To obtain the PDF manual

1. Enter the following URL in your computer.
   http://www.roland.com/manuals/

2. Choose “TD-1KV” or “TD-1K” at the product name.
Let’s Learn About Drums

Drum Set Elements

Here are some basic terms related to drum sets.

Bass drum/Kick Pedal
Played with a kick pedal, it’s the largest drum in the kit.

Snare drum
The snare drum is the main “voice” of a drum kit.

Hi-hat/Hi-hat pedal
An acoustic hi-hat uses 2 cymbals mounted on a hi-hat stand. Pressing the hi-hat pedal opens and closes it.
* The TD-1KV/TD-1K uses a single pad.

Tom (Tom 1, Tom 2)
These are usually mounted above the bass drum.

Floor tom (Tom 3)
Sometimes called a bass tom, it either stands on its own legs or is mounted on a stand.

Ride cymbal
Usually mounted on the right side of the kit, the ride cymbal is principle elements in keeping time.

Crash cymbal
Smaller than the ride, the crash cymbal is mainly used for accents.

Acoustic drum

TD-1KV/TD-1K

The Basics of Playing

Drums are played using both hands and both feet. Here we’ll explain how to hold the sticks and use the pedals.

Holding the sticks
The most common way to hold the sticks is called the “matched grip” as shown in the illustrations below.

Using the kick pedal
The kick pedal can be pressed in either of two ways: “heel up” or “heel down.”

Heel up
In this method, your heel floats above the pedal. With your heel off the pedal, lower your entire foot to push down the pedal. This method applies the full weight of your leg to the pedal, making it easier for you to produce a stronger sounds than the heel down method. This is often used in rock and pop.

Heel down
In this method, the entire bottom of your foot from heel to toe stays in contact with the pedal. Use your ankle joint to make your toes push down the pedal. This method allows more precise control of the volume, and is often used in jazz and bossa nova.
Let's Learn About Drums

Using the snare

Head shot
Hit only the head of the pad. This is the most common method to play the snare.

Rim shot TD-1KV only
Strike the head and the rim of the pad simultaneously. A sound (rim sound) different than the head shot will be heard.

Suitable position for rim shots

Using the cymbals

Bow shot
The most common method, playing the middle area of the cymbal.

Edge shot
Use the shoulder of the stick to hit the edge of the cymbal pad (Hit the edge sensor as shown in the illustration).

* Bow shots and edge shots can also be played on the hi-hat.

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 illustration. If you do otherwise, it will not work.

Using the hi-hat

In an acoustic drum set, the hi-hat consists of two cymbals placed facing each other vertically on a hi-hat stand. The two cymbals can be closed together by pressing the pedal. A variety of playing techniques are possible, such as playing the cymbals with the pedal and/or playing them with sticks.

When you press the pedal, the two cymbals will come together (closed). When you release the pedal, the two cymbals will separate (opened).

Closed
With the hi-hat pedal pressed firmly, strike the pad with a stick. A short “chick” sound will be heard.

Half-open
With the hi-hat pedal pressed gently, strike the pad with a stick. A slightly longer “swish” sound will be heard.

Open
With the hi-hat pedal completely released, strike the pad with a stick. An even longer “sound” than the half-open sound will be heard.

Foot closed
Just press the pedal without using a stick. This sound will be softer and shorter than the closed sound played with a stick. Useful for keeping time with this tight sound.

