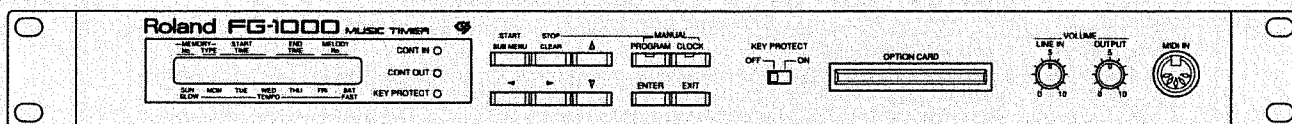


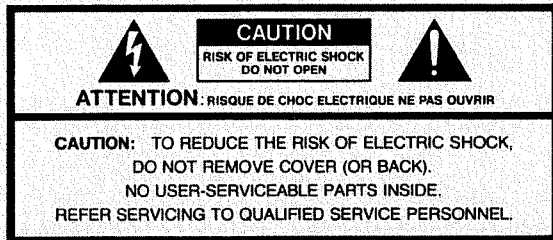
# Roland

# MUSIC TIMER

FG-1000

OWNER'S MANUAL





The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of un-insulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

## IMPORTANT SAFETY INSTRUCTIONS

**WARNING** — When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with a cart or stand that is recommended by the manufacturer.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. Avoid using the product where it may be affected by dust.
8. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
9. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
10. Do not tread on the power-supply cord.
11. Do not pull the cord but hold the plug when unplugging.
12. When setting up with any other instruments, the procedure should be followed in accordance with instruction manual.
13. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
14. The product should be serviced by qualified service personnel when:
  - A. The power-supply cord or the plug has been damaged; or
  - B. Objects have fallen, or liquid has been spilled into the product; or
  - C. The product has been exposed to rain; or
  - D. The product does not appear to operate normally or exhibits a marked change in performance; or
  - E. The product has been dropped, or the enclosure damaged.
15. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

## SAVE THESE INSTRUCTIONS

**WARNING:** THIS APPARATUS MUST BE EARTHED

For the U.K.

**IMPORTANT:** THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.  
GREEN-AND-YELLOW: EARTH, BLUE: NEUTRAL, BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug proceed as follows:

The wire which is coloured GREEN-AND-YELLOW must be connected to the terminal in the plug which is marked by the letter E or by the safety earth symbol  or coloured GREEN or GREEN-AND-YELLOW.

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

The product which is equipped with a THREE WIRE GROUNDING TYPE AC PLUG must be grounded.

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## Features

- The chimes and instrument sounds that you hear from the Music Timer sound incredibly realistic; that's because the Music Timer utilizes proprietary Roland sound source technology.
- With the Music Timer's weekly programming format, you can make and store up to 99 different programs for playing chimes and music, or control of external devices.
- The Music Timer contains 38 musical selections and 21 chime patterns in its memory, so there's something appropriate for virtually every situation.
- It's easy to scan through all the various settings on the LCD display and check the programs at a glance.
- The Music Timer comes equipped with LINE INs for hooking up a cassette tape player or CD player, and phone plug LINE OUTs for use in stereo or mono output. You also have a choice between balanced or unbalanced connections.
- To make it possible to exchange information with external devices, the Music Timer is equipped with a Busy signal output and Control Ins and Outs.
- And finally, it has a MIDI IN connector, so you can connect it to MIDI sequencers and keyboards, or use it as a GS format sound source.

## Important Notes

In addition to the items listed under Important Safety Instructions inside the front cover, please read and adhere to the following:

### [Power Supply]

- When making any connections with other devices, always turn off the power to all equipment first; this will help prevent damage or malfunction.
- Do not use this unit on the same power circuit with any device that will generate line noise, such as a motor or variable lighting system.
- Avoid damaging the power cord; do not step on it, place heavy objects on it etc.

### [Placement]

- Do not subject the unit to temperature extremes (e. g. direct sunlight in an enclosed vehicle). Avoid using or storing the unit in dusty or humid areas or areas that are subject to high vibration levels.
- Using the unit near power amplifiers (or other equipment containing large transformers) may induce hum.
- This unit may interfere with radio and television reception. Do not use this unit in the vicinity of such receivers.

### [Maintenance]

- For everyday cleaning wipe the unit with a soft, dry cloth (or one that has been slightly dampened with water). To remove stubborn dirt, use a mild, neutral detergent.  
Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the risk of discoloration and/or deformation.

### [Additional Precautions]

- Protect the unit from strong impact.
- Do not allow objects or liquids of any kind to penetrate the unit. In the event of such an occurrence, discontinue use immediately. Contact qualified service personnel as soon as possible.
- Never strike or apply strong pressure to the display.
- A small amount of heat will radiate from the unit, and thus should be considered normal.
- Before using the unit in a foreign country, consult with qualified service personnel.
- Should a malfunction occur (or if you suspect there is a problem) discontinue use immediately. Contact qualified service personnel as soon as possible.

### [Memory Backup]

- The unit contains a battery which maintains the contents of memory while the main power is off. The expected life of this battery is 5 years or more. However, to avoid the unexpected loss of memory data, it is strongly recommended that you change the battery every 5 years.
- When the battery becomes weak, the following message will appear in the display: "Battery Low". Please change the battery as soon as possible to avoid the loss of memory data.

B a t t e r y   L o w

# Introduction

Thank you, and congratulations on your choice of the Roland FG-1000 Music Timer. You can program the Music Timer to play chimes or music at any time you desire. A variety of carefully selected chimes, music and environmental sounds are stored in the Music Timer so that you can fill a room with sound whenever you wish.

We hope you'll read this manual carefully, in order to fully appreciate all the great features of the Music Timer.

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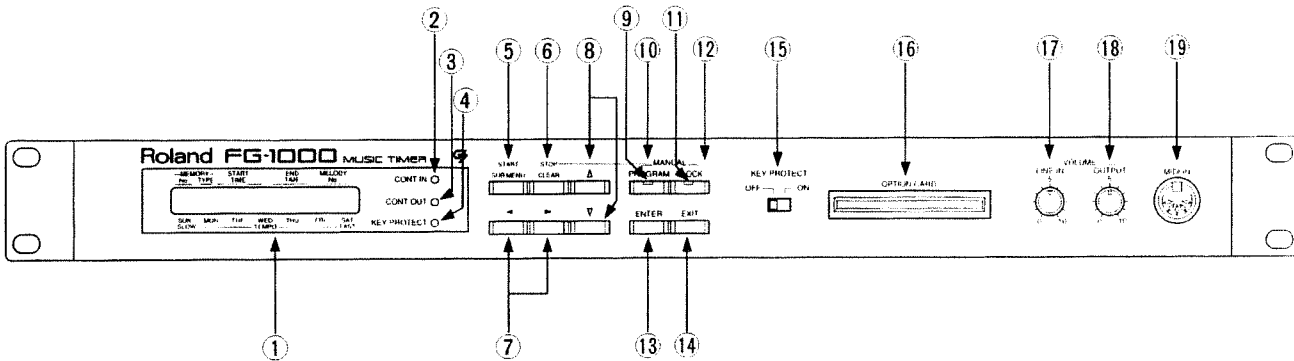
# ***Section 1***

## **Basic Procedure**

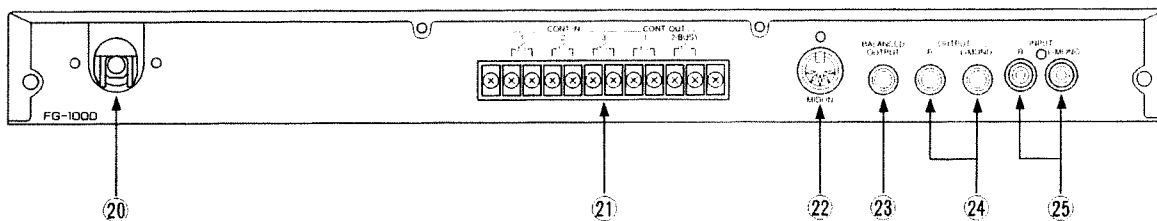
At this point, let's describe some of the basic features of the Music Timer and how to use them.

# 1. Front and Rear Panels

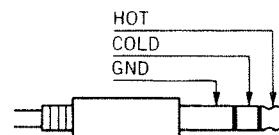
## <Front Panel>



## <Rear Panel>

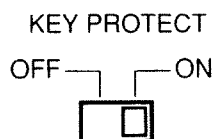


- |                               |                        |                        |
|-------------------------------|------------------------|------------------------|
| ① Display                     | ⑪ CLOCK Indicator      | ⑳ AC Cord              |
| ② CONTROL IN Indicator        | ⑫ CLOCK Button         | ㉑ CONTROL INs and OUTs |
| ③ CONTROL OUT Indicator       | ⑬ ENTER Button         | ㉒ MIDI IN Connector    |
| ④ KEY PROTECT Indicator       | ⑭ EXIT Button          | ㉓ BALANCED OUT         |
| ⑤ SUB MENU/START Button       | ⑮ KEY PROTECT Switch   |                        |
| ⑥ CLEAR/STOP Button           | ⑯ Option Card Slot     |                        |
| ⑦ Item Select Buttons         | ⑰ LINE IN VOLUME Knob  |                        |
| ⑧ Increment/Decrement Buttons | ⑱ LINE OUT VOLUME Knob |                        |
| ⑨ PROGRAM Indicator           | ㉑ MIDI IN Connector    |                        |
| ⑩ PROGRAM Button              |                        |                        |



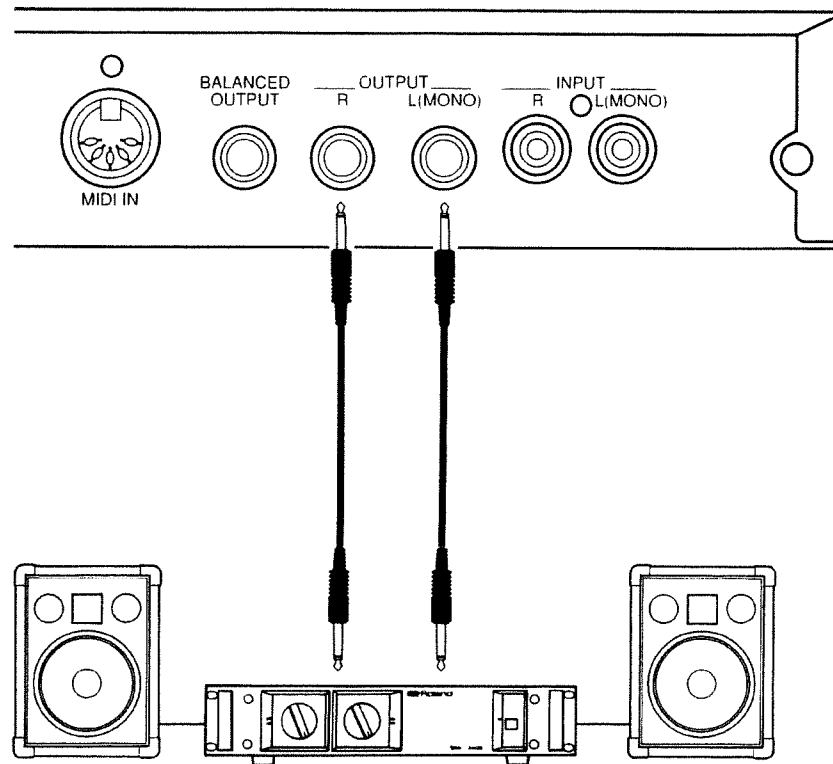
- ㉔ STEREO OUTs [R/L(MONO)]
- ㉕ LINE INs [R/L(MONO)]

### Note:



To keep your Music Timer programs from being accidentally erased or altered when you're not in the editing mode, set KEY PROTECT to On. When you want to edit these programs, set KEY PROTECT to Off.

