In order to use this device correctly, please carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the Leaflet "USING THE UNIT SAFELY) before use.
After reading, keep these instructions at hand for immediate reference.

Introduction

The D-05 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 D-05 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.

* 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").

* 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 battery runs low, the display indicates "Battery Low." Replace the battery as soon as possible.

Using the D-05 in conjunction with the DK-01 Boutique Dock (sold separately)

➡ For installation / removal / angle adjustment, refer to the DK-01's Owner's Manual.

Using the D-05 in conjunction with the K-25m keyboard unit (sold separately)

➡ For installation / removal / angle adjustment, refer to the K-25m's Owner's Manual.

Playing the D-05 via MIDI or USB

You can also play the D-05 via MIDI or USB. For details, refer to "Connecting Your Equipment."

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 D-05 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/**

* Do not use a micro USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

B [VOLUME] knob

Adjusts the volume.

C PHONES jack

Connect headphones (sold separately) here.
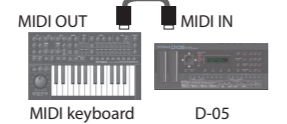
D OUTPUT jack

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 jack

You can play the D-05 by connecting a MIDI device via a commercially available MIDI cable.

MIDI OUT → MIDI IN
MIDI keyboard   D-05

Turning the D-05 On

G [POWER] switch

This turns the power on/off.

* After you've made connections correctly, be sure to turn on the power in the order of the D-05 first, and then the connected system. Powering-on in the incorrect order may cause malfunctions or damage. When turning the power off, power-off the connected system first, and then the D-05.

* 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.

* The D-05 automatically powers-off when a specified length of time has elapsed since it was last played or operated (the Auto Off function). If you don't want the power to turn off automatically, disable the Auto Off function.

  • When the power is turned off, any settings you were editing will be lost. You must save settings that you want to keep.

  • To restore power, turn the power on again.

Returning to the Factory Settings (Factory Reset)

Here's how to return the D-05 to its factory-set state.

1. **While holding down the PATCH BANK [2] button, turn on the power.**
   If you decide to cancel the factory reset, turn off the power.

2. **Press the [ENTER] button to execute the factory reset.**

3. **When all buttons blink, turn the D-05's power off, then on again.**

Data Backup/Restore

Backup

1. **Connect your computer to the D-05's USB port via USB cable.**

2. **While holding down the [FUNCTION] button, turn on the power.**

3. **Open the "D-05" drive on your computer.**
   The backup files are located in the "BACKUP" folder of the "D-05" drive.

4. **Copy the backup files into your computer.**

5. **After copying is completed, eject the USB drive.**

Windows 10/8/7
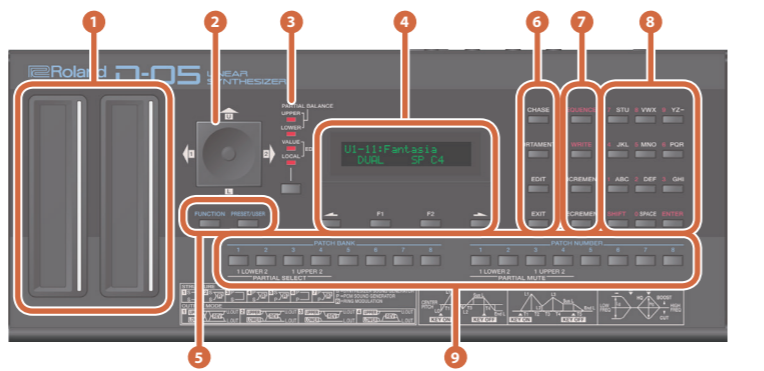Right-click on the "D-05" icon and execute "Eject."

Mac OS
Drag the "D-05" icon to the Trash icon in the Dock.

