

# Notice of New Functionality

New functionality has been added to the R-09HR. Please read this in conjunction with the owner's manual.

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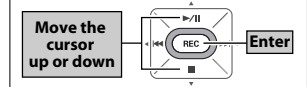
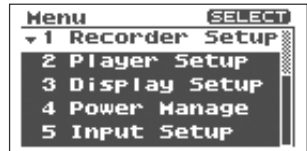
## Using the Self Timer Record function

A new Self Timer function has been added to the recording functionality. The Self Timer function lets you specify a time delay that will be inserted after you press the [REC Button] until recording actually begins.

### ■ Setting the self timer

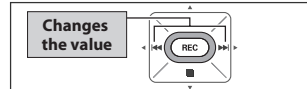
#### 1. Select "Recorder Setup" from the <Menu Screen>.

Use the [PLAY Button ▲] and [STOP Button ▼] to select "Recorder Setup," then press the [REC Button].



#### 2. Choose [Self Timer], and specify the time.

Use the [PLAY Button ▲] and [STOP Button ▼] to move the cursor to Self Timer, and use the [PREV Button ◀] and [NEXT Button ▶] to specify the time delay until recording will begin.



Time setting	OFF
	2 sec
	5 sec
	10 sec

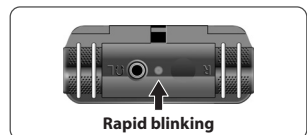
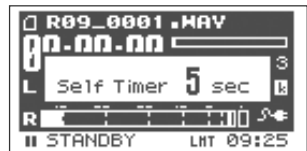
### ■ Recording with the Self Timer

#### 1. Return to the <Main Screen>, and record using the procedure described on p. 34 of the owner's manual.

When you press the [REC Button] from recording-standby mode, the self timer will start, and recording will begin when the time you specified in step 2 has elapsed. While the self timer is operating, the screen will show a count, and the REC indicator and REMOTE indicator will blink faster.

#### MEMO

If you press the [REC Button] or [PLAY Button] while the count is displayed, recording will begin immediately regardless of the time you specified.



## Dividing and combining songs

New operations to divide or combine files have been added in the <Finder Screen>. These operations let you split a song at a desired location, or join two separately recorded songs into a single song.

### Dividing (Divide)

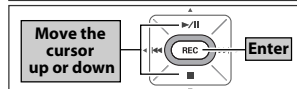
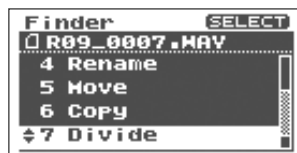
#### 1. Select a song from the <Finder Screen>.



(p. 72 of the Owner's Manual)

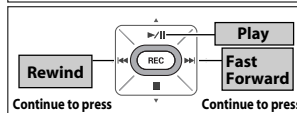
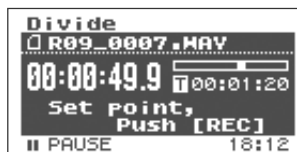
#### 2. Select "Divide."

Use the [PLAY Button ▲] and [STOP Button ▼] to select "Divide," then press the [REC Button].



#### 3. Find the location at which you want to divide the song.

Using the [PLAY Button ▲], [STOP Button ▼], [PREV Button ◀], and [NEXT Button ▶] to fast-forward or rewind, find the location at which you want to divide the song. When you've found the desired location, press the [REC Button].



#### 4. Press the [REC Button] to divide the song.

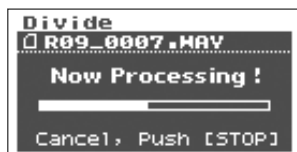
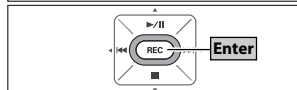
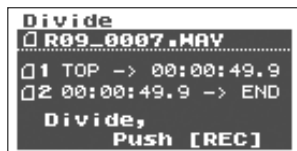
A confirmation screen is shown. Press the [REC Button] to divide the song. If you decide to cancel the operation, press the [STOP Button ▼].

#### MEMO

Each of the divided songs are saved as new songs. As their name, the characters "-1" and "-2" will be appended to the original name of the source song. The source song will remain in its original state. For example, if the source song was named R09\_0001.WAV, the Divide operation would create new songs named R09\_0001-1.WAV and R09\_0001-2.WAV.

#### NOTE

- Do not turn off power while the division takes place.
- If the card has insufficient free space, the message "SD Card Full" will appear, and this editing operation will not be possible.



## Combining (Combine)

Two different songs that were recorded with the same sample rate and recording mode can be combined into a single song.

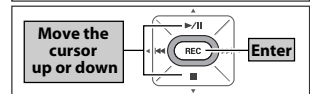
### 1. Select a song from the <Finder Screen>.



(p. 72 of the Owner's Manual)

### 2. Select "Combine."

Use the [PLAY Button ▲] and [STOP Button ▼] to select "Combine," then press the [REC Button].