## 2. Setting Up



- Check to make sure that the power amplifier and all other connected external devices are turned off.
- Rotate the OUTPUT VOLUME and LINE IN VOLUME knobs completely counterclockwise (to "0").
- Connect the speakers to the power amplifier.
- Connect the Music Timer's outputs to the power amplifier.
- You can get mono by plugging in only the L(mono) output.
- Plug the Music Timer's AC cord into an outlet.
- Now, turn on the power amplifier and other external devices.
- The Volume knob adjusts the volume of the output signals on the Music Timer.

\* This unit is equipped with a circuit protection device.  
A brief interval after power up is required before the unit will operate.

# 3. Setting the Current Time

The Music Timer has an internal clock so that it knows when to execute the programs you set.

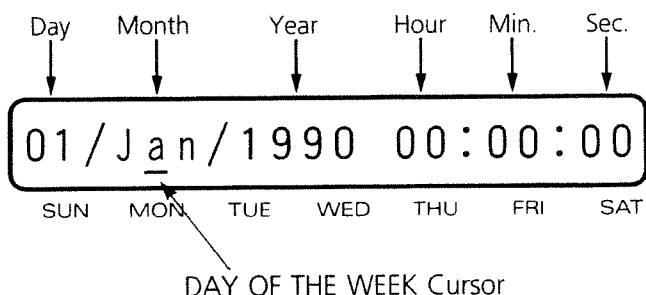
Naturally, you have to set this clock correctly first in order to execute programs at the right time.

## Example:

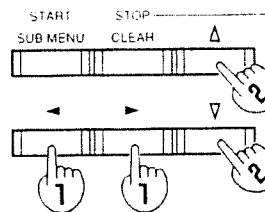
Set the clock to 10:10 Oct. 10, 1991



### ○ Display Indication



## 4: Setting The Year.



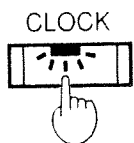
Use [1] to move the flashing display to the year, then set it to 1991 using [2].

10/Oct/1991 00:00:00

## 30 Second Adjust Feature

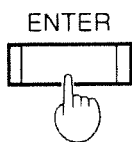
It's useful for changing the clock by just a few seconds to make it really accurate.

### 1: Press the CLOCK button.



The CLOCK INDICATOR will come on.  
The seconds will flash in the display.

### 2: Press the ENTER button.



The clock will start from 00 seconds.

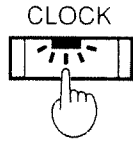
\* Between 0 and 29 seconds, the minutes will not change.  
Example: 10:10:10 → 10:10:00

\* Between 30 and 59 seconds, it rounds up to the next minute.  
Example: 10:10:40 → 10:11:00



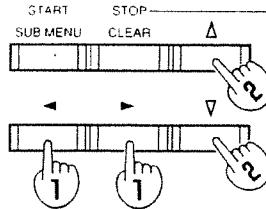
### 3. Setting the Current Time

#### 1: Press the CLOCK button.



The CLOCK INDICATOR will come on.

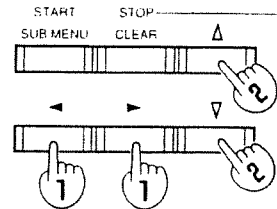
#### 2: Setting The Day.



Use [1] to move the flashing display to the day, then set it to 10 using [2].

10/Jan/1990 00:00:00

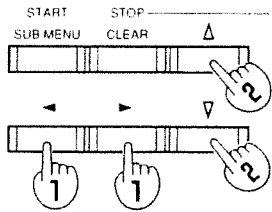
#### 3: Setting The Month.



Use [1] to move the flashing display to the month, then set it to Oct. using [2].

10/Oct/1990 00:00:00

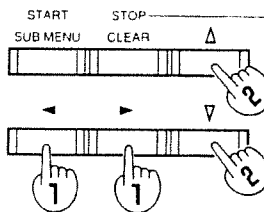
#### 5: Setting The Hour.



Use [1] to move the flashing display to the hour, then set it to 10 using [2].

10/Oct/1991 10:00:00

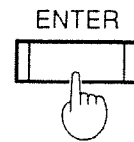
#### 6: Setting The Minute.



Use [1] to move the flashing display to the minute, then set it to 10 using [2].

10/Oct/1991 10:10:00

#### 7: Press the ENTER button.



The clock will start from 00 seconds. The CLOCK INDICATOR will go out.

\* When you set the date, the day of the week is automatically set for you. (The DAY OF THE WEEK cursor will move.)

# 4. Programming

You can use the Music Timer to play music or chimes on whatever day and at whatever time you decide. But to do this you have to program it ahead of time. This is called "programming" the Music Timer. Let's explain a little about this feature here.

## 1. Programming Log

First, it's a good idea to decide ahead of time what you want the Music Timer to do. Filling out a Programming Log is a good idea to help you organize your programs. You can make up your own Programming Log, or copy the one on page 31.

**Example:**  
Sample of a completed Programming Log.

**1. Memory Number**  
Enter a number which the Music Timer will use to identify and remember your program. You can use numbers from 01 to 99.

Memory No.	Type	Day of the Week						Start Time	End Time	Song No.	Song Name	
		Sun.	Mon.	Tue.	Wed.	Thu.	Fri.					Sat.
01	2		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	8:30	9:00	22	Méditation
02												
03												

## Note:

You can't set identical start times for two songs of the same Type (except Type 4 and Type 5). Instead, you can do that two or more events of different Types as follows.

### 1: Chimes + music

**Example:** Play the Westminster chime at 8:30, followed by repeating play of the Song "Méditation" until 9:00.

Memory No.	Type	Day of the Week						Start Time	End Time	Song No.	Song Name
		Sun.	Mon.	Tue.	Wed.	Thu.	Fri.				
01	1							8:30		1	Westminster
02	2							8:30	9:00	22	Méditation

### 2: Chimes + Music (Once Through)

**Example:** Play the Westminster chime at 8:30, followed by one play of the Song "Méditation".

Memory No.	Type	Day of the Week						Start Time	End Time	Song No.	Song Name
		Sun.	Mon.	Tue.	Wed.	Thu.	Fri.				
01	1							8:30		1	Westminster
02	2							8:30	8:30	22	Méditation

## 2. Type

Enter the type of program. There are five different program types.

1: Chimes	Used for notifying you of the current time. In addition to the traditional Westminster chime, there are 20 other chimes for you to choose from, some of them very unique and unusual.
2: Music	The Music Timer plays a variety of music including classical, ethnic, and background/environmental sounds.
3: Random Play	Musical selections representing each of these groups are stored in the Music Timer's memory.
4: Control External Devices (via CONTROL OUT 1)	You can control external devices using the Control Out terminals (can be set for normally open or close).
5: Control External Devices (via CONTROL OUT 2)	Same as 4.

## 3. Day of the Week

Enter the day of the week for a particular type of event.

## 4. Start Time

Enter the time you want chimes or music to start playing.

## 5. End Time

Enter the time you want the music to end here. Chimes, of course, play for a fixed amount of time, so you don't have to set an end time.

\* The end time must be later than the start time.

\* If the start and end times of a musical selection are the same, the song will play through only once.

\* If you have the start time set the same as the end time for Type 4 or Type 5, respective terminals of the CONTROL OUT will be shorted (or opened) for an instant.

## 6. Musical Selection Number

Enter the number of the musical selection or chimes you want to play.

\* This of course has no effect when controlling external devices.

### 3: Chimes + music (once through) + music (or random play)

Example: Westminster chime at 8:30, followed by one time through the Méditation, then repeating the performance of the Eine kleine Nachtmusik.

Memory No	Type	Day of the Week							Start Time	End Time	Song No	Song Name
		Sun	Mon	Tue	Wed	Thu	Fri	Sat				
01	1								8:30		1	Westminster
02	2								8:30	8:30	22	Méditation
03	2								8:30	9:00	25	Eine kleine Nachtmusik

### 4: Chimes During Play of a Musical Selection

Example: Play "Birdsong" (environmental sounds) from 8:00 am to 6:00 pm, with the Westminster chime playing at 8:30 am and 5:00 pm.

Memory No	Type	Day of the Week							Start Time	End Time	Song No	Song Name
		Sun	Mon	Tue	Wed	Thu	Fri	Sat				
01	2								8:00	18:00	57	Birdsong
02	1								8:30		2	Westminster Chime
03	1								17:00		2	Westminster Chime

## 2. Programming

Well, let's try to do the actual programming for these events, as per the entries on our Programming Log.

### Example:

Set Memory No. 01 to play the Song Méditation from 8:30 am to 9:00 am Monday through Saturday.



**4: Setting The Day Of The Week.**

Use **1** to move the flashing display to Sunday, then turn off the cursor above Sun. using **2**.

**5: Setting Playback Start Times.**

Use **1** to move the flashing display to the Start Time, then set it to 8:30 am using **2**.

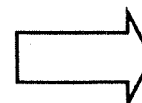
**6: Setting Playback End Times.**

Use **1** to move the flashing display to the End Time, then set it to 9:00 am using **2**.

\* Repeat steps 2 through 8 to continue making programmed settings.

### ● Set tempo and volume

All the songs stored in the Music Timer have tempo and volume set appropriately so usually you don't need to adjust them. However, if you do want to alter this settings, start by adjusting the overall Volume Balance as per "Volume Balance" instructions on page 21 for Type 1 (chimes) and Type 2 (music). If you want to alter the volume or tempo for each selection (either chimes or music), you have to insert the following operation between Steps 7 and 8.



#### Note:

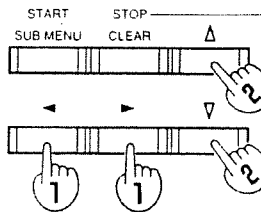
When Program Protect is On (see "Program Protect" on page 20), you can't make any new settings or programs. If you want to do that, turn Program Protect to Off first.

**1: Press the PROGRAM button.**

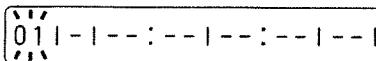


The PROGRAM INDICATOR will come on.

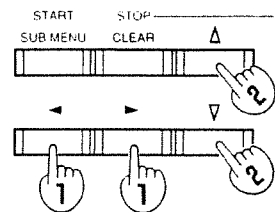
**2: Setting the Memory Number.**



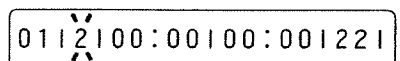
Use [1] to move the flashing display to the Memory Number, then set it to 01 using [2].



