V-Drums

TD-30

DRUM SOUND MODULE

Owner's Manual

Roland

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Unplug this apparatus during lightning storms or when unused for long periods of time.
13. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

TD-30

DRUM SOUND MODULE

Owner's Manual

How to obtain a PDF of the owner's manual

PDF files of the owner's manual and supplementary material for this product can be obtained from the Roland website.
- •TD-30 Owner's Manual (this document)
- •Data List (such as the preset drum kit list, drum instruments list, and the preset pattern list)

Data List is not included with the product; you may download them as necessary.

Visit the following URL, choose "owner's manuals," and search for the model name "TD-30."

http://www.roland.com/support/en/

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (p. 2), "USING THE UNIT SAFELY" (p. 4), and "IMPORTANT NOTES" (p. 6). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's Manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠ WARNING and ⚠ CAUTION Notices

⚠ **WARNING**	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ **CAUTION**	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 to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	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 power-cord plug must be unplugged from the outlet.

--------------------------------- **ALWAYS OBSERVE THE FOLLOWING** ---------------------------------

⚠ WARNING

Make sure that the power cord is grounded

Connect mains plug of this model to a mains socket outlet with a protective earthing connection.

Do not disassemble or modify by yourself

Do not open or perform any internal modifications on the unit.

Do not repair or replace parts by yourself

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.

Do not use or store in the following types of locations

* 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

* Exposed to steam or smoke; or are

* Subject to salt exposure; or are

* Humid; or are

* Exposed to rain; or are

* Dusty or sandy; or are

* Subject to high levels of vibration and shakiness.

⚠ WARNING

Do not place in an unstable location

Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.

Use only the included power cord

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

Connect the power cord to an outlet of the correct voltage

The unit should be connected to a power supply only of the type described in the operating instructions, or as marked on the bottom of unit.

Do not bend the power cord or place heavy objects on it

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!

Avoid extended use at high volume

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.

⚠ WARNING

Don't allow foreign objects or liquids to enter unit; never place containers with liquid on unit

Do not place containers containing liquid on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

Turn off the unit if an abnormality or malfunction occurs

Immediately turn the unit off, remove the power cord 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 power-supply cord or the plug has been damaged; or

* If smoke or unusual odor occurs; or

* 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.

Adults must provide supervision in places where children are present

When using the unit in locations where children are present, be careful so no mishandling of the unit can take place. An adult should always be on hand to provide supervision and guidance.

⚠ WARNING

Do not drop or subject to strong impact

Protect the unit from strong impact.

(Do not drop it!)

Do not share an outlet with an unreasonable number of other devices

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.

Do not use overseas

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.

Do not use a CD-ROM in an audio CD player or DVD player

DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.

⚠ CAUTION

Place in a well ventilated location

The unit should be located so that its location or position does not interfere with its proper ventilation.

Grasp the plug when connecting or disconnecting the power cord

Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.

Periodically clean the power cord's plug

At regular intervals, you should unplug the power plug 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.

Manage cables for safety

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.

Avoid climbing on top of the unit, or placing heavy objects on it

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

Do not connect or disconnect the power cord with wet hands

Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

Disconnect everything before moving the unit

Before moving the unit, disconnect the power plug from the outlet, and pull out all cords from external devices.

Unplug the power cord from the outlet before cleaning

Before cleaning the unit, turn it off and unplug the power cord from the outlet (p. 25).

If there is a possibility of lightning strike, disconnect the power cord from the outlet

Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.

⚠ CAUTION

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. 36)

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IMPORTANT NOTES

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter or a motor (such as a refrigerator, washing machine, microwave oven, or air conditioner). Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

- To prevent malfunction and equipment failure, always make sure to turn off the power on all your equipment before you make any connections.

- Although the LCD and LEDs are switched off when the unit is turned off, this does not mean that the unit has been completely disconnected from the source of power. If you need to turn off the power completely, first turn off the unit's switch, then unplug the power cord from the power 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.

- With the factory settings, the TD-30 will automatically be switched off 4 hours after you stop playing or operating the unit. If you don't want the unit to turn off automatically, change the "AUTO OFF" setting to "OFF" as described on p. 124.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

- 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.

- 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.

- Do not put anything that contains water on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

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.

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up USB flash drives, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on USB flash drives.

- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or USB flash drives once it has been lost. Roland Corporation assumes no liability concerning such loss of data.

- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

- Never strike or apply strong pressure to the display.

- When disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

- A small amount of heat will radiate from the unit during normal operation.

- To avoid disturbing others nearby, 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.

- 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 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.

Using External Memories

• Carefully insert the USB flash drives all the way in—until it is firmly in place.
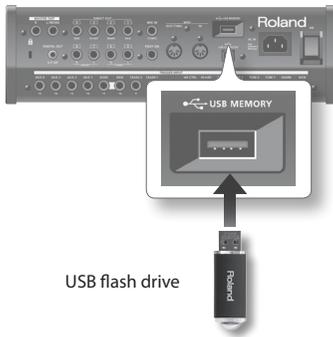
USB flash drive

• Never touch the terminals of the USB flash drives. Also, avoid getting the terminals dirty.

• USB flash drives are constructed using precision components; handle the memories carefully, paying particular note to the following.

  • To prevent damage to the memories from static electricity, be sure to discharge any static electricity from your own body before handling the memories.

  • Do not touch or allow metal to come into contact with the contact portion of the memories.

  • Do not bend, drop, or subject memories to strong shock or vibration.

  • Do not keep memories in direct sunlight, in closed vehicles, or other such locations.

  • Do not allow memories to become wet.

  • Do not disassemble or modify the memories.

Handling CDs

• Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.

Copyrights

• Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.

• Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

• The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.

• Purchasers of this product are permitted to utilize said content for the creating, performing, recording and distributing original musical works.

• Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

Licenses/Trademarks

• MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.

• MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.

• ASIO is a trademark of Steinberg Media Technologies GmbH.

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USB   L—MASTER OUT—R

SONG PLAYER
USB/PTN STOP PLAY TEMPO
REC   CLICK

Roland
DRUM SOUND MODULE TD-30   SuperNATURAL

VOLUME CONTROL
MIX IN   PHONES   MASTER

TRIGGER

CHAIN TRIGGER SETUP USB MEM   EXIT   F1   F2   F3   F4   F5   SHIFT
DEMO   COPY   LIST

TRIG SELECT
LOCK   RIM

GROUP FADERS
KICK SNARE TOMS HI-HAT CRASH RIDE AUX AMBIENCE

DRUM KIT
AMBIENCE MULTI EFFECTS MASTER COMP
FX SW

INST COMP/EQ MIXER
V-EDIT

1 ◄——► 15

PREVIEW

6
0
-6
-18
∞

FADER

KIT

−   +

AUX 1 AUX 2 AUX 3 AUX 4 CLICK PATTERN USB SONG

PHONES

MIDI VISUAL CONTROL

Main Features

The TD-30 is the most advanced drum & percussion sound module in the world.

Newly Developed V-Drums SuperNATURAL Sound Engine

Roland takes digital drums to a new height with the implementation of its exclusive SuperNATURAL concept. The best electronic drums in the world just got better.

Improved dynamics and sensitivity make every nuance of playing drums feel even more natural, no matter what your musical style might be.

Playing feel and sound

The TD-30 features vastly improved trigger response, dynamics, and positional sensing. The result is an even more obvious and natural reaction between the player and the sound.

Snare drum

A smoother transition in sound reaction between head shots and rim shots. The snare drum perfectly responds to exactly how and where the drummer plays. The dynamics, positional sensing, and even the transition between full and shallow rim shots has become smoother.

Crash cymbals

Be it delicate playing, swell rolls, or powerful crash shots, the contrasts in dynamic sound reactions are more discernable than ever.

Ride cymbal

Enhanced dynamics and positional sensing make for a wonderfully natural feel and sound variations, be it up-tempo jazz playing or straight-on rock.

Smooth response for cymbal edge rolls

Snare roll/playing position
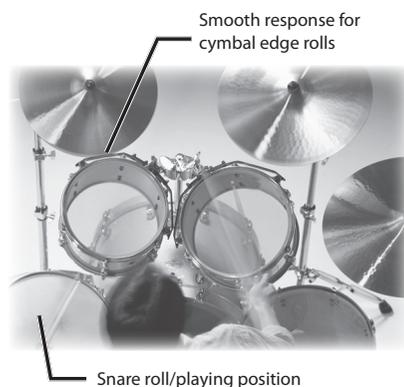
Drum sound reaction

When playing fast open rolls, flams, or ghost-style, single handed buzz rolls, the sound remains continuous in-between each hit. And press/closed rolls sound even smoother with the snare buzz resonance reacting in a natural way.
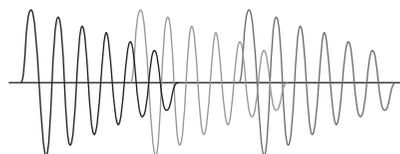
Hi-hat control

When playing the hi-hat from a fully open position and slowly closing it, a perfectly smooth transition in sound is achieved. Playing in the half-open position or even in a slightly open position, the sound remains constant. And the foot-closed sounds and foot splashes are easier to control.

The new V-Hi-Hat VH-13 features an improved motion sensor. Combined with advances in trigger technology, the VH-13 provides an even more natural response.

What are SuperNATURAL Tones?

Taking advantage of Behavior Modeling Technology, SuperNATURAL is Roland's exclusive sound set that achieves a new level of realism and expression that were difficult to realize with previous sound generators.

SuperNATURAL

Behavior Modeling Technology

Not only physical modeling of the instruments, Roland takes it a step further by modeling the instrument's distinctive behavior that responds to how the performer plays, resulting in true-to-life, expressive sounds in realtime.

Ambience section

How the drummer hears himself and how the drum sounds are heard within the music have been given priority, and by taking advantage of enhanced DSP power, a new ambience section has been created. On the front panel of the TD-30 there is a dedicated fader for the overall ambience balance.

Overhead mic

For recording drums in the studio, placement of the overhead mics is a must to guarantee a natural presence and brightness in the sound.

Room ambience

You can adjust the room size and the room mic position within a choice of room types that include a concert hall, studio, club, arena, etc.

Reverb

A customized reverb has been specially created for the snare, kick, and toms, helping them to musically blend together inside the music in an even more natural way.

Sound Creation Possibilities

Wide variety of sounds

The wide range of preset drum kits is perfect for all styles of music, whether it be rock, jazz, hip-hop, or dance. Priority has been placed on developing sounds that are perfectly adaptable for use in the recording studio environment or on stage.

With over 1,000 onboard sounds, whether they are acoustic drums—kicks, snares, cymbals and percussion—or electronic drums and special effects sounds, the V-Edit possibilities combined with the powerful onboard effects make it easy to create a unique and personalized kit for any musical style.
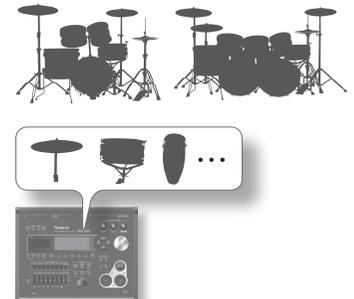
Recording studio applications

The TD-30 offers sound creation potential for all aspects of drumming performance.

You can choose from a wide selection of snare drums, change the head type and tuning, move individual microphone positions, customize the shape of the room the drums are in, and adjust both the overhead mic and room mic positions. Enhance your sound with the effects and create the perfect audio balance with the individual kit mixer—all within the TD-30!

Powerful onboard effects

Each pad can have its own compressor and 3-band graphic EQ, just like in a recording studio. New multi-effects include insertion effects like the saturator or a flanger. And, as in the studio, the final sonic touches can be realized with a powerful stereo compressor and a 4-band master EQ.

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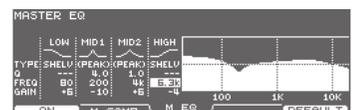
Convenient Functions

USB flash drive

Song player function

Audio files (WAV, MP3) can be played back from a USB flash drive.

You can perform along with the audio file playback, or use it as a backing track for your performance.

Backup function

All of the TD-30's settings, including the 100 drum kits, can be backed up (saved) to a USB flash drive in a single operation (up to maximum of 99 backups). You can also save drum kits individually (up to maximum of 999 kits) (p. 108).

Backup data created by the TD-20 and the TD-20X can also be imported into the TD-30 and used (p. 110).

Kit selection function

The kits saved on a USB flash drive and the TD-30's preset kits can be played without having to copy them to a user memory drum kit (p. 123).

USB Audio/MIDI support

You can connect the TD-30 to your computer and use your sequencer software (DAW) to record the TD-30's performance as audio or as MIDI (p. 140).

Overview of the TD-30

How the Sound Generator is Organized

Broadly speaking, the TD-30 consists of a controller section, sound generator section, and sequencer section.
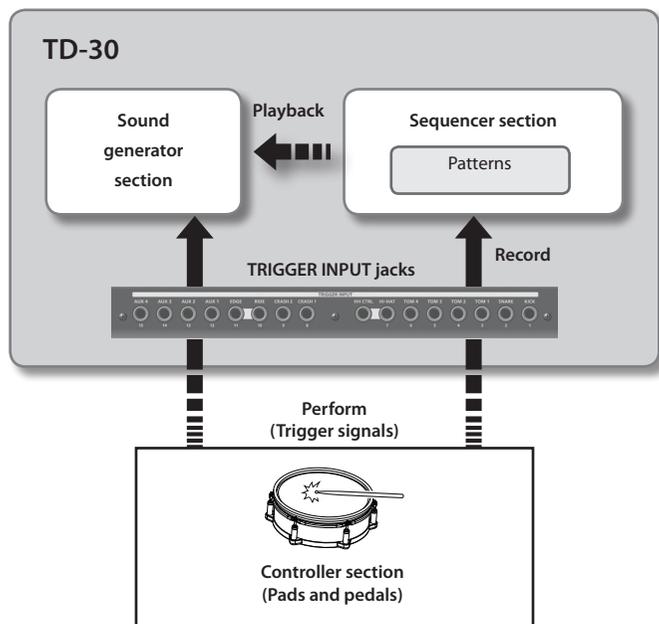
Controller section

The pads and pedals on which you perform are called controllers.

When a pad is struck it outputs a "trigger signal."

That signal is input to a TRIGGER INPUT jack on the rear panel of the TD-30, and is received by the sound generator section.

Sound generator section

This section produces the sound.

It receives trigger signals from the controllers, the onboard sequencer or an external MIDI device, and plays the instruments accordingly.

Sequencer section

This section can record what you play on the TD-30, and then be used to play that performance back. It can transmit MIDI messages from the MIDI OUT or USB Computer port connectors to control an external MIDI device.

About Memory

"Memory" is the area in which settings such as kits and patterns are stored.

TD-30

Preset memory		User memory		USB flash drive
Drum kits Drum kit chains Preset patterns Percussion sets Trigger settings	**COPY** →	Drum kits Drum kit chains User patterns Percussion sets Trigger settings Setup	**LOAD** ← **SAVE** →	Backup Drum kit Patterns
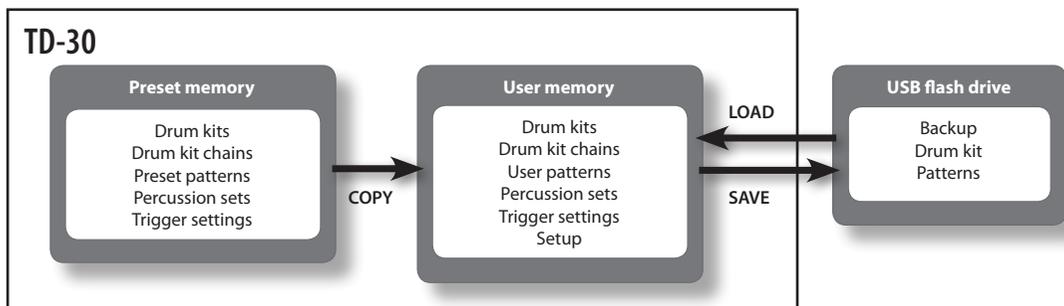
Preset memory

The factory settings are stored in preset memory.

You can copy preset memory data to user memory, and then edit it as desired.

The following settings are saved in preset memory.

- Drum kits (p. 46)
- Drum kit chains (p. 51)
- Preset patterns (p. 89)
- Percussion sets (p. 93)
- Trigger settings (p. 126)

User memory

This area stores your edits and performance settings.

Data from USB memory or preset memory can also be loaded or copied into this area.

The following settings are saved in user memory.

- Drum kits (p. 46)
- Drum kit chains (p. 51)
- User patterns (p. 89)
- Percussion sets (p. 93)
- Trigger settings (p. 126)
- Setup (p. 114)

USB flash drive

Up to 99 sets of data, with each set containing all settings saved in user memory, can be saved (backed up) to a USB flash drive (sold separately).

In addition to these backups, 999 drum kits and 999 patterns can also be saved to USB flash drive.

This data can be loaded or copied into the user memory, and edited.

For details, refer to "Backing Up the Settings" (p. 108)

Drum Kit

A "drum kit" contains all the sounds assigned to the pads, the settings for each pad, effects, ambience, and all other settings for the entire kit.

When the TD-30 is shipped, it contains 100 drum kits.

Drum kit 100

Drum kit 1

Pad settings

KICK	SNARE	TOM 1	TOM 2	TOM 3
Head 1	Head 2	Head 3	Head 4	Head 5
Rim 1	Rim 2	Rim 3	Rim 4	Rim 5

TOM 4	HI-HAT	CRASH 1	CRASH 2	RIDE
Head 6	Head 7	Head 8	Head 9	Head 10
Rim 6	Rim 8	Rim 8	Rim 9	Rim 10

Instrument settings
Mixer settings
Compressor settings
Equalizer settings

EDGE	AUX 1	AUX 2	AUX 3	AUX 4
Head 11	Head 12	Head 13	Head 14	Head 15
Rim 11	Rim 12	Rim 13	Rim 14	Rim 15

Ambience settings   **Multi-effects settings**

Settings affecting the entire Drum kit

MEMO

When you edit a drum kit, the edited settings are saved automatically.

If you want to return the drum kit settings to their factory-set state, you can either use the Copy function to copy a drum kit from preset memory (p. 49) or perform a Factory Reset (p. 122).

Instruments

Each sound such as a snare drum or kick drum is called an "instrument."

An instrument is assigned to the "head" and/or the "rim" of the connected pads.

You can create your desired sound by editing each instrument's. Using "V-EDIT" you can change the material or depth of the drum, add sounds to the hi-hat, snare pad and snare rim. For more about "V-EDIT" refer to "What is V-EDIT?" (p. 56).

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Effects

The sound can be processed or enhanced in many ways by applying "effects."

The TD-30 provides the following effects; some can be applied to individual pads, while others apply to the entire drum kit.

PAD COMPRESSOR/PAD EQ

A "compressor" is an effect that reduces volume peaks, by modifying the attack and release of the sound.

An "equalizer" lets you adjust specific separate frequency ranges such as high, mid, and low.

The pad compressor and pad EQ effects can be applied individually to each pad.

AMBIENCE SECTION

Ambience is an effect that simulates the acoustics of the location in which you're performing. Parameters available include adjusting the overhead mic position, the shape and size of the room, the wall material and reverb. Each pad has its own ambience send level and each kit has its own ambience settings.

MULTI EFFECTS

The "multi-effect" lets you choose one of 21 different effects on a per-kit basis. Each pad has its own effect-send level.

MASTER COMPRESSOR/MASTER EQ

The compressor and equalizer can be used on a per-kit basis, or in a global way for the whole TD-30. (This means those settings will apply to all kits.)

Sequencer

A "sequencer" records or plays back the MIDI information that is input to it, be it the on-board sequencer in the TD-30 or computer software.

The TD-30's sequencer lets you record and/or playback "patterns."

Patterns/part

A "pattern" consists of the performance data for the six "parts" in the TD-30; drum kit, melody, bass, backing 1, backing 2, and percussion.

Use patterns to create the backing track of a song for practice purposes, or you can assign them to be triggered from the pads of the TD-30 for performance aspects.

There are already preset patterns on-board the TD-30. To record a pattern, you'll use "realtime recording"—as you play on the pads or with a connected external MIDI keyboard.
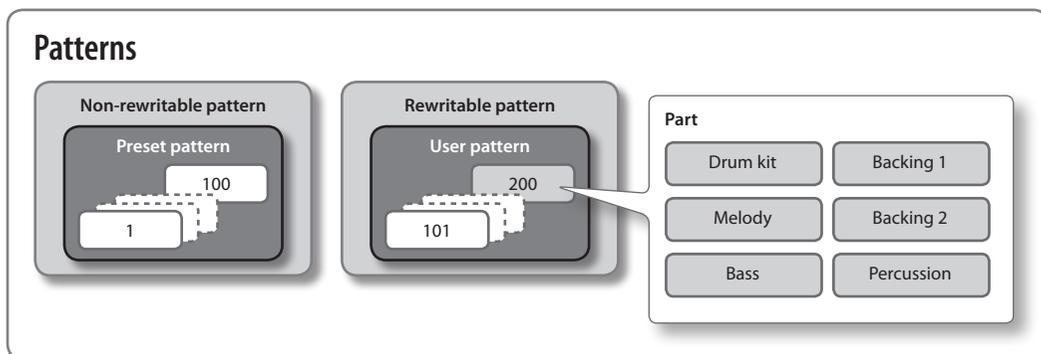
Various Performance Techniques

Here we explain the techniques that you can use to play the pads, cymbals, and hi-hat that are connected to the TD-30.

MEMO

- Some pads do not support the performance techniques described below (such as detecting the strike location). For details on the techniques supported by each pad, refer to "Selecting the Pad Type (BANK)" (p. 126).
- The available performance techniques will depend on the trigger input. Positional sensing will also depend on the trigger input.
  For details on the performance techniques and striking points supported by each trigger input, refer to "Trigger Inputs and Playing Methods Corresponding Chart" (p. 127).

Pad

Playing method		Explanation
Head shot	Tone changes depending on strike point	Hit only the head of the pad. For a snare drum, the tone will change naturally as you move the strike location from the center of the head toward the rim.
Rim shot		Strike the head and the rim of the pad simultaneously. A sound (rim sound) different than the head shot will be heard.
Cross stick	Do not place your hand on the head	Only strike the rim of the pad. Depending on the instrument assigned to the rim you can play rim shots and/or cross stick sounds. * For some snare sounds, the sounds cannot be differentiated in this way. * To play the cross stick, be sure that you only strike the rim of the pad. Placing your hand on the head of the pad might prevent the cross stick sound from being played properly.
Playing with brushes		With the TD-30, you can "swish" or "sweep" using brushes with the mesh head pad connected to TRIGGER INPUT 2 (SNARE). When playing with brushes, choose the "SNARE BRUSH" instrument group (p. 54), and turn the Brush Switch "ON" (p. 48). * Use nylon brushes. The tips of metal brushes will catch in the mesh, damaging the pad.
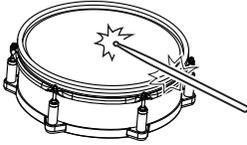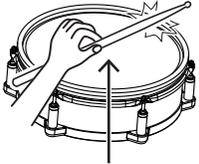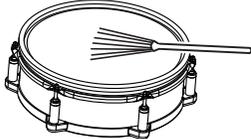
Change the nuance of the rim shot

With certain snare and tom sounds, slight changes in the way you play rim shots changes the nuance.

Playing method		Explanation
Normal rim shot (Open rim shot)		Strike the head and rim simultaneously.
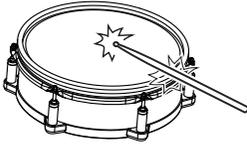
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Playing method	Explanation	
Shallow rim shot		Simultaneously strike the head near the rim and the rim itself.
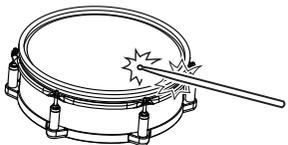
Hi-Hat

Playing method	Explanation	
Open/closed		The hi-hat tone changes smoothly and continuously from open to closed in response to how far the pedal is pressed. You can also play the foot closed sound (playing the hi-hat with the pedal completely pressed down) and foot splash sound (playing the hi-hat with the pedal fully pressed and then instantly opening it).
Pressure (VH-13/VH-12)		When you strike the hi-hat while pressing on the pedal with the hi-hat closed, you can then change the closed tone in response to the pressure you place on the pedal. * The VH-11 and FD-8 do not respond to pressure.
Bow shot		This playing method involves striking the middle area of the top hi-hat. It corresponds to the sound of the "head-side" of the connected trigger input.
Edge shot	 Edge sensor	This playing method involves striking the edge of the top hi-hat with the shoulder of the stick. When played as shown in the figure, the "rim-side" sound of the connected trigger input is triggered. * Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound. Strike as shown in the illustration.
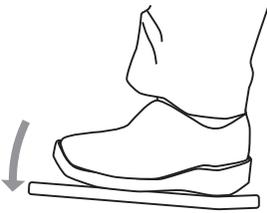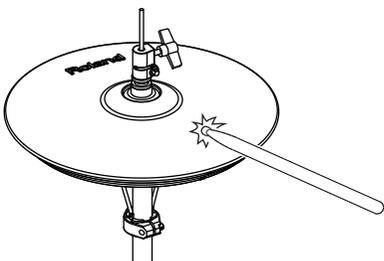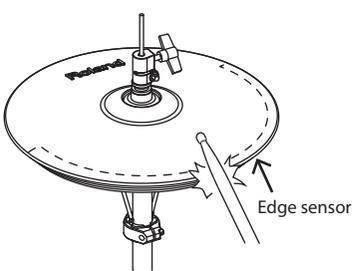
* Do not strike the bottom of the top hi-hat, and do not strike the bottom hi-hat. Doing so will cause malfunctions.

Cymbal

Playing method	Explanation
Bow shot	Nuance changes depending on the strike location This is the most common playing method, playing the middle area of the cymbal. It corresponds to the sound of the "head-side" of the connected trigger input.
Edge shot	Edge sensor This playing method involves striking the edge with the shoulder of the stick. When played as shown in the figure, the "rim-side" sound of the connected input is triggered.
Bell shot	 A CY-15R used as a ride cymbal will play the rim sound of the connected trigger input when you strike the bell area shown in the illustration. Strike the bell somewhat strongly with the shoulder of the stick. * On the CY-14C and CY-12C, bell shots are not supported
Choke play	Edge sensor Roland logo Choking (pinching) the cymbal's edge with the hand immediately after hitting the cymbal makes the sound stop. Choke the location of the edge sensor shown in the figure. If you choke an area where there is no sensor, the sound does not stop.
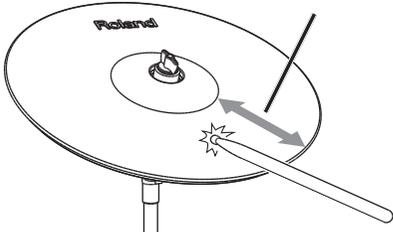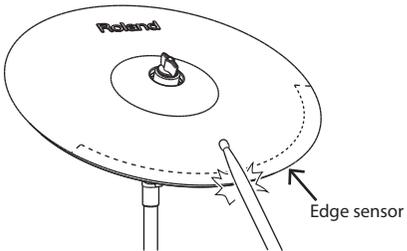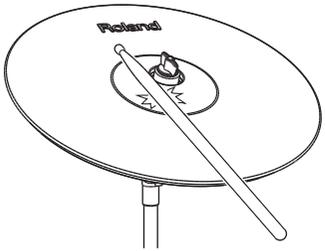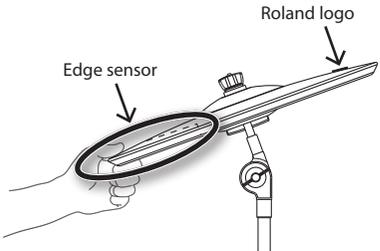
Panel Descriptions

Top Panel

Number	Name		Explanation	Page
1	**SONG PLAYER**			
		[USB/PTN] button	Selects the audio file or pattern to play.	p.86,p.89
		[STOP] button	Stops playback of the audio file or pattern.	p.86,p.89
		[PLAY] button	Starts playback of the audio file or pattern.	p.86,p.89
		[TEMPO] button	Sounds a click, or lets you make settings for the tempo and click.	p. 81
2	**TRIGGER level indicator**		This lights up and moves each time a trigger signal is received from a pad. It monitors the pad connection and is helpful when customizing trigger parameters.	–
	Number display		Displays the kit number (currently selected drum kit).	–
	Display		During normal performance, you see the kit name and other information. When editing, relative graphics and text will appear depending on the edit mode you are in.	p. 30
3	**[CHAIN] button**		A drum kit chain allows you to set up a customized order for playing your kits.	p. 51
	[TRIGGER] button		For access to trigger parameters.	p. 126
	[SETUP] button		For access to functions that affect the TD-30 globally, such as MIDI parameters or Output Assign function etc.	p. 114
	[USB MEM] button		Performs operations related to USB memory, such as saving or loading data.	p. 108
			By pressing the [USB MEM] button while holding down the [SHIFT] button, you can copy settings such as drum kits or instruments (p. 49, p. 63).	
	[EXIT] button		Press this to return to the previous screen. Repeated pressing takes you back to the DRUM KIT screen.	p. 27

Number	Name	Explanation	Page
4	**GROUP FADERS**		
	Faders	These faders adjust the volume of the kick, snare, hi-hat, other percussion instruments, backing instrument sounds, click, and ambience.	p. 28
	[FADER] button	Selects the sources whose volume will be adjusted by the faders.	p. 28
5	**PHONES jack**	A pair of stereo headphones can be connected to this jack.	–
		Sound will still be output from each output jacks even if headphones are connected.	
6	**DRUM KIT**		
	[AMBIENCE] button	Specifies the size and acoustic character of the room in which you're playing the drums.	p. 69
	[MULTI EFFECTS] button	Applies effects such as adding depth or spaciousness to the sound, or shifting the pitch.	p. 71
	[MASTER COMP] button	Adjusts the overall sound of the drums.	p. 78
		By pressing the [MASTER COMP] button while holding down the [SHIFT] button, you can turn each effect on/off (p. 67).	
	[INST] button	Allows you to make settings for instruments.	p. 54
	[COMP/EQ] button	Adjusts the volume change and tonal character of each pad.	p. 68
	[MIXER] button	Adjusts the volume and pan of each pad.	p. 65
	[KIT] button	Accesses the DRUM KIT screen.	p. 46
7	**[F1]–[F5] buttons (Function buttons)**	These buttons change their function depending on the contents of the display.	p. 26
		The lower part of the display will indicate the function of each button.	
8	**[–] [+] buttons**	These buttons are used to switch drum kits or to change values when editing.	p. 26
		The [+] button increases the value, and the [–] button decreases it.	
9	**[PREVIEW] button**	This velocity sensitive button allows you to audition an instrument after you have chosen it with the TRIG SELECT buttons or after you have played a pad/pedal.	p. 28
10	**TRIG SELECT**		
	[LOCK] button	If you press the [LOCK] button so its indicator is lit, the pad for which settings are being made will remain selected even if you strike a pad.	p. 55
	[RIM] button	When using a pad that supports a rim, allows you to select either the head or the rim for editing.	p. 55
	[1], [15] buttons	Use the [1] and [15] buttons to select the trigger number (pad) you want to access.	p. 55
11	**[SHIFT] button**	Used in combination with other buttons. How this functions is explained in respective parts of this manual.	–
12	**Dial**	This dial functions like the [+] and [–] buttons. Use it to scroll quickly or make large changes in edited values.	p. 26
13	**Cursor buttons [◄] [►] [▲] [▼]**	Move the cursor.	p. 26
14	**VOLUME CONTROL**		
	[MIX IN] knob	Adjusts the level of the audio source connected to the MIX IN jack.	p. 24
	[PHONES] knob	Adjusts the headphone volume.	p. 39
		Sound will still be output from each output jacks even if headphones are connected.	
	[MASTER] knob	Adjusts the volume of the MASTER OUT jacks.	p. 39

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Rear Panel (Connecting Your Equipment)

NOTE

- To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the unit on all devices before making any connections.
- When connection cables with resistors are used, the volume level of equipment connected to the inputs (MIX IN jack) may be low. If this happens, use connection cables that do not contain resistors.

DIRECT OUT jacks (unbalanced)

Connect jacks these to your mixer.

You can make settings in [SETUP] button to specify which of the DIRECT OUT 1–8 jacks each instrument will be sent from (p. 115).

MEMO

For examples of output settings and connections, refer to "Output Destination Setting Examples" (p. 116).

MIX IN jack (stereo)

This jack can be used to connect a digital audio player, or as the monitor input for a live performance.

The output destination of the sound being input here can be assigned to the MASTER OUT jacks, the PHONES jack, or the DIRECT OUT 5–8 jacks (p. 115).

FOOT SW jack

A footswitch (separately sold: FS-5U, FS-6) can be connected here to control various things (p. 117).

MASTER OUT jacks (unbalanced)

These jacks output the sound. Connect them to your amplified speakers or your recording equipment.

If you're outputting in monaural, connect only the L/MONO jack.

Security slot (🔒)

http://www.kensington.com/

DIGITAL OUT jack (coaxial type)

You can connect this to speakers or other equipment that has a digital input.

This jack outputs the same audio signal as is output from the MASTER OUT jacks.

Provides output of a 44.1 kHz, 24-bit version of the audio signal.

* Use a coaxial cable to make connections. Optical cables cannot be used.

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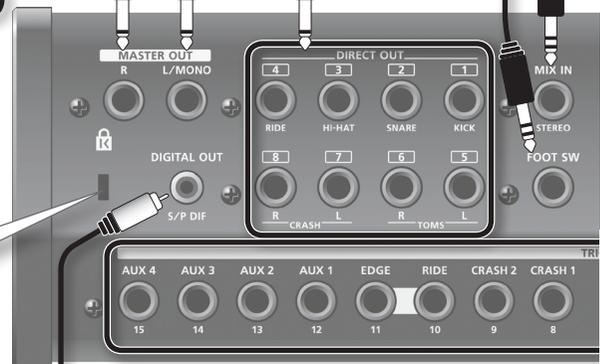
USB MEMORY port

You can connect a USB flash drive (separately sold) here (p.85). You can play back audio files from it (p. 86), or save the TD-30's settings to the USB flash drive (p. 108).

USB COMPUTER port

Use a USB cable to connect the TD-30 to your computer (p. 140).

You can use your computer's sequencer software (DAW) to record the TD-30's performance as audio or as MIDI.

MIDI connectors

Use these connectors to connect MIDI equipment (p. 141).

AC IN jack

Connect the included AC power cable to this inlet.

[ON] switch

This switch turns the unit on/off (p. 39).
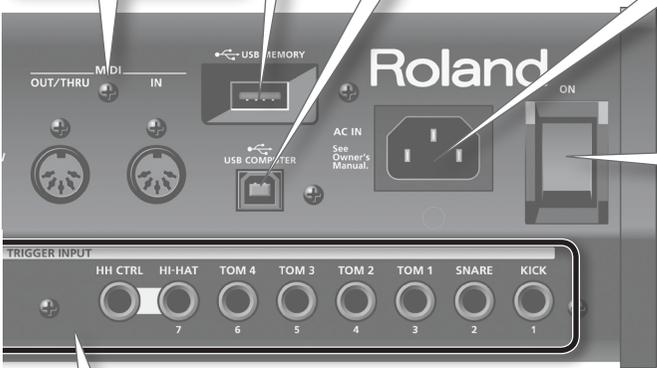
TRIGGER INPUT jacks

Connect your pads, cymbals, hi-hat, and kick etc. to these jacks (p. 37).

* Use a stereo cable (1/4-inch TRS phone type) if you're connecting a dual-trigger type pad.

Basic Operation

Changing a Value

Saving your settings

Since the TD-30 automatically saves settings as you edit them, you don't need to perform any specific operation to save the changes you make.

Settings are also saved when you turn off the unit. Be sure to use the correct procedure when turning off the unit.

Moving the cursor (cursor buttons)
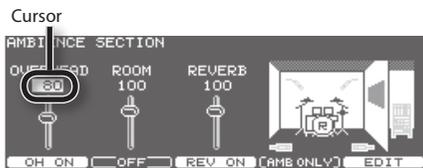
Cursor

Cursor refers to the highlighted characters indicating an on screen parameter that can be set. When there is more than one possibility within the screen, use the cursor buttons to move it.

Changing data values ([−] [+] buttons/dial)

The [−] and [+] buttons and the dial are both used to change the values of settings.
Both methods have advantages.

[−] [+] buttons

- Each time the [+] button is pressed, the value increases. Each time the [−] button is pressed, the value decreases. This is convenient for fine adjustments.

- When making an on/off setting, the [+] button will turn the setting on and the [−] button will turn it off.

- If you hold down the [+] button and press the [−] button, the value will increase rapidly. If you hold down the [−] button and press the [+] button, the value will decrease rapidly.

