen.



## Turning the power on/off

### Turning the power on

#### 1. Turn the volume of the V-STAGE all the way down.

Also completely turn down the volume of any connected external devices.

#### 2. Press the [⏻] switch.

The unit is turned on, and the display's backlighting comes on.

#### 3. Turn on the power to connected external devices.

#### 4. Adjust the volume of the connected external devices.

#### 5. Adjusts the volume of the V-STAGE.

### Turning the power off

#### 1. Turn the volume of the V-STAGE all the way down.

Also completely turn down the volume of any connected external devices.

#### 2. Turn off the power of the connected external devices.

#### 3. Press the [⏻] switch.

The unit is turned off.

- \* 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.
- \* If you need to turn off the power completely, first turn off the unit, then unplug the power cord from the power outlet. Refer to "To completely turn off power to the unit, pull out the plug from the outlet" (p. 2).

If you don't need the power to turn off automatically, turn the Auto-Off setting off.

The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

#### NOTE

- If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep.
- If you don't want the unit to turn off automatically, turn this setting off. Note that when the setting is turned off, the unit may consume more power.
- You can simply turn the power back on after it has turned off automatically (p. 12).

#### Changing the Auto-Off setting

#### 1. On the MENU screen, select "System", and then press the [SELECT] knob.

The SYSTEM menu appears.

#### 2. Select "General" and press the [SELECT] knob.

The General screen appears.

#### 3. Select "Auto Off" and change the setting.

Parameter	Value	Explanation
Auto Off	Off	The power will not turn off automatically.
	20min (factory setting)	The power will automatically turn off if no operation is performed for 20 minutes.
	240min	The power will automatically turn off if no operation is performed for 240 minutes (four hours).

#### 4. If you want to save the auto-off setting, press the [WRITE] button in the General screen.

#### NOTE

When the power shuts off due to auto-off, all of the unsaved edits that you've made are lost. You must save the settings if you want to keep them. For details, refer to "Saving a Scene" (p. 13) and "Saving the System Settings" (p. 29).

#### Turning the power back on after auto-off

If the power turns off due to auto-off, turn off the [⏻] switch and then turn the power back on.

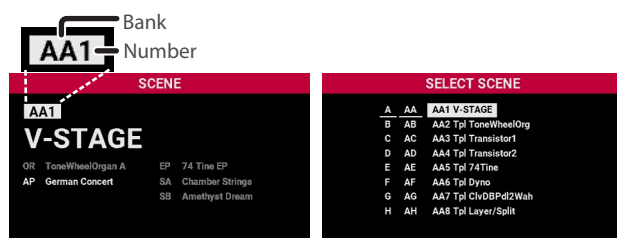
## Selecting a scene to save

### Selecting a scene

Here's how to select and play with the various scenes.

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

The SCENE screen or the SELECT SCENE screen appears. Press the [SCENE] button to toggle between these two screens.



You can select scenes from either screen.

#### 2. Turn the [SELECT] knob to select the scene.

- You can also press the [INC] and [DEC] buttons to select scenes.
  - Use the [1]–[8] buttons to directly select the first digit.
  - You can also hold down the [SHIFT] button and press buttons [1] (A)–[8] (H) to directly select a bank.
- \* Banks are shown in combinations (A–H) × (A–H) when selecting a scene. You can select from a total of 512 scenes from AA1 to HH8.

## Saving a scene

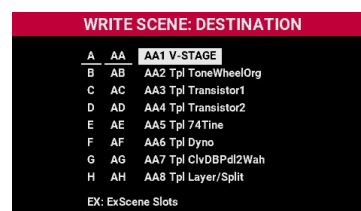
Use the scenes to save the collections of your favorite settings.

### Data that can be saved to a scene

- On/off status, volume and split settings for each part
  - Tone number and tone edit settings for each part
  - Effects and total effects settings for each part
  - Parameters that you can set in a scene
- \* For some parameters, you can select whether they are saved in the scene or in the system.

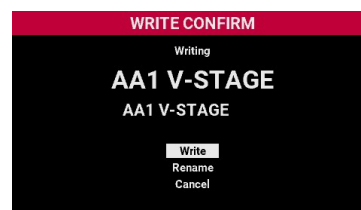
#### 1. Press the [WRITE] button.

The WRITE SCENE screen appears.



#### 2. Use the [SELECT] knob to select the save destination scene number, and press the [SELECT] knob.

The WRITE CONFIRM screen appears.



- To save the scene with a different name, move the cursor to "Rename", press the [SELECT] knob and edit the scene name in the EDIT NAME screen (p. 26).
- To cancel, move the cursor to "Cancel" and press the [SELECT] knob.

#### 3. Move the cursor to "Write" and press the [SELECT] knob.

The scene is saved, and the display returns to the SCENE screen.

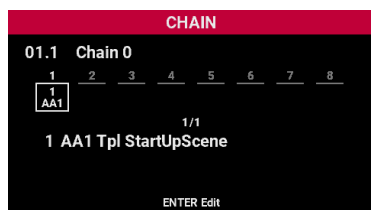
## Using scene chains

Scenes can be registered as a “scene chain” in the order that they are switched, and you can use the “CHAIN” button to recall them.

### Selecting a scene chain

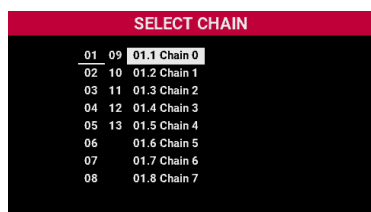
#### 1. Press the [CHAIN] button.

This switches to CHAIN mode, and the CHAIN screen appears.



#### 2. With the CHAIN screen displayed, press the [CHAIN] button again.

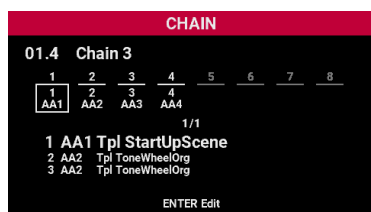
The SELECT CHAIN screen appears.



#### 3. Use the [SELECT] knob to select a scene chain, and press the [SELECT] knob.

This returns to the CHAIN screen.

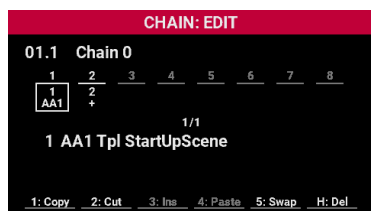
You can use the [SELECT] knob or the [INC] / [DEC] buttons to switch between scenes.



## Editing a scene chain

You can edit a scene chain to change the order in which scenes are recalled or add scenes.

#### 1. Press the [SELECT] knob on the CHAIN screen.



Now you can edit the selected scene chain.

\* For details on editing scene chains, refer to the “Reference Manual” (Roland website).