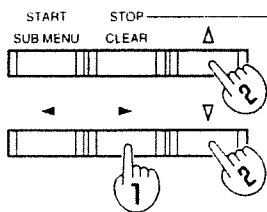
**3: Setting The Type.**



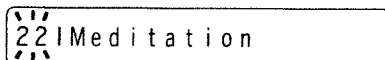
Use [1] to move the flashing display to the Type, then set it to 2 using [2].



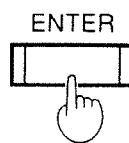
**7: Setting the Musical Selection Number.**



Use [1] to move the flashing display to the Musical Selection Number, then set it to 22 using [2].

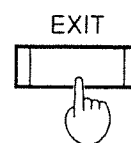


**8: Press the ENTER button.**

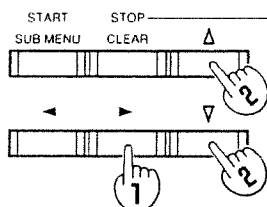


The settings you have just programmed will be stored in the Music Timer's memory. The flashing display will move onto the next program number, meaning that you can make the next program.

**9: Press the EXIT button.**

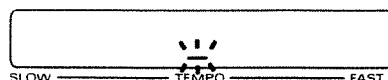


The display will revert to the date/time format. The PROGRAM INDICATOR will go out.



**1 Setting The Tempo.**

Use [1] to move the flashing display to Tempo, and set it to the tempo you want using [2].



**2 Setting The Volume.**

Use [1] to move the flashing display to Volume, and set it to the volume you want using [2].



## 4. Programming

### 3. Deleting Program

If you make a mistake while programming, you can delete that setting with the following procedure.

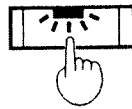
#### Example:

Delete memory number 01.



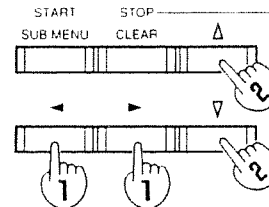
#### 1: Press the PROGRAM button.

PROGRAM



The PROGRAM INDICATOR will come on.

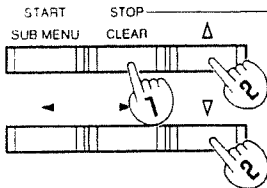
#### 2: Setting the Memory Number.



Use [1] to move the flashing display to the Memory Number, then set it to 01 using [2].

01 | 2 | 08 : 30 | 09 : 00 | 22 |

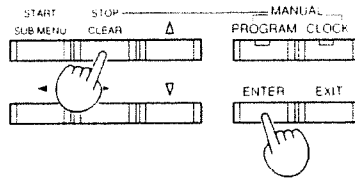
#### 3: Deleting One Or All Programs.



Press [1], then [2] to select Delete One, which is one of two kinds of program delete operations available on the Music Timer.

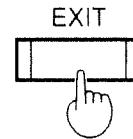
Clear : One

#### 4: Press the CLEAR and ENTER buttons simultaneously.



The program will be deleted. Press only the CLEAR button if you change your mind and don't want to delete after all.

#### 5: Press the EXIT button.



Leave the Delete mode and return the display to the date/time format. The PROGRAM INDICATOR will go out.

#### \* Delete options:

Delete One .....Delete only the current program.

Clear : One

Delete All .....Delete all the programs stored in the Music Timer.

Clear : All

### Note:

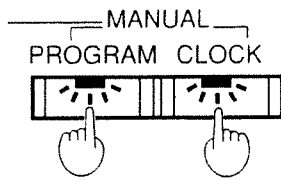
When Program Protect is On (see "Program Protect" on page 20), you can't make any new settings or programs. If you want to do that, turn Program Protect to Off first.

## 5. Manual Play

You can play the musical selections or chimes stored in the Music Timer any time you like.

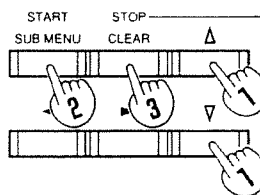


**1: Press the PROGRAM and CLOCK buttons simultaneously.**



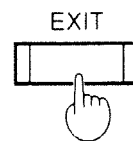
The PROGRAM INDICATOR and the CLOCK INDICATOR come on simultaneously.

**2: Song Play.**



Select the song you want using [1], and start play with [2]. Press [3] to stop play.

**3: Press the EXIT button.**



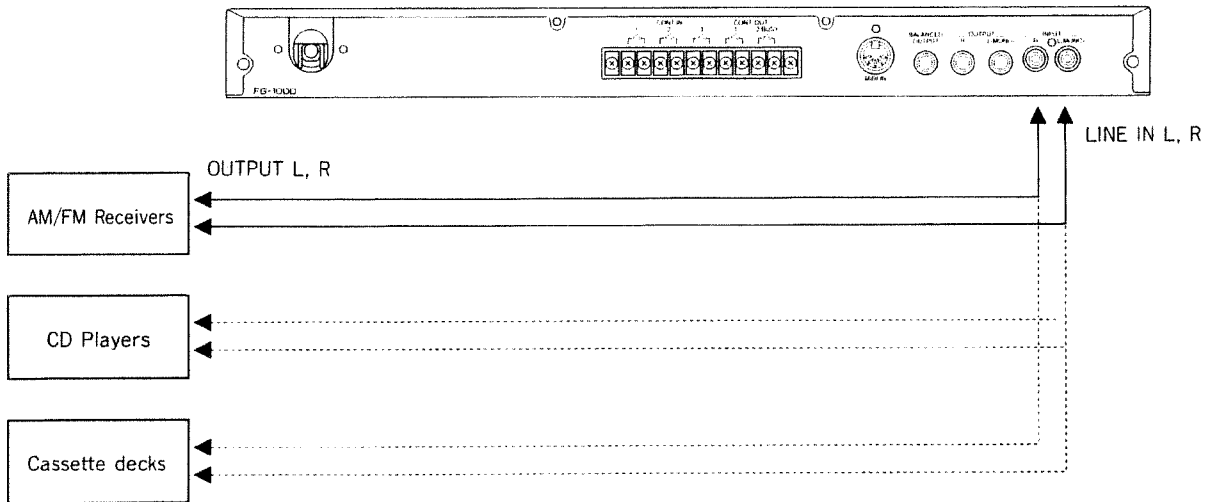
You will leave the Manual Play mode, and the date/time format display will return to the screen. The PROGRAM and CLOCK INDICATOR will go out.

\* Repeat step 2 to repeat this piece, or play another selection with Manual Play.

\* Even if you are in the middle of programmed music or chimes, pressing [PROGRAM] and [CLOCK] at the same time interrupts the programmed events (type 1 to 3) and starts manual play. (Programs will not execute when the Music Timer is in Manual Play mode.)

## 6. Line Ins

The Music Timer has LINE INs for connection to external devices (e.g. CD Players, Cassette Decks or AM/FM Receivers). When none of the FG-1000's internal programs are being used, you can use program materials from an external device.



You can adjust the volume of these external devices using the line in volume knob.

**\* When MIDI messages are coming in from the MIDI IN port, the built-in tone generator of the Music Timer itself will respond to these signals, rather than passing signals from an external device.**



# *Section 2*

## **How To Use The More Advanced Feature**

In this section we'll explain some more things you'll want to know about the useful features of the Music Timer.

# 1. Using The Sub Menu Feature

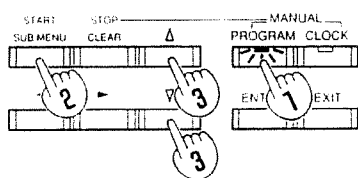
The Music Timer comes with other handy features in addition to those described in Section 1. At this point, let's explain some of the useful features you can access by pressing the SUB MENU button during programming.

## 1. Program Switching

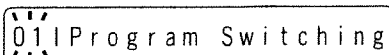
You can make programs for special days using the Special Programming techniques described on page 23.

That is, you can make programs for days off, holidays, or just at whim, that will be in effect only for those days.

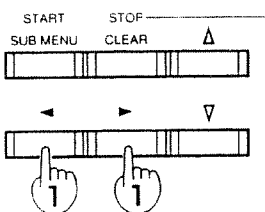
### 1: Select Program Switching.



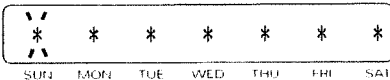
After pressing [1] and [2], press [3] to select Program Switching.



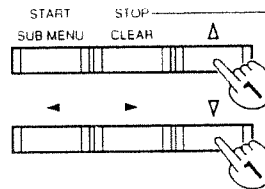
### 2: Select A Day Of The Week For The Switch.



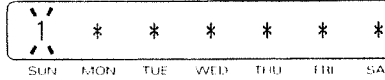
Use [1] to move the flashing display to the day of the week you want to select.



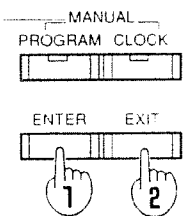
### 3: Selecting a Special Program.



Use [1] to select a Special Program Number.



### 4: Store the Settings.



Press [1] then [2]. The settings you have just programmed will be stored in the Music Timer's memory. The date/time format display will return to the screen.

\* The days of the week indicated by the '\*' in Step 3 are the days on which your regular weekly programs will execute.

Select Off if you don't want them to execute on a particular day, i. e., your days off.

\* This function can be used to accommodate special or one time events within any given week (e.g. national or civic holidays).

### Note:

If you try to program something to execute earlier than a specified day, it will instead execute on that day the following week.



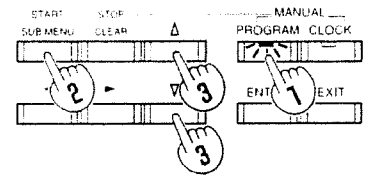
For example, if on a Tuesday you use Program Switching to program something for Monday, that Special Program will execute on Monday the following week.

## 2. Checking Your Program Setting

There is a way to check on the programs that are already stored in the Music Timer. You can verify Music/Chimes for each day and each Special Program, in order, regardless of Memory Number. Programs will not execute while you are verifying them in this mode.



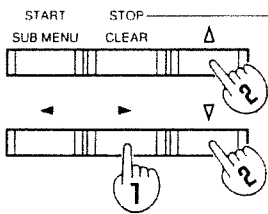
### 1: Select Check Settings.



After pressing [1] and [2], press [3] to select Check Settings.

02 | Check Settings |

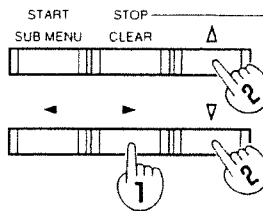
### 2: Select A Day Of The Week.



Press [1], then select the day of the week for which you want to verify the programs using [2].

Check Day : Monday

### 3: Verify.

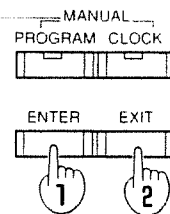


If you press [1] then [2], the programmed musical selection will start to play. By repeating these steps, you can check all your programs.

02 | 1109:001--:--1011

\* When you have checked the last program, nothing will be heard play when you press [2].

### 4: Finish Verifying.



Press [1], then [2]. Any musical selections currently playing will stop, and the display will return to the data/time format.

## 1. Using The Sub Menu Feature

### 3. Program Protect

You will want some way to protect your most important programs from being accidentally changed or erased. Program Protect can do that.