- If you hold down the [SHIFT] button and press the [−] or [+] button, the value will change even more rapidly.
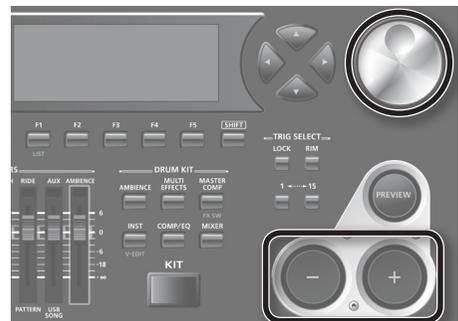
Dial

This allows you to make large changes in the value by a single operation, so it's convenient when editing a parameter that has a large range of values.

The value will change in larger steps if you turn the dial while holding down the [SHIFT] button.

Selecting a function to edit (function buttons)

The [F1]–[F5] buttons are called "function buttons." The bottom part of the display will show the names of the functions available for the [F1]–[F5] buttons. For example, if this owner's manual makes reference to the [F2] (EDIT) button, press [F2] button (in this case, "EDIT" is displayed above the [F2] button).

Returning to the previous screen ([EXIT] button)

Press the [EXIT] button to return to the previous screen, for example after you've edited a setting.

Choosing a Pad to Edit

About the upper right display screen indications

In screens that allow you to edit specific settings for each pad, the upper right of the display will show the trigger number and name of the TRIGGER INPUT jack to which the selected pad is connected.

The initial "H" or "R" indicates whether the settings are for the pad's head (HEAD) or rim (RIM). Pressing the [PREVIEW] button will play either the head or rim sound depending on whether "H" or "R" is displayed.

The editing screen for either the head or rim will appear in the position shown in the illustration. If the setting applies to both the head and the rim, both will appear.

Choosing by hitting a pad

To edit the settings for a pad, strike that pad to select it.

To select the rim of a pad, strike the rim.

MEMO

By pressing the [LOCK] button to make it light, you can prevent the pad you're editing from being switched (p. 55). This is convenient if you're playing a phrase while you edit.

Choosing with the TRIG SELECT buttons

You can use the TRIG SELECT buttons to select a pad/sound without needing to hit a pad and/or when a pad is not connected.

Pressing the [1] button will select the next lower-numbered trigger input. Pressing the [15] button will select the next higher numbered trigger input.

When using a dual trigger pad (with rim trigger) the [RIM] button selects whether you're making settings for the head or the rim of the selected pad.

When rim is selected, the [RIM] button will light.

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Auditioning the sound of a pad ([PREVIEW] button)

Press the [PREVIEW] button to hear the sound of the selected pad/sound using the TRIG SELECT buttons.

MEMO

- By holding down the [SHIFT] button and pressing [PREVIEW], you can also preview sounds such as the snare's outside edge, shallow rim shot, or closed hi-hat.
- You can make the sound play at a fixed volume regardless of the force with which you press the [PREVIEW] button (p. 120).

Using The Group Faders (GROUP FADERS/[FADER] button)

Use the GROUP FADERS faders to adjust the volume.

By pressing the [FADER] button, the function of the faders changes as shown in the chart below. An LED will light up at the upper and lower left of the faders, indicating which set of sounds is active.
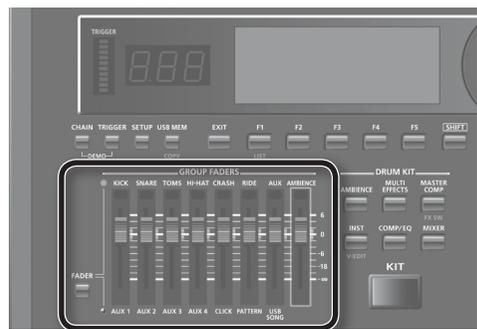
You can adjust the volume of following trigger inputs and the other kinds of volumes.

Upper indicator is lit	
Fader	**Explanation**
KICK	KICK
SNARE	SNARE
TOMS	TOM 1, TOM 2, TOM 3, TOM 4
HI-HAT	HI-HAT
CRASH	CRASH 1, CRASH 2
RIDE	RIDE, EDGE
AUX	All AUX
AMBIENCE	AMBIENCE

Lower indicator is lit	
Fader	**Explanation**
AUX 1	AUX 1
AUX 2	AUX 2
AUX 3	AUX 3
AUX 4	AUX 4
CLICK	Metronome click (p. 82)
PATTERN	Pattern (backing part and percussion part) (p. 89)
USB SONG	Audio file (p. 86)
AMBIENCE	AMBIENCE

MEMO

The GROUP FADERS adjust the overall balance of the TD-30.

By using the mixer (p. 65) you can adjust the volume balance of the pads for each kit. Mixer settings are saved individually for each kit.

Example: Adjusting the Snare Volume

1. **Press the [FADER] button so the upper indicator is lit.**

2. **Move the GROUP FADERS [SNARE] fader.**

The fader position shows the current snare volume.

* After switching with the [FADER] button, the values for the GROUP FADERS faders may not reflect the actual volume of the sound assigned to that fader. So after switching, be sure to move the faders a bit before making your setting.

Turning the Click On/Off

Hold down the [SHIFT] button and press the [TEMPO] button to turn the click on and off.

Changing the Tempo ([TEMPO] button)

To adjust the tempo of the sequencer and click, use the [–]
[+] buttons or the dial in the screen displayed by pressing the
[TEMPO] button.

Assigning a Name

On the TD-30 you can assign names to the following items.

- Drum kits
- Drum kit chains
- Percussion sets
- Patterns
- Backups
- Trigger banks

The procedure is the same, regardless of what you're naming.

Example: In the DRUM KIT NAME screen

1. **Assign a name to the drum kit.**

Button	Explanation
Cursor [◀] [▶] buttons	Move the cursor to the character that you want to change.
[–] [+] buttons	Change characters.
[F1] (INSERT) button	A blank space is inserted at the cursor position, and characters after this point are moved to the right one space.
[F2] (DELETE) button	Character at the cursor position is deleted, and characters after this point are moved to the left one space.
[F3] (SPACE) button	Character at the cursor position is replaced by a blank space.
[F4] (A ▶ a ▶ 0) button	Type of character at the cursor position changes between uppercase/lowercase alphabet, or numbers and symbols.

2. **Press the [EXIT] button to return to the previous screen.**

About the Screens

When you press the top panel buttons, a screen showing the corresponding functions or settings will appear.

* The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

Button	Screen	Page
[KIT] button	**DRUM KIT screen** This is the main screen used when performing. **DRUM KIT LIST screen** Here you can select a drum kit from a list (p. 46). **DRUM KIT FUNCTION screen** Here you can make settings for each drum kit (p. 47). **DRUM KIT NAME screen** Here you can edit the name of the drum kit (p. 48).	p. 46
[AMBIENCE] button	**AMBIENCE SECTION screen** Here you can apply an ambience effect.	p. 69
[MULTI EFFECTS] button	**MULTI EFFECTS screen** Here you can apply a multi-effect.	p. 71
[MASTER COMP] button	**MASTER COMPRESSOR screen** Here you can adjust the sonic character of the overall drum sound.	p. 78

Button	Screen	Page
[SHIFT] button + **[MASTER COMP] button**	**EFFECTS SWITCH screen** Here you can turn the effects on/off. 	p. 67
[INST] button	**INST screen** Here you can assign the instruments. 	p. 54
[SHIFT] button + **[INST] button**	**INST EDIT screen** Here you can edit the instruments. 	p. 56
[COMP/EQ] button	**PAD COMPRESSOR screen / PAD EQ screen** Here you can adjust the sonic character of each pad. 	p. 68
[MIXER] button	**Mixer screen** Here you can adjust the volume and pan of each pad. 	p. 65
[CHAIN] button	**DRUM KIT CHAIN screen** Here you can make settings for the drum kit chain function. 	p. 51
[TRIGGER] button	**Trigger screen** Here you can make settings for the trigger parameters. 	p. 126
[CHAIN] button + **[TRIGGER] button**	**DEMONSTRATION screen** Here you can listen to demo songs. 	p. 42
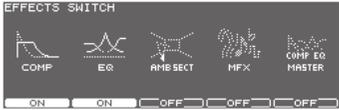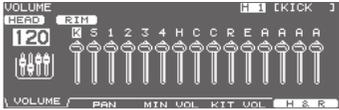
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Button	Screen	Page
[SETUP] button	**Setup screen** Here you can make settings that apply to the entire TD-30. 	p. 114
[USB MEM] button	**USB memory screen** Here you can perform operations related to USB memory. 	p. 108
[SHIFT] button **+** **[USB MEM] button**	**Copy screen** Here you can copy settings such as drum kits and instruments. 	–
[USB/PTN] button	**USB SONG screen** Here you can play back audio files saved in USB memory. **PATTERN screen** Here you can play back or edit patterns. 	p. 86 p. 90
[TEMPO] button	**TEMPO screen** Here you can specify the tempo. 	p. 81
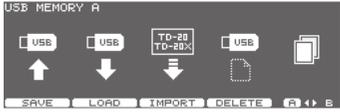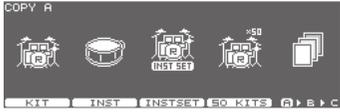
Purpose-Oriented Index

This index lists the principal settings and functions you'll use the TD-30.

Purpose	Explanation	Page
Auditioning the sound of a drum kit	You can audition the currently selected drum kit by using a phrase to play its sounds. For convenient auditioning, the TD-30 provides various drum and backing phrases ("preset patterns"). Select a drum kit, and then play the patterns to hear its sounds. **MEMO** You can use the GROUP FADERS to adjust the volume balance and the amount of ambience (p. 28).	p. 89
Recalling drum kits in a specified order (Drum kit chain)	By specifying the desired drum kit for each step of a 32-step chain, you can specify the order in which you want drum kits to be recalled. This function is called "drum kit chain." This is convenient for a live performance, since it provides an easy way for you to specify and then recall drum kits in the order you need to use them.	p. 51
Returning all settings to their factory-set state (Factory reset)	If desired, you can return the drum kits and all other settings to their factory-set state.	p. 122
Returning an individual kit to its factory setting	An individual drum kit whose instrument or effect settings you've edited can be returned to the factory-set state by using the Copy function. Select "PRESET" as the copy-source, and then select the drum kit whose settings you want to return to the factory-set state.	p. 49
Playing a pattern by striking a pad (Pad pattern function)	You can start playback of a specified pattern by striking a pad.	p. 60
Switching drum kits by striking a pad (Pad switch function)	Pads connected to TRIGGER INPUT jacks 14/AUX 3 and 15/AUX 4 can be used to switch drum kits or patterns.	p. 118
Using cross-stick techniques	For each drum kit, you can specify whether cross-stick techniques can or cannot be used.	p. 49
Copying settings	The following settings can be copied from user memory, preset memory, or a backup saved on a USB flash drive. • Drum kit (p. 49) • Instrument (p. 63) • Mixer (VOLUME and PAN only) (p. 66) • Effect (AMBIENCE SECTION and MULTI EFFECTS only) (p. 79) • Trigger bank (p. 137) • Drum kit chain (p. 49)	–
Settings for an added pad (Trigger parameters)	You'll need to make trigger settings if you connect an additional pad to the TD-30. Specify the model (trigger type) of the pad you've connected.	p. 126
Specifying a sound's output destination (Output assign)	You can specify the output jack from which the sound of each pad will be output. This is called the "Output assign" function. You can also specify that only the ambience component will be output from the MASTER OUT jacks.	p. 115
Using drum kits from a USB flash drive (Kit Selection)	The TD-30's preset drum kits or drum kits backed up to a USB flash drive can be played without having to load them. This is called the "Kit selection" function. This is a convenient way to perform without rewriting the contents of user memory. If desired, you can also copy this data to a drum kit in user memory.	p. 123
Playing back audio files from a USB flash drive	You can play back audio files that you've saved on a USB flash drive. This is convenient when you want to play along with a song.	p. 86

MEMO

Setup
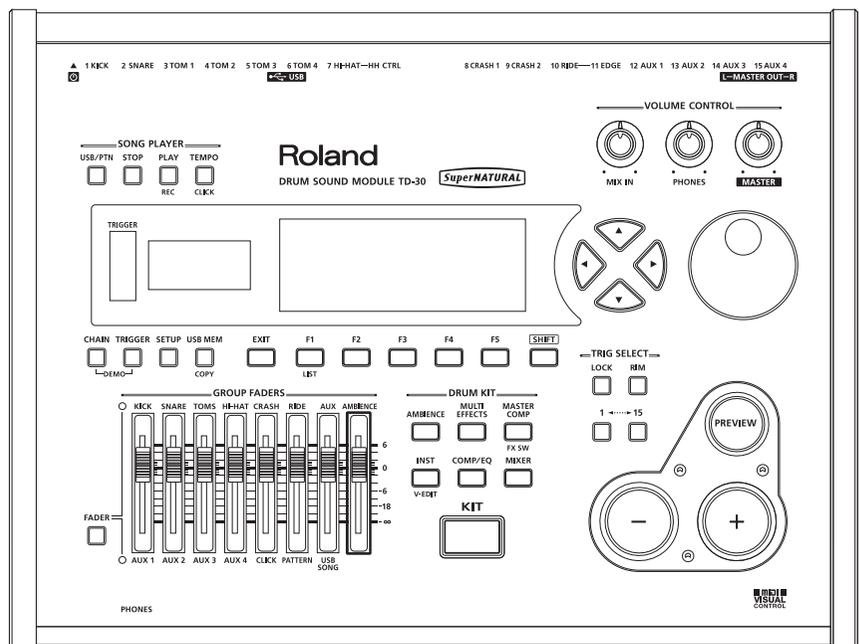
Mounting the TD-30 on the Stand

Here's how to attach the TD-30 to a drum stand (separately sold: MDS series).

NOTE

When turning the unit upside down, position stacks of magazines (or other materials) under the unit in such a way that they will support its four corners, thus preventing damage to the buttons, knobs, etc. Also, be sure to handle the unit with care so as to avoid dropping it, or allowing it to fall or tip over.

1. **Attach the sound module mounting plate (included with the sold separately drum stand) to the TD-30.**

    * ONLY use the screws on the bottom panel of the TD-30. Other screws may damage the unit.

Wide

Narrow

Sound module mounting plate
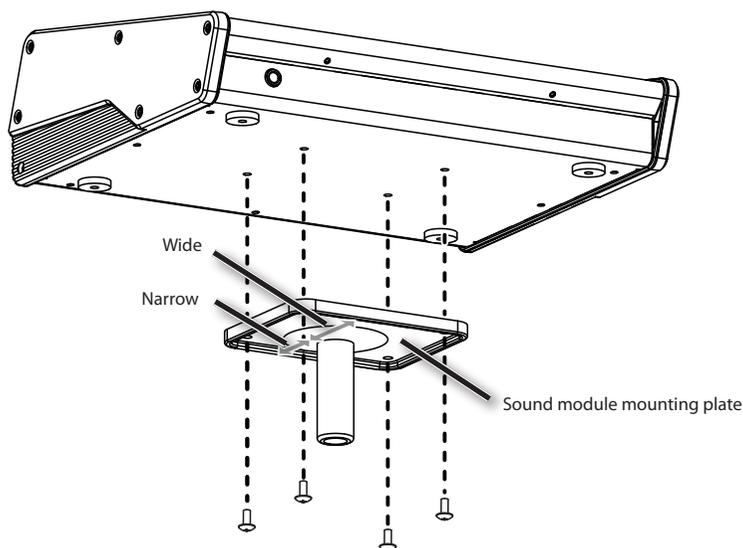
2. **Mount the TD-30 and sound module mounting plate to the drum stand (sold separately: MDS series).**

See the owner's manual for the stand for details on assembling the drum stand and mounting the TD-30.

MEMO

The All Purpose Clamp (sold separately: APC-33) can be attached to a pipe of 10.5–28.6 mm radius in case you want to mount the TD-30 on a cymbal stand or other such stand.

Connecting the Pads

Using the provided cables, connect the pads, cymbals, hi-hat, and kick trigger.

MEMO

When mounting a TD-30 on an MDS-25 or an MDS-12V drum stand, use the built-in connection cables.

Set up example

Connect the various pads to the TD-30's TRIGGER INPUT jacks.

The names of the corresponding TRIGGER INPUT jacks on the TD-30 are enclosed with a solid line in the illustration below.

TRIGGER OUTPUT jack

CONTROL OUTPUT jack

to TD-30's HI-HAT jack

to TD-30's HH CTRL jack

to TD-30's RIDE jack

BOW/BELL

to TD-30's EDGE jack

BOW/EDGE

BOW/BELL
OUTPUT
BOW/EDGE

8 / CRASH 1

CY-14C

10 / RIDE
11 / EDGE

CY-15R

9 / CRASH 2

3 / TOM 1

4 / TOM 2

7 / HI-HAT
HH CTRL

PD-108

PD-108

CY-14C

TD-30

VH-13

PD-128

PD-128

PD-128S

KD-140

5 / TOM 3

6 / TOM 4

1 / KICK

2 / SNARE
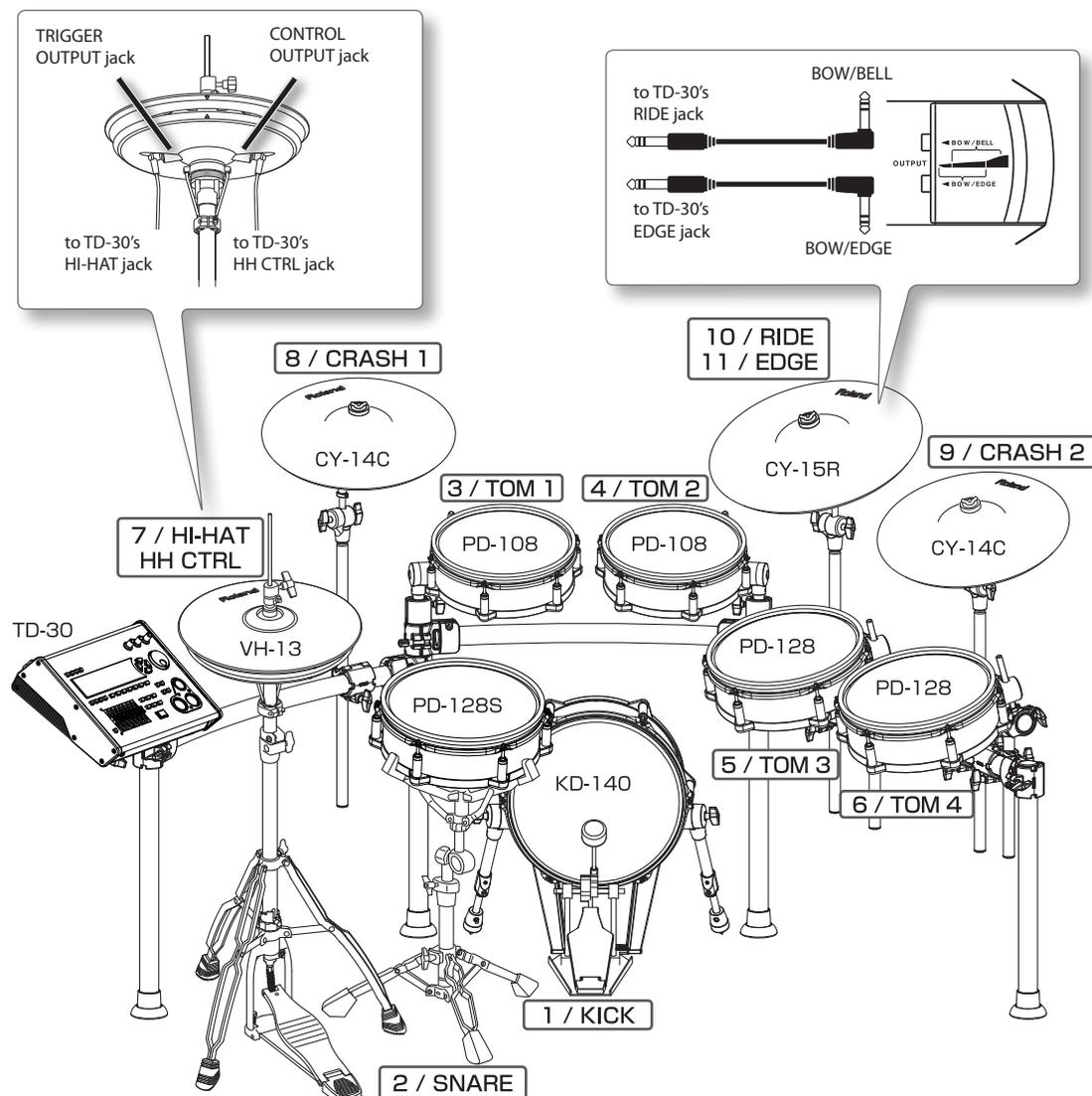
MEMO

The HI-HAT and RIDE cymbal use two cables each.

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Check after making connections

Kick setting

In order to take full advantage of the TD-30's potential, such as the kick sound's response to playing dynamics, please adjust the following parameters before you perform.

Parameter	Explanation	Page
Sensitivity	Adjusts the kick sensitivity. The "Sensitivity" setting is significantly influenced by differences in the particular pad you're using, your kick pedal, and your playing style. While you watch the TD-30's Trigger LED indication, adjust this setting so that the red LED lights only for the strongest hits.	p. 127

Hi-hat setting

To ensure optimal hi-hat performance, please adjust the following parameters before you perform.

Parameter	Explanation	Page
Offset	This adjustment ensures that pedal movements such as open and close will be detected correctly. * If you're using the VH-13, VH-12, or VH-11, you must adjust the "Offset."	p. 128
Foot Splash Sens	Adjusts how easily the foot splash can be played.	p. 128
Pedal HH Volume	Adjusts the volume of the pedal hi-hat. This can be adjusted individually for each drum kit.	p. 65
VOLUME	Adjusts the volume of the hi-hat. This can be adjusted individually for each drum kit.	p. 65

Turning the TD-30 On/Off

⚠ **CAUTION**

With the factory settings, the TD-30 will automatically be switched off 4 hours after you stop playing or operating the unit. If you don't want the unit to turn off automatically, change the "AUTO OFF" setting to "OFF" as described on p. 124.

NOTE

* Once everything is properly connected (p. 24), 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.

* 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.

Turning the TD-30 On

1. Turn the [MASTER] and [PHONES] knobs completely to the left to lower the volume to "0."

2. Turn down the volume control on the connected audio equipment.

3. On the TD-30's rear panel, turn on the [ON] switch.

When you turn the TD-30 on, the following screen will appear.

In this screen you can specify whether the auto off function (p. 124) will be enabled or disabled.

Button	Explanation
[F1] (OFF) button	The auto off function will be disabled.
[F5] (4 HOURS) button	When four hours have elapsed without any pad being struck or any operation being performed, the unit will turn off automatically.

This screen will not appear if the auto off function is turned "OFF."

* 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.

4. Turn on the power to the connected audio equipment.

5. While hitting a pad, gradually turn the [MASTER] knob (or [PHONES] knob) to the right to adjust the volume level.

Also adjust the volume of the connected audio device to the appropriate level.

Turning the TD-30 off

NOTE

Settings that you edit on the TD-30 are saved when you turn off the unit. Be sure to turn off the unit by pressing the [ON] switch.

1. Completely turn down the volume of the TD-30 and the connected audio equipment.

2. Turn off the power to the connected audio equipment.

3. Turn off the TD-30's [ON] switch.

The screen will indicate "Please wait. Now saving...", and the unit will turn off when the settings have been saved.

* If you need to turn off the power completely, first turn off the unit, then unplug the power cord from the power outlet. Refer to "Power Supply" (p. 6).

Adjusting the Hi-Hat and Mesh Pads

Making Hi-hat Settings

If you're using the VH-13, VH-12, or VH-11 V-hi-hat, adjust the offset on the TD-30.

This adjustment is required for pedal movements such as open or close to be detected correctly.

> * If you do not make hi-hat's setting correctly, it may cause malfunction. For details on attaching the hi-hat to the stand, refer to the owner's manual of each device.

Settings for the VH-13/VH-12

1. Set the Trigger Type for hi-hat to "VH13" (or "VH12") (p. 126).

2. In the TRIGGER HI-HAT screen (p. 128), press the [F4] (OFFSET) button.

The VH OFFSET ADJUSTMENT screen will appear.

> **MEMO**
>
> You can also adjust the offset by holding down the TD-30's [KIT] button and pressing the [TRIGGER] button.

3. Loosen the clutch screw of the top hi-hat and let it sit on the bottom hi-hat.

> * Do NOT touch the hi-hats or the pedal.

4. Press the [F5] (EXECUTE) button.

The "VH Offset" parameter is set automatically (approx. 3 seconds).

The [TRIGGER] button stops flashing and remains lit.

> **MEMO**
>
> If you need, make further adjustments to the parameters, refer to "Hi-Hat Settings (HI-HAT)" (p. 128).

Settings for the VH-11

1. After making the hi-hat settings, release your foot from the pedal, and while keeping your foot off the pedal, turn on the unit to the TD-30.

2. Loosen the clutch screw and let the hi-hat rest naturally on the motion sensor unit.

3. Press the [TRIGGER] button.

4. Press the [F3] (HI-HAT) button.

The TRIGGER HI-HAT screen will appear.

5. Set the Trigger Type for hi-hat to "VH11" (p. 126).

6. **While reading the meter displayed on the right side of the TD-30's screen, adjust the offset with the VH-11's VH offset adjustment screw.**

Adjust the offset so that the ▶ ◀ appear in the meter.

```
TRIGGER HI-HAT                              BO
          Trig Type        VH11
          Hi-Hat Type    VH11/FD
          Foot Splash Sens     0    ▶┤━┣◀
          CC MAX              90
   BANK    SENS   \HI-HAT /       [ADVANCE]
```

MEMO

If you need, make further adjustments to the parameters, refer to "Hi-Hat Settings (HI-HAT)" (p. 128).

Adjusting Mesh Head Tension

Before playing you must adjust the mesh pad tension first.

You can tune/adjust the head tension as you would with an acoustic drum, to get the same dynamic "feel."

* The pad will function at it's best if you are sure to:
  • Adjust the head evenly so that it does not sag.
  • Adjust the tuning bolts so that they are not loose.

1. **Adjust each tuning bolt little by little, across the head as indicated in the illustration.**
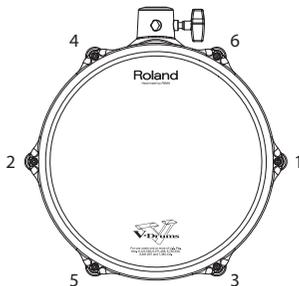
* Fully tightening a tuning bolt at only a single location produces uneven tensioning, and correct playing dynamics may not be achieved. Even tuning/tensioning is very important.

2. **Adjust the tightness of each tuning bolt so that the head is tensioned evenly.**

MEMO

• Head tension will not affect the actual tuning of the sound you are playing. For that you need to adjust sound parameters in the sound module you are using. For details, refer to "Editing an Instrument's Settings (EDIT)" (p. 56).

• Head tension will not affect the actual tuning of the sound you are playing. For that you need to adjust sound parameters in the sound module you are using. Also, head tension may change depending on usage. Adjust as needed.

Listening to the Demo Songs

The demo songs introduce the TD-30's sounds and expressive capability.

The drums on these songs were recorded from the TD-30 to a sequencer in realtime.

* When playing back the demo song, turn the [MASTER] and [PHONES] knobs to the left (counterclockwise) to bring the volume level down. The sound levels (volume) of the instruments may be louder when the demo song is played back.

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

1. **Press the [CHAIN] and [TRIGGER] button simultaneously.**

The DEMONSTRATION screen will appear.

```
DEMONSTRATION
          DEMO    Kit 1:TD-30        1/12
          Memory      TD-30 PRESET  [ USB ]
          Backup  --------------
          Kit       1    TD-30
 DRUMS                        STOP     PLAY
```
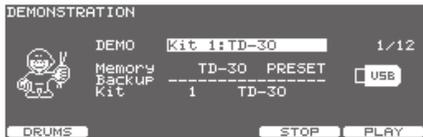
2. **Press the [F5] (PLAY) button or [PLAY] button.**

The demo song is played.

All songs will play consecutively.

When the last song has finished playing, playback will return to the first song and continue.

While the song plays, you can use the function buttons to mute a specific part.

Button	Explanation
[F1] (DRUMS) button	You can MUTE the entire drum kit part.
[F2] (BACKING) button *	You can MUTE all the backing instruments.

* The [F2] (BACKING) button will appear only if you've selected a demo song that contains a backing part.

3. **To stop the playback mid-way through a song, press the [F4] (STOP) or [STOP] button.**

MEMO

- When you press the button, you'll return to the beginning of the song that was playing.
- You can change the volume balance with GROUP FADERS (p. 28).
- Hold down the [SHIFT] button and press the [TEMPO] button to turn the metronome click (p. 82) on/off.
- The click sounds with the settings which you set before you enter the DEMONSTRATION screen.

4. **Press the [EXIT] button to return to the DRUM KIT screen.**

Changing the Drum Kit Used

Normally, the demo songs will be played using the drum kit recommended for each song. However, you are free to listen to the demo songs played using a different drum kit.

1. **In the DEMONSTRATION screen, select the kit that you want to use.**

2. **Use the cursor [▲] [▼] buttons, [–] [+] buttons, and dial to select a drum kit.**

Parameter	Value	Explanation
Memory	TD-30 PRESET	The TD-30's preset drum kit
	TD-20X PRESET	The TD-20X's preset drum kit
	USER	A drum kit in user memory
	USB MEMORY	A backup drum kit saved on a USB flash drive
Backup	1–99	If you selected "USB MEMORY" for "Memory," select a backup.
Kit	Select the kit that you want to use.	

You can change the drum kit while the demo song is either playing or stopped.

If you switch songs, the song will play with the recommended drum kit specified for that song.

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Performance
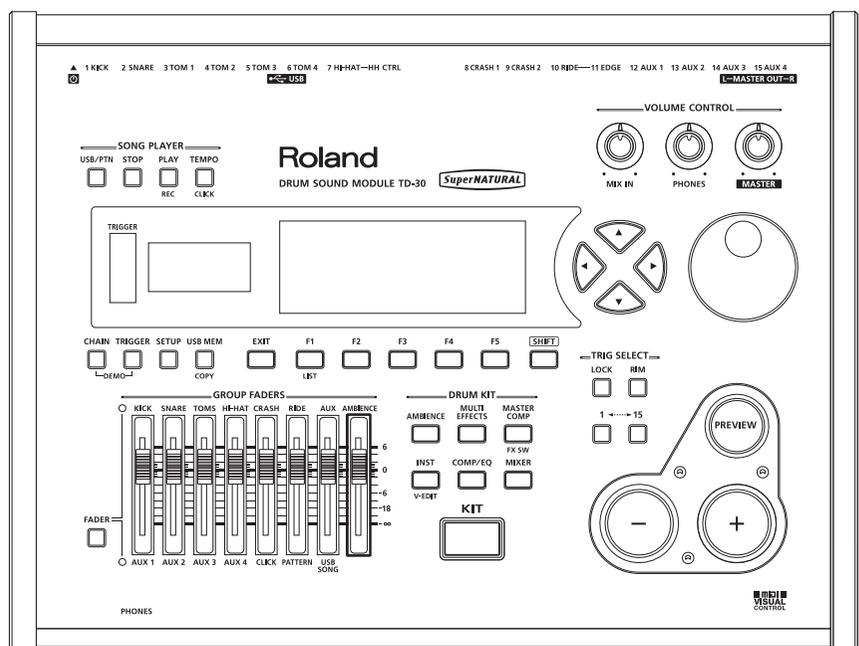
Drum Kit

A "drum kit" consists of a sound selection for each pad, together with effect settings, etc. (p. 17).

Selecting a Drum Kit

Here's how to select a drum kit and perform.

1. Press the [KIT] button.

The [KIT] button will light, and the DRUM KIT screen will appear.

2. Use the [–] [+] buttons or the dial to select drum kits.

> **MEMO**
> • Footswitches or pads can be programmed to make selections (p. 117).
> • The selected or current kit number is indicated at all times in the number display at the left of the display.

About the DRUM KIT screen

This screen is the TD-30's main screen; it will appear when you press the [KIT] button.

Drum kit name

Effect on/off status
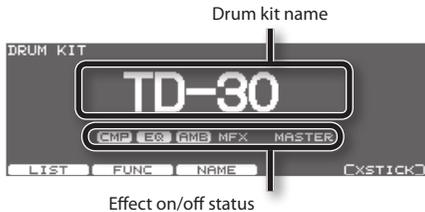
Button	Explanation
[F1] (LIST) button	Displays the drum kit list.
[F2] (FUNC) button	Edits settings for each drum kit.
[F3] (NAME) button	Assigns a name to the drum kit (p. 48).
[F5] (XSTICK) button	Selects whether cross-stick techniques can be used (p. 49).

> **MEMO**
> Regardless of which screen is displayed, you can press the [KIT] button to access the DRUM KIT screen.
>
> However, this will not work from the PATTERN REC STANDBY screen or the PATTERN RECORDING screen (p. 99).

Selecting a Drum Kit from the List (LIST)

You can select a drum kit by accessing the list of available kits.

1. Press the [KIT] button.

The DRUM KIT screen will appear.

2. Press the [F1] (LIST) button.

The DRUM KIT LIST screen will appear.

Button	Explanation
[F1] (◀PAGE) button	The previous page of the list appears.
[F2] (PAGE▶) button	The next page of the list appears.

3. Use the dial, the [–] [+], or cursor buttons to select a drum kit.

4. Press the [KIT] button to return to the DRUM KIT screen.

Making Settings for Drum Kit (FUNC)

Here's how to adjust the drum kit's volume and tempo.

1. **Press the [KIT] button.**
The DRUM KIT screen will appear.

2. **Press the [F2] (FUNC) button.**

3. **Use the [F1]–[F5] buttons to select the setting that you want to make.**

Button	Explanation
[F1] (VOLUME) button	Specifies the drum kit's volume.
[F2] (TEMPO) button	Specifies the tempo.
[F3] (BRUSH) button	Specifies the brushes.
[F4] (PAD PTN) button	Turns the Pad Pattern function on/off.
[F5] (MONITOR) button	Monitors the output volume of each jack.

5. **Use the cursor [▲] [▼] buttons to select a parameter.**

6. **Use the [–] [+] buttons or dial to specify the value.**

7. **Press the [KIT] button to return to the DRUM KIT screen.**

Adjusting the Volume (VOLUME)

You can adjust the drum kit's volume

Parameter	Value	Explanation
Kit Volume	0–127	Volume of the entire drum kit
Pedal HH Volume	0–127	Volume of the hi-hat's foot closed sound
XStick Volume	0–127	Volume of cross stick sound

Assigning a Tempo for Each Kit (TEMPO)

When you select a drum kit of which Kit Tempo is set to "ON," the tempo you define here will be set automatically.
This lets you check the tempo before you start playing.
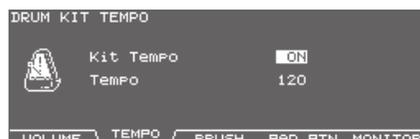
Parameter	Value	Explanation
Kit Tempo	OFF	Tempo is not defined
		Switching drum kits will not change the tempo.
	ON	Tempo is defined
Tempo	20–260	Defined tempo

MEMO

When you select a kit of which Kit Tempo is set to "ON," the defined tempo appears in the upper right of the DRUM KIT screen.

If the tempo of the individual drum kit is at a different setting than the tempo of the overall TD-30, an "*" is shown before the tempo.

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Playing Brushes (BRUSH)

In each kit, you can choose whether sticks or brushes will be used.
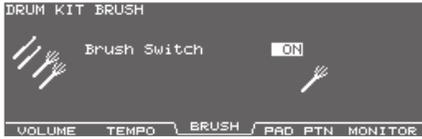
Parameter	Value	Explanation
Brush Switch	OFF	For using sticks
	ON	For using brushes

MEMO

When Brush Switch is set to "ON," the brush icon appears in the DRUM KIT screen.

Turning the Pad Pattern Function On/Off (PAD PTN)

This function allows you to turning the Pad Pattern function on/off.

For more about the Pad pattern function, refer to "Playing a Pattern by Striking a Pad (Pad Pattern) (PATTERN)" (p. 60).

Viewing the Output Level (MONITOR)

You can view the volume that is being output from the MASTER OUT, PHONES, or DIRECT OUT jacks.

Use the [–] [+] buttons or the dial to choose the jacks.

Naming a Drum Kit (NAME)

You can rename the currently selected kit; the maximum is 12 characters.

1. Press the [KIT] button.

The DRUM KIT screen will appear.

2. Press the [F3] (NAME) button.

The DRUM KIT NAME screen will appear.