## Configuring the parts

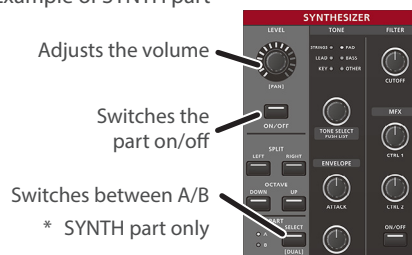
This section explains how to configure the parts that you want to play.

### Switching parts on/off

The blocks for each part have their own [ON/OFF] button and level knob.



Example of SYNTH part



#### 1. Press the [ON/OFF] button of the part you want to hear to make the button light up.

The [ON/OFF] button for parts that aren't playing remain unlit.

#### 2. Play the keyboard.

The parts that you've turned on play.

#### MEMO

- When more than one part is on, the sounds of the parts are layered together.
- Even when you've switched off the parts, the parts can still be played via MIDI signals from an external MIDI keyboard that's connected to this instrument.
- Press the [ON/OFF] button while holding down the [SHIFT] button to set whether MIDI signals are output from the respective part. The buttons light up to indicate the current status.

illumination	Explanation
Lit red	The keyboard plays both the internal sound engine and the external sound module connected via MIDI.
Lit yellow	The internal sound engine produces sound when you play the keyboard.
Lit blue	The keyboard plays the external sound module connected via MIDI.



## Selecting the tones for the parts

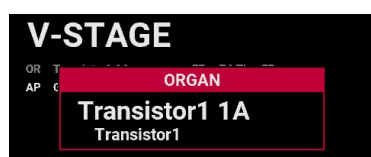
The blocks for each part have their own [TONE SELECT] knob.



### 1. Turn the [TONE SELECT] knob for the part whose tone you want to change to select the tone.

For the SYNTH part, use the [SELECT] button to select either A or B, and then select the tone.

You can also make the SYNTH parts A and B play in tandem (dual mode) (p. 22).



The tone name appears in the display while it is being selected.

#### MEMO

You can press the [TONE SELECT] knob to choose a tone from the tone list.

## Adjusting the volume/pan for a part

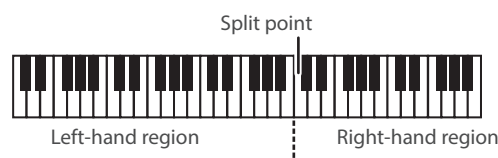
### 1. Turn the [LEVEL] knob to adjust the volume of the part you want to play.

The indicators around the knob show the volume value.

### 2. Turn the [LEVEL] knob of the part you want to play while holding down the [SHIFT] button to adjust the pan.

## Dividing the keyboard into two regions (split)

You can divide the keyboard into two regions (left and right) and assign different parts to each. This is called a "split", and the point at which the keyboard parts are separated is called the "split point". The split point key is included in the right-hand region.



### 1. Press the [ON/OFF] button of the part you want to hear to make the button light up.

### 2. Press the SPLIT [LEFT] / [RIGHT] button of the part you want to hear to make the button light up.

- Press the [LEFT] button to play the left side of the keyboard.
- Press the [RIGHT] button to play the right side of the keyboard.
- Press the [LEFT] and [RIGHT] buttons at the same time to play both regions simultaneously without splitting them.

#### Changing the split point

Hold down the [SPLIT POINT] button and press a key. The key you press becomes the split point.

## Setting the region (key range) for a part

You can edit the regions (key ranges) used for playing the respective parts on the keyboard.

### 1. Press the OCTAVE [DOWN] button or [UP] button for the part you want to play.

Each time you press the [DOWN] button lowers the pitch one octave.

Each time you press the [UP] button raises the pitch one octave.

# Panel descriptions

## Basic controls



### Around the display

#### 1 [WRITE] button

Shows the WRITE SCENE screen, or saves the system settings.

#### 2 [MENU] button

The MENU screen appears (p. 25).

#### When you press this while holding down the [SHIFT] button:

Locks the panel operations (press again to unlock).

#### When you press another button while holding this button down:

The MENU screen associated with the button you pressed appears.

#### 3 [ASSIGN] button

The ASSIGN MENU screen appears.

From this screen, you can assign functions to the wheels or button in the controller section, the pedals and so on.

\* For details on assigning functions, refer to the "Reference Manual" (Roland website).

#### 4 [TAP TEMPO] button

You can also set the tempo by pressing the button multiple times (tap tempo).

#### 5 [TRANPOSE] button

Sets the transposition.

#### 6 [SPLIT POINT] button

The split point settings screen appears.

#### When you press a key while holding this button down:

You can set the split point at the key position you press.

### Below the display

#### 7 [SHIFT] button

This is used in conjunction with other buttons.

#### 8 [◀] / [▶] buttons

These buttons move the cursor left/right.

#### 9 [DEC] [INC] buttons

Increases or decreases the value.

#### 10 [SELECT] knob

Moves the cursor left/right, or increases/decreases the value.

Each time you press the knob, the operation toggles between moving the cursor and changing the value.

#### 11 [EXIT] button

Returns to the previous screen.

#### 12 SCENE [SELECT] button

The SCENE screen appears. Press this again to show the list screen.

#### When you press this while holding down the [SHIFT] button:

EX SCENE becomes available.

EX SCENE is a mode that stores the state of a scene without needing to be manually written to memory.

#### 13 SCENE [CHAIN] button

Switches to CHAIN mode (the CHAIN screen is shown). Press this button again to show the SELECT CHAIN screen.

#### 14 [1]–[8] buttons

Selects the scene or chain.

### Controllers

#### 15 [PITCH] wheel

Changes the pitch. Move the wheel down (towards you) to lower the pitch, and move the wheel up (away from you) to raise the pitch. When you take your finger off the wheel, it returns to the center position.

#### 16 [MOD] wheel

Adds vibrato to the sound. The further the wheel is moved up (away from you), the greater the effect.

#### 17 ROTARY [BRAKE] button

When you press this button to make it light up, a brake is applied to the rotary speaker effect (p. 18).

\* You can also assign a different function to this button.

#### 18 ROTARY [SPEED] button

Switches between rotary speaker rotation speeds (p. 18).

\* You can also assign a different function to this button.

#### 19 [MASTER VOLUME] knob

Adjusts the overall volume for the V-STAGE.

# ORGAN part



## TONE

### 1 [TONE SELECT] knob

Selects the tone for the ORGAN part.

The indicators above the knob light up according to the tone that's selected.

Indicator	Explanation
WHEEL	Traditional tonewheel organ
TRANSISTOR 1, 2	Transistor-type combo organ
PIPE	Pipe organ

### When you press the [TONE SELECT] knob:

The TONE SELECT screen appears.

## OVERDRIVE

Adds distortion to the sound, giving it greater impact.

### 2 [DRIVE] knob

Turn the knob clockwise for more distortion.

### 3 [ON/OFF] button

When you press this button to make it light up, the overdrive effect is applied.