Foot splash
Press and immediately release the pedal without using a stick. This is equivalent to momentarily clashing the two cymbals of an acoustic hi-hat. It produces a “splash” sound that is softer than the open strike.
### Kit Assembly

#### Completed setup

- Cymbal pad
- Sound module
- Cymbal arm
- Pipe D
- Pipe E
- Tom pad
- Snare pad
- Snare arm
- Hi-hat arm
- Rubber foot A
- Kick pedal
- Rubber foot B

#### Note

- If you set up this unit in an unstable location, it may fall over. Be sure to set it up in a stable and level location.
- When you operate the kick pedal or hi-hat pedal, please be careful not to get your fingers pinched between the movable parts. In places where small children are present, make sure that an adult provides supervision and guidance.
Adjusting the head tension

Use the drum key to evenly tighten the tuning bolts a little at a time in the order shown in the illustration. Adjust the tension so that the pad responds to your strikes with the appropriate feel.
Beware of overturning

The unit may overturn if a child pushes it or hangs on it. Make sure that an adult is supervising and providing guidance.
**Connecting the Cables**

Connect the cable to the sound module and each pads as shown in the illustration. Each cable has a label indicating the pad to which it should be connected.

* Before you play, verify that the bolts and knobs are not loose.
Quick Start

Connecting Your Equipment

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

DC IN jack
Connect the included AC adaptor to the DC IN jack. Place the AC adaptor so the side with the indicator (see the illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

OUTPUT/PHONES jack
Connect your amplified speaker or headphones to the OUTPUT/PHONES jack.

MIX IN jack (Stereo)
Connect your portable audio player or other external sources to the MIX IN jack so that you can play along with your favorite songs.

USB COMPUTER port
Refer to p. 13.

Front Panel

Display
Shows the drum kit number and metronome tempo etc.

[Select] button, mode lamps
Each time you press the [Select] button, you cycle through the four modes (Drums, Tempo, Coach, Song) and the corresponding lamp is illuminated.

Tap tempo function
By holding down the [Select] button and repeatedly striking a pad, you can set the tempo to the interval between your strikes.

Turning the Power On and Off

Turning the power on

Once everything is properly connected (p. 8), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

1. Minimize the volume of the connected amplified speaker.
   Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

2. Press the [●] (power) button.
   The power turns on.
   * This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.

3. Power-on the connected amplified speaker, and adjust the volume.

4. Adjust the volume by pressing the volume[▲][▼] button.

Turning the power off

1. Turn the volume down on the TD-1KV/TD-1K and any connected equipment.

2. Power-off the connected equipment.

3. Long-press the [●] (power) button.
   The power turns off.
   * You must turn off the power by pressing the [●] (power) button.
Playing

Playing drums is not only fun, but just about anyone can easily start playing — they make sound when you simply hit them! Let’s start playing drums using the wide variety of built-in sounds.

Selecting a Drum Kit

A drum kit consists of sounds assigned to each pad. In some cases, the sound will change depending upon your playing dynamics.

1. Use the [Select] button to select Drums mode.
   * When you turn on the power, Drums mode is selected.

2. Press the [-][+] buttons to select a drum kit.
   * For a list of the drum kits, refer to the end of this manual.

3. Play the drums by striking the pad.

About Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 14).

To restore power, turn the power on again.

Playing with the Metronome

Here’s how you can play the drums while listening to the metronome. This is the best way to practice and learn to play at a steady tempo.

1. Use the [Select] button to select Tempo mode.
   The display shows the metronome tempo.

2. Press the [] (metronome) button.
   The metronome turns on, and the button blinks in time with the metronome tempo.
   * Even in Drums mode, you can press the [] (metronome) button to sound the metronome.

3. Press the [-][+] buttons to change the tempo.
   * You can also specify the tempo with Tap tempo function (p. 8).

4. Press the [] (metronome) button once again to turn the metronome off.

Changing how the metronome sounds

1. In Tempo mode, long-press the [] (metronome) button.
   The metronome sounds.

2. Use the [Select] button to select the item (parameter) that you want to change, and use the [-][+] buttons to change its setting.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Display</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beats</td>
<td>b 1 (1 beat)–b 9 (9 beats)</td>
<td>Sets the number of beats</td>
</tr>
<tr>
<td>Rhythm type</td>
<td>r 0 (whole note)</td>
<td>Sets the beat unit</td>
</tr>
<tr>
<td></td>
<td>r 4 (quarter notes)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>r 8 (eighth notes)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>r 8 3 (eighth note triplets)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>r 16 (sixteenth notes)</td>
<td></td>
</tr>
<tr>
<td>Volume</td>
<td>L 0–L 10</td>
<td>Sets the volume</td>
</tr>
<tr>
<td>Sound</td>
<td>S 1–S 8</td>
<td>Sets the sound</td>
</tr>
</tbody>
</table>

