



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND TD-3. You'll find the answers to all your questions on the ROLAND TD-3 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND TD-3  
User guide ROLAND TD-3  
Operating instructions ROLAND TD-3  
Instructions for use ROLAND TD-3  
Instruction manual ROLAND TD-3

The image shows the front cover of the Roland TD-3 Owner's Manual. The cover is black with white text. At the top left is the Roland logo. To the right is the V-Drums logo. Below that, it says 'PERCUSSION SOUND MODULE TD-3'. A large black bar with white text reads 'Owner's Manual'. Below this, there is a paragraph of text: 'Thank you, and congratulations on your choice of the Roland Percussion Sound Module TD-3.' This is followed by a boxed warning: 'Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" (p. 2) and "IMPORTANT NOTES" (p. 4). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.' Below the warning is a photograph of the Roland TD-3 Percussion Sound Module, showing its control panel with various buttons and a small display. At the bottom, there is a 'Convention Used in This Manual' section stating that words in square brackets indicate buttons on the panel. A copyright notice at the very bottom reads: 'Copyright © 2004 ROLAND CORPORATION. All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION.'



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<http://yourpdfguides.com/dref/3352638>

**Manual abstract:**

4). @@@@No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. For the U.K. IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE. 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 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. Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug. USING THE UNIT SAFELY Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly. Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.

\* Material damage refers other adverse effects respect to the home furnishings, as well animals or pets. to damage or caused with and all its to domestic The symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger. The symbol alerts the user to items that must never be carried out (are forbidden).

The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled. The symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the powercord plug must be unplugged from the outlet.

·001 Before using this unit, make sure to read the instructions below, and the Owner's Manual. ....

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..... Do not open (or modify in any way) the unit or its AC adaptor.

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..... Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

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..... · 002c 006 · 003 · 008c · · 004 · Subject to temperature extremes (e.g. , direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are · Damp (e.g., baths, washrooms, on wet floors); or are · Humid; or are · Exposed to rain; or are · Dusty; or are · Subject to high levels of vibration. ..

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· 008e 2 009 · Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! .....

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· This unit, 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 immediately stop using the unit, and consult an audiologist. ....

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.. Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc. ) to penetrate the unit. 101b · The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. ...

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..... This TD-3 for use only with Roland stand. Use with other stands is capable of resulting in instability causing possible injury. ...

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..... Always grasp only the plug or the body of the AC adaptor when plugging into, or unplugging from, this unit or an outlet. ....

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.... At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire. ...

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*. Protect the unit from strong impact. (Do not drop it!) 104 · Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children. ....*

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*.. Never climb on top of, nor place heavy objects on the unit. ....*

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*. Never handle the AC adaptor body, or its output plugs, with wet hands when plugging into, or unplugging from, an outlet or this unit. ...*

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*Before moving the unit, disconnect the AC adaptor and all cords coming from external devices. ....*

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..... *Should you remove screws for attaching the stand holder, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.*

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..... · 015 118 *Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords--the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through. .*

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..... Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. ..

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. . . 016 3 IMPORTANT NOTES 291a In addition to the items listed under "USING THE UNIT SAFELY" on pages 23, please read and observe the following:  
Power Supply 301 · Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet. 302 · The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern. 307 · Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices. Repairs and Data 452 · Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up in another MIDI device (e.g., ahis condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated. Maintenance 401a · 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 cloth impregnated with a mild, non-abrasive detergent.

Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth. 402 · Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation. 4 Contents USING THE UNIT SAFELY.....

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.. 72 7 Features Includes Carefully Selected Sounds for All Musical Styles for Live Performance or Practice 32 Different Drum Kits You can immediately start playing with a variety of drum kits, just by pushing a button. The kits have been created to cover all styles of music.



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114 Instruments Create your own, original kits by selecting from the instrument list. Expressive Possibilities Play Rim Shots (p. 19, p. 46), Cymbal/Hi-Hat Edge Shots (p. 20, p. 47), and Use Cymbal/Hi-Hat Choking (p. 20, p. 47) Cross Stick Technique is Possible (p. 20, p. 46) Hi-Hat Control Pedal Provides Natural-Sounding Hi-Hat Performance (Open, Half-Open, Closed, Foot) (p. 21) Convenient Functions for Practicing Built-In Metronome (Click) for Practicing or Performing Uses (p. 28) Internal Intelligent "Coach" Function Makes Practicing Fun and Challenging (p. 35) MIX IN Jack Allows You to Practice an External Audio Source (CD, MD) (p. 34) Expandability & Compatibility Connect a Combination of Up to 9 Pads, Cymbals, and Kick Triggers (p. 44) Pads (PD-8, PD-6, PD-7, PD-9, PD-80, PD-80R, PD-85, PD-100, PD-105, PD-120, PD-125) Cymbals (CY-8, CY-6, CY-12R/C, CY-12H, CY-14C, CY-15R) Kick Triggers (KD-8, KD-7, KD-80, KD-85, KD-120) Acoustic Drum Triggers (RT-3T, RT-5S, RT-7K) Functions as a MIDI Sound Module and as a MIDI Controller. (p. 64) 8 Panel Descriptions Top Panel fig.front 1 2 3 4 5 6 1. Display 7 8 9 10 11 12 7. INST Button Displays the instrument number for the pad being played. The screen displays the drum kit number, tempo, parameter settings, and other such information. 8. LEVEL/PAN Button Each press of this button alternates between level (volume) and pan (position in the stereo field--left/right). 2. Trigger Indicators The indicator for the struck pad lights up. When [EDIT] is pressed, the indicator corresponding to the selected parameter lights up.