### When you press this while holding down the [SHIFT] button:

Switches between the types of overdrive. The indicators above the button light up according to the type that's selected.

Indicator	Explanation
VK	A distortion effect that works the same as the overdrive built into the VK-7.
G.AMP	Simulates a guitar amp.
SATURATOR	This effect combines overdrive with a filter.

## VIBRATO/CHORUS

This effect lets you apply cyclical modulation or a vibrato effect to the pitch. You can also mix the original (dry) sound with the sound of the vibrato effect to create a chorus effect, which adds thickness and spaciousness to the sound.

### 4 [TYPE] knob

Turn the knob to select the effect type. The indicators above the knob light up according to the type that's selected.

Indicator	Explanation
V-1	Adds a light vibrato to the sound.
V-2	Adds a moderate vibrato to the sound.
V-3	Adds a heavy vibrato to the sound.
C-1	Adds a light chorus effect.
C-2	Adds a moderate chorus effect.
C-3	Adds a heavy chorus effect.

### 5 [ON/OFF] button

When you press this button to make it light up, the vibrato or chorus effect is applied.

## PERCUSSION

This adds a percussive attack to the sound, which adds a sense of dynamics.

### 6 [VOLUME], [DECAY] and [HARMONIC] buttons

You can use these three buttons in combination to add effects to the sound.

Button	Indicator	Explanation
VOLUME	SOFT (lit)	The percussion sound is softer, and the harmonic bars are at the normal level.
	NORMAL (unlit)	The percussion sound is at the normal level, and the harmonic bar sounds are softer.

Button	Indicator	Explanation
DECAY	FAST (lit)	The percussion sound fades out quickly, giving the sound a sharp attack.
	SLOW (unlit)	The percussion sound fades out slowly, making the attack portion sound smoother.
HARMONIC	3RD (unlit)	A percussion sound plays at the same pitch as the 2 2/3' harmonic bar.
	2ND (lit)	A percussion sound plays at the same pitch as the 4' harmonic bar.

### 7 [ON/OFF] button

When you press this button to make it light up, the percussion effect is applied.

## HARMONIC BAR PART

### 8 [PEDAL], [LOWER] and [UPPER] buttons

An organ tone is comprised of three parts: upper, lower and pedal. Normally, when you switch the ORGAN part on and play the keyboard, the tone of the part plays that's selected by the harmonic bars.

Select the part for which you want to apply the harmonic bar settings.

Button that's lit	Explanation
[PEDAL] button	When you operate the harmonic bars, the sound of the pedal part changes.
[LOWER] button	When you operate the harmonic bars, the sound of the lower part changes.
[UPPER] button	When you operate the harmonic bars, the sound of the upper part changes.

\* Press the [PEDAL] or [LOWER] button while holding down the [SHIFT] button to set the ORGAN SPLIT. You can split the keyboard into "upper", "lower" and "pedal" regions to play.

## HARMONIC BARS

### 9 [16']-[1'] bars

A different foot/feet (pitch) stop is assigned to each harmonic bar. Combine these stops to create different organ sounds.

The volume for each stop is the highest when the harmonic bar is pulled out (down), and the stop's sound is not heard when the harmonic bar is pushed in (up) all the way.

You can adjust the volume of each stop by sliding the harmonic bars in and out after selecting a tone.

## ROTARY

This is a swelling or modulated effect that simulates a rotating speaker (rotary effect).

### 10 SPEED indicator

These two indicators alternately light up to show the speed of rotation.

### 11 [SPEED] button

Press this button to switch between rotary speaker rotation speeds.

Indicator	Explanation
Lit (FAST)	Gives an effect of the rotary speaker rotating quickly.
Unlit (SLOW)	Gives an effect of the rotary speaker rotating slowly.

When you switch the rotary effect from "FAST" to "SLOW", the modulation gradually slows down; and when you switch the rotary effect from "SLOW" to "FAST", the modulation gradually speeds up.

### 12 [BRAKE] button

When you press this button to make it light up, the brake effect is applied.

This lets you stop the rotation sound produced by the rotary effect. The cabinet resonance from the rotating speaker is retained, which differs from a simple on/off control.

\* This effect doesn't work on tones besides the organ.

### 13 [ON/OFF] button

When you press this button to make it light up, the rotary effect is applied.

## Common for all parts

### 14 [LEVEL] knob

Adjusts the part volume.

### When you turn the knob while holding down the [SHIFT] button:

This adjusts the part pan.

### 15 [ON/OFF] button

When you press this button to make it light up, the part turns on.

### When you press the button while holding down the [SHIFT] button:

Configures the MIDI output settings for the parts.

### 16 SPLIT [LEFT] / [RIGHT] buttons

Splits this part for performance (p. 15).

### 17 OCTAVE [DOWN] / [UP] buttons

Changes the key range for the part (p. 15).

### 18 [H-BAR MANUAL] button

When you press this button, the settings for the current physical positions of the harmonic bars are given priority, and the sound plays accordingly.

## ACOUSTIC PIANO part



AC.PIANO			
CATEGORY	TYPE	TONE	1 / 3
Grand	★ Favourites	V-STAGE Piano	
Upright	Grand 1	German Concert	
	Grand 2	Bold Grand	
		Calm Focus	
		Open Warm	
		Open Warm 2	
		Studio Pop	
		Studio Rock	

## TONE

## 1 [TONE SELECT] knob

Selects the tone for the A.PIANO part.

The indicators above the knob light up according to the tone category that's selected.

Indicator	Explanation
GRAND	Grand piano
UPRIGHT	Upright piano

Press the [TONE SELECT] knob to show the TONE SELECT screen.

## 2 [PIANO DESIGNER] button

The PIANO DESIGNER screen appears. You can make more detailed changes to the sound here.

## 3 [BRIGHTNESS] knob

The sound gets darker when the knob is turned counterclockwise, and brighter when the knob is turned clockwise.

## 4 [STEREO WIDTH] knob

Turn the knob clockwise to make the sound more spacious.

## Common for all parts

## 5 [LEVEL] knob

Adjusts the part volume.

**When you turn the knob while holding down the [SHIFT] button:**

This adjusts the part pan.

## 6 [ON/OFF] button

When you press this button to make it light up, the part turns on.

**When you press the button while holding down the [SHIFT] button:**

Configures the MIDI output settings for the parts.

## 7 SPLIT [LEFT] / [RIGHT] buttons

Splits this part for performance (p. 15).

## 8 OCTAVE [DOWN] / [UP] buttons

Changes the key range for the part (p. 15).