3. Press the [] (metronome) button to complete the settings.
Practicing in Coach Mode

Practicing in Coach Mode

The TD-1KV/TD-1K Coach mode is a unique set of exercises specifically designed to help build speed, accuracy and stamina, as well as develop better timing skills.

Selecting a practice menu

1. Use the [Select] button to select Coach mode.
   The Coach mode menu screen appears.
2. Press the [-][+] buttons to select a practice menu C-1–C10.
   For details on the contents of the Coach mode menu, refer to the next section.

Correctly Playing in Time with the Beat

<\(C - 1\)> Time Check (Easy)

<\(C - 2\)> Time Check (Hard)

The accuracy of your playing will be checked against the metronome.
C-1 and C-2 differ in their difficulty.

1. Press the [m] (metronome) button to start practicing.
   A two-measure count-in is inserted when you start.
2. Strike the pad in time with the metronome.
   The display will indicate whether your pad strikes match the beat sounded by the metronome.
   * You can use the [-][+] buttons to adjust the tempo even while you practice.
3. Time Check automatically ends, and the results will appear in the display.
   If the scoring function is turned “OFF,” press the [m] (metronome) button to stop practice. Then, you return to the Coach mode menu screen.

Changing the number of measures to score

You can change the number of measures after which the Time Check result is shown. You can also make settings so that the score result is not shown.

1. Long-press the [m] (metronome) button.
2. Press the [-][+] buttons to change the value.

<table>
<thead>
<tr>
<th>Display</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>No scoring.</td>
</tr>
<tr>
<td>4, 8, 16, 32</td>
<td>Specify the number of measures that are scored. The score result is shown in the display.</td>
</tr>
</tbody>
</table>

* A two-measure count-in is inserted when you start.

3. Press the [m] (metronome) button.

Playing Along with a Changing Rhythm

<\(C - 3\)> Change-up

The rhythm type will change every two measures. Starting from half notes, the note values will gradually become shorter, and will then return to half notes; this change in rhythms will be repeated.

1. Press the [m] (metronome) button to start practicing.
2. Strike the pad in time with the metronome.
   The display shows the tempo while you practice.
   * You can use the [-][+] buttons to adjust the tempo even while you practice.
3. Press the [m] (metronome) button to return to the Coach mode menu screen.

Specifying the pattern of rhythm change

1. Press the [m] (metronome) button.
2. Press the [-][+] buttons to change the value.

<table>
<thead>
<tr>
<th>Display</th>
<th>Rhythm pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td>r-5</td>
<td></td>
</tr>
<tr>
<td>r-6</td>
<td></td>
</tr>
<tr>
<td>r-7</td>
<td></td>
</tr>
</tbody>
</table>

3. Press the [m] (metronome) button.
Playing Along with a Changing Tempo

<\(\text{C-4}\)> Auto Up/Down

The metronome increases and decreases tempo over time, to help develop stamina and endurance. The tempo will increase in steps for each beat until the metronome reaches the upper limit; then the tempo will continue slowing down in steps until it reaches the initial tempo. This cycle will repeat.

1. Press the \(\text{[A]}\) (metronome) button to start practicing.
2. Strike the pad in time with the metronome.
   While practicing, you can press the \([-]\) button to specify the current tempo as the upper limit; if you press the \([+]\) button, the upper tempo limit will return to 260.
3. Press the \(\text{[A]}\) (metronome) button to return to the Coach mode menu screen.