**1: Select Program Protect.**

After pressing **1** and **2**, press **3** to select Program Protect.

03 | Program Protect |

**2: Set On/Off.**

Press **1**, then use **2** to select Program Protect On/Off.

Protect : ON

**3: Store Your Setting.**

Press **1**, then **2**.  
The Program Protect On/Off setting is now stored in the Music Timer, and the display returns to the date/time format.

\* If Program Protect is on, you can not edit, add, or delete any of the settings. If you want to make any new settings, you have to turn Program Protect off first.

## 4. Volume Balance

You can set the volume and balance for Type 1 (chimes) and for Type 2 (music)/Type 3 (Random play) events [Type 2 and Type 3 events use the same volume setting.]. If you want to set a different volume for each program, this can be done using the programming function described on page 12.



**1: Select Volume Balance.**

After pressing [1] and [2], press [3] to select Volume Balance.

04 | Volume Balance |

**2: Adjust the Volume of Type 1 (Chimes).**

Press [1], then set the volume of Type 1 (Chimes) with [2].

Type 1: 100% Type 2: 80%

**3: Adjust the Volume of Type 2 (Music).**

Press [1], then set the volume of Type 2 (Music) with [2].

Type 1: 100% Type 2: 60%

**4: Store Your Settings.**

Press [1], then [2]. The Volume Balance setting is now stored in the Music Timer, and the display reverts to the data/time format.

\* When you change the volume balance for Type 1 (chimes) events you are also adjusting it for the musical selections numbered 57 through 59.

# 1. Using The Sub Menu Feature

## 5. Fade Time

Here's how you can set the duration of fade-ins and fade-outs for your musical selections.

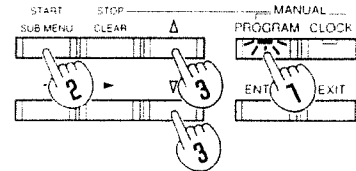
When two programs meet or overlap, i. e. Chimes are to be played during a musical selection, or a piece of music is programmed to begin before another has completely finished, the Volume will adjust smoothly to make seamless transitions during playback.



\* A "Fade-In" is a gradual increase in volume from nothing up to a pleasant listening level; "Fade-Out" is a gradual decrease in volume.

\* You can set the duration of a fade to be anything from 1 to 30 seconds.

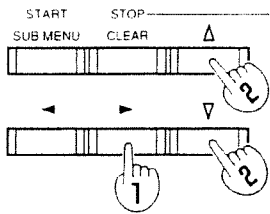
### 1: Select Fade Time.



After pressing [1] and [2], press [3] to select Fade Time.

05 | Fade Time |

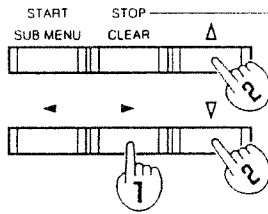
### 2: Set Fade-In Time.



Press [1], then use [2] to set the Fade-In Time.

Fade In: 3S | Out: \*\*S

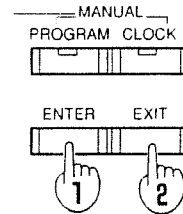
### 3: Set Fade-Out Time.



Press [1], then use [2] to set the Fade-Out Time.

Fade In: 3S | Out: 3S

### 4: Store Your Settings.



The Fade Times are now stored in the Music Timer.

## 6. Special Programming

There is a special way to execute programs that are not part of a regular weekly schedule; see the section entitled "Program Switching" on page 18.



**1: Select Special Programming.**

After pressing [1] and [2], press [3] to select Special Programming.

06 | Special Program1 |

**2: Special Programming.**

Use [1] and [2] to select the various programming options.

**3: Press the ENTER button.**

The flashing display will move to the next Memory Number not currently in use, so that you can program it.

**4: Press the EXIT button.**

The settings are now stored in the Music Timer's memory, and the display reverts to the data/time format.

The program options listed under Special Programming are the same as for regular programming; refer to the section entitled "Programming" on page 12.

- \* **Special Programs** are numbered from 1 to 30. These are not to be confused with the Memory Numbers for regular (weekly) programs.
- \* In this **Special Programming** mode, you can make the three different kinds of settings described in the "Program Switching" section on page 18.

06 | Special Program1 |

07 | Special Program2 |

08 | Special Program3 |

These correspond to Special Setting 1, 2, 3. (See the section titled "Program Switching".)

## 7. Group Setting

You can collect up to 20 musical selections into a single group for playback purposes.

“Group programming” means simply that you are able to collect any of the built-in musical selections into a Type 2 “group”. Then you can always just refer to that group when making programming selections.



**1: Select Group Setting.**

After pressing [1] and [2], press [3] to select Group Setting. Press [4].

09 | Group Setting 1 |

**2: Program Order Of Play.**

Use [1] to specify the order you want the songs to play in. (Pressing [CLEAR] and [ENTER] simultaneously at this point will delete all the settings stored so far for that Group.)

S01 | \*\* | \*\*\*\*\*

**3: Select The Songs For Playback.**

Press [1], then use [2] to select the pieces you want played. Press [3].

S01 | 22 | Meditation

**4: Store Your Settings.**

Press [1], then [2]. The settings are now stored in the Music Timer's memory, and the display reverts to the data/time format.

\* Repeat Steps 2 and 3 as many times as needed to program the Group, up to a total of 20 musical selections per Group.

\* The sequence of musical selections registered in Group Setting 1 can be accessed by selecting Musical Selection No. G1 in a Type 3 (Random Play) program.

\* Similarly, Group Setting 2 is called Musical Selection No. G2 in making Type 3 (Random Play) programs.

### Note:

You can't delete selections from a group when programming using selections number G1 or G2; you have to go to the Group screen beforehand to make any deletions.

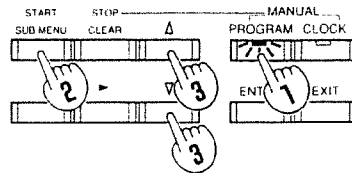


## 8. Programming Control Out

CONTROL OUTs 1 and 2, found on the rear panel, are used to control external devices.



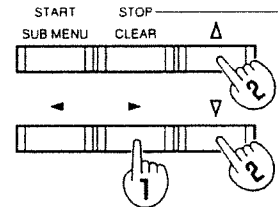
### 1: Select the Control Out.



After pressing [1] and [2], press [3] to select Control Out.

11 | Control Out 1 |

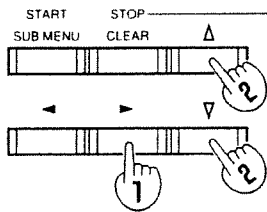
### 2: On/Off Mode Settings.



Press [1], then set Control Out On or Off using [2].

Control Out : On |

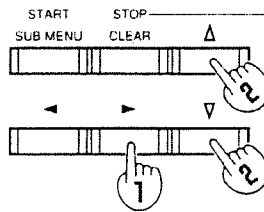
### 3: Setting Pulse Width.



Press [1], then use [2] to set the Pulse Width.

Pulse Width : 04 S |

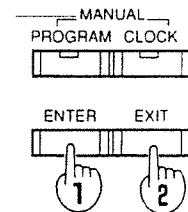
### 4: Setting Offset Time.



Press [1], then use [2] to set the Offset Time.

Offset Time : 04 S |

### 5: Store Your Settings.



Press [1], then [2].

The settings are now stored in the Music Timer's memory, and the display reverts to the data/time format.

- \* 11 | Control Out 1 corresponds to Control Out 1.
- 12 | Control Out 2 corresponds to Control Out 2.

\* You can set Pulse Width in a range from 1 to 59 seconds.

\* You can set Offset Time in a range from 0 to 59 seconds.

\* Setting Control Out 2 corresponds to sending out a Busy signal (Stay-on Signal).

- \* Control Out 2 can also output a time reference signal, making the Music Timer into a reference clock, by selecting "Clock" when making Pulse settings. In such a case, you will be unable to set Pulse Widths and Offset Time for 3 and 4.

Control Out : CLK |

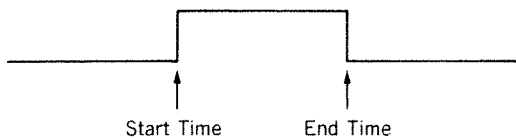
## 1. Using The Sub Menu Feature

# Timing Charts For Control Out

## ● Control Out On/Off Mode

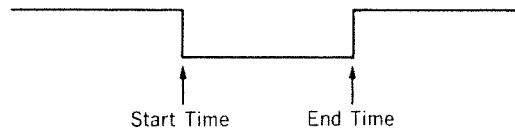
### 1. ON

At the Start Time the switch is ON (the Control Out terminal is shorted), and at the End Time it is turned back to OFF (Control Out is opened).



### 2. OFF

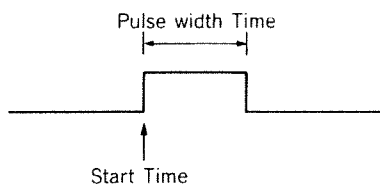
At the Start Time the switch is Off (the Control Out terminal is opened), and at the End Time it is turned back to ON (Control Out is shorted).



## ● Pulse Width (Time Duration)

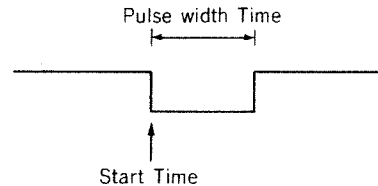
### <Control Out Pulse ON>

At the Start Time the switch is On (the Control Out terminal is shorted) during Pulse Width Time.



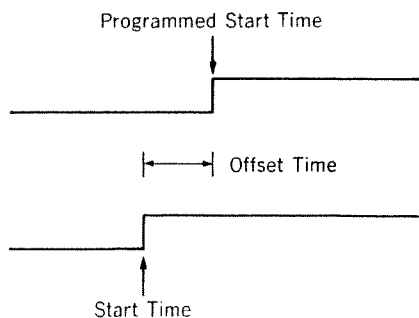
### <Control Out Pulse OFF>

At the Start Time the switch is Off (the Control Out terminal is opened) during Pulse Width Time.



## ● Offset duration

Offset specifies how much earlier a pulse is sent before the programmed start time.



# 9. Setting Control In Priority

There are three Control Ins on the Music Timer's rear panel. You can set which of these will have priority when it comes time to receive an incoming control signal.



**1: Select Control In Priorities.**

After pressing [1] and [2], press [3] to select Set Priority.

```

13|Set Priority |
  
```

**2: Setting Priorities.**

Press [1], then use [2] to specify the priority order.

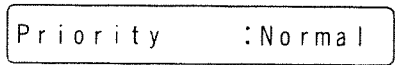
```

Priority :Normal
  
```

**3: Store Your Settings.**

Press [1], then [2]. The settings are now stored in the Music Timer's memory, and the display reverts to the data/time format.

### \* Priority



Signals coming in via Control In 1 have the highest priority, those via Control In 3 the lowest; or



The most recent signal received takes precedence.

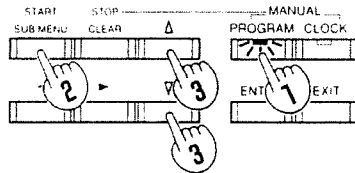
# 1. Using The Sub Menu Feature

## 10. Programming Control In

The Music Timer can receive signals from external devices through the Control Ins. These signals can start some programmed event in the Music Timer, like music play, even to the point of interrupting an internal program that is executing at that moment.



