

Roland®



***TD-4***

**Owner's Manual**

**Bedienungsanleitung**

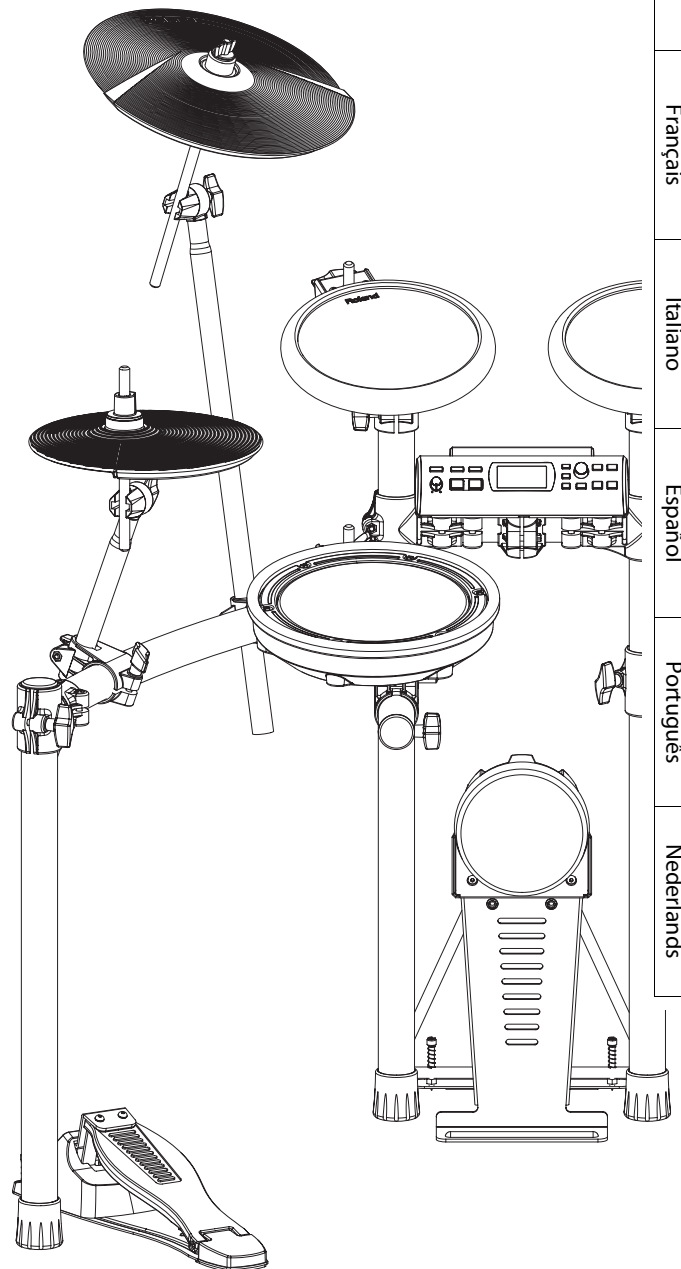
**Mode d'emploi**

**Manuale dell'utente**

**Manual del usuario**

**Manual do proprietário**

**Gebruikershandleiding**



English

Deutsch

Français

Italiano

Español

Português

Nederlands

For the U.K.

**IMPORTANT:** THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL  
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.  
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.  
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

For EU Countries



This product complies with the requirements of EMC Directive 2004/108/EC.

For the USA

## FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.  
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

### NOTICE

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

### AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For C.A. US (Proposition 65)

### WARNING

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.