3. Edit the name.

For details on how to edit a name, refer to "Assigning a Name" (p. 29).

4. Press the [KIT] button to return to the DRUM KIT screen.

Playing Cross Stick (XSTICK)

For each kit, you can specify whether cross stick techniques can be used.

1. Press the [KIT] button.

DRUM KIT screen will appear.

2. Press the [F5] (XSTICK) button.

Each time you press the button, cross-stick will alternate between enabled and disabled.

Cross stick can be played
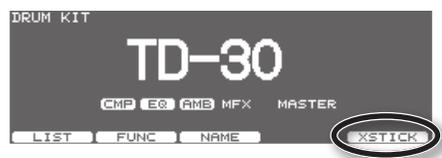
Cross stick not possible

MEMO

- When using the cross-stick technique, you can specify the velocity at which the cross-stick sound will be switched with the open rim shot sound (p. 134).

- You can also use a foot switch or pad to enable or disable cross-sticking (p. 117).

Copying a Drum Kit

You can copy a drum kit from preset memory or from a USB flash drive.

For user memory, you can rearrange the data by exchanging the copy-source and copy-destination drum kits.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. Hold down the [SHIFT] button and press the [USB MEM] button.

[USB MEM] button will light, and the COPY A screen will appear.

2. Press the [F1] (KIT) button.

Copy-source

Copy-destination

3. Use the [F1]–[F3] buttons to select the copy-source.

Button	Explanation
[F1] (USER) button	Copy from user memory. Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory. You can choose from TD-30 or TD-20X preset data. Select this if you want to return to the factory-set settings.
[F3] (USB) button	Copy from backup data saved on a USB flash drive.

4. Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.

If you selected [F2] (PRESET) in step 3, specify whether you're copying from TD-30 or from TD-20X.

If you selected [F3] (USB) in step 3, select the copy-source backup number.

5. **Press the [F4] (EXCHNG) or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying a user memory drum kit)

```
COPY DRUM KIT
         User      1    TD-30
  ⚠      User     10    Brushes
         Press [F5] to Execute.
 CANCEL                        EXECUTE
```
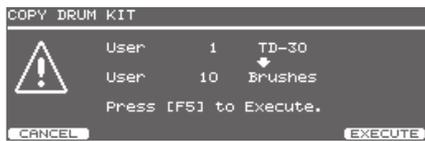
If you selected [F1] (USER) in step 3, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

6. **Press the [F5] (EXECUTE) button.**

The drum kit will copied.

Copying Fifty Drum Kits at a Time

You can copy fifty drum kits in a single operation.

Proceed as described in "Copying a drum kit," but change steps 2 as follows.

In step 2, choose [F4] (50 KITS).

```
COPY DRUM KIT <50 KITS>
   *50  User     1 - 50    1    TD-30
 🥁                ↓
        User     1 - 50    1    TD-30
   USER   PRESET   USB   EXCHNG   COPY
```

Copying TD-20/TD-20X Drum Kits

Here's how to copy a kit from TD-20, TD-20X, or TDW-20 backup data.

1. **Find the backup data that you want to copy, and copy it to your USB flash drive (p. 110).**

2. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

3. **Hold down the [SHIFT] button and press the [USB MEM] button.**

[USB MEM] button will light, and the COPY A screen will appear.

4. **Press the [F5] (A▶B▶C) button twice to access the COPY C screen.**

```
COPY C
  🥁   🥁   🥁   [TD-20]   📑
                 [TDW-20]
                  🥁
   TRIG   CHAIN   PERC   IMPORT   A▶B▶C
```

5. **Press the [F4] (IMPORT) button.**

The COPY KIT (IMPORT) screen will appear.

```
COPY KIT <IMPORT>
              [TDW-20]   Import one kit from
  [TD-20]     [TD-20X]   the TD-20/TDW-20/TD-20X
                         to the TD-30.
                         Copy backup files
                         to USB Memory.
   TD-20   TD-20X        Roland\TD-30\Import
```

6. **Press the [F1] (TD-20) button or the [F2] (TD-20X) button to specify the type of backup data.**

Button	Explanation
[F1] (TD-20) button	TD-20 backup data will be copied.
[F2] (TD-20X) button	TD-20X or TDW-20 backup data will be copied.

(Example: When [F1] (TD-20X) is selected)

```
COPY KIT <IMPORT TD-20X/TDW-20 KIT>
           Bank   1 TD20XBackup
 [TDW-20]   USB    1    TD-20X ©
 [TD-20X]          ↓
           User   1    TD-30
           Import the TD-20X/TDW-20 Kit Data
                                    COPY
```

7. **Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.**

Copy-source

```
COPY KIT <IMPORT TD-20X/TDW-20 KIT>
          (Bank   1 TD20XBackup)
 [TDW-20]  (USB    1    TD-20X ©)
 [TD-20X]  (User   1    TD-30)
          Import the TD-20X/TDW-20 Kit Data
                                   COPY
```
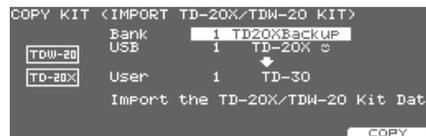
Copy-destination

8. **Press the [F5] (COPY) button.**

A confirmation message will appear.

```
COPY KIT <IMPORT TD-20X/TDW-20 KIT>
         USB      1    TD-20X ©
  ⚠               ↓
         User     1    TD-30
         Press [F5] to Execute.
 CANCEL                        EXECUTE
```
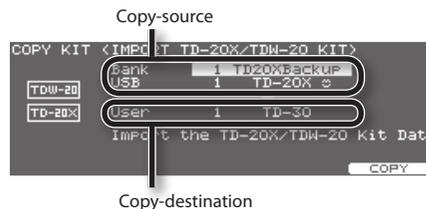
If you decide to cancel, press the [F1] (CANCEL) button.

9. **Press the [F5] (EXECUTE) button.**

The kit data will be copied from the USB flash drive.

MEMO

Pad pattern settings and multi-effect settings are not copied. Make these settings as necessary.

Specifying the Order in Which Drum Kits will be Recalled (CHAIN)

"Drum kit chain" allows you to step through the drum kits of your choice and in the order you want. The TD-30 lets you create and store 16 different chains of up to 32 steps each.

You can specify the order in which you'll be using drum kits in your live performance; this makes it easy for you to step through them as desired.
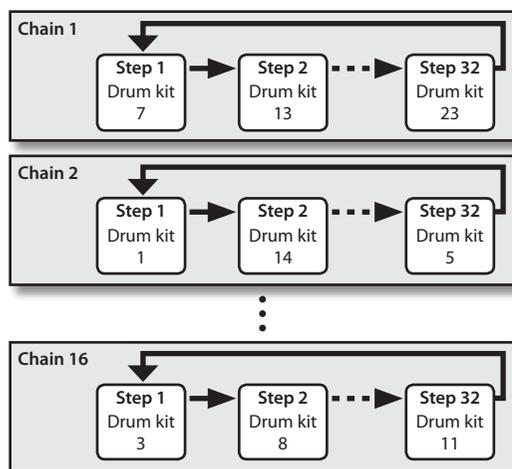
Creating a Drum Kit Chain

1. Press the [CHAIN] button to switch drum kit chain on.

The [CHAIN] button will light, and the DRUM KIT CHAIN screen will appear.

Button	Explanation
[F1] (▲CHAIN#) button	Select a drum kit chain.
[F2] (CHAIN#▼) button	
[F3] (C EDIT) button	Create, edit, or rename a drum kit chain.

2. Press the [F3] (C EDIT) button.

CHAIN EDIT screen will appear.

Chain number   Steps

Button	Explanation
[F1] (INSERT) button	A step with the same kit is inserted at the cursor position, and steps after this point are moved back one place.
[F2] (DELETE) button	Step at the cursor position is deleted, and steps after this point are moved forward one place.
[F5] (NAME) button	You can name a drum kit chain.

3. Use the dial, [–] [+] buttons, and cursor buttons to edit the drum kit chain.

> Use the [–] [+] buttons or dial to select the chain number.

> Use the [–] [+] buttons or dial to select a drum kit.

> Use the cursor [▲] [▼] buttons to select a step.

4. Press the [KIT] button to return to the DRUM KIT CHAIN screen.

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Naming a Drum Kit Chain (NAME)

Each chain's name can use up to 12 characters.

1. Select the drum kit chain you want to name in the DRUM KIT CHAIN screen.

2. Press the [F3] (C EDIT) button.

3. Press the [F5] (NAME) button.

CHAIN NAME screen will appear.

4. Edit the name.

For details on how to edit a name, refer to "Assigning a Name" (p. 29).

5. Press the [EXIT] button to return to the CHAIN EDIT screen.

Using a Drum Kit Chain

Here's how to select a drum kit chain you've created, and step through the drum kits in the order you want to use them.

Selecting a drum kit chain

1. Press the [CHAIN] button to make it light.

The drum kit chain function will turn on.

2. Press the [F1] (◀CHAIN#) button or [F2] (CHAIN# ▶) buttons to select the chain number that you want to use.

Switching drum kits

1. Use the [−] [+] buttons or the dial to recall the drum kits in the step order you specified.

2. When you've finished performing, press the [CHAIN] button to make it go dark, or press the [EXIT] button.

The drum kit chain function will turn off.

MEMO

• You can assign a footswitch or pad to recall a drum kit chain or a drum kit. For details, refer to "Assigning a Function to a Footswitch or Pad (CONTROL)" (p. 117).

• If differences in volume levels between kits is a problem, press the [MIXER] button and adjust "Kit Volume" (the overall kit volume (p. 65)).

Copying a Drum Kit Chain

You can copy a drum kit chain from preset memory or from a USB flash drive.

For user memory, you can rearrange the data by exchanging the copy-source and copy-destination drum kit chains.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. Hold down the [SHIFT] button and press the [USB MEM] button.

[USB MEM] button will light, and the COPY A screen will appear.

2. Press the [F5] (A▶B▶C) button twice to access the COPY C screen.

3. **Press the [F2] (CHAIN) button.**

Copy-source

Copy-destination

4. **Use the [F1]–[F3] buttons to select the copy-source.**

Button	Explanation
[F1] (USER) button	Copy from user memory. Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory.
[F5] (USB) button	Copy from backup data saved on a USB flash drive

5. **Use the cursor buttons, [−] [+] buttons, and dial to specify the copy-source and copy-destination.**

If you selected [F3] (USB) in step 4, select the copy-source backup number.

6. **Press the [F4] (EXCHNG) or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying a user memory drum kit chain)

If you selected [F1] (USER) in step 4, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**

The drum kit chain will be copied.

Instrument

Here's how to select and edit sounds, such as the snare drum and kick drum.

Selecting an Instrument

All the TD-30 sounds are referred to as "instruments (INST)."

1. Press the [INST] button.

The [INST] button will light, and the INST screen will appear.

Type of instrument
(Instrument group)   V-EDIT icon   The pad you're editing

Group
Inst

Name of instrument
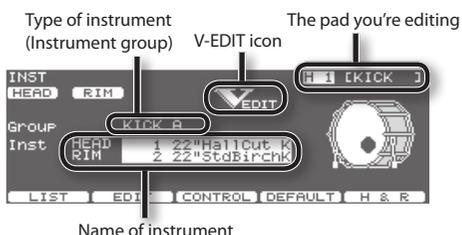
The "V-EDIT" icon is shown in edit screens that allow V-EDIT (p. 56).

Button	Explanation
[F1] (LIST) button	Displays the instrument list.
[F2] (EDIT) button	Edits instrument settings (p. 56).
[F3] (CONTROL) button	Lets you use the pads and pedal as controllers (p. 60). You can use the pads to play patterns, or make MIDI settings for the pads and pedal.
[F4] (DEFAULT) button	Returns the instrument's settings to typical values (p. 62).
[F5] (H&R) button	Switches between selecting the head and rim instruments as a set, or selecting them independently.

2. Select the pad that you want to edit.

Strike the desired pad, or use the TRIG SELECT buttons to select it.

The edit screen for the selected pad will appear.

3. Use the cursor [▲] [▼] buttons to move the cursor to "Group" or "Inst."

4. Use the [−] [+] buttons or the dial to select the instrument group/instrument.

5. Press the [KIT] button to return to the DRUM KIT screen.

Selecting an Instrument from the List (LIST)

Here you can select from the list of all available instruments.

1. Press the [INST] button.

2. Press the [F1] (LIST) button.

INST LIST screen will appear.
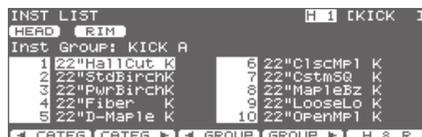
Button	Explanation
[F1] (◀CATEG) button	Selects the instrument category.
[F2] (CATEG▶) button	
[F3] (◀GROUP) button	Selects the instrument group.
[F4] (GROUP▶) button	
[F5] (H & R) button	Switches to select the head and rim instruments simultaneously (on) or individually (off).

3. Select the pad that you want to edit.

Strike the desired pad, or use the TRIG SELECT buttons to select it.

The INST LIST screen for the selected pad will appear.

4. Use the dial, the [−] [+], or cursor buttons to select the instrument.

5. Press the [EXIT] button to return to the INST screen.

The indication below the instrument name

If you turn the [F5] (H&R) button off, the following information will be shown below the instrument name. You'll be able to obtain the effects that are shown.

Display	Explanation
POSI	The tone will change according to the striking position. For a rim sound, the tone will change depending on the depth at which the stick strikes the rim. Use the Position Ctrl setting to turn this effect on/off. You can specify this only for specific trigger inputs (p. 61).
INTRVL	Smoothes the interval between notes according to the performance technique used, such as a roll or flam.
XSTK	If the cross-stick switch is on (p. 49), you'll be able to play rim shots and cross-stick separately.

Choosing a Pad to Edit

There are two basic ways to select the pad you want to edit.

Choose by hitting a pad

1. Press the [INST] button.

The [INST] button will light, and the INST screen will appear.

2. Strike a pad.

The settings screen for the struck pad appears.

To select a pad's rim, strike the rim.

Choose with the TRIG SELECT buttons

1. Press the [INST] button.

The [INST] button will light, and the INST screen will appear.

2. Press the [1] or [15] button to select the pad (the trigger input number).

The trigger input number is indicated in the upper part of the screen.

3. Press the [RIM] button to select the head or rim.

[RIM] button	Explanation
Unlit	Head is selected.
Lit	Rim is selected.

MEMO

When MIDI note number corresponding to a pad is received, the pad is selected and shown in the screen.

Lock the Pad You Are Editing (Trigger Lock)

If you want to hear your editing in the context of your performance, you can prevent the edited pad from being switched when you play.

1. Select the pad to be locked.

The settings screen for the pad appears.

2. Press the [LOCK] button to make it light.

The pad is locked and other pads cannot be selected.

3. To release the lock, press the [LOCK] button to make it go off.

MEMO

You can change the pad to be edited by pressing the TRIG SELECT [1] or [15] button even if the [LOCK] button is lit.

Editing an Instrument's Settings (EDIT)

Here's how to edit the settings of an instrument.

The procedure will differ depending on the type of instrument.

Editing Acoustic Drum Sounds (V-EDIT)

What is V-EDIT?

This is a function that allows you to simulate the tonal changes produced by differences in the material, shape, and size of an instrument. By choosing and tuning a favorite head, or attaching muffling (a mute), you can create your sound in an intuitive way just as when adjusting an acoustic drum.

When V-EDIT can be used

V-EDIT is possible in the following instrument groups "KICK," "SNARE," "TOM," "HI-HAT," "CRASH," "SPLASH," "CHINA," "STACKED CYMBAL," or "RIDE."

The following icon appears to indicate instruments which are V-EDIT compatible.

Editing Other Instruments

You can edit instrument's settings such as the "Pitch," "Decay Time," and "Dynamic Pitch Bend" (p. 59).

Editing Procedure

1. **Press the [INST] button.**

2. **Press the [F2] (EDIT) button.**
INST EDIT screen will appear.

3. **Select the pad that you want to edit.**
Strike the desired pad, or use the TRIG SELECT buttons to select it.
The edit screen for the selected pad will appear.

4. **Use the [F1]–[F4] and cursor [▲] [▼] buttons to select the parameter.**

5. **Use the [–] [+] buttons or the dial to adjust the setting.**

6. **When finished, press the [EXIT] button to return to the INST screen.**

MEMO

• You can return the settings of the currently selected instrument to their standard values.
Press the [F4] button in the INST screen, or hold down the [SHIFT] button in the INST EDIT screen; a confirmation message will appear. Press the [F5] (EXECUTE) button to return the instrument settings to the standard values for that instrument.

• You can edit the head and rim instruments as a pair. Each time you press the [F5] (H&R) button, you will alternate between editing the head and rim simultaneously or separately. However if instruments from different instrument groups are selected for the head and the rim, they will be edited separately even if you've turned on the [F5] (H&R) button. This setting is shown by the "HEAD" and "RIM" icons in the upper left of the screen.

* For some instruments, raising or lowering the value beyond a certain point may not produce further change.

• KICK/SNARE/TOM: "Head Tuning"

• CRASH/SPLASH/CHINA/STACKED CYMBAL/RIDE: "Sustain"

• Other Instruments: "Pitch," "Decay Time," and "Dynamic Pitch Bend."

The edit screens for each pad (INST EDIT screen)

●●● ●

KICK

```
INST EDIT              H 1 [KICK  ]
(HEAD)
Shell Depth          NORMAL
Beater Type           FELT

\ SHELL /   HEAD   MUFFLE  MIC/RES ⌐H & R⌐
```

Parameter	Value	Explanation
[F1] (SHELL) button		
Shell Depth	NORMAL, DEEP1–2	Depth of the shell
Beater Type	FELT, WOOD, PLASTIC	Type of beater
[F2] (HEAD) button		
Head Type	CLEAR, COATED, PINSTRIPE	Type of head
Head Tuning	-480–+480	Tuning of the head
[F3] (MUFFLE) button		
Muffling	OFF, TAPE1–2, BLANKET, WEIGHT	Muffling (muting) setting
Snare Buzz	OFF, 1–8	Resonance to the snare
[F4] (MIC/RES) button		
Mic Position	OUTSIDE4–1, STANDARD, INSIDE1–4	Tonal change caused by microphone position
Mic Size	NORMAL, LARGE	Emphasizes the low-frequency portion of the attack
Kit Resonance	OFF, 1–8	Amount of resonance for the entire drum kit

SNARE

```
INST EDIT              H 2 [SNARE ]
(HEAD)
Material            <STEEL>
Shell Depth           5.0"

\ SHELL /   HEAD   MUFFLE  MIC/ADD ⌐H & R⌐
```

Parameter	Value	Explanation
[F1] (SHELL) button		
Material	WOOD, STEEL, BRASS	Material of the shell
Shell Depth	1.0"–20.0"	Depth of the shell
[F2] (HEAD) button		
Head Type	CLEAR, COATED, PINSTRIPE	Type of head
Head Tuning	-480–+480	Tuning of the head
[F3] (MUFFLE) button		
Muffling	OFF, TAPE1–2, DOUGHNUTS1–2	Muffling (muting) setting
Strainer Adj.	OFF, LOOSE, MEDIUM, TIGHT	Tension of the strainer (resonating cords)
[F4] (MIC/ADD) button		
Mic Position	OUTSIDE4–1, STANDARD, INSIDE1–4	Tonal change caused by microphone position
Add Rim Sound	OFF, TAMB, 909 CLAPS, GATE HIT	Sound added to the rim shot sound. If this is "OFF," only the rim shot sound will be heard.
Level	-3–+3	Adjusts the volume balance of the sound added by "Add Rim Sound."

* For some instruments, Material, Strainer Adj., and Head Type cannot be edited.

* PINSTRIPE is a registered trademark of Remo Inc., U.S.A.

MEMO

You can assign the footswitch or a pad to turn off the snare's strainer (Strainer Adj. = OFF). Please refer to "Assigning a Function to a Footswitch or Pad (CONTROL)" (p. 117).

TOM

INST EDIT · H 3 [TOM1]
HEAD
Shell Depth · NORMAL
SHELL · HEAD · MUFFLE · MIC · CH & R

Parameter	Value	Explanation
[F1] (SHELL) button		
Shell Depth	NORMAL, DEEP1–2	Depth of the shell
[F2] (HEAD) button		
Head Type	CLEAR, COATED, PINSTRIPE	Type of head
Head Tuning	-480–+480	Tuning of the head
[F3] (MUFFLE) button		
Muffling	OFF, TAPE1–2, FELT1–2	Muffling (muting) setting
Snare Buzz	OFF, 1–8	Resonance to the snare
[F4] (MIC) button		
Mic Position	OUTSIDE4–1, STANDARD, INSIDE1–4	Tonal change caused by microphone position

HI-HAT

INST EDIT · H 7 [HI-HAT]
HEAD
Size · 14"
SIZE · ADD · FIXED · MIC · CH & R

Parameter	Value	Explanation
[F1] (SIZE) button		
Size	1"–40"	Hi-hat diameter
[F2] (ADD) button		
Add Sound	OFF, TAMBOURINE, CABASA, COWBELL	Allows you to add tambourine, cabasa, or cowbell to the hi-hat. The percussion groove will be added to the hi-hat.
Level	-3–+3	Adjusts the volume balance of the added sound.
[F3] (FIXED) button		
Fixed Hi-Hat	NORMAL	The openness will be controlled by the pedal.
	FIXED1–4	The openness will be fixed.
[F4] (MIC) button		
Mic Position	OUTSIDE2–1, STANDARD, INSIDE1–2	Tonal change caused by microphone position

* For some instruments, Mic Position cannot be edited.

MEMO

The closed hi-hat position (Fixed Hi-Hat = FIXED2) can be enabled by pressing an optional footswitch or hitting a pad switch. Please refer to "Assigning a Function to a Footswitch or Pad (CONTROL)" (p. 117).

CRASH, SPLASH, CHINA, STACKED CYMBAL, RIDE

Parameter	Value	Explanation
[F1] (SIZE) button		
Size	1"–40"	Cymbal diameter
[F2] (SIZZLE) button		
Sizzle Type	OFF, RIVET, CHAIN, BEADS	Type of sizzle
Sizzle Amount	-3–+3	Amount of sizzle
[F3] (SUSTAIN) button		
Sustain	-31–+31	Length of sustain
[F4] (MIC) button		
Mic Position	OUTSIDE2–1, STANDARD, INSIDE1–2	Tonal change caused by microphone position

Instruments for which V-EDIT is not available

Electronic instruments (Dynamic pitch bend)

This function can be used with electronic instruments.

The following settings will be available if you've selected certain instruments from the "SNARE ELEC," "KICK ELEC," or "TOM ELEC" instrument groups.

If "Dynamic pitch bend" is on, you'll be able to change the pitch by varying the force (velocity) with which you strike the pad.

Parameter	Value	Explanation
[F1] (PITCH) button		
Basic Pitch	-480–+480	Pitch
Dynamic Bend	OFF, ON	Turns dynamic pitch bend on/off
Bend Depth	-24–+24	Amount of pitch change controlled by velocity
Bend Time	-31–+31	Time over which currently controlled pitch change will occur
[F2] (DECAY) button		
Decay Time	-31–+31	Length of the decay

* Depending on the "Basic Pitch" setting of the instrument, there may be cases in which raising (or lowering) a value does not produce further change.

Other instruments

Parameter	Value	Explanation
Pitch	-480–+480	Pitch
Decay Time	-31–+31	Duration of the sound (decay time)

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Using the Pads to Control the Pattern or Sound (CONTROL)

Lets you use a pad or pedal to play a pattern or modify the sound.

1. **Press the [INST] button.**

2. **Press the [F3] (CONTROL) button.**

3. **Select the pad that you want to edit.**

   Strike the desired pad, or use the TRIG SELECT buttons to select it.

   The edit screen for the selected pad will appear.

4. **Press the [F1]–[F5] and cursor [▲] [▼] buttons to select the parameter.**

5. **Use the [F1]–[F5] buttons to select the setting that you want to make.**

Button	Explanation
[F1] (PATTERN) button	Lets you play a pattern by striking a pad.
[F2] (PDLBEND) button	Specifies the amount of pitch change that will be controlled by the depth to which you press the hi-hat pedal.
[F3] (POSI) button	Enables/disables tonal changes controlled by the strike position.
[F5] (MIDI) button	Lets you make MIDI settings.

6. **Use the [–] [+] buttons or the dial to adjust settings.**

7. **When finished, press the [EXIT] button to return to the INST screen.**

Playing a Pattern by Striking a Pad (Pad Pattern) (PATTERN)

The Pad Pattern function starts playback of a pattern when a pad is struck. This function provides a very convenient way to use patterns during a live performance.

If different patterns have been assigned to two or more pads, striking another pad while a pattern is playing back will cause pattern playback to switch to the newly selected pattern.

---

* The performance of a pattern played back by the pad pattern function cannot be recorded into the sequencer.

Parameter	Value	Explanation
PadPtn Master Sw	OFF, ON	Specifies whether the Pad Pattern function will be used (ON) or not used (OFF).
Pad Ptn	OFF, P1–P100, U101–U200	Selects the played back pattern when the pad is struck. If all pads are set to "OFF," [NO PTN] icon appears.
Pad Ptn Velocity	OFF	The pattern plays back at the velocity set for the pattern, regardless of the strength with which the pad is struck.
	ON	The pattern plays back with the velocity changing in response to the strength with which the pad is struck.
Tap Ptn Mute Grp	OFF, 1–8	This setting is enabled only if a pattern whose Play Type is "TAP" (p. 98) is assigned to multiple pads. If one sound (pattern) is set to play before the previous sound (pattern) has finished playing, this setting allows you to either have the previous sound stop and the subsequent sound start playing or have the two sounds layered. • Patterns set to the same number The previous sound stops while in progress, and the subsequent sound (pattern) starts playing. • Patterns set to the different numbers The previous sound continues to play to the end, while the subsequent sound (pattern) is superimposed on it.

MEMO

For more about patterns, refer to "Pattern Sequencer" (p. 89).

Using the Hi-Hat Pedal to Change an Instrument's Pitch (PDLBEND)

```
PEDAL BEND RANGE          H 1 [KICK   ]
(HEAD)
                                   (HI-HAT)
Pedal Bend Range      [   0]       OPEN ─┤
                                          
                                   CLOSE │
                                   PRESS ─┤
PATTERN \PDLBEND/  POSI           MIDI
```

Parameter	Value	Explanation
Pedal Bend Range	-24–0–+24	Specifies the amount of pitch change produced by the hi-hat pedal. You can set this for each pad (head and rim separately) in semitone units.

Enabling/Disabling Tonal Change Controlled by Strike Position or Rim Shot Nuance (POSI)

You can enable or disable tonal changes produced by varying the strike position or the nuance of your rim shots.

You can set this for the snare (head, rim), tom (rim), ride (bow), and AUX (rim) trigger inputs.

```
POSITION CONTROL          H 2 [SNARE ]
(HEAD)
                                   (POSITION)
Position Ctrl         [ ON]       CENTER  OUTER
                                          
                                   ├------┤
PATTERN  PDLBEND \  POSI /         MIDI
```

Parameter	Value	Explanation
Position Ctrl	OFF, ON	Each of these settings enables (ON) or disables (OFF) tonal change controlled by the respective strike position or rim shot nuance. SNARE (Head): Strike position SNARE (Rim): Rim shot nuance TOM (Rim): Rim shot nuance RIDE (Bow): Strike position AUX (Rim): Rim shot nuance

Making MIDI Settings for Each Pad (MIDI)

```
PAD MIDI SETTINGS         H 1 [KICK   ]
(HEAD)
MIDI     Note No.       [36(C 2)] [▮▮▮▮▮▮]
◉◖◗
         Tx Channel          GLOBAL <CH10>
         Gate Time <s>           0.1
LIST
```

MIDI settings for each pad

Parameter	Value	Explanation
Note No.	0 (C -)–127 (G 9)	Transmitted MIDI note number
	OFF	Note messages are not transmitted.
Tx Channel	CH1–CH16	MIDI transmit channel for each pad.
	GLOBAL	Transmits on the same channel as the drum kit part (p. 141).
Gate Time	0.1–8.0 s	Duration of the note sent from each pad (See the text box "About gate time")

MIDI note numbers transmitted by the hi-hat

Parameter	Explanation
Note No. (Open)	MIDI note number transmitted by open hi-hat
Note No. (Closed)	MIDI note number transmitted by closed hi-hat
Note No. (Pedal)	MIDI note number transmitted by pedal hi-hat (Foot closed)

MIDI note numbers transmitted by the snare

Parameter	Explanation
Note No.	MIDI note number transmitted by head shot and rim shot
Note No. (Brush)	MIDI note number transmitted by brush sweep
Note No. (XStick)	MIDI note number transmitted by cross stick

.

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When setting multiple pads to the same note number

When the note number is set to be more than one pad, the instrument assigned to the pad with the lowest trigger input number is played. When note numbers for the head and rim are duplicated, the head instrument is played.

MEMO

An asterisk (*) appears at the right of the note number for trigger inputs that are not sounded.

Example:

Note number "38 (D 2)" is set for the head and rim of trigger input 2 SNARE and the head of trigger input 3 TOM 1. In this case, when note number 38 (D2) is received, the instrument assigned to the head of trigger input 2 SNARE is played.

About the gate time

Percussion sound modules normally produce sound only in response to "Note on" messages, and ignore "Note off" messages. However general-purpose sound modules or samplers do receive the note-off messages that are transmitted and respond by turning off the sound.

For example, if you are triggering a "loop" in a sampler, or other sounds then the gate time parameter is very important. With the factory defaults (preset values), the transmitted gate time is set to the minimum value.

Setting an instrument to the Default Values (DEFAULT)

Here's how to set an instrument's settings (p. 56) to their default values.

NOTE

If you edit the settings, the original instrument settings will be lost.

If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. Press the [INST] button.

2. Select the pad that you want to set to its default settings.

Strike the desired pad, or use the TRIG SELECT buttons to select it.

The edit screen for the selected pad will appear.

3. Press the [F4] (DEFAULT) button.

A confirmation message will appear.

If you decide to cancel the operation, press the [F1] (CANCEL) button.

4. Press the [F5] (EXECUTE) button.

The instrument will be set to its default settings.

MEMO

In the INST EDIT screen, you can also set an instrument to its default values by holding down the [SHIFT] button and pressing the [F4] button.

Copying an Instrument

You can copy an instrument from preset memory or from a USB flash drive.

When copying an instrument, you can choose whether to include the Pad Compressor and Pad EQ settings (p. 68).

For user memory, you can rearrange the data by exchanging the copy-source and copy-destination instruments.

> **NOTE**
>
> When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. **Hold down the [SHIFT] button and press the [USB MEM] button.**

[USB MEM] button will light, and the COPY A screen will appear.

2. **Press the [F2] (INST) button.**

Copy-source

Copy-destination

3. **Use the [F1]–[F3] buttons to select the copy-source.**

Button	Explanation
[F1] (USER) button	Copy from user memory.
	Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory.
	You can choose from TD-30 or TD-20X preset data. Select this if you want to return to the factory-set settings.
[F3] (USB) button	Copy from backup data saved on a USB flash drive.

4. **Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.**

If you selected [F2] (PRESET) in step 3, specify whether you're copying from TD-30 or from TD-20X.

If you selected [F3] (USB) in step 3, select the copy-source backup number.

5. **Use the cursor buttons, [–] [+] buttons, and dial to select the copied content (Copy Target).**

Value	Explanation
with Pad Comp/EQ	The pad's instrument settings (Instrument, V-Edit), Pad Compressor, and Pad EQ settings (p. 68) will be copied.
Inst/VEdit Only	Only the pad's instrument settings (Instrument, V-Edit) will be copied.
Pad Comp/EQ Only	Only the Pad Compressor and Pad EQ settings (p. 68) will be copied.

6. **Press the [F4] (EXCHNG) button or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying an instrument from a USB flash drive)

If you selected [F1] (USER) in step 3, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**

The instrument will copied.

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Copying a Set of Multiple Instruments

You can copy multiple instruments to another drum kit in a single operation.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. **Hold down the [SHIFT] button and press the [USB MEM] button.**

[USB MEM] button will light, and the COPY A screen will appear.

2. **Press the [F3] (INST SET) button.**

Copy-source   Instrument set to copy

Copy-destination

3. **Use the [F1]–[F3] buttons to select the copy-source.**

Button	Explanation
[F1] (USER) button	Copy from user memory. Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory. You can choose from TD-30 or TD-20X preset data. Select this if you want to return to the factory-set settings.
[F3] (USB) button	Copy from backup data saved on a USB flash drive.

4. **Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source, copy-destination, or Instrument set.**

If you selected [F2] (PRESET) in step 3, specify whether you're copying from TD-30 or from TD-20X.

If you selected [F3] (USB) in step 3, select the copy-source backup number.

The instrument set to copy can be selected from the following.

Value	Explanation
KICK/SNR	Copy Kick and Snare.
TOMS 1–4	Copy Tom 1, 2, 3, and 4.
CYM SET	Copy Hi-Hat, Crash 1, 2, Ride, and Edge.
AUX 1–4	Copy AUX 1, 2, 3, and 4.

5. **Use the cursor buttons, [–] [+] buttons, and dial to select the copied content (Copy Target).**

Value	Explanation
with Pad Comp/EQ	The pad's instrument settings (Instrument, V-Edit), Pad Compressor, and Pad EQ settings (p. 68) will be copied.
Inst/VEdit Only	Only the pad's instrument settings (Instrument, V-Edit) will be copied.
Pad Comp/EQ Only	Only the Pad Compressor and Pad EQ settings (p. 68) will be copied.

6. **Press the [F4] (EXCHNG) button or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying an instrument from a USB flash drive)

If you selected [F1] (USER) in step 3, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**

The instrument will copied.

Mixer

For each drum kit, settings such as the volume and pan (stereo position) of each pad can be stored together.

Settings such as volume and pan are made in the "mixer."

Setting the Volume and Pan of Each Pad

Here's how to set the volume or pan on an individual pad basis.

1. **Press the [MIXER] button.**

The [MIXER] button will light.
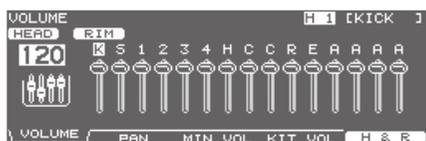
2. **Use the [F1]–[F4] buttons to select the parameter.**

3. **Select the pad that you want to edit.**

Strike the pad, or use the TRIG SELECT buttons to select it.

You can also use the cursor [◄] [►] buttons to select a pad.

4. **Use the dial, the [–] [+], or cursor [▲] [▼] buttons to make the setting.**

Parameter	Value	Explanation
[F1] (VOLUME) button		
VOLUME	0–127	Volume of each pad
[F2] (PAN) button		
PAN	L15–CTR–R15	Pan of each pad
[F3] (MIN VOL) button		
MINIMUM VOLUME	0–15	Minimum volume of each pad This allows you to increase the volume of the weakest strike while maintaining the volume of the strongest strike. You can use this to make a snare's "ghost notes" or cymbal legato strikes more easily audible.
[F4] (KIT VOL) button		
Kit Volume	0–127	Volume of the entire drum kit
Pedal HH Volume	0–127	Volume of the hi-hat's sound
XStick Volume	0–127	Volume of cross stick sound

MEMO

Pressing the [F5] (H & R) button in the [F1] (VOLUME), [F2] (PAN), or [F3] (MIN VOL) setting screen, you can choose to set the head and rim simultaneously or individually.

5. **Press the [EXIT] button to return to the DRUM KIT screen.**

Editing with the faders (MIX EDIT)

You can use the faders to adjust the volume and minimum volume of each pad.

1. **In the mixer's VOLUME screen or MINIMUM VOLUME screen, hold down the [SHIFT] button and press the [MIXER] button.**

The [MIXER] button will light.
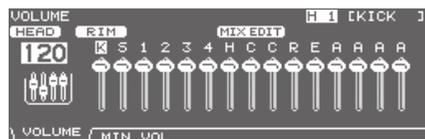
2. **Move the fader which corresponds to the pad you wish to adjust.**

Display	Fader	Display	Fader
K	KICK	C	CRASH
S	SNARE	C	
1		R	RIDE
2	TOMS	E	
3		A	
4		A	AUX
H	HI-HAT	A	
		A	

MEMO

These settings are always common to the head and rim.

3. **Press the [EXIT] button to return to the previous screen.**

* After pressing the [EXIT] or [FADER] button, the values for the GROUP FADERS faders may not reflect the actual volume of the sound assigned to that fader. Be sure to move the faders a bit before making your setting.

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Copying Mixer Settings

The drum kit mixer's VOLUME (volume of each pad) and PAN (stereo position of each pad) settings can be copied to another drum kit in a single operation. You can also copy from a drum kit in preset memory or a USB flash drive.

