

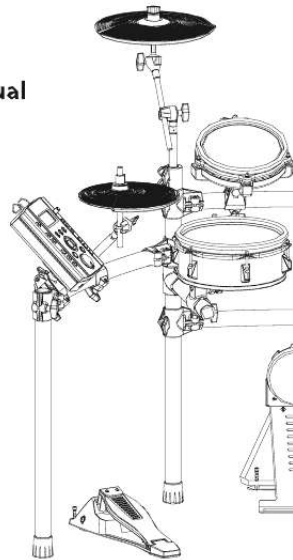


Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND TD-9. You'll find the answers to all your questions on the ROLAND TD-9 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-9
User guide ROLAND TD-9
Operating instructions ROLAND TD-9
Instructions for use ROLAND TD-9
Instruction manual ROLAND TD-9

Roland 
TD-9 Owner's Manual



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Manual abstract:

K. @@@@ For EU Countries This product complies with the requirements of EMC Directive 2004/108/EC. For the USA FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Unauthorized changes or modification to this system can void the users authority to operate this equipment. This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada NOTICE This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

AVIS Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada. Thank you, and congratulations on your choice of the Roland Percussion Sound Module TD-9. Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (Owner's manual p. 45; p. 67).

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, Quick start and Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference. Copyright © 2008 ROLAND CORPORATION All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. 3 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. ·002c Do not open (or modify in any way) the unit or its AC adaptor. 008c · ..



.... ·003 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. Never use or store the unit in places that are: · 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. This unit should be used only with a rack or stand that is recommended by Roland. Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. 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! 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. Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.



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... 011 · When using the unit with a rack or stand recommended by Roland, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

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.. 4 012b · Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when: · The AC adaptor, the power-supply cord, or the plug has been damaged; or · If smoke or unusual odor occurs · Objects have fallen into, or liquid has been spilled onto the unit; or · The unit has been exposed to rain (or otherwise has become wet); or · The unit does not appear to operate normally or exhibits a marked change in performance.



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101b · The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. This (TD-9) for use only with Roland stand MDS series. Use with other stands is capable of resulting in instability causing possible injury. Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit. 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. 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. Never climb on top of, nor place heavy objects on the unit. ..

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..... ·013 In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. Protect the unit from strong impact. (Do not drop it!) 104 .

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..... ·015 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.

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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... 107c · *Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.*

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..... · Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet.

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..... · 110b Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet. ...

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... · 118c Keep any caps you may remove and the included wing bolts in a safe place out of children's reach, so there is no chanorts, or damage to the cable's internal elements. · To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night). 558a 556 554 553 · When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated. 6
IMPORTANT NOTES 558c · Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.

Although the drum pads and pedals are designed so there is a minimal amount of extraneous sound produced when they're struck, rubber heads tend to produce louder sounds compared to mesh heads. You can effectively reduce much of the unwanted sound from the pads by switching to mesh heads. Using USB Memory Key 704 · Carefully insert the USB memory key all the way in--until it is firmly in place. · When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials. · Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable. 562 559a 705 · Never touch the terminals of the USB memory key.

Also, avoid getting the terminals dirty. · USB memory key are constructed using precision components; handle the cards carefully, paying particular note to the following. · To prevent damage to the cards from static electricity, be sure to discharge any static electricity from your own body before handling the cards. · Do not touch or allow metal to come into contact with the contact portion of the cards. · Do not bend, drop, or subject cards to strong shock or vibration.

· Do not keep cards in direct sunlight, in closed vehicles, or other such locations. · Do not allow cards to become wet. · Do not disassemble or modify the cards. · Do not unplug USB memory key from the TD-9 while the USB memory access indicator is blinking. Doing so may damage the USB memory key or the data.

· Do not connect any device other than USB memory key to the USB memory connector. 708 Some USB memory keys might have a vibration noise when playing with TD-9. In that case, it would be better to fix up the USB memory key with a rubber band, or change it to some Non-Slide type one, to get rid of the noise. 7 Contents USING THE UNIT SAFELY.....

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7. SONG button Press this to play back a song or access song-related settings. The "SONG" screen appears. Display This shows the drum kit name in "normal" playing mode, or if you select Edit, Song etc, various graphic/text displays will appear. 8.

9. [] button Press to play back or stop a song. 3. 4. 5. 6. VOLUME knob Adjusts the volume from the OUTPUT and PHONES jacks. F1F3 buttons (function buttons) The functions of these buttons will change depending on the screen that is displayed. The function name for each button is displayed at the bottom of the screen. QUICK REC button Use this to record your playing.

QUICK PLAY button Play back what you recorded. 10. Cursor buttons (/ / /) MUTE button When a song is playing back, use this button to mute (silence) the drum part. Use these buttons to move the cursor in the screen. Also used as function buttons when selecting a pad or playing back a song. 12 TD-9

Components 11. + button, - button Use these buttons to switch drum kits or to edit a value. Pressing the "+" button increases the value, and pressing the "-" button decreases it. 17. SCOPE button This activates the Scope function, allowing you to view your timing on the screen.

18. KIT button Press this to access the basic KIT screen, (p. 22) ideal when just playing the TD-9. 12. VALUE dial This dial has the same function as the "+" and "-" buttons.

Use the dial when you want to quickly change the drum kit or value in large steps. 19. USB memory slot For connecting USB memory key (sold separately). 13. SETUP button Use this button to make settings that affect the entire TD-9, such as MIDI, triggering, pad sensitivity etc.