9. TEMPO Button Displays the tempo settings of the metronome. 3. Rim Indicator This trigger indicator simultaneously lights when you strike the rim or edge. 10. COACH Button This switches the TD-3 to Coach mode (p. 35). 4. AMBIENCE Button Turns the ambience (Room Reverberation) on and off (p. 26). 11. EDIT Button Use this for setting the kit parameters (p. 22), click parameters (p. 28) and pad parameters (p. 40, p. 50, p. 60). 5. CLICK Button Turns the metronome (click) on/off. 12. +/- Button These are used to make changes in the settings values. 6. DRUM KIT Button Displays the drum kit number. 9 Panel Descriptions Rear Panel fig.rear 13 14 15 19 18 17 16 13. VOLUME Knob Adjusts the volume of the TD-3 in both the headphones and various output jacks. 16. HH CTRL (Hi-Hat Control) Jack Connect a hi-hat control pedal optional FD-7/FD-6; or FD-8 included with the TD-3Kit. (p. 12) 14. OUTPUT Jacks (L (MONO), R) For connecting to your amp or audio system. For monaural output use the L/MONO jack (p. 13). 17. MIX IN Jack For connecting CD, MD, cassette player, or other audio source (p. 34). Sound input to this jack will be output from the OUTPUT jacks and the PHONES jack. 15. TRIGGER INPUT Jacks For connecting pads, cymbals, and kick triggers (Optional or those included with the kit) (p. 12). For more detailed information on each trigger input, refer to Trigger Inputs and the Pads You Can Use (p. 44). 18. AC Adaptor Jack Connect the supplied AC adaptor to this jack (p. 13). 19. POWER Switch Turns the power on/off (p. 14). Side Panel fig.side 20 20. Security Slot ( ) 21 22 22. PHONES Jack A pair of stereo headphones can be connected to this jack (p. 13). Connecting the headphones will not mute the output from the output jacks. <http://www.kensington.com/> 21. MIDI Connectors (IN, OUT) IN: For a MIDI source (sequencer, keyboard, or other MIDI device) to play sounds in the TD-3, or to load data from a MIDI sequencer. OUT: When using the TD-3/pads to play sounds in an external MIDI sound module, or when saving the TD-3's data to a MIDI sequencer. (p. 60) 10 Setting Up the Kit Mounting the TD-3 on the Stand 1. Attach the stand holder (included with the optional drum stand) to the TD-3. Using the screws attached to the bottom panel, attach the holder so the unit is oriented as shown in the diagram. ONLY Use the 8 mm screws (M5 x 8) provided with the TD-3. Other screws may damage the unit. fig.P-001.e Narrow Wide When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged. When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.

2. Attach the TD-3 and stand holder to the drum stand (such as the optional MDS-3C). See the owner's manual for the stand for details on assembling the drum stand and attaching the TD-3. The optional APC-33 All Purpose Clamp can be attached to a pipe of 10.5mm30 mm radius in case you want to mount the TD-3 on a cymbal stand or other such stand.

11 Setting Up the Kit Connecting the Pads and the Pedals Using the provided cables, connect the pads, cymbal pads, hi-hat control pedal, and kick trigger. Setting Example fig.P-004.e TRIGGER INPUT jacks CRASH 1 CY-8 RIDE CY-8 TOM 1 PD-8 TD-3 HI-HAT PD-8 TOM 3 PD-8 SNARE PD-8 KICK KD-8 HH CTRL FD-8 For more examples showing other ways to connect the TD-3, see "Pad Configuration Possibilities" (p. 48).

12 Setting Up the Kit Connecting Headphones, Audio Equipment, Amps, and Other Gear fig.P-005.e R L Phone type Stereo phone type Stereo miniature phone type CD/MD player, etc. 1. Turn off the power of all devices before you make connections. To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections. 2. 3. 4. Connect the OUTPUT L(MONO) and R jacks on the rear panel to your audio system or amp.

Headphones should ONLY be connected to the PHONES jack. Connect the supplied AC adaptor to the AC adaptor jack. Plug the AC adaptor plug into a power outlet. The TD-3's MIX IN Jack allows you to play along with a CD or other audio sources (p. 34). 13 Setting Up the Kit Turning On/Off the Power \* Once the connections have been completed (p. 12, p. 13), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices. fig. P-006 1, 5 3 1. 2. 3. Turn the VOLUME knob on the TD-3's rear panel completely to the left to lower the volume to "0." Turn down the volume control on the connected amp or audio system.

Set the POWER switch to the "ON" position to turn on the power. \* Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction. Precautions When Turning on the Power fig.P-007 After the power is turned on, the drum kit number appears in the display; do NOT hit any pad or press any pedal until [DRUM KIT] has lighted.



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Doing so can cause triggering problems. 4. 5. Turn on the power to the connected amp or audio system. While hitting a pad, gradually turn the VOLUME knob to the right to adjust the volume level. 14 Setting Up the Kit No Sound When Hitting the Pads or Using the Pedals? Check the following points. When Using an Amp or Audio System · Is the amp or audio system volume setting correct? · Are the TD-3 and the amp or audio system connected correctly? · Is there a problem with any connector cable? · Have the input select settings of your audio system or amp been made correctly? When using headphones · Are the headphones connected to the PHONES jack? Turning Off the Power 1. 2. 3. Completely turn down the volume of the TD-3 and any connected external devices.