6. **Turn the D-05 power off.**

Restore

1. **As described in the procedure for "Backup" Step 1–3, open the "D-05" drive on your computer.**

2. **Copy the D-05 backup files into the "RESTORE" folder of the "D-05" drive.**

3. **After copying is completed, eject the USB drive and then press the [ENTER] button.**

4. **After the LEDs have completely stopped blinking, turn off the power.**

Panel Descriptions

1 Ribbon controller (C1/C2)

These are touch-type ribbon controllers. C1 (left) is pitch bend, and C2 (right) is modulation.

* If a K-25m keyboard unit, USB, or MIDI are not connected, touching the C1 controller plays a preview sound.

2 Joystick

3 UPPER / LOWER / VALUE / LOCAL

These buttons switch the function of the joystick.

Indicator / Button	Explanation
UPPER	The up/down direction changes the part balance, and the left/right direction changes the partial balance of the selected part.
LOWER	
VALUE	Enters values, such as during editing.
LOCAL	Enables local editing (a function that lets you use the joystick to simultaneously edit adjacent items in the display).
Select button	Switches in the order of UPPER → LOWER → VALUE → LOCAL.

4 Display/ [◄] / [F1] / [F2] / [►] buttons

From the left, these are indicated as [◄] / [F1] / [F2] / [►].
Enabled buttons (i.e., buttons that do something when pressed) are lit; disabled buttons are unlit.
Use [◄] [►] to switch pages. These are lit if an adjacent PAGE exists.

* Never strike or apply strong pressure to the display.

5 [FUNCTION] [PRESET/USER] buttons

Button	Explanation
FUNCTION	Accesses the function menu screen.
PRESET/USER	Change the patch group. Press this button, and then use [INCREMENT] [DECREMENT] to change. Choose from P-1–6 and U-1–8. After making the change, specify the patch bank and patch number to confirm.

6 [CHASE] [PORTAMENTO] [EDIT] [EXIT] buttons

Button	Explanation
CHASE	Turns the Chase function on/off. Chase is a function that sounds the upper tone when you press a key, and then sounds a delayed note on the lower (or upper) part; it works when the key mode is Whole or Dual. Depending on the patch, it can produce effects similar to delay or sound-on-sound.
PORTAMENTO	Turns the portamento function on/off.
EDIT	Accesses the edit menu screen.
EXIT	Returns you to the previous screen. In some screens, this button cancels the operation that's being executed.

7 [SEQUENCER] [WRITE] [INCREMENT] [DECREMENT] buttons

Button	Explanation
SEQUENCER	Accesses the sequencer screen. Hold down the [SHIFT] button and press the [SEQUENCER] button to access the arpeggiator screen.
WRITE	Saves the sound or sequencer settings.
INCREMENT DECREMENT	Used to increment or decrement the value.

8 Ten keys/ [SHIFT] [ENTER] buttons

Button	Explanation
Ten keys	Use these buttons to edit the patch name or tone name. For some items, these buttons can also enter a numeric value.
SHIFT	Use this button in conjunction with other buttons to access parameters or to operate other parameters.
ENTER	Press this to confirm a value or execute an operation.

9 PATCH BANK [1]–[8]/NUMBER [1]–[8] buttons

Button	Explanation
PATCH BANK [1]–[8]	Select patch banks. When editing, you can use these buttons to select partials.
NUMBER [1]–[8]	Select the patch number. When editing, you can use these buttons to turn partials on/off.