If you're copying from user memory, you can exchange the copy-source and copy-destination settings.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. **Hold down the [SHIFT] button and press the [USB MEM] button.**

[USB MEM] button will light, and the COPY A screen will appear.

2. **Press the [F5] (A▶B▶C) button to access the COPY B screen.**
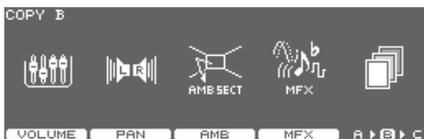
3. **Press the [F1] (VOLUME) or [F2] (PAN) button to select the settings that you want to copy.**

(Example: When [F1] (VOLUME) is selected)

4. **Use the [F1]–[F3] buttons to select the copy-source.**

Button	Explanation
[F1] (USER) button	Copy from user memory. Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory. You can choose from TD-30 or TD-20X preset data. Select this if you want to return to the factory-set settings
[F3] (USB) button	Copy from backup data saved on a USB flash drive

5. **Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.**

If you selected [F2] (PRESET) in step 4, specify whether you're copying from TD-30 or from TD-20X.

If you selected [F3] (USB) in step 4, select the copy-source backup number.

6. **Press the [F4] (EXCHNG) or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying a user memory mixer settings)
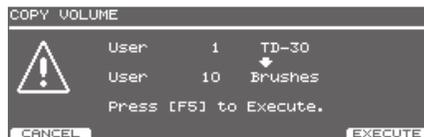
If you selected [F1] (USER) in step 4, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. **[F5] (EXECUTE) button.**

The mixer settings will be copied.

Effects

The TD-30 provides the following effects, and allows you to make detailed settings for each effect.

Effect	Explanation
PAD COMPRESSOR/ PAD EQ	These are a compressor and equalizer that can be specified for each pad (p. 68).
AMBIENCE SECTION	This simulates the acoustics or reverberation of the location in which you're playing the drums. These settings are made for each drum kit; you can specify the amount of the effect that will be applied to each pad (p. 69).
MULTI EFFECTS	Here you can choose one of 21 different effects. These settings are made for each drum kit; you can specify the amount of the effect that will be applied to each pad (p. 71).
MASTER COMPRESSOR/ MASTER EQ	These are a compressor and equalizer that are applied to the final output of the sound. These settings apply to each drum kit (p. 78).

MEMO

See also the section "Effects" (p. 18) in "Overview of the TD-30."

Turning Effects On/Off

These switches allow you to turn the effects on/off within each drum kit.

1. **Hold down the [SHIFT] button and press the [MASTER COMP] button.**

The [MASTER COMP] button will light, EFFECTS SWITCH screen will appear.

2. **Press the function buttons to turn the following on/off.**

Button	Explanation
[F1] button	Turns the pad compressor on/off.
[F2] button	Turns the pad equalizer on/off.
[F3] button	Turns the ambience section on/off.
[F4] button	Turns the multi-effects on/off.
[F5] button	Turns the master compressor/ master EQ on/off.

3. **Press the [KIT] button to return to the DRUM KIT screen.**

The on/off status of each effect is shown in the DRUM KIT screen.

Effect on/off status
Example: EQ setting
EQ : On
EQ : Off
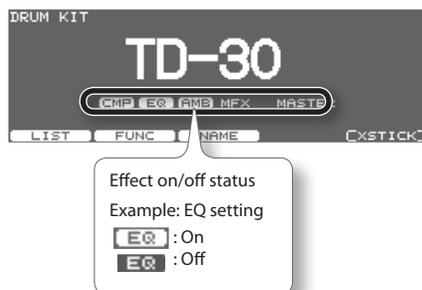
Adjusting Volume Change and Tone (PAD COMPRESSOR/PAD EQ)

Here's how to adjust the volume change (pad compressor) and tone (pad equalizer) for each pad.

1. **Press the [COMP/EQ] button.**

The [COMP/EQ] button will light.

2. **Select the pad that you want to edit.**

Strike the desired pad, or use the TRIG SELECT buttons to select it.

3. **Use the [F2] (COMP), [F3] (EQ), or cursor buttons to select the parameter.**

Button	Explanation
[F2] (COMP) button	Adjusts the pad compressor.
[F3] (EQ) button	Adjusts the pad equalizer.
[F5] (H&R) button	You can choose to set the head and rim simultaneously or individually.

4. **Use the [–] [+] buttons or the dial to adjust the setting.**

  * The sound may be distorted in a certain setting.

5. **Press the [F1] or [F4] buttons to turn each effect on/off.**

Button	Explanation
[F1] button	Turns the pad compressor on/off.
[F4] button	Turns the pad equalizer on/off.

7. **Press the [KIT] button to return to the DRUM KIT screen.**

Adjusting the Volume Change (COMP)

A compressor adjusts the envelope (changes in the volume over time) and changes the character of the sound in response to playing dynamics.

Parameter	Value	Explanation
Attack	EMPHASIS	The "Time" setting will be set to emphasize the attack.
	CRUSH	The "Time" setting will be set to restrain the attack.
Type	COMP SOFT 1–2, COMP MED, COMP HARD, LIMITER, EXPANDER	This changes "Threshold" and "Ratio" values.
Time	KICK 1–3, SNARE1–3, TOM 1–3, CYM 1–2, OTHER1–3	This changes "Attack," "Hold," and "Release" values.

For more detailed setting, adjust the parameters below.

Parameter	Value	Explanation
Gain	-15–+12 dB	Output level of the compressor
Threshold	-30–0 dB	Volume level at which compression begins
Ratio	0.5:1–50:1	Compression ratio
Attack	0–100 ms	Time from when the volume goes up the threshold level until the compressor effect applies
Hold	2–9999 ms	Time compression is kept
Release	2–9999 ms	Time from when the volume falls below the threshold level until the compressor effect no longer applies

About Threshold and Ratio

As shown in the diagram below, these parameters determine how the volume is to be compressed.
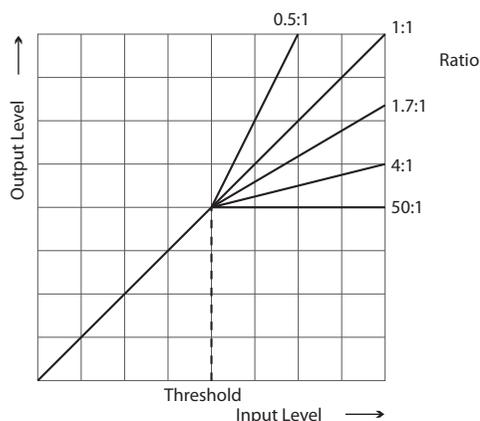
Adjusting the Tone (EQ)

You can use the three-band graphic equalizer (LOW/MID/HIGH) to adjust individual sounds.
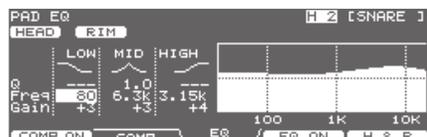
Parameter	Value	Explanation
Q	0.5–8.0 (only for MID)	Width of the frequency range A higher Q narrows the affected area.
Freq (Frequency)	20–1k (LOW), 20–8k (MID), 1k–8k (HIGH)	Center frequency
Gain	-15–+15 dB	Amount of boost/cut

Simulating the Acoustics of a Performing Location (AMBIENCE SECTION)

Here you can modify the actual acoustics of the space in which you're playing the drums.

A wide variety of parameters to work with include, overhead mic and room mic positioning, wall material, "type" of room, reverb etc.

1. **Press the [AMBIENCE] button.**

[AMBIENCE] button will light, and the AMBIENCE SECTION screen will appear.

Button	Explanation
[F1] button	Turns the effect when using overhead mics on/off.
[F2] button	Turns the ambience effect of the room on/off.
[F3] button	Turns the reverb effect on/off.
[F4] (AMB ONLY) button	Auditions the ambience effect (p.71).
[F5] (EDIT) button	Edits the ambience settings.

Effects

Editing the Ambience (EDIT)

Here's how to edit the ambience settings.

1. **In the AMBIENCE SECTION screen, press the [F5] (EDIT) button.**

```
OVERHEAD MICS
         Mic Height    HIGH
         Mic Width     2.0m
OH MICS  Level         80
 OH ON  OVERHEAD  ROOM  REVERB  SEND
```

2. **Use the [F2]–[F5] buttons and cursor buttons to select the desired parameter.**

Button	Explanation
[F2] (OVRHEAD) button	Adjusts the position of the overhead mics.
[F3] (ROOM) button	Edits the ambience of the room in which you're performing.
[F4] (REVERB) button	Edits the reverb settings.
[F5] (SEND) button	Adjusts the send level of each effect for each pad (common to head and rim).

3. **Use the [–] [+] buttons or dial to edit the values.**

Parameter	Value	Explanation
[F1] button		
OFF	–	Turn each effect on/off.
ON	–	
[F2] (OVRHEAD) button		
Mic Height	LOW, MID, STANDARD, HIGH, EXT HIGH, HIGH FLAT,	Height of the overhead mics
Mic Width	MONO, 0.5m, 1.0m, 1.5m, 2.0m	Spacing of the overhead mics
Level	0–127	Volume of the overhead mics
[F3] (ROOM) button		
Type	BEACH, LIVING ROOM, BATH ROOM, STUDIO, GARAGE, LOCKER ROOM, THEATER, CAVE, GYMNA-SIUM, DOME STADIUM, BOOTH A, BOOTH B, STUDIO A, STUDIO B, BASEMENT, JAZZ CLUB, ROCK CLUB, BALLROOM, GATE, CONCERT HALL, SPORTS ARENA, EXPO HALL, BOTTLE, CITY, SPIRAL	Type of room reverbera-tion

Parameter	Value	Explanation
Room Size	TINY, SMALL, MEDIUM, LARGE, HUGE	Size of the room
Room Shape	0–100	Room shape and reverberation length
Wall Type	CURTAIN, CLOTH, WOOD, PLASTER, CONCRETE, GLASS	Wall material
Mic Position	NEXT DOOR, LOW FLOOR, LOW, MID LOW, MID, MID HIGH, HIGH, CEILING A, CEILING B	Position of the ambience mics
Level	0–127	Overall amount of ambience
[F4] (REVERB) button		
Reverb Time	0.1–3.0 s	Reverb time
Hi Damp Freq	1000–10000 Hz	Adjusts the frequency above which the high frequency content of the reverb sound will be reduced, or "damped."
Hi Damp	1–100 %	Adjusts the amount of damping applied to the frequency range selected with Hi Damp Freq. With a setting of "100 %," there will be no reduction of the reverb's high-frequency content.
Mid Freq	100–10000 Hz	Center frequency of the middle range
Mid Gain	-15–+15 dB	Amount of mid-range boost/cut
Lo Cut Freq	10–1000 Hz	The region below this frequency will be cut.
Level	0–127	Reverb volume
[F5] (SEND) button		
SEND LEVEL	0–127	Amount of ambience applied to each pad **MEMO** • The head and rim will have the same setting. • In the SEND LEVEL screen, you can hold down the [SHIFT] button and press the [MIXER] button, and then use the faders to make adjustments.

4. **Press the [KIT] button to return to the DRUM KIT screen.**

Turning ambience on/off

Here's how to turn the various ambience effects on/off.

1. Press the [AMBIENCE] button.

The [AMBIENCE] button will light, and the AMBIENCE SECTION screen will appear.

2. Press the [F1]–[F3] buttons to turn each effect on/off.

Button	Explanation
[F1] button	Adjusts the position of the overhead mics.
[F2] button	Edits the ambience of the room in which you're performing.
[F3] button	Edits the reverb settings.

MEMO

The settings of the ambience section can be turned on/off together (p. 67).

Auditioning the Ambience Effect (AMB ONLY)

In the AMBIENCE SECTION screen, pressing the [F4] (AMB ONLY) button will cause only the sound processed by ambience to be output from the MASTER OUT jacks and the PHONES jack. This is a convenient way to audition the effect while you're editing.

You can also audition the ambience effect from an editing screen (OVERHEAD MICS, ROOM, REVERB screens) by holding down the [SHIFT] button and pressing the [F4] button.

This function will be cancelled automatically when you access a different screen.

Applying Effects to the Sound (MULTI EFFECTS)

Here you can apply various effects, such as adding depth and spaciousness to the sound or shifting the pitch.

The TD-30 provides the following 21 types of effect.

Type	Page		Type	Page
STEREO DELAY	p. 73		**FILTER+DRIVE**	p. 75
REVERSE DELAY	p. 73		**AUTO WAH**	p. 76
TAPE ECHO	p. 73		**LO-FI COMPRESS**	p. 76
CHORUS	p. 73		**DISTORTION**	p. 76
PHASER	p. 73		**OVERDRIVE**	p. 76
STEP PHASER	p. 74		**ISOLATOR**	p. 76
FLANGER	p. 74		**RING MODULATOR**	p. 77
REVERB	p. 74		**STEP RINGMOD**	p. 77
LONG REVERB	p. 75		**PITCH SHIFT**	p. 77
SATURATOR	p. 75		**AUTO PAN**	p. 77
SUPER FILTER	p. 75			

Editing the Multi-Effect

1. Press the [MULTI EFFECTS] button.

[MULTI EFFECTS] button will light, and the MULTI EFFECTS screen will appear.

2. Use the [F2]–[F4] buttons and the cursor buttons to select a parameter.

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3. Use the [–] [+] buttons or the dial to adjust the setting.

Parameter	Value	Explanation
[F2] (MFX) button		
Type	Type of multi-effects (p. 71)	
Level	0–127	Total effect level
[F3] (MFX SND) button		
SEND LEVEL	0–127	Effect send level for each pad **MEMO** • In the SEND LEVEL screen, you can hold down the [SHIFT] button and press the [MIXER] button, and then use the faders to make adjustments. • You can choose to set the head and rim individually.
[F4] (DRY+MFX) button		
DRY+MFX *	NORMAL	The dry sound and effect sound will be output.
	MFX ONLY	Only the effect sound will be output. **MEMO** • In the SEND LEVEL screen, you can hold down the [SHIFT] button and press the [MIXER] button, and then use the faders to make adjustments. • This setting is shared by head and rim.

* The DRY+MFX setting applies only to the output from the MASTER OUT jacks and the PHONES jack.

Turning the multi-effects on/off

1. Press the [MULTI EFFECTS] button.

The [MULTI EFFECTS] button will light.

2. Press the [F1] button to turn multi-effects on/off.

You can also turn this setting on/off in the EFFECTS SWITCH screen (p. 67).

Auditioning the Multi-Effects (MFX ONLY)

In the MULTI EFFECTS screen, pressing the [F5] (MFX ONLY) button will cause the MASTER OUT jacks and PHONES jack to output only the sound with multi-effects applied. This is a convenient way to audition the effect while you edit the settings.

In the MFX SEND LEVEL screen and MULTI EFFECTS DRY+MFX screen, you can hold down the [SHIFT] button and press the [F4] button to audition the sound of the multi-effect.

This will be cancelled automatically when you access a different screen.

Multi-Effects Parameters

About note values

Some effect parameters (such as Rate or Delay Time) can be set by using note values.

Whenever the "BPM Sync" parameter is set to "ON," settings can be made in terms of a note value, so when the effect is applied, it will be synchronized to the tempo.

note:

♬₃	Sixty-fourth-note triplet	♬	Sixty-fourth note
♬₃	Thirty-second-note triplet	♬	Thirty-second note
♬₃	Sixteenth-note triplet	♬	Dotted thirty-second note
♪	Sixteenth note	♪₃	Eighth-note triplet
♪	Dotted sixteenth note	♪	Eighth note
♩₃	Quarter-note triplet	♪.	Dotted eighth note
♩	Quarter note	♩₃	Half-note triplet
♩.	Dotted quarter note	♩	Half note
o₃	Whole-note triplet	♩	Dotted half note
o	Whole note	lloll₃	Double-note triplet
o·	Dotted whole note	lloll	Double note

When "BPM Sync" is set to "OFF," a numerical value can be set for the relevant items.

* If you set the delay time as a note value, slowing down the tempo will not change the delay time beyond a certain length. There is an upper limit for the delay time so if it is set as a note value and you slow down the tempo until this upper limit is reached, the delay time cannot change any further. This upper limit is the maximum value that can be specified when setting the delay time as a numerical value.

STEREO DELAY

This is a stereo delay.

Parameter	Value	Explanation
BPM Sync	OFF, ON	OFF: Time specified as numerical value ON: Time specified as note value
Time Left	0–1300 msec, note	Adjusts the delay time from when the direct sound begins until the left delay sound is heard.
Time Right	0–1300 msec, note	Adjusts the delay time from when the direct sound begins until the right delay sound is heard.
Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input. Negative(-) settings invert the phase.
Phase Left	NORMAL, INVERSE	Phase of the delay sound
Phase Right	NORMAL, INVERSE	Phase of the delay sound
Wet Gain Low	-15–+15 dB	Amount of boost/cut for the effect sound's lower range
Wet Gain High	-15–+15 dB	Amount of boost/cut for the effect sound's upper range

REVERSE DELAY

This is a reverse delay that adds a reversed sound of the input sound as a delayed sound. A chorus is connected immediately after the reverse delay.

Parameter	Value	Explanation
Threshold	0–127	Volume at which the reverse delay will begin to be applied
BPM Sync	OFF, ON	OFF: Reverse delay time DlyTime specified as numerical value ON: reverse delay time DlyTime specified as note value
DlyTime	0–1300 msec, note	Delay time from when sound is input into the reverse delay until the delay sound is heard
Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of the reverse delay. Negative(-) settings invert the phase.

TAPE ECHO

Simulates a tape-type echo unit of the past.

Parameter	Value	Explanation
Rate	0–127	Tape speed
Intensity	0–127	Amount of echo repeat

CHORUS

This is a stereo chorus. A filter is provided so that you can adjust the timbre of the chorus sound.

Parameter	Value	Explanation
PreDelay	0.0–100 msec	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Filter Type	OFF, LPF, HPF	Type of filter OFF: no filter is used LPF: cuts the low frequency range HPF: cuts the high frequency range
Cutoff	200–8000 Hz	Center frequency when using the filter to cut a specific frequency range

PHASER

A phase-shifted sound is added to the original sound and modulated.

Parameter	Value	Explanation
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Resonance	0–127	Amount of feedback

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STEP PHASER

This is a stereo phaser. The phaser effect will be varied gradually.

Parameter	Value	Explanation
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Resonance	0–127	Amount of feedback
Step Rate	0–127	Rate of the step-wise change in the phaser effect

FLANGER

This is a stereo flanger. (The LFO has the same phase for left and right.) It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

Parameter	Value	Explanation
PreDelay	0.0–100 msec	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.

REVERB

Adds reverberation to the direct sound, simulating an acoustic space.

Parameter	Value	Explanation
ReverbType	ROOM1, ROOM2, STAGE1, STAGE2	Type of reverb ROOM1: dense reverb with short decay ROOM2: sparse reverb with short decay STAGE1: reverb with greater late reverberation STAGE2: reverb with strong early reflections
PreDelay	0.0–100 msec	Adjusts the delay time from the direct sound until the reverb sound is heard.
ReverbTime	0–127	Time length of reverberation
HFDamp	200–8000 Hz, BYPASS	Adjusts the frequency above which the reverberant sound will be cut. As the frequency is set lower, more of the high frequencies will be cut, resulting in a softer and more muted reverberance (BYPASS: no cut).
Wet Gain Low	-15–+15 dB	Amount of boost/cut for the effect sound's lower range
Wet Gain High	-15–+15 dB	Amount of boost/cut for the effect sound's upper range

LONG REVERB

This is a very rich sounding reverb with a choice of Character.

Parameter	Value	Explanation
Reverb Time	0–127	Time length of reverberation
Character	0–5	Type of reverb
PreLPF	16–15000 Hz, BYPASS	Frequency of the filter that cuts the high-frequency content of the input sound (BYPASS: no cut)
PreHPF	BYPASS, 16–15000 Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Pre EQ Freq	200–8000 Hz	Frequency of the filter that boosts/cuts a specific frequency region of the input sound
Pre EQ Gain	-15–+15 dB	Amount of boost/cut produced by the filter at the specified frequency region of the input sound
Depth	0–127	Depth of the effect
HFDamp	16–15000 Hz, BYPASS	Frequency at which the high-frequency content of the resonant sound will be cut (BYPASS: no cut)
LFDamp	BYPASS, 16–15000 Hz	Frequency at which the low-frequency content of the resonant sound will be cut (BYPASS: no cut)
EQ Lo	-15–+15 dB	Amount of low-range boost/cut
EQ Hi	-15–+15 dB	Amount of high-range boost/cut

SATURATOR

A saturator which distorts the sound is connected in parallel with a compressor, producing a rougher tonal character and boosting the loudness. This also cuts the low-frequency region of the input audio.

Parameter	Value	Explanation
Saturator Gain	0–127	Input volume to the saturator
Saturator Drive	0–127	Amount of distortion
Saturator Level	0–127	Output volume of the saturator
Comp Depth	0–127	Amount of compression
Comp Level	0–127	Output volume of the compressor
EQ Higain	-12–+6 dB	Amount of high-range boost/cut

SUPER FILTER

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.

Parameter	Value	Explanation
Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter LPF: Frequencies below the cutoff BPF: Frequencies in the region of the cutoff HPF: Frequencies above the cutoff NOTCH: Frequencies other than the region of the cutoff
Cutoff	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency
Modulation Switch	OFF, ON	On/off switch for cyclic change
Rate	0–127	Rate of modulation
Depth	0–127	Depth of modulation

FILTER+DRIVE

This is a low-pass filter equipped with overdrive. It cuts the upper range and adds distortion.

Parameter	Value	Explanation
Cutoff	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency
Drive	0–127	Amount of distortion

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AUTO WAH

Cyclically controls a filter to create cyclic change in timbre.

Parameter	Value	Explanation
Filter Type	LPF, BPF	Type of filter LPF: The wah effect will be applied over a wide frequency range. BPF: The wah effect will be applied over a narrow frequency range.
Manual	0–127	Adjusts the center frequency at which the effect is applied.
Peak	0–127	Adjusts the amount of the wah effect that will occur in the range of the center frequency. Set a higher value for Peak to narrow the range to be affected.
Polarity	UP, DOWN	Sets the direction in which the frequency will change when the auto-wah filter is modulated. UP: The filter will change toward a higher frequency. DOWN: The filter will change toward a lower frequency
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation

LO-FI COMPRESS

This is an effect that intentionally degrades the sound quality for creative purposes.

Parameter	Value	Explanation
PreFilter	TYPE 1–3	Selects the type of filter applied to the sound before it passes through the Lo-Fi effect.
Lo-Fi	TYPE 1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Filter Type	OFF, LPF, HPF	Type of filter after it passes through the Lo-Fi effect OFF: no filter is used LPF: cuts the frequency range above the Cutoff HPF: cuts the frequency range below the Cutoff
Post Filter Cutoff	200–8000 Hz	Basic frequency of the Post Filter
Gain Low	-15–+15 dB	Gain of the low range
Gain High	-15–+15 dB	Gain of the high range

DISTORTION

Intensely distorts the sound. The tone quality of the distorted sound is adjusted with a filter.

Parameter	Value	Explanation
Pre HPF	BYPASS, 16–1000 Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Drive	0–127	Amount of distortion
Tone	0–127	Tone quality of distorted sound

OVERDRIVE

Mildly distorts the sound. The tone quality of the distorted sound is adjusted with a filter.

Parameter	Value	Explanation
PreHPF	BYPASS, 16–1000 Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Drive	0–127	Amount of distortion
Tone	0–127	Tone quality of distorted sound

ISOLATOR

This is an equalizer which cuts the volume greatly, allowing you to add a special effect to the sound by cutting the volume in varying ranges.

Parameter	Value	Explanation
Boost/Cut Low	-64–+63	These boost and cut each of the low frequency ranges. At -64, the sound becomes inaudible. 0 is equivalent to the input level of the sound.
Boost/Cut Mid	-64–+63	These boost and cut each of the middle frequency ranges. At -64, the sound becomes inaudible. 0 is equivalent to the input level of the sound.
Boost/Cut High	-64–+63	These boost and cut each of the high frequency ranges. At -64, the sound becomes inaudible. 0 is equivalent to the input level of the sound.

RING MODULATOR

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.

Parameter	Value	Explanation
Mode	RING MOD, ENV OSC	RING MOD: Applies amplitude modulation to the input signal ENV OSC: Outputs oscillation corresponding to the input signal
Frequency	0–127	Adjusts the frequency at which modulation is applied.
Sensitivity	0–127	Adjusts the amount of frequency modulation applied.
Polarity	UP, DOWN	Determines whether the frequency modulation moves towards higher frequencies (UP) or lower frequencies (DOWN).

STEP RINGMOD

This is a ring modulator that uses a 8-step sequence to vary the frequency at which modulation is applied.

Parameter	Value	Explanation
Mode	RING MOD, ENV OSC	RING MOD: Applies amplitude modulation to the input signal ENV OSC: Outputs oscillation corresponding to the input signal
Freq Modify	-64–63	Increases/decreases value for all steps
Freq Step 1–8	0–127	Frequency of ring modulation at each step
Attack	0–127	Speed at which the modulation frequency changes between steps
Rate	0–127	Rate at which 8-step sequence is to be repeated

PITCH SHIFT

Shifts the pitch of the original sound. This pitch shift can add two pitch shifted sounds to the original sound.

Parameter	Value	Explanation
Pitch1 (semi)	-24–+12 semi	Adjusts the pitch of Pitch Shift 1 in semitone steps.
Pitch2 (semi)	-24–+12 semi	Adjusts the pitch of Pitch Shift 2 in semitone steps.
DlyTime	0–1300 msec	Adjusts the delay time from the direct sound until the Pitch Shift sound is heard.
Feedback	-98–+98 %	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Pitch1 Level	0–127	Volume of the Pitch Shift 1 sound
Pitch2 Level	0–127	Volume of the Pitch Shift 2 sound
Wet Gain Low	-15–+15 dB	Amount of boost/cut for the effect sound's lower range
Wet Gain High	-15–+15 dB	Amount of boost/cut for the effect sound's upper range

AUTO PAN

Cyclically modulates the stereo location of the sound.

Parameter	Value	Explanation
Rate	0–127	Frequency of the change
Depth	0–127	Depth to which the effect is applied

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Adjusting the Overall Sound (MASTER COMPRESSOR/ MASTER EQ)

You can make settings for the stereo compressor/limiter (master comp) and four-band parametric equalizer (master EQ) that are applied to the final stage of the master output.

> * The master comp and EQ effect is applied to the sound that is sent from the MASTER OUT jacks, the DIGITAL OUT jack, and the PHONES jack.
> The master comp and EQ effect is not applied to the DIRECT OUT jacks.

Using the master comp

• When used as a compressor, this allows you to raise the overall loudness of the drums by compressing brief peaks in the sound. This lets the sound project better, without being buried in the mix by the other instruments.

• When used as a comp-limiter, this lets you increase the recording level while limiting the maximum input to the recording device.

• If you're using a small monitor amp, you can use this effect as a limiter so that the peaks of the drum sound are limited, making the sound less likely to distort.

Using the master EQ

• This lets you adjust the tonal character by boosting or cutting each of the four bands (LOW/MID1/MID2/ HIGH).

• You can also use this to make compensations in the tone when using the master comp.

Editing the Master Comp/Master EQ Settings

1. **Press the [MASTER COMP] button.**

The [MASTER COMP] button will light.

2. **Use the [F2], [F3], or cursor buttons to select the parameter.**

3. **Use the [−] [+] buttons or the dial to adjust the setting.**

Parameter	Value	Explanation
[F2] (M COMP) button		
Type	COMP 1, COMP 2, HARD COMP, LIMITER	Type of compressor * If you set Type, the master comp parameters will be set to suitable values. Based on these settings, you can adjust the Threshold and Gain values appropriately.
Threshold	-48–0 dB	Volume level at which compression begins
Gain	-24–+24 dB	Output volume of compressor
Ratio	1:1, 2:1, 3:1, 4:1, 8:1, ∞:1	Compression ratio
	MEMO If "Ratio" is set to "1:1" the master comp effect will not be applied (only the Gain setting will be valid), regardless of the other settings.	
Knee	SOFT, HARD	The sound's attack at the moment compression begins
Attack	0.1, 1–100 ms	Time from when the volume goes up the threshold level until the compressor effect applies
Release	10–1000 ms	Time from when the volume falls below the threshold level until the compressor effect no longer applies
[F3] (M EQ) button		
TYPE	SHELV (Shelving) PEAK (MID1 and MID2: fixed to "PEAK")	Type of equalizer
Q	0.5–8.0 (only when Type is set to "PEAK")	Width of the frequency range A higher Q narrows the affected area.
FREQ	20–1k (LOW) 20–16K (MID1, MID2) 1k–16k (HIGH) Hz	Center frequency
GAIN	-12–+12 dB	Amount of boost/cut

* The sound may be distorted in a certain setting.

MEMO

You can choose whether the master compressor/ equalizer settings will be independent for each kit, or be shared for all kits ().

Meters shown in the MASTER COMPRESSOR screen

In the MASTER COMPRESSOR screen, the "input meter," the "gain reduction meter," and the "output meter" are displayed.

Input meter
The "input meter" shows the level (dB) being input to the master comp.

Gain reduction meter
The "gain reduction meter" shows the change in level (dB) produced by the master comp.

Output meter
The "output meter" shows the output level following the master comp.
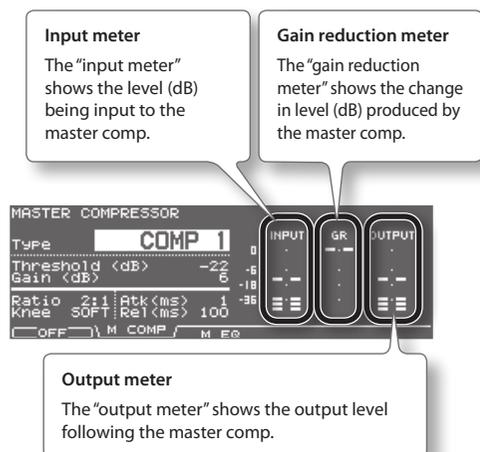
Adjust the master comp's "Gain" so that the output meter does not exceed 0 dB (i.e., so that it does not clip).

- * The Threshold upper limit (0 dB) corresponds to the -6 dB volume level of the input meter.

- * The output meter shows only the level of the output signal from the MASTER OUT jacks.

Turning the Master Comp/ Master EQ On/Off

1. **Press the [MASTER COMP] button.**
The [MASTER COMP] button will light.

2. **Press the [F1] button to turn the master comp/ master EQ on/off.**
You can also turn this setting on/off in the EFFECTS SWITCH screen (p. 67).

Copying Effect Settings

Here's how a drum kit's ambience section settings or multi-effect settings can be copied to another drum kit in a single operation. You can also copy from a drum kit that's in preset memory or on a USB flash drive.

If you're copying from user memory, you can exchange the copy-source and copy-destination settings.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. **Hold down the [SHIFT] button and press the [USB MEM] button.**
The [USB MEM] button will light, and the COPY A screen will appear.

2. **Press the [F5] (A▶B▶C) button to access the COPY B screen.**
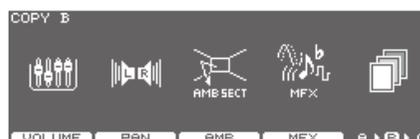
3. **Use the [F3] (AMB) or [F4] (MFX) button to select the effect setting that you want to copy.**
(Example: When [F4] (MFX) is selected)

Copy-source

Copy-destination

4. **Use the [F1]–[F3] buttons to select the copy-source.**

Button	Explanation
[F1] (USER) button	Copy from user memory.
	Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory.
	You can choose from TD-30 or TD-20X preset data. Select this if you want to return to the factory-set settings.
[F3] (USB) button	Copy from backup data saved on a USB flash drive.

5. **Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.**

If you selected [F2] (PRESET) in step 4, specify whether you're copying from TD-30 or from TD-20X.

If you selected [F3] (USB) in step 4, select the copy-source backup number.

6. **Press the [F4] (EXCHNG) or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying settings from a USB flash drive)

```
COPY MFX

 /!\      USB     1    TD-30
                        ↓
          User    10   Brushes

          Press [F5] to Execute.

 CANCEL                        EXECUTE
```

If you selected [F1] (USER) in step 4, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**

The effect setting will be copied.

MEMO

- The "**SEND LEVEL**" (p. 70) is included in the ambience settings copied by this operation. Similarly, the "SEND LEVEL" (p. 72) is also included in the multi-effect settings copied by this operation.

- The comp/EQ settings for each pad can be copied as described in "Copying an Instrument" (p. 63).

Tempo

Here you can make settings for the tempo and click.

Specifying the Tempo

1. **Press the [TEMPO] button.**

The [TEMPO] button will light, and the TEMPO screen will appear.

Button	Explanation
[F1] (CLICK) button	Make click settings (p. 82).
[F2] (SYNC) button	Specify synchronization with external MIDI devices (p. 84).
[F3] (TAP) button	Specify the tempo by striking a pad or button.
[F4] button	Make the [TEMPO] button blink in time with the tempo (p. 82).
[F5] button	Sound the click (p. 82).

2. **Use the [−] [+] buttons or the dial to select the tempo.**

Value	20–260

4. **Press the [EXIT] button to return to the DRUM KIT screen.**

Setting the Tempo by Hitting a Pad (TAP)

You can set the tempo by hitting a pad or the [PREVIEW] button two or more times at quarter-note intervals of the desired tempo.

1. **Press the [TEMPO] button.**

The [TEMPO] button will light, and the TEMPO screen will appear.

2. **Press the [F3] (TAP) button.**

The TAP TEMPO screen will appear.

3. **Press the cursor [▲] button to move the cursor to Tap Switch.**

4. **Use the [−] [+] buttons or the dial to set to "ON."**

5. **Press the cursor [▼] button to move the cursor to Tap Pad.**

6. **Use the [−] [+] buttons or the dial to select the pad (or the [PREVIEW] button) to use for Tap Tempo function.**

7. **Press the [EXIT] button to return to the TEMPO screen.**

When you strike the pad selected in step 6 (or the [PREVIEW] button) two or more times, the tempo will change to the corresponding interval.

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Viewing the Tempo as a Blinking Button

You can make the [TEMPO] button blink in time with the tempo.

1. **Press the [TEMPO] button.**

The [TEMPO] button will light, and the TEMPO screen will appear.

2. **Press the [F4] button to turn the [TEMPO] button flashing (ON) or going off (OFF).**

3. **Press the [EXIT] button to return to the DRUM KIT screen.**

Sounding a Click

1. **Press the [TEMPO] button.**

The [TEMPO] button will light, and the TEMPO screen will appear.

2. **Each time you press the [F5] button, the setting will alternate between sounding the click (ON) and not sounding it (OFF).**

3. **Press the [EXIT] button to return to the DRUM KIT screen.**

MEMO

You can also turn the click on/off by holding down the [SHIFT] button and pressing the [TEMPO] button.

Making Click Settings (CLICK)

1. **Press the [TEMPO] button.**

The [TEMPO] button will light, and the TEMPO screen will appear.

2. **Press the [F1] (CLICK) button.**

The CLICK SETTINGS screen will appear.

3. **Use the [F1]–[F3] buttons to select the parameter you want to set.**

4. **Use the cursor buttons to select the parameter.**

5. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
[F1] (INST) button		
Inst	VOICE, CLICK, ELECTRONIC, PULSE, BEEP, METRONOME, CLAVES, WOOD BLOCK, STICKS, CROSS STICK, TRIANGLE, COWBELL, CONGA, MARACAS, CABASA, AGOGO, TAMBOURINE, SNAPS, 909 SNARE, 808 COWBELL	Sound for the click
Pan	L15–CENTER–R15	Stereo position of the click
Amb Send Level	0–127	Amount of ambience The click sound will be easier to hear if you apply ambience. **MEMO** • You have to turn the ambience on (p. 69). • When "---" is displayed, this level is set to "0" automatically to prevent the click sound from leaking.
Output	MASTER+ PHONES, PHONES ONLY, DIRECT 5, DIRECT 6, DIRECT 5+6, DIRECT 7, DIRECT 8, DIRECT 7+8, MASTER+DIR56, MASTER+DIR78	Output destination for the click **MEMO** This setting can also be made by pressing the [SETUP] button and pressing the [F2] (OUTPUT) button (p. 115).
[F2] (TIMESIG) button		
Time Signature	Numerator: 0–15 Denominator: 2, 4, 8, 16	When the numerator is set to "0," no accent is added to the first beat.
Interval	1/2 (half note), 3/8 (dotted quarter note), 1/4 (quarter note), 1/8 (eighth note), 1/12 (eighth-note triplet), 1/16 (16th note)	Interval at which the click will sound
[F3] (COUNT) button		
Count In Play	OFF, 1 MEAS, 2 MEAS	Adds a count in before playback.
Count In Rec	OFF, 1 MEAS, 2 MEAS	Adds a count in before recording.
During Play	OFF, ON	Sets the click to play during pattern playback.
During Rec	OFF, ON	Sets the click to play during recording.