Turn off the power to all external devices. Set the TD-3's POWER switch to the "OFF" position to turn off the power. 15 Choosing a Drum Kit The TD-3 comes with 32 preset drum kits. To see what types of drum kits there are, refer to "Drum Kit List" (p. 68). Each drum kit has its own settings: pad/instrument parameters etc. For details, refer to p. 22. fig.P-019 1 1.

Press [DRUM KIT]. [DRUM KIT] lights, and the drum kit number appears. Hit the pads to hear the sounds that are played. Press [+] or [-] to select another kit. 2 2.

16 Choosing a Drum Kit Hearing What the Kits Sound Like (Preview) You can preview the sound of the currently selected drum kit. fig.01-003 1 1. With a drum kit selected, hold down [DRUM KIT] and press [INST]. The kit preview pattern is played repeatedly. (loop mode) Trigger or rim indicators light up for the pad whose sound is being played. \* Kit preview patterns are always played at a tempo of 94 (quarter-note) beats per minute, regardless of the tempo setting for the metronome (p. 28). 2. Press [DRUM KIT] to stop the kit preview pattern. You can press [+] and [-] while the kit preview pattern is playing to switch to other drum kits. Press [AMBIENCE] to turn the Ambience (p. 26) on and off. Caution Concerning Volume When playing back the kit preview pattern, rotate the VOLUME knob to the left (counterclockwise) to bring the volume level down. The sound levels (volume) of the instruments may be louder when the preview pattern is played back.

17 Playing the Drum Kit fig.Play-00 AMBIENCE CLICK INST TEMPO · · · Pressing [INST] allows you to change the instrument (p. 24). Pressing [AMBIENCE] switch the Ambience on and off (p. 26). Pressing [CLICK] (metronome) starts the metronome (p. 28). Press [TEMPO] to adjust the tempo (p. 28). Trigger Inputs and Triggering Possibilities fig.

P-011.e TOM 3 Head TOM 2 Head TOM 1 Head SNARE Head Rim KICK Head The following trigger inputs allow you to play either rim shots and cross stick on the snare pad, or cymbal edge shots and choking, and other techniques. The trigger inputs capable of handling dual triggering pads/triggers are as follows. · · · · SNARE HI-HAT CRASH 1 CRASH 2 RIDE RIDE Bow (Head) Edge (Rim) CRASH2 Bow (Head) Edge (Rim) CRASH1 Bow (Head) Edge (Rim)

HI-HAT Bow (Head) Edge (Rim) 18 Playing the Drum Kit Playing the Pads Head and Rim Shots When Playing the Snare fig.Play-01. e Head Shot Rim Shot To play the sound assigned to the head, hit only the head. To play a rim shot, you must strike both the head and the rim of the pad simultaneously. Head Head Rim Be sure the Snare pad is connected to the SNARE trigger input jack. Certain instrument names, for example: "S1" as the snare head instrument and "S1r" as the rim instrument are actually "matched" as it is the head and rim from the same drum. ( Selecting Sounds [INST] (p. 24)) When Playing the Hi-Hat fig.Play-04.e Bow Shot Edge Shot Hitting the head is like playing the bow of the hi-hat and hitting the rim is like playing the edge of the hi-hat cymbals. Head Rim When you select "H01" as the HI-HAT bow (head) instrument and "H02" as the edge (rim) instrument (or "H03" for the bow and "H04" for the edge), you will notice they correspond to the same hi-hat. ( Selecting Sounds [INST] (p. 24)) 19 Playing the Drum Kit Cross Stick on the Snare Pad fig.Play-02.e Rim Rim The cross stick sound is sometimes referred to as a "closed rim shot." When using the PD-8 to play the cross stick, be sure that you only strike the rim (outer edge) of the pad. Placing your hand on the head (center area) of the pad might prevent the cross stick sound from being played properly.

Be sure the Snare pad is connected to the SNARE trigger input jack. To play a cross stick sound, assign "S1r," "S2r," "S3r," "S4r," "S10," or "S11" to the rim. By selecting either "S1r," "S2r," "S3r," or "S4r" as the SNARE rim instrument, you can have either rim shot or cross stick sounds sound depending on how you play the instrument. ( Selecting Sounds [INST] (p. 24)) fig.Play-02a.e PD-8 Rim You can also trigger cross stick sounds on the PD-8 more easily by playing just the rim strongly. Cymbal Bow Shots/Edge Shots Bow shots produce the sound assigned to the head and edge shots produce the sound assigned to the rim. fig.Play-03.

e Bow Shot Bow Edge Shot Edge With "rd1" or "rd4" selected for the RIDE bow (head) instrument, you can switch between the bow shot sound or the bell shot sound according your playing velocity (how hard you hit). ( Selecting Sounds [INST] (p. 24)) Cymbal Choke Squeezing the rim portion of the pad, just after hitting it, allows you to mute or choke the sound. This technique is known as choking. fig.