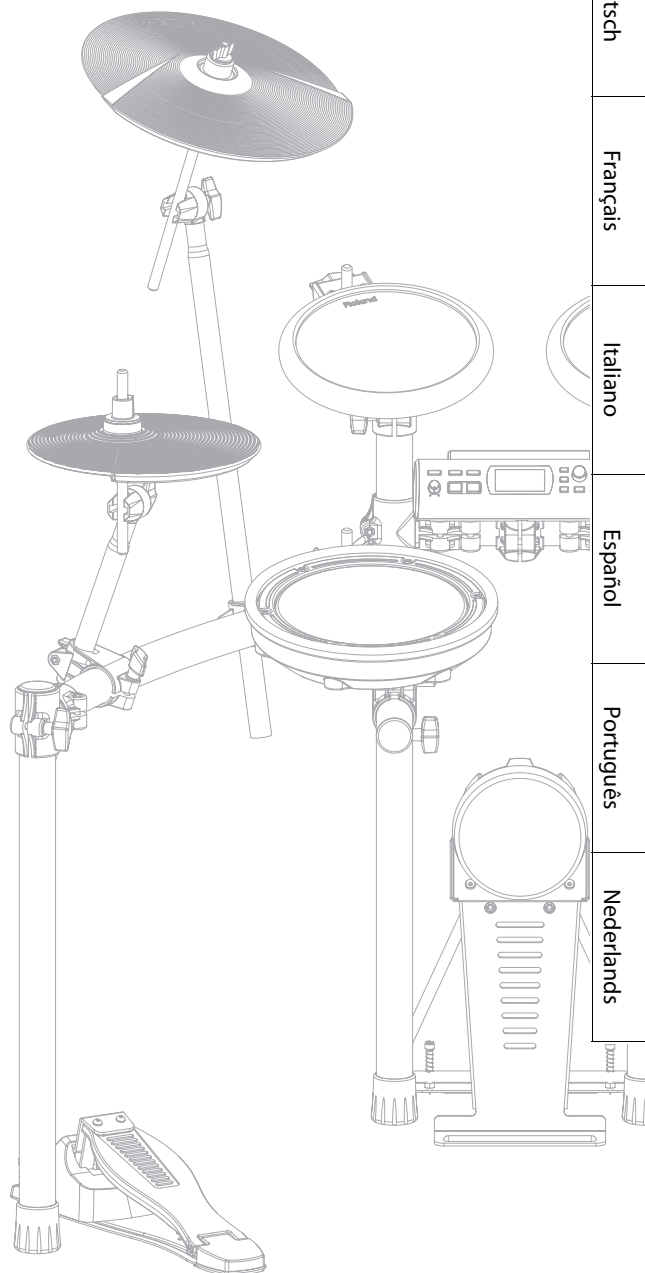
# TD-4 Owner's Manual

Thank you, and congratulations on your choice of the Roland Percussion Sound Module TD-4.

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (Owner's manual p. 2-3; p. 4). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

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# USING THE UNIT SAFELY

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

About  WARNING and  CAUTION Notices







|  |  |
|--|--|
|  <b>WARNING</b> | Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.   |
|  <b>CAUTION</b> | Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.<br><br>* 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

- Do not open (or modify in any way) the unit or its AC adaptor. 
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 
- Never install the unit in any of the following 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.
- This unit should be used only with a stand that is recommended by Roland. 
- When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling. 

#### WARNING

- Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. 
- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. 
- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! 
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. 
- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.   


## **WARNING**

- Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:
  - The AC adaptor, the power-supply cord, or the plug has been damaged; or
  - If smoke or unusual odor occurs
  - Objects have fallen into, or liquid has been spilled onto the unit; or
  - The unit has been exposed to rain (or otherwise has become wet); or
  - The unit does not appear to operate normally or exhibits a marked change in performance.
- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)
- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

## **CAUTION**

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.
- This (TD-4) for use only with Roland stand MDS series. Use with other stands is capable of resulting in instability causing possible injury.

## **CAUTION**

- Please be sure to read and adhere to the cautionary notices contained in the instructions that came with this product. Please note that, depending on the manner in which keyboard performances are carried out, you may encounter situations where the keyboard falls off the stand or the stand topples over, even though you have followed all of the instructions and advice contained within the product's manual. For this reason, you should always perform a safety check each time you use the stand.
- Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit.
- At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.
- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet.
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.
- Keep any caps and wing bolts you may remove in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

# 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 (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

## 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.

## 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 benzene, 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 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