By simultaneously pressing two of the [1]–[16] buttons, you can connect those two steps with a tie.
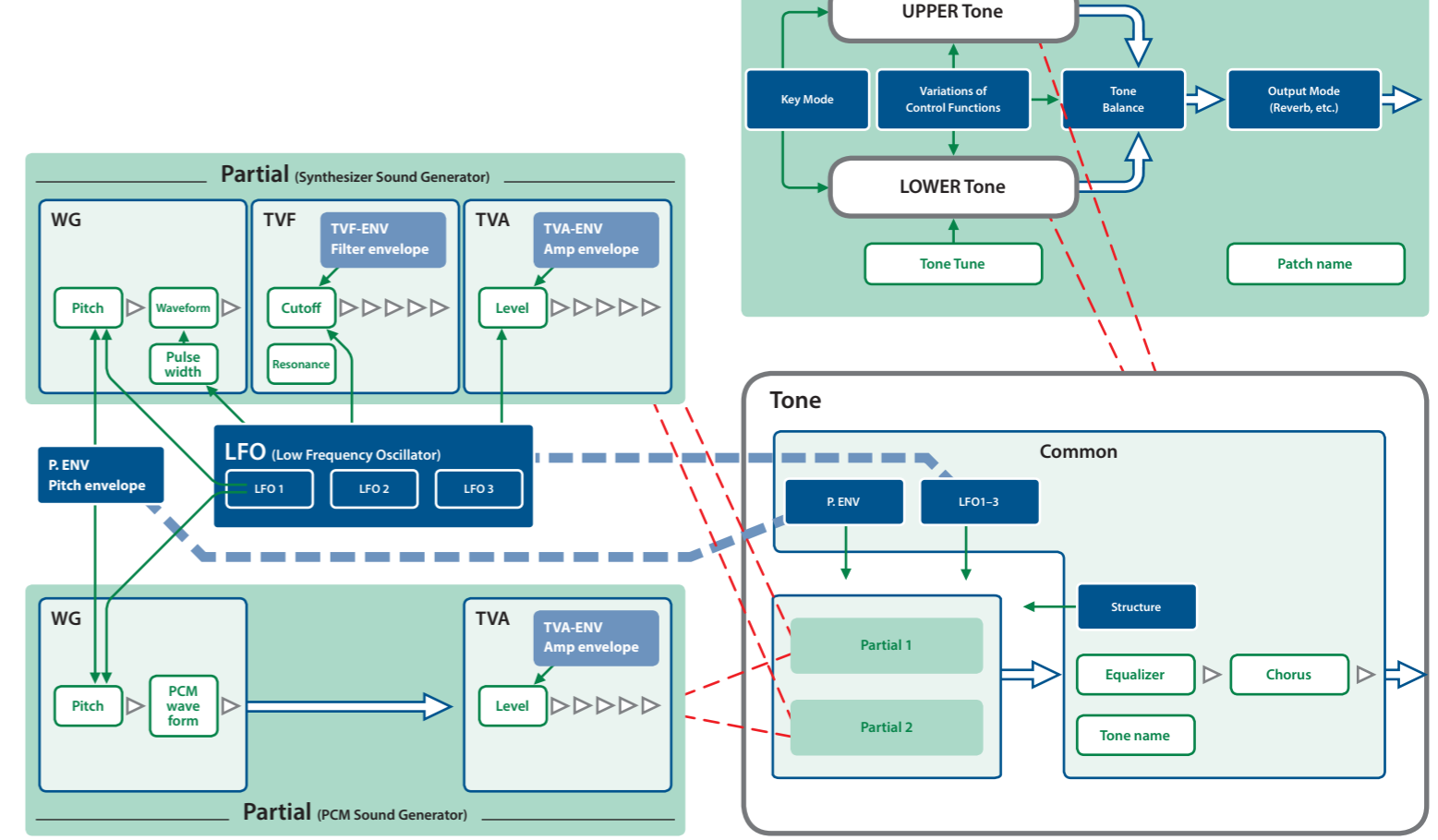
How the Sound Engine Is Structured

Patch

A "patch" contains sound data and data for the performance functions.
Multiple patches can be saved in patch memory, and freely recalled while you perform.
On D-05, a patch consists of two sounds (the upper tone and lower tone), settings that specify how they are played, and settings such as keyboard mode, output mode, and reverb.

Tone

The upper and lower tones each consist of two "partials" (sound sources) and common settings that specify how the partials are controlled.
The common settings include the type selections for the two partials, how the two partials are combined (the "structure"), and settings such as LFO, pitch envelope, equalizer, and chorus.