P-017 20 Playing the Drum Kit Hi-Hat Control Pedal Using a hi-hat control pedal (FD-8; FD-7, or FD-6), you can control the opening and closing of the hi-hat sound. fig.P-018 FD-8 Open Hi-Hat: Strike the hi-hat without pressing the pedal Half Open Hi-Hat: Strike the hi-hat with the pedal pressed half-way Closed Hi-Hat: Strike the hi-hat with the pedal pressed Foot Closed: Completely press down the pedal The volume of The Foot Closed sound can be adjusted separately. (p. 42).

· Connect the hi-hat control pedal to the TD-3 before turning on the power. · Do NOT press the pedal when turning on the power. 21 Creating Your Own Drum Kit Drum Kits KIT settings include sounds assigned to pads/rims, individual level, pan, Ambience Type and MIDI Note #. fig.01-001.e Drum Kit #32 Drum Kit #1 Pad Settings HI-HAT Bow (Head) Edge (Rim) CRASH1 Bow (Head) Edge (Rim) CRASH2 Bow (Head) Edge (Rim) RIDE Bow (Head) Edge (Rim) KICK Head SNARE Head Rim TOM 1 Head TOM 2 Head TOM 3 Head Inst (Instrument), Level, Pan, MIDI Note Number Ambience Settings Ambience Type · There are 32 drum kits.



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You can modify them as you like. Restoring drum kits to their original factory settings is always possible. Refer to "Copying a Drum Kit [KIT COPY]" (p. 27).

22 Creating Your Own Drum Kit Choosing a Drum Kit [DRUM KIT] When you change a drum kit, settings for each pad, ambience, etc. are also changed. The original "Drum Kit List" can be found on p. 68. fig.P-019 1 1. Press [DRUM KIT]. [DRUM KIT] is lit and the drum kit number appears. 2 2. Press [+] or [-] to select a kit.

When holding down [+] and pressing [-] values increase rapidly. When holding down [-] and pressing [+] values decrease rapidly. DRUM KIT NUMBER: 1-32 23 Creating Your Own Drum Kit Selecting Sounds [INST] How to assign instruments (sounds) to individual pads or pedals. When using rim/edge-capable pads, select the sounds separately by hitting either the head (bow if a Cymbal pad) or rim (edge if a Cymbal pad). To see the available instruments, refer to "Drum Instrument List" (p.

69). fig.01-004 1 1. Press [INST]. [INST] flashes.

3 2. Hit the pad you wish to set. The trigger indicator for the struck pad lights, and the instrument number appears. When the rim (edge) is struck, the rim indicator lights up. Press [+] or [-] to select the instrument. When holding down [+] and pressing [-] values increase rapidly. When holding down [-] and pressing [+] values decrease rapidly. Repeat Steps 2 and 3 to make the settings for other pads or pedals. When you're finished, press [DRUM KIT]; the [INST] light goes off. Do not turn off the power without the [INST] light having gone out.

Otherwise you will lose the changes you have just made. 3. 4. 5. 24 Creating Your Own Drum Kit Instrument Volume & Pan [LEVEL/PAN] Every sound in the kit assigned to a pad or pedal has individual level (volume) and pan (position) controls. When using rim- and edge-capable pads, you can adjust the level for the head (or bow) and rim (or edge) individually. Pan position for the head (bow) and rim (edge) are the same however. fig.01-005a 1, 3 1. Press [LEVEL/PAN].

[LEVEL/PAN] flashes. 3 2. Hit the pad you wish to set. The trigger indicator for the struck pad lights up, and the level or pan value appears in the display. When the rim (edge) is struck, the rim indicator lights up.

Press [LEVEL/PAN] and [+] or [-] to set the level or pan. The level and pan values alternate in the display each time [LEVEL/PAN] is pressed. fig.01-005.e 3.

Level Pan Switches each time [LEVEL/PAN] is pressed When holding down [+] and pressing [-] values increase rapidly. When holding down [-] and pressing [+] values decrease rapidly. (When using the above mentioned, "quick" mode, the pan value will stop once it reaches "Ctr.") LEVEL: 015 PAN: L15 (left)Ctr (center)r15 (right) 4. 5. Repeat Steps 2 and 3 to make the settings for other pads or pedals. When you're finished, press [DRUM KIT]; the [LEVEL/PAN] light goes off. Do not turn off the power without the [LEVEL/PAN] light having gone out. Otherwise you will lose the changes you have just made. 25 Creating Your Own Drum Kit Ambience Settings [AMBIENCE] Ambience (15 types) A choice of Ambience or "room simulation" effects are available for each kit on an individual basis.

The choices include different sized rooms or even a selection of "compressed" types. Switching Ambience On/Off 1. Press [AMBIENCE] to turn it on or off. If [AMBIENCE] is lit: the ambience on If [AMBIENCE] is unlit: the ambience off Ambience On/Off settings can NOT be saved for individual drum kits. If you want the Ambience on or off each time the power is turned on, press [DRUM KIT] while the Ambience is on or when off. Selecting the Ambience Type The TD-3 provides 15 different pre-programmed Ambience settings. They are applied equally to all sounds in the kit. Ambience is also applied to the click (metronome) sound. 1. Press [EDIT].

[EDIT] flashes. Press [EDIT] a few times until the AMBIENCE indicator is lit. The ambience type number appears. fig.01-006 2.

Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3. Press [+] or [-] to select the ambience type. Type n 1, n 2, n 3 b 1, b 2, b 3 d 1, d 2, d 3 c 1, c 2, c 3 C 1, C 2, C 3 Description Natural room reverberation. Light, airy reverberation. Warm and mellow reverberation. Boosted attack gives the sound greater punch. Warm reverberation is also added. Boosted attack gives the sound greater punch. Shallow room reverberation is also added. As the number increases the room size changes, making the effect more obvious. More compression is applied as the number increases, giving the sound greater "punch." 4. When you're finished, press [DRUM KIT]; the [EDIT] light goes off. Do not turn off the power without the [EDIT] light having gone out.

Otherwise you will lose the changes you have just made. 26 Creating Your Own Drum Kit Copying a Drum Kit [KIT COPY] All elements of a Kit can be copied: instrument, level, pan, ambience, etc. This operation will delete all settings in the currently selected drum kit. Double check before executing this function. fig.01-006a 4 1. 2 2, 5 3 Select a drum kit. This kit becomes the copy "destination." Hold down [COACH] and press [EDIT]. "CPy" appears and [EDIT] flashes rapidly, the kit you select here will be the copy "source."

" Press [+] or [-] to select the copy-source drum kit. When holding down [+] and pressing [-] values increase rapidly. When holding down [-] and pressing [+] values decrease rapidly. (Settings values stop changing once "P1" is reached.) U 1U32: Drum Kits P 1P32: Factory Setting Drum Kits You can play the pads to here the sounds of the copy source kit.

A dot (".") after the drum kit number lights up if you select the copy destination as the copy source. Drum kit marked with "P" as the copy source (P01P32) will restore original factory drum kits. 2. 3.

4. 5. Press [DRUM KIT] to cancel the operation. Hold down [EDIT] to execute the copy. When the copy is completed, [DRUM KIT] lights up, and the drum kit number returns to the display. 27 Playing with the Metronome (Click) Starting and Stopping the Metronome On/Off [CLICK] fig.01-010 1 1. Press [CLICK] to turn ON and OFF. [CLICK] lights, and the click sound begins to play. Tempo Adjustment [TEMPO] fig.

01-010a 3 1. 2. Press [TEMPO]. 1 2 Press [+] or [-] to raise or lower the tempo by one BPM (Beats Per Minute). When holding down [+] and pressing [-] values increase a step from the current tempo setting. When holding down [-] and pressing [+] values decrease a step from the current tempo setting. TEMPO: 20260 When you're finished, press [DRUM KIT] to return the drum kit number to the display. Do not turn off the power without returning to the drum kit number display.



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Otherwise you will lose the changes you have just made. 3.

28 Playing with the Metronome (Click) Setting the Time Signature [BEAT] fig.01-013 5 1. Press [EDIT]. [EDIT] flashes. 1, 2, 4 3 2.

Press [EDIT] a few times until the BEAT indicator is lit. Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3. Press [+] or [-] to change the time signature of the metronome. Display Description Time signature possibilities: From 1/4 to 7/4. The first beat of each measure is accented. The "0" setting means no time signature and no beat is accented. \* 4. 5. If you want to hear the metronome sound, press [CLICK]. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT] to display the drum kit number. Do not turn off the power without returning to the drum kit number display. Otherwise you will lose the changes you have just made. 29 Playing with the Metronome (Click) Selecting a Rhythm Type [RHYTHM TYPE] 1.

Press [EDIT]. [EDIT] flashes. Press [EDIT] a few times until the RHYTHM TYPE indicator is lit. fig.01-014 2. Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3. Press [+] or [-] to select the type of rhythm the click plays. Display Description Counts at the top of the measure. (quarter note) (8th note) (8th-note triplet) (16th note) (16th-note quintuplet) (16th-note heptuplet) 3-2 son clave Display Description (half note) (8th note) (8th-note triplet) (16th note) (16th note) (16th-note triplets) 2-3 son clave 3-2 rumba clave 2-3 rumba clave \* 4. 5. If you want to hear the metronome sound, press [CLICK]. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT] to display the drum kit number. Do not turn off the power without returning to the drum kit number display.

Otherwise you will lose the changes you have just made. 30 Playing with the Metronome (Click) What are Claves? The standard clave pattern, which is the base of most Latin rhythms features a basic beat that is played over two measures in 2/2 time. There are four types of Cuban clave rhythms: 3-2 son clave, 2-3 son clave, 3-2 rumba clave, and 2-3 rumba clave. "Clave" is Spanish for "pivotal or key point." Originally, any instrument used to beat out the critical notes fundamental to a piece of music was referred to as "clave," and "claves" came to refer to the most basic rhythms played with these instruments.

When selecting claves for the rhythm type, set the rhythm (p. 29) to "4" (4/4 time signature; 2/2 time is shown in the score). 31 Playing with the Metronome (Click) Selecting the Click Sound [CLICK INST] 1. Press [EDIT]. [EDIT] flashes. Press [EDIT] a few times until the CLICK INST indicator is lit. fig.01-012 2. Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3.

Press [+] or [-] to choose the sound for the metronome click. No. 1 2 3 4 5 6 7 8 9 10 \* 4. 5. Instruments Metronome Beep Electric Sweep Zap Pulse Cowbell Claves Sticks Voice Description Standard swinging metronome Electronic beep Simple electronic metronome Electronic sound that is easy to catch, even in loud environments such as when practicing live drums. Electronic sound, optimal for practicing for extended periods Tight, crisp sound with no reverberation or echoes. Adds longer echoes to the sound; also suitable for slow-tempo songs. Use when practicing rumba, salsa, and other Latin rhythms with Claves selected as the Rhythm Type (p. 30). Plain, natural stick sound Count using vocal and stick sounds If you want to hear the metronome sound, press [CLICK]. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT] to display the drum kit number. Do not turn off the power without returning to the drum kit number display. Otherwise you will lose the changes you have just made. · The click sound may cut out at certain tempos or with certain rhythm types.

· If "Voice" is selected and the rhythm type is set to " , " , " , " or " stick sound is played. , " only the 32 Playing with the Metronome (Click) Volume Adjustment [CLICK LEVEL] 1. Press [EDIT]. [EDIT] flashes. Press [EDIT] a few times until the CLICK LEVEL indicator is lit. fig.01-011 2. Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3. Press [+] or [-] to adjust the volume of the click sound. CLICK LEVEL: 015 \* If you want to hear the metronome sound, press [CLICK]. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT] to display the drum kit number. Do not turn off the power without returning to the drum kit number display. Otherwise you will lose the changes you have just made.

4. 5. 33 Playing with a CD, Tape, or MD (Via MIX IN Jack) The TD-3's MIX IN jack allows you to play along with a variety of external audio sources. 1. Make connections as shown in the following figure. fig.mix.e Headphones, audio equipment, amp, etc. CD/MD player, etc. OUTPUT jack Use the plug that matches the device you are listening with.

Stereo miniature phone type MIX IN jack TD-3 To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections. 2. @@@@3. @@@@2. @@@@39 Endurance and Stamina Exercise (2 types) p.

38 Practice Content Accuracy and Timing Exercise (4 types) Page p. @@3. 4. 5. Press [+] or [-] to select the variation. Press [CLICK] to begin the exercise. To finish the exercise, press [CLICK] again. @@@@1. 2. @@@@ : : 3. @@@@ To finish the exercise, press [CLICK] again. @@@@1. 2. @@@@ : Checks performance using relatively easier timing. (initial setting) : Checks performance using more exact timing.

\* Not possible with Hi-Hat controller, Foot Closed timing. 3. 4. Press [CLICK] to start the exercise. To stop the exercise, press [CLICK] again. @@@@ This cycle repeats until you press [CLICK] to stop it. 1. 2. @@@@ To stop the exercise, press [CLICK] again. You can change tempo during the exercise using [+] or [-].

@@@@4. Speed Check--8 Measure Timing Accuracy Challenge Speed Check mode is very similar to the Time Check mode (p. 36) except here you must play 8 measures in time with the metronome. If you do this correctly, then the tempo will advance 5 beats per minute. This will continue until the click's maximum tempo is achieved.

1. 2. @@@@ : Checks performance using relatively easier timing. (initial setting) : Checks performance using more exact timing. \* Not possible with Hi-Hat controller, Foot Closed timing.

3. Once [CLICK] is pressed, there will be a two measure count in before Speed Check begins. The beats played on the pad are measured against the timing of the click, and the result is displayed.



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fig.coach02.e Behind the beat (too slow). On the beat (perfect timing). Ahead of the beat (too fast). When you play correctly, the display will flash the next tempo (+5 BPM). If you don't, then the display flashes the current tempo twice.

\* 4. The maximum tempo of the TD-3's metronome is 260. To stop the exercise, press [CLICK] again. Press [+] or [-] to display the current tempo. What is BPM? BPM is an abbreviation for "Beats Per Minute" (number of quarter-note beats in a one-minute period). Also means "tempo." 37 COACH Mode Endurance and Stamina Exercises Gradual Up/Down--Tempo Increase/Decrease Exercise Gradual Up/Down mode is designed to increase playing stamina by slowly increasing and then decreasing the speed of the click. In this mode, the click's tempo will increase by one beat per minute (1 BPM) after every two beats (or one beat) until it reaches the click's maximum tempo. After the maximum tempo is achieved, the click's tempo will decrease by one beat per minute (1 BPM) after every two beats (or one beat). This will continue until it reaches back to the click's starting tempo and then repeat the process.

1. 2. In the Coach mode, press [COACH] until " " is displayed. Press [+] or [-] to select the variation. : The tempo will increase and/or decrease by 1 BPM for every one beat.  
: The tempo will increase and/or decrease by 1 BPM for every two beats. 3. 4. Press [CLICK] to start the exercise. When you're finished, press [CLICK] again.

After starting the click, you can set the desired maximum tempo by pressing [-] when it reaches the desired tempo. To clear the maximum tempo, press [+] (initial value: 260). Step Up/Down--Tempo Increase/Decrease in Steps Step Up/Down mode is similar to Gradual Up/Down, also good for developing endurance and speed. The metronome will play for eight measures and then increase the tempo in steps (you select) until it reaches the maximum tempo. Then it will decrease in tempo in the same manner until it reaches the original starting tempo. 1. 2. In the Coach mode, press [COACH] until " " is displayed. Press [+] or [-] to select the variation. : The tempo will increase and/or decrease by 2 BPM for every eight measures.