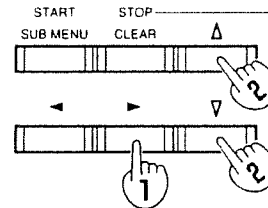
### 1: Select Programming Control Ins.



After pressing [1] and [2], press [3] to select Programming Control Ins.

14 | Control In 1 |

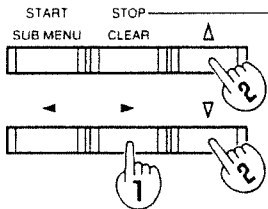
### 2: Select Music/Chimes.



Press [1], then use [2] to select the piece of music to be played upon receiving a signal via a Control In.

22 | Meditation |

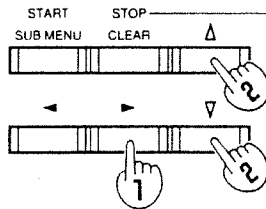
### 3: Programming the Control Out.



Press [1], then use [2] to specify a Control Out action upon receiving a signal via a Control In.

Control Out : 1 |

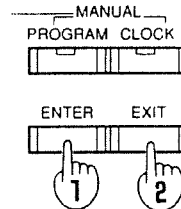
### 4: Specifying a Control Out Waveform.



Press [1], then use [2] to specify the Control Out Waveform.

Cont. Waveform: Busy

### 5: Store Your Settings.



Press [1], then [2]. The settings are now stored in the Music Timer's memory, and the display reverts to the data/time format.

#### \* Programming the Control Ins.

- 14 | Control In 1
- 15 | Control In 2
- 16 | Control In 3

\* The Music Timer will not play anything upon receipt of a trigger signal if the Musical Selection Number is set to 00.

00 | Don't Play Songs |

#### \* Control In 3 is for input of reference clock signals.

TM | Time Ref. Signal |

#### \* Programming The Control Outs

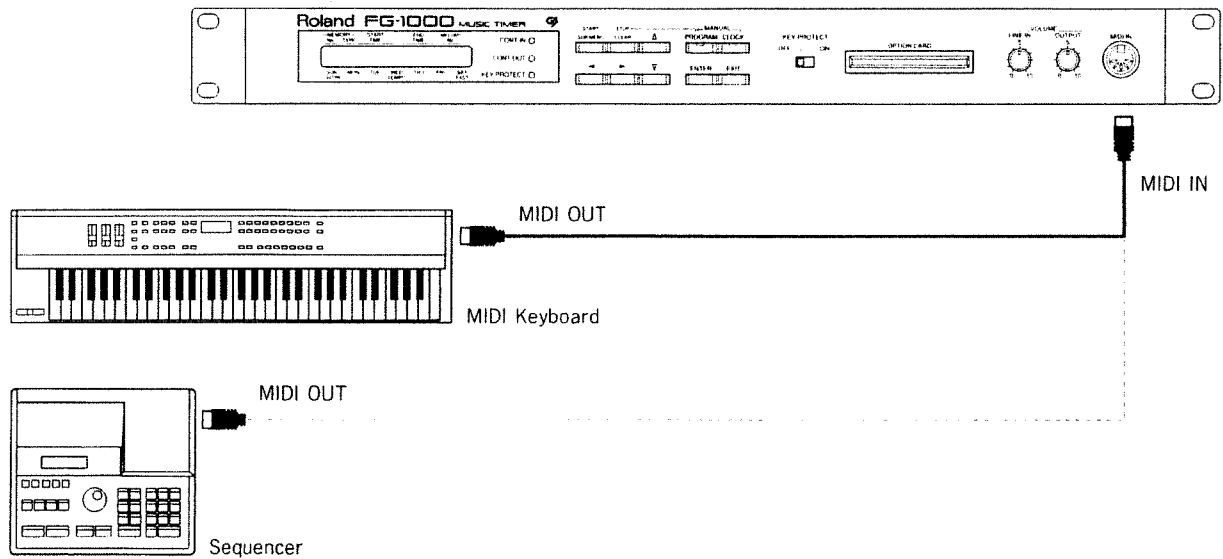
- Control Out: Off indicates no output through any of the Control outs.
- Control Out: 1 indicates output through Control Out 1.
- Control Out: 2 indicates output through Control Out 2.

#### \* Control Out Waveform

- 1: Busy (stay-on mode)
- 2: Pulse (on/off mode)

## 2. About MIDI

The Music Timer comes equipped with a MIDI IN connector so that you can play it's internal sound source using MIDI messages from an external MIDI device. The Music Timer's sound source is compatible with Roland's new GS format, and works best with sequencer data that is also GS-compatible.



\* Messages received through the front panel MIDI connector are combined with those received through the rear panel MIDI connector.

### Note:

The FG-1000's internal programs always have priority over incoming MIDI messages. This means that a programmed event will override MIDI messages if you are playing a connected MIDI keyboard (or using a sequencer) while an event is being executed. Before the playback of a programmed event begins, the FG-1000 will automatically revert to its default settings.

## 3. About the CONTROL IN and OUT

As we've pointed out, you can control external devices using the CONTROL OUTs on the Music Timer's rear panel. You can also start programmed operation of the Music Timer by sending a control signal from an external device to a CONTROL IN.

### ■ Control In

Start signals from external devices can be received via the rear panel CONTROL IN, enabling the Music Timer to be started by these devices.

When a control signal from an external device is received at a CONTROL IN, it overrides the Music Timer's internal programs and plays whatever selection is registered in the "Control In" Sub Menu.

It can also send a control pulse from the Music Timer's CONTROL OUT at this time.

For more details on this, look over the section entitled "Programming Control In" on page 28.

Ordinarily, the Control Ins are prioritized in 1-2-3 order. For more information on changing the priority arrangement, see the section entitled "Setting Control In Priority" on page 27.

Reference clock signals can be received via Control In 3. This is possible only on the FG-10 and FG-1000.

Start signals from external devices should be ON/OFF events that short or open the Control In terminals (1 second or more in duration).

### ■ Control Out

Control signals for external devices can be sent from the rear panel CONTROL OUT, enabling the Music Timer to control these devices.

#### ● CONTROL OUT 1

For Type 4 (CONTROL OUT 1) programs, a pulse is sent as described in the section "Programming Control Out" on page 25.

There are three kinds of Control Out signal waveforms, ON, OFF and pulse.

The pulse signal output can be anywhere from 1 to 59 seconds in duration.

**\* Contact capacity of Control Out 1 is DC 24 V/0.5 A.**

#### ● CONTROL OUT 2/BUSY

Normally this sends a Busy output signal (stay-on signal). Offset time can be set in a range from 0 to 59 seconds.

You cannot program Type 5 (CONTROL OUT 2) to output a Busy signal.

When setting a reference clock as per "Programming Control Out" (page 25), a reference pulse is sent out at 5:59, 11:59, 17:59 and 23:59.

There are three kinds of Control Out signal waveforms: ON, OFF and pulse.

The pulse signal output can be anywhere from 1 to 59 seconds in duration.

**\* Contact capacity of Control Out 2 is DC 24 V/0.5 A.**

### Caution:

DO NOT connect AC voltage lines to the Control Out terminals. Any connections to the Music Timer should use wire that is at least 0.8mm in diameter.



# ■ Song List

## [Type 1]

No.	Title	Playing time	No.	Title	Playing time
1	Westminster	about 26 sec	12	Image Sound 4	about 22 sec
2	Westminster Chime	about 29 sec	13	Image Sound 5	about 18 sec
3	Simple Sound 1	about 17 sec	14	Image Sound 6	about 27 sec
4	Simple Sound 2	about 20 sec	15	Signal Sound 1	about 9 sec
5	Simple Sound 3	about 16 sec	16	Signal Sound 2	about 9 sec
6	Simple Sound 4	about 9 sec	17	Signal Sound 3	about 11 sec
7	Simple Sound 5	about 33 sec	18	Signal Sound 4	about 7 sec
8	Simple Sound 6	about 21 sec	19	Signal Sound 5	about 13 sec
9	Image Sound 1	about 22 sec	20	Signal Sound 6	about 8 sec
10	Image Sound 2	about 26 sec	21	Buzzer 10 sec	about 10 sec
11	Image Sound 3	about 18 sec			

## [Type 2: Classical Music]

No.	Title	Composer	Playing time
22	Méditation	Massenet	about 4 min. 17 sec
23	Sonate für Flute Satz 1	J.S. Bach	about 2 min. 21 sec
24	Streichquartett No.17 "Serenade" Satz 2	Haydn	about 3 min. 12 sec
25	Eine kleine Nachtmusik	Mozart	about 4 min. 21 sec
26	Streichquartett No.17 "Serenade" Satz 1	Haydn	about 2 min. 22 sec
27	Konzert für Flute No.1 "La Tempesta di mare"	Vivaldi	about 3 min. 19 sec
28	Sonate für klavier No.8 "Pathétique" Satz 2	Beethoven	about 4 min. 14 sec
29	Ouvertüre No.3 BWV 1068 Satz 2 Aria	J.S. Bach	about 6 min. 1 sec
30	Brandenburgisches Konzert No.3 Satz 1	J.S. Bach	about 2 min. 31 sec
31	Suite "Water Music" Movement 2 Air	Handel	about 3 min. 34 sec
32	Brandenburgisches Konzert No.5 Satz 1	J.S. Bach	about 2 min. 46 sec
33	Symphonie No.6 "Pastorale" Satz 3	Beethoven	about 3 min. 8 sec

## [Type 2: World Beat]

No.	Title	Composer	Playing time
34	Annie Laurie	Scotland	about 5 min. 30 sec
35	Home On The Range	U.S.A.	about 3 min. 18 sec
36	Loch Lomond	Scotland	about 3 min. 15 sec
37	Szla dzieweczka	Poland	about 3 min. 3 sec
38	Cielito Lindo	Mexico	about 3 min. 1 sec
39	Funiculi Funiculá!	Italy	about 3 min. 2 sec
40	O sole Mio	Italy	about 3 min. 2 sec
41	Londonderry Air	Ireland	about 3 min. 26 sec
42	Walzing Matilda	Australia	about 3 min. 34 sec
43	The Red Sarafan	Russia	about 3 min. 11 sec
44	Camptown Races	U.S.A.	about 3 min. 2 sec
45	O Vreneli	Switzerland	about 3 min. 19 sec



**[Type 2: Image Songs]**

No.	Title	Composer	Playing time
46	Day Break	N. Murakami	about 6 min. 2 sec
47	Morning Mist	N. Murakami	about 3 min. 12 sec
48	Wake up!	N. Murakami	about 2 min. 33 sec
49	Energy	N. Murakami	about 2 min. 20 sec
50	Mother Earth	N. Murakami	about 6 min. 56 sec
51	Macrocosm	N. Murakami	about 3 min. 8 sec
52	Arcadia	N. Murakami	about 3 min. 8 sec
53	Adventure Land	N. Murakami	about 3 min. 22 sec