20. PHONES jack For connecting stereo headphones. Using the headphone jack will not mute the main OUTPUT jacks. 14. EXIT button Each time you press this button, you return to the screen of the previous level. Pressing it several times will take you to the "DRUM KIT" screen. 21. TRIGGER INPUT connector Connecting the special cable connects the pads and pedals to the TD-9. 15. SHIFT button Used in conjunction with other buttons.

When holding it down, the functions of other buttons will change. 22. Cable hook Used to secure the AC adaptor cable. 23. Sound module mounting plate attachment holes Attach the included sound module mounting plate here so that you can attach the TD-9 to your drum stand. 16. CLICK (TEMPO) button This starts the Metronome. Holding this button while holding down the SHIFT button, you can edit various parameters related to tempo and click.(sound etc)

24. Security Slot () <http://www.kensington.com/> Jack panel 1 2 3 4 5 6 1. 2. DC IN jack Connect the included AC adaptor here. 4.

MIDI OUT/THRU connector Use this when you want to use the pads to play external MIDI sound sources or for recording with sequencers (p. 46). OUTPUT jacks (L/MONO, R) All sounds of the TD-9 are output here. Use for connecting to an amp or other external audio equipment. If you're working in mono, only use the L/MONO jack.

5. MIDI IN connector Use this for triggering sounds in the TD-9 via a MIDI sequencer or pad controller (p. 46). 3. MIX IN jack For connecting an external audio source such as MP3 or CD players. All sound input here is also sent from the OUTPUT and PHONES jacks. * To adjust the volume, use the controls of the external device connected to MIX IN. 6. TRIGGER IN jacks (AUX, CRASH2) Use these jacks to add more pads. 13 Basic concepts and operations of the TD-9 This section explains operations that are common to all of the TD-9's functionality.

Function buttons ([F1][F3]) Saving your settings The TD-9 has no "Save" function to save your settings. Any changes you make will be saved when you turn off the power. * Be sure to turn off the power by pressing the POWER button (p. 18). Buttons, dial, and knobs In this manual, references to the panel buttons, knobs and dial are enclosed in square brackets []; e.g., [SETUP]. The [F1][F3] buttons are called "function buttons." The bottom line of the display indicates the name of the functions performed by [F1][F3].



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For example if an explanation in this manual refers to [KIT]-[F2] (FUNC), this means that you should press [KIT] and then [F2] (in this case, there will be an indication of "FUNC" above the [F2] button).

Cursor Using the "+" button, "-" button, and VALUE dial The cursor is the highlighted text in the screen that indicates what you can edit. If there is more than one editable item in a screen, you can use the [CURSOR] buttons to move the cursor to the item you want to edit. The [+] and [-] buttons (referred to as [+/-] in this manual) and VALUE dial (referred to as [VALUE]) are both used to edit settings. When this manual tells you to "use [+/-]," you can also use [VALUE] to get the same result. Each method has the following characteristics.

[+/-] · The value of the setting will increase each time you press [+], and decrease each time you press [-]. This is convenient when you want to make fine adjustments. · When making an on/off setting, press [+] to turn it on or press [-] to turn it off. · Shortcut: The value will increase rapidly if you hold down [+] and press [-], or decrease rapidly if you hold down [-] and press [+]. · The value will change in larger steps if you press [+/-] while holding down [SHIFT]. [VALUE] dial This dial lets you make large changes in a value easily. Convenient for working with parameters that have broad value range. · If you turn the [VALUE] dial while holding down [SHIFT], the value will change more rapidly. 14 Basic concepts and operations of the TD-9 Preview function By holding down [SHIFT] and pressing [KIT], you can audition a sound. To set the preview velocity, use [SETUP]-[F3] (UTIL)-[F1] (UTIL) (p. 55). Setting the Tempo (for the metronome or song) To adjust the tempo, hold down [SHIFT] and press [CLICK (TEMPO)] the tempo screen appears. Use the [+/-] buttons or [VALUE] to set the tempo. Song playback When you press [SONG], the "Song" screen appears. You can select a song using the [+/-] buttons or turning the [VALUE] dial.

Adjusting the display contrast The display's visibility can be affected by surrounding light and temperature. To adjust the contrast, hold down [KIT] and turn [VALUE] to the desired setting. * Display contrast can also be adjusted by pressing [SETUP][F3] (UTIL)-[F1] (UTIL) (p. 55). Press [] to play back the song.] to stop it. The upper right of the display In the screens where you make adjustments for each pad, hitting any pad or pedal will access the edit screen for that pad. The name of the selected pad appears in the upper right of the display. Using the Metronome To start the metronome, press [CLICK (TEMPO)] and the button lights up. The "HEAD" or "RIM" indicator tells you whether the settings are for the head or the rim of that pad.

To turn it off, press [CLICK (TEMPO)] once again, and the button goes dark. 15 Getting ready to play Mounting the TD-9 on the Stand I. Attach the included sound module mounting plate to the TD-9. Use the included wing bolts to attach the plate as shown in the illustration. * Use only the included wing bolts.

Using any other nuts may cause malfunction. * You must use the TD-9 with the sound module mounting plate installed. Labels indicating the pad to be connected are attached to the cable. Connect the pads and pedals as shown in the illustration. RD RDB T2 T3 T1 SNR CR1 HH TD-9 KIK · 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. HHC 2. Attach the TD-9 (with the sound module mounting plate installed) to your drum stand (such as the MDS9; available separately). Connect the included cable to the TD-9's TRIGGER INPUT connector, and connect your pads and pedals. · If you don't connect a pad to each of the cables, make the following settings for unconnected pads in order to prevent malfunction. - Turn the instrument's Group setting OFF (p. 25). - In the pad's MIDI settings, turn the NOTE NUMBER setting OFF (p. 32).