Partial

A "partial" is the most basic unit of sound on D-05. There are two types of partial: a synthesizer sound generator and a PCM sound generator. Synthesizer type partials provide a TVF (Time Variant Filter) and a TVA, and PCM type partials provide a TVA (Time Variant Amplifier).

Basic Operation

[◄] [F1] [F2] [►] Buttons

Enabled buttons (i.e., buttons that do something when pressed) are lit; disabled buttons are unlit.
Use [◄] [►] to switch pages.

":" (lit)	Indicates that parameters have not been edited.
":" (blink)	Indicates that parameters have been edited.

When a parameter value is shown in the lower line of the display, you can use the [F1] [F2] buttons to select an item.
The selected value and button are blinking.
You can edit the selected value by using [INCREMENT], [DECREMENT], numeric keys, and the joystick.
Pressing a blinking button makes it change back from blinking to lit.
Press the [EXIT] button to return to the next higher level.

PATCH BANK [1]–[8] /NUMBER [1]–[8] Buttons

These indicate the bank and number of the patch or pattern.
Press a button to change the bank and number.

PARTIAL SELECT/PARTIAL MUTE (during editing)

These indications appear during editing.
Press the corresponding button to select or mute partials.

PARTIAL SELECT: Buttons corresponding to the selected partials are lit; other buttons are unlit.
PARTIAL MUTE: Partials that produce sound are lit; muted partials are unlit.
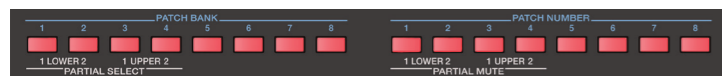
SEQUENCER

These indications appear when the [SEQUENCER] button is lit.
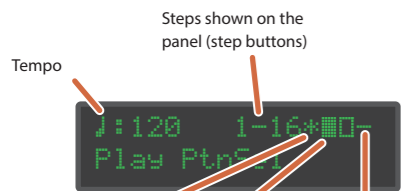Press to turn a step on/off.
Steps that produce sound are lit; muted steps are unlit.
By simultaneously pressing two of the [1]–[16] buttons, you can connect the region between those two buttons with a tie.

SEQUENCER

The PATCH BANK [1]–[8] buttons and NUMBER [1]–[8] buttons indicate the status of each step in the step display area that's selected (STEP: 1–16, 17–32, 33–48, 49–64).

Steps shown on the panel (step buttons)
Tempo
Shown on the panel (step buttons)
Currently playing
Outside the STEP LENGTH range

You can change the tempo when the tempo is displayed and no item is selected by the [F1][F2] buttons.

SEQ MAIN

Play	Plays/stops the selected pattern.
(PtnSel) Pattern Select	Accesses the pattern select screen.

Use the [◄] [►] buttons to change the range of steps that are shown.
Press a [1]–[16] button to enable step input. The screen shows step information.

STEP INFO	`Step 1 Gate 80` `C4  D#4 G4  --`

SEQ PRM

In the SEQ MAIN screen, hold down the [SHIFT] button and press the [F2] button to access the SEQ PRM screen.

Len (Length)	Specifies the pattern length (number of steps).
Scal (Scale)	Specifies the note value of one step.
Shfl (Shuffle)	Specifies the amount of rhythm "bounce" (shuffle).
Gate (Gate)	Specifies the note duration for one step.

Off (Off Step Mode)	Off step mode REST (default setting), SKIP
Ord (Step Order)	Specifies the playback order of the steps. → Play forward from the first step. ← Play backward from the last step. ← → Play forward from the first step, and then play backward from the last step. → ← Play with even-numbered and odd-numbered steps inverted. RND Play steps randomly.
S. Stp (Start Step)	By specifying the start step, you can make playback start from a step that's mid-way through the pattern. Steps earlier than this step are not played.
E.STP (End Step)	By specifying the last step, you can make a step that's mid-way through the pattern be treated as though it were the last step. Steps later than this step are not played.
Clear	Clears the pattern.