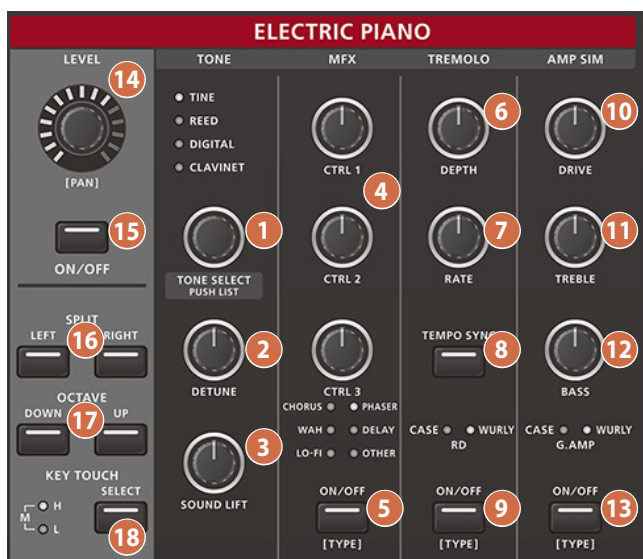
## 9 KEY TOUCH [SELECT] button

Changes the playing feel (touch) of the keyboard. The indicators to the left of the button light up according to the type that's selected.

Indicator	Explanation
H	The key will have a heavier-feeling touch.
M	A standard key touch.
L	The keyboard will have a lighter-feeling touch.

\* This changes the key touch that's configured in the system parameters.

## ELECTRIC PIANO part



## TONE

## 1 [TONE SELECT] knob

Selects the tone for the E.PIANO part.

The indicators above the knob light up according to the tone category that's selected.

Indicator	Explanation
TINE	This is an E. Piano that widely used in the '70s.
REED	This is an E. Piano that made its appearance in the '60s and was widely used in rock and R&B.
DIGITAL	Other E. Pianos.
CLAVINET	CLAVINET

Press the [TONE SELECT] knob to show the TONE SELECT screen.

## 2 [DETUNE] knob

Turn the knob clockwise for a greater detuning effect.

## 3 [SOUND LIFT] knob

Changes how the sound plays when you play the keyboard lightly. Turn the knob clockwise to play the sound at a certain level even when you're playing lightly. This makes it easier for your playing to be heard when you're performing with a band.

\* Changing the value has no effect on how the tone changes according to velocity.

## MFX

## 4 [CTRL 1] [CTRL 2] [CTRL 3] knobs

The effects of the knobs change according to the type you select.

## 5 [ON/OFF] button

When you press this button to make it light up, the MFX is applied.

\* Turning the knob may not produce a noticeable result with certain effects.

## E.PIANO

CATEGORY	TYPE	STONE
Tine	★ Favourites	74 Tine 1
Reed	Silver Top	74 Tine 2
Digital	74 Tine EP	74 Tine Cho
Clavinet	75 Tine EP	74 Tine Detune
	76 Tine EP	74 Tine 3
	79 Tine EP	
	Dyno EP	

## When you press this while holding down the [SHIFT] button:

Switches between MFX types. The indicators above the button light up according to the type that's selected.

Indicator	Explanation
CHORUS	This effect modulates the pitch and mixes the modulated sound with the dry sound to create a thick effect, like multiple sounds playing at the same time.
PHASER	Adds an undulating effect by phase-modulating the pitch.
DELAY	Delays the sound to create an echo-like effect. You can layer the delay sound onto the dry sound to add thickness and spaciousness.
WAH	Changes the tone by modifying the filter.
LO-FI	Applies a grainy effect to the tonal character.
OTHER	A variety of other effects are available (default: COMP).

## TREMOLO

Applies a tremolo effect (cyclically modulating the volume).

## 6 [DEPTH] knob

Turn the knob clockwise for a deeper modulation effect.

## 7 [RATE] knob

Turn the knob clockwise to speed up the modulation cycle.

## 8 [TEMPO SYNC] button

When you press this button to make it light up, the tremolo cycle is synchronized to the tempo.

## 9 [ON/OFF] button

When you press this button to make it light up, the tremolo effect is applied.

## When you press this while holding down the [SHIFT] button:

Switches between tremolo types. The indicators above the button light up according to the type that's selected.



Indicator	Explanation
CASE	Simulates a standard electric piano sound in combination with TINE E.PIANO.
WURLY	Simulates a standard 1960s electric piano sound in combination with REED E.PIANO.
RD	Recreates the tremolo effect included on the MKS-20.

**AMP SIM**

Simulates the tonal characteristics of playing through an amp built for musical instruments.

**10 [DRIVE] knob**

Turn the knob clockwise for more distortion.

**11 [TREBLE] knob**

Adjusts the tonal character of the high-frequency range.

**12 [BASS] knob**

Adjusts the tonal character of the low-frequency range.

**13 [ON/OFF] button**

When you press this button to make it light up, the amp simulator effect is applied.

**When you press this while holding down the [SHIFT] button:**

Selects the type of amp simulator. The indicators above the button light up according to the type that's selected.

Indicator	Explanation
CASE	Simulates a standard electric piano sound in combination with TINE E.PIANO.
WURLY	Simulates a standard 1960s electric piano sound in combination with REED E.PIANO.
G.AMP	Simulates playing through a guitar amp.

**Common for all parts****14 [LEVEL] knob**

Adjusts the part volume.

**When you turn the knob while holding down the [SHIFT] button:**

This adjusts the part pan.

**15 [ON/OFF] button**

When you press this button to make it light up, the part turns on.

**When you press the button while holding down the [SHIFT] button:**

Configures the MIDI output settings for the parts.

**16 SPLIT [LEFT] / [RIGHT] buttons**

Splits this part for performance (p. 15).

**17 OCTAVE [DOWN] / [UP] buttons**

Changes the key range for the part (p. 15).

**18 KEY TOUCH [SELECT] button**

Changes the playing feel (touch) of the keyboard. The indicators to the left of the button light up according to the type that's selected.

Indicator	Explanation
H	The key will have a heavier-feeling touch.
M	A standard key touch.
L	The keyboard will have a lighter-feeling touch.

\* This changes the key touch that's configured in the system parameters.

## SYNTHESIZER part



SYNTH A			
CATEGORY	TYPE	TONE	1 / 2
Strings	★ Favourites	★ Decay Strings	
Pad	Ensemble Strings	Chamber Strings	
Lead	Orchestral	Full Strings	
Bass	Solo Strings	Bright Pop Str	
Key		Slow Pop Strings	
Other		String Ens Atk	
		Film Octaves 2	
		Str Atk Trem	

## TONE

## 1 [TONE SELECT] knob

Selects the tone for the SYNTHESIZER part.

The indicators above the knob light up according to the tone category that's selected.

Indicator	Explanation
STRINGS	Strings
PAD	Pads
LEAD	Leads
BASS	Bass guitar
KEY	Keyboard instrument
OTHER	Other tones

Press the [TONE SELECT] knob to show the TONE SELECT screen.

## ENVELOPE

## 2 [ATTACK] knob

Turn the knob clockwise to make the attack (the beginning) portion of the sound longer.