### 3. Select the songs that you want to combine.

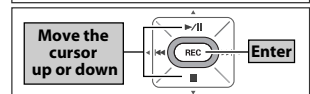
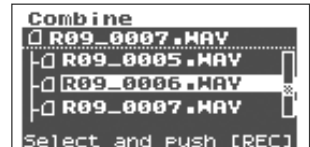
Use the [PLAY Button ▲] and [STOP Button ▼] to select the song that you want to combine onto the end of the song you selected in step 1, and then press the [REC Button]. If you decide to cancel the operation, press the [STOP Button ▼].

#### MEMO

- The combined song will be saved as a new song. As its name, the characters "-1" will be appended to the name of the source song. The source song will remain in its original state. For example, if the source song was named R09\_0001.WAV, the Combine operation would create a new song named R09\_0001-1.WAV.
- You can't join songs that have a different sample rate or recording mode.

#### NOTE

- Do not turn off power while the combining takes place.
- If the card has insufficient free space, the message "SD Card Full" will appear, and this editing operation will not be possible.
- You can't join songs that would result in a file size greater than 2 GB.



# Using the metronome

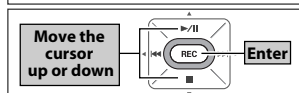
A metronome function has been added to the menu.

## Using the metronome by itself

You can listen to the metronome via the preview monitor or through headphones while you practice your instrument.

### 1. Select "Metronome" from the <Menu Screen>.

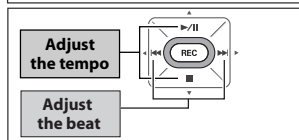
Use the [PLAY Button ▲] and [STOP Button ▼] to select "Metronome," then press the [REC Button].



### 2. Adjust the Beat and Tempo.

Use the [PREV Button ◀] and [NEXT Button ▶] to specify the Beat (the number of beats in each measure), and use the [PLAY Button ▲] and [STOP Button ▼] to adjust the tempo.

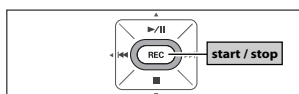
	Range	Factory setting
<b>Tempo</b>	30-250	120
<b>Beat</b>	0-8	4



### 3. Sound the metronome.

Press the [REC Button] to start the metronome. Press it again to stop.

Use the [Volume Buttons (+) (-)] to adjust the metronome's volume. If headphones are connected, no sound will be output from the preview monitor.



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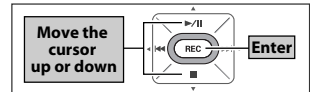
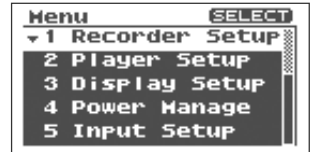


## Sounding the metronome during recording

You can listen to the metronome through headphones when in recording-standby mode and during recording. The metronome will not be sounded from the preview monitor during recording.

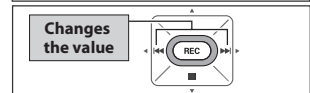
### 1. Select "Recorder Setup" from the <Menu Screen>.

Use the [PLAY Button ▲] and [STOP Button ▼] to select "Recorder Setup," then press the [REC Button].



### 2. Select "Metronome Lev," and adjust the volume.

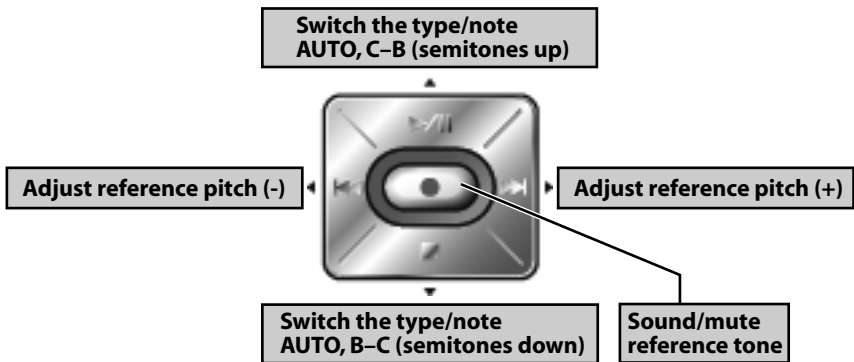
Use the [PLAY Button ▲] and [STOP Button ▼] to move the cursor to Metronome Lev, and use the [PREV Button ◀] and [NEXT Button ▶] to adjust the volume of the metronome as heard through the headphones during recording. Specify OFF if you don't want to use the metronome.



# Using the tuner

A tuner function has been added to the menu. Two types of tuners, each having a different type of display, are provided: a tuner that's convenient for tuning an instrument, and a graphic tuner that's useful for vocal or brass instrument practice. Both tuners let you choose either Auto, which automatically displays the note name, or Manual, which lets you specify the note name beforehand. The reference pitch can be adjusted in the range of A = 435–445 Hz.

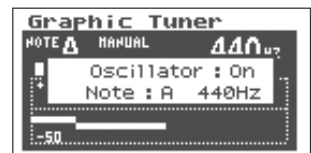
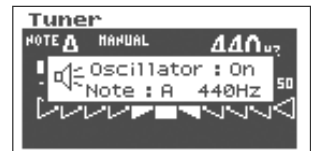
## Basic operation for the tuner or graphic tuner



Use the [PLAY Button ▲] and [STOP Button ▼] to specify the name of the desired note, or AUTO. With the factory settings, this is set to AUTO.

Use the [PREV Button ◀] and [NEXT Button ▶] to specify the reference pitch that you want to use for tuning. With the factory settings, this is set to A = 440 Hz.

If you press the [REC Button], a reference tone of the pitch you specified will be sounded from the preview monitor or in your headphones. If you've selected AUTO, the "A" note will sound. Press the [REC Button] once again to mute the reference tone.

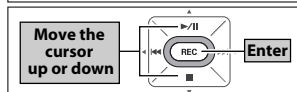
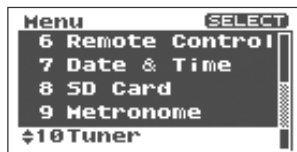


# Tuner

This tuner provides a convenient way to tune your instrument.

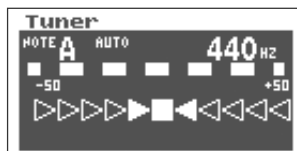
## 1. Select "Tuner" from the <Menu Screen>.

Use the [PLAY Button ▲] and [STOP Button ▼] to select "Tuner," then press the [REC Button].

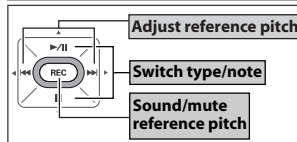


## 2. Specify the desired type/note and reference pitch.

If desired, use the [PLAY Button ▲] and [STOP Button ▼] to specify the tuner type/note, and use the [PREV Button ◀] and [NEXT Button ▶] to adjust the reference pitch.

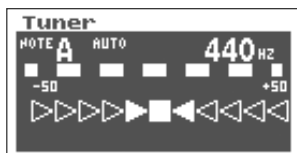


Type/Note	Range	Factory setting
Type/Note	AUTO / C,C#,D,D#,E,F,F#,G,G#,A,A#,B	AUTO
Reference pitch	435 Hz–445 Hz	440 Hz

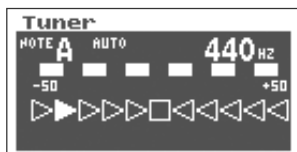


## 3. Facing the microphone, play the note that you want to tune.

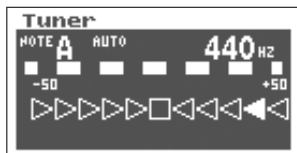
Tune your instrument so that the center indicator is illuminated in the lower part of the display. When the pitch is correct, the dashed line above will stop moving.



If the pitch is below the specified note, the left side will light and the dashed line will flow from right to left.



If the pitch is above the specified note, the right side will light and the dashed line will flow from left to right.



### MEMO

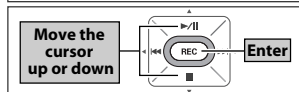
- When using the tuner or graphic tuner, the input level is fixed for the internal microphone, external microphone, and line input, and cannot be adjusted.

## Graphic Tuner

This tuner graphically shows the pitch change in real time. It is a convenient way for you to practice singing or playing a wind instrument with a stable pitch.

### 1. Select "Graphic Tuner" from the <Menu Screen>.

Use the [PLAY Button ▲] and [STOP Button ▼] to select "Graphic Tuner," then press the [REC Button].

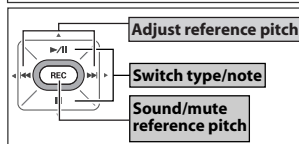


### 2. Specify the desired type/note and reference pitch.

If desired, use the [PLAY Button ▲] and [STOP Button ▼] to specify the tuner type/note, and use the [PREV Button ◀] and [NEXT Button ▶] to adjust the reference pitch.

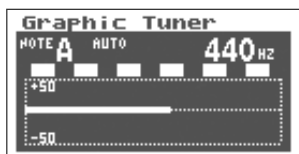


	Range	Factory setting
Type/Note	AUTO / C,C#,D,D#,E,F,F#,G,G#,A,A#,B	AUTO
Reference pitch	435 Hz–445 Hz	440 Hz



### 3. Facing the microphone, play the note that you want to tune.

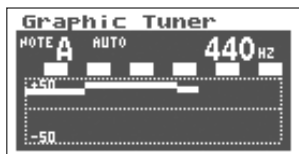
Adjust the pitch so that the graph value comes to the center ( $\pm 0$ ) of the vertical axis. When the pitch is correct, the dashed line above will stop moving.



If the pitch is below the specified note, a position below the center line will light, and the dashed line will flow from right to left.



If the pitch is above the specified note, a position above the center line will light, and the dashed line will flow from left to right.



#### MEMO

- When using the tuner or graphic tuner, the input level is fixed for the internal microphone, external microphone, and line input, and cannot be adjusted.