During STEP REC (step recording screen)

In the SEQ MAIN screen, hold down the [SHIFT] button and press the [F1] button to access the STEP REC screen.

Rest	Inputs a rest.
Tie	Inputs a tie (the note value is added to the preceding step).

Use the [◄] [►] buttons to change the range of steps that are shown.
When you press a key, a note is input at the current step. The screen shows step information.

STEP INFO	`Step 1 Gate 80` `C4  D#4 G4  --`

Press a [1]–[16] button to enable step input. The screen shows step information.

STEP INFO	`Step 1 Gate 80` `C4  D#4 G4  --`

[SHIFT]+[SEQUENCER] (arpeggiator)

Sw (Switch)	Turns the arpeggiator on/off.
Typ (Type)	Selects the type of arpeggio.
Scal (Scale)	Specifies the note value of one step.
Hold	If this is on, the arpeggio continues playing according to the chord you had been playing even after you release your hand. If you play a different chord while the arpeggio is being held, the arpeggio also changes.

Other Operations

[WRITE]

Patch Write ([WRITE])

To: (select the write-destination)	`Vibraphone` `To:U1-42`	Use the Patch Bank and Patch Number buttons
Confirm or cancel writing	`Patch Write?` `[EXIT]:N [ENT]:Y`	[ENTER] button: Confirm [EXIT] button: Cancel

Reverb Write ([SHIFT] + [WRITE])

To: (select the write-destination)	`Reverb Write` `To: U1-17`	[F1] button: U1–U8 [F2] button: 17–32
Confirm or cancel writing	`Reverb Write?` `[EXIT]:N [ENT]:Y`	[ENTER] button: Confirm [EXIT] button: Cancel

Pattern Write ([WRITE] in a sequencer-related screen)

Pattern name	`Pattern1` `[ ← ]  [ → ]`	[F1] [F2] buttons: Move the cursor
Tempo/Shuffle	`Tempo  Shuffle` `OFF    OFF`	[F1] button (Tempo): OFF: Not stored 40–300: Tempo value is stored [F2] button (Shuffle): OFF: Not stored -90–90: Shuffle value is stored
Pattern Patch	`Pattern Patch` `OFF`	[F1] button: Pattern Patch OFF: Not stored U1-11–P6-88: Patch is stored [INCREMENT]/[DECREMENT]/Use the Patch Bank and Patch Number buttons
To: (select the write-destination)	`Pattern1` `To:1-1`	Use the Patch Bank and Patch Number buttons
Confirm or cancel writing	`Pattern Write?` `[EXIT]:N [ENT]:Y`	[ENTER] button: Confirm [EXIT] button: Cancel

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FUNCTION

Function Menu

(Func) Function	Accesses the function screen.
(MIDI)	Accesses the MIDI screen.
(Copy)	Copies a parameter.
(B. Dump) Bulk Dump	Transmits the data of the D-05 to an external device as an exclusive message.
(B. Load) Bulk Load	Receives D-50 data saved on an external device as an exclusive message.

Function (Function screen)

MastTune (Master Tune)	Specifies the reference pitch.
Protect	Turns memory protect on/off.
AutoOff	Enables automatic power-off when a certain length of time has elapsed since the unit was last played or operated.
Demo	Specifies the time (minutes) until the LED demo begins. If this is OFF, the demo is disabled.
LCDCont (LCD Contrast)	Adjusts the contrast of the display.
SndMode (Sound Mode)	Original This mode simulates the sound engine of the D-50. Clear This mode uses digital processing that is more accurate than on the D-50, delivering clear sound.
C1Scale	Specifies a note scale type for the ribbon controller (C1).
C2Hold	Turns on/off the hold function of the ribbon controller (C2).

