

Introduction

The JU-06A is a sound module that can be used in conjunction with the K-25m keyboard unit (sold separately). The sound can be heard through the built-in speakers.

- The JU-06A can operate on batteries or on USB bus power. If you are using batteries, insert four AA batteries, making sure that the batteries are oriented correctly.

- When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.

- When the batteries run low, the display indicates "bLo." Please install fresh batteries.

Using the JU-06A with the K-25m keyboard unit (sold separately)

→ For installation, refer to the K-25m's Owner's Manual.

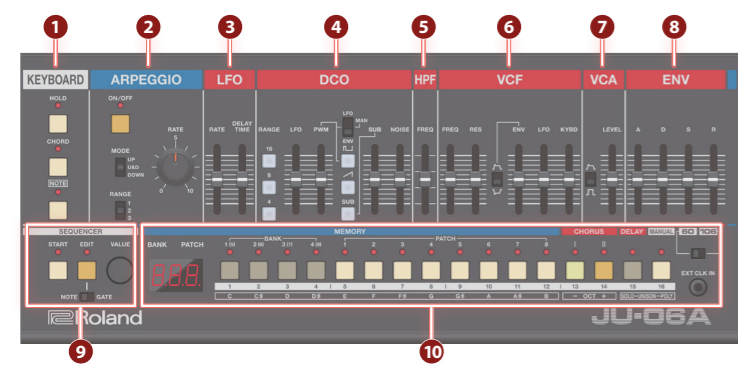


Playing the JU-06A via MIDI or USB

You can also play the JU-06A via MIDI or USB. For details, refer to "Rear Panel (Connecting Your Equipment)."

Panel Descriptions

Top Panel



1 KEYBOARD

Controller	Explanation
[HOLD] button	If you press this button to make it light, the sound of the key you played most recently continues to be heard even after you release your hand. If you play a different key while hold is applied, the sound also changes.
[CHORD] button	Turns chord memory on.
[NOTE] button	If you press this button to make it light, the step buttons can be used as a keyboard. For details, refer to "Using the Buttons as a Keyboard (NOTE)".

2 ARPEGGIO

Controller	Explanation
[ON/OFF] button	Turns the arpeggio on/off.
[MODE] switch	Selects the arpeggio mode. UP (upward), U&D (upward and downward), DOWN (downward)
[RANGE] switch	Selects the range in which the arpeggio plays. 1–3 octaves
[RATE] knob	Specifies the note length for each step of the arpeggio. 4 (quarter note), 4t (quarter note triplet), 8 (8th note), 8t (8th note triplet), 16 (16th note), 16t (16th note triplet), 32 (32nd note), 32t (32nd note triplet), 64 (64th note), 64t (64th note triplet)

3 LFO

Here you can create cyclic change (modulation) in the sound.

Controller	Explanation
[RATE] slider	Specifies the LFO's modulation speed.
[DELAY TIME] slider	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.

4 DCO

Here you can select the waveform that determines the character of the sound, and specify its pitch.

Controller	Explanation
RANGE [16] [8] [4] buttons	Specifies the octave of the oscillator.
[LFO] slider	Allows the LFO to modulate the pitch, producing a vibrato effect.

Controller	Explanation
[PWM] slider	When the [LFO/MAN/ENV] switch is "MAN" (MANUAL) Adjusts the value of the pulse width. When the [LFO/MAN/ENV] switch is "LFO" Adjusts the depth of modulation produced by the LFO. When the [LFO/MAN/ENV] switch is "ENV" Adjusts the depth of modulation produced by the ENV. What is "Pulse Width"? Pulse width is the amount of the upper portion of the pulse wave, expressed as a percentage of the overall wavelength. If the upper and lower widths are not the same, the waveform is called an asymmetric pulse wave.
[LFO/MAN/ENV] switch	Selects whether the pulse width value is the fixed value specified by the [PWM] slider (MAN), is modulated by the 3 LFO (LFO), or is modulated by the 8 ENV (envelope).
[∩] button	Selects the waveform that is the basis of the sound.
[∩] button	∩ (Square wave/Asymmetrical pulse wave), ∟ (Sawtooth wave)
[SUB] button	Turns the sub-oscillator on/off.
[SUB] slider	Adjusts the volume of the sub oscillator.
[NOISE] slider	Adjusts the volume of the noise.

5 HPF

This is a high-pass filter that passes the high frequencies and cuts the low frequencies.

Controller	Explanation
[FREQ] slider	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.

6 VCF

This is a low-pass filter that passes the low frequencies and cuts the high frequencies.

Controller	Explanation
[FREQ] slider	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut, making the sound mellower.
[RES] slider	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.
[∩/∩] switch	Selects the polarity (direction) of the envelope.
[ENV] slider	Adjusts the depth by which the 8 ENV (envelope) controls the cutoff frequency.
[LFO] slider	Uses the 3 LFO to vary the cutoff frequency.
[KYBD] slider	Adjusts the way in which the pitch of the note affects the cutoff frequency (key follow) when using the keyboard to control cutoff frequency. Moving the slider downward causes the cutoff frequency to fall as you play higher on the keyboard.

7 VCA

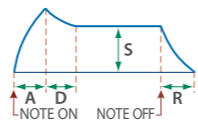
Here you can adjust the amount of time-varying change (envelope) for the volume.

Controller	Explanation
[∩/∩] switch	Selects whether the volume is controlled by 8 ENV (envelope) (∩) or by the gate signal (∩).
[LEVEL] slider	Adjusts the volume of the patch.

8 ENV

Here you can create time-varying change (envelope).

Controller	Explanation
[A] slider	Attack time
[D] slider	Decay time
[S] slider	Sustain level
[R] slider	Release time




9 SEQUENCER

Controller	Explanation
[START] button	Makes the sequencer play (lit) or stop (unlit).
[EDIT] button	Lets you edit the step sequencer.
[NOTE/GATE] switch	Switches the target of editing (note number or gate time).
[VALUE] knob	Use this to edit values.

10 Common section

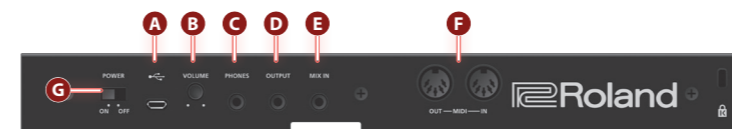
Here you can switch the sound (patch/bank).

Controller	Explanation
Display	Shows the bank number and patch number. During patch editing, a decimal point "." is shown at the right of the patch number. If the SEQUENCER [EDIT] button is lit, this shows the tempo or the sequencer value that you're editing.

Controller	Explanation
BANK [1 (5)]-[4 (8)] buttons	What is "Patch/Bank"? Here you can save or recall 64 sounds taken from the JUNO-60 (8 patches × 8 banks) and another 64 sounds taken from the JUNO-106. To switch the bank/patch 1. Press the BANK [1 (5)]-[4 (8)] buttons to switch the bank. Each time you press the same bank button, you alternate between banks 1–4 and 5–8. To select banks 5–8, you can also hold down the bank (5–8) that you want to select and then press another bank button to select it. 2. Press the PATCH NUMBER [1]-[8] buttons to switch the patch. To store the patch * When you edit a patch, a dot appears in the display.  1. Press the save-destination BANK [1 (5)]-[4 (8)] button. Each time you press the same bank button, you alternate between banks 1–4 and 5–8. To select banks 5–8, you can also hold down the bank (5–8) that you want to select and then press another bank button to select it. 2. Long-press the save-destination PATCH NUMBER [1]-[8] button.
PATCH [1]-[8] buttons	
[CHORUS I] button	Turns the chorus effect- I/II On/Off.
[CHORUS II] button	
[DELAY] button	Turns the delay effect On/Off.
[MANUAL] button	Causes sound to be produced according to the current settings of the sliders.
[60/106] switch	Switches between JUNO-60 sounds and JUNO-106 sounds.
EXT CLK IN jack	Inputs a clock signal from an external device. You can make the sequencer's steps advance in synchronization with the clock (pulse) that is input.

Rear Panel (Connecting Your Equipment)

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



A Micro USB (←) port

Use a commercially available USB 2.0 cable (A-micro B) to connect this port to your computer. It can be used to transfer USB MIDI and USB audio data.



You must install the USB driver when connecting the JU-06A to your computer. Download the USB driver from the Roland website. For details, refer to Readme.htm which is included in the download.

→ <https://www.roland.com/support/>

B [VOLUME] knob

Adjusts the tone.

C PHONES jack

Connect headphones (sold separately) here.

D OUTPUT jack

Connect this jack to your amp or monitor speakers.