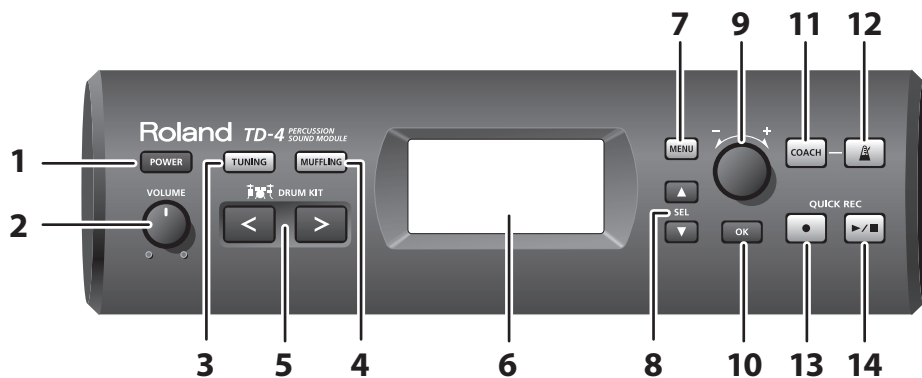
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones. Although the drum pads and pedals are designed so there is a minimal amount of extraneous sound produced when they're struck, rubber heads tend to produce louder sounds compared to mesh heads. You can effectively reduce much of the unwanted sound from the pads by switching to mesh heads.
- 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.
- 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.
- If there is a danger that you might accidentally strike the unit during performance, adjust the locations at which Tom 1 (T1) and Tom 2 (T2) are attached to the stand, to reduce the gap between the pads.

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# Panel Descriptions

## Front Panel



### 1. [POWER] button

Turns the power on/off (p. 10).

### 2. [VOLUME] knob

Adjusts the volume from the OUTPUT and PHONES jacks (p. 10).

### 3. [TUNING] button

Use this when you want to tune each instrumental sound (p. 15).

### 4. [MUFLING] button

Use this when you want to muffle (mute) each instrumental sound (p. 15).

### 5. DRUM KIT [ < ] [ > ] buttons

Use these to switch drum kits (p. 12). You'll also use these buttons to return to the drum kit screen from other screens (except during recording/playback).

### 6. Display

During performance, this shows the drum kit name and other information. During editing, this shows the contents of the settings.

### MEMO

The backlight will automatically dim when no panel operations have been performed for a certain period of time.

### 7. [MENU] button

Use this when you want to make various settings for the TD-4, such as editing the settings of a drum kit or adjusting the pads.

### 8. SEL [ ▲ ] [ ▼ ] button

Use this to select a menu item when using the Coach function, or to select parameters when making various settings for the TD-4.

### 9. [-/+ ] dial

Use this dial to edit a value.

Use this to adjust a value. Turning the dial toward "+" will increase the value, and turning it toward "-" will decrease the value.

### 10. [OK] button

Use this to confirm a menu item to use with the Coach function, or to confirm a value you've edited.

### 11. [COACH] button

Press this when you want to use the Coach function (p. 19).

### 12. [ ] (Metronome) button

This turns the metronome on (sounding) or off (silent) (p. 17).

### 13. QUICK REC [ ● ] (Rec) button

Use this to record your playing (p. 17).

### 14. QUICK REC [ ▶ / ■ ] (Play/Stop) button

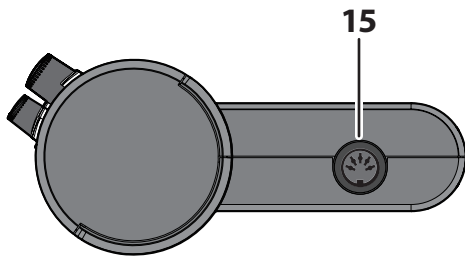
Play back what you recorded (p. 18).

With some buttons, a sound is produced when you press them.

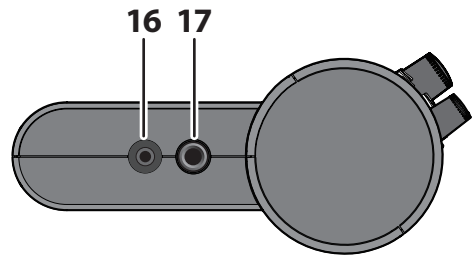
If you want, you can turn off this sound (p. 37).