· When using any other cymbal pads than CY-12R/C or CY15R, no need to connect the "RDB" cable to the cymbal pad. Keeping the cap on top of the "RDB" cable plug, please fasten it up on the stand so that it does not disturb your playing. 3. 16 Getting ready to play Connecting your audio equipment Portable Audio Player Stereo mini plug 1/4" Phone plug (mono) Stereo 1/4" Phone plug AC Adaptor Powered Amp, etc. Power Cord Indicator Stereo Headphones AC Outlet Audio Set, etc. 1. Power-off all equipment before making 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 connections. * The indicator will light when you plug the AC adaptor into an AC outlet. * To prevent accidental disruption of power to the TD-9 (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration.

2. Connect the OUTPUT jacks (L/MONO, R) to your audio system or amp. If you're using headphones, connect them to the PHONES jack. Connect the included AC adaptor to the DC IN jack. Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with written information faces downwards.

3. Using the MIX IN jack allows playing along with music from a portable audio player or other external sources. 17 Getting ready to play Turning the power on/off * Once connections have been made (p. 17), turn on the power to the connected equipment in the order specified. Doing it in the wrong order raises the risk of damage/malfunction to that equipment.

1. Turn [VOLUME] all the way to the left. If you don't hear any sound Check the following points. Pad and pedal connections · Is the cable correctly connected to the TRIGGER INPUT connector? · Are the cables correctly connected to each pad or pedal? When using an amp or audio system · Are the TD-9's OUTPUT jacks connected correctly to the input jacks of your amp/audio system? · Are the input selections and volume settings correct on that amp/audio system? · Possible problem with the connection cables themselves? · Isn't the [VOLUME] turned all the way to the left? · Have the input select settings of your audio system or amp been made correctly? · Is the amp or audio system volume setting correct? When using headphones · Are your headphones plugged into PHONES jack? 2.



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3. Do the same with the connected amp or audio system. Press [POWER]. After a time, [POWER] will light. * The TD-9 is equipped with a protection circuit and requires a brief interval a few seconds after powering before it will operate normally. Caution when turning on the power After you turn on the power, do NOT touch any pads or pedals until the drum kit name (the illustration below) has appeared in the display.

Doing so can cause various problems. Turning the power off 1. 2. 3. Turn the volume down on the TD-9 and any connected equipment. Power-off the connected equipment. Hold down [POWER] until the screen indicates "POWER OFF." After a moment, [POWER] goes dark. 4. 5. Power-on the connected amp or audio system. While hitting a pad, gradually turn [VOLUME] toward the right to adjust the volume. Adjust the volume of the connected amp/ audio system to the desired level. 18 Getting ready to play Tensioning the pads Tensioning the head of a mesh pad BEFORE using the PD-105/85 mesh pads you must adjust the tension. Use a drum key to make adjustments.

You can tension mesh heads the same way you do with acoustic drums. Adjusting the tension of the PD-105/85 head is only for playing response and will not affect the pitch as on an acoustic drum. Tensioning the PD-85 head 1. Use the included drum key to tighten the tuning bolts. Adjust the bolts so that the gap between the frame and hoop is consistent all the way around the hoop.

As the bolts have lock bushings (to prevent them from loosening), it will take some effort to turn them. Hoop Adjusting the PD-105 head 1. 2. Loosen all six tuning bolts until a gap appears between the tuning bolt and the hoop. Finger-tighten all six tuning bolts. Frame Keep the space even all around. Tuning bolt Washer Hoop Slight gap Tighten the tuning bolts in the numerical order shown in the following illustration. If you firmly tighten a tuning bolt at one location all at once, it will be impossible to stretch the head evenly, and this may cause triggering response problems. 4 3. Using the drum key, tighten each of the six tuning bolts by two rotations.

Tighten the tuning bolts in the numerical order shown by the following illustration. 1 2 5 2. 3 6 4 1 Tension the head evenly as you test the playing feel, just as you would with an acoustic drum. 2 HEAD MADE BY REMO U.S.A. 3 5 19 MEMO 20 2. Performing 21 Selecting a drum kit A drum kit is a combination of the sounds & settings for each pad and pedal, as well as ambience. About the "DRUM KIT" screen This is the TD-9's basic screen; it appears when you press [KIT]. Drum Kit 50 D Drum Kit 1 Pad Settings KICK Head A B SNARE Head Rim TOM1 Head Rim TOM2 Head Rim C A B C Drum kit number Drum kit name Sub-title (style, date, etc.

) Indicates "H" for Head Shot (p. 23) or "R" for Rim Shot. * If "Preview" (p. 15) is activated, either "H" or "R" will be displayed depending on the currently selected pad. TOM3 Head Rim HI-HAT Head Rim CRASH1 Head Rim 7 CRASH2 Head Rim RIDE Head Rim BELL Rim AUX Head Rim D Instrument settings Instrument, EDIT 2.

Use [+/-] or turn [VALUE] to select a drum kit. Regardless of the screen that is displayed, pressing [KIT] will access the "DRUM KIT" screen. * [QUICK REC] is an exception to this. Mixer settings Volume, Pan Ambience Send Level MIDI settings Ambience settings ON/OFF, Room Type, Wall Type, etc.

Activating the cross stick function By pressing [F3] (XSTICK), you can enable or disable the cross stick function.