## 3 [RELEASE] knob

Turn the knob clockwise to make the release (the part of the sound that fades out) longer.

## FILTER

## 4 [CUTOFF] knob

Sets the cutoff frequency of the filter. This gives the sound a more mellow feel, by removing frequency components that are higher than the cutoff frequency.

## MFX

## 5 [CTRL 1] [CTRL 2] knobs

The effects of the knobs change according to the type you select.

## 6 [ON/OFF] button

When you press this button to make it light up, the MFX is applied.

**When you press this while holding down the [SHIFT] button:**

The MFX screen appears.

## Common for all parts

## 7 [LEVEL] knob

Adjusts the part volume.

**When you turn the knob while holding down the [SHIFT] button:**

This adjusts the part pan.

## 8 [ON/OFF] button

When you press this button to make it light up, the part turns on.

**When you press the button while holding down the [SHIFT] button:**

Configures the MIDI output settings for the parts.

## 9 SPLIT [LEFT] / [RIGHT] buttons

Splits this part for performance (p. 15).

## 10 OCTAVE [DOWN] / [UP] buttons

Changes the key range for the part (p. 15).

## 11 PART [SELECT] button

Switches between SYNTH A and B parts.

The indicator of the part you selected lights up.

**When you press the button while holding down the [SHIFT] button:**

Dual mode turns on. In dual mode, the knobs for SYNTH parts A and B work in tandem.

TOTAL EFFECTS



MFX

1 [CTRL 1] [CTRL 2] knobs

The effects of the knobs change according to the type you select.

2 [SEND] button

Press this button to enter MFX routing mode.

When you hold down the [SEND] button:

Lets you configure the part whose signal is sent to MFX.

3 [ON/OFF] button

When you press this button to make it light up, the MFX is applied.

When you press this while holding down the [SHIFT] button:

Switches between MFX types. The indicators above the button light up according to the type that's selected.

Indicator	Explanation
FILTER	Lets you select a filter effect.
MOD	Lets you select a modulation effect.
DRIVE	Lets you select a distortion effect.
LO-FI	Lets you select a lo-fi effect.
DELAY	Lets you select a delay effect.
OTHER	Lets you select from a variety of other effects.

DELAY

4 [LEVEL] knob

Turn the knob clockwise to increase the delay volume.

5 [TIME] knob

Turn the knob clockwise for a longer delay time (the time it takes for the sound to echo).

6 [FEEDBACK] knob

Turn the knob clockwise to increase the feedback (the ratio of delayed sound that's fed back to the input).

7 [SEND] button

Press this button to enter delay routing mode.

When you hold down the [SEND] button:

You can set how much signal is sent to delay for each part.

8 [ON/OFF] button

When you press this button to make it light up, the delay effect is applied.

When you press this while holding down the [SHIFT] button:

The delay time is synchronized to the tempo.

REVERB

9 [LEVEL] knob

Turn the knob clockwise to increase the reverb volume.

10 [TIME] knob

Turn the knob clockwise for a longer reverb time.

11 [SEND] button

Press this button to enter reverb routing mode.

When you hold down the [SEND] button:

You can set how much signal is sent to reverb for each part.

MEMO

You can select whether to use the MFX for just one part or for all parts.

When using MFX for all parts, you can't adjust the delay/reverb send amount.

12 [ON/OFF] button

When you press this button to make it light up, the reverb effect is applied.

When you press this while holding down the [SHIFT] button:

Switches between reverb types. The indicators above the button light up according to the type that's selected.

Indicator	Explanation
HALL 1, 2	Simulates the reverberations of a hall. This offers clear and spacious reverberations.
ROOM	Simulates the reverberations of a small room. This offers a warm reverberation sound.
SHIMMER	A reverb with a brilliant-sounding high end. This creates dreamlike reverberations full of expanding harmonics.
PLATE	Simulates plate reverb (a reverb unit with a metallic plate that vibrates to create reverb). This gives a metallic sound with a distinct upper range.
OTHER	Lets you select from a variety of other types.

## MASTER / MIC IN



### MASTER EQ

**1 [HIGH] knob**

Adjusts the volume of the high-frequency range.

**2 [MID] knob**

Adjusts the volume of the middle-frequency range.

**3 [LOW] knob**

Adjusts the volume of the low-frequency range.

**4 [MID FREQ] knob**

Sets the base frequency for the mid-frequency boost/cut.

**5 [ON/OFF] button**

When you press this button to make it light up, the equalizer effect is applied.

### MASTER COMP

**6 [LEVEL] knob**

Turn the knob clockwise to apply more compression.

**When you press the [LEVEL] knob:**

The compressor effect is applied.

### MIC IN

**7 [LEVEL] knob**

Adjusts the mic signal input level. Turn the knob clockwise to raise the mic volume.

**8 [ON/OFF] button**

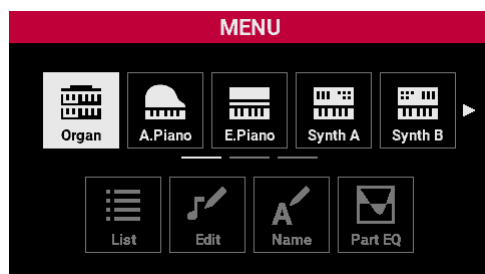
When you press this button to make it light up, the mic input turns on.

## Operating the menu

You can access the various tone and system settings (except for the panel controller settings), from the MENU screen, as well as execute the utilities.

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

The MENU screen appears.



### 2. Turn the [SELECT] knob to select the menu.

If there are many items on the row, the row can be scrolled to the side.

### 3. Press the [SELECT] knob.

This moves the cursor to the lower row.

Press the [EXIT] button to move the cursor back up to the upper row.

### 4. Turn the [SELECT] knob to select the menu.

### 5. Press the [SELECT] knob.

The desired screen appears.

### 6. Use the [SELECT] knob or the [◀] [▶] buttons to edit the values or to execute the utilities.

### 7. Press the [EXIT] button a number of times to return to the SCENE screen.

## Operating the TONE LIST screen

Select the tones from this screen. There are menus for Organ, A.Piano, E.Piano, Synth A and Synth B.

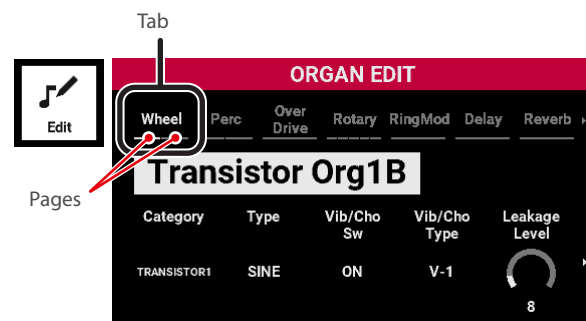
The tones are categorized into three columns: CATEGORY, TYPE and TONE.