(initial setting) : The tempo will increase and/or decrease by 5 BPM for every eight measures. : After each eight measures, the tempo will increase and/or decrease relative to the current tempo. 3. 4. Press [CLICK] to begin the exercise. To finish the exercise, press [CLICK] again. After starting the click, you can set the desired maximum tempo by pressing [-] when it reaches the desired tempo. To clear the maximum tempo, press [+] (initial value: 260). 38 COACH Mode Voice "Count In" / Visual Measure Counter Count In and Measure Counter The Coach mode features a "voice count-in" function that can be very useful for practicing or even in a live situation. There is also a visual measure counter in the display of the TD-3 (1999 measures).

The options are explained below. 1. 2. In the Coach mode, press [COACH] until " " is displayed. Press [+] or [-] to select the variation. OFF: The click sound stops playing after the count is finished. ON: The click continues playing after the count (using the tone set as the click instrument). (initial setting) Press [CLICK] to start the exercise. When you're finished, press [CLICK] again. The voice setting is always used for the Coach count, regardless of the click's tone setting.

You can change tempo during the exercise using [+] or [-]. 3. 4. 39 Pad Adjustments Adjusting Pad Sensitivity [PAD SENS] You can adjust the sensitivity of the pads to accommodate your personal playing style. This allows you to have more dynamic control over the sound volume, based on how hard you play. Sensitivity settings are automatically set to the most efficient values for each pad when you select the trigger type (p. 50). Adjust as needed. 1. Press [EDIT].

[EDIT] flashes. Press [EDIT] a few times until the PAD SENS indicator is lit. The PAD SENS value is displayed. fig.P-010 2. Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3. Hit the pad you wish to set. The trigger indicator for the struck pad lights momentarily. Press [+] or [-] to adjust the sensitivity of the pads.

Higher sensitivity allows the pad to produce a loud volume even when played softly. Lower sensitivity will keep the pad producing a low volume even when played forcefully. Set the velocity at a value of 127 when you strike the pad most forcefully. PAD SENS: 116 Strength of Striking Hard fig.P-010a.

e 4. Velocity The force with which you hit the pad (velocity) will be shown in the 127 100126 7599 5074 2549 display on a six-level scale. Soft 124 5. 6. 7. Repeat Steps 3 and 4 to make any other necessary pad sensitivity adjustments. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT]; the [EDIT] light goes off. Do not turn off the power without the [EDIT] light having gone out. Otherwise you will lose the changes you have just made. 40 Pad Adjustments Eliminate Crosstalk Between Pads [XTALK CANCEL] When two pads are mounted on the same stand, hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk.) Eliminate this by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. In some cases, you can prevent crosstalk between two pads by increasing the distance between them. You cannot prevent crosstalk from pads connected to other drum sound modules. In that case, mount them far apart or on different stands.

1. Press [EDIT]. [EDIT] flashes. Press [EDIT] a few times until the XTALK CANCEL indicator is lit. The XTALK CANCEL value is displayed. fig.01-007 2. Hold down [EDIT] and press [-] to have the indicators light in the reverse order of that when only [EDIT] is pressed. 3. Hit the pad you wish to set.

The trigger indicator for the struck pad lights momentarily. Crosstalk Example: If you hit the snare pad and the hi-hat cymbal also sounds Raise the "Xtalk Cancel (Crosstalk Cancel)" for the pad being used for the hi-hat. The hi-hat cymbal pad will be less prone to receive crosstalk from other pads. Press [+] or [-] to adjust the value. If the value is set too high, and two pads are played simultaneously, the one that is struck less forcefully may not sound.

Be careful and set this parameter to the minimum value required to prevent crosstalk. With a setting of "OFF," crosstalk prevention will not work. XTALK CANCEL: OFF, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80 Hit the pad to check the setting. Repeat Steps 35 until the crosstalk is eliminated. Press [EDIT] to continue editing other settings.

When you're finished, press [DRUM KIT]; the [EDIT] light goes off. Do not turn off the power without the [EDIT] light having gone out.



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If making bell shots with the CY-12R/C or CY-15, select "rd2" or "rd5" as the bell instrument. With "rd1" or "rd4" selected for the RIDE bow (head) instrument, you can switch between the bow shot sound or the bell shot sound according your playing velocity (how hard you hit). ( Selecting Sounds [INST] (p. 24)) Cymbal Choke Squeezing the rim portion of the pad, just after hitting it, allows you to mute or choke the sound. This technique is known as choking. fig.P-017 47 Pad Configuration Possibilities Three Toms and Three Cymbals TD-3Kit with a PD-85, CY-8 (+ 1 MDY-10U) fig.Expand-1.e TRIGGER INPUT jacks CRASH 1 CY-8 CRASH 2 CY-8 TOM 1 PD-8 TD-3 HI-HAT PD-8 TOM 2 PD-8 SNARE PD-85 RIDE CY-8 TOM 3 PD-8 KICK KD-8 HH CTRL FD-8 This setup shows a TD-3Kit with a PD-85, CY-8 (+ MDY-10U) added.

The PD-85 is for the snare, and PD-8 that had been used as the snare is now a tom. \* Set the trigger type for trigger input SNARE to " " (p. 50). 48 Pad Configuration Possibilities Two Toms and Four Cymbals TD-3Kit with two CY-8s (+ 2 MDY-10Us) fig.Expand-2.e TRIGGER INPUT jacks CRASH1 CY-8 (CRASH3) CY-8 CRASH2 CY-8 TOM 1 PD-8 TD-3 HI-HAT PD-8 RIDE CY-8 SNARE PD-8 TOM 3 PD-8 KICK KD-8 HH CTRL FD-8 This setup shows a TD-3Kit with two CY-8s (+ 2 MDY-10Us) for a total of four cymbals. Connecting the cymbal pads to the TOM 13 trigger input jacks allows four or more cymbals to be used. You can use four toms by connecting a pad to the TOM 13 and/or CRASH 2/CRASH 1 trigger input jack. Set the trigger type for each trigger input to match the pad or cymbal used (p. 50).