## Side Panel

**15. MIDI OUT connector**

Use this when you want to use the pads to play external MIDI sound sources or for recording with sequencers (p. 41).

**16. MIX IN jack**

For connecting an external audio source such as MP3 or CD players (p. 16). All sound input here is also sent from the OUTPUT and PHONES jacks.

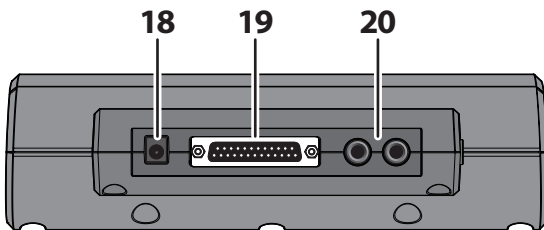
\* To adjust the volume, use the controls of the external device connected to MIX IN.

**17. PHONES jack**

For connecting stereo headphones (p. 9).

Using the headphone jack will not mute the main OUTPUT jacks.

## Rear Panel

**18. DC IN jack**

Connect the included AC adaptor here (p. 9).

**19. TRIGGER INPUT connector**

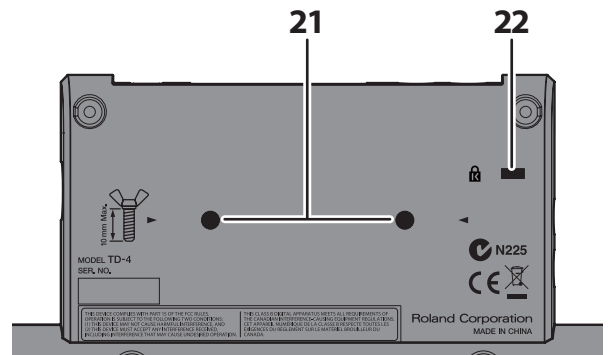
Connecting the special cable connects the pads and pedals to the TD-4 (p. 8).

**20. OUTPUT jacks (L/MONO, R)**

All sounds of the TD-4 are output here. Use for connecting to an amp or other external audio equipment.

If you're working in mono, only use the L/MONO jack.

## Bottom Panel

**21. Sound module mounting plate attachment holes**

Attach the included sound module mounting plate here so that you can attach the TD-4 to your drum stand.

**22. Security Slot (K)**

<http://www.kensington.com/>

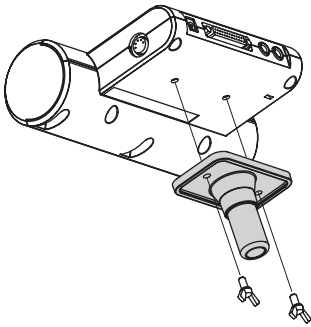
# Getting Ready to Play

## Mounting the TD-4 on the Stand

### 1. Attach the included sound module mounting plate to the TD-4.

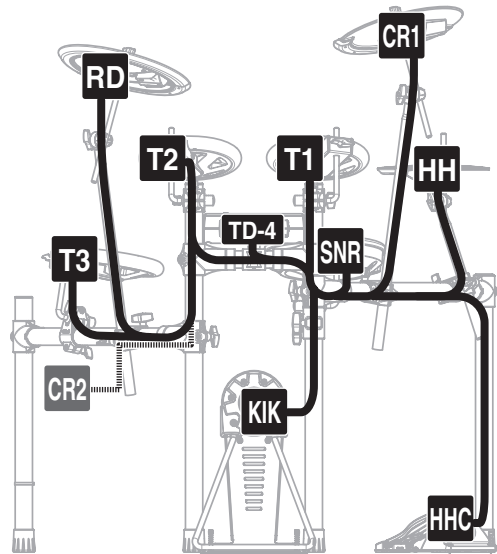
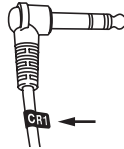
Use the included wing bolts to attach the plate as shown in the illustration.

- \* Use only the included wing bolts. Using any other nuts may cause malfunction.
- \* You must use the TD-4 with the sound module mounting plate installed.