ORGAN			
CATEGORY	TYPE	TONE	1 / 2
Tone Wheel	★ Favourites	Vintage 2A	
Transistor1	Vintage 1	Vintage 2B	
Transistor2	Vintage 2	Vintage 2C	
Pipe	Solid	Vintage 2D	
	Clean	Vintage 2E	
		Vintage 2F	
		Vintage 2G	
		Vintage 2H	

Controller	Explanation
[SELECT] knob	
Turn	Moves the cursor up and down.
Press	Confirms the change and moves the cursor sideways.
[◀] [▶] buttons	Moves the cursor horizontally.
[INC] [DEC] buttons	Moves the cursor up and down.
[EXIT] button	Returns to the next-higher level screen.

## Operating the EDIT screen

Edit the tones from this screen. There are menus for Organ, A.Piano, E.Piano, Synth A and Synth B.



Controller	Explanation
[SELECT] knob	
Turn	Changes the value.
Press	Shows the value window.
[◀] [▶] buttons	Moves the cursor.
[SHIFT] + [◀] [▶] buttons	Selects the page.
[MENU] + [◀] [▶] buttons	Selects the tab.
[INC] [DEC] buttons	Changes the value.
[EXIT] button	Returns to the previous page.

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).

## Operating the EDIT NAME screen

Use this screen to rename the tones and scenes.



Controller	Explanation
[SELECT] knob	
Turn	Selects the character.
Press	Confirms the edited name.
Turn while holding down the [SHIFT] button	Toggles between uppercase/lowercase.
[◀] [▶] buttons	Moves the cursor.
[INC] [DEC] buttons	Selects the character.
[SHIFT] + [◀] button	Deletes a single character at the cursor position.
[SHIFT] + [▶] button	Inserts a space at the cursor position.

## Operating the part MFX screen

Configure the MFX for each part on this screen. There are menus for E.Piano, Synth A and Synth B.

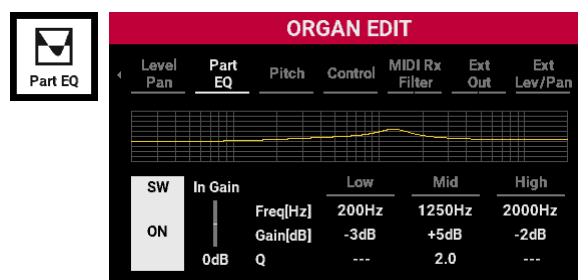


Controller	Explanation
[SELECT] knob	
Turn	Changes the value.
Press	Shows the value window.
[◀] [▶] buttons	Moves the cursor.
[SHIFT] + [◀] [▶] buttons	Selects the page.
[MENU] + [◀] [▶] buttons	Selects the tab.
[INC] [DEC] buttons	Changes the value.
[EXIT] button	Returns to the previous page.

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).

## Operating the part EQ screen

Configure the EQ for each part on this screen. There are menus for Organ, A.Piano, E.Piano, Synth A and Synth B.



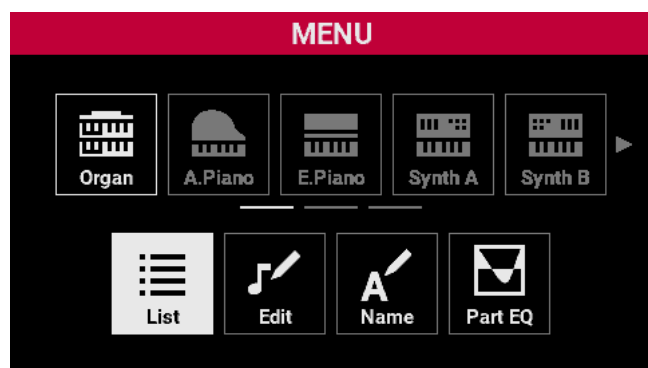
Controller	Explanation
[SELECT] knob	
Turn	Changes the value.
Press	Shows the value window.
[◀] [▶] buttons	Moves the cursor.
[SHIFT] + [◀] [▶] buttons	Selects the page.
[MENU] + [◀] [▶] buttons	Selects the tab.
[INC] [DEC] buttons	Changes the value.
[EXIT] button	Returns to the previous page.

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).



## Organ

This menu configures the settings for the Organ part.

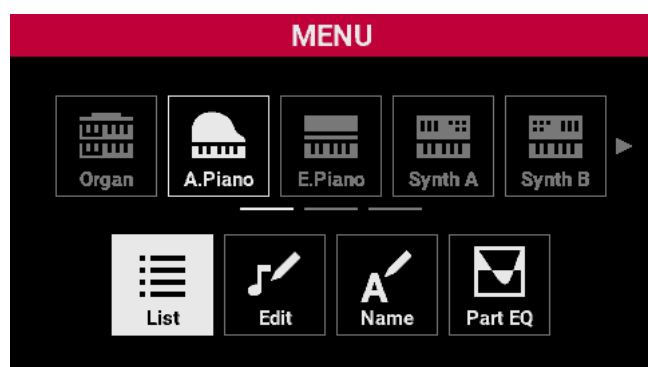


Item	Explanation
List	Selects the tone for the Organ part. (p. 25)
Edit	Edits the tone for the Organ part. (p. 25)
Name	Edits the tone name of the Organ part. (p. 26)
Part EQ	Configures the EQ settings for the Organ part. (p. 26)

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).

## A.Piano

This menu configures the settings for the A.Piano part.

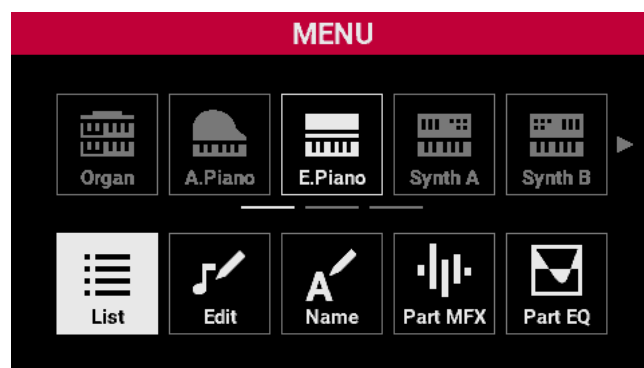


Item	Explanation
List	Selects the tone for the A.Piano part. (p. 25)
Edit	Edits the tone for the A.Piano part. (p. 25)
Name	Edits the tone name of the A.Piano part. (p. 26)
Part EQ	Configures the EQ settings for the A.Piano part. (p. 26)

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).

## E.Piano

This menu configures the settings for the E.Piano part.