MEMO

To adjust the click level, move the GROUP FADERS [CLICK] fader (p. 28).

6. **Press the [EXIT] button to return to the TEMPO screen.**

Synchronizing with an External MIDI Device (SYNC)

This section discusses the settings that allow an external MIDI sequencer and the TD-30's sequencer to be synchronized.

The device that is playing back is called the "master" and the device that is synchronizing to the playback is called the "slave."

1. **Press the [TEMPO] button.**

The [TEMPO] button will light, and the TEMPO screen will appear.

2. **Press the [F2] (SYNC) button.**

The TEMPO SYNC screen will appear.

3. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Sync Mode	INTERNAL	The TD-30' tempo setting will be used for playback/recording. The TD-30 will be the master. When shipped from the factory, this setting is selected.
	EXTERNAL	The TD-30's sequencer will operate in accordance with tempo data (MIDI Clock) from the external device. The TD-30 will be the slave.
	AUTO	This is a convenient setting that combines features of both the INTERNAL and EXTERNAL settings. When no synchronization signal is being received, the TD-30's tempo setting will be used for playback/recording. When a synchronization signal is being received from an external device, the TD-30 will sync to that signal.
	REMOTE	The TD-30 will obey start/pause/stop messages from an external device, but will playback according to its own tempo setting.

Parameter	Value	Explanation
Clock Source *	MIDI	If the Sync Mode is "EXTERNAL" or "AUTO," the TD-30 will synchronize to tempo data from the MIDI IN connector.
	USB MIDI	If the Sync Mode is "EXTERNAL" or "AUTO," the TD-30 will synchronize to tempo data from the USB COMPUTER port.

* If the Sync Mode is "INTERNAL," this is shown as "---".

4. **Press the [EXIT] button to return to the TEMPO screen.**

Synchronizing the TD-30 with the playback of an external MIDI sequencer

In this case, the TD-30 will be the slave and the external MIDI sequencer will be the master.

1. **Connect the TD-30 to your external MIDI sequencer (p. 141).**

2. **Set the Sync Mode to "EXTERNAL."**

3. **Set the Clock Source.**

If you've connected your external MIDI sequencer to the MIDI connector, choose "MIDI." If you've connected it to the USB COMPUTER port, choose "USB."

4. **Play back your external sequencer.**

Synchronized playback will begin.

Song Player

The song player lets you play back audio files (WAV, MP3) saved on a USB flash drive.

Audio files that can be played

MP3	
Sampling frequency	44.1 kHz
Bit rate	64 kbps–320 kbps
WAV	
Sampling frequency	44.1 kHz
Bit rate	8, 16, 24-bit

When saving files to a USB flash drive

Save the audio files in the root directory (the top level) of your USB flash drive.

* File names containing 19 or more characters or containing double-byte characters (such as Japanese) will not be displayed correctly.
* The TD-30 can recognize up to 100 audio files. Keep the number of audio files saved on the USB flash drive to 100 or fewer.
* Make sure that each file is no larger than 2 GB.
* File names containing multi-byte characters are not supported.

Connecting USB Flash Drive

* Carefully insert the USB flash drives all the way in—until it is firmly in place.
* Use USB flash drive sold by Roland. We cannot guarantee operation if other USB flash drive is used.

1. **Connect your USB flash drive to the USB MEMORY port.**

USB flash drive

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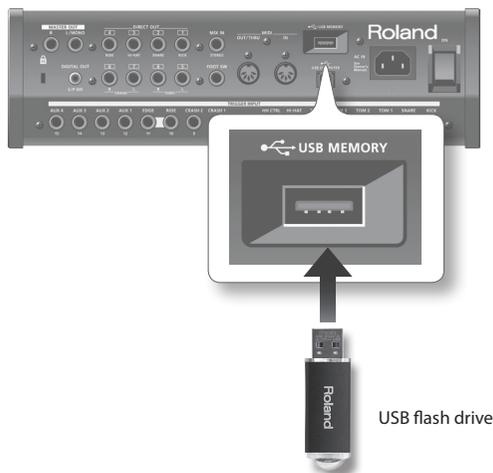
Playing an Audio File

Here's how to play back audio files from your USB flash drive.

* On-board patterns will not function while an audio file is playing.

MEMO

- You can also use a footswitch or pad to start playback (p. 117).
- Patterns cannot be played while an audio file is playing. However when using the Pad Pattern function (p. 60), it is possible to play patterns only if their Play Type is "TAP."

1. Connect your USB flash drive to the TD-30's USB memory port (p. 85).

2. Press the [USB/PTN] button.

The [USB/PTN] button will light.

3. Press the [F1] (USB◀▶PTN) button to access the USB SONG screen.

Audio file name

Current playback location in the audio file

4. Use the [–] [+] buttons or the dial to select the audio file that you want to play.

5. Press the [PLAY] button.

The [PLAY] button will light, and the audio file will start playing.

Button	Explanation
[STOP] button	Stops the playback. When you press the [PLAY] button once again, playback will resume from the location at which you stopped.
Cursor [▲] button	Returns to the beginning of the audio file.
Cursor [▼] button	Advances to the end of the pattern.
Cursor [◀] button	Rewinds the audio file.
Cursor [▶] button	Fast-forwards the audio file.

Selecting an Audio File from a List (LIST)

Here's how to select an audio file from a list.

1. In the USB SONG screen, hold down the [SHIFT] button and press the [F1] (USB◀▶PTN) button.

The USB SONG LIST screen will appear.

Button	Explanation
[F1] (▲ PAGE) button	Displays the previous page of the list.
[F2] (PAGE ▼) button	Displays the next page of the list.

MEMO

While an audio file is being loaded, the Total Time is shown as "--:--:--".

2. Use the dial, the [–] [+] buttons, or the cursor [▲] [▼] buttons to select the desired audio file.

3. Press the [EXIT] button to return to the USB SONG screen.

Playback Settings (FUNC)

Here's how you can determine the way in which audio files will play back, and how to adjust the playback volume.

1. In the USB SONG screen (p. 86), press the [F2] (FUNC) button.

The USB SONG INFO/FUNC screen will appear.

```
USB SONG INFO/FUNC
INFORMATION
  Song:   1 03TheOldDays.mp3
  Total Time: 00:01:48

FUNCTION
  Play Type         LOOP
  Song Volume        100
```

2. Use the cursor [▲] [▼] buttons to select the desired parameter.

3. Use the [–] [+] buttons or the dial to set the parameter.

Parameter	Value	Explanation
Play Type	ONESHOT	A single song will be played only once. If you choose ONESHOT, (▭▶) will be shown in the upper part of the USB SONG screen.
	LOOP	The selected song will be played repeatedly. Playback will continue until you press the [STOP] button. If you choose LOOP, (↻) will be shown in the upper part of the USB SONG screen.
Song Volume	0–127	Adjusts the playback volume.

4. When you've finished making settings, press the [USB/PTN] button to return to the USB SONG screen.

Changing the Playback Speed (SPEED)

Here's how to change the audio file playback speed.

1. In the USB SONG screen (p. 86), press the [F3] (SPEED) button.

```
USB SONG SPEED

SPEED   100%

                        100 %
```

2. Use the [–] [+] buttons or the dial to set the parameter.

Parameter	Value	Explanation
Speed	50–150 %	Adjusts the playback speed. To return to the original playback speed, press [F5] (100%).

3. When you've finished making settings, press the [EXIT] button.

* Settings that produce an extreme change in the playback speed may lower the audio quality.

Repeatedly Playing a Specific Region (A-B)

You can make a specific region of the audio file play back repeatedly (AB Repeat).
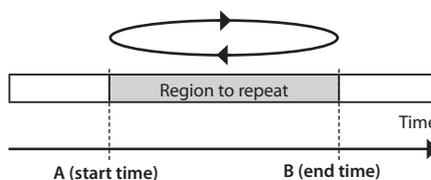
1. Play back the audio file (p. 86).

2. At the time location where you want to start repeating (A), press the [F5] (A-B) button.

3. At the time location where you want to stop repeating (B), press the [F5] (A-B) button once again.

The " 🔁 " icon will appear in the USB SONG screen, and the region between "A" and "B" will play repeatedly.

To stop AB Repeat, press the [F5] (A-B) button once again.

Viewing Information About the Audio File

Here's how to view information about the audio file.

1. **In the USB SONG screen (p. 86), press the [F2] (FUNC) button.**

The USB SONG INFO/FUNC screen will appear, showing information about the audio file.

Name of the audio file
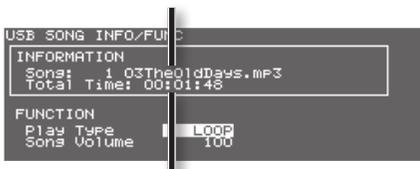
Length of the audio file

2. **Press the [USB/PTN] to return to the USB SONG screen.**

Pattern Sequencer

The TD-30's sequencer organizes music into six "parts." The Drum Kit part is used to record/play back what is played on the pads. In addition, there are also backing parts (melody, bass, backing 1, backing 2) and a percussion part.

The collective performance of these six parts is called a "pattern."

The six parts that make up a pattern	
	Melody Part
Backing Parts	Bass Part
	Backing 1 Part
	Backing 2 Part
Percussion Part	
Drum Kit Part	

Preset patterns (Pattern 1–100)

Settings in Preset patterns cannot be modified. These patterns are provided for use in practicing or live performances. You cannot erase nor make changes in the performance data of a Preset pattern. Recording to them is also not allowed.

MEMO

If you want to change, edit, or record any Preset pattern settings, copy them to a user pattern (p. 102).

User patterns (Pattern 101–200)

These are patterns for you to use as you wish. You can record directly from the pads or an external MIDI keyboard in real time (p. 99). User pattern settings are saved automatically.

Basic Operation

Button	Explanation
[USB/PTN] button	Selects patterns. This displays the basic screen for the sequencer.
[STOP] button	Stops playback of the pattern. When pressed while the pattern is stopped, this returns you to the beginning of the pattern.
[PLAY] button	Starts playback of the pattern.
[SHIFT] button + [PLAY] button	Enters record-standby mode.
[TEMPO] button	Sets the Tempo (p. 81).
Cursor [▲] button	When pressed while the pattern is stopped, this returns you to the beginning of the pattern.
Cursor [◀] button	When pressed while the pattern is stopped, this returns you to the previous measure in the pattern.
Cursor [▶] button	When pressed while the pattern is stopped, this advances you to the next measure in the pattern.
Cursor [▼] button	When pressed while the pattern is stopped, this advances you to the end of the pattern.

* The cursor buttons cannot be used while the pattern is played back.

Choosing a Pattern

1. **Press the [USB/PTN] button.**
   [USB/PTN] button will light.

2. **Press the [F1] (USB◀▶PTN) button to access the PATTERN screen.**

   PATTERN
   1 Preview1   001:01

3. **Use the [–] [+] buttons or the dial to select the pattern.**

About the PATTERN screen

. . . .

🔒 : Preset patterns

♫ : User patterns (already recorded)

⬚ : User patterns (empty)

Pattern name   Measure number   Beat

PATTERN
1 Preview1   001:01
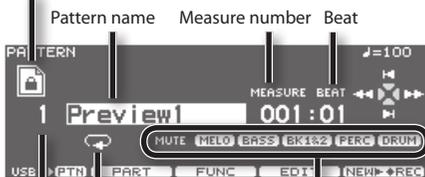
Part mute status (p. 92)

Pattern playback type (p. 98)

Pattern number
0–100:   Preset patterns
101–200:   User patterns

Button	Explanation
[F2] (PART) button	Make settings for each part of the pattern.
[F3] (FUNC) button	Change the settings of a user pattern, or view the settings of a preset pattern (p. 97).
[F4] (EDIT) button	Edit a user pattern, or copy a preset pattern to a user pattern (p. 101).
[F5] (◆REC) button	Enters record-standby mode.

MEMO

Pressing the [F5] (NEW▶◆REC) button when a preset pattern is selected will enter record-standby mode with the lowest-numbered empty pattern.

Selecting a Pattern from the List

Here you can select patterns from a list of pattern names. Pattern number, pattern name, beat, measure length, pattern playback type, and tempo are displayed.

1. **In the PATTERN screen, hold down the [SHIFT] button and press the [F1] (USB◀▶PTN) button.**

   The PATTERN LIST screen will appear.
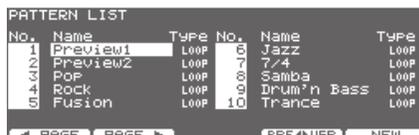
   PATTERN LIST

Button	Explanation
[F1] (◀PAGE) button	The previous page of the list appears.
[F2] (PAGE▶) button	The next page of the list appears.
[F4] (PRE◀▶USR) button	Switches between preset patterns and user patterns.
[F5] (NEW) button	An empty pattern with the lowest number is called up.

2. **Use the dial, the [–] [+], or cursor buttons to select the pattern.**

3. **Press the [EXIT] button to return to the PATTERN screen.**

Playing Back a Pattern

* You can't play back audio files while a pattern is playing back.

* If you use the Pad Pattern function (p. 60) while playing a pattern whose Play Type (p. 98) is "LOOP" or "ONESHOT," only patterns whose Play Type is "TAP" can be played by the Pad Pattern function.

1. Select the pattern that you want to playback (p. 90).

2. Press the [PLAY] button.

The [PLAY] button will light, and playback of the pattern begins.
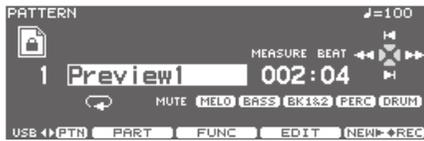
3. Press the [STOP] button to stop playback of the pattern.

The [PLAY] button goes off, and returns to the beginning of the measure played at that moment.

4. Press the [STOP] button once again to return to beginning of the pattern.

MEMO

For details on the tempo settings for playing a pattern, refer to "Tempo" (p. 81).

Making Settings for Each Part (PART)

If you want to change the settings for each part of a pattern (mainly for a user pattern), access the PATTERN PART screen as follows.

1. In the PATTERN screen (p. 90), press the [F2] (PART) button.

PATTERN PART screen will appear.

Button	Explanation
[F1] (MUTE) button	Mute (silence) a specific part.
[F2] (BACKING) button	Make instrument settings for the backing parts (p. 92).
[F3] (PERC) button	Make settings for the percussion part (p. 93).
[F4] (MIXER) button	Make volume and pan settings for each part (p. 96).
[F5] (REV/CHO) button	Make reverb/chorus settings for each part (p. 96).

* If a preset pattern is selected, you won't be able to change any settings other than [F1] (MUTE). Unavailable editing icons are shown as "🗎."

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Muting a Specific Part (MUTE)

You can mute specific parts in patterns.

1. **In the PATTERN PART screen (p. 91), press the [F1] (MUTE) button.**

PART MUTE screen will appear.

2. **Press the [F1]–[F5] buttons to turn each part muted or played.**

Button	Explanation
[F1] button	Melody part
[F2] button	Bass part
[F3] button	Backing 1 part + Backing 2 part
[F4] button	Percussion part
[F5] button	Drum Kit part

3. **Press the [EXIT] button to return to the PATTERN PART screen.**

MEMO

You can check the part mute status in the PATTERN screen.

MUTE   PLAY
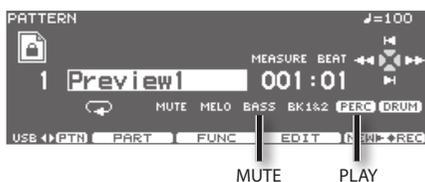
Display	Explanation
MELO	Melody part
BASS	Bass part
BK1&2	Backing 1 part + Backing 2 part
PERC	Percussion part
DRUM	Drum Kit part

Specifying the Instruments for the Backing Parts (BACKING)

Here's how to select the instruments to be used by backing parts (Melody Part, Bass Part, Backing 1 Part, and Backing 2 Part), and make settings for the Key Shift (change pitch in semitone steps).

1. **In the PATTERN PART screen (p. 91), press the [F2] (BACKING) button.**

The part setting screen will appear.

2. **Press the [F1]–[F4] buttons to select the part you wish to set.**

Button	Explanation
[F1] (MELODY) button	Melody part
[F2] (BASS) button	Bass part
[F3] (BACK1) button	Backing 1 part
[F4] (BACK2) button	Backing 2 part

3. **Use the cursor [▲] [▼] buttons to select the parameter.**

4. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Inst	Part Instrument	
Key Shift	-24–0–+24	Shifts the overall pitch (in semitone steps).
Bend Range	0–+24	Amount of change in pitch with pitch bend at the maximum level (in semitone steps).

5. **Press the [EXIT] button to return to the PATTERN PART screen.**

Tuning Settings for the Backing Parts (Master Tuning)

Here you can adjust the overall tuning for the backing parts.

1. In the PATTERN PART screen (p. 91), press the [F2] (BACKING) button.

2. Press the [F5] (M TUNE) button.

The MASTER TUNE screen will appear.

```
MASTER TUNE
  ♭♮♯  440.0 Hz
                    [440 HZ]
```

3. Use the [–] [+] buttons or the dial to make setting.

Parameter	Value
Master Tune	415.3–466.2 Hz

You can set this to 440.0 Hz by pressing the [F5] (440 Hz) button.

4. Press the [EXIT] button twice to return to the PATTERN PART screen.

Percussion Part Settings (PERC)

An assembled group of different percussion instruments is called a "percussion set." Since each note number has been assigned a different percussion instrument, a multiple number of instruments can be played at one time.

Choosing a percussion set

1. In the PATTERN PART screen (p. 91), press the [F3] (PERC) button.

The PERCUSSION PART screen will appear.

```
PERCUSSION PART       *101 User Ptn 101

      Pattern Percussion Set
         6 Perc Set

                        EDIT
```

2. Use the [–] [+] buttons or the dial to select the percussion set.

About the Percussion Sets

The TD-30 features eight percussion sets.

You can select which percussion set is to be used in each pattern in the PERCUSSION PART screen.

Pattern		Percussion set
Pattern 1	→	Percussion set 1
Pattern 2	→	Percussion set 2
⋮		
Pattern 101	→	Percussion set 3
⋮		⋮
Pattern 200	→	Percussion set 8
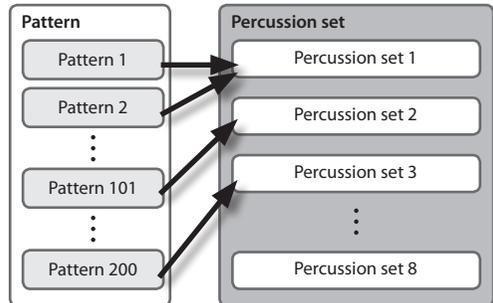
Changing a percussion set's instrument settings simultaneously changes the percussion instruments in patterns using the same percussion sets.

MEMO

The preset patterns use percussion sets 1–5. If you change the percussion set settings, it is recommended that you first copy the percussion set you want to change to percussion set 6 or other percussion set, then change the settings in the copy.

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Percussion set settings

1. **In the PATTERN PART screen (p. 91), press the [F5] (EDIT) button.**

PERCUSSION SET EDIT screen will appear.

2. **Make settings of the percussion set.**

3. **When finished, press the [EXIT] button to return to the PERCUSSION PART screen.**

Selecting a percussion instrument

Select an instrument for each note number.

1. **In the PERCUSSION SET EDIT screen, press the [F4] (◀INST) button.**

2. **Use the cursor [▲] [▼] buttons to select the note number.**

Note number   Instruments

3. **Use the [–] [+] buttons or the dial to select the instrument.**

MEMO

You can listen the sound of instrument by pressing the [PREVIEW] button.

Selecting a percussion instrument from the list (LIST)

Here you can select from the list of all available instruments.

1. **In the PERCUSSION SET EDIT screen, press the [F4] (◀INST) button.**

2. **Use the cursor [▲] [▼] buttons to select the note number.**

3. **Press the [F1] (LIST) button.**

The PERCUSSION SET INST LIST screen will appear.
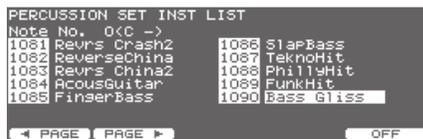
Button	Explanation
[F1] (◀PAGE) button	Previous page of the list appears.
[F2] (PAGE▶) button	The next page of the list appears.
[F5] (OFF) button	Selects OFF (an instrument that will not sound)

4. **Use the dial, the [–] [+], or cursor buttons to select the instrument.**

5. **Press the [EXIT] button to return to the PERCUSSION SET EDIT screen.**

Settings the volume and pan for each percussion instrument (EDIT)

Set the volume, pan, pitch, decay, etc. for each percussion instrument.

1. **In the PERCUSSION SET EDIT screen, press the [F5] (EDIT▶) button.**

2. **Use the cursor buttons to select the parameter.**

3. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Volume	0–127	Volume
Pan	L15–CTR–R15	Stereo position
Pitch	-480–+480	Pitch
Decay	-31–+31	Decay Time
RevSend	0–127	Amount of reverb
ChoSend	0–127	Amount of chorus
Pos CC	0–127	Specifies how the instrument which changes the tone like a snare (striking position) or hi-hat (pedal position) sounds.

* Reverb and chorus settings are shared with the backing part (p. 96).

Naming a percussion set (NAME)

The percussion set can be named (up to 12 characters).

1. **In the PERCUSSION SET EDIT screen (p. 94), press the [F2] (NAME) button.**

The PERCUSSION SET NAME screen will appear.

2. **Edit the name.**

For details on how to edit a name, refer to "Assigning a Name" (p. 29).

3. **Press the [EXIT] button to return to the PERCUSSION SET EDIT screen.**

Copying a percussion set

You can copy a percussion set from preset memory or from a USB flash drive.

For user memory, you can rearrange the data by exchanging the copy-source and copy-destination percussion sets.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue (p. 108).

1. **Hold down the [SHIFT] button and press the [USB MEM] button.**

[USB MEM] button will light, and the COPY A screen will appear.

2. **Press the [F5] (A▶B▶C) button twice to access the COPY C screen.**

3. **Press the [F3] (PERC) button.**
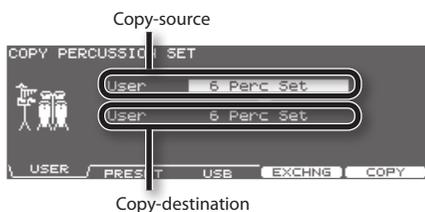
Copy-source

Copy-destination

4. **Use the [F1]–[F3] buttons to select the copy-source.**

Button	Explanation
[F1] (USER) button	Copy from user memory. Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory. Choose this when you want to revert to the factory settings.
[F3] (USB) button	Copy from backup data saved on a USB flash drive.

5. **Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.**

If you selected [F3] (USB) in step 4, select the copy-source backup number.

6. **Press the [F4] (EXCHNG) or [F5] (COPY) button.**

A confirmation message will appear.

(Example: Copying settings from a USB flash drive)
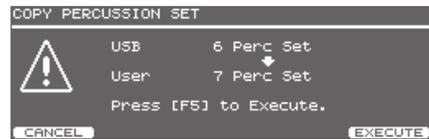
If you selected [F1] (USER) in step 3, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**

The percussion set will copied.

Setting the Volume and Pan of Each Part (MIXER)

Set the volume and pan for each part.

MEMO

To adjust volume/pan settings for each percussion instrument in the PERCUSSION SET EDIT screen.

1. **In the PATTERN PART screen (p. 91), press the [F4] (MIXER) button.**

The PART VOLUME, PART PAN, PART REVERB SEND LEVEL, or PART CHORUS SEND LEVEL screen will appear.

2. **Press the [F1]–[F4] buttons to select the parameter.**

3. **Use the cursor [◄] [►] buttons to select the part you wish to set.**

4. **Use the dial, the [–] [+], or cursor [▲] [▼] buttons to make settings.**

Parameter	Value	Explanation
[F1] (VOLUME) button		
PART VOLUME	0–127	Volume of each part The percussion part (PERC) specifies the volume of the entire part.
[F2] (PAN) button		
PART PAN	L15–CTR–R15	Panning of each part
[F3] (REV SND) button		
PART REVERB SEND	0–127	Reverb depth of each part
[F4] (CHO SND) button		
PART CHORUS SEND	0–127	Chorus depth of each part

5. **Press the [EXIT] button to return to the PATTERN PART screen.**

Applying Reverb/Chorus to Each Parts (REV/CHO)

Set the amount of reverb and chorus for the backing parts (p. 92) and the percussion part (p. 93).

MEMO

Adjustments for each instrument of the percussion part can be made in the PERCUSSION SET EDIT screen.

1. **In the PATTERN PART screen (p. 91), press the [F5] (REV/CHO) button.**

The REVERB/CHORUS screen will appear.

2. **Press the [F2]–[F4] buttons to select the parameter.**

3. **Use the cursor buttons to select the parameter.**

4. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
[F2] (REV/CHO) button		
REVERB		
Type	AMBIENCE, ROOM, HALL, PLATE	Type of reverb
Time	0–127	Reverb length/delay time
CHORUS		
Rate	1–64	Speed of modulation
Depth	1–64	Depth of modulation
[F3] (REV SND) button		
PART REVERB SEND	0–127	Amount of reverb applied to each part
[F4] (CHO SND) button		
PART CHORUS SEND	0–127	Amount of chorus applied to each part

5. **Press the [F1] and/or [F5] buttons to turn the reverb/chorus ON or OFF.**

Button	Explanation
[F1] button	Reverb on/off
[F5] button	Chorus on/off

6. **Press the [EXIT] button to return to the PATTERN PART screen.**

Making Settings for a User Pattern (FUNC)

Set various settings for a user pattern.

* If a preset pattern is selected, you won't be able to change. Unavailable editing icons are shown as " ▢ ".

Specifying the Number of Measures, Time Signature, and Tempo (SETUP)

1. **In the PATTERN PART screen (p. 91), press the [F3] (FUNC) button.**

2. **Press the [F1] (SETUP) button.**

The PATTERN SETUP screen will appear.

3. **Use the cursor buttons to select the parameter.**

4. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Pattern Length	1–999	Number of measures
Time Signature	Numerator: 1–15 Denominator: 2, 4, 8, 16	Beat * Time Signature can be set on an empty pattern. You cannot set 1/8 and 1/16-3/16.
Tempo	20–260	Tempo

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Specifying the Playback Type (TYPE)

1. **In the PATTERN PART screen (p. 91), press the [F3] (FUNC) button.**

2. **Press the [F2] (TYPE) button.**

   The PATTERN TYPE screen will appear.

   ```
   PATTERN TYPE        * 101 User Ptn 101
                Play Type      LOOP
                Tap Reset Time  OFF
                Quick Play      OFF

    SETUP   TYPE                     NAME
   ```

3. **Use the cursor [▲] [▼] buttons to select the parameter.**

4. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
		This specifies how the pattern will play back.
	LOOP	After the pattern is played back all the way to the end, playback then repeats, starting at the beginning of the pattern. Playback continues until the [STOP] button is pressed.
		Loop is useful for practicing and live performance.
	ONE SHOT	Playback stops once the end of the pattern is reached.
		This is a convenient feature to use when assigning patterns to the pads (Pad Pattern, p. 60). Each time you hit the pad to which the pattern is assigned, it will automatically start from the beginning of the pattern.
Play Type *	TAP	When set to pad pattern (p. 60), the sounds are played back in sequence each time the pad is pressed. (You can use the [PLAY] button instead of a pad.)
		For example if you specify "TAP" for a pattern which contains a melody line and assign this pattern to a pad, you can play the notes of the melody in order each time you strike the pad.
		You can set the "Tap Reset Time" so that the pattern will automatically return to the beginning if that time interval elapses without that pad being hit again. You can play a bass line with your kick drum, too.
		MEMO
		When using Realtime Recording (p. 99) to record patterns used for TAP playback, make the Quantize settings (p. 99) before you begin recording.

Parameter	Value	Explanation
Play Type	MVC	This is a "TAP" setting dedicated to the VISUAL CONTROL (p. 146).
		You will switch to the next image reach time you strike the pad or press the [PLAY] button.
Tap Reset Time	OFF, 0.2–4.0 sec	This function automatically returns to the beginning of the pattern if that pattern has not been played for a certain length of time during Tap Play.
		When the time specified here has elapsed after the pattern was played most recently, the pattern will return to its beginning the next time you play it. If it is set to "OFF," this function will be disabled.
Quick Play	OFF, ON	If there is a blank portion at the beginning of the performance data, you can specify whether playback will start where the notes begin (ON) or start at the beginning of the performance data including the blank portion (OFF).
		This is convenient if Play Type is set to "ONESHOT."

* If an empty pattern is selected, you can't set Play Type to "TAP" or "MVC." Specify the Play Type after recording.

5. **Press the [EXIT] button to return to the PATTERN screen.**

   MEMO

   You can have the velocity of the pattern being played change according to the force with which the pad is tapped (Pad Pattern Velocity). Refer to p. 60.

Naming a Pattern (NAME)

Each pattern can be named (up to 12 characters).

1. **In the PATTERN PART screen (p. 91), press the [F3] (FUNC) button.**

2. **[F5] (NAME) button.**

   The PATTERN NAME screen will appear.

   ```
   PATTERN NAME
   User Ptn 101
   ABCDEFGHIJKLMNOPQRSTUVWXYZ
   abcdefghijklmnopqrstuvwxyz
   0123456789!"#$?()[]+,-./:?

    INSERT   DELETE   SPACE   A▶a▶0
   ```

3. **Edit the name.**

   For details on how to edit a name, refer to "Assigning a Name" (p. 29).

4. **Press the [EXIT] button to return to the PATTERN screen.**

Recording a Pattern

What is played on the pads or on an external MIDI keyboard can be recorded (Realtime recording).

Your performance will be recorded exactly as you play it, including hi-hat control pedal movements and Positional Sensing.

  * Please keep in mind that even though there are 100 user patterns, the amount of memory available will be determined by how much data is recorded into TD-30.

MEMO

  • Storing performance data that describes every instance where the Hi-Hat Control Pedal is used, and that includes strike position detection rapidly consumes the User memory.

  • You can check the state of memory usage. For more information, refer to "Viewing the Remaining Memory and the Program Version (INFO)" (p. 125).

(1) Select the pattern to record

1. **Access the PATTERN screen (p. 90).**

2. **Use the [–] [+] buttons or the dial to select a pattern.**

(2) Specify the time signature, number of measure, and tempo

As described in "Specifying the Number of Measures, Time Signature, and Tempo (SETUP)" (p. 97), specify the time signature, number of measures, and tempo of the pattern that you're going to record.

MEMO

  • If "REC Mode" (p. 100) is set to "Replace," it is not necessary to specify the "Pattern Length." Recording will continue until you press the [STOP] button, and the number of measures recorded will automatically become the "Pattern Length" setting.

  • You can have a count sound (click) inserted before recording begins by setting "Count In Rec." For more information, refer to "Making Click Settings (CLICK)" (p. 82).

(3) Set the recording method

1. **In the PATTERN screen (p. 91), press the [F5] (◆REC) button.**

The [PLAY] button will light, and the PATTERN REC STANDBY screen will appear.

The TD-30 will enter record-standby mode, and the click will begin sounding.

MEMO

  • If all the patterns have been used, pressing the [F5] (NEW) button will have no effect. Delete an unneeded pattern (p. 104) before you record.

  • If you press the [F5] (NEW▶◆REC) button while a preset pattern is selected, the TD-30 will enter record-standby mode with the lowest-numbered empty pattern.

2. **Use the cursor [▲] [▼] buttons to select the parameter.**

3. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Tempo	20–260	Tempo
Quantize	8th note–64th note, OFF	"Quantize" is a function that corrects timing inaccuracies while you record. Set the note value before you begin recording and everything you play will be quantized automatically. The value should be set to the shortest note appearing in the phrase. When set to "OFF," the pattern is recorded exactly as played. * When using Tap Playback to play back a pattern you have created, first make sure that this is not set to "OFF," then quantize. If set to "OFF," then Tap Playback (p. 78) cannot be executed correctly.

Parameter	Value	Explanation
Rec Mode	LOOP ALL	The entire pattern will be repeated in loop mode and you can continually record (like overdubbing).
	LOOP1–2	Recording in a one or two measure loop mode.
	REPLACE	Recording will continue until you press the [STOP] button. Any previously recorded data for all Parts will be erased.
Hit Pad Start	OFF, ON	When "ON," recording starts the instant you strike a pad in recording stand-by mode. Press the [F5] (HITPAD) button to turn on/off. This function can be used only when "Local Control" (p. 142) is set to "ON (DRUM)."

(4) Recording

1. Press the [PLAY] button.

The [PLAY] button stops flashing and remains lit, and the PATTERN RECORDING screen appears.

```
PATTERN RECORDING

 ▣    User Ptn 101     Tempo      100
REC      101         MEASURE   BEAT
                        0:01
```

2. Play with pads or MIDI keyboards to record.

Recording will begin.

3. Press the [STOP] button to stop recording.

The [PLAY] button go off.

MEMO

You can name the recorded pattern (p. 98).

Recording from an external MIDI device

If you want to record from an external MIDI keyboard or other MIDI device, make the following settings before recording.

Select a MIDI channel

Be sure that the transmit channel on your keyboard corresponds to the MIDI channel of the part you wish to record.

Each part has it's own MIDI channel. The factory preset channels are as follows:

Part	MIDI Channel
Drum Kit part	CH 10
Percussion part	CH 11
Melody part	CH 1
Bass part	CH 2
Backing 1 part	CH 3
Backing 2 part	CH 4

MEMO

- You can change the MIDI channel by pressing the [SETUP] button. For more information, refer to "MIDI Channel Settings (MIDI CH)" (p. 141).
- If you set "Local Control" to "ON (PERC)," you'll be able to use the pads to record the percussion part. For more information, refer to "MIDI Channel Settings for the Entire TD-30 (GLOBAL)" (p. 142).

Part Setting

Follow the procedures described in "Making Settings for Each Part (PART)" (p. 91) to make settings of the parts.

Checking the Tones and Phrases During Recording (Rehearsal)

The Rehearsal function temporarily suspends recording during the recording process, allowing you to rehearse and then quickly resume recording.

1. **Start recording (p. 99).**

The recording icon (![REC]) will appear.

2. **During recording, hold down the [SHIFT] button and press the [PLAY] button.**

The [PLAY] button flashes, and the rehearsal icon (![REH]) appears.

Now, data from pads or keyboard cannot be recorded.

```
PATTERN RECORDING
        User Ptn 101    Tempo      100
 [REH]      101    MEASURE    BEAT
                             0:01
```

3. **Press the [PLAY] button to resume recording.**

The [PLAY] button will light.

Editing a Pattern (EDIT)

When you want to edit a pattern, for example by copying a pattern or joining two patterns, access the PATTERN EDIT screen as follows.

1. **In the PATTERN screen (p. 90), press the [F4] (EDIT) button.**

The PATTERN EDIT screen will appear.

PATTERN EDIT screen (Preset pattern)
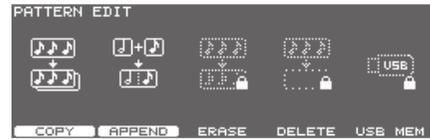
PATTERN EDIT screen (User pattern)

Button	Explanation
[F1] (COPY) button	Copies the pattern to a user pattern. You can also copy specified parts or measures (p. 102).
[F2] (APPEND) button	Joins two patterns into one pattern (p. 103).
[F3] (ERASE) button	Erases the performance data from a pattern. You can also erase the performance data from specified measures (p. 103).
[F4] (DELETE) button	Deletes a pattern. You can also delete specified measures from a pattern (p. 104).
[F5] (USB MEM) button	Saves the pattern to a USB flash drive (p. 105).

2. **Press the [EXIT] button to return to the PATTERN screen.**

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Copying a Pattern (COPY)

Copy the pattern as is to the user patterns.

Src | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8

Dst | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8

You can copy selected measures of a part or pattern. Unlike copying an entire pattern, settings such as instrument and part volume etc. will not be copied.