**[Type 2: Evening]**

No.	Title	Composer	Playing time
54	Auld Lang Syne	Scotland	about 3 min. 11 sec
55	La Golondrinas	Mexico	about 2 min. 47 sec
56	Ave Maria	Gounod	about 2 min. 56 sec

**[Type 2: Environmental Sound]**

No.	Title	Composer	Playing time
57	Birdsong		about 4 min. 56 sec
58	Seaside		about 2 min. 40 sec
59	Riverside		about 2 min. 43 sec

**[Type 3]**

No.	Title
G1	User 1
G2	User 2
M1	Classical Music
M2	World Beats
M3	Image Songs
T3	Evening

# Instrument Table

	PC#	CC0	Instrument Name
Piano	1	0	Piano 1
	2	0	Piano 2
	3	0	Piano 3
	4	0	Honky-tonk
	5	0	E. Piano 1
	6	0	E. Piano 2
	7	0	Harpichord
	8	0	Clav.
Chromatic Percussion	9	0	Celesta
	10	0	Glockenspiel
	11	0	Music Box
	12	0	Vibraphone
	13	0	Marimba
	14	0	Xylophone
	15	0	Tublar-bell
	15	8	Church Bell
16	0	Santur	
Organ	17	0	Organ 1
	18	0	Organ 2
	19	0	Organ 3
	20	0	Church Org.
	21	0	Reed Organ
	22	0	Accordion Fr
	23	0	Harmonica
	24	0	Bandoneon
Guitar	25	0	Nylon-str Gt
	26	0	Steel-str Gt
	27	0	Jazz Gt.
	28	0	Clean Gt.
	29	0	Muted Gt.
	30	0	Overdrive Gt
	31	0	Distrotion Gt
	32	0	Gt. Harmonics
Bass	33	0	Acoustic Bs.
	34	0	Fingered Bs.
	35	0	Picked Bs.
	36	0	Fretless Bs.
	37	0	Slap Bass 1
	38	0	Slap Bass 2
	39	0	Synth Bass 1
	40	0	Synth Bass 2
Strings/Orchestra	41	0	Violin
	42	0	Viola
	43	0	Cello
	44	0	Contrabass
	45	0	Tremolo Str
	46	0	PizzicatoStr
	47	0	Harp
	48	0	Timpani

	PC#	CC0	Instrument Name
Ensemble	49	0	Strings
	50	0	Slow Strings
	51	0	Syn. Strings 1
	52	0	Syn. Strings 2
	53	0	Choir Aahs
	54	0	Voice Oohs
	55	0	Syn Vox
	56	0	Orchestra Hit
Brass	57	0	Trumpet
	58	0	Trombone
	59	0	Tuba
	60	0	Muted Trumpet
	61	0	French Horn
	62	0	Brass
	63	0	Synth Brass 1
	64	0	Synth Brass 2
Reed	65	0	Soprano Sax
	66	0	Alto Sax
	67	0	Tenor Sax
	68	0	Baritone Sax
	69	0	Oboe
	70	0	English Horn
	71	0	Bassoon
	72	0	Clarinet
Pipe	73	0	Piccolo
	74	0	Flute
	75	0	Recorder
	76	0	Pan Flute
	77	0	Bottle Blow
	78	0	Shakuhachi
	79	0	Whistle
	80	0	Ocarina
Synth lead	81	0	Square Wave
	81	8	Sine Wave
	82	0	Saw Wave
	83	0	Syn. Calliope
	84	0	Chiffer Lead
	85	0	Charang
	86	0	Solo Vox
	87	0	5th Saw Wave
88	0	Bass & Lead	
Synth pad etc.	89	0	Fantasia
	90	0	Warm Pad
	91	0	Polysynth
	92	0	Space Voice
	93	0	Bowed Glass
	94	0	Metal Pad
	95	0	Halo Pad
	96	0	Sweep Pad

## ■ Drum Sets Table

	PC#	CC0	Instrument Name
Synth FSX	97	0	Ice Rain
	98	0	Soundtrack
	99	0	Crystal
	100	0	Atmosphere
	101	0	Brightness
	102	0	Boblin
	103	0	Echo Drops
	104	0	Star Theme
Ethnic	105	0	Sitar
	106	0	Banjo
	107	0	Shamisen
	108	0	Koto
	109	0	Kalimba
	110	0	Bagpipe
	111	0	Fiddle
	112	0	Shannai
Percussive	113	0	Tinkle Bell
	114	0	Agogo
	115	0	Steel Drums
	116	0	Woodblock
	117	0	Taiko
	118	0	Melo Tom
	119	0	Synth Drum
	120	0	Reverse Cym.
SFX	121	0	Gt. Fret Noise
	122	0	Breath Noise
	122	1	Fl. Key Click
	123	0	Seashore
	123	1	Rain
	123	3	Wind
	123	4	Stream
	123	5	Bubble
	124	0	Bird
	125	0	Telephone
	125	5	Windchime
	125	6	Buzzer
	126	0	Helicopter
	127	0	Applause
	128	0	Gun Shot

PC# : Program number (Instrument number)  
 CC0 : Control change number 0

Note No.	Tone Name
33	Metronome Click
34	Metronome Bell
35	Kick Drum 2
36	Kick Drum 1
37	Side Stick
38	Snare Drum 1
39	Hand Clap
40	Snare Drum 2
41	Low Tom 2
42	Closed Hi-hat [EXC 1]
43	Low Tom 1
44	Pedal Hi-hat [EXC 1]
45	Mid Tom 2
46	Open Hi-hat [EXC 1]
47	Mid Tom 1
48	High Tom 2
49	Crash Cymbal 1
50	High Tom 1
51	Ride Cymbal 1
52	Chinese Cymbal
53	Ride Bell
54	Tambourine
55	Splash Symbol
56	Cowbell
57	Crash Cymbal 2
58	Vibra-slap
59	Ride Cymbal 2
60	High Bongo
61	Low Bongo
62	Mute High Conga
63	Open High Conga
64	Low Conga
65	High Timbale
66	Low Timbale
67	High Agogo
68	Low Agogo
69	Cabasa
70	Maracas
71	Short Hi Whistle [EXC 2]
72	Long Low Whistle [EXC 2]
73	Short Guiro [EXC 3]
74	Long Guiro [EXC 3]
75	Claves
76	High Woodblock
77	Low Woodblock
78	Mute Cuica [EXC 4]
79	Open Cuica [EXC 4]
80	Mute Triangle [EXC 5]
81	Open Triangle [EXC 5]
82	Shaker
83	Jingle Bell
84	Bell Tree
85	Castanets
86	Mute Surdo [EXC 6]
87	Open Surdo [EXC 6]

[EXC]: Percussion sounds of the same number cannot be heard at the same time.

# MIDI Implementation Chart

Function ...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed		1 - 16 1 - 16 each	
Mode	Default Messages Altered	× × *****	Mode 3 Mode 3, 4 (m = 1)	* 2
Note Number	True Voice	× *****	0 - 127 0 - 127	
Velocity	Note ON Note OFF	× ×	○ ×	
After Touch	Key's Ch's	× ×	* 1 * 1	
Pitch Bender		×	* 1	
Control Change	0, 32	×	* 3 (MSB only)	Bank select
	1	×	* 1	Modulation
	5	×	* 3	Portamento time
	6, 38	×	* 3	Data entry
	7	×	* 1	Volume
	10	×	* 1	Panpot
	11	×	* 1	Expression
	64	×	* 1	Hold1
	65	×	* 1	Portamento
	66	×	* 1	Sostenuto
	67	×	* 1	Soft
	84	×	* 3	Legato control
	91	×	* 3 (Reverb)	Effect1 depth
	93	×	* 3 (Chorus)	Effect3 depth
	98, 99	×	* 1	NRPN LSB, MSB44
100, 101	×	* 1	RPN LSB, MSB	
120	○	○	All sound off	
121	×	○	Reset all controllers	
Prog Change	True #	× *****	* 1 0 - 127	
System Exclusive		×	○	
System Common	Song Pos	×	×	
	Song Sel	×	×	
	Tune	×	×	
System Real Time	Clock	×	×	
	Commands	×	×	
Aux Messages	Local ON/OFF	×	×	
	All Notes OFF	×	○ (123 - 125)	
	Active Sense	×	○	
	Reset	×	×	
<p>Notes</p> <p>* 1 ○× is selectable</p> <p>* 2 Recognize as m = 1 even if m ≠ 1</p> <p>* 3 ○× is selectable only when using the receive switch control change (all)</p>				

Mode 1 : OMNI ON, POLY  
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO  
Mode 4 : OMNI OFF, MONO

○ : Yes  
× : No

# ■ SPECIFICATIONS

## [Programming]

- **Number of Programs**  
Programs: 99  
Special Programs: 30 (×3)  
Group Settings: 20 Musical Selections (×2)
- **Program Input**  
Programs are input by manually pressing control buttons in program mode.
- **Program Contents**  
Day Of The Week, Hours, Minutes, Musical Selection  
Number (Tempo, Volume), Control Out

## [Control Ins and Outs]

- **Control Ins**  
Number of Inputs: 3  
Reference Clock Function (FG-10/1000 only); via  
Control Out 3  
Trigger Signal Format: On, Off (Open, Close)  
(1 sec or more duration)  
Contact Capacity: DC 24V/0.5A or more
- **Control Outs**  
Number of Outputs: 2  
Signal Format: On, Off (Open, Close)  
Time duration (variable between 1 and 59 seconds)  
Busy (During play of built-in musical selections, On,  
Off): Control Out 2  
Reference Clock (sent out at 5:59, 11:59, 17:59 and  
23:59): Control Out 2  
Contact Capacity: DC 24 V/0.5 A  
Programming Output: via Program settings

## [Tone Generator]

- **Parts**  
Part 1 to 16
- **Maximum Polyphony**  
24 voices
- **Effects**  
Reverb  
Chorus

## [Hardware]

- **Display**  
1 line 20 character (backlit LCD)
- **Indicators**  
Program Indicator  
Clock Indicator  
Control In Indicator  
Control Out Indicator  
Key Protect Indicator

- **Connectors**  
Input jacks × 2 (L, R)  
Output jacks × 2 (L, R): Unbalanced Out  
Output jack × 1 (MONO): Balanced Out  
MIDI connectors (IN × 2)  
Control Ins and Outs: Terminal Block with M3 bolts  
(7.62mm between terminals)  
: Control In × 3  
: Control Out × 2  
Option Card Slot

- **Controllers**  
SUBMENU/START button  
CLEAR/STOP button  
ITEM SELECT button × 2  
INC/DEC button × 2  
PROGRAM button  
CLOCK button  
ENTER button  
EXIT button  
KEY PROTECT switch  
Output volume knob  
Line in volume knob

- **Power Supply**  
AC 117V, AC 230V or AC 240V

- **Power Consumption**  
20W (AC 117V/230V/240V)

- **Precision of Internal Clock**  
±15 seconds per month (at 25°C)

- **Dimensions**  
482(W) × 300(D) × 44(H) mm  
19(W) × 11-13/16(D) × 1-3/4(H) inches  
(EIA-1U rack mount type)

- **Weight**  
3.7 kg  
8 lbs 3 oz

- **Supplied Accessories**  
Owner's Manual  
Handy Manual

- **Options**  
Optional Cards

\* The specifications for this product are subject to change without prior notice.

For Nordic Countries

## Apparatus containing Lithium batteries

### ADVARSEL!

Lithiumbatteri – Eksplosionsfare ved fejlagtig håndtering.  
Udskiftning må kun ske med batteri af samme fabrikat og type.  
Lever det brugte batteri tilbage til leverandøren.

### VARNING!

Explosionsfara vid felaktigt batteribyte.  
Använd samma batterityp eller en ekvivalent typ som rekommenderas av apparattillverkaren.  
Kassera använt batteri enligt fabrikantens instruktion.

### ADVARSEL!

Lithiumbatteri – Eksplosionsfare.  
Ved udskiftning benyttes kun batteri som anbefalt av apparatfabrikanten.  
Brukt batteri returneres apparatleverandøren.

### VAROITUS!

Paristo voi räjähtää, jos se on virheellisesti asennettu.  
Vaihda paristo ainoastaan laitevalmistajan suosittelemaan tyyppiin. Havita käytetty paristo valmistajan ohjeiden mukaisesti.

For Germany

## Bescheinigung des Herstellers/Importeurs

Hiermit wird bescheinigt, daß der/die/das

Roland MUSIC TIMER / FG-1000

(Gerät, Typ, Bezeichnung)

in Übereinstimmung mit den Bestimmungen der

Amtsbl. Vfg 1046/1984

(Amtsblattverfügung)

funk-entstört ist.

Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeräumt.

Roland Corporation Osaka/Japan

Name des Herstellers/Importeurs

For the USA

## RADIO AND TELEVISION INTERFERENCE

**WARNING** — This equipment has been verified to comply with the limits for a Class B computing device, pursuant to Subpart J, of Part 15, of FCC rules. Operation with non-certified or non-verified equipment is likely to result in interference to radio and TV reception.

The equipment described in this manual generates and uses radio frequency energy. If it is not installed and used properly, that is, in strict accordance with our instructions, it may cause interference with radio and television reception. This equipment has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J, of Part 15, of FCC Rules. These rules are designed to provide reasonable protection against such a interference in a residential installation. However, there is no guarantee that the interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by the following measure:

• Disconnect other devices and their input/output cables one at a time. If the interference stops, it is caused by either the other device or its I/O cable. These devices usually require Roland designated shielded I/O cables. For Roland devices, you can obtain the proper shielded cable from your dealer. For non Roland devices, contact the manufacturer or dealer for assistance.

If your equipment does cause interference to radio or television reception, you can try to correct the interference by using one or more of the following measures.

- Turn the TV or radio antenna until the interference stops.
- Move the equipment to one side or the other of the TV or radio.
- Move the equipment farther away from the TV or radio.
- Plug the equipment into an outlet that is on a different circuit than the TV or radio. (That is, make certain the equipment and the radio or television set are on circuits controlled by different circuit breakers or fuses.)
- Consider installing a rooftop television antenna with coaxial cable lead-in between the antenna and TV. If necessary, you should consult your dealer or an experienced radio/television technician for additional suggestions. You may find helpful the following booklet prepared by the Federal Communications Commission: "How to Identify and Resolve Radio — TV Interference Problems"

This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402. Stock No. 004-000-00345-4.

For Canada

### CLASS B

### NOTICE

This digital apparatus does not exceed the Class B limits for radio noise emissions set out in the Radio Interference Regulations of the Canadian Department of Communications.

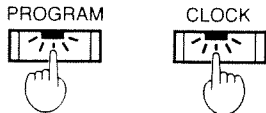
### CLASSE B

### AVIS

Cet appareil numérique ne dépasse pas les limites de la classe B au niveau des émissions de bruits radioélectriques fixés dans le Règlement des signaux parasites par le ministère canadien des Communications.

## Manual Play

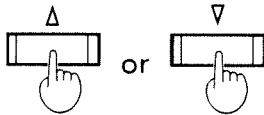
**1** Press the **PROGRAM** and **CLOCK** buttons simultaneously.



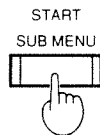
The **PROGRAM INDICATOR** and the **CLOCK INDICATOR** come on simultaneously.



**2** Select the song you want to play.



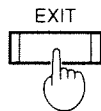
**3** Press the **START** button.



The song will start playing.

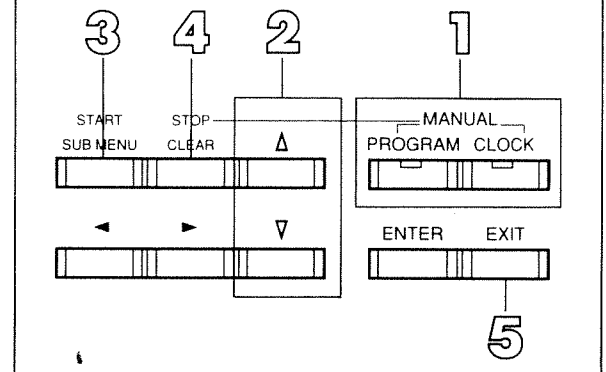


**5** Press **EXIT** button.

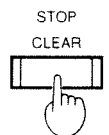


The **PROGRAM INDICATOR** and the **CLOCK INDICATOR** will go out.

### Button Operation



**4** Press **STOP** button.

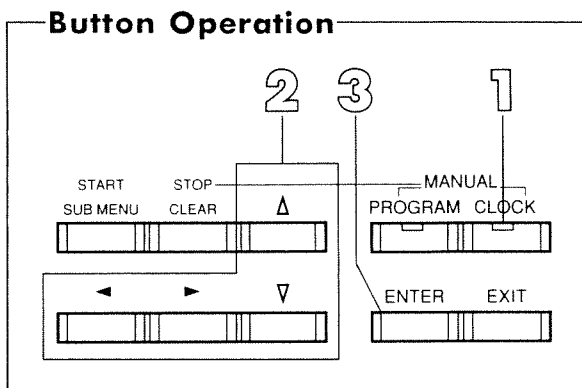


The song will stop playing.

Repeat step **2** through **4** step to repeat this piece, or play another selection with Manual Play.

# Setting the Current Time

**Example :** Set the clock to 9:00 Oct. 1, 1991.



**1** Press the **CLOCK** button.

The **CLOCK INDICATOR** will come on.



2 Setting the <b>Current Time</b> .		Display
1	Setting the Day using  or	01/Jan/1990 00:00:00
2	Setting the Month using  or	01/Oct/1990 00:00:00
3	Setting the Year using  or	01/Oct/1991 00:00:00
4	Setting the Hour using  or	01/Oct/1991 09:00:00
5	Setting the Minute using  or	01/Oct/1991 09:00:00
Move the flashing display using  or .		



**3** Press the **ENTER**.

The clock will start from 00 seconds.  
The **CLOCK INDICATOR** will go out.

※ **When you set the date, the day of the week is automatically set for you. (The DAY OF THE WEEK cursor will move.)**

30 Second Adjust Feature

**30 Second Adjust Feature**

It's useful for changing the clock by just a few seconds to make it really accurate.

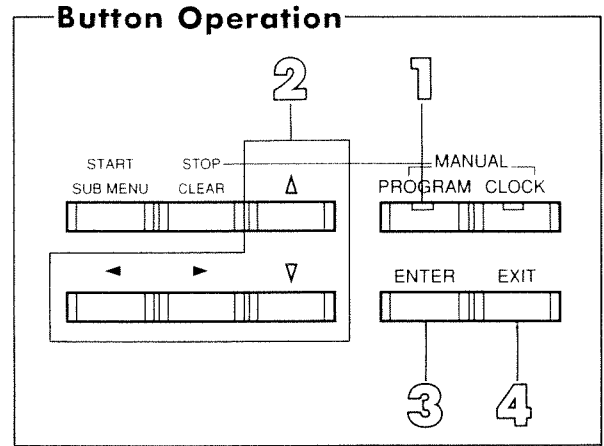
- \* Between 0 and 29 seconds, the minutes will not change.
- Example :** 10 : 10 : 10 → 10 : 10 : 00
- \* Between 30 and 59 seconds, it rounds up to the next minute.
- Example :** 10 : 10 : 40 → 10 : 11 : 00





















# Programming

**Example :** Set Program 01 to play the Méditation from 9:30 to 10:30 am Monday through Saturday.



**1** Press the **PROGRAM** button.  
The PROGRAM INDICATOR will come on.



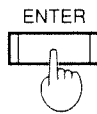
## 2 Programming

		display
1	Setting the Memory Number using  or 	01   -   -   -   -   -   -   -
2	Setting the Type using  or 	01   2   00 : 00   00 : 00   22
3	Setting the Day of Week using  or 	SUN MON TUE WED THU FRI SAT
4	Setting the Start Time (Hour) using  or 	01   2   09 : 00   09 : 00   22
5	Setting the Start Time (Minute) using  or 	01   2   09 : 30   09 : 30   22
6	Setting the End Time (Hour) using  or 	01   2   09 : 30   10 : 30   22
7	Setting the End Time (Minute) using  or 	01   2   09 : 30   10 : 30   22
8	Setting the Song Number using  or 	22   Méditation
Move the flashing display using  or  .		

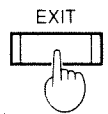
- Type**
- 1: Chimes
  - 2: Music
  - 3: Random Play
  - 4: CONTROL OUT 1
  - 5: CONTROL OUT 2

Move the day of the week using  or .

**3** Press the **ENTER** button.  
The settings you have just programmed will be stored in the Music Timer's memory.



**4** Press the **EXIT** button.  
The PROGRAM INDICATOR will go out.



\* Repeat steps 2 through 3 to continue making programmed settings.

# ■ Song List

## [Type 1]

No.	Title	Playing time
1	Westminster	about 26 sec
2	Westminster Chime	about 29 sec
3	Simple Sound 1	about 17 sec
4	Simple Sound 2	about 20 sec
5	Simple Sound 3	about 16 sec
6	Simple Sound 4	about 9 sec
7	Simple Sound 5	about 33 sec
8	Simple Sound 6	about 21 sec
9	Image Sound 1	about 22 sec
10	Image Sound 2	about 26 sec
11	Image Sound 3	about 18 sec
12	Image Sound 4	about 22 sec
13	Image Sound 5	about 18 sec
14	Image Sound 6	about 27 sec
15	Signal Sound 1	about 9 sec
16	Signal Sound 2	about 9 sec
17	Signal Sound 3	about 11 sec
18	Signal Sound 4	about 7 sec
19	Signal Sound 5	about 13 sec
20	Signal Sound 6	about 8 sec
21	Buzzer 10 sec	about 10 sec

## [Type 2 : Classical Music]

No.	Title	Playing Time
22	Méditation	about 4 min. 17 sec
23	Sonate für Flute Satz 1	about 2 min. 21 sec
24	Streichquartett No. 17 "Serenade" Satz 2	about 3 min. 12 sec
25	Eine Kleine Nachtmusik	about 4 min. 21 sec
26	Streichquartett No. 17 "Serenade" Satz 1	about 2 min. 22 sec
27	Konzert für Flute No. 1 "La Tempesta di mare"	about 3 min. 19 sec
28	Sonate für klavier No. 8 "Pathétique" Satz 2	about 4 min. 14 sec
29	Ouverture No. 3 BWV 1068 Satz 2 Aria	about 6 min. 1 sec
30	Brandenburgisches Konzert No. 3 Satz	about 2 min. 31 sec
31	Suite "Water Music" Movement 2 Air	about 3 min. 34 sec
32	Brandenburgisches Konzert No. 5 Satz 1	about 2 min. 46 sec
33	Symphonie No. 6 "Pastorale" Satz 3	about 3 min. 8 sec

## [Type 2 : World Beat]

No.	Title	Playing Time
34	Annie Laurie	about 5 min. 30 sec
35	Home On The Range	about 3 min. 18 sec
36	Loch Lomond	about 3 min. 15 sec
37	Szla dziewczeczka	about 3 min. 3 sec
38	Cielito Lindo	about 3 min. 1 sec
39	Funiculi Funiculá!	about 3 min. 2 sec
40	O sole Mio	about 3 min. 2 sec
41	Londonderry Air	about 3 min. 26 sec
42	Walzing Matilda	about 3 min. 34 sec
43	The Red Sarafan	about 3 min. 11 sec
44	Camptown Races	about 3 min. 2 sec
45	O Vreneli	about 3 min. 19 sec

## [Type 2 : Image Songs]

No.	Title	Playing Time
46	Day Break	about 6 min. 2 sec
47	Morning Mist	about 3 min. 12 sec
48	Wake up!	about 2 min. 33 sec
49	Energy	about 2 min. 20 sec
50	Mother Earth	about 6 min. 56 sec
51	Macrocosm	about 3 min. 8 sec
52	Arcadia	about 3 min. 8 sec
53	Adventure Land	about 3 min. 22 sec

## [Type 2 : Evening]

No.	Title	Playing Time
54	Auld Lang Syne	about 3 min. 11 sec
55	La Golondrinas	about 2 min. 47 sec
56	Ave Maria	about 2 min. 56 sec

## [Type 2 : Environmental Sound]

No.	Title	Playing Time
57	Birdsong	about 4 min. 56 sec
58	Seaside	about 2 min. 40 sec
59	Riverside	about 2 min. 43 sec

## [Type 3]

No.	Title
G1	User 1
G2	User 2
M1	Classical Music
M2	World Beats
M3	Image Songs
T3	Evening

## New Features and Accessories Have Been Added

FG-10, FG-1000

We are pleased to announce that a new feature has been added, and new accessory items are now supplied with the FG-10 and FG-1000.

### ● Added Feature

Output of sound from the Music Timer can now be muted when the Start Time is reached, if Musical Selection Number 60 for Type 2 (Music) is selected when creating the program.

- \* *If the Start Time and End Time are set to the same time, the sound will not be output for 30 seconds.*

60|All Outputs Muted

This selection will result in sound no longer being output from any cassette deck, radio, or other device that is connected to the line inputs.

- \* *Programs which employ Type 1 (Chimes) will proceed normally regardless of settings made for the above. For instructions on how programming is carried out, see Section 1, "4.2 Programming," page 12.*

### ● New Accessory Items

The cables that are supplied with the unit can be used to make the connections between the Music Timer's output jacks and the input jacks on a power amplifier or other device. For details, see Section 1, "2. Setting Up," page 7.

### ● Newly Enhanced Specifications

#### Input

Line Input level	:	- 10dBm
Input Impedance	:	20k $\Omega$

#### Output

Output Level (with line input of - 10dBm)	
Stereo Output	: - 10dBm
Balanced Output	: - 10dBm
Output Impedance	
Stereo Output	: 2k $\Omega$
Balanced Output	: 600 $\Omega$

\* 0dBm=0.775Vrms

# 機能追加、付属品追加のお知らせ

FG-10, FG-1000

ミュージック・タイマーFG-10、FG-1000の機能、及び付属品の追加をお知らせします。

## ●機能追加

予約設定をするときに、タイプ2（音楽再生）の曲番号62を選ぶと、予約設定した時間に、ミュージック・タイマーからの音声出力を中止することができます。

\*再生開始と再生終了を同じ時刻に設定すると、30秒間音声出力を中止することができます。

62 | シュツリョク チュウシ

このときライン入力に接続した、カセット・デッキ、ラジオなどの外部機器の音声も出力されなくなります。

\*タイプ1（チャイム再生）を使った予約設定は、上記の設定にかかわらず実行できます。予約設定操作については、『第1章 4.2 予約設定操作 (P.12)』をご覧ください。

## ●付属品の追加

付属の接続コードは、ミュージック・タイマーの出力端子と、パワー・アンプなどの入力端子を接続するときにご利用ください。くわしくは、取扱説明書の『第1章 2. 接続のしかた (P.7)』をご覧ください。

## ●主な仕様の追加

### 入力規格

ライン入力レベル : - 10dBm  
入力インピーダンス : 20k  $\Omega$

### 出力規格

出力レベル（ライン入力 - 10dBm 入力時）  
ステレオ出力 : - 10dBm  
バランス出力 : - 10dBm  
出力インピーダンス  
ステレオ出力 : 2k  $\Omega$   
バランス出力 : 600  $\Omega$

\* 0dBm = 0.775Vrms

1992. 1. 24

# Information

● When you need repair service, call your local Roland Service Station or the authorized Roland distributor in your country as shown below.

## U. S. A.

Roland Corp US  
7200 Dominion Circle  
Los Angeles, CA. 90040 - 3647  
U. S. A.  
☎ (213)685 - 5141

## CANADA

Roland Canada Music Ltd.  
(Head Office)  
5480 Parkwood  
Richmond B. C., V6V 2M4  
CANADA  
☎ (604)270 - 6626

Roland Canada Music Ltd.  
9425 Transcanadienne  
Service Rd. N.,  
St Laurent, Quebec H4S 1V3  
CANADA  
☎ (514)335 - 2009

Roland Canada Music Ltd.  
346 Watline Avenue,  
Mississauga, Ontario L4Z 1X2  
CANADA  
☎ (416)890 - 6488

## AUSTRALIA

Roland Corporation  
(Australia) Pty. Ltd.  
(Head Office)  
38 Campbell Avenue  
Dee Why West. NSW 2099  
AUSTRALIA  
☎ (02)982 - 8266

Roland Corporation  
(Australia) Pty. Ltd.  
(Melbourne Office)  
50 Garden Street  
South Yarra, Victoria 3141  
AUSTRALIA  
☎ (03)241 - 1254

## NEW ZEALAND

Roland Corporation (NZ) Ltd.  
97 Mt. Eden Road, Mt. Eden,  
Auckland 3  
NEW ZEALAND  
☎ (09)3098 - 715

## UNITED KINGDOM

Roland(UK)Ltd.  
Rye Close  
Ancells Business Park  
Fleet  
Hampshire GU13 8UY  
UNITED KINGDOM  
☎ 0252 - 816181

## GERMANY

Roland Elektronische  
Musikinstrumente  
Handelsgesellschaft mbH.  
Oststrasse 96,  
2000 Norderstedt  
GERMANY  
☎ 040/52 60 090

## BELGIUM/HOLLAND/ LUXEMBOURG

Roland Benelux N. V.  
Houtstraat 1  
B - 2260 Oevel - Westerlo  
BELGIUM  
☎ (0032)14 - 575811

## DENMARK

Roland Scandinavia as  
Langebrogade 6  
Box 1937  
DK - 1023 Copenhagen K.  
DENMARK  
☎ 31 - 95 31 11

## SWEDEN

Roland Scandinavia as  
DanvikCenter 28 A, 2 tr.  
S - 131 30 Nacka,  
SWEDEN  
☎ 08 - 702 00 20

## NORWAY

Roland Scandinavia  
Avd. Norge  
Lilleakerveien 2  
Postboks 95 Lilleaker  
N - 0216 Oslo 2  
NORWAY  
☎ 02 - 73 00 74

## FINLAND

Fazer Musik Inc.  
Länsituulentie  
POB 169  
SF - 02101 Espoo  
FINLAND  
☎ 0 - 43 50 11

## ITALY

Roland Italy S. p. A.  
Viale delle Industrie 8  
20020 ARESE MILANO  
ITALY  
☎ 02 - 93581311

## SPAIN

Roland Electronics  
de España, S. A.  
Calle Bolivia 239  
08020 Barcelona  
SPAIN  
☎ 93 - 308 - 1000

## SWITZERLAND

Musitronic AG  
Gerberstrasse 5, CH - 4410  
Liestal  
SWITZERLAND  
☎ 061/921 16 15

Roland CK (Switzerland) AG  
Hauptstrasse 21/Postfach  
CH - 4456 Tenniken  
SWITZERLAND  
☎ 061/98 60 55  
Repair Service by Musitronic AG

## FRANCE

Musikengro  
102 Avenue Jean - Jaures  
69007 Lyon Cedex 07  
FRANCE  
☎ (7)858 - 54 60

Musikengro  
(Paris Office)  
Centre Region Parisienne  
41 rue Charles - Fourier,  
94400 Vitry s/Seine  
FRANCE  
☎ (1)4680 86 62

## AUSTRIA

E. Dematte & Co.  
Neu - Rum Siemens - Strasse 4  
A - 6021 Innsbruck Box 591  
AUSTRIA  
☎ (0512)63 451

## GREECE

V. Dimitriadis & Co. Ltd.  
2 Phidiou Str., GR 106 78  
Athens  
GREECE  
☎ 1 - 3620130

## PORTUGAL

Casa Caius Instrumentos  
Musicais Lda.  
Rua de Santa Catarina 131  
Porto  
PORTUGAL  
☎ 02 - 38 44 56

## HUNGARY

Intermusica Ltd.  
Warehouse Area 'DEPO'  
Budapest. P.O. Box 3,  
2045 Torokbalint  
HUNGARY  
☎ (1)1868905

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25 Pinsker St.,  
Tel Aviv  
ISRAEL  
☎ 03 - 283015

## BRAZIL

FORESIGHT Corporation  
R. Alvarenga 591  
CEP - 05509 Sao Paulo  
BRAZIL  
FAX: (011)210 - 0286

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Tom Lee Music Co., Ltd.  
Service Division  
22 - 32 Pun Shan Street,  
Tsuen Wan,  
New Territories,  
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☎ 415 - 0911

## SINGAPORE

Swee Lee Company  
Bras Basah Complex #03 - 23  
Singapore 0178  
SINGAPORE  
☎ 3367886

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Theera Music Co., Ltd.  
330 Verng Nakorn Kasem, Soi 2  
Bangkok 10100,  
THAILAND  
☎ 2248821

## MALAYSIA

Syarikat Bentley  
No.142, Jalan Bukit Bintang  
55100 Kuala Lumpur  
MALAYSIA  
☎ 2421288

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Kompleks Perkantoran  
Duta Merlin Blok C/59  
Jl. Gajah mada No.3 - 5  
Jakarta 10130  
INDONESIA  
☎ (021) 354604, 354606

## TURKEY

Barkat Sanayl ve Ticaret  
Siraselvilier Cad. 86/6 Taksim  
Istanbul  
TURKEY  
☎ 149 93 24

## CYPRUS

Radex Sound Equipment Ltd.  
17 Panteli Katelari Str.  
P.O.Box 2046, Nicosia  
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