· Cross stick sound can be heard Equalizer settings On/off, high range and low range adjustments Settings Affecting the Entire Drum Kit Volume, Drum Kit Name · Cross stick sound can not be heard Selecting a drum kit 1. Press [KIT]. [KIT] lights up, and the "DRUM KIT" screen appears. * It is effective only when you select the instrument with *X mark for SNARE. refer to "Drum Instrument List" (p. 67). 22 Performance techniques Pads (e.g., PD-105/PD-85) Head Shot Hit only the head of the pad. Cymbals (e.

g., CY-8, CY-12R/C) Bow Shot The most common method, playing the middle area of the cymbal. It corresponds to the sound assigned to the "head" the relative trigger input. Head Rim Shot Strike the head and the rim of the pad simultaneously. Edge Shot When striking the edge with the shoulder of the stick (as shown in the figure), the sound assigned to the "rim" of the connected input will be heard. Rim Edge sensor Cross Stick When XSTICK (p. 22) is on Only strike the rim of the pad. Depending on the sound assigned to the rim you can play rim shots and/or cross stick sounds. Bell Shot (CY-12R/C, CY-15R) This playing method involves striking the bell of the cymbal, and when played as shown in the figure, the "rim" sound of the connected input will be heard. Rim Rim * It is effective only when you select the instrument with *X mark for SNARE.

refer to "Drum Instrument List" (p. 67). * Enable the cross stick function (press [KIT] - [F3] (XSTICK)); p. 22). * To play the cross stick, be sure that you only strike the rim of the pad.

Place your hand on the head gently, otherwise this may prevent the cross stick function from working properly. * Strike the bell somewhat strongly with the shoulder of the stick. 23 Performance techniques Choking a cymbal Choking (pinching) the cymbal's edge with the hand immediately after hitting the cymbal will mute or choke the sound, just like with a real cymbal. The Choke function only works when you grasp in the area (where the edge sensor is) as shown in the figure. If you do otherwise, it will not work.

Roland logo Edge sensor Hi-Hat (CY-5, VH-11) Open/Closed The hi-hat sound will change smoothly between open and closed depending on pressure applied to the hi-hat control pedal or a hi-hat stand (when using the optional VH-11). Foot closed and foot splash sounds are possible. Bow Shot When playing the middle area of the hi-hat pad, the sound assigned to the "head" will be heard. Bow Edge Shot When playing the edge of the hi-hat pad with the shoulder of the stick (as shown in the figure), the sound assigned to the "rim" will be heard. Edge * Do not strike the side of the hi-hat pad. 24 Creating a drum kit All sounds assigned to a drum kit can be edited for your specific purposes. Selecting an instrument On the TD-9, all sounds are referred to as "instruments" (INST). 2. 1. Press [KIT]-[F1] (INST).

The "INST" screen appears. Hit the desired pad or use CURSOR [select a pad. Use CURSOR [] ["Group" or "Inst."] [] to The edit screen for the selected pad appears. 3. 4. 5.] to move the cursor to Use [+/-] or [VALUE] to select the instrument group or individual instrument.



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Press [EXIT] to return to the "DRUM KIT" screen. "Group": Type of instrument (instrument group) "Inst": Instrument name Editing instrument parameters 1.

2. Press [KIT]-[F1] (INST). The "INST" screen appears. 3. Hit the desired pad or use CURSOR [] to select a pad.

Use CURSOR [] to Press [F1] (EDIT). The "INST EDIT" screen appears. The edit screen for the selected pad appears. 4. 5.

6.] to select a parameter. Use [+/-] or [VALUE] to edit the parameter you selected. Press [EXIT] to return to the "DRUM KIT" screen. Screen Parameter Value KICK Head Tuning Muffling -240 +240 OFF, TAPE12, BLANKET. WEIGHT SNARE Head Tuning Muffling -240 +240 OFF, TAPE12, DOUGHNUTS12 25 Creating a drum kit Screen Parameter Value TOM13 Head Tuning Muffling -240 +240 OFF, TAPE12, FELT12 HI-HAT Cymbal Size Fixed Hi-Hat 1"40" NORMAL, FIXED14 CRASH12 Cymbal Size Sustain 1"40" 1100 RIDE Cymbal Size Sustain 1"40" 1100 BELL Cymbal Size Sustain 1"40" 1100 Other sounds Pitch Decay -240 +240 1100 26 Creating a drum kit Using the Mixer (MIXER) Adjusting the volume and pan (stereo position) of individual pads/pedals. If you pressed [F1] or [F2] 4-1. Hit the desired pad or use CURSOR [] to 1.

2. Press [KIT]-[F1] (INST). The "INST" screen appears. Press [F2] (MIXER).] to select HEAD or RIM. If you pressed [F3] 4. 5. 6. 3. Press [F1][F3] to select the item you want to edit.

Parameter Value Description Use CURSOR [] to select a parameter. Use [+/-] or [VALUE] to edit the value. Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT]. Screen [F1] (VOLUME) VOLUME 0100 Volume of each pad [F2] (PAN) PAN L15CTRR15 Pan position of each pad [F3] (KITVOL) Kit Volume Pedal HH Volume XStick Volume XStick Threshold 0100 0100 0100 0127 High Volume of the entire drum kit Volume of the hi-hat's foot closed sound Volume of cross stick sound Determines the velocity/dynamic at which the cross-stick and open rim shot sound will switch. Volume Levels Setting this to a high value makes it easier to get cross stick sounds.

When set to "0," playing cross stick will produce the open rim shot sound. * A very high value may cause the cross stick to sound as when playing a rim shot. Low Soft Cross Stick Sound Rim Shot Sound Striking Hard force Cross Stick Threshold (0127) 27 Creating a drum kit Using the onboard effects (AMB/EQ) "Ambience" allows you to choose the environment where the drums are being played. You can adjust room size, wall material and the position of the ambience mics. The "Equalizer" is used to adjust the overall tone.

1. 2. Press [KIT]-[F1] (INST). The "INST" screen appears. 3. Press [F1] or [F3] to select the parameter you want to edit. [F1] (AMB): Ambience [F3] (EQ): Equalizer Press [F3] (AMB/EQ). 4. 5. 6.

Use CURSOR [] to select a parameter. Use [+/-] or [VALUE] to edit the value of the parameter. Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT]. Screen Parameter Value [F1] (AMB) Type Size Wall Mic Shape Level OFF, LIVING, BATH, STUDIO, GARAGE, LOCKER, THEATER, CAVE, GYM, DOME TINY, SMALL, MEDIUM, LARGE, HUGE WOOD, PLASTER, GLASS LOW, HIGH 0100 0100 [F3] (EQ) Switch High Freq High Gain Low Freq Low Gain ON, OFF 18 kHz -12 +12 20 Hz 1 kHz -12 +12 Adjusting the ambience for each pad (SEND) Each pad has an individual ambience send level. 3. Press [F2] (SEND). The AMBIENCE SEND screen appears. 5. 6. Use CURSOR [RIM.

]] to switch between HEAD and Use [+/-] or [VALUE] to adjust the ambience the send level. Value: 0100 7. 4. Hit the desired pad or use CURSOR [] to select a pad.]] to Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT].

28 Creating a drum kit Naming a drum kit You can create a name of up to twelve characters for each kit. A sub-title of up to sixteen characters can also be added below the name. This is useful for song indications, dates, styles etc. Copying a drum kit or instrument You can copy a complete drum kit or an individual instrument. Settings that are copied Drum Kit Pad settings Head Instrument Settings Rim Mixer Settings 1.

Press [KIT]-[F2] (FUNC). The "FUNCTION" screen appears. Ambience/Equalizer Settings Global Drum Kit Settings 2. Press [F1] (NAME). The "DRUM KIT NAME" screen appears. Drum kit All settings of the drum kit will be copied. Copied settings Drum kit parameters Overall settings for the drum kit: Volume, drum kit name Ambience: On/off, performance location, wall material, depth, etc. Equalizer: On/off, high-frequency and low-frequency settings Pad parameters Instrument settings: Instrument, EDIT Mixer: Volume, pan Ambience send levels MIDI settings 3. 4. 5.

Use CURSOR [] to move the cursor to the drum kit name or sub-title. Use CURSOR [] to move the cursor to the character that you want to edit. Use [+/-] or [VALUE] to change the character. Function buttons Function [F1] (INSERT) Explanation Inserts a space at the cursor location, and moves subsequent characters one place to the right. Deletes the character at the cursor location, and moves subsequent characters one place to the left. Switches the type of character at the cursor location between uppercase, lowercase, and/or numbers and symbols. [F2] (DELETE) Instrument Copying an instrument only copies the pad parameters: sounds assigned to the pad and rim. [F3] (CHAR) 6. Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT]. Copied settings · Instrument settings * Effect and mixer settings are not copied.

The contents of the copy-destination are lost when executing the Copy operation. Please be careful. 29 Creating a drum kit Copying a drum kit 1. Press [KIT]-[F2] (FUNC). The "FUNCTION" screen appears.

5. Press [F2] or [F3]. [F2] (EXCHNG): All contents of the copy-source and copy-destination will be exchanged. (This is shown only if the copy-source is "USER.") [F3] (COPY): Contents of the copy-source will be overwritten onto the copy-destination.

2. Press [F2] (COPY). The "COPY" screen appears. A confirmation screen will appear. * You can cancel by pressing [F1] (CANCEL). 3. 4. Press [F1] (KIT). Use [CURSOR], [+/-], and [VALUE] to choose the copy-source and copy-destination. 6.

7. Press [F3] (EXEC) to execute the copy or exchange. Wait until the display indicates "Completed."



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" Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT]. A B C D Types of copy-source PRESET: Preset (the ORIGINAL Roland factory settings) USER: User data Backup USB: Data saved on a USB Key. @@ Copy-source Copy-destination Exchange button * This is shown only if the copy-source is "USER." A B C D · Exchange (EXCHNG) is a convenient way to rearrange your data. · If you want to restore the factory settings of an individual kit, choose "PRESET" as the copy-source. 30 Creating a drum kit Copying an instrument 1. Press [KIT]-[F2] (FUNC). The "FUNCTION" screen appears. · Both the HEAD and RIM instruments will be copied. · If you want to restore the factory settings, choose "PRESET" as the copy-source. · If the cursor is located at E or F, you can choose the copy-source or copy-destination pad by striking a pad directly. 5. 2. Press [F2] (COPY). The "COPY" screen appears. Press [F2] or [F3]. [F2] (EXCHNG): Contents of the copy-source and copy-destination will be exchanged.

(This is shown only if the copy-source is "USER.") [F3] (COPY): The contents of the copy-source will be overwritten onto the copy-destination. A confirmation screen will appear. 3. 4. Press [F2] (INST). Use [CURSOR], [+/-], and [VALUE] to choose the copy-source and copy-destination. A B C E F 6. * If you decide to cancel, press [F1] (CANCEL). Press [F3] (EXEC) to execute the copy or exchange.