Src | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8

Dst | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8

1. **In the PATTERN EDIT screen (p. 101), press the [F1] (COPY) button.**

The PATTERN COPY screen will appear.

```
PATTERN COPY
♪♪♪      PATTERN
  ↓      Src   P  1 Preview1
♪♪♪                ↓
         Dst  *U101 User Ptn 101

                        [ MEASURE | COPY ]
```

2. **When you want to copy selected measures or part, press the [F4] (MEASURE) button.**

The PATTERN COPY MEASURE screen will appear.

```
PATTERN COPY MEASURE
PATTERN                      PART    MEASURE
Src   P  1 Preview1           ALL    1-  1
Dst  *U101 User Ptn 101       ALL    1

                                      [ COPY ]
```

3. **Use the cursor buttons and the [–] [+] buttons or the dial to select the pattern, part, or measures that you want to copy.**

Copy-source part — Measures to be copied (First Measure–Last Measure)

Copy-source pattern

```
PATTERN COPY MEASURE
PATTERN                      PART    MEASURE
Src   P  1 Preview1           ALL    1-  1
Dst  *U101 User Ptn 101       ALL    1

                                      [ COPY ]
```

Copy-destination pattern — First measure of the copy-destination

Copy-destination part

4. **Press the [F5] (COPY) button.**

A confirmation message will appear.

```
PATTERN COPY MEASURE
PATTERN                      PART    MEASURE
Src   P  1 Preview1           ALL    1-  1
Dst  *U101 User Ptn 101       ALL
           Press [F5] Execute.
[ CANCEL ]                         [ EXECUTE ]
```

If you decide to cancel, press the [F1] (CANCEL) button.

5. **Press the [F5] (EXECUTE) button.**

The pattern will copied.

MEMO

- If the number of measures in the copy-source pattern and the copy-destination pattern differ, the number of measures in the copy-destination pattern may increase or decrease according to this difference.

- When "ALL" is specified in Src part, then only "ALL" may be specified in Dst Part. Additionally, if other than "ALL" is specified in Src part, then "ALL" cannot be specified in Dst Part.

- When copying between the drum kit part and the percussion part, or between the drum kit part and the backing parts, copy takes place in accord with the predetermined correspondence between note numbers and trigger inputs. Only note numbers assigned to trigger inputs will be copied. For more on note numbers and trigger inputs, refer to "Note Number (Factory Settings)" (p. 150).

Connecting Two Patterns (APPEND)

This connects two patterns to create one pattern. The pattern specified as "Dst" will be first, and the pattern specified as "Src" will be connected to it. The new pattern will be created in "Dst."

Dst   Src

| 1 | 2 | 3 | 4 | **+** | 1 | 2 | 3 | 4 |

| 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |

1. In the PATTERN EDIT screen (p. 101), press the [F2] (APPEND) button.

The PATTERN APPEND screen will appear.
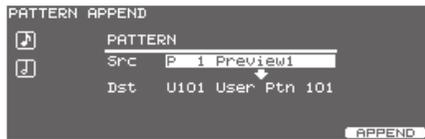
2. Use the cursor [▲] [▼] buttons, the [–] [+] buttons, or the dial to select the pattern that you want to append.

Pattern that will come later

Pattern that will come earlier
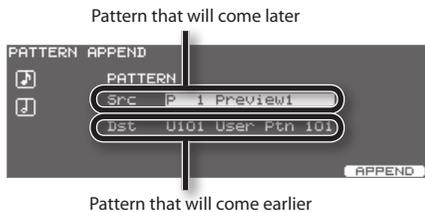
3. Press the [F5] (APPEND) button.

A confirmation message will appear.
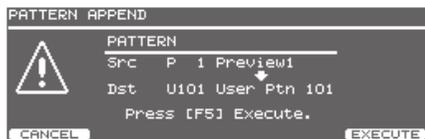
If you decide to cancel, press the [F1] (CANCEL) button.

4. Press the [F5] (EXECUTE) button.

The patterns will be appended.

Erasing a Pattern (ERASE)

This erases the pattern. Performance data is erased, while beat, measure length, and other settings are left intact.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
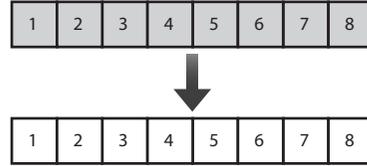
You can erase portions of the pattern, in measure units. The erased portions become blank measures.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
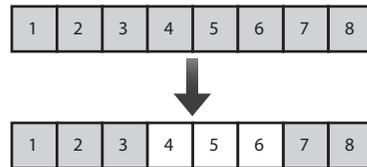
MEMO

Although the data is erased, the pattern length is unchanged.

1. In the PATTERN EDIT screen (p. 101), press the [F3] (ERASE) button.

The PATTERN ERASE screen will appear.
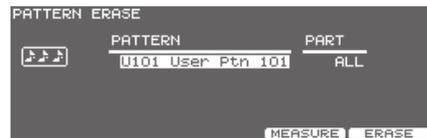
2. When you want to erase selected measures or part, press the [F4] (MEASURE) button.

The PATTERN ERASE MEASURE screen will appear.

3. Use the cursor [◀] [▶] buttons, the [–] [+] buttons, or the dial to select the pattern, part, or measures that you want to erase.

Pattern to erase

Part to erase

Range of measures to erase (first measure - last measure)

103
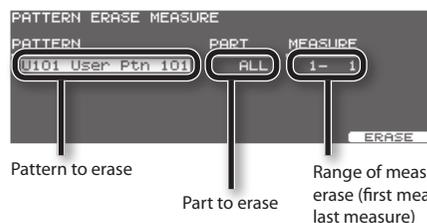
4. **Press the [F5] (ERASE) button.**

A confirmation message will appear.

```
PATTERN ERASE MEASURE
PATTERN          PART     MEASURE
 U101 User Ptn 101  ALL     1-  1

          Press [F5] Execute.

[ CANCEL ]                    [ EXECUTE ]
```

If you decide to cancel, press the [F1] (CANCEL) button.

5. **Press the [F5] (EXECUTE) button.**

The pattern will be erased.

Deleting a Pattern (DELETE)

This deletes the pattern performance, beat, measure length, part, and all other settings, creating a empty pattern.

1	2	3	4	5	6	7	8

1

You can delete unneeded measures from the pattern, then connects the portions before and after the resulting gap.

1	2	3	4	5	6	7	8

1	2	3	7	8
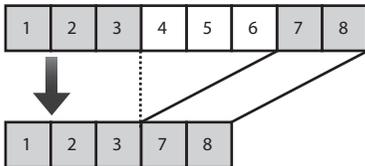
MEMO

- The performance data following the deleted range is moved forward (and the performance data for that part is shortened).
- When all parts in the targeted range are specified, deletion results in the pattern itself becoming shorter.
- When all measures for all parts are deleted, the pattern itself is deleted, resulting in a pattern containing no performance data (an empty pattern). Settings, including beat and measure length, are restored to their initial values as well.

1. **In the PATTERN EDIT screen (p. 101), press the [F4] (DELETE) button.**

The PATTERN DELETE screen will appear.

```
PATTERN DELETE
             PATTERN
[♪♪♪]     U101 User Ptn 101



                    [ MEASURE ][ DELETE ]
```
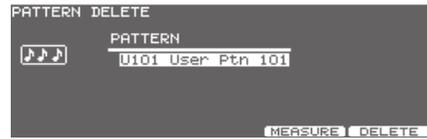
2. **When you want to delete selected measures, press the [F4] (MEASURE) button.**

The PATTERN DELETE MEASURE screen will appear.

```
PATTERN DELETE MEASURE
PATTERN              MEASURE
 U101 User Ptn 101    1-  1



                         [ DELETE ]
```

3. **Use the cursor [◀] [▶] buttons, the [−] [+] buttons or the dial to select the pattern and measures that you want to delete.**
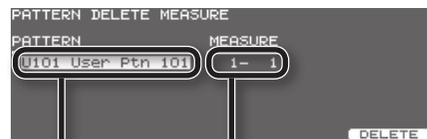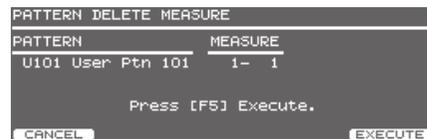
```
PATTERN DELETE MEASURE
PATTERN              MEASURE
(U101 User Ptn 101) (1-  1)



                         [ DELETE ]
```

Pattern to delete   Range of measures to delete
                     (first measure - last measure)

4. **Press the [F5] (DELETE) button.**

A confirmation message will appear.

```
PATTERN DELETE MEASURE
PATTERN              MEASURE
 U101 User Ptn 101    1-  1

          Press [F5] Execute.

[ CANCEL ]                    [ EXECUTE ]
```

If you decide to cancel, press the [F1] (CANCEL) button.

5. **Press the [F5] (EXECUTE) button.**

The pattern will be deleted.

Saving a Pattern (USB MEM)

You can use an optional USB flash drive to save pattern data.

User patterns can be saved or loaded individually. This provides a convenient way to handle just the patterns you need.

PATTERN USB screen

```
PATTERN USB
USB         USB         USB
[PTN]       [PTN]       [    ]
  ▲           ▼
 PTN         PTN
[ SAVE ] [ LOAD ] [ DELETE ]
```

MEMO

- When you make a backup of the entire TD-30 on your USB flash drive (p. 109), the 100 user patterns are saved together.
  User patterns cannot be saved individually.

- You can check the state of memory usage on your USB flash drive (p. 113).

Saving Patterns on a USB Flash Drive (SAVE)

Here's how to save your patterns on a USB flash drive (up to 999 patterns).

1. Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).

2. In the PATTERN EDIT screen (p. 101), press the [F5] (USB MEM) button.

The PATTERN USB screen will appear.

3. Press the [F1] (SAVE) button.

The PATTERN SAVE screen will appear.

```
PATTERN SAVE
USB      User    U101 User Ptn 101
[PTN]                    ↓
         USB     *M  1 <No Pattern>
  ▲
 PTN     Save Pattern to USB Memory.
                         [ NEW ] [ SAVE ]
```

4. Press the cursor [▲] button, and then use the [–] [+] buttons or the dial to select the pattern that you want to save.

5. Press the cursor [▼] button, and then use the [–] [+] buttons or the dial to select the backup number in which you want to save the pattern.

If you press the [F4] (NEW) button, the lowest number that does not contain a pattern will be selected.

6. Press the [F5] (SAVE) button.

A confirmation message will appear.

```
PATTERN SAVE
⚠        User    U101 User Ptn 101
                         ↓
         USB     *M  1 <No Pattern>

         Press [F5] to Execute.
[ CANCEL ]                    [ EXECUTE ]
```

If you decide to cancel, press the [F1] (CANCEL) button.

7. Press the [F5] (EXECUTE) button.

The pattern will be saved.

Loading a Pattern from a USB Flash Drive (LOAD)

Patterns saved on a USB flash drive can be loaded into the TD-30.

1. Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).

2. In the PATTERN EDIT screen (p. 101), press the [F5] (USB MEM) button.

The PATTERN USB screen will appear.

3. Press the [F2] (LOAD) button.

The PATTERN LOAD screen will appear.

```
PATTERN LOAD
USB      USB      M  1 Preview 1
[PTN]                    ↓
         User     U101 User Ptn 101
PTN      ↓
         Load Pattern from USB Memory.
                                  LOAD
```

4. Press the cursor [▲] button, and then use the [–] [+] buttons or the dial to select the number of the pattern that you want to load.

5. Press the [▼] button, and then use the [–] [+] buttons or the dial to select the loading-destination for the pattern.

6. Press the [F5] (LOAD) button.

A confirmation message will appear.

```
PATTERN LOAD
⚠       USB      M  1 Preview 1
                         ↓
        User     U101 User Ptn 101
        Press [F5] to Execute.
CANCEL                       EXECUTE
```

If you decide to cancel, press the [F1] (CANCEL) button.

7. Press the [F5] (EXECUTE) button.

The pattern will be loaded.

Deleting a Pattern from a USB Flash Drive (DELETE)

You can delete the unneeded pattern from a USB flash drive.

1. Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).

2. In the PATTERN EDIT screen (p. 101), press the [F5] (USB MEM) button.

The PATTERN USB screen will appear.

3. Press the [F3] (DELETE) button.

The PATTERN DELETE screen will appear.

```
PATTERN DELETE
USB      USB      M  1 Preview 1
[....]
         Delete Pattern from USB Memory.
                                  DELETE
```

4. Use the [–] [+] buttons or the dial to select the number of the pattern that you want to delete.

5. Press the [F5] (DELETE) button.

A confirmation message will appear.

```
PATTERN DELETE
⚠       USB      M  1 Preview 1

        Press [F5] to Execute.
CANCEL                       DELETE
```

If you decide to cancel, press the [F1] (CANCEL) button.

6. Press the [F5] (EXECUTE) button.

The pattern will be deleted.

Settings
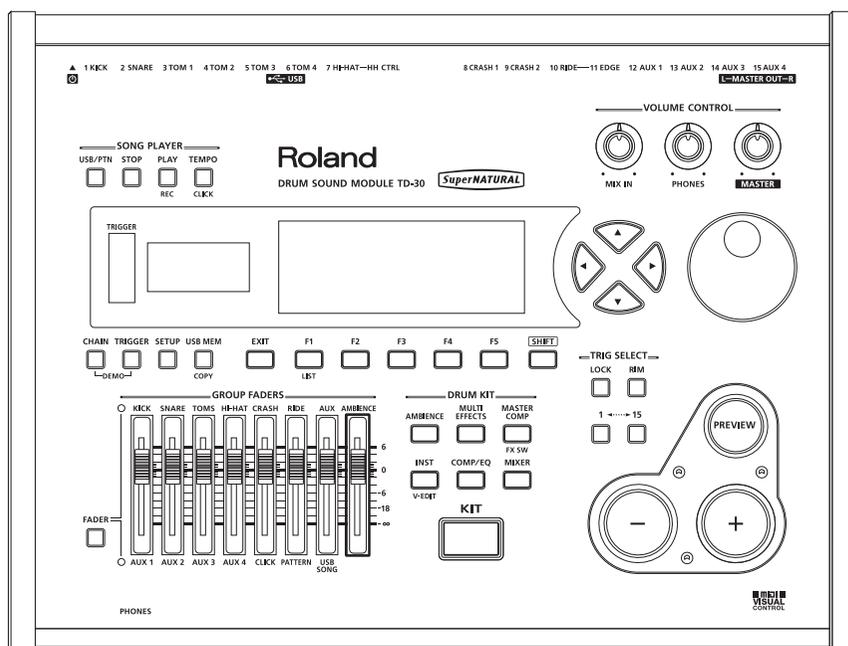
Backing Up the Settings

The settings and kits in TD-30's user memory can be saved (backed up) to a USB flash drive, or loaded back into the TD-30.

* Carefully insert the USB flash drives all the way in—until it is firmly in place.

* Use USB Flash Memory sold by Roland We cannot guarantee operation if other USB flash drive is used

MEMO

- Save (back up) 99 sets of the settings in user memory.
- Separately from backups, you can individually save up to 999 kits and 999 patterns (p. 105, p. 112).
- Load backup data from a USB flash drive into the TD-30, or copy specified settings such as drum kits or instruments into user memory.
- Drum kits that you backed-up on a USB flash drive can be played without loading them into the TD-30 (Kit selection, p. 123).

Data saved in USB flash drive

The folders and data created on the USB flash drive are in the following structure.

USB flash drive

Root Directory (the top level)

```
└── Roland
      └── TD-30
            ├── Backup (Backup data)
            ├── Kit (Kit data)
            ├── Pattern (Pattern data)
            └── Import (p. 110)
```
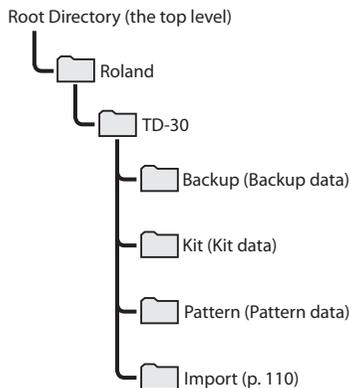
Backup file names

If you copy TD-30 data from your USB flash drive into your computer, the names shown on the TD-30 will differ from the file names shown on your computer. Be aware of this when managing TD-30 data on your computer, or exchanging data with another user.

* Do not use your computer to rename the backup file. If you rename the file, the TD-30 might not be able to load it.

Backup data

The first backup file will have the file name "TD30_Backup001.TD0."

The "TD30" at the beginning means that the file was saved by the TD-30. "Backup001" means that this is backup number 1. For backup number 99, this will be "Backup099."

Kit data

The first backup file will have the file name "TD30_Kit001.TD0."

The "TD30" at the beginning means that the file was saved by the TD-30. "Kit001" means that this is backup number 1. For backup number 99, this will be "Kit099."

Pattern data

The first backup file will have the file name "TD30_Pattern001.TD0."

The "TD30" at the beginning means that the file was saved by the TD-30. "Pattern001" means that this is backup number 1. For backup number 99, this will be "Pattern099."

Backing Up All Data to a USB Flash Drive (SAVE)

Here's how to back up the entire contents of user memory (p. 16) to your USB flash drive (up to 99 sets).

1. Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).

2. Press the [USB MEM] button.

The [USB MEM] button will light, and the USB MEMORY A screen will appear.
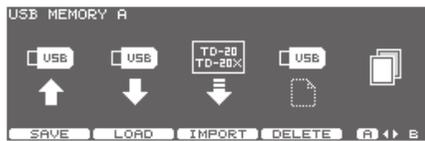
3. Press the [F1] (SAVE) button.

The USB SAVE screen will appear.

4. Use the [–] [+] buttons or the dial to select the backup number in which you want to save your settings.

Backup number that contain no data are indicated by a "*" preceding the backup name.

MEMO

If you press the [F4] (NEW) button, the lowest-numbered backup number that contains no data will be selected.

5. Press the [F5] (SAVE) button.

A confirmation message will appear.

If you decide to cancel, press the [F1] (CANCEL) button.

MEMO

If you want to assign a name to the backup data, press the [F4] (NAME) button.

6. Press the [F5] (EXECUTE) button.

Your data will be saved on the USB flash drive.

Naming your backup data (NAME)

If you want to assign a name to the backup data, press the [F4] (NAME) button at the confirmation message in step 5.

The USB SAVE NAME screen will appear.

For details on how to assign a name, refer to "Assigning a Name" (p. 29).

The name you assign here is shown only on the TD-30.

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Loading Backup Data from a USB Flash Drive (LOAD)

Here's how to load backup data from a USB flash drive into the TD-30.

1. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

2. **Press the [USB MEM] button.**

The [USB MEM] button will light, and the USB MEMORY A screen will appear.

3. **Press the [F2] (LOAD) button.**

The USB LOAD screen will appear.

4. **Use the [–] [+] buttons or the dial to select the backup data that you want to load.**

5. **Press the [F5] (LOAD) button.**

A confirmation message will appear.

If you decide to cancel, press the [F1] (CANCEL) button.

6. **Press the [F5] (EXECUTE) button.**

The data will be loaded from the USB flash drive.

> **MEMO**
> • Drum kit and pad settings can also be copied individually from backup data that you've saved on a USB flash drive (p. 49, p. 63).
> • You can audition the drum kits saved on a USB flash drive before loading data from the USB flash drive. For details, refer to "Playing a Kit from the USB Flash Drive Without Loading It (Kit Selection) (KITSEL)" (p. 123).

Importing Kit Data from TD-20/TD-20X Backup Data (IMPORT)

Kit data can be imported from TD-20, TD-20X, or TDW-20 backup data.

Drum kits backed up by the TD-20 will be loaded into drum kits 1–50. Drum kits backed up by the TD-20X or TDW-20 will be loaded into drum kits 1–100.

1. **Find the backup data that you want to import, and copy it to your USB flash drive.**

Use your computer to copy the TD-20, TD-20X, or TDW-20 backup data to a USB flash drive.

Copy the backup in the Import folder of your USB flash drive.
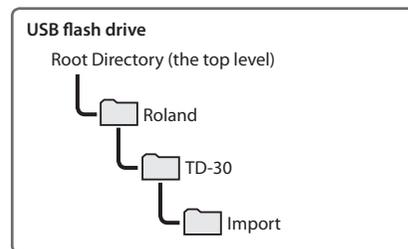
> **MEMO**
> • Files saved by backing up on the TD-20 are named "TD20BK**.TD0," and files saved by backing up on the TD-20X are named "TDW2BK**.TD0."
> • Pad pattern settings and multi-effect settings are not copied. Make these settings as necessary.

2. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

3. **Press the [USB MEM] button.**

The [USB MEM] button will light, and the USB MEMORY A screen will appear.

4. **Press the [F3] (IMPORT) button.**

The USB IMPORT screen will appear.

5. **Press the [F1] (TD-20) button or the [F2] (TD-20X) button to specify the type of backup data.**

Button	Explanation
[F1] (TD-20) button	TD-20 backup data will be imported.
[F2] (TD-20X) button	TD-20X or TDW-20 backup data will be imported.

(Example: When [F1] (TD-20X) is selected)

```
USB IMPORT <TD-20X/TDW-20>
          Bank Number
TD-20X      1 TD20XBackup
TDW-20
 ▼        Clear Kits No.1 - 100 and
          Import TD-20X/TDW-20 Kits from
          USB Memory.
                             IMPORT
```

7. **Use the [–] [+] buttons or the dial to select the backup data that you want to import.**

8. **Press the [F5] (IMPORT) button.**

A confirmation message will appear.

```
USB IMPORT <TD-20X/TDW-20>

          Clear Kit No.1 - 100 and
 ⚠        Import the TD-20X/TDW-20 Kits
          from USB Memory.

          Press [F5] to Execute.
 CANCEL                      EXECUTE
```

If you decide to cancel, press the [F1] (CANCEL) button.

9. **Press the [F5] (EXECUTE) button.**

The kit data will be imported from the USB flash drive.

Deleting Backup Data from a USB Flash Drive (DELETE)

You can delete the unneeded backup data from a USB flash drive.

1. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

2. **Press the [USB MEM] button.**

The [USB MEM] button will light, and the USB MEMORY A screen will appear.

3. **Press the [F4] (DELETE) button.**

The USB DELETE screen will appear.

```
USB DELETE

  ☐ USB    ☐ USB

   ☐        🗑

 BACKUP    1 KIT
```

4. **Press the [F1] (BACKUP) button or the [F2] (1 KIT) button to specify the type of backup data.**

Button	Explanation
[F1] (BACKUP) button	The backup data will be deleted.
[F2] (1 KIT) button	The kit data will be deleted.

(Example: When [F1] (BACKUP) is selected)

```
USB DELETE
          Bank Number
 ☐ USB      1 TD30Backup

 ☐        Delete Backup Data
          from USB Memory.
                             DELETE
```

6. **Use the [–] [+] buttons or the dial to select the backup data that you want to delete.**

7. **Press the [F5] (DELETE) button.**

A confirmation message will appear.

```
USB DELETE

          Delete Backup Data from
 ⚠        USB Memory.
          Press [F5] to Execute.

 CANCEL                      EXECUTE
```

If you decide to cancel, press the [F1] (CANCEL) button.

8. **Press the [F5] (EXECUTE) button.**

The data will be deleted from the USB flash drive.

Backing Up a Drum Kit to a USB Flash Drive (KITSAVE)

Here's how you can save drum kit data to your USB flash drive (up to 999 kits).

1. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

2. **Press the [USB MEM] button.**
The [USB MEM] button will light, and the USB MEMORY A screen will appear.

3. **Press the [F5] (A◀▶B) button.**
The USB MEMORY B screen will appear.

4. **Press the [F1] (KITSAVE) button.**
The USB SAVE (1 KIT) screen will appear.

Drum kit to back up
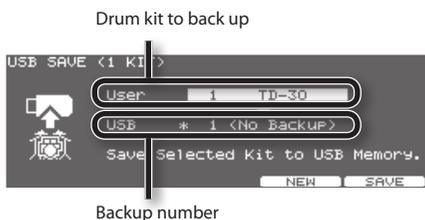
Backup number

5. **Use the cursor buttons and the [–] [+] buttons or the dial to select the drum kit that you want to back up and the backup number.**
If you press the [F4] (NEW) button, the lowest-numbered backup that contains no data will be selected.

6. **Press the [F5] (SAVE) button.**
A confirmation message will appear.
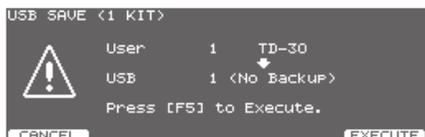
If you decide to cancel, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**
The data will be saved to USB memory.

Loading Kit Data from a USB Flash Drive (KITLOAD)

Here's how kit data saved on a USB flash drive can be loaded into the TD-30.

1. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

2. **Press the [USB MEM] button.**
The [USB MEM] button will light, and the USB MEMORY A screen will appear.

3. **Press the [F5] (A◀▶B) button.**
The USB MEMORY B screen will appear.

4. **Press the [F2] (KITLOAD) button.**
The USB LOAD (1 KIT) screen will appear.

Kit data to load

Loading-destination drum kit
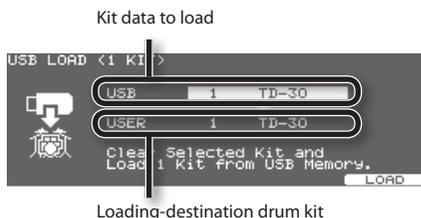
5. **Use the cursor buttons and the [–] [+] buttons or the dial to select the kit data that you want to load, and the drum kit into which you want to load it.**

6. **Press the [F5] (LOAD) button.**
A confirmation message will appear.
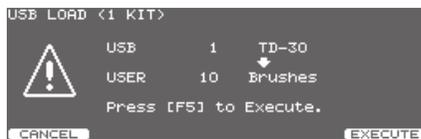
If you decide to cancel, press the [F1] (CANCEL) button.

7. **Press the [F5] (EXECUTE) button.**
The kit data will be loaded from the USB flash drive.

Checking the State of a USB Flash Drive (INFO)

Here's how to view information about the items on a USB flash drive, such as the number of items.

1. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

2. **Press the [USB MEM] button.**

The [USB MEM] button will light, and the USB MEMORY A screen will appear.

3. **Press the [F5] (A◀▶B) button.**

The USB MEMORY B screen will appear.

4. **Press the [F3] (INFO) button.**

The USB MEMORY INFORMATION screen will appear.

```
USB MEMORY INFORMATION
                        Used  / Total
  [USB]    Backup All      1 /    99
              1 Kit        1 /   999
   Q       Pattern         0 /   999
           Audio File     10 /   100
```
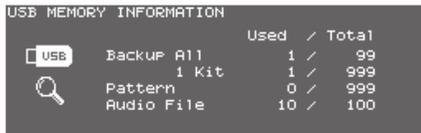
Parameter	Explanation
Backup All	Number of backups saved
Backup 1 Kit	Number of drum kits saved
Pattern	Number of patterns saved
Audio File	Number of audio files saved

5. **Press the [KIT] button to return to the DRUM KIT screen.**

The [USB MEM] button goes off.

MEMO

For details on saving patterns, refer to ""Saving Patterns on a USB Flash Drive (SAVE)" (p. 105).

Formatting a USB Flash Drive (FORMAT)

Here's how to initialize (format) a USB flash drive.

NOTE

When you execute this operation, all data saved on the USB flash drive will be lost. If the USB flash drive contains important data, back it up to your computer before you proceed with initialization.

1. **Connect your USB flash drive to the TD-30's USB MEMORY port (p. 85).**

2. **Press the [USB MEM] button.**

The [USB MEM] button will light, and the USB MEMORY A screen will appear.

3. **Press the [F5] (A◀▶B) button.**

The USB MEMORY B screen will appear.

4. **Press the [F4] (FORMAT) button.**

The USB FORMAT screen will appear.

```
USB FORMAT
  [USB]        This will Clear the USB Memory.
  ⚠
  CANCEL                              FORMAT
```
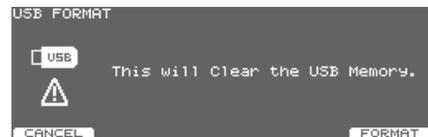
5. **Press the [F5] (FORMAT) button.**

A confirmation message will appear.

```
USB FORMAT
  ⚠       All Data on the USB Memory
          Will be Lost.
          Press [F5] to Execute.
  CANCEL                              EXECUTE
```

If you decide to cancel, press the [F1] (CANCEL) button.

6. **Press the [F5] (EXECUTE) button.**

The format operation will be executed.

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Overall Settings for the TD-30 (SETUP)

"Setup" refers to the settings that apply in common to the entire TD-30, such as output destination settings and footswitch assignments.

To make setup settings, access the SETUP screen as follows.

1. **Press the [SETUP] button.**

The [SETUP] button will light, and the SETUP A screen will appear.

2. **Press [F5] (A▶B▶C) button to access the screen containing the item you want to set.**

SETUP A screen

Button	Explanation
[F1] (OUTPUT) button	Specify the output destination of the sounds.
[F2] (CONTROL) button	Assign functions to footswitches or pads (p. 117).
[F3] (OPTION) button	Make settings for the preview button, master compressor/equalizer, MIX IN jack, and the display (p. 120).
[F4] (F RESET) button	Return the TD-30 to the factory settings (p. 122).

SETUP B screen

Button	Explanation
[F1] (KIT SEL) button	Play a kit from a USB flash drive without loading it (p. 123).
[F2] (GAIN) button	Adjust the digital output volume (p. 124).
[F3] (MIDI) button	Allow you to make MIDI settings (p. 141).

SETUP B screen

Button	Explanation
[F1] (AUTO OFF) button	Make settings for the auto off function (p. 124).
[F2] (V. CTRL) button	Make settings for the VISUAL CONTROL function (p. 146).
[F4] (INFO) button	View information about the TD-30 (p. 125).

Output Assignments (OUTPUT)

You can choose how the outputs will function from the MASTER OUT jacks and DIRECT OUT jacks.

All sounds are always output from the PHONES jack.

1. **In the SETUP A screen (p. 114), press the [F1] (OUTPUT) button.**

The OUTPUT ASSIGN screen will appear.

[F1] (MASTER) button

Output assignments from each pad to the MASTER OUT jacks.
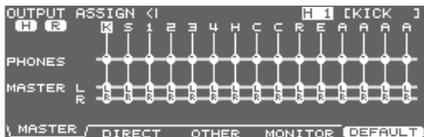
[F2] (DIRECT) button

Output assignments from each pad to the DIRECT OUT 1–8 jacks.
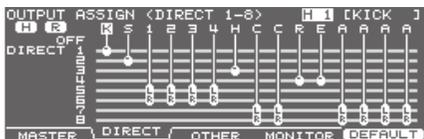
[F3] (OTHER) button

Output assignments from ambience and MFX etc. to the MASTER OUT jacks and DIRECT OUT 5–8 jacks.
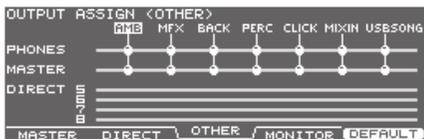
[F4] (MONITOR) button

This lets you check the output volume of each jack.

MEMO

The OUTPUT MONITOR screen can also be accessed by pressing the [KIT] button → the [F2] (FUNC) button → the [F5] (MONITOR) button (p. 48).

[F5] (DEFAULT) button

Pressing this button will return all displayed output assignments to their default settings (p. 116).

2. **Use the function buttons to select the assignments you want to make.**

3. **Use the cursor [◄] [►] buttons to select the output assignment you want to change.**

In the screens accessed by the [F1](MASTER) or [F2] (DIRECT) buttons, you can also select an output by striking a pad or using the TRIG SELECT buttons.

[F1] (MASTER), [F2] (DIRECT) screens

Trigger input	Display	Trigger input	Display	Trigger input	Display
KICK	K	HI-HAT	H	AUX 1	A
SNARE	S	CRASH 1	C	AUX 2	A
TOM1	1	CRASH 2	C	AUX 3	A
TOM2	2	RIDE	R	AUX 4	A
TOM3	3	EDGE	E		
TOM4	4				

[F3] (OTHER) screen

Button	Explanation
AMB	Ambience (p. 69)
MFX	Multi-effects (p. 71)
BACK	The pattern's backing parts (p. 93)
PERC	The pattern's percussion part (p. 93)
CLICK	Metronome click (p. 82)
MIXIN	The sound being input to the MIX IN jack
USBSONG	Audio file (p. 86)

4. **Use the [–] [+] buttons, the dial, or the cursor [▲] [▼] buttons to select an output destination.**

5. **Press the [EXIT] button to return to the SETUP screen.**

Output Destination Setting Examples

Here are some examples of output destination settings.

MEMO

The MASTER OUT jacks and the DIRECT OUT 1–8 jacks are unbalanced.

Default settings

As the chart below illustrates, the PHONES jack and the MASTER OUT jacks will output all sounds. Individual sounds are assigned to DIRECT OUT 1-8 jacks for individual sound control with a PA system.

Jack	Output	Example destination
PHONES	All	Monitor headphones
MASTER OUT	All	Drum monitor
DIRECT OUT 1	KICK	
DIRECT OUT 2	SNARE	
DIRECT OUT 3	HI-HAT	
DIRECT OUT 4	RIDE, EDGE	PA (external mixer)
DIRECT OUT 5/6	TOM 1–4 (Stereo)	
DIRECT OUT 7/8	CRASH 1, 2, AUX 1–4 (Stereo)	

Sending the same audio for monitoring and PA

With these settings, the same sound will be output from the PHONES jack, the MASTER OUT jacks, and the DIRECT OUT 7/8 jacks.

The sound being monitored by the performer will be the same as the sound sent to the PA system.

Jack	Output	Example destination
PHONES	All	Monitor headphones
MASTER OUT	All	Drum monitor
DIRECT OUT 1	–	–
DIRECT OUT 2	–	–
DIRECT OUT 3	–	–
DIRECT OUT 4	–	–
DIRECT OUT 5/6	–	–
DIRECT OUT 7/8	All	PA (external mixer)

Sending Ambience and/or MFX separately

This chart shows how you can use the MASTER OUT jacks to output the Ambience and/or MFX (multi-effects). This allows the PA engineer to balance the effects with the individual sounds.

Jack	Output	Example destination
PHONES	All	Monitor headphones, drum monitor
MASTER OUT	Ambience only	
DIRECT OUT 1	KICK	
DIRECT OUT 2	SNARE	
DIRECT OUT 3	HI-HAT	
DIRECT OUT 4	RIDE, EDGE	PA (external mixer)
DIRECT OUT 5/6	TOM 1–4 (Stereo)	
DIRECT OUT 7/8	CRASH 1, 2, AUX 1–4 (Stereo)	

Assigning a Function to a Footswitch or Pad (CONTROL)

Here's how to assign a function to a footswitch or pad.

Assigning a Function to a Footswitch (FOOT SW)

You can connect a footswitch (sold separately: FS-5U, FS-6) and assign it to perform a function such as switching drum kits or playing patterns.

Connecting an FS-5U

Stereo 1/4" phone type
↕
1/4" phone type x 2

Red   **White**

SW1   SW2

POLARITY switch
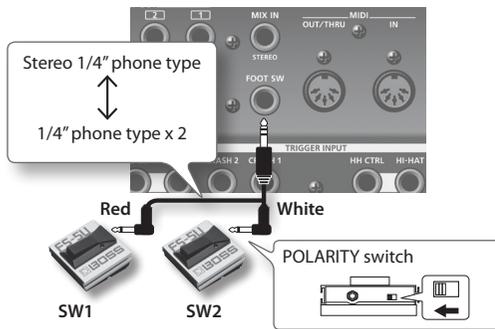
* If you use a mono cable to connect a single FS-5U, it will operate as SW 2.

* The FS-5L cannot be used.

Connecting an FS-6

Stereo 1/4" phone type
↕
Stereo 1/4" phone type

MODE/POLARITY switch

SW1   SW2

B   A

POLARITY MODE   MODE POLARITY

FS-5U   FS-5L   FS-5U   FS-5L
MOMENTARY (LATCH)   MOMENTARY (LATCH)

---
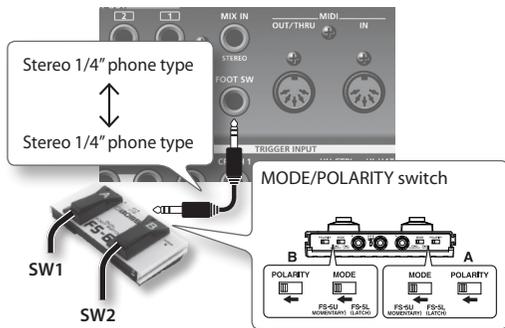
1. **In the SETUP A screen (p. 114), press the [F2] (CONTROL) button.**

2. **Press the [F1] (FOOT SW) button.**
   The FOOT SWITCH screen will appear.

   FOOT SWITCH
   Function   KIT SELECT
   -------SW1------- -------SW2-------
   <KIT# DEC>   <KIT# INC>

   \FOOT SW/ PAD SW

3. **Use the [–] [+] buttons or the dial to select the function for footswitches.**
   When setting to "USER," use the cursor buttons to move the cursor to "SW1" or "SW2."