E MIX IN jack

This is the audio input jack. Sound from the connected device is output from the OUTPUT jack and PHONES jack.



F MIDI port

You can play the JU-06A by connecting a MIDI device via a commercially available MIDI cable.

G [POWER] switch

This turns the power on/off.

Turning the JU-06A On

- Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- When handling the sound module while adjusting its angle or during installation, please be careful not to get your fingers pinched between the movable part and the unit. In places where small children are present, make sure that an adult provides supervision and guidance.
- Do not use a micro USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

Using the Buttons as a Keyboard (NOTE)

You can perform by using step buttons [1]-[16] as a one-octave keyboard.

- Press the KEYBOARD [NOTE] button to make it light.
Step buttons [1]-[12] are lit.
- Perform by pressing step buttons [1]-[12].
You can use step buttons [13] and [14] to shift the keyboard's pitch range in one-octave units. You can use step buttons [15] and [16] to switch between solo/unison/poly modes.

Mode	Explanation
SOLO	Plays monophonically.
UNISON	Plays all sounds in unison.
POLY	Plays polyphonically.

Using the Arpeggiator

- Press the ARPEGGIO [ON/OFF] button to make it light.
- Use the [MODE] switch to select the arpeggio mode.
UP (upward), U&D (upward & downward), DOWN (downward)
- Use the [RANGE] switch to specify the range (1–3 octaves) in which the arpeggio plays
- Use the [RATE] knob to specify the length of the notes.
- Hold down multiple keys simultaneously.
You can perform while using this function together with chord memory and the [HOLD] button. You can also use the step buttons to play the keyboard. For details, refer to "Using the Buttons as a Keyboard (NOTE)".

Chord Memory

Here's how to play chords that are assigned to step buttons [1]-[16].

- Press the [CHORD] button to make it light.
- Play a key.
You can use the [HOLD] button to make the sound continue. You can also use the step buttons as a keyboard. For details, refer to "Using the Buttons as a Keyboard (NOTE)".

Selecting a Chord Memory

- Press the [NOTE] button to make it go dark.
- Hold down the [CHORD] button and press a step button [1(c 1)]-[16(c 15)].
* You can also make a selection by holding down the [CHORD] button and turning the [VALUE] knob.

Editing a Chord Memory

- Select the chord memory (c 1-c 15) that you want to edit.
- Press the [NOTE] button to make it light.
- Hold down the [CHORD] button and press the [1]-[14] buttons as desired.
Use these buttons to edit the settings of the selected chord memory.

Button	Explanation
[1]-[12]	Specify the notes of the chord (C–B)
[13], [14]	Change the octave

You can also edit the chord memory by holding down the [CHORD] button and pressing keys on the K-25m.

Using Step Sequencer Mode

What is a step sequencer?

The step sequencer lets you input a note at each of up to 16 steps, and play back the notes as a loop. change the number of steps between 1 and 16. Up to 16 patterns can be stored.

Step button [1]-[16]

In step sequencer mode, the [1]-[16] buttons are called "step buttons."



Selecting/Playing Patterns

- Hold down the [START] button and press a [1]-[16] button to select a pattern.
The display shows the pattern number.
* You can also select a pattern by holding down the [START] button and turning the [VALUE] knob.
- Press the [START] button to play the pattern.
Each time you press the button, the pattern plays or stops. You can also select the next pattern while a pattern is playing. When the current pattern finishes playing, the next pattern starts playing.

Changing the Tempo

- Press the SEQUENCER [EDIT] button to make it light.
The display indicates the tempo.
- Use the [VALUE] knob to change the tempo.

Turning Steps On/Off

Here's how to specify whether each step will play.

- Press the SEQUENCER [EDIT] button to make it light.**
- Press the step [1]–[16] buttons that you want to turn on/off.**

Lit (on): The note that is entered for the step will play.

Unlit (off): The note that is entered for the step will not play.

You can choose whether turning a step off makes that step a rest or causes playback to skip that step and proceed to the next step (refer to "Sequencer Settings").

Entering a Pattern with Automatically Advancing Steps (Step Entry Mode)

- Hold down the SEQUENCER [EDIT] button and press the [START] button.**

Step button [1] blinks, the display indicates **"5 I,"** and the unit is in step entry mode.
- Press the KEYBOARD [NOTE] button to make it light.**
- Use step buttons [1]–[12] to enter the pitch.**

The gate time value will be 50.
- The step advances automatically each time you play a note.**

When you have entered 16 steps, entry mode ends.