Specifying the number of beats at which the tempo change

1. Long-press the \(\text{[A]}\) (metronome) button.
2. Press the \([-] [+]\) buttons to change the value.

<table>
<thead>
<tr>
<th>Display</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>(b-1)</td>
<td>The tempo is increased/decremented by one at intervals of one beat.</td>
</tr>
<tr>
<td>(b-2)</td>
<td>The tempo is increased/decremented by one at intervals of two beats.</td>
</tr>
<tr>
<td>(b-4)</td>
<td>The tempo is increased/decremented by one at intervals of four beats.</td>
</tr>
</tbody>
</table>

3. Press the \(\text{[A]}\) (metronome) button.

Developing Internal Timing Sense

<\(\text{C-5}\)> Quiet Count

This practice will help you develop a good sense of time/tempo. The metronome alternates between “sounding and not sounding” at every four measures, and the cycle will repeat.

1. Press the \(\text{[A]}\) (metronome) button to start practicing.
2. Strike the pad in time with the metronome.
   - The metronome sounds during the first few measures.
   - The metronome does not sound on subsequent measures. Continue striking the pads during this time.
   - The metronome sounds again. The “%” value indicates the percentage by which you played at an accurate tempo.

   * You can use the \([-] [+]\) buttons to adjust the tempo even while you practice.

3. Press the \(\text{[A]}\) (metronome) button to return to the Coach mode menu screen.

Changing the volume cycle of the metronome

1. Long-press the \(\text{[A]}\) (metronome) button.
2. Press the \([-] [+]\) buttons to change the value.

<table>
<thead>
<tr>
<th>Display</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>(n-1)</td>
<td>The volume of the metronome changes at intervals of one measure.</td>
</tr>
<tr>
<td>(n-2)</td>
<td>The volume of the metronome changes at intervals of two measures.</td>
</tr>
<tr>
<td>(n-4)</td>
<td>The volume of the metronome changes at intervals of four measures.</td>
</tr>
<tr>
<td>(n3)</td>
<td>For the first three measures, the metronome sounds at the specified volume; for the next measure, the volume is reduced.</td>
</tr>
<tr>
<td>(n6)</td>
<td>For the first six measures, the metronome sounds at the specified volume; for the next two measures, the volume is reduced.</td>
</tr>
</tbody>
</table>

3. Press the \(\text{[A]}\) (metronome) button.

Continuing to Play at a Steady Tempo

<\(\text{C-6}\)> Tempo Check (Easy)

<\(\text{C-7}\)> Tempo Check (Hard)

This menu lets you practice playing at a steady tempo without relying on the tempo sounded by the metronome. C-6 and C-7 differ in their difficulty.

1. Press the \(\text{[A]}\) (metronome) button to start practicing.
2. Strike the pad in time with the metronome.
   - The more your tempo becomes accurate, the softer the metronome volume will become.
   - The metronome volume will increase if the tempo of your pad strikes begins to drift. The more your tempo drifts, the louder the metronome will become.
   - Strike the pads with an accurate timing that matches the tempo of the metronome.

   * You can use the \([-] [+]\) buttons to adjust the tempo even while you practice.
   * If the tempo of your strikes is significantly inaccurate, it may be impossible to precisely determine the amount of inaccuracy.

3. Press the \(\text{[A]}\) (metronome) button to return to the Coach mode menu screen.
Practicing

Matching the Striking Strength of the Right and Left Hands

<CFG> Stroke Balance

This practice lets you reduce the volume discrepancy between your right and left hands, so that the sound is more consistent.
The display shows the strength of your strikes.

1. Press the \[\text{metronome}\] button to start practicing.
2. Strike the pad in time with the metronome.
The strength of your strikes on the pad is shown in the display.
3. Press the \[\text{metronome}\] button to return to the Coach mode menu screen.

Practicing for a Specified Time

<CFG> Timer

An alert tone informs you when the specified time has elapsed. You can use this to specify a daily time goal for practicing the basics.
The default value is three minutes.