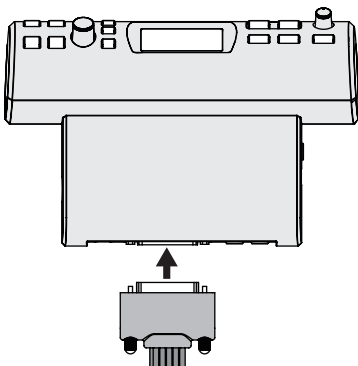
Labels indicating the pad to be connected are attached to the cable.

Connect the pads and pedals as shown in the illustration.



### NOTE

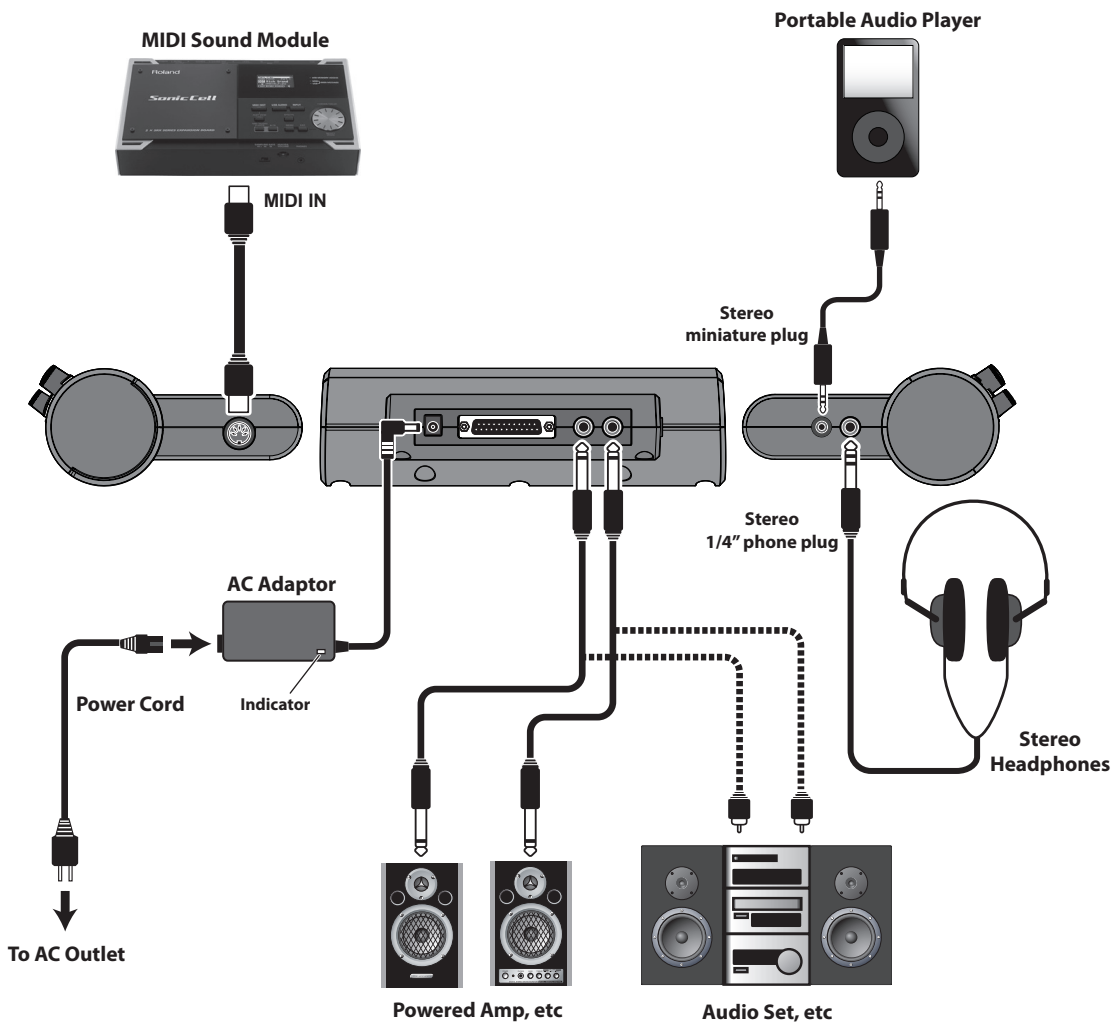
- When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged.
  - When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.
- ### 2. Attach the TD-4 (with the sound module mounting plate installed) to your drum stand (such as the MDS-4; available separately).
- ### 3. Connect the included cable to the TD-4's TRIGGER INPUT connector, and connect your pads and pedals.