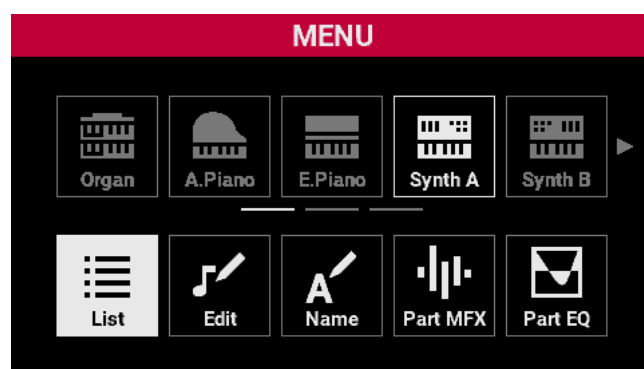


Item	Explanation
List	Selects the tone for the E.Piano part. (p. 25)
Edit	Edits the tone for the E.Piano part. (p. 25)
Name	Edits the tone name of the E.Piano part. (p. 26)
Part MFX	Configures the MFX settings for the E.Piano part. (p. 26)
Part EQ	Configures the EQ settings for the E.Piano part. (p. 26)

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).

## Synth A / Synth B

This menu configures the settings for the Synth A and Synth B parts.



Item	Explanation
List	Selects the tone for the Synth A and Synth B parts. (p. 25)
Edit	Edits the tone for the Synth A and Synth B parts. (p. 25)
Name	Edits the tone name of the Synth A and Synth B parts. (p. 26)
Part MFX	Configures the MFX settings for the Synth A and Synth B parts. (p. 26)
Part EQ	Configures the EQ settings for the Synth A and Synth B parts. (p. 26)

\* For details on the edit parameters, refer to the "Reference Manual" (Roland website).

English

日本語

Deutsch

Français

Italiano

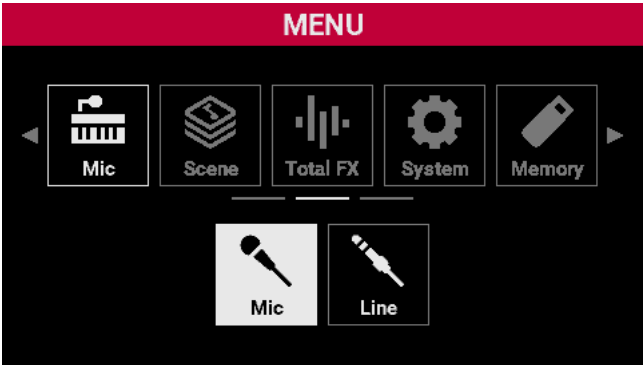
Español

Português

Nederlands

Mic

This menu configures the settings for the mic and line input.

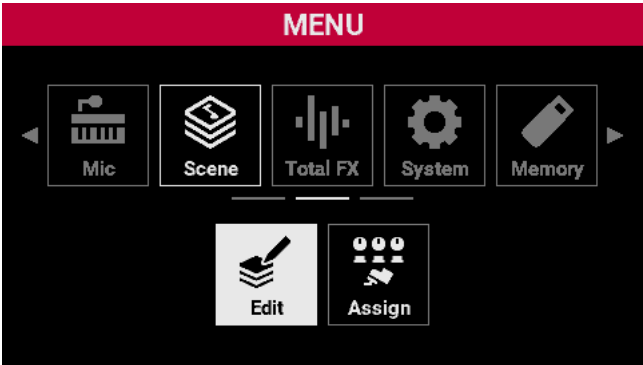


Item	Explanation
Mic	Configures the mic input settings.
Line	Configures the line input settings.

\* For details on the edit parameters, refer to the “Reference Manual” (Roland website).

Scene

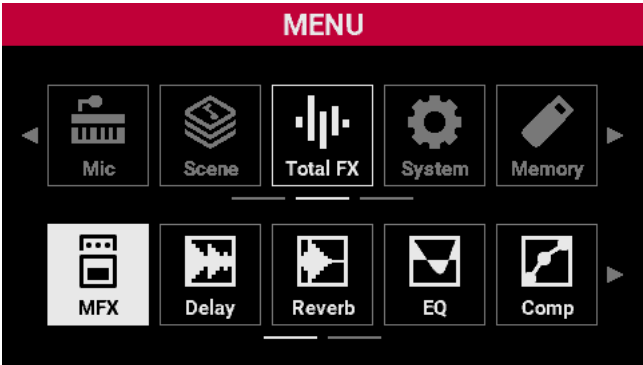
This menu configures the scene and scene chain settings.



Item	Explanation
Edit	Configures the scene settings.
Assign	Configures the assignment settings for the pedals, switches and so forth.

Total FX

This menu configures the effects for the overall sound.

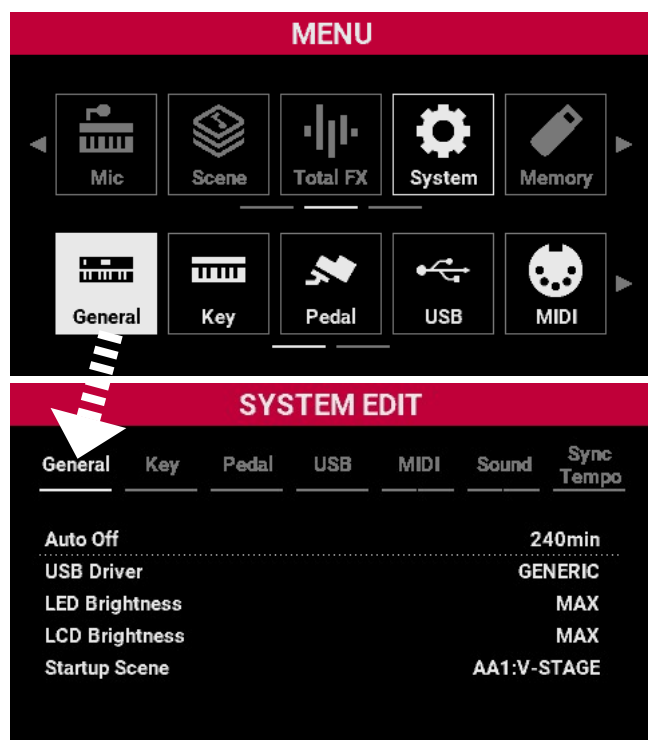


Item	Explanation
MFX	Configures the MFX applied to the overall sound.
Delay	Configures the delay applied to the overall sound.
Reverb	Configures the reverb applied to the overall sound.
EQ	Configures the EQ applied to the overall sound.
Comp	Configures the comp (compressor) applied to the overall sound.
Routing	Configures the routing settings.

\* The MFX, Delay and Reverb settings are saved in the scene. The Comp and EQ settings are saved in the system.

## System

This menu configures the system parameters.



Item	Explanation
General	Configures the general settings.
Key	Configures the key settings.
Pedal	Configures the pedal settings.
USB	Configures the USB settings.
MIDI	Configures the MIDI settings.
Sound	Configures the overall sound generator settings.
Sync Tempo	Configures the tempo settings.
Assign	Configures the assign settings.