1. Press the \[\text{metronome}\] button to start practicing.
The timer starts.
2. Practice as desired, in time with the metronome.
The display shows the approximate remaining time.

Changing the time

1. Long-press the \[\text{metronome}\] button.
2. Press the [-][+] buttons to change the value.
   Value: 1–99 minutes (1 99)
3. Press the \[\text{metronome}\] button.

Recording and Checking Your Own Performance

<CI0> Recording

This function lets you easily record your own performance. This is a very useful practice tool, recording and then checking your drumming.

Recording

1. Press the \[\text{metronome}\] button.
The metronome sounds, and the TD-1KV/TD-1K will enter recording-standby mode.
   * You can use the [-][+] buttons to adjust the tempo.
2. Strike the pad to start recording.
   * The metronome sounds constantly during recording.
   * A signal input via the MIX IN jack won't be recorded.
3. To stop recording, press the \[\text{metronome}\] button once again.

Playback

1. Press the [+button to play back the recorded data.
   When the performance ends, playback stops automatically.
2. To stop playback, press the [-] button.
Connecting to your Computer/iPad

Practicing Along with a Song

The TD-1KV/TD-1K contains songs that are suitable for practicing.

Selecting a Song

1. Press the [Select] button to select Song mode.
2. Press the [-][+] buttons to select a song.

* For a list of the song, refer to the end of this manual.

Playing/Stopping the Song

1. Press the [ ] (metronome) button to play back the song.
   * A one-measure count-in is inserted when you start.
   * You can't change the tempo of the song.
2. Press the [ ] (metronome) button once again, and the song stops.

* No data for the music that is played will be output from the USB COMPUTER port.

Connecting to your Computer/iPad

You can connect the TD-1KV/TD-1K to your computer or iPad, and use it with an app such as V-Drums Friend Jam or V-Drums Tutor.

Connecting to your computer

* You don’t need to install a driver.

If you want sound from a computer or iPad to play back from the V-Drums sound module, use a commercially available audio cable to connect the audio output of the computer or iPad to the MIX IN jack of the sound module.

Connecting to your iPad

* To make the connection, you’ll need the Apple Lightning to USB Camera Adapter (made by Apple Corporation).

What is V-Drums Friend Jam?

V-Drums Friend Jam is a drummer’s social networking tool that lets you use the V-Drums and your computer to enjoy practicing/competing with friends around the world. Practice songs can be automatically downloaded from the Internet, and are also linked with Twitter.

Access http://vdru.ms/fj and download it!

What is V-Drums Tutor?

The V-Drums Tutor (sold separately) is a drumming practice software designed to be used with Roland V-Drums, making your practice time simple, enjoyable, challenging and effective.
Making Detailed Settings

1. Press the [Select] button to select Drums mode.

Adjust the Pad Sensitivity

3. Press the [Select] button to blink Drums mode lamp.
4. Play the pad or kick pedal whose sensitivity you want to change.
5. Use the [-][+] buttons to adjust the sensitivity.
   The display shows the sensitivity value. 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.
6. Press the [metronome] button to complete the setting.

Changing the Type of Pad

If you use a separately sold kick trigger or mesh pad, you’ll need to change the pad type.
3. Press the [Select] button to blink Tempo mode lamp.
4. Play the pad or kick pedal.
5. Use the [-][+] buttons to change the type.

<table>
<thead>
<tr>
<th>Display</th>
<th>Type of Pad</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kick pedal</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>(TD-1KV/TD-1K default value)</td>
</tr>
<tr>
<td>2</td>
<td>KD-9</td>
</tr>
<tr>
<td>3</td>
<td>KT-10</td>
</tr>
<tr>
<td>Snare pad</td>
<td></td>
</tr>
<tr>
<td>S 1</td>
<td>(TD-1K default value)</td>
</tr>
<tr>
<td>S 2</td>
<td>PDX-8, PDX-6 (TD-1KV default value)</td>
</tr>
</tbody>
</table>

6. Press the [metronome] button to complete the setting.

Changing MIDI Note Number of the Pad

3. Press the [Select] button to blink Coach mode lamp.
4. Play the pad whose note number you want to change.
The display shows the note number.
5. Use the [-][+] buttons to change the setting.
   Value: 0–127, OFF
6. Press the [metronome] button to complete the setting.

<table>
<thead>
<tr>
<th>Pad</th>
<th>Note number</th>
</tr>
</thead>
<tbody>
<tr>
<td>KIK</td>
<td>36</td>
</tr>
<tr>
<td>SNR (Head)</td>
<td>38</td>
</tr>
<tr>
<td>SNR (Rim)</td>
<td>40</td>
</tr>
<tr>
<td>T1</td>
<td>48</td>
</tr>
<tr>
<td>T2</td>
<td>45</td>
</tr>
</tbody>
</table>

6. Press the [metronome] button to complete the setting.

Restoring the Factory Settings

The “Factory Reset” operation returns all settings stored in the TD-1KV/TD-1K to their factory-set condition.

Note
The settings stored in the TD-1KV/TD-1K will be lost when you execute a factory reset.

1. While pressing the [-][+] buttons, press the [power] button to turn the power on.
The display shows as follows.

2. Press the [metronome] button to execute a factory reset.
To cancel a factory reset, press the [power] button and turn the power off.
### Troubleshooting

<table>
<thead>
<tr>
<th>Problem</th>
<th>Items to check</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Problems with sound</strong></td>
<td>Is the TD-1KV/TD-1K correctly connected to the external devices?</td>
<td>Check the connections.</td>
</tr>
<tr>
<td></td>
<td>Could the cable be connected to an output jack (instead of the input) of the connected amplified speaker?</td>
<td>Try using a different cable.</td>
</tr>
<tr>
<td></td>
<td>Are the cables correctly connected to the unit's OUTPUT/PHONES jack?</td>
<td>If you hear sound in the headphones, there is a problem with the connection cables or with the connected amplified speaker.</td>
</tr>
<tr>
<td></td>
<td>Could an audio cable be broken?</td>
<td>Use a connection cable that does not contain a resistor.</td>
</tr>
<tr>
<td><strong>No sound</strong></td>
<td>Check whether you hear sound through headphones.</td>
<td>Adjust the volume to an appropriate level.</td>
</tr>
<tr>
<td></td>
<td>Could you be using a connection cable that contains a resistor?</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Could the TD-1KV/TD-1K volume be lowered?</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Could the volume of the connected amplified speaker be lowered?</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Could the volume be lowered on the device connected to the MIX IN jack?</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Is the connection cable correctly connected to the TRIGGER INPUT connector?</td>
<td>Check the connections.</td>
</tr>
<tr>
<td><strong>A specific pad does not sound</strong></td>
<td>Are the cables correctly connected to each pad and pedal?</td>
<td>Adjust the pad's &quot;Sensitivity.&quot;</td>
</tr>
<tr>
<td></td>
<td>Could the pad's &quot;Sensitivity&quot; be lowered?</td>
<td>Set the pad's &quot;Type.&quot;</td>
</tr>
<tr>
<td></td>
<td>Is the pad's &quot;Type&quot; set correctly?</td>
<td></td>
</tr>
<tr>
<td><strong>No sound when you press the kick pedal</strong></td>
<td>Is the cable labeled KIK connected to the kick pedal?</td>
<td>Check the connections.</td>
</tr>
<tr>
<td><strong>No sound when you press the hi-hat pedal</strong></td>
<td>Is the cable labeled HHIC connected to the hi-hat pedal?</td>
<td></td>
</tr>
<tr>
<td><strong>The sound of another pad is also heard when you strike the pad.</strong></td>
<td>If multiple pads are attached to the same stand, the vibration of a strike can be transmitted to another pad, causing it to sound inadvertently.</td>
<td>Reattach the pad at a different location.</td>
</tr>
<tr>
<td><strong>Two or more notes are sounded when you strike once</strong></td>
<td>Is the pad fastened to the stand?</td>
<td>Fasten the pad firmly to the stand.</td>
</tr>
<tr>
<td><strong>Sounds do not play reliably</strong></td>
<td>Is the pad's mesh head tensioned evenly?</td>
<td>Adjust the mesh head tension. Slightly higher tension is good for proper triggering.</td>
</tr>
<tr>
<td><strong>Problems with USB</strong></td>
<td>Can't connect with a computer</td>
<td>Make sure that the USB cable is correctly connected.</td>
</tr>
<tr>
<td><strong>Problems with MIDI</strong></td>
<td>Is the USB cable connected correctly?</td>
<td></td>
</tr>
<tr>
<td><strong>No sound from external MIDI device</strong></td>
<td>Is the MIDI channel set correctly?</td>
<td>Set the MIDI channel of external MIDI device to 10.</td>
</tr>
<tr>
<td></td>
<td>Has the note number been set properly?</td>
<td>Check the pad's &quot;Note#.&quot;</td>
</tr>
</tbody>
</table>

### Main Specifications

**Roland TD-1KV: Drum kit**

**Roland TD-1K: Drum kit**

<table>
<thead>
<tr>
<th>Feature</th>
<th>TD-1KV</th>
<th>TD-1K</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drum Kits</td>
<td>15</td>
<td>15</td>
</tr>
<tr>
<td>Songs</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Display</td>
<td>7 segments, 3 characters (LED)</td>
<td></td>
</tr>
<tr>
<td>Connectors</td>
<td>OUTPUT/PHONES jack: Stereo miniature phone type</td>
<td>MIX IN jack: Stereo miniature phone type</td>
</tr>
<tr>
<td></td>
<td>USB COMPUTER port: USB type B</td>
<td>TRIGGER INPUT connector: DB-25 type</td>
</tr>
<tr>
<td></td>
<td>DC IN jack</td>
<td></td>
</tr>
<tr>
<td>Interface</td>
<td>USB MIDI (Transmitting only)</td>
<td></td>
</tr>
<tr>
<td>Power Supply</td>
<td>AC adaptor</td>
<td></td>
</tr>
<tr>
<td>Current Draw</td>
<td>150 mA</td>
<td></td>
</tr>
<tr>
<td>Dimensions</td>
<td>800 (W) x 700 (D) x 1,150 (H) mm</td>
<td>31-1/2 (W) x 27-9/16 (D) x 45-5/16 (H) inches</td>
</tr>
</tbody>
</table>

**Weight (excluding AC adaptor)**

- TD-1KV: 11.8 kg / 26 lbs 1 oz
- TD-1K: 11.4 kg / 25 lbs 3 oz

**Accessories**

- Owner's manual, Leaflet "USING THE UNIT SAFELY,” Drum key, Cable clip, Special connection cable, AC adaptor

**Options (sold separately)**

- Cymbal: OP-TD1C
- Kick: KD-9, KT-10
- Snare: PDX-8, PDX-6 *1
- Personal Drum Monitor: PM-03

*1 To upgrade TD-1K to the TD-1KV, V-Pad PDX-8 (sold separately) and Pad Mount MDH-12 (sold separately) are needed.

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.
USING THE UNIT SAFELY

Please read this in conjunction with the leaflet “USING THE UNIT SAFELY.”

WARNING

To completely turn off power to the unit, pull out the plug from the outlet

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord’s plug should be one that is within easy reach and readily accessible.

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 14).

Use only the supplied AC adaptor and the correct voltage

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 supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.

CAUTION

Take care so as not to get fingers pinched

When handling the following moving parts, take care so as not to get fingers, etc., pinched. An adult should always be in charge of handling these items.

• Pipes, arms, kick pedal, and hi-hat pedal (p. 4)

Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.