### NOTE

- If you don't connect a pad to each of the cables, make the following settings for unconnected pads in order to prevent malfunction.
  - Turn the Pad Type setting OFF (p. 35).
- If you're not using the CR2, leave the CR2 cable cap attached, and fasten the cable to the stand so that it does not interfere with your playing.
- The included connection cables are the optimal length for when they're attached to the MDS-4. If you're using a different stand, you'll need to provide extension cables.

## Connecting Your Audio Equipment



- 1. Power-off all equipment before making connections.**

### NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making connections.

- 2. Connect the OUTPUT jacks (L/MONO, R) to your audio system or amp.**

\* If you're using headphones, connect them to the PHONES jack.

- 3. Connect the included AC adaptor to the DC IN jack.**

Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with written information faces downwards.

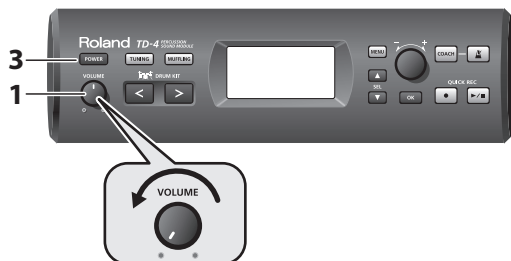
\* The indicator will light when you plug the AC adaptor into an AC outlet.

### MEMO

Using the MIX IN jack allows playing along with music from a portable audio player or other external sources (p. 16).

### Turning the Power On/Off

- \* Once connections have been made (p. 9), turn on the power to the connected equipment in the order specified. Doing it in the wrong order raises the risk of damage/malfunction to that equipment.



1. Turn the [VOLUME] knob all the way to the left.
2. Minimize the volume of the connected amp or audio system.
3. Press the [POWER] button.

- \* Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction.
- \* The TD-4 is equipped with a protection circuit and requires a brief interval (a few seconds) after powering before it will operate normally.

#### Caution when Turning On the Power

After you turn on the power, do NOT touch any pads or pedals until the drum kit name (the illustration below) has appeared in the display. Doing so can cause various problems.



4. Power-on the connected amp or audio system.
5. While hitting a pad, gradually turn the [VOLUME] knob toward the right to adjust the volume.

Adjust the volume of the connected amp/ audio system to the desired level.

#### If you don't hear any sound

Check the following points.

##### Pad and Pedal Connections

- Is the cable correctly connected to the TRIGGER INPUT connector?
- Are the cables correctly connected to each pad or pedal?

##### When Using an Amp or Audio System

- Are the TD-4's OUTPUT jacks connected correctly to the input jacks of your amp/audio system?
- Are the input selections and volume settings correct on that amp/audio system?
- Possible problem with the connection cables themselves?
- Isn't the [VOLUME] knob turned all the way to the left?
- Have the input select settings of your audio system or amp been made correctly?
- Is the amp or audio system volume setting correct?

##### When using headphones

- Are your headphones plugged into PHONES jack?
- Isn't the [VOLUME] knob turned all the way to the left?

#### Turning the Power Off

1. Turn the volume down on the TD-4 and any connected equipment.
2. Power-off the connected equipment.
3. Hold down the [POWER] button until the display indicates "See you!"

#### Saving Your Settings

The TD-4 does not have a specific "operation" for saving your settings. Any changes you've made will be saved when you turn off the power.

- \* You must turn off the power by pressing the [POWER] button.

## Tensioning the Head of a Mesh Pad (PDX-8)

**BEFORE using the PDX-8 mesh pads you must adjust the tension.**

You can tension mesh heads the same way you do with acoustic drums.