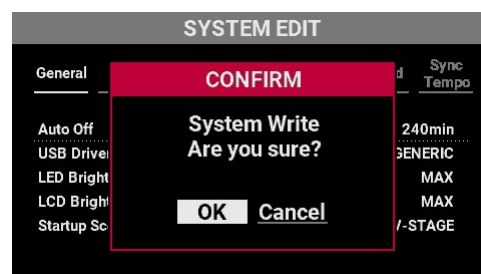
\* For details on the system parameters, refer to the "Reference Manual" (Roland website).

## Saving the system settings

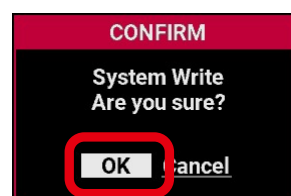
This is how to save the system parameters you've edited.

1. While the system screen is shown, press the [WRITE] button.

A confirmation message appears.



2. Turn the [SELECT] knob to select "OK".

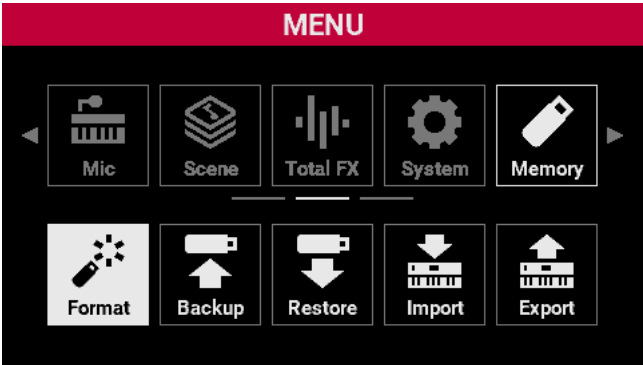


3. Press the [SELECT] knob.

This saves the system parameters.

# Memory

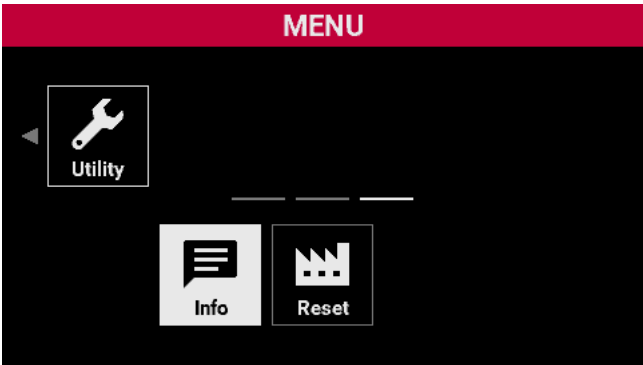
Use a USB flash drive for various data operations.



Item	Explanation
Format	Formats the USB flash drive.
Backup	Backs up the settings of this instrument to the USB flash drive.
Restore	Restores the settings from the USB flash drive to this instrument.
Import	Imports settings for scenes and so on from a USB flash drive.
Export	Exports settings for scenes and so on to a USB flash drive.

# Utility

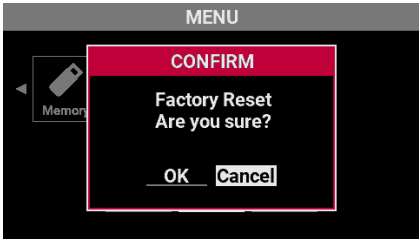
This screen displays the information for this instrument, and you can perform a factory reset.



Item	Explanation
Info	Shows the V-STAGE software version and license data.
Reset	Restores the factory settings.

## Restoring the factory settings (Factory Reset)

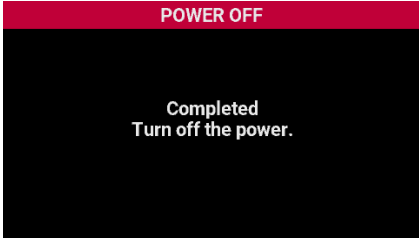
1. Press the [MENU] button and select Utility → Reset.  
A confirmation message appears.



2. Turn the [SELECT] knob to select "OK".



3. Press the [SELECT] knob.  
This executes the factory reset. Never turn off the power while this operation is in progress.
4. When the following display appears, turn the power off and then on again.



# Main specifications

	V-STAGE76	V-STAGE88
<b>Keyboard</b>	76 Keys : Waterfall semi-weighted keyboard with channel aftertouch	88 Keys : Escapement and Ivory Feel
<b>Scenes</b>	512 (including pre-loaded registrations)	
<b>Scene Chains</b>	128	
<b>Effects</b>	Multi-Effects: 16 systems, 93 types Chorus: 9 types Reverb: 7 types	
<b>External Memory</b>	USB flash drive (supports USB 2.0 Hi-Speed flash memory: sold separately)	
<b>Controllers</b>	Assignable Wheel x 2 Assignable Switch x 2	
<b>Display</b>	Graphic LCD 4.3"	
<b>Connectors</b>	PHONES jack: Stereo 1/4-inch phone type MAIN OUT BALANCED (L, R) connectors: XLR type MAIN OUT BALANCED (L/MONO, R) jacks: 1/4-inch TRS phone type SUB OUT BALANCED (L, R) jacks: 1/4-inch TRS phone type LINE INPUT (L/MONO, R) jacks: 1/4-inch phone type jacks MIC INPUT connector: XLR type PEDAL (HOLD,CTRL1,CTRL2,CTRL3) jacks: 1/4-inch TRS phone type MIDI (IN, OUT1, OUT2/THRU) connectors USB COMPUTER port: USB Type-C® (Audio/MIDI Class Compliant) USB MEMORY port: USB A EXTERNAL DEVICE (1, 2) ports: USB A (Roland A-49 or an A-PRO series MIDI Controller can be connected. (*1)) AC IN jack *1 Operation is not guaranteed if a generic MIDI device is connected.	
<b>Power consumption</b>	30 W Power consumption when in off mode (when the power automatically turns off): 0.3 W	
<b>Dimensions</b>	1,181 (W) x 342 (D) x 109 (H) mm 46-1/2 (W) x 13-1/2 (D) x 4-5/16 (H) inches	1,331 (W) x 353 (D) x 143 (H) mm 52-7/16 (W) x 13-15/16 (D) x 5-11/16 (H) inches
<b>Weight</b>	15.2 kg 33 lbs 9 oz	21.8 kg 4 lbs 13 oz
<b>Accessories</b>	Owner's Manual Power Cord	
<b>Options</b>	Keyboard stand: KS-13, KS-11Z Piano Pedal: RPU-3 Damper Pedal: DP-10 Pedal Switch: DP-2 Expression Pedal: EV-5 USB flash drive (*2) *2 Use a commercially available USB flash drive. However, we cannot guarantee that all commercially available USB flash drives will work.	Keyboard stand: KS-G8B, KS-13, KS-11Z

\* 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.

\* Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.

English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