When the copy or exchange is completed, the display will indicate "Completed." D Types of copy-source PRESET: Preset (the ORIGINAL Roland factory settings) USER: User data Backup USB: Data saved on a USB Key. @@@@ Use [CURSOR] to select the pad/parameter. 4-2. @@ Press [F3] (MIDI).] If you pressed [F2] 4. 5. 6. Use CURSOR [] to select the parameter. Use [+/-] or [VALUE] to edit the value. @@ For details, refer to p. 53. @@@@ Enjoy playing the TD-9 along with them. @@ Each part can be muted individually. The tempo for these songs can also be adjusted.

@@@@. The song name will be the name of the file. @@@@ Keep the number of audio files on your USB memory key to 99 or fewer. @@@@ Doing so may damage the USB memory key or the data. @@@@ 2. Use [+/-] or [VALUE] to select a song.

2. Use [+/-] or [VALUE] to select the song you want to play. @@ Pauses the song playback. Press again to resume playback from where you paused. Advances to the next measure. Returns to the previous measure. What's in "SONG" screen [A B C [D E F Selecting a song from USB memory key Songs (audio files) saved on a USB memory key are shown following the internal songs. A B C D E F Song number Indicates the number of the currently selected song. Song name Indicates the name of the currently selected song. Song playback type (p.

37) Measure number When you press [], playback begins from the measure shown here. Beat [CURSOR] functions (refer to "Playing a song") 1. Use [+/-] or [VALUE] to switch songs until the top line of the screen shows "EXTERNAL SONG." * You can also hold down [SHIFT] and press [SONG] to select external songs. 2. Press [[]] lights up and the song will begin playing. 35 Playing with the internal songs or from a USB memory key 3. To stop playback, press [] [] goes dark, and you will return to the beginning of the song.

Muting a part You can mute (silence) the playback of a specific part in a song. * This will not work with songs (audio files) on a USB memory key. [CURSOR] functions Button [[[]]] Display Function Returns to the beginning to song. Pauses the song playback. Press again to resume playback from where you paused.

Fast-forwards the song. Rewinds the song. 1. Press [SONG]-[F2] (MUTE). The "PART MUTE" screen appears.

Setting the tempo * This will not work for songs (audio files) in USB memory key. 2. Press [F1][F3] to mute on/off for each part. Muting will turn on/off each time you press the button. [F1] [F2] DRUM (Drum part) * If you mute the drum part, [MUTE] will light. PERC (Percussion part) OTHERS Bass + other parts * Each press of the button will cycle through the following indications. · OTHERS muted (BASS is not muted) · BASS/OTHERS are muted · Mute off 1. Hold down [SHIFT] and [TEMPO]. The "TEMPO" screen appears. [F3] 2.

3. Use [+/-] or [VALUE] to adjust the tempo. Press [SONG] to return to the "SONG" screen or just press [KIT]. The "INFORMATION" screen (p. 37) you can view the standard tempo of the song. If you've modified the song's tempo and want go back to the original tempo, adjust it in "INFORMATION" screen. Example: Muting the drum part 3. Press [SONG] to return to the "SONG" screen. Muting the drum part Each time you press [MUTE], the drum part will be muted (button is lit) or un-muted (button is dark). * This will not work for songs (audio files) in USB memory key.

36 Playing with the internal songs or from a USB memory key Viewing song information / Editing song settings 1. Press [SONG]-[F1] (INFO). The "INFORMATION" screen appears. Using the Repeat function (Repeat) This function allows you to select a specific section of a song, and have it repeat. A B Repeat 2.

3. 4. Use CURSOR [] to select a parameter. Use [+/-] or [VALUE] to edit the value. Press [EXIT] to return to the "DRUM KIT" screen or just press [KIT].

The minimum length for which you can specify a repeat is one measure for the internal songs, and one second for an audio file. 1. Select the song that you want to play, and press [[Song information Description Song name Number of Length measures Time Signature Time signature Length of song (hours: Total Time minutes: seconds) Parameter Name].] will light, and the song will begin playing. 2. * For an internal song * For an audio file (on a USB key) to mark the beginning of the section you want to repeat, press [F3] (REPEAT). The (A) indicator will appear in the screen. Settings Value Description 20300 Song playback tempo * The original tempo for the song is shown in parenthesis (). * You can change the tempo of the song in this screen using the [+/-] or the [VALUE] knob. LOOP, ONESHOT Song playback type Type LOOP: Once playback reaches the end of the song, it returns to the beginning and repeats.

Playback will continue until you press [STOP]. Very convenient for practicing drums with a song. () appears in the upper right of the "SONG" screen for songs that are set to LOOP. Parameter Tempo 3. At the end of the section you want to repeat, press [F3] (REPEAT). The (A)(B) indicators will appear in the screen, and playback will repeat between points A and B. ONESHOT: One playback reaches the end of the song, it stops.



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() appears in the upper right of the "SONG" screen for songs that are set to ONESHOT. Song Volume 0100 Song volume To cancel the Repeat function, press [F3] (REPEAT) once again. The audio file's Song Volume and Type settings are saved to USB memory key when you switch off the TD-9's power while USB memory key is connected, or when you save User Data (p.

56) to USB memory key. 37 Using the MIX IN By connecting a portable audio/CD player to the MIX IN jack you can play the TD-9 with your favorite songs.

You can connect other audio devices as well. Connections * Lower the volume of the TD-9 and your audio player before making connections. * If a connection cable has built-in resistors, the volume level of the source connected to the TD-9 (MIX IN) may be too low.

If this occurs, use connection cables that do not contain resistors. Portable Audio Player Stereo mini plug Playback 1. Start the music on your portable audio player. * For details on how to use your audio player, refer to its owner's manual. 2.

Then adjust the volume. Sounds received at the MIX IN jack are output from the OUTPUT and PHONES jacks. * Adjust the volume on the audio player to get the right balance between it and the TD-9. 38 4. Practicing 39 On Board Metronome Practicing with the TD-9's built in metronome will help you perfect your tempo skills. Changing the metronomes sound (CLICK INST) Using the metronome 1. Press the [CLICK (TEMPO)] button. The [CLICK (TEMPO)] button

lights up and the metronome starts. 2. Play along with it or press the button again to stop it.

Metronome parameters You can change the tempo, sound, and time signature of the metronome. 1. 2. Hold down [SHIFT] and press [CLICK (TEMPO)]. The "TEMPO" screen appears. Parameter Value Description See below Inst Click sound METRONOME, CLICK, VOICE, BEEP1, BEEP2, TEK CLICK, STICKS, CLAVES, WOOD BLOCK, COWBELL, AGOGO, TRIANGLE, TAMBOURINE, MARACAS, CABASA Volume of the metroVolume 0100 nome sound Pan L15-CENTERR15 Panning of the sound Choose the screen containing the parameter you want to change. Tempo: Press [F1] (TEMPO). Sound: Press [F2] (INST). Time signature: Press [F3] (TIMSIG). * If you pressed [F1] (TEMPO), proceed to step 4.

Changing the time signature (TIME SIGNATURE) 3. 4. 5. Use CURSOR [] to select a parameter. Parameter Description Metronome's time signature * If you specify a numerator of "0," there will be no accent on the first beat.

1/2 (half note), 3/8 (dotted quarter note), 1/4 (quarter note), Click interval Interval 1/8 (eighth note), 1/12 (eighth note triplets), 1/16 (16th note) Number of meaOFF, Count In sures of count-in 1 MEAS (one measure), added before a Play 2 MEAS (two measures) song plays Click on/off staQuick Rec tus during OFF, ON Click QUICK REC * If this is ON, the click will always be on when [QUICK REC] is lit. Use the [+/-] buttons or the [VALUE] knob to edit the value. Press [EXIT] to return to the "DRUM KIT" screen or just press [KIT]. Time Signature Value Numerator: 015 Denominator: 2, 4, 8, 16 Changing the tempo (TEMPO) Value: 20300 40 Quick recording and playback (QUICK REC / QUICK PLAY) The TD-9 provides a Quick Rec function that lets you easily record your own performance, and a Quick Play function that immediately plays back what you recorded. This is a very useful practice tool, recording and then checking your drumming.

Maximum number of recordable notes: approximately 32,000 notes * The number of recordable notes will be less if your performance includes extensive use of the hi-hat control pedal. Recording together with a song * First: Please select the drum kit that you want to use for recording. * Audio file on the USB memory key can not be recorded. 1. Press [QUICK REC]. [QUICK REC] will light and the "QUICK REC" screen appears. QUICK REC Recording and playing your performance * First: Please select the drum kit that you want to use for recording. · At the same time, [MUTE] lights up and the song's drum part will be automatically muted. · If "Quick Rec Click" (p. 40) is ON, [CLICK (TEMPO)] will light up, and the metronome starts.

You can turn it off by pressing [CLICK (TEMPO)] and the button will go dark. · If you press [QUICK REC] while the song is playing, recording begins immediately. 1. Press [QUICK REC]. [QUICK REC] will light and the "QUICK REC" screen appears. 2. 3. Use [+/-] or [VALUE] to set the tempo. Press []. Recording will begin at the same moment that the song starts.

* If "Count In Play" (p. 40) is 1MEAS or 2MEAS, recording begins after the one or two measure count in. The following screen will appear. · If "Quick Rec Click" (p. 40) is ON, [CLICK (TEMPO)] will light up, and the metronome starts.

You can turn it off by pressing [CLICK (TEMPO)] and the button will go dark. 2. 3. Use [+/-] or the [VALUE] knob to set the tempo. Hit any pad/pedal and recording begins.

The following screen appears. * Sounds that receive through MIDI IN can be also recorded. * Previously recorded data will be erased when a new recording starts. 4. 5. Now just play & record along with the song. When you want to stop recording, press [* If you exceed the maximum recording time, recording stops automatically.]. 4. To stop recording, press [QUICK REC] and the button goes dark.

* If you exceed the maximum recording time, recording stops automatically. You can save your recorded performances to a USB memory key. For details, please refer to "Saving data recorded by Quick Rec" (p. 57). 41 Quick recording and playback (QUICK REC / QUICK PLAY) Playback 1. Press [QUICK PLAY] and the button lights up. The "QUICK PLAY" screen appears, and playback begins. The following buttons correspond to various playback functions. Button [] Function Returns to the beginning of what you have recorded. Pauses the playback of that recorded performance.

Press this button again to resume playback from the paused location. Advances to the next measure. Returns to the previous measure. [[]] 2. To stop playback, press [QUICK PLAY] and the button goes dark.

When playback has finished, [QUICK PLAY] automatically goes dark. * [QUICK PLAY] only plays back performances recorded using Quick Rec. 42 Using the Scope function (SCOPE) The Scope function provides an on-screen view of the timing of your drumming. This will help you improve timing control in the tempo and time signature of your own choosing. 1.

Press [SCOPE] and the button lights up. The "SCOPE" screen appears. 2. Play the pads while listening to the metronome. Your timing will be shown in the display. * Foot-close is not shown. · The [CLICK (TEMPO)] will light up as the metronome begins playing. · The grid is relative to the metronome's time signature (p.



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40). · If you want to change the tempo or time signature please see "Metronome parameters" (p.

40). · You can also play back a song while using the Scope function. · Sounds that received through MIDI IN are also shown in the line of "Others." · [F3] (ZOOM +) button Each time you press this button, the display of one beat will be magnified. This lets you view one beat in greater detail. * [F2] (ZOOM -) button Each time you press this button, the viewing area will expand. This lets you view more beats at once. 3. When you want to turn off the Scope function, press [SCOPE] or [EXIT]. Viewing the SCOPE screen 43 MEMO 44 5.

Advanced applications 45 Optimizing the pad settings (Trigger parameters) 1. Press [SETUP]. [SETUP] will light and the "SETUP" screen will appear. 2. 3. 4. 5. 6. Press [F1] (TRIG). Press [F1][F3] to choose the item that you want to edit.

Use [CURSOR] to select a parameter. Use [+/-] or [VALUE] to set the value of the parameter. Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT]. Specifying the type of pad [F1] (TYPE) For each trigger input, you can select the type of pad you're using (the trigger type) so the TD-9 will accurately receive the signal from the pad. Trigger Type CY14C CY15R VH11 RT10K RT10S RT10T Used Model CY-14C CY-15R VH-11 RT-10K RT-10S RT-10T Trigger type The trigger type is a collection of parameters optimized for specific models of pad. In the above screen, indications such as "KD8," "PD85," and "VH11" are the trigger types. If you select the appropriate trigger type for each pad you've connected, all parameters (except for Crosstalk Cancel) will be set to the optimal values. However, these are only the typical values, so you may need to make fine adjustments according to how you've attached the pads or the way in which you're using them. Trigger Type Used Model KD-7 KD-8 KD-85, KD-80 KD-120 PD-8 PD-85, PD-80R, PD-80 PD-105 PD-125 PDX-8 CY-5 CY-8 CY-12R/C You can change the default trigger type settings that are specified when you execute a Factory Reset. For details, refer to p.

61. Dual trigger support for each pad Trigger Input Mesh Pad (Dual Trigger) O O O KICK SNARE TOM 13 HI-HAT CRASH 12 RIDE BELL AUX KD7 KD8 KD85 KD120 PD8 PD85 PD105 PD125 PDX8 CY5 CY8 CY12RC 46 Optimizing the pad settings (Trigger parameters) Setting the Pad Sensitivity [F2] (BASIC) When you specify the trigger type (p. 46), the following settings (basic trigger parameters) are automatically set to the values appropriate for each pad, meaning that you will normally not need to adjust them. If you wish to make detailed adjustments, you can edit the following parameters. Parameter Value refer to p. 46 132 Description The velocity monitor at the right of the screen indicates the velocity of the last twelve hits, starting with the most recent. Trig Type 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. 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.

This setting allows a trigger signal to be received only when the pad is above a determined dynamic 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 Threshold will not sound. A B C 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. This setting allows you to control the relation between playing velocity (striking force) and changes in volume. Adjust this curve until the response feels as natural as possible. Threshold 031 See below LINEAR The standard setting.

This produces the most natural correspondence between playing dynamics and volume change. Volume SPLINE Extreme changes are made in response to playing dynamics. Volume LINEAR Striking Force SPLINE Striking Force LOUD1, LOUD2 Very little dynamic response, making it easy to maintain strong volume levels. If using drum triggers, these settings help maintain stable levels. Volume Volume EXP1, EXP2 Curve Compared to LINEAR, strong dynamics produce a greater change. Volume Volume EXP1 EXP2 Striking Force LOUD1 LOUD2 Striking Force LOG1, LOG2 Compared to LINEAR, a soft playing produces a greater change. Volume Volume LOG1 LOG2 Striking Force 47 Optimizing the pad settings (Trigger parameters) Detailed settings for trigger parameters [F3] (ADVNC) The following parameters (Advanced Trigger Parameters) are automatically set to the most efficient values for each pad when you select the Trigger Type (p. 46). They don't require adjustment, except if you experience any of the problems that are discussed in the explanation of each parameter. 1.

2. 3. 4. Press [F1][F3] to choose the item that you want to edit. Use CURSOR [] to choose a parameter. Use [+/-] or [VALUE] to edit the value. Press [EXIT] several times to return to the "DRUM KIT" screen or just press [KIT]. [F1] (SCAN) Parameter Trig Type Scan Time Retrig Cancel Value Description refer to p. 46 Specifies the detection time for the trigger signal. Since the rise time of the trigger signal waveform may differ slightly Scan Time depending on the characteristics of each pad or acoustic drum trigger (drum pickup), you may notice that identical hits (velocity) may produce sound at different volumes. If this occurs, you can adjust the Time "Scan Time" so that your way of playing can be detected more precisely. While repeatedly hitting the pad at a constant force, gradually raise the Scan Time value from 0 msec, until the resulting volume stabilizes at the loudest level. At this setting, try both soft and loud strikes, and make sure that the volume changes appropriately. * As the value is set higher, the time it takes for the sound to be played increases. Set this to the lowest value possible. This setting prevents spurious re-triggering. Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent A sounding at Point A in the following figure (Re-trigger). Time This occurs in particular at the decaying edge of the waveform.

Retrigger Cancel detects such distortion in and prevents re-triggering from occurring. While repeatedly striking the pad, raise the "Retrig Cancel" value until re-triggering no longer occurs. 116 * While repeatedly striking the pad, raise the "Retrig Cancel" value until re-triggering no longer occurs.



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