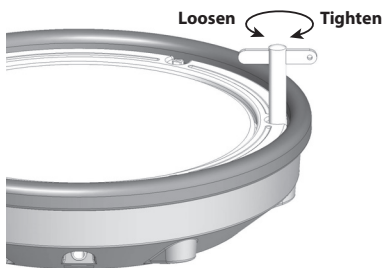
\* Use a drum key to make adjustments.

### MEMO

Adjusting the tension of the PDX-8 head is only for playing response and will not affect the pitch as on an acoustic drum.

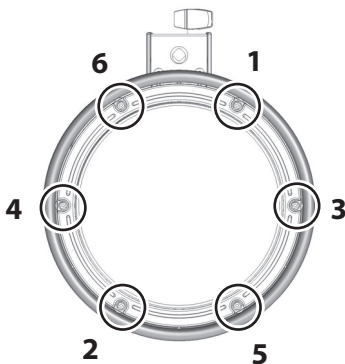
### 1. Use the included drum key to tighten the tuning bolts.

Strike the head to check the feel and response.



### NOTE

Tighten the tuning bolts in the numerical order shown in the following illustration. If you firmly tighten a tuning bolt at one location all at once, it will be impossible to stretch the head evenly, and this may cause triggering response problems.



### 2. Tension the head evenly as you test the playing feel, just as you would with an acoustic drum.

### MEMO

Head tension may slacken with the passage of time. Readjust the tension as needed.

# Playing

## Hearing What the Kits Sound Like

After turning the power on, you can play the demo patterns. Here's how you can listen to the sounds by switching drum kits while playing the demo patterns.



1. Press the [ ▶ / ■ ] (Play/Stop) button. The demo patterns will play.
2. Press the DRUM KIT [<] [>] buttons to select drum kit.
3. To stop demo pattern playback, press the [ ▶ / ■ ] button once again.

### MEMO

When you press the [ ● ] (Rec) button to start recording your performance (p. 17), the demo patterns will temporarily be erased. The next time you turn on the power, you will again be able to play the demo patterns.

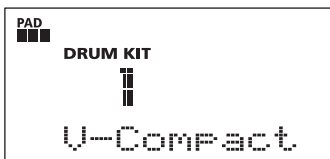
- \* All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.
- \* No data for the demo patterns that is played will be output from MIDI OUT.

## Selecting a Drum Kit

A drum kit is a combination of the sounds & settings for each pad and pedal, as well as ambience.

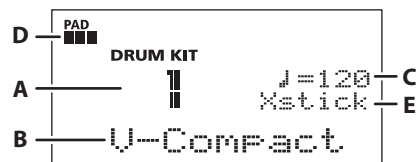


1. Press the DRUM KIT [<] [>] buttons to select drum kit.



## About the "DRUM KIT" screen

This is the TD-4's basic screen.



|   |   |
|---|---|
| A | Drum kit number   |
| B | Drum kit name   |
| C | This shows the metronome tempo (p. 17).   |
| D | Strength of the pad strike displayed in 6 levels.   |
| E | This is shown if the cross-stick technique can be used with the snare (p. 29).<br>(When Xstick Volume is anything other than OFF) |

### MEMO

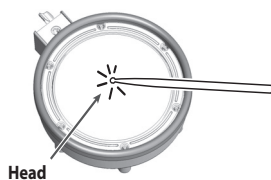
Regardless of the screen that is displayed, pressing the DRUM KIT [<] [>] buttons will access the "DRUM KIT" screen (except during recording/playback).

## Performance Techniques

### Pads (e.g., PDX-8, PD-8)

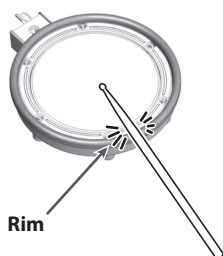
#### Head Shot

Hit only the head of the pad.



#### Open Rim Shot

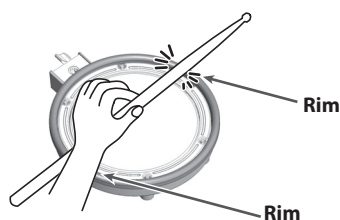
Strike the rim of the pad.



#### Cross Stick

Only strike the rