RV-200

REVERB

Owner's Manual

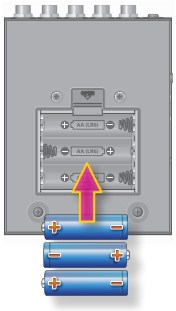
Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 17)). After reading, keep the document(s) where it will be available for immediate reference.

Getting ready

Installing the batteries

Insert the batteries facing the correct way, as shown in the illustration.

* "Lo" will appear on the display if the batteries are low. Replace them with new ones.



NOTE

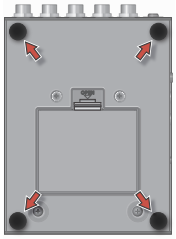
- When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
- If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's manual (p. 17)).

Attaching the rubber feet

You can attach the rubber feet (included) if necessary.

Attach them in the locations shown in the illustration.

* Using this unit without attaching the rubber feet may damage the floor.



Panel descriptions

Top panel

1 Display

Shows the reverb time and other values.

2 [TIME] knob

Press the knob to switch between the knob's functions (reverb time mode and memory number mode).

When this unit is in MENU mode, the knob is used to select the parameter and confirm the value (p. 10).

Reverb time mode

Example of reverb time indication

(when value is 0.1 s)

* This is set to reverb time mode by factory default.

Turn the [TIME] knob to set the reverb time.

To change a value in larger steps, turn the [TIME] knob while pressing it.

Type	Parameter	Display
ROOM	0.1–10.0 s	0.1s = "0.1" 1s = " 1.0" 10 s = " 10.0"
HALL		
PLATE		
SPRING		
SHIMMER		
ARPVERB		
SLOWVERB		
MODULATE		
LO-FI		
GATE		
+DELAY	0.01–1.00 s	10 msec ="0.01" 1 s = " 1.00"
REVERSE	0.1–1.0 s	0.1 s = "0.1" 1 s = " 1.0"

Memory number mode

Example of memory number indication

(when set to MANUAL or Memory 1)

Turn the [TIME] knob to switch between memory numbers.

NOTE

To edit the reverb time for a memory, press the [TIME] knob once to switch to reverb time mode and then turn the knob.

When you turn the [TIME] knob while it is in memory number mode, the memory number changes and the values you were editing are discarded.

To save a memory you've edited, perform the write operation (p. 9).

3 [PRE-DELAY] knob

Adjusts the time until the reverb sound starts to output.

4 [E. LEVEL] knob

Adjusts the volume of the reverb sound.

5 Mode knob

Select the reverb mode.

Mode	Display	Explanation
ROOM	rom	Simulates the reverberations of a room.
HALL	hLL	Simulates the reverberations of a concert hall.
PLATE	PLt	Simulates plate reverb (a reverb unit that uses the vibration of a metallic plate).
SPRING	SPG	Simulates the sound of a guitar amp's built-in spring reverb.
SHIMMER	ShM	A reverb with a brilliant-sounding high end. This creates dreamlike reverberations full of expanding harmonics.
ARPVERB	ArP	Produces dreamlike reverberations based on an arpeggio sound theme.
SLOWVERB	SLU	A sound with a gentle attack and soft harmonics.
MODULATE	Mod	This reverb adds the wavering sound found in hall reverb to provide an extremely pleasant reverb sound.
+DELAY	dLY	A reverb combined with a delay, which multiplies the effects to create rich reverberations.
LO-FI	LoF	A lo-fi reverb sound.
GATE	GAt	A reverb that cuts out the decay of the reverberations.
REVERSE	rEU	A reverb that plays back in reverse.

6 [PARAM] knob

Adjusts an appropriate parameter for each mode.

Mode	Parameter	Value	Explanation
ROOM	TYPE	AMBIENCE (AMb), SMALL (SML), MEDIUM (MEd), LARGE (LrG)	Selects the room size.
HALL	TYPE	SMALL (SML), MEDIUM (MEd), LARGE (LrG)	Selects the size of the concert hall.
PLATE	LOW DAMP & HI DAMP	-50–50	Adjusts the amount of attenuation for the low and high frequency regions.
SPRING	SPRING NUMBER	1–3	Selects the number of springs.
SHIMMER	RELEASE	0–100	Adjusts the diffusion of the harmonics.
ARPVERB	ATTACK	0–100	Adjusts the attack of the arpeggio sound.
SLOWVERB	DIRECT LEVEL	0–100	Adjusts the direct sound.
MODULATE	MODULATION DEPTH	0–100	Adjusts the depth to which the reverb sound is modulated.
+DELAY	DELAY LEVEL	0–100	Adjusts the delay volume.
LO-FI	DISTORTION	0–10	Adjusts the amount of distortion.
GATE	THRESHOLD	0–100	Adjusts the length of the reverb sound.
REVERSE	HIGH CUT	0–15	Cuts the high frequencies in the sound.

7 [LOW] knob

Adjusts the low frequencies of the reverb.

8 [HIGH] knob

Adjusts the high frequencies of the reverb.

9 [DENSITY] button

This button's function changes depending on how you press it.

Operation	Explanation
Press	Adjusts the density of the reverb sound.
Long-press (panel lock)	Panel lock is a feature that prevents the unit's panel from being accidentally operated. You can switch between enabling (unlocking) or disabling (locking) the knob and button operations. If you attempt an operation while the unit is locked, the display indicates "LCE".

When you press the [DENSITY] and [MEMORY] buttons at the same time, the unit enters MENU mode (p. 10).

10 DENSITY indicator

The LED state changes according to the density of the reverb sound you set by pressing the [DENSITY] button.

11 [MEMORY] button

Switches or saves memories (MANUAL, 1–127) (p. 9).

The memory is switched each time you press the [MEMORY] button. You can also switch memories by holding down the [MEMORY] button and turning the [TIME] knob.

Illumination	Explanation	Display
Green	MANUAL mode	MAn
Red	Memory 1–4	M- 1...M-4
Unlit	Memory 5–127	M-5...M127

* You can only select manual and memories 1–4 by factory default. To select memories 5–127, change the maximum value by setting the EXTENT FROM (EtF) and EXTENT TO (Ett) (p. 13) beforehand. This expands the available memory range.

12 MEMORY indicators

Indicates the selected memory.

If a memory 5–127 is selected, the indicator is unlit.

13 [ON/OFF] switch

Turns reverb on/off.

MEMO

You can change the [ON/OFF] switch's function in "SWF" (ON/OFF FUNCTION).

For details on the carryover settings, refer to p. 11.

14 [MEMORY/HOLD] switch

Switches between memories (p. 9).

Long-press to switch to HOLD mode.

MEMO

The function of the [MEMORY/HOLD] switch can be changed in "MFC" (MEMORY FUNCTION).

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 INPUT (A/MONO, B) jacks

Connect your guitar, bass, effect unit or similar device here.

Use the INPUT A/MONO and INPUT B jacks when connecting an effect unit with stereo outputs. Use only the INPUT A/MONO jack if you're using a mono source.

Turning the Power On/Off

The INPUT A/MONO jack also operates as the power switch. The power turns on when you insert a plug into the INPUT A/MONO jack.

Turning the Power On

Turn on equipment such as your guitar amp last.

When powering down

Turn off the power to your amp first.

* 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.

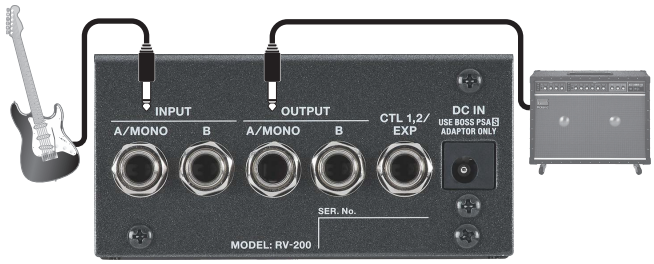
B OUTPUT (A/MONO, B) jacks

Connect these jacks to your amp or monitor speakers.

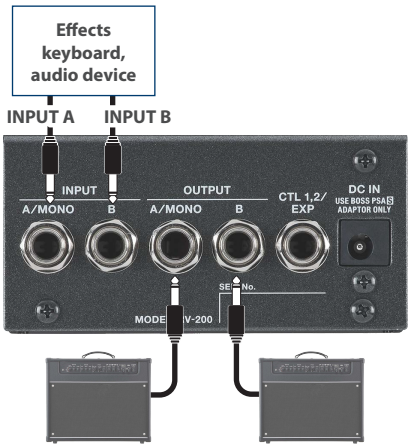
Use only the OUTPUT A/MONO jack if using this unit in mono. Even sound that is input in stereo is output in mono.

If you're using a stereo setup, use both the OUTPUT A/MONO and OUTPUT B jacks.

Mono in/mono out connection example



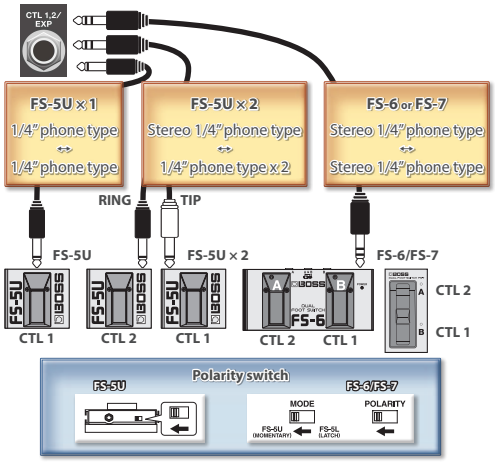
Stereo in/stereo out connection example



C CTL 1, 2/EXP jack

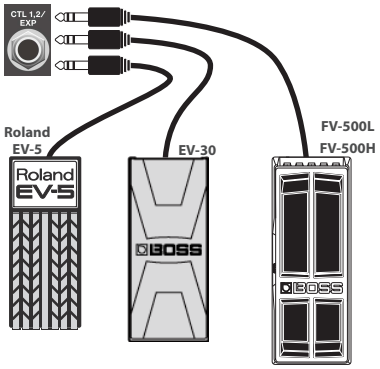
Using the jack as CTL 1/2

You can connect a footswitch (FS-5U, FS-6, FS-7; sold separately) and use it for fading in/out or switching memories (p. 10).



Using the jack as EXP

You can connect an expression pedal (EV-30, Roland EV-5, etc.; sold separately) and use it to control the reverb time, reverb volume and so on (p. 12).



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

D DC IN jack

Use this jack to connect an AC adaptor (PSA-S series, sold separately).

* Use only the specified AC adaptor (sold separately: PSA-S series) and plug it into an AC outlet of the correct voltage.

* If the AC adaptor is connected while the batteries are installed, the power supply is drawn from the AC adaptor.

Side panel (connecting your equipment)

E MIDI jacks

Use TRS/MIDI connecting cables (BMIDI-5-35, BMIDI-1-35, BMIDI-2-35, BCC-1-3535, BCC-2-3535; sold separately) to connect this unit to an external MIDI device. This lets you use an external MIDI device to switch memories on this unit, or control various parameters.

* Do not connect an audio device here. Doing so will cause malfunctions.

F USB port

Connect your computer using a commercially available USB cable that supports USB 2.0.

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

* Used only for updating programs.

Saving and recalling memories

Saving to a memory (write operation)

Here's how to save the reverb settings that you edited.

1. Long-press the [MEMORY] button.

The display indicates "WRITE (WRITE)".

2. Turn the [TIME] knob to select the save destination (MAN (manual), 1–127).

You can also select the save-destination by pressing the [MEMORY] button.

If you decide to cancel, press the [DENSITY] button.

* Memories from 100 to 127 are indicated on the screen with a dot (.00–.27).

3. Long-press the [MEMORY] button.

The memory will be saved.

Recalling a memory

Here's how to recall a saved memory.

1. Press the [MEMORY] button to select a memory.

Each press of the button toggles between memories in this order: "MAN (manual) → 1 → 2 → 3 → 4 → MAN ...", and the MEMORY indicator lights up.

You can also switch memories by holding down the [MEMORY] button and turning the [TIME] knob.

MEMO

You can only select manual and memories 1–4 by factory default. To select memories 5–127, change the maximum value by setting the EXTENT FROM (EtF) and EXTENT TO (Ett) (p. 13) beforehand. This expands the available memory range.

The MEMORY indicator is unlit if a memory 5–127 is selected.

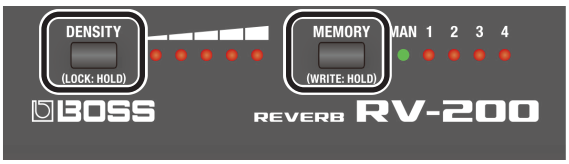
What is "MAN" (manual)?

When you select "MAN", the reverb sound reflects the actual positions (settings) of the knobs (MANUAL mode).

Overall settings (menu)

Basic operation

1. **Press the [DENSITY] and [MEMORY] buttons at the same time to access MENU mode.**



The unit enters MENU mode.

2. **Turn the [TIME] knob to select a parameter, and then press the [TIME] knob.**

The value is displayed.

3. **Turn the [TIME] knob to edit the value.**

4. **Press the [TIME] knob.**

5. **Press the [DENSITY] and [MEMORY] buttons at the same time to exit MENU mode.**

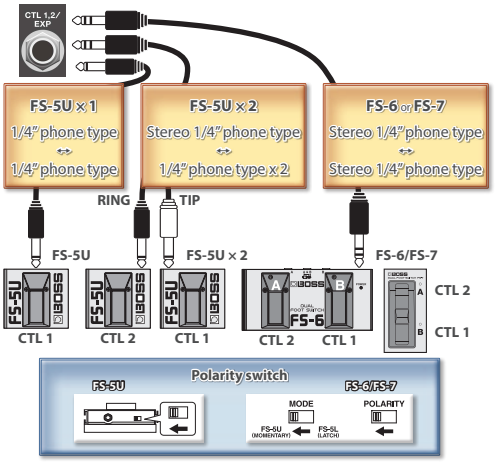
Assigning functions to an external pedal

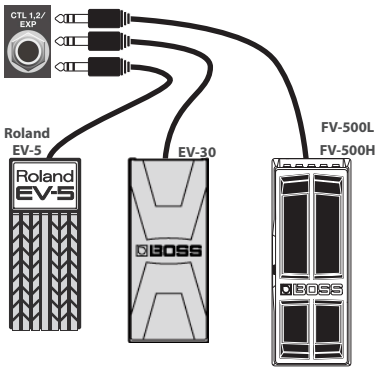
You can connect a footswitch (FS-5U, FS-6, FS-7; sold separately) to the CTL 1,2/EXP jack and use it for fading in/out or switching memories.

Use the menu items "CTL1F" or "CTL2F" to make these settings (p. 12).

You can connect an expression pedal (EV-30, Roland EV-5, etc.; sold separately) and use it to control the reverb time, reverb volume and so on (p. 12).

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





Menu parameter list

Display	Parameter	Value	Explanation
CrY	CARRYOVER	**OFF/ON** (oFF, on)	Specifies whether the effect sound is carried over (on) or not (oFF) when you switch between memories or turn off the effect.
SWF	ON/OFF FUNCTION	Configures the function of the [ON/OFF] switch.	
		ON/OFF SWITCH (SW)	Turns the effect(s) on/off.
		MEMORY DOWN, ON/OFF (Mdn)	Decrements the memory number. You can switch the effect on/off by long-pressing the [ON/OFF] switch.
		MEMORY UP, ON/OFF (MuP)	Increments the memory number. You can switch the effect on/off by long-pressing the [ON/OFF] switch.
		MANUAL (MAn)	Selects the manual setting. If this has already been selected, this toggles the effect on/off.
		MEMORY1–127 (M- 1–127)	Selects memories 1–127. If this has already been selected, this toggles the effect on/off.
MFC	MEMORY FUNCTION	Sets the function for the [MEMORY/HOLD] switch.	
		MEMORY DOWN, HOLD (Mdn)	Decrements the memory number according to the MEMORY EXTENT setting. Long-press the [MEMORY/HOLD] switch to switch to HOLD mode.
		MEMORY UP, HOLD (MuP)	Increments the memory number according to the MEMORY EXTENT setting. Long-press the [MEMORY/HOLD] switch to switch to HOLD mode.
		MOMENT (MoM)	The reverb sound is output for as long as you press the switch.
		MOMENT TOGGLE (MoM)	Outputs the reverb sound. This toggles between on and off each time you operate the control.
		FADE (FAd)	Fades the reverb sound in/out.
		HOLD (hLd)	Repeats the reverb sound for as long as you press the switch (HOLD mode).
		HOLD TOGGLE (hLd)	Repeats the reverb sound (HOLD mode). This toggles between on and off each time you operate the control.
		WARP (WAP)	Simultaneously controls the reverb's feedback amount and volume for as long as you press the switch, producing a dreamlike reverb.
		WARP TOGGLE (WAP)	Simultaneously controls the reverb's feedback amount and volume, producing a dreamlike reverb. This toggles between on and off each time you operate the control.
		TWIST (tSt)	Produces a new kind of reverb with an aggressive feeling of rotation (twist effect) for as long as you press the switch.
		TWIST TOGGLE (tSt)	Produces a new kind of reverb with an aggressive feeling of rotation (twist effect). This toggles between on and off each time you operate the control.
		MEMORY DOWN, ON/OFF (Mdn)	Decrements the memory number according to the MEMORY EXTENT setting. You can switch the effect on/off by long-pressing the switch.
		MEMORY UP, ON/OFF (MuP)	Increments the memory number according to the MEMORY EXTENT setting. You can switch the effect on/off by long-pressing the switch.
		MANUAL (MAn)	Selects the manual setting. If this has already been selected, this toggles the effect on/off.
		MEMORY1–127 (M- 1–127)	Selects memories 1–127. If this has already been selected, this toggles the effect on/off.

Display	Parameter	Value	Explanation
C 1F C2F	CTL1 FUNCTION CTL2 FUNCTION	Sets the function of the footswitch connected to the CTL 1,2/EXP jack.	
		OFF (oFF)	No assignment.
		MEMORY DOWN (Mdn)	Decrements the memory number according to the MEMORY EXTENT setting.
		MEMORY UP (MuP)	Increments the memory number according to the MEMORY EXTENT setting.
		ON/OFF SWITCH (SW)	Turns the effect(s) on/off.
		MOMENT (MoM)	The reverb sound is output for as long as you press the switch.
		MOMENT TOGGLE (MoM)	Outputs the reverb sound. This toggles between on and off each time you operate the control.
		FADE (FAd)	Fades the reverb sound in/out.
		HOLD (hLd.)	Repeats the reverb sound (HOLD mode) for as long as you press the switch.
		HOLD TOGGLE (hLd)	Repeats the reverb sound (HOLD mode). This toggles between on and off each time you operate the control.
		WARP (WAP.)	Simultaneously controls the reverb's feedback amount and volume for as long as you press the switch, producing a dreamlike reverb.
		WARP TOGGLE (WAP)	Simultaneously controls the reverb's feedback amount and volume, producing a dreamlike reverb. This toggles between on and off each time you operate the control.
		TWIST (tSt.)	Produces a new kind of reverb with an aggressive feeling of rotation (twist effect) for as long as you press the switch.
		TWIST TOGGLE (tSt)	Produces a new kind of reverb with an aggressive feeling of rotation (twist effect). This toggles between on and off each time you operate the control.
		MANUAL (MAn)	Selects the manual setting. If this has already been selected, this toggles the effect on/off.
		MEMORY 1 (M- 1) **–MEMORY 127** (M.27)	Selects memories 1–127. If this has already been selected, this toggles the effect on/off.
EPF	EXPRESSION FUNCTION	Specifies the function of an expression pedal connected to the CTL 1, 2/EXP jack.	
		OFF (oFF)	No function is controlled.
		TIME (t iM)	Works the same as the [TIME] knob.
		E. LEVEL (ELU)	Works the same as the [E.LEVEL] knob.
		PARAM (PrM)	Works the same as the [PARAM] knob.
		INPUT LEVEL (iLU)	Adjusts the input level.
EPn	EXPRESSION MIN	Specifies the minimum value of parameter's variable range controlled by EXPRESSION FUNCTION. The variable range differs depending on the value.	
		TIME (t iM)	This is set within the same variable range as the [TIME] knob parameter. (p. 3)
		E. LEVEL (ELU)	Set within the range of 0–100 (0– 100).
		PARAM (PrM)	This is set within the same variable range as the [PARAM] knob parameter. (p. 4)
		INPUT LEVEL (iLU)	Set within the range of 0–100 (0– 100).
EPM	EXPRESSION MAX	Specifies the maximum value of the parameter's variable range controlled by EXPRESSION FUNCTION. The variable range differs depending on the value.	
		TIME (t iM)	This is set within the same variable range as the [TIME] knob parameter. (p. 3)
		E. LEVEL (ELU)	Set within the range of 0–100 (0– 100).
		PARAM (PrM)	This is set within the same variable range as the [PARAM] knob parameter. (p. 4)
		INPUT LEVEL (iLU)	Set within the range of 0–100 (0– 100).
SWP MEP C 1P C2P EPP	ON/OFF PREFERENCE MEMORY PREFERENCE CTL1 PREFERENCE CTL2 PREFERENCE EXPRESSION PREFERENCE	**MEMORY** (MEM)	Selects whether the settings for the switches on this unit (the [ON/OFF] and [MEMORY/HOLD] switches) and for the footswitch/expression pedal connected to the CTL 1,2/EXP jack are exclusive to each memory (MEM) or shared (SYS). * When this is set to using settings exclusive for each memory, use the write operation (p. 9) to save the settings to memory.
		SYSTEM (SYS)	

Display	Parameter	Value	Explanation
out	OUTPUT MODE	Selects how output occurs.	
		NORMAL (nor)	The output is stereo if plugs are inserted in the OUTPUT A/MONO and OUTPUT B jacks, and output is mono if a plug is inserted only into the OUTPUT A/MONO jack.
		DIRECT/EFFECT (drE)	The direct sound is output from the OUTPUT A/MONO jack, and the reverb sound is output from the OUTPUT B jack. The direct sound is not output when using LO-FI mode.
		DIRECT MUTE (dMt)	Only the reverb sound is output. The direct sound is not output.
EtF Ett	MEMORY EXTENT FROM MEMORY EXTENT TO	**MANUAL** (MAn), **MEMORY 1** (M- 1) **–MEMORY 127** (M.27)	Specify the memory switching range (MEMORY EXTENT FROM–TO).
rCh	MIDI RECEIVE CHANNEL	**1** (1)**–16** (16), **OFF** (oFF)	Specifies the MIDI receive channel. If this is "oFF", MIDI messages are not received.
tCh	MIDI TRANSMIT CHANNEL	**1** (1)**–16** (16), **RECEIVE** (rCV), **OFF** (oFF)	Specifies the MIDI transmit channel. If this is "oFF", MIDI messages are not transmitted. When this is set to "rCV", MIDI messages are transmitted on the same channel as the MIDI RECEIVE CHANNEL.
P in	PC IN	**ON** (on)	Program change messages are received.
		OFF (oFF)	Program change messages are not received.
Pot	PC OUT	**ON** (on)	Program change messages are transmitted. * The program number is "1" when the memory is set to "MANUAL", and the program numbers are 2–128 for memories 1–127.
		OFF (oFF)	Program change messages are not transmitted.
CC i	CC IN	**ON** (on)	Control change messages are received. This lets you control the knobs and footswitches using control change messages.
		OFF (oFF)	Control change messages are not received.
CCo	CC OUT	**ON** (on)	Control change messages are transmitted.
		OFF (oFF)	Control change messages are not transmitted.
tMC PdC ELC PrC LoC hiC SWC MEC C1C C2C EPC EFC	TIME CC PRE-DELAY CC E. LEVEL CC PARAM CC LOW CC HIGH CC ON/OFF SWITCH CC MEMORY CC CTL1 CC CTL2 CC EXPRESSION CC EFFECT ON/OFF CC	**OFF** (oFF), **1** (1)**–31** (31), **64** (64)**–95** (95)	Specifies the controller number corresponding to each controller.
Nth	MIDI THRU	**ON** (on), **OFF** (oFF)	Specifies whether MIDI messages received at the MIDI IN connector are retransmitted as-is from the MIDI OUT connector (on) or not (oFF).
P 1–P 9 P 10–P99 P00–P28	P1–P9 P10–P99 P100–P128	**OFF** (oFF), **MAN** (MAn), **MEMORY 1** (M- 1) **–MEMORY 127** (M.27)	Specify the memory corresponding to the received program number. Bank select is ignored (received regardless). If this is oFF, the effect turns off.

Preset list

Memory MAN: ROOM

Knob	Parameter
MODE	ROOM
PARAM (ROOM TYPE)	MEDIUM (MEd)
TIME	1.4
PRE-DELAY	100
E.LEVEL	50
LOW	0
HIGH	0
DENSITY	3

Memory 1: HALL

Knob	Parameter
MODE	HALL
PARAM (HALL TYPE)	MEDIUM (MEd)
TIME	3.3
PRE-DELAY	20
E.LEVEL	40
LOW	0
HIGH	0
DENSITY	2

Memory 2: PLATE

Knob	Parameter
MODE	PLATE
PARAM (PLATE DAMP)	0
TIME	3.0
PRE-DELAY	0
E.LEVEL	40
LOW	0
HIGH	0
DENSITY	4

Memory 3: MODULATE

Knob	Parameter
MODE	MODULATE
PARAM (MOD DEPTH)	65
TIME	3.3
PRE-DELAY	20
E.LEVEL	80
LOW	0
HIGH	0
DENSITY	2

Memory 4: ARPVERB

Knob	Parameter
MODE	ARPVERB
PARAM (ARPVERB PARAM)	50
TIME	7.0
PRE-DELAY	0
E.LEVEL	50
LOW	0
HIGH	0
DENSITY	5

Appendix

Restoring the factory settings (factory reset)

Here's how to restore the RV-200 to its factory settings.

1. **While holding down the [ON/OFF] switch and [MEMORY/HOLD] switch, turn on the power (insert a plug into the INPUT A/MONO jack).**

   The display indicates "FCt".

2. **Once the [MEMORY/HOLD] switch indicator begins blinking, press the [MEMORY/HOLD] switch.**

   The display indicates "Sur".

   If you decide to cancel, press the [MEMORY] button.

3. **Press the [MEMORY/HOLD] switch.**

   This executes the factory reset.

4. **When "F in" appears in the display, turn the power off and then on again (unplug and then reinsert the plug into the INPUT A/MONO jack).**

Main specifications

Power supply	Alkaline battery (AA, LR6) x 3, AC adaptor (sold separately)
Current Draw	260 mA
Expected battery life under continuous use	Alkaline: Approx. 4 Hours * These figures will vary depending on the actual conditions of use.
Dimensions	101 (W) x 138 (D) x 63 (H) mm / 4 (W) x 5-7/16 (D) x 2-1/2 (H) inches 101 (W) x 138 (D) x 65 (H) mm / 4 (W) x 5-7/16 (D) x 2-9/16 (H) inches (including rubber feet)
Weight	610 g / 1 lb 6 oz 680 g / 1 lb 8 oz (including batteries)
Accessories	Leaflet "USING THE UNIT SAFELY" Leaflet "To obtain the Owner's Manual" Alkaline battery (AA, LR6) x 3 Rubber foot x 4
Options (sold separately)	AC adaptor: PSA-S series Footswitch: FS-5U Dual footswitch: FS-6, FS-7 Expression pedal: FV-500H, FV-500L, EV-30, Roland EV-5 TRS/MIDI connecting cable: BMIDI-5-35, BMIDI-1-35, BMIDI-2-35, BCC-1-3535, BCC-2-3535

* 0 dBu = 0.775 Vrms
* 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.

IMPORTANT NOTES

Power Supply: Use of Batteries

- Batteries should always be installed or replaced before connecting any other devices. This way, you can prevent malfunction and damage.
- If operating this unit on batteries, please use alkaline batteries.
- Even if batteries are installed, the unit will turn off if you connect or disconnect the power cord from the AC outlet while the unit is turned on, or if you connect or disconnect the AC adaptor from the unit. When this occurs, unsaved data may be lost. You must turn off the power before you connect or disconnect the power cord or AC adaptor.

Repairs and Data

- Before sending the unit away for repairs, be sure to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, be sure to write down the needed information.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Do not use connection cables that contain a built-in resistor.

Intellectual Property Right

For the USA

SUPPLIER'S DECLARATION OF CONFORMITY
Compliance Information Statement

Model Name : RV-200
Type of Equipment : Guitar Effects
Responsible Party : Roland Corporation U.S.
Address : 5100 S. Eastern Avenue Los Angeles, CA 90040-2938
Telephone : (323) 890-3700