49 Pad and Trigger Settings You can make more advanced settings for the pads. The trigger parameters (except the Xtalk Cancel) are automatically set to the most efficient values for each pad when you select the trigger type. Make settings for the parameters as needed. The following is a list of the trigger parameters. Parameter Trigger Type Pad Sensitivity Threshold Velocity Curve Scan Time Retrigger Cancel Crosstalk Cancel Mask Time Rim Sensitivity Rim Gain Display Page p.

50 p. 52 (p. 40) p. 53 p. 54 p.

55 p. 56 p. 57 (p. 41) p. 58 p. 59 p. 59 Selecting the Pad Type (Trigger Type) To be sure the TD-3 accurately receives signals sent from the pads, select the trigger type (the type of pads being used). Set each trigger input as described below. Settings optimized for the TD-3Kit are provided in factory settings on the TD-3. What is the Trigger Type? A trigger type is a group of trigger settings with values optimally adjusted for a particular pad.

When you select a trigger type for a connected pad, each of the parameters is set to the most appropriate values for that pad, allowing you to play it without encountering problems with the settings. Only when factors unrelated to the selection of the proper trigger type prevent you from getting good results in performance should you fine-tune the individual parameters for the pad you are using. 7 1 6 3 50 Pad and Trigger Settings 1. Hold down [LEVEL/PAN] and press [TEMPO]. [EDIT] flashes. Hit the pad you wish to set. The trigger indicator for the struck pad lights. Press [+] or [-] to select the trigger type. Pad PD-8 PD-6, PD-7, PD-9 PD-80, PD-80R, PD-85 PD-100, PD-105 PD-120, PD-125 KD-7, KD-8 KD-80, KD-85, KD-120 CY-8 CY-6, CY-12R/C, CY-12H, CY-14C, CY-15R RT-7K RT-5S RT-3T \* The RT-7K, RT-5S, and RT-3T are Roland acoustic drum triggers. Value (Display) 2.

3. 4. Repeat Steps 23 to set the trigger type for each pad. This setting applies to both the head and rim. 5.

Strike the pads and press the pedals to check the following. · Are sounds being played with all pads and pedals? · Is the right instrument for each pad being played? If the correct sound is not being played, check the pad settings once more and refer to "Troubleshooting" (p. 65). 6. 7.

To make other settings, press [EDIT] to select another trigger parameter. When you're finished, press [DRUM KIT]; the [EDIT] light goes off. Do not turn off the power without the [EDIT] light having gone out. Otherwise you will lose the changes you have just made. The "Xtalk Cancel" (Crosstalk Cancel) value does not change when the trigger type is changed. Adjust this as necessary in accordance with the pad you are using and the playing conditions (p. 57). 51 Pad and Trigger Settings Adjusting Pad Sensitivity You can adjust the sensitivity of the pads to accommodate your personal playing style. This allows you to have more dynamic control over the sound volume, based on how hard you play. 1.

Hold down [LEVEL/PAN] and press [TEMPO]. [EDIT] flashes. Press [EDIT] a few times until " " is displayed. " " appears in the display, then the pad sensitivity value is indicated. Hit the pad you wish to set. The trigger indicator for the struck pad lights. Press [+] or [-] to adjust the sensitivity of the pads. Pad Sensitivity: 116 Higher sensitivity allows the pad to produce a loud volume even when played softly. Lower sensitivity will keep the pad producing a low volume even when played forcefully. The force with which you hit the pad (velocity) will be shown in the display on a six-level scale.

Set the velocity at a value of 127 when you strike the pad most forcefully. fig.P-010a.e 2. 3.

4. Strength of Striking Hard Velocity 127 100126 7599 5074 2549 Soft 124 5. 6. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT]; the [EDIT] light goes off.

Do not turn off the power without the [EDIT] light having gone out. Otherwise you will lose the changes you have just made. You can also make the settings using the procedure on p. 40. 52 Pad and Trigger Settings Setting the Minimum Levels for the Pads (Threshold) This setting allows a trigger signal to be received only when the pad is above a determined force level (velocity). This can be used to prevent a pad from sounding because of vibrations from other pads. In the following example, B will sound but A and C will not sound. fig.threshold.e Threshold A B C 1.

Hold down [LEVEL/PAN] and press [TEMPO]. [EDIT] flashes. Press [EDIT] a few times until " " is displayed. " " appears in the display, then the threshold value is indicated. Hit the pad you wish to set. The trigger indicator for the struck pad lights. Press [+] or [-] to set the threshold. Threshold: 015 When set to a higher value, no sound is produced when the pad is struck lightly. Gradually raise the "Threshold" value while striking the pad. Check this and adjust accordingly.

Repeat this process until you get the perfect setting for your playing style. Press [EDIT] to continue editing other settings. When you're finished, press [DRUM KIT]; the [EDIT] light goes off. Do not turn off the power without the [EDIT] light having gone out. Otherwise you will lose the changes you have just made.



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