If using the K-25m

Enter notes using the keyboard of the K-25m instead of steps 2–3.

Entering/Editing Notes (NOTE)

- Press the SEQUENCER [EDIT] button to make it light.**
- Set the [NOTE/GATE] switch to the "NOTE" position.**
- Hold down the step button for which you want to enter a note, and use the [VALUE] knob to select the note number.**

The display shows the note number.

 - You can also select a note number by holding down a step number and playing a note on the keyboard of the K-25m.
- By holding down multiple step buttons and turning the [VALUE] knob, you can enter the same note number for all of the buttons that you're holding down.
 - A lit step button indicates note-on, and an unlit step button indicates note-off.

Entering/Editing the Gate Time (GATE)

- Press the SEQUENCER [EIDT] button to make it light.**
- Set the [NOTE/GATE] switch to the "GATE" position.**
- While holding down the step button at which you want to enter a gate, use the [VALUE] knob to select the gate time.**

The display indicates the value.

 - By holding down multiple step buttons and turning the [VALUE] knob, you can enter the same gate time for all of the buttons that you're holding down.

Entering a Tie

- Press the SEQUENCER [EIDT] button to make it light.**
- Hold down the step button for which you want to enter a tie, and press the SEQUENCER [EDIT] button.**

You can enter a tie for the following step as well by pressing the SEQUENCER [EDIT] button again.

If you turn a step button off, that step's tie is deleted.

Saving

If you modified the settings, the modified settings are lost if you turn off the power or select another patch, chord memory, or pattern.

If you want to keep the changes that you made, perform the Write operation.

- KEYBOARD and ARPEGGIO settings are not saved.

Saving a Patch

- If you modify the patch settings, a decimal point appears in the display.



- Press the save-destination BANK [1 (5)]–[4 (8)] button.**

Each time you press the same bank button, you alternate between banks 1–4 and 5–8.

To select banks 5–8, you can also hold down the bank (5–8) that you want to select and press a different bank button.
 - Long-press the save-destination PATCH NUMBER [1]–[8] button.**

When the data is saved, the indicator blinks.
- KEYBOARD and ARPEGGIO settings are not saved in the patch.

Saving a Chord Memory

- If you modify the chord memory settings, a decimal point appears in the display.



- Press the [NOTE] button to make it go dark.**
- Hold down the [CHORD] button and long-press a step button [1]–[16].**

When the data is saved, the indicator blinks.

Saving a Pattern

- If you modify the pattern settings, a decimal point appears in the display.



- Hold down the SEQUENCER [START] button and long-press a step button [1]–[16].**

When the data is saved, the indicator blinks.

Editing

Numeric buttons [1]–[16]

In edit mode, the 16 numeric buttons shown in the illustration are called buttons [1]–[16].



Patch Parameters

- Press the SEQUENCER [EDIT] button to make it go dark.**
- Hold down the [MANUAL (16)] button and select a parameter by pressing one of the numeric buttons shown in the following table.**
- Use the [VALUE] knob to edit the value.**
- Press the [MANUAL (16)] button once again to exit patch parameter editing.**

Button	Parameter	Value/Explanation
[1]	Portamento Switch	Smoothly changes the pitch from the first-played note to the next-played note. <i>OFF, On</i>
[2]	Portamento Time	Adjusts the time over which the portamento pitch change occurs. <i>0-255</i>
[3]	Bend Range	Specifies the pitch bend range in semitone units. <i>OFF, 1-24</i>
[4]	Tempo Sync	Synchronizes the LFO's RATE or the DELAY's TIME to the tempo. <i>OFF, On</i>
[5]	LFO waveform	Switches the LFO waveform. <i>tr</i> (Triangle wave), <i>Sqr</i> (Square wave), <i>SA I</i> (Sawtooth wave1), <i>SA2</i> (Sawtooth wave2), <i>Sin</i> (Sine wave), <i>rd 1</i> (Random wave1), <i>rd2</i> (Random wave2)
[6]	LFO Key Trigger	Specifies whether the LFO cycle is aligned with the timing at which you play the key (on) or is not aligned (off). <i>OFF, On</i>

* Saved as a patch setting.

Delay Parameters

- Press the SEQUENCER [EDIT] button to make it go dark.**
- Hold down the [DELAY (15)] button and select a parameter by pressing one of the numeric buttons shown in the following table.**
- Use the [VALUE] knob to edit the value.**
- Press the [DELAY (15)] button once again to exit delay parameter editing.**

Button	Parameter	Value/Explanation
[1]	Delay Level	Adjusts the volume of the delay sound. <i>0- 15</i>
[2]	Delay Time	Adjusts the time by which the sound is delayed. <i>0- 15</i>
[3]	Delay Feedback	Adjusts the amount of feedback (delay repeats). <i>0- 15</i>

* Saved as a patch setting.

Sequencer Settings

- Hold down the SEQUENCER [EDIT] button and select a parameter by pressing one of the numeric buttons shown in the following table.**
- Use the [VALUE] knob to edit the value.**
- Press the SEQUENCER [EDIT] button once again to exit sequencer settings editing.**

Button	Parameter	Value/Explanation
[1]	Shuffle	Adjusts the timing of the notes for even-numbered steps. <i>-50-50</i>
		Specifies how the step sequencer plays.
	<i>nDr</i> (Normal):	Play forward from the first step.
	<i>EDr</i> (Even/Odd reverse):	Exchange even-numbered steps with odd-numbered steps during playback.
	<i>Odd</i> (Odd only):	Play odd-numbered steps consecutively from the beginning.
	<i>EUn</i> (Even only):	Play even-numbered steps consecutively from the beginning.
[2]	Step Order Type	<i>0-E</i> (Odd only → Even only): Play odd-numbered steps consecutively from the beginning, and after reaching the last step play even-numbered steps consecutively from the beginning. <i>E-0</i> (Even only → Odd only): Play even-numbered steps consecutively from the beginning, and after reaching the last step play odd-numbered steps consecutively from the beginning. <i>rnd</i> (Random): Play steps randomly.
		Specifies how steps that are turned off will play.
[3]	Off Step Mode	<i>r-5k</i> (Rest): Play a rest. <i>SkP</i> (Skip): Advance to the next step without playing.
[5]	Last Step	Specifies the length of steps that are played. <i>L 1</i> (1step)– <i>L 16</i> (16step)

Button	Parameter	Value/Explanation
[6]	Scale	Specifies the note length (scale) of each step. <i>2k</i> (half-note triplet), <i>4</i> (quarter note), <i>4k</i> (quarter note triplet), <i>8</i> (8th note), <i>8k</i> (8th note triplet), <i>16</i> (16th note), <i>16k</i> (16th note triplet), <i>32</i> (32nd note)

- Shuffle, Step Order Type, and Off Step Mode settings return to their default values when the power is turned off.
- Last Step and Scale settings are saved as pattern settings.

System Settings

- Hold down the ARPEGGIO [ON/OFF] button and select a parameter by pressing one of the numeric buttons shown in the following table.**
- Use the [VALUE] knob to select the value.**
- Press the ARPEGGIO [ON/OFF] button once again to confirm the value and exit system settings.**

Button	Parameter	Value	Explanation
[1]	Master Tune	<i>433-448</i> Hz	Specifies the master tuning. Default: 440 Hz
[2]	MIDI Channel	<i>1- 16</i>	Specifies the MIDI transmit/receive channel (1–16).
		<i>Aut</i> (AUTO)	If MIDI clock is being input to the MIDI IN connector or the USB port, the JU-06A's tempo will automatically synchronize to MIDI clock (default).
[3]	MIDI Clock Source	<i>int</i> (INTERNAL)	The JU-06A operates at the tempo specified on the unit itself. Choose the "INTERNAL" setting if you don't want to synchronize to an external device.
		<i>n id</i> (MIDI)	Always synchronize to the MIDI clock received from the MIDI IN connector.
		<i>u5b</i> (USB)	Always synchronize to the MIDI clock received from the USB port.
[4]	Transpose *1	<i>-6-15</i>	Transposes the keyboard range in semitones.
			Specifies how the sound engine responds to velocity data (the force with which you play a note). <ul style="list-style-type: none">This setting also applies to the MIDI output when you play the K-25m.
[5]	Key Velocity *1	<i>tch</i> (TOUCH) <i>64</i> <i>127</i>	The sound engine responds to velocity data. Regardless of the velocity, the sound engine always operates with a fixed value (64 or 127).
			Sets the keyboard's touch.
[6]	Velocity Curve *1	<i>LHk</i> (Light) <i>NEd</i> (Medium) <i>HUY</i> (Heavy)	Sets the keyboard to a light touch. This is the standard keyboard touch setting.
		<i>OFF</i> (OFF)	Sets the keyboard to a heavy touch. The power does not turn off automatically.
[7]	Auto Off	<i>30</i> (30 min)	The power turns offautomatically after 30 minutes (default value). Auto Off does not occur while USB-connected.
[8]	LED DEMO	<i>OFF</i> (OFF) <i>1</i> (1 min) <i>3</i> (3 min) <i>10</i> (10 min)	Specifies the time until the LED DEMO is shown. Default: 3 min
[9]	Chain Mode		Although the JU-06A is four-note polyphonic, you can increase the polyphony by using a MIDI cable to connect two or more JU-06A units and turning Chain mode on. <div> <div><div>MIDI OUT</div></div> <div><div>MIDI IN</div></div> </div> <ul style="list-style-type: none"><i>OFF</i> (OFF) If Chain mode is on, the fifth voice and subsequent notes are <i>On</i> (ON) passed "thru" via MIDI OUT.
[10]	Chorus Noise	<i>OFF</i> (NOISE OFF) <i>HLF</i> (HALF) <i>OrG</i> (ORIGINAL) <i>OFF</i> (OFF)	Specifies the amount of noise when chorus is on. OrG (ORIGINAL) reproduces the noise of the original JUNO's chorus (default value).
[11]	Control Change Output Mode	<i>u5b</i> (USB) <i>n id</i> (MIDI) <i>ALL</i> (USB & MIDI)	Specifies the output destination of the MIDI messages that are transmitted when you edit patch settings (operate the panel). Default: USB
[12]	Arpeggio Style	<i>1</i> (Type 1) <i>2</i> (Type 2)	Specifies how the arpeggio plays. 1 (Type 1) reproduces the arpeggio of the original JUNO-60 (default value).

*1 Only when using the K-25m keyboard unit (sold separately)

Returning to the Factory Settings (Factory Reset)

Here's how to return the JU-06A to its factory-set state.

- While holding down the BANK [1] button, turn on the power.**

The ARPEGGIO [ON/OFF] button blinks.

If you decide to cancel the factory reset, turn off the power.
- Press the ARPEGGIO [ON/OFF] button to execute the factory reset.**
- When all buttons blink, turn the JU-06A's power off, then on again.**

Data Backup/Restore

Backup

- Connect your computer to the JU-06A's USB port via USB cable.**
- While holding down the BANK [2] button, turn on the power.**

It takes about 20 seconds to prepare the drive.
- Open the "JU-06A" drive on your computer.**

The backup files are located in the "BACKUP" folder of the "JU-06A" drive.
- Copy the backup files into your computer.**
- After copying is completed, disconnect the USB cable.**

Windows 8/7

Right-click on the "JU-06A" icon in "My Computer" and execute "Eject"

Mac OS

Drag the "JU-06A" icon to the Trash icon in the Dock.

- Turn the JU-06A power off.**

Restore

- As described in the procedure for "Backup" Step 1–3, open the "JU-06A" drive on your computer.**
- Copy the JU-06A backup files into the "RESTORE" folder of the "JU-06A" drive.**
- After copying is completed, eject the USB drive and then press the ARPEGGIO [ON/OFF] button.**
- After the LEDs have completely stopped blinking, turn off the power.**

Fixed Battery Operation Mode

This mode makes the unit operate on batteries without switching to bus power supply even when the USB port is connected.

This lets you use the unit even with a USB port that is not able to supply power.

- While holding down the PATCH [1] button, turn on the power.**
 - If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY").

Control Surface Mode

This makes the unit operate as a control surface. The JU-06A does not produce sound.

- While holding down the PATCH [8] button, turn on the power.**

Main Specifications

Maximum Polyphony	4 voices
Power Supply	Ni-MH battery (AA, HR6) x 4, Alkaline battery (AA, LR6) x 4, USB bus power
Current Draw	500 mA (USB bus power)
Dimensions	300 (W) x 128 (D) x 49 (H) mm 11-13/16 (W) x 5-1/16 (D) x 1-15/16 (H) inches
Weight	995 g / 2 lbs 4 oz (including batteries)
Accessories	Owner's Manual, Leaflet "USING THE UNIT SAFELY," Alkaline battery (AA, LR6) x 4
Options	Keyboard unit: K-25m Boutique Dock: DK-01

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