Function		Display	Explanation
KIT SELECT	SW1	KIT# DEC	Calls up the previous kit.
	SW2	KIT# INC	Calls up the next kit.
CHAIN SELECT	SW1	CHAIN# DEC	Calls up the previous drum kit chain.
	SW2	CHAIN# INC	Calls up the next drum kit chain.
USB SONG SELECT	SW1	USB SONG# DEC	Calls up the previous audio file.
	SW2	USB SONG# INC	Calls up the next audio file.
USB SONG PLAY	SW1	USB SONG# INC	Calls up the next audio file.
	SW2	USB SONG ■/▶	Play/stop the audio file.
PATTERN SELECT	SW1	PATTERN# DEC	Calls up the previous pattern.
	SW2	PATTERN# INC	Calls up the next pattern.
PATTERN PLAY	SW1	PATTERN# INC	Calls up the next pattern.
	SW2	PATTERN ■/▶	Plays back/stops the pattern.
FIXED HH/ STRAINER *	SW1	FIXED HH	Specifies whether the hi-hat's Fixed Hi-Hat setting (p. 58) will be set to "FIXED 2."
	SW2	STRAINER	Specifies whether the snare's Strainer Adj. setting (p. 57) will be turned "OFF."
AMB/MFX SW	SW1	AMBIENCE SW	Turns the ambience effect switch (p. 71) on/off.
	SW2	MFX SW	Turns the multi-effect switch (p. 72) on/off.

Function		Display	Explanation
USER	**SW1/ SW2**	Specify the functions assigned to SW1 and SW2.	
		For USER, you can select the following functions in addition to those listed for each Function.	
		USB SONG PLAY	Play the audio file.
		USB SONG STOP	Stop the audio file.
		USB SONG TOP	Return to the beginning of the audio file.
		USB SONG AB RPT	Repeatedly play only a portion of an audio file (p. 87).
		PATTERN PLAY	Play the pattern.
		PATTERN STOP	Stop the pattern.
		PATTERN TOP	Return to the beginning of the pattern.
		XSTICK SW	Switches to use/not use cross stick (p. 49).

* If this function is selected, the "FIX HH STRNR" icon is shown in the DRUM KIT screen.

MEMO

When using footswitches to switch kits in a Drum Kit Chain (p. 51), "Function" should be set to "KIT SELECT," and you need to press the [CHAIN] button, so its indicator is lit. (The Drum Kit Chain settings need to be made beforehand.)

4. Press the [EXIT] button to return to the SETUP screen.

Assigning a Function to a Pad (PAD SW)

A pad connected to a TRIGGER INPUT 14/AUX 3 or 15/ AUX 4 jack can be used to switch drum kit patterns.

1. **In the SETUP A screen (p. 114), press the [F2] (CONTROL) button.**

2. **Press the [F2] (PAD SW) button.**

The PAD SWITCH screen will appear.

3. **Use the [–] [+] buttons or the dial to select the function.**

When setting to "USER," use the cursor buttons to move the cursor to "AUX3" and "AUX4" and select the functions for the heads and rims.

Function	AUX			Explanation
OFF	3	OFF		–
	4	OFF		–
KIT SELECT1	3	OFF		–
	4	Head	KIT# INC	Calls up the next kit.
		Rim	KIT# DEC	Calls up the previous kit.
KIT SELECT2	3	KIT# DEC		Calls up the previous kit.
	4	KIT# INC		Calls up the next kit.
CHAIN SELECT1	3	OFF		–
	4	Head	CHAIN# INC	Calls up the next drum kit chain.
		Rim	CHAIN# DEC	Calls up the previous rum kit chain.
CHAIN SELECT2	3	CHAIN# DEC		Calls up the previous rum kit chain.
	4	CHAIN# INC		Calls up the next drum kit chain.
USB SONG SELECT1	3	OFF		–
	4	Head	USB SONG# INC	Calls up the next audio file.
		Rim	USB SONG# DEC	Calls up the previous audio file.
USB SONG SELECT2	3	USB SONG# DEC		Calls up the previous audio file.
	4	USB SONG# INC		Calls up the next audio file.

Function	AUX		Explanation
USB SONG PLAY1	3	OFF	–
	4	Head — USB SONG ■ / ▶	Play/stop the audio file.
		Rim — USB SONG# INC	Calls up the next audio file.
USB SONG PLAY2	3	USB SONG STOP	Stop the audio file.
	4	USB SONG PLAY	Play the audio file.
PATTERN SELECT1	3	OFF	–
	4	Head — PATTERN# INC	Calls up the next pattern.
		Rim — PATTERN# DEC	Calls up the previous pattern.
PATTERN SELECT2	3	PATTERN# DEC	Calls up the previous pattern.
	4	PATTERN# INC	Calls up the next pattern.
PATTERN PLAY1	3	OFF	–
	4	Head — PATTERN ■ / ▶	Plays back/stops the pattern.
		Rim — PATTERN# INC	Calls up the next pattern.
PATTERN PLAY2	3	PATTERN STOP	Stop the pattern.
	4	PATTERN PLAY	Play the pattern.
FIXED HH/ STRAINER1 *	3	OFF	–
	4	Head — FIXED HH	Specifies whether the hi-hat's Fixed Hi-Hat setting (p. 58) will be set to "FIXED 2."
		Rim — STRAINER	Specifies whether the snare's Strainer Adj. setting (p. 57) will be turned "OFF."
FIXED HH/ STRAINER2 *	3	Head — FIXED HH	Specifies whether the hi-hat's Fixed Hi-Hat setting (p. 58) will be set to "FIXED 2."
		Rim — FIXED HH	
	4	Head — STRAINER	Specifies whether the snare's Strainer Adj. setting (p. 57) will be turned "OFF."
		Rim — STRAINER	
KIT AMB/ MFX SW1	3	OFF	–
	4	Head — AMBIENCE SW	Turns the ambience effect switch (p. 71) on/off.
		Rim — MFX SW	Turns the multi-effect switch (p. 72) on/off.
KIT AMB/ MFX SW1	3	Head — AMBIENCE SW	Turns the ambience effect switch (p. 71) on/off.
		Rim — AMBIENCE SW	
	4	Head — MFX SW	Turns the multi-effect switch (p. 72) on/off.
		Rim — MFX SW	

Function	AUX		Explanation
USER	Specify the functions assigned to AUX3 and AUX4. For USER, you can select the following functions in addition to those listed for each Function.		
	USB SONG TOP		Return to the beginning of the audio file.
	USB SONG AB RPT		Repeatedly play only a portion of an audio file (p. 87).
	PATTERN TOP		Return to the beginning of the pattern.
	XSTICK SW		Switches to use/not use cross stick (p. 49).

* If this function is selected, the "FIX HH STRNR" icon is shown in the DRUM KIT screen.

MEMO

- If you don't want sound from the pad used as a pad switch, press the [MIXER] button and then press the [F1] (VOLUME) button, and set the volume level for AUX3 and/or AUX4 to "0" (p. 65). Or press the [INST] button and select "OFF" for AUX3 and/or AUX4 (p. 54).

- When using pad switches to switch kits in a drum kit chain (p. 51), FUNCTION should be set to "KIT SELECT 1" or "KIT SELECT 2," and you need to press the [CHAIN] button, so its indicator is lit. (The drum kit chain settings need to be made beforehand.)

4. Press the [EXIT] button to return to the SETUP screen.

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Other Settings (OPTION)

Here you can make settings for the preview button, the master compressor/equalizer, MIX IN jack, and the display.

Specifying the Preview Velocity (PREVIEW)

Here, the [PREVIEW] button velocity can be set.

1. **In the SETUP A screen (p. 114), press the [F3] (OPTION) button.**

2. **Press the [F1] (PREVIEW) button.**

The PREVIEW screen will appear.

The graph in the right side of the screen is a "velocity monitor" that shows the force (velocity) of your strike.

3. **Use the cursor [▲] [▼] buttons to select the parameter.**

4. **Use the [−] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Dynamics	OFF	No velocity. Level is fixed.
	ON	Button responds to velocity.
Velocity	1–127	Velocity when Dynamics is set to "OFF."

5. **Press the [EXIT] button to return to the SETUP screen.**

Making the Master Comp/EQ Settings Identical for All Kits (COMP/EQ)

You can specify which is used for the master comp/EQ (p. 78), individual settings for each drum kit or common settings to all kits.

1. **In the SETUP A screen (p. 114), press the [F3] (OPTION) button.**

2. **Press the [F2] (COMP/EQ) button.**

The MASTER COMP/EQ MODE screen will appear.

3. **Use the [−] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
MASTER COMP/EQ	EACH KIT	Master comp/EQ for each kit, individually.
	GLOBAL	Master comp/EQ common to other drum kits is used.

When this is set to "GLOBAL," "GLOBAL" appears on the icon at the left part of the master comp/EQ setting screen.

4. **Press the [EXIT] button to return to the SETUP screen.**

Using the MIX IN Jacks as Two Monaural Inputs (MIX IN)

The MIX IN jack can handle mono or stereo signal.

If it occurs that the audio signal going to the MIX IN jack has a click on the left side, and the backing track on the right side, you can use this function to merge the signals.

1. **In the SETUP A screen (p. 114), press the [F3] (OPTION) button.**

2. **Press the [F3] (MIX IN) button.**

The MIX IN SETTING screen will appear.

3. **Use the cursor [▲] [▼] buttons to select the parameter.**

4. **Use the [–] [+] buttons or the dial to make settings.**

Parameter	Value	Explanation
Input	Selects the jack(s) to use as an input.	
	L + R	Use both channels
	L ONLY	Use only the left channel
	R ONLY	Use only the right channel
Mode	STEREO	Use as stereo input
	MONO	Use as monaural x 2
Gain	0, +6, +12 dB	Adjusts the input level

5. **Press the [EXIT] button to return to the SETUP screen.**

Adjusting the Display Contrast (LCD)

The display contrast is strongly influenced by the location of the TD-30 and the lighting of the room it's in. Adjust this parameter when needed.

1. **In the SETUP A screen (p. 114), press the [F3] (OPTION) button.**

2. **Press the [F5] (LCD) button.**

The LCD CONTRAST screen will appear.

3. **Use the [–] [+] buttons or the dial to adjust.**

Parameter	Value	Explanation
LCD Contrast	1–16	Display contrast
LCD Brightness	1–16	Display brightness

MEMO

The LCD Contrast can also be adjusted by holding down the [KIT] button and turning the dial.

4. **Press the [EXIT] button to return to the SETUP screen.**

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Restoring the Factory Settings (F RESET)

This restores the TD-30 to the original factory settings (Factory reset).

NOTE

When you execute this operation, all data and settings in the TD-30 will be lost. Before you proceed, you should save any important data and settings to your USB flash drive (p. 108).

1. **In the SETUP A screen (p. 114), press the [F4] (F RESET) button.**

The FACTORY RESET screen will appear.

```
FACTORY RESET
        Clear ALL Data and
        Load Factory Preset Data.

                          F RESET
```

2. **Press the [F5] (F RESET) button.**

A confirmation message will appear.

```
FACTORY RESET
   ⚠   Clear ALL Data and
        Load Factory Preset Data.

        Press [F5] to Execute.

 CANCEL                  EXECUTE
```

If you decide to cancel the factory reset, press the [F1] (CANCEL) button.

3. **Press the [F5] (EXECUTE) button.**

The factory reset will be executed.

When the factory reset has been completed, a screen like the following will appear.

```
FACTORY RESET COMPLETED
        "AUTO OFF" FUNCTION IS ON
 The TD-30 will automatically
 turn off if not played or used
 in any way after 4 hours.
 [OFF]:    Disable "Auto Off" func.
 [4 HOURS]: Enable "Auto Off" func.
 OFF                    4 HOURS
```

4. **Specify whether you want to enable or disable the auto off function (p. 124).**

When you make settings for the auto off function, a screen like the following will appear.

```
FACTORY RESET COMPLETED
        The "VH Offset"
        needs to be set up.       o
        Press [F5] to Adjust.
        Trig Type    VH13
        Hi-Hat Type  VH13
        Offset       -10
 CANCEL                  ADJUST
```

```
FACTORY RESET COMPLETED
        The "VH Offset"
        needs to be set up.       o
        Adjust with screw.
        Trig Type    VH11
        Hi-Hat Type  VH11/FD
 CANCEL                  OK
```

5. **Use the [–] [+] buttons or dial to select the Trigger Type (p. 126).**

6. **As described in screen, adjust the offset.**

MEMO

The offset adjustment is necessary in order to correctly detect open/close and pedal movements.

Playing a Kit from the USB Flash Drive Without Loading It (Kit Selection) (KIT SEL)

A TD-30 or TD-20X preset drum kit or any kit saved on a USB flash drive can be played without loading it. This function is called "Kit selection." It's an easy way to "audition" kits before loading them into the internal memory.

If desired, you can also copy the drum kit from the USB flash drive to a drum kit in user memory.

* In this mode kits can not be edited and the pad pattern function (p. 60) will not work.

If you want to use a drum kit from a USB flash drive, connect the USB flash drive to the TD-30 before you continue.

1. **In the SETUP B screen (p. 114), press the [F1] (KIT SEL) button.**

The KIT SELECTION screen will appear.

2. **Use the [F1]–[F3] buttons to select the location of the desired drum kit.**

Button	Explanation
[F1] (TD-30) button	TD-30 preset drum kits
[F2] (TD-20X) button	TD-20X preset drum kits
[F3] (USB) button	Drum kit from a backup saved on the USB flash drive

3. **Use the function buttons, cursor buttons, [–] [+] buttons, and dial to select the desired drum kit.**

Button	Explanation
[F1] (LIST) button	Displays a list of drum kits
[F5] (LIST) button	Copies the selected drum kit to a drum kit in user memory.

If you selected [F3] (USB) in step 2

Button	Explanation
[F2] (BANK -) button	Selects the next-numbered backup.
[F3] (BANK +) button	Selects the previous-numbered backup.

4. **Play the drum kit.**

Now you can play the drum kit that shows in the screen.

This function is cancelled if you exit the KIT SELECTION screen.

Copying the Drum Kit Chosen in Kit Selection

Here's how to copy the drum kit you chose in KIT SELECTION.

1. **Select a drum kit as described in steps 1–3 of "Playing a Kit from the USB Flash Drive Without Loading It (Kit Selection) (KIT SEL)" (p. 123).**

2. **Press the [F5] (COPY) button.**

3. **Use the [–] [+] buttons or dial to select the copy-destination drum kit.**

4. **Press the [F5] (COPY) button.**

A confirmation message will appear.

If you decide to cancel, press the [F1] (CANCEL) button.

5. **Press the [F5] (EXECUTE) button.**

The drum kit will copied.

When copying has been completed, Kit Selection will be cancelled, and the DRUM KIT screen will appear with the copied drum kit selected.

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Digital Audio Level (GAIN)

Here's how to adjust the volume for the DIGITAL OUT jack and the USB COMPUTER port (USB Audio).

1. **In the SETUP B screen (p. 114), press the [F2] (GAIN) button.**

The DIGITAL IN/OUT GAIN screen will appear.

```
DIGITAL IN/OUT GAIN
                          USB AUDIO      DIGITAL
                          IN    OUT        OUT
USB AUDIO
 Input Gain (dB)    -18
 Output Gain (dB)     0
Digital Out (S/P DIF)
 Output Gain (dB)     0
```

2. **Use the [–] [+] buttons or the dial to edit the parameters.**

Parameter	Value	Explanation
USB AUDIO Input Gain	-36–0–+12 dB	Adjusts the volume of the input to the USB COMPUTER port (default setting: -18 dB).
USB AUDIO Output Gain	-24–0–+24 dB	Adjusts the volume of the output from the USB COMPUTER port.
Digital Output Gain	-24–0–+24 dB	Adjusts the volume that is output from the DIGITAL OUT jack.

3. **Press the [EXIT] button to return to the SETUP B screen.**

Auto Off Function (AUTOOFF)

The TD-30 has an "Auto off" function that automatically turns the TD-30 off if 4 hours have elapsed without any pad being played or any operation performed.

To cancel this function, proceed as follows to set the auto off function to the "OFF" setting.

1. **In the SETUP C screen (p. 114), press the [F1] (AUTOOFF) button.**

The AUTO OFF SETTING screen will appear.

```
AUTO OFF SETTING
                 Auto Off        4 HOURS
      (power icon)
                 The TD-30 will automatically
                 turn off if not played or used
                 in any way after 4 hours.
```
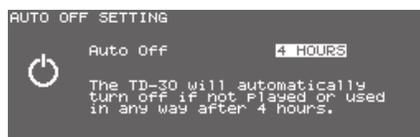
2. **Use the [–] [+] buttons or the dial to set the auto off setting.**

Value	Explanation
OFF	The auto off function will not operate.
4 HOURS	The unit will automatically turn off when four hours have elapsed without any pad being struck or any operation performed.

3. **Press the [EXIT] button to return to the SETUP screen.**

* If you need to turn off the power completely, first turn off the [ON] switch, then unplug the power cord from the "Power Supply" (p. 6).

MEMO

If the auto-off function is set to "4 HOURS," the message "WARNING: AUTO OFF, The TD-30 will turn off in 30 min." will appear 30 minutes before turning the TD-30 off.

Viewing the Remaining Memory and the Program Version (INFO)

Here's how to check the remaining amount of internal memory, or verify the program version.

1. **In the SETUP C screen (p. 114), press the [F4] (INFO) button.**

2. **Use the function buttons to display the status you want to see.**

[F1] (PATTERN) button

Pattern and internal memory usage status

```
MEMORY INFORMATION
            User Pattern    Used / Total
                              5 /  100
            <Used>  ----------------
\PATTERN/ USB MEM                     VERSION
```

[F2] (USB MEM) button

USB flash drive information

```
USB MEMORY INFORMATION
                    Used  / Total
  [USB]  Backup All    6 /   99
           1 Kit       5 /  999
         Pattern       1 /  999
         Audio File   10 /  100
 PATTERN \USB MEM/                 VERSION
```

[F5] (VERSION) button

TD-30's internal program version

```
VERSION INFORMATION

         Roland TD-30
         Program Version  1.00

 PATTERN  USB MEM          \VERSION/
```

3. **Press the [EXIT] button to return to the SETUP screen.**

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Trigger Settings

Here's how to make trigger settings to ensure that the trigger signals from the pads and pedals are appropriately conveyed to the sound generator section.

If you specify the model (type) of pad that is connected to each trigger input jack, the settings suitable for each pad will be made. To specify the pad type, use the [TRIGGER] button [F1] (BANK).

If you want to make additional fine adjustments for each pad to further adjust the sensitivity etc., you can use the [F2] (SENS) or [F5] (ADVANCE) button to do so.

Selecting the Pad Type (BANK)

To ensure that the signals from the pads can be processed appropriately by the TD-30, you must specify the type of pad you're using (the trigger type) for each trigger input.

Trigger type

A trigger type is a group of trigger settings with values optimally adjusted for a particular pad.

In order to make the most suitable settings for the pad connected to each trigger input, specify the model (type) of the pad that is connected.

Only when factors unrelated to the selection of the proper trigger type prevent you from getting good results in performance should you fine-tune the individual parameters for the pad you are using.

Trigger bank

Trigger banks allow you to store the 15 trigger settings as a single unit of information. The large number at the left edge of the above display is the trigger bank number. Move the cursor to this area to select the trigger bank.

1. **Press the [TRIGGER] button.**

The [TRIGGER] button will light.

2. **Press the [F1] (BANK) button.**

The TRIGGER BANK screen will appear.

Trigger bank number
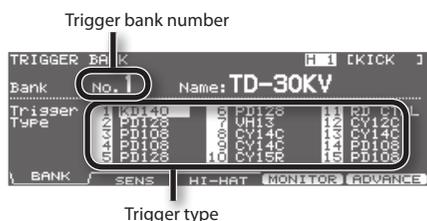
Trigger type

3. **Press the cursor [▲] button to move the cursor to the trigger bank number.**

4. **Use the [–] [+] buttons or the dial to select the trigger bank.**

5. **Press the cursor [▼] button to move the cursor to a trigger type.**

6. **Select the pad for which you want to make settings.**

Strike the pad, or use the TRIG SELECT buttons to select it.
You can also use the cursor buttons to select the pad.

7. **Use the [–] [+] buttons or the dial to select the trigger type.**

Used modes	Trigger type	Rim shot	Positional sensing		Choke play
			Head	Rim	
KD-140	KD140	–	–	–	–
KD-120	KD120	–	–	–	–
KD-85	KD85	–	–	–	–
KD-9	KD9	–	–	–	–
KD-8	KD8	–	–	–	–
KD-7	KD7	–	–	–	–
PD-128S PD-128	PD128	√	√	√	–
PD-125XS PD-125X	PD125X	√	√	√	–
PD-125	PD125	√	√	√	–
PD-108	PD108	√	√	√	–
PD-105X	PD105X	√	√	√	–
PD-85	PD85	√	√	√	–
PDX-100	PDX100	√	√	√	–
PDX-8 PDX-6	PDX8	√	–	–	–
PD-8	PD8	√	–	–	√
VH-13	VH13	√	–	–	√
VH-12	VH12	√	–	–	√
VH-11	VH11	√	–	–	√
CY-15R	CY15R	√	√	–	√
CY-14C	CY14C	√	√	–	√
CY-13R	CY13R	√	√	–	√
CY-12C	CY12C	√	√	–	√
CY-12R/C	CY12R/C	√	√	–	√
CY-8	CY8	√	–	–	√
CY-5	CY5	√	–	–	√
Generic pads	PAD1	√	–	–	√
Generic pads	PAD2	√	–	–	–
Generic pads	PAD3	√	–	–	√
RT-10K	RT10K	–	–	–	–
RT-10S	RT10S	√	–	–	–
RT-10T	RT10T	–	–	–	–

MEMO

When you select the trigger type, the trigger parameters (except the crosstalk cancel parameters) are automatically set to the most efficient values for each pad. Make settings for the parameter as needed.

* When 3Way Trigger (p. 136) is set to "ON," "RD CTRL" is displayed for the trigger type for trigger input 11 EDGE. It cannot be changed.

Trigger Inputs and Playing Methods Corresponding Chart

Rim shot/Cross stick

* Use a dual-trigger type pad.

Trigger Input	Rim Shot		Cross Stick
	Rubber Pad	Mesh Pad	
KICK	√	–	–
SNARE	√	√	√
TOM 1–4	√	√	–
HI-HAT	√	–	–
CRASH 1–2	√	–	–
RIDE	√	–	–
EDGE	√	–	–
AUX 1–4	√	√	–

Positional sensing/Rim shot nuance

Trigger Input	Positional Sensing (Head)	Rim Shot Nuance
KICK	–	–
SNARE	√	√
TOM 1–4	√	√
HI-HAT	–	–
CRASH 1–2	–	–
RIDE	√	–
EDGE	–	–
AUX 1–4	√	√

MEMO

• Brush sweep can be used only SNARE.

• Each playing method can be used with the instruments corresponding to it.

Pad Sensitivity Settings (SENS)

When you set the Trigger Type (p. 126), the following settings (basic trigger parameters) are automatically changed to values that are appropriate for each pad; this means that you will not normally need to change these settings.

Adjust the following parameters if you want to make settings in more detail, or if you're using acoustic drum triggers.

1. Press the [TRIGGER] button.

[TRIGGER] button will light.

2. Press the [F2] (SENS) button.

The TRIGGER SENSITIVITY screen will appear.

The graph in the right side of the screen is a "velocity monitor" that shows the force (velocity) of your strike.

3. Use the cursor [▲] [▼] buttons to select the parameter.

4. Select the pad that you want to edit.

Strike the desired pad, or use the TRIG SELECT buttons to select it.

The edit screen for the selected pad will appear.

5. Use the [–] [+] buttons or the dial to adjust the setting.

6. When you're finished, press the [KIT] button to return to the DRUM KIT screen.

Adjusting the Pad Sensitivity (Sensitivity)

You can adjust the sensitivity of the pads to accommodate your personal playing style.

Value	Explanation
1–32	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.

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Adjusting the Rim/Edge Dynamic Response (Rim Gain)

You can adjust the relation between your playing velocity (force) on the rim/edge and the resulting volume level.

Value	Explanation
0–3.2	Higher value allows the rim/edge to produce a loud volume even when played softly. Lower value will keep the rim/edge producing a low volume even when played forcefully.

Hi-Hat Settings (HI-HAT)

1. **Press the [TRIGGER] button.**

The [TRIGGER] button will light.

2. **Press the [F3] (HI-HAT) button.**

The TRIGGER HI-HAT screen will appear.

3. **Use the cursor [▲] [▼] buttons to select the parameter.**

When you specify the Trigger Type (p. 126), the Hi-Hat Type parameter will be set automatically. The parameters available for editing will depend on the Trigger Type setting.

4. **Use the [–] [+] buttons or the dial to adjust the setting.**

5. **When you're finished, press the [KIT] button to return to the DRUM KIT screen.**

Settings for the VH-13/VH-12

Set Trigger Type to "VH13" (or "VH12") (p. 126).

Parameter	Value	Explanation
Offset	-100–+100 (automatically)	Extent of opening Hi-Hat The bigger the value is, the wider the opening extent is.
Foot Splash Sens	-10–+10	Amount of how easy to make the foot splash
Noise Cancel	1–3	Amount of strength to cancel the bow and edge noise when you play foot close. The bigger the value is, the more difficult to have a noise excluding the foot close.

Adjusting the offset of VH-13/VH-12 automatically

If you're using the VH-13/VH-12 V-hi-hat, execute the offset automatically adjustment from the TD-30 after making connections.

This adjustment is required in order to correctly detect open, close, and pedal operations.

1. **Set the hi-hat's Trigger Type to "VH13" (or "VH12") (p. 126).**

2. **In the TRIGGER HI-HAT screen, [F4] (OFFSET) button.**

The VH OFFSET ADJUSTMENT screen will appear.

3. **Loosen the clutch screw of the top hi-hat and let it sit on the bottom hi-hat.**

* Do NOT touch the hi-hats or the pedal.

4. **Press the [F5] (EXECUTE) button.**

The [TRIGGER] button flashes, and the offset parameter is set automatically.

When finished, the [TRIGGER] button stops flashing and remains lit, and the TRIGGER HI-HAT screen appears.

MEMO

You can also perform this operation by holding down the [KIT] button and pressing the [TRIGGER] button.

Settings for the VH-11

Set Trigger Type to "VH11" (p. 126).

Parameter	Value	Explanation
Foot Splash Sens	-10–+10	Amount of how easy to make the foot splash
CC Max	90, 127 (initial value: 90)	Amount of control change that is transmitted in stepping the pedal down completely. * There's no need to change this setting if you're performed only with the TD-30 and the pads.

Adjusting the offset of VH-11

If you're using the VH-11 V-hi-hat, execute the offset adjustment from the TD-30 after making connections.

This adjustment is required in order to correctly detect open, close, and pedal operations.

1. **Connect the VH-11 and TD-30.**

2. **After making the hi-hat settings, release your foot from the pedal, and while keeping your foot off the pedal, turn on the TD-30.**

3. **Loosen the clutch screw and let the hi-hat rest naturally on the motion sensor unit.**

4. **Press the [TRIGGER] button.**

5. **Press the [F1] (BANK) button.**

The [TRIGGER] button will light, TRIGGER BANK screen will appear.

6. **Press the [F3] (HI-HAT) button.**

The TRIGGER HI-HAT screen will appear.

7. **Set the Trigger Type for hi-hat to "VH11" (p. 126).**

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8. **While reading the meter displayed on the right side of the TD-30's screen, adjust the offset with the VH-11's offset adjustment screw.**

Offset adjustment screw
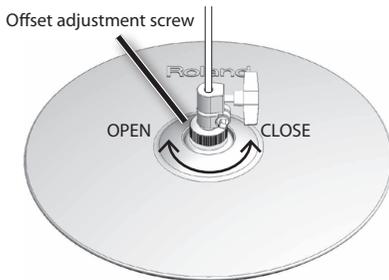
Adjust the offset so that the ▶ ◀ appear in the meter.

MEMO

For detailed descriptions regarding the VH-11, instructions on connections, and other information, refer to the VH-11 Owner's Manual.

Settings for the FD-8

Set Trigger Type to "CY5" (p. 126).

Parameter	Value	Explanation
Foot Splash Sens	-10–+10	Amount of how easy to make the foot splash
CC Max	90, 127 (initial value: 90)	Amount of control change that is transmitted in stepping the pedal down completely. * There's no need to change this setting if you're performed only with the TD-30 and the pads.

Viewing Trigger Information for Each Pad (MONITOR)

You can view realtime information that shows the force (velocity) with which each pad is struck, how far the hi-hat is open, and the strike position on the snare, ride cymbal, toms, and AUX.

MEMO

Performance data received from the drum kit part of the pattern that's playing and performance data received from the MIDI IN connector is also shown.

1. **In the TRIGGER BANK screen (p. 126), press the [F4] (MONITOR) button.**

The TRIGGER MONITOR screen will appear.

If [F4](MONITOR) is not shown, press the [F1](BANK) button to access the TRIGGER BANK screen.

2. **Strike the pads.**

The meter indications in the screen will move in realtime, allowing you to view the following information.

Display	Explanation
VELOCITY	Shows the force of the strike on each pad.
HI-HAT	Shows how far the hi-hat is open. The indicator will move toward "OPEN" as the hi-hat opens, and toward "PRESS" as it closes.
POSITION	Indicates the rim strike position on the snare, ride cymbal, toms, and AUX. The indicator will move toward "CENTER" as the strike is closer to the center of the pad, and toward "OUTER" as the strike is closer to the edge of the pad.
INTERVAL	Indicates the time interval at which the pad is struck. The indicator will move toward the right to indicate a shorter time interval. The cymbal or snare roll sound will change smoothly depending on the interval between repeated strikes.
CHOKE	The "CHOKE" icon appears when the cymbal is choked.

3. **Press the [EXIT] button to return to the TRIGGER BANK screen.**

Eliminate Crosstalk Between Pads (Crosstalk Cancellation) (XTALK)

If two pads are attached to the same stand, the vibration from one struck pad may cause the other pad to sound without your intention. This is called "crosstalk." Crosstalk cancellation is a setting that prevents this type of crosstalk.

* When the TD-30 is shipped from the factory, it is set for optimal operation with the separately sold drum stand (MDS-25 or MDS-12V), so you will not normally need to change the settings.
You'll need to make crosstalk cancellation settings in the following cases.

• When using a pad configuration not found in the trigger bank settings (p. 126)

• When using a drum stand other than the separately sold drum stand (MDS-25 or MDS-12V)

• When using a drum trigger (separately sold)

* Sound from an acoustic drum or from a monitor speaker may cause a pad to be triggered. In this case, crosstalk cancellation settings will not solve the problem.
Set up your system in a location where it is less likely to be affected by sound; for example, try moving the pad away from the speaker, or positioning the pad at an angle.

Tips for positioning the pads

You can prevent crosstalk by positioning the pads in a way that minimizes their susceptibility to an external source of vibration.
Before you adjust the crosstalk cancellation settings, please note the following points when setting up your system.

•Don't place pads in contact with each other.

•If attaching two pads to the same stand, increase the distance between them.

•Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the stand.

Example setup: Crash 1 is triggered when you strike the Tom 1 pad

1. **In the TRIGGER MONITOR screen, press the [F2] (XTALK) button.**

The TRIGGER XTALK MONITOR screen will appear.

Crosstalk cancellation settings
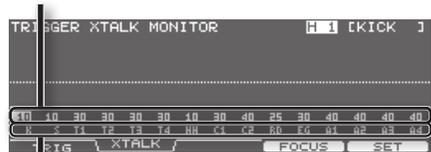
Pads

2. **Strike the tom 1 (T1) pad.**

The crosstalk detection status is shown in the TRIGGER XTALK MONITOR screen.

The illustration below indicates that tom 2 (T2) and crash 1 (C1) detected vibration when tom 1 (T1) was struck.

A "▲" symbol is shown for pads that are experiencing crosstalk.

Crosstalk occurring
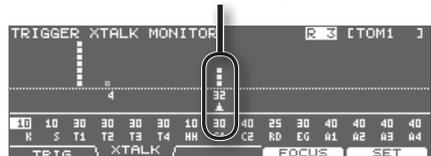
Pads detecting vibration	Explanation
Tom 2 (T2)	Will not sound, because crosstalk cancellation is active.
Crash 1 (C1)	Crosstalk is occurring. By adjusting the crosstalk cancellation value, you can prevent the sound from being triggered.

3. **Press the [F4] (FOCUS) button to move the cursor to C1.**
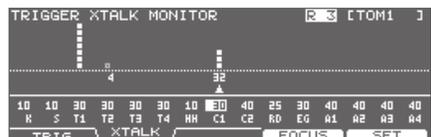
If crosstalk is occurring for multiple pads, each press of the [F4] (FOCUS) button will move the cursor to another pad that is experiencing crosstalk.

4. **Press the [F5] (SET) button.**

The value is automatically set to "32," which is the minimum value that can cancel triggering for crash 1.

Value	Explanation
0–80	Strength of crosstalk cancellation

    * The value will not exceed 40 when you set crosstalk cancellation automatically. If you need to set this value above 40, use the [–] [+] buttons or the dial to edit the value.

5. **Repeat steps 3 and 4 to make crosstalk cancellation settings.**

MEMO

You can also use the cursor [◀] [▶] buttons, [–] [+] buttons, or the dial to make crosstalk cancellation settings manually.

6. **Press the [EXIT] button to return to the TRIGGER BANK screen.**

Advanced Trigger Parameters (ADVANCE)

The following parameters are automatically set to the most efficient values for each pad when you select the Trigger Type (p. 126), and don't require adjustment, except if you experience any of the problems that are discussed in the explanation of each parameter.

1. **Press the [TRIGGER] button.**

The [TRIGGER] button will light.

2. **Press the [F5] (ADVANCE) button.**

If [F5] (ADVANCE) is not shown, press the [F1] (BANK) button once to access the TRIGGER BANK screen.

3. **Use the [F1]–[F4] buttons to select the setting that you want to make.**

Button	Explanation
[F1] (THRE) button	Make advanced settings for pad sensitivity.
[F2] (RIM) button	Make advanced settings for rim shots (p. 134).
[F3] (SCAN) button	Make advanced settings for trigger signal detection (p. 134).
[F4] (POSI) button	Make advanced settings for strike position detection (p. 136).

4. **Use the cursor [▲] [▼] buttons to select the parameter.**

5. **Select the pad that you want to edit.**

Strike the desired pad, or use the TRIG SELECT buttons to select it.

You can also use the cursor buttons to select the pad. The edit screen for the selected pad will appear.

6. **Use the [–] [+] buttons or the dial to adjust the setting.**

7. **When you're finished, press the [KIT] button to return to the DRUM KIT screen.**

Making Advanced Settings for a Pad (THRE)

```
TRIGGER ADVANCED THRESHOLD    H 1 [KICK  ]

     Trig Type    KD140
     Threshold        0
     Curve        LINEAR

 THRE    RIM    SCAN    POSI   NAME
```

The graph in the right side of the screen is a "velocity monitor" that shows the force (velocity) of your strike.

Parameter	Value	Explanation
Threshold	1–31	Minimum level for the pad
Curve	LINEAR, EXP1, EXP2, LOG1, LOG2, SPLINE, LOUD1, LOUD2	How playing dynamics changes the volume

Adjusting the Pad's Minimum Sensitivity (Threshold)

This setting allows a trigger signal to be received only when the pad is above a determined force level (velocity). This can be used to prevent a pad from sounding because of vibrations from other pads.

In the following example, B will sound but A and C will not sound.
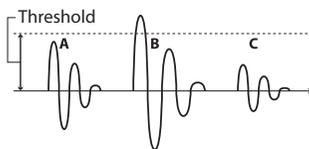
Value	Explanation
0–31	When set to a higher value, no sound is produced when the pad is struck lightly.
	Gradually raise the "Threshold" value while striking the pad.
	Check this and adjust accordingly. Repeat this process until you get the perfect setting for your playing style.

Specifying How Volume Responds to Velocity (Curve)

Adjust this curve until the response feels as natural as possible.

Value	Explanation
LINEAR	The standard setting. This produces the most natural correspondence between playing dynamics and volume change.
EXP1, EXP2	Compared to LINEAR, strong dynamics produce a greater change.
LOG1, LOG2	Compared to LINEAR, a soft playing produces a greater change.
SPLINE	Extreme changes are made in response to playing dynamics.
LOUD1, LOUD2	Very little dynamic response, making it easy to maintain strong volume levels. If you're using a drum trigger as an external pad, these settings will produce reliable triggering.

Making Advanced Settings for Rim Shots (RIM)

```
TRIGGER ADVANCED RIM        H 1 [KICK   ]
  |⌣⌣|   Trig Type    KD140 ..................
  (◎)    Head/Rim Adjust ---
          XStick Threshold ---
 THRE      RIM    SCAN    POSI    NAME
```

The graph in the right side of the screen is a "velocity monitor" that shows the force (velocity) of your strike.