MIDI (MIDI screen)

CH (MIDI CH)	1–16 Specifies the MIDI channel (basic channel) on which the D-05 can be used with an external device, in the range 1–16.
Control	Specifies how channel messages are received when controlling the D-05 from an external MIDI device. B.CH (basic channel) When controlling the D-05 in mono mode, voice messages (except for note events and pitch bend) are received on the basic channel. G.CH (global channel) When controlling the D-05 in mono mode, if the external device has a global channel (one channel lower than the basic channel), voice messages (except for note events and pitch bend) can be received together on the global channel. MdeOFF (mode message off) Mode messages from the external device are not received; the key mode specified for each patch determines the assignment.
SepCH (Separate Mode Receive CH)	1–16 If you select separate (solo) mode as the key mode, the upper and lower tones can be controlled on separate channels. The basic channel controls the lower tone and the receive channel you specify here controls the upper tone.
Local	If this is "OFF," this unit's keyboard section is disconnected from its sound engine. Performance data from this unit is transmitted from MIDI OUT, but is not sounded by the unit. Performance data received at MIDI IN can control this unit's synthesizer section.
After (After Touch)	Turn this "ON" if you want aftertouch messages to be received.
Bender	Turn this "ON" if you want pitch bend messages to be transmitted and received.
Mod (Modulation)	Turn this "ON" if you want modulation messages to be transmitted and received.
Volume	Turn this "ON" if you want volume messages to be received.
Hold	Turn this "ON" if you want hold messages to be received.
Porta (Portamento)	Turn this "ON" if you want portamento messages to be transmitted and received.
Prog.C (Program Change)	Turn this "ON" if you want program change messages to be transmitted and received.
Excl (Exclusive)	If you want exclusive messages (only with Roland's ID number) to be transmitted, set this to either "ON" or "P-Dump." Normally you will turn this "ON"; however, if you want to store data of the selected patch on a device that is able to store exclusive messages, choose the "P-Dump" (patch dump) setting. With the "P-Dump" setting, operating this unit's front panel to select a patch causes the data of the selected patch to be transmitted.

Sync	AUTO If MIDI clock is being input to the MIDI IN connector or the USB port, the D-05's tempo will automatically synchronize to MIDI clock (default). INTERNAL The D-05 operates at the tempo specified on the unit itself. Choose the "INTERNAL" setting if you don't want to synchronize to an external device.
Thru	Specifies the MIDI Thru on/off setting.

EDIT

Edit Menu (Edit Menu Screen)

(TnTune) Tone Detune	Accesses the tone detune screen.
(PtEdit) Patch Edit	Accesses the patch edit menu screen.
(L-Tone) Lower Tone	Accesses the lower tone menu screen.
(U-Tone) Upper Tone	Accesses the upper tone menu screen.

Tone Detune (Tone detune screen)

LKey (Lower Key)	Shifts the pitch of the lower tone in semitone steps, in the range of -24–+24 (±2 octaves).
UKey (Upper Key)	Shifts the pitch of the upper tone in semitone steps, in the range of -24–+24 (±2 octaves).
LTun (Lower Tune)	Finely adjusts the pitch of the lower tone in the range of -50–+50 (approximately ±50 cents).
UTun (Upper Tune)	Finely adjusts the pitch of the upper tone in the range of -50–+50 (approximately ±50 cents).

Patch Edit Menu (Patch edit menu screen)

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

Upper/Lower Tone Menu (Upper/lower tone menu screen)

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

Fixed Battery Operation Mode

This mode prevents the unit from switching to bus power even if it is connected to a USB port. This allows the unit to be used even with a USB port that does not supply power.

1. While holding down the PATCH NUMBER [1] button, turn on the power.

Main Specifications

Roland D-05: Synthesizer	
Maximum Polyphony	16 voices
Power Supply	Rechargeable 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 46 (H) mm 11-13/16 (W) x 5-1/16 (D) x 1-13/16 (H) inches
Weight	900 g (including batteries) 2 lbs
Accessories	Owner's Manual, Leaflet "USING THE UNIT SAFELY," Alkaline battery (AA, LR6) x 4
Options (sold separately)	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.

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