• Removable Parts
  • Screws (p. 4)
  • Cap of the special connection cable

IMPORTANT NOTES

Placement

• Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
  You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.

Maintenance

• 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.

• The pedals of this drum set are made of stainless steel. Depending on the conditions of use, the stainless steel may rust. If rusting occurs, use commercially available metal polish to remove it.

Repairs and Data

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

Additional Precautions

• Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you’ve stored in the unit.

• Roland assumes no liability concerning the restoration of any stored content that has been lost.

• 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 others nearby. 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.

• This instrument is designed to minimize the extraneous sounds produced when it’s played. However, since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow these sounds to become a nuisance others nearby.

• When you operate the kick pedal or hi-hat pedal, please be careful not to get your fingers pinched between the movable parts. In places where small children are present, make sure that an adult provides supervision and guidance.

• The rubber portion of the striking surface is treated with a preservative to maintain its performance. With the passage of time, this preservative may appear on the surface as a white stain, or reveal how the pads were struck during product testing. This does not affect the performance or functionality of the product, and you may continue using it with confidence.

• Continuous playing may cause dis-coloration of the pad, but this will not affect the Pad’s function.

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• It is forbidden by law to make an audio recording, video recording, copy or revision of a third party’s copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without the permission of the copyright owner.

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• Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.

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### Kit List

<table>
<thead>
<tr>
<th>#</th>
<th>Kit name</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Standard</td>
</tr>
<tr>
<td>2</td>
<td>Rock</td>
</tr>
<tr>
<td>3</td>
<td>Funk</td>
</tr>
<tr>
<td>4</td>
<td>Jazz</td>
</tr>
<tr>
<td>5</td>
<td>House</td>
</tr>
<tr>
<td>6</td>
<td>Fiber</td>
</tr>
<tr>
<td>7</td>
<td>Light</td>
</tr>
<tr>
<td>8</td>
<td>Coated</td>
</tr>
<tr>
<td>9</td>
<td>Heavy</td>
</tr>
<tr>
<td>10</td>
<td>Acoustic</td>
</tr>
<tr>
<td>11</td>
<td>Drum'nBass</td>
</tr>
<tr>
<td>12</td>
<td>TR-808</td>
</tr>
<tr>
<td>13</td>
<td>Electronic</td>
</tr>
<tr>
<td>14</td>
<td>Reggae</td>
</tr>
<tr>
<td>15</td>
<td>Percussion</td>
</tr>
</tbody>
</table>

### Song List

<table>
<thead>
<tr>
<th>#</th>
<th>Song name</th>
<th>Tempo</th>
<th>Recommended kit#</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rock 1</td>
<td>130</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>Rock 2</td>
<td>150</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>Pop 1</td>
<td>120</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Pop 2</td>
<td>75</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>Jazz Funk</td>
<td>128</td>
<td>1, 5, 10</td>
</tr>
<tr>
<td>6</td>
<td>Funk 1</td>
<td>118</td>
<td>3</td>
</tr>
<tr>
<td>7</td>
<td>Funk 2</td>
<td>110</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>Acid Jazz</td>
<td>96</td>
<td>1, 3</td>
</tr>
<tr>
<td>9</td>
<td>Metal 1</td>
<td>150</td>
<td>2</td>
</tr>
<tr>
<td>10</td>
<td>Metal 2</td>
<td>135</td>
<td>2</td>
</tr>
<tr>
<td>11</td>
<td>Metal 3</td>
<td>126</td>
<td>2</td>
</tr>
<tr>
<td>12</td>
<td>Pop 3</td>
<td>90</td>
<td>1</td>
</tr>
<tr>
<td>13</td>
<td>Jazz 1</td>
<td>186</td>
<td>4</td>
</tr>
<tr>
<td>14</td>
<td>Jazz 2</td>
<td>180</td>
<td>4</td>
</tr>
<tr>
<td>15</td>
<td>Pop Ballad</td>
<td>84</td>
<td>1</td>
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</tbody>
</table>