Parameter	Value	Explanation
Head/Rim Adjust	0–80	Rim shots response
XStick Threshold	0–127	Cross stick response

Head shots and rim shots response (Head/Rim Adjust)

If you're using a V-pad such as the PD-128, you can adjust how easily head shots and rim shots can be played.

If the rim shot sound is heard when you play a head shot, or if a head shot sound is heard when you play a rim shot, make small changes to the Head/Rim Adjust values while you continue trying out the results. Extreme changes to the values will cause the wrong sound to be heard when you strike the pad, for example producing the rim shot sound when you play a head shot.

Value	Explanation
0–8.0	If the rim sound is heard when you strike the head strongly, increase this value.
	If the head sound is heard when you play an open rim shot, decrease this value.
	If the head sound is heard when you softly play a rim shot, decrease this value.

Cross stick threshold (XStick Threshold)

When using a V-pad such as the PD-128, you can adjust the force at which you'll switch between the cross stick sound and the open rim shot sound.

Value	Explanation
0–127	Setting this to a higher value makes it easier to get cross stick sounds. When set to "0," playing a cross stick produces the open rim shot sound.
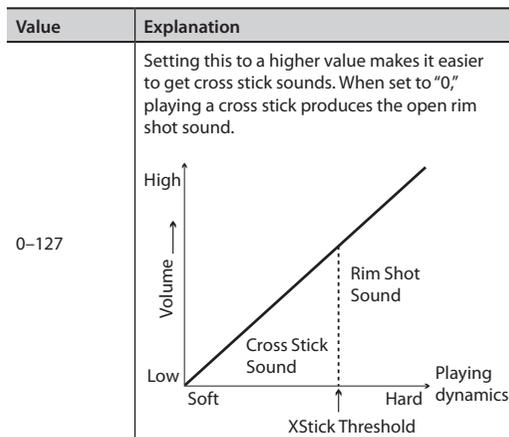
* Increasing the value excessively may cause the cross stick to sound as well when the open rim shot is played.

Making Advanced Settings for Trigger Signal Detection (SCAN)

```
TRIGGER ADVANCED SCAN       H 1 [KICK   ]
  |⌣⌣|   Trig Type    KD140 ..................
  (◎)    Scan Time (ms)   2.8
          Mask Time (ms)    10
          Retrigger Cancel   6
 THRE      RIM    SCAN    POSI    NAME
```

The graph in the right side of the screen is a "velocity monitor" that shows the force (velocity) of your strike.

Parameter	Value	Explanation
Scan Time	0–4.0 ms	Trigger signal detection time
Mask Time	0–64 ms	Double triggering prevention
Retrigger Cancel	1–16	Detecting trigger signal attenuation

Trigger signal detection time (Scan Time)

Since the rise time of the trigger signal waveform may differ slightly 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 "Scan Time" so that your way of playing can be detected more precisely.

Value	Explanation
0–4.0 ms	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. Scan Time Time * As the value is set higher, the time it takes for the sound to be played increases. Set this to the lowest value possible.
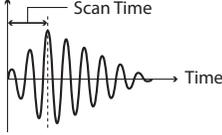
Double triggering prevention (Mask Time)

When playing a kick trigger the beater can bounce back and hit the head a second time immediately after the intended note—with acoustic drums sometimes the beater stays against the head—this causes a single hit to "double trigger" (two sounds instead of one). The Mask Time setting helps to prevent this. Once a pad has been hit, any additional trigger signals occurring within the specified "Mask Time" (0–64 msec) will be ignored.

Value	Explanation
0–64 ms	Adjust the "Mask Time" value while playing the pad. When using a kick trigger, try to let the beater bounce back and hit the head very quickly, then raise the "Mask Time" value until there are no more sounds made by the beater rebound. Mask Time Time Sound not produced
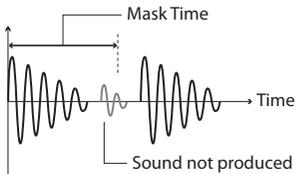
MEMO

If two or more sounds are being produced when you strike the head just once, then adjust Retrig Cancel.

Detecting trigger signal attenuation (Retrigger Cancel)

Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent sounding at Point A in the following figure (Retrigger).

This occurs in particular at the decaying edge of the waveform. Retrigger Cancel detects such distortion in and prevents retriggering from occurring.

Value	Explanation
1–16	While repeatedly striking the pad, raise the "Retrig Cancel" value until retriggering no longer occurs. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.

MEMO

Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.

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Making Advanced Settings for Strike Position Detection (POSI)

```
TRIGGER ADVANCED POSITION    H 1 [KICK    ]
       Tris Type      KD140  POSITION
                             CENTER    OUTER
       Position Detect
         Head            ---
         Rim             ---      +------+
       3-Way Trigger   OFF
   THRE    RIM    SCAN  \ POSI /  NAME
```

Parameter	Value	Explanation
Position Detect	OFF, ON	Positional sensing on/off
3Way Trigger	OFF, ON	Enable/disable separate triggering of bow/bell/edge strikes on the ride cymbal

Strike Position Detection On/Off (Position Detect)

For the pads listed below, strike position detection can be turned on/off.

If you turn strike position detection on, you'll be able to produce tonal change by varying the strike position on the head or by changing the nuance of your rim shots.

Pads that can detect the strike position

- 2 SNARE (head/rim)
- 3–6 TOM 1–4 (rim)
- 10 RIDE (bow)
- 12–15 AUX 1–4 (head/rim)
- * If you select a "Trig Type" that does not support strike position, the value is shown as "---" and cannot be edited.

Parameter	Value	Explanation
Head	OFF, ON	Turns head strike position detection on/off
Rim	OFF, ON	Turns rim strike position detection on/off

Settings for Separate Triggering of Ride Strikes (3Way Trigger)

When using the CY-15R or CY-12R/C for the RIDE, you can three way triggering (bow, bell, and edge shot) performance are possible.

Connect as shown in p. 37, set 3Way Trigger to "ON."

Value	Explanation
OFF, ON	Enable/disable separate triggering of bow/bell/edge strikes on the ride cymbal

Playing bow, bell, and edge (3Way Trigger)

Playing method	TD-30 trigger input
Bow shot	10 RIDE (head)
Bell shot	10 RIDE (rim)
Edge shot	11 EDGE (rim)

- * When "3Way Trigger" is set to "ON," head-side tone for the trigger input 11 EDGE cannot be sounded.
- * When "3Way Trigger" is set to "ON," "RD CTRL" is displayed for the trigger type for trigger input 11 EDGE. It cannot be changed (p. 126).

Naming a Trigger Bank (NAME)

Each trigger bank can be named (up to 12 characters).

1. **Select the trigger bank number you want to name in the TRIGGER BANK screen (p. 126).**

2. **Press the [F5] (ADVANCE) button.**
   The TRIGGER ADVANCED screen will appear.

3. **Press the [F5] (NAME) button.**
   The TRIG BANK NAME screen will appear.

```
TRIG BANK NAME
TD-30KV
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789!"#&'<>[]+,-./:?
_=>♥♪♫☆■□●◆▲▼♯♭×÷◯/↑↓
  INSERT  DELETE  SPACE   A▶a▶0
```

4. **Edit the name.**
   For details on how to edit a name, refer to "Assigning a Name" (p. 29).

5. **Press the [EXIT] button to return to the TRIGGER ADVANCED screen.**

Copying a Trigger Bank

You can copy a trigger bank from preset memory or from a USB flash drive.

For user memory, you can rearrange the data by exchanging the copy-source and copy-destination trigger banks.

NOTE

When you execute the copy, the contents of the copy-destination will be overwritten. If you want to keep those settings, back them up to a USB flash drive before you continue ("Backing Up the Settings" (p. 108)).

1. Hold down the [SHIFT] button and press the [USB MEM] button.

[USB MEM] button will light, and the COPY A screen will appear.

2. Press the [F5] (A▶B▶C) button twice to access the COPY C screen.

3. Press the [F1] (TRIG) button.

The COPY TRIGGER BANK screen will appear.

Copy-source

Copy-destination

4. Use the [F1]–[F3] buttons to select the copy-source.

Button	Explanation
[F1] (USER) button	Copy from user memory. Exchanging the copy-source and copy-destination is possible only if the copy-source is user memory.
[F2] (PRESET) button	Copy from preset memory.
[F5] (USB) button	Copy from backup data saved on a USB flash drive

5. Use the cursor buttons, [–] [+] buttons, and dial to specify the copy-source and copy-destination.

If you selected [F3] (USB) in step 4, select the copy-source backup number.

6. Press the [F4] (EXCHNG) or [F5] (COPY) button.

A confirmation message will appear.

(Example: Copying a trigger bank from a USB flash drive)
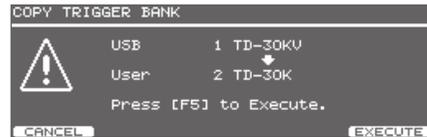
If you selected [F1] (USER) in step 4, you can exchange the copy-source and copy-destination by pressing the [F4] (EXCHNG) button.

Press the [F5] (COPY) button to execute the copy.

If you decide to cancel the copy or exchange, press the [F1] (CANCEL) button.

7. Press the [F5] (EXECUTE) button.

The trigger bank will be copied.

MEMO

Expansion
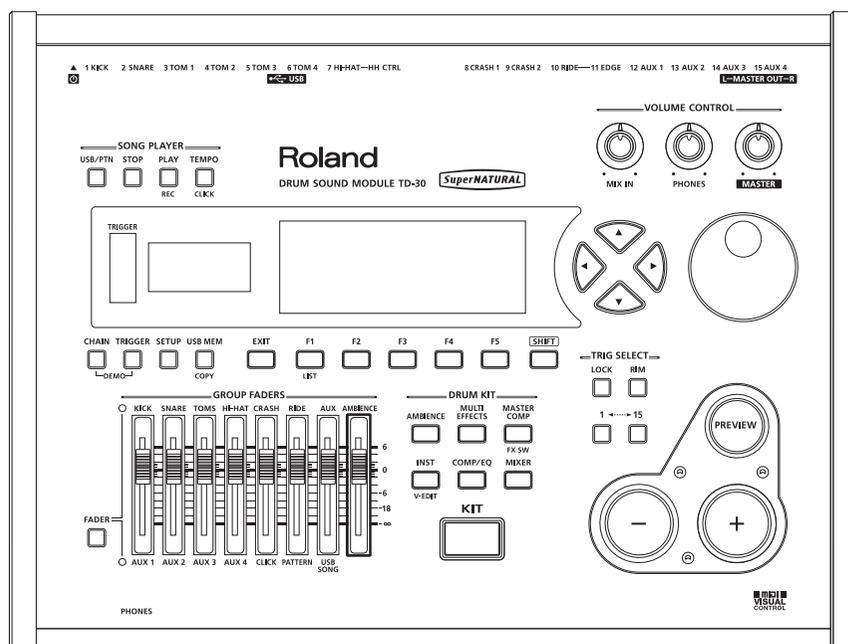
Connecting to your Computer via USB

If you connect a commercially available USB cable from the TD-30's rear panel USB COMPUTER port to a USB port on your computer, you'll be able to do the following things.

- Sound played from your computer can be heard via the TD-30.
- Use your DAW software to record performance data (Audio/MIDI data) from the TD-30.

MEMO

- USB COMPUTER port outputs the same audio signal as is output from the MASTER OUT jacks.
- The sounds played by your computer will be output from only the TD-30's MASTER OUT jacks and PHONES jack.
- For details on adjusting the volume of USB audio, refer to "Digital Audio Level (GAIN)" (p. 124).
- For details on the TD-30's MIDI-related settings, refer to "MIDI Settings" (p. 141).
- In order to use the USB functionality, you must first install the USB driver.

Installing the USB Driver

Before you can use the USB functionality, you must install the USB driver.

1. **Install the USB driver in your computer.**

The USB driver can be found in the included CD-ROM.

The most recent version of the USB driver can be downloaded from the Roland website.

Roland website:

http://www.roland.com/

The driver installation procedure will depend on the system you're using. Please carefully read the "Readme" file on the CD-ROM.

Connecting the TD-30 to the Computer

1. **Use a commercially available USB cable to connect the TD-30 to your computer.**
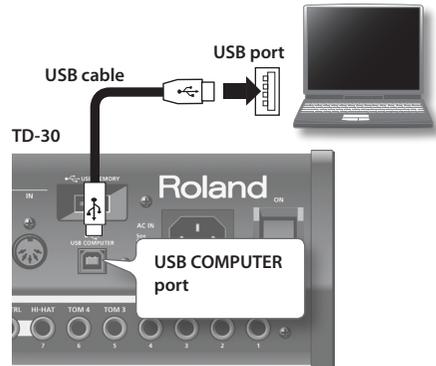
Refer to the Roland website for system requirements.

Roland website:

http://www.roland.com/

NOTE

- Depending on the type of computer you're using, this may not operate correctly.
  For details on supported operating systems, refer to the Roland website.
- To avoid the risk of malfunction and/or speaker damage, always make sure to turn the volume all the way down and turn off the power on all equipment before you make any connections.
- A USB cable is not included. If you need to obtain one, ask the dealer where you purchased the TD-30.
  If you're using DAW software, start up your system in the following order.

  1. Connect the TD-30 to your computer.

  2. Turn on the TD-30.

  3. Start up the DAW software on your computer.

  * Do not turn the TD-30 on/off while your DAW software is running.

MIDI Settings

About MIDI

MIDI (Musical Instrument Digital Interface) is a standard specification that allows musical data to be transferred between electronic musical instruments and computers. If a MIDI cable is connected between devices equipped with MIDI connectors, you'll be able to play multiple devices from a single MIDI keyboard, perform ensembles using multiple MIDI instruments, program the settings to change automatically as the song progresses, and more.

About MIDI Connectors

The TD-30 is equipped with the following two types of MIDI connectors, each of which has the following role.

MIDI IN connector

This connector receives MIDI messages that are sent from an external MIDI device. When the TD-30 receives MIDI messages, it can respond by playing notes, switching sounds, etc.

MIDI OUT/THRU connector

This connector transmits MIDI messages to an external MIDI device. Use it when you want to control an external MIDI device.

If the "Soft Thru" setting (p. 142) is turned "ON," this connector will operate as a MIDI THRU connector.

Messages received at the MIDI IN connector will be re-transmitted without change from this connector to an external MIDI device. Use this when you want multiple MIDI devices to receive the same stream of messages.

MIDI Channel Settings (MIDI CH)

For each part, you can specify the channel on which the TD-30 will receive and transmit MIDI messages.

1. In the SETUP B screen (p. 114), press the [F3] (MIDI) button.

2. Press the [F1] (MIDI CH) button.

The MIDI CHANNEL screen will appear.
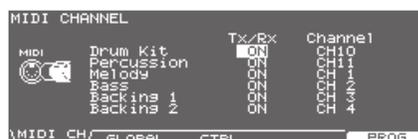
3. Use the cursor [▲] [▼] buttons to select the part you wish to set.

4. Use the cursor [◀] [▶] buttons to select the parameter.

5. Use the [–] [+] buttons or the dial to make settings.

Parameter	Value	Explanation
Tx/Rx	OFF, ON	Turns the transmitting and receiving MIDI messages ON or OFF.
Channel	CH1–CH16	Transmit and receive channel

MEMO

- Drum kit part and percussion part can be overlaid and set to "CH10." When a duplicate note number is received, the instrument assigned to the drum kit part (the pad instrument) sounds.
- Other parts and MIDI channels cannot be overlaid.

6. Press the [KIT] button to return to the DRUM KIT screen.

MIDI Channel Settings for the Entire TD-30 (GLOBAL)

Here you can make overall MIDI settings for the entire TD-30.

1. **In the SETUP B screen (p. 114), press the [F3] (MIDI) button.**

2. **Press the [F2] (GLOBAL) button.**

   The MIDI GLOBAL screen will appear.

   ```
   MIDI GLOBAL
   MIDI        Soft Thru
   [icon]      MIDI In              OFF
               USB MIDI             OFF
               Local Control   ON <DRUM>
               Device ID            17

   MIDI CH \ GLOBAL /   CTRL              PROG
   ```

3. **Use the cursor [▲] [▼] buttons to select the parameter.**

4. **Use the [–] [+] buttons or the dial to make settings.**

5. **Press the [KIT] button to return to the DRUM KIT screen.**

Using the TD-30 as a USB MIDI Interface (Soft Thru)

If the TD-30 is connected to your computer, the MIDI device connected to the TD-30's MIDI connectors can send and receive performance data to and from the computer.

Parameter	Value	Explanation
Soft Thru MIDI IN	OFF	Performance data received from the TD-30's MIDI IN connector will not be sent to the MIDI OUT connector or the USB COMPUTER port.
	ON (MIDI OUT)	Performance data received from the TD-30's MIDI IN connector will be sent to the MIDI OUT connector.
	ON (USB MIDI)	Performance data received from the device connected to the TD-30's MIDI IN connector will be sent to the USB COMPUTER port.
	ON (MIDI+USB)	Performance data received from the device connected to the TD-30's MIDI IN connector will be sent to the MIDI OUT connector and the USB COMPUTER port.

Parameter	Value	Explanation
Soft Thru USB MIDI	OFF	Performance data sent from the computer will not be sent from the TD-30's MIDI OUT connector.
	MIDI OUT	Performance data sent from the computer will be sent to the TD-30's MIDI OUT connector.

Recording the Pad Performance on an External Sequencer (Local Control)

The Local Control setting is used when recording your pad performance into a sequencer.

When recording on an external sequencer, set your external sequencer to the "MIDI thru" state (so that data received at MIDI IN will be re-transmitted from MIDI OUT without change), and turn the TD-30's Local Control "OFF."
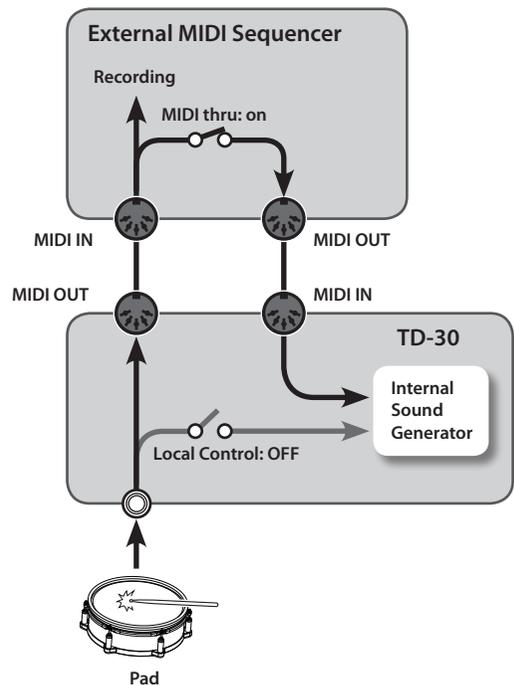
* When "Local Control" is set to "ON (DRUM)" or "ON (PERC)," the sound does not change if you switch drum kits because drum kits cannot be played with pads.

Parameter	Value	Explanation
Local Control	OFF	Performance data from the pads will not be sent directly to the drum kit part of the TD-30's internal sound generator; it will be transmitted via your external sequencer.
	ON (DRUM)	The performance data from the pad is sent to the drum kit part. Normally set to this.
	ON (PERC)	The performance data from the pad is sent to the percussion part and drum kits cannot be played. Select this only when you record the percussion part with pads.

* If Local Control is "ON (PERC)," you won't be able to play the drum kit from the pads, so the sound will not change even if you switch kits.

Setting the Device ID

The setting described here is necessary only when you wish to transmit separate data to two or more TD-30 units at the same time. Do not change this setting in any other case. (At the factory settings, the device ID is set to "17.")

Parameter	Value	Explanation
Device ID	1–32	Device ID setting

MIDI Message Settings for Detailed Performance Expression (CTRL)

Here you can specify the MIDI messages that will be transmitted and received according to the position of your strikes on the pad and the depth to which you press the hi-hat.

1. In the SETUP B screen (p. 114), press the [F3] (MIDI) button.

2. Press the [F3] (CTRL) button.

The MIDI CONTROL screen will appear.

3. Use the cursor [▲] [▼] buttons to select the parameter.

4. Use the [–] [+] buttons or the dial to make settings.

Parameter	Value	Explanation
Pedal CC	OFF, MODULATION (1), BREATH (2), FOOT (4), EXPRESSION (11), GENERAL1 (16)– GENERAL4 (19)	Control change used for transmitting/receiving the depth to which the hi-hat pedal pressed
Snare CC		Control change used for transmitting/receiving the strike position of the snare, ride, tom 1–4, and AUX 1–4
Ride CC		
Toms/AUXs CC		
Kit Volume Rx Sw (CC#7)	OFF, ON (Initial Value: OFF)	Specify whether MIDI Volume messages (CC #7) will be received (ON), or not (OFF) for drum kit part (p. 141).
HH Note# Border	0–127	This number specifies the pedal position at which to switch from open hi-hat to closed hi-hat (p. 144). * There's no need to change this setting if you're performed and recording only with the TD-30 and the pads.

MEMO

When a control change is set to be more than one parameter, an asterisk (*) appears at the right of the unavailable parameter.

5. Press the [KIT] button to return to the DRUM KIT screen.

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Specifying the HH Note# Border

The note number transmitted when you strike the hi-hat will change depending on the amount of pressure on the hi-hat pedal.

At the factory default value (127), the closed hi-hat note number will be transmitted only if the hi-hat pad is played with the pedal completely depressed. If you want this note number to be transmitted when the pedal is slightly raised, set this to a value such as 90.

*If you change the hi-hat note number border setting, the actual hi-hat performance may not match the playback of the recorded pattern.

Specifying the Drum Kits Recalled by Program Changes (PROG)

Each drum kit/percussion set has its own program change number.

1. In the SETUP B screen (p. 114), press the [F3] (MIDI) button.

2. Press the [F5] (PROG) button.

The MIDI PROGRAM CHANGE (DRUM KIT) or MIDI PROGRAM CHANGE (PERC SET) screen will appear.

Button	Explanation
[F1] (RX ON/OFF) button	Turns program change reception on/off.
[F2] (TX ON/OFF) button	Turns program change transmission on/off.
[F3] (DRM KIT) button	Specifies the program change for each drum kit.
[F4] (PRC SET) button	Specifies the program change for each percussion set.

3. Press the [F3] or [F4] button to select the function.

4. Use the cursor [▲] [▼] buttons to select the drum kit or percussion set you wish to set.

5. Use the [–] [+] buttons or the dial to make settings.

The drum kits/percussion sets will switch when a Program Change message is received from an external MIDI device.

When you switch TD-30's drum kits/percussion sets, the Program Change number set here is transmitted.

6. Press the [KIT] button to return to the DRUM KIT screen.

Appendices
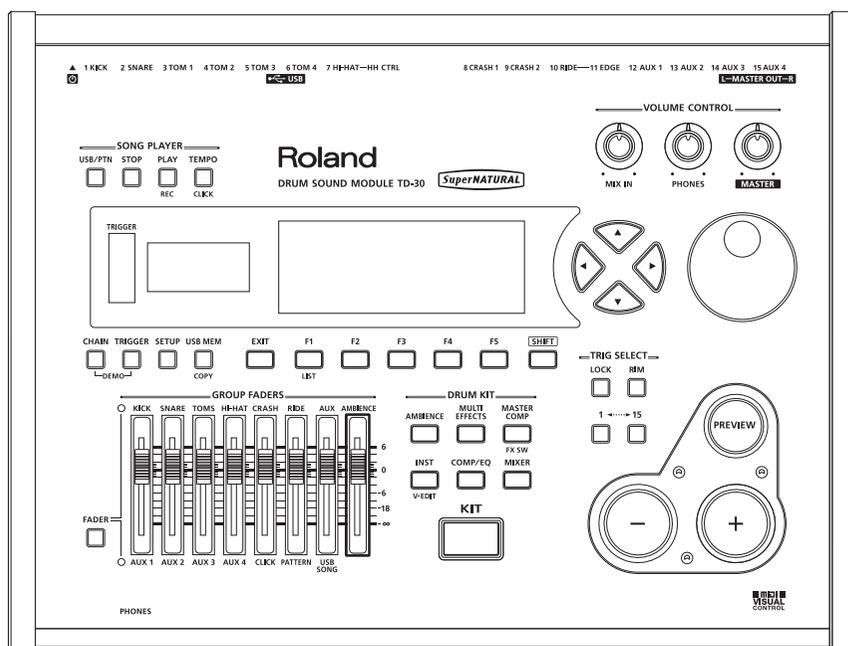
Visual Control

Controlling Images from the TD-30 (VISUAL CONTROL)

Visual Control is a function that lets you control images in synchronization with your performance via the MIDI output or the USB computer connection.
This only works with products that support MIDI Visual Control or V-LINK.

What is the MIDI Visual Control?

MIDI Visual Control is an internationally-used recommended practice that was added to the MIDI specification so that visual expression could be linked with musical performance. Video equipment that is compatible with MIDI Visual Control can be connected to electronic musical instruments via MIDI in order to control video equipment in tandem with a performance.

What is the V-LINK?

V-LINK is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy a wide range of visual effects that are linked to the expressive elements of a music performance.

Turning VISUAL CONTROL On/Off

1. **In the SETUP C screen (p. 114), press the [F2] (V. CTRL) button.**

The VISUAL CONTROL screen will appear.

2. **Press the [F1] button to turn VISUAL CONTROL on/off.**

If Visual Control is on, the DRUM KIT screen will show the VISUAL CONTROL icon.

MEMO

The Visual Control function will always be off when you turn on the TD-30.

Example connection

MIDI OUT/THRU connector

MIDI IN connector

Visual Control compatible device

Troubleshooting

Problem	Items to check	Action	Page
Problems with the sound			
No sound / Insufficient volume	Is the TD-30 correctly connected to the external devices?	Check the connections.	p. 24
	Could an audio cable be broken?	Try using a different cable	–
	Could you be using a connection cable that contains a resistor?	Use a connection cable that does not contain a resistor.	–
	Could the volume of the connected amp or mixer be lowered?	Adjust the volume to an appropriate level.	–
	Could the TD-30's volume be lowered?	Adjust the volume to an appropriate level.	p. 39
	Check whether you hear sound through headphones.	If you hear sound in the headphones, there is a problem with the connection cables or with the connected amp or mixer. Check the connected devices and the connections.	–
	Could the volume be lowered on the device connected to the MIX IN jacks?	Adjust the volume to an appropriate level.	–
	Could Local Control be "OFF"?	If Local Control is "OFF," playing the pads will not send performance data directly to the TD-30's internal sound generator. Set Local Control to "ON."	p. 142
Certain pads don't sound	Have the settings for OUTPUT been made correctly?	Check the settings for OUTPUT	p. 115
	Could the volume setting be low?	Check the setting of the group fader.	p. 28
		Check the MIXER settings.	p. 65
Problems with USB			
USB flash drive is inserted, but is not detected/ Cannot select data	Is the USB flash drive inserted correctly?	Make sure that the USB flash drive is correctly connected.	p. 85
	Are you using a USB Flash Memory made by Roland?	Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.	–
Can't communicate with the computer	Is the USB cable connected correctly?	Make sure that the USB flash drive is correctly connected.	p. 140
Can't play back an audio file from a USB flash drive	Does the audio file have the correct format?	Check the format of the audio file.	p. 85
	Is the audio file saved in the correct location?	Save the audio file in the root directory (the top level).	p. 85
Problems with MIDI			
No sound	Are the MIDI cables connected correctly?	Check the connections.	p. 141
	A MIDI cable may be broken.	Try using a different cable.	–
	Is the MIDI channel set correctly?	Set the MIDI channels of the TD-30 and external MIDI device to the same setting	p. 141
	Has the note number been set properly?	When a note number that is not assigned to any pad is received, the TD-30 produces no sound. Change the note number value or switch over to a kit to which another note number is assigned.	p. 61
Other problems			
Display contrast is inconsistent	In some cases, the contrast of the display might not be consistent, but this is not a malfunction.	Adjusts the contrast of the display.	p. 121

Error Message List

This section lists the messages (error messages) that the TD-30 produces and explains the meaning of each message, giving you the appropriate action to take

When an indication of "ACCEPT" is shown above the [F5] button as in the figure, pressing that button will close the message window.

Message	Meaning	Action
Data Damaged!	The data on the USB flash drive is damaged.	Do not use this file.
Data Overload!	Pattern contained an excessive amount of data, and as a result could not be output successfully from MIDI OUT.	Try eliminating a part that has too much data.
Empty Backup!	No backup you request on the USB flash drive.	–
Empty Pattern!	This pattern contains no performance data; it cannot be edited.	Select the other pattern that contains performance data.
Measure capacity has been reached.	The maximum number of measures that can be recorded to one pattern has been exceeded; no further recording or editing that adds measures can be carried out.	Delete unneeded measures from the pattern being recorded or edited (p. 104).
MIDI Buffer Full!	A large amount of MIDI messages were received in a short time, and could not be processed completely.	Confirm that the external MIDI device is properly connected. If the problem persists, reduce the amount of MIDI messages sent to the TD-30.
MIDI Offline!	A MIDI cable was disconnected. (Or communication with the external MIDI device stopped for some reason.)	Make sure that MIDI cables have not been pulled out or broken.
No empty backup area remains.	There are no empty backup area on the USB flash drive.	Delete unneeded backup (p. 111).
No Empty Pattern!	There are no empty patterns for recording.	Delete unneeded pattern (p. 106).
Not Enough Memory!	Pattern recording or editing could not be carried out because there was not enough internal memory.	Try deleting patterns that are no longer needed (p. 106).
Song is too long!	The audio file cannot be played because it is too long.	Play back an audio file that is no larger than 2 GB.
Song is too short!	The audio file cannot be played because it is too short.	Play back an audio file that is at least 1 second. Audio files shorter than 1 second might not play.
System Error!	A problem has occurred with the internal system.	Contact your dealer or a nearby Roland service center.
System Initialize	Data in the TD-30's memory may be corrupted.	Contact your dealer or a nearby Roland service center.
USB drive is too busy.	The data could not be read in time.	Use a USB Flash Memory sold by Roland.
USB Memory Error!	The data on the USB flash drive is damaged.	Do not use this file.
	A USB flash drive the format of which is not supported by TD-30 has been inserted.	Format the USB flash drive (p. 113).
USB Memory Full!	There are no empty space on the USB flash drive.	Delete unneeded data (p. 111).
USB memory is not connected!	No USB flash drive is in the USB MEMORY port.	Insert a USB flash drive (p. 85).

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Note Number (Factory Settings)

Drum kit 1–100

Note number	Trigger input
22	(7) Closed HH Rim
23	(for BrushSweep) (p. 61)
C1 24	–
25	(11) Ride-Edge
26	(7) Open HH Rim
27	(12) AUX1
28	(12) AUX1 Rim
29	(13) AUX2
30	(13) AUX2 Rim
31	(14) AUX3
32	(14) AUX3 Rim
33	(15) AUX4
34	(15) AUX4 Rim
35	(1) Kick Rim
C2 36	(1) Kick
37	(for X-Stick) (p. 61)
38	(2) Snare
39	(6) Tom4 Rim
40	(2) Snare Rim
41	(6) Tom4
42	(7) Closed HH
43	(5) Tom3
44	(7) Pedal HH
45	(4) Tom2
46	(7) Open HH
47	(4) Tom2 Rim
C3 48	(3) Tom1
49	(8) Crash1
50	(3) Tom1 Rim
51	(10) Ride
52	(9) Crash2 Rim
53	(10) Ride Rim
54	–
55	(8) Crash1 Rim
56	–
57	(9) Crash2
58	(5) Tom3 Rim
59	(11) Ride-Edge Rim

Main Specifications

Roland TD-30: Drum Sound Module

Drum Kits	100
Instruments	Drum Instruments: 1,100 Backing Instruments: 262
Drum Kit Chains	16 chains (32 steps per chain)
Effect Types	Pad Compressor (each pad) Pad Equalizer (each pad) Ambience Section: Overhead Mic Simulator Room Type (25 types) Reverb Multi-Effects: 21 types Master Compressor Master Equalizer Reverb (for backing part) Chorus (for backing part)
Percussion Sets	8
USB Memory Song Player	Audio File: WAV, MP3
Sequencer	User Patterns: 100 Preset Patterns: 100 Parts: 6 Play Type: Oneshot, Loop, Tap Recording Method: Realtime Maximum Note Storage: approx. 40,000 Notes
Display	Graphic LCD 80 x 256 dots 7 segments, 3 characters (LED) TRIGGER Level Indicator (LED)
Faders	8 (KICK, SNARE, TOMS, Hi-HAT, CRASH, RIDE, AUX, AMBIENCE)
Connectors	TRIGGER INPUT jack x 15 MASTER OUT jacks (L/MONO, R) (1/4-inch phone type) DIRECT OUT jack x 8 (1/4-inch phone type) DIGITAL OUT jack (Coaxial type, 44.1 kHz/24-bit) PHONES jack (Stereo 1/4-inch phone type) MIX IN jack (Stereo 1/4-inch phone type) MIDI connectors (IN, OUT/THRU) USB COMPUTER port (Audio/MIDI) USB MEMORY port FOOT SW jack (1/4-inch TRS phone type) AC IN jack
Power Supply	AC 117 V, AC 230 V, AC 240 V (50/60 Hz), AC 220 V (60 Hz)
Power Consumption	18 W
Dimensions	330 (W) x 258 (D) x 106 (H) mm 13 (W) x 10-3/16 (D) x 4-3/16 (H) inches
Weight	3.2 kg/7 lbs 1 oz
Accessories	Owner's Manual CD-ROM (Play-along Audio Song/USB Driver) Power Cord
Options (sold separately)	Pads (PD series, PDX series) Cymbals (CY series) Kicks (KD series) Hi-Hats (VH series, FD series) Acoustic Drum Triggers (RT series) Footswitches (FS-5U, FS-6) Personal Drum Monitors (PM-30, PM-10) USB Flash Memory * Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

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

Overview

Setup

Performance

Settings

Expansion

Appendices

Block Diagram

Drums

	INST	COMP/EQ	MIXER/VOLUME		MIXER/KIT VOL		MIXER/PAN	AMBIENCE/OH MIC	AMBIENCE/ROOM

1 KICK — Head: INST — COMP/EQ — Volume — KICK — Pan
Rim: INST — COMP/EQ — Volume — Pan

2 SNARE — Head: INST — COMP/EQ — Volume — SNARE
Rim: INST — COMP/EQ — Volume

OH Send   ROOM Send

3 TOM1 ... 6 TOM4 — Head: INST — COMP/EQ — Volume — TOMS
Rim: INST — COMP/EQ — Volume

AMBIENCE

7 HI-HAT — Head: INST — COMP/EQ — Volume — HI-HAT
Rim: INST — COMP/EQ — Volume

OVERHEAD MIC — Height / Width

8 CRASH1 ... 9 CRASH2 — Head: INST — COMP/EQ — Volume — CRASH
Rim: INST — COMP/EQ — Volume

ROOM — Type / Room

10 RIDE ... 11 EDGE — Head: INST — COMP/EQ — Volume — RIDE
Rim: INST — COMP/EQ — Volume

REVERB — Time / Damp

12 AUX1 — Head: INST — COMP/EQ — Volume — AUX1
Rim: INST — COMP/EQ — Volume

13 AUX2 — Head: INST — COMP/EQ — Volume — AUX2
Rim: INST — COMP/EQ — Volume

OH Level

(AUX)

14 AUX3 — Head: INST — COMP/EQ — Volume — AUX3
Rim: INST — COMP/EQ — Volume

ROOM Level

15 AUX4 — Head: INST — COMP/EQ — Volume — AUX4
Rim: INST — COMP/EQ — Volume

REV Level

Kit Volume

Volume

SETUP /MIDI/CTRL /Kit Volume Rx Sw (CC#7)

MIDI CC#7 (Volume)

Percussion Set

PATTERN/PART /PERC/EDIT

PERC — INST — Volume — Volume — Volume — REV Send

Backing Part

MELODY — INST — Volume — Volume — REV Send
BASS — INST — Volume — Volume — REV Send
BACK 1 — INST — Volume — Volume — REV Send
BACK 2 — INST — Volume — Volume — REV Send

PATTERN /PART /BACKING

PATTERN /PART /MIXER /VOLUME

PATTERN

GROUP FADERS

PART REVERB — Type / Time

Click

TEMPO/CLICK/INST

Click — INST — CLICK

CLICK ([SHIFT] + [TEMPO])

Pan

AMB Send

USB Song

USB SONG

USB SONG/FUNC

Song Volume

switch with [FADER]

MIX IN

SETUP/OPTION/MIX IN

MIX IN

SETTING — Input / Mode / Gain

USB Audio IN

SETUP/GAIN

USB Audio Input Gain

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MEMO

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

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As of Feb. 1, 2011 (ROLAND)

— For China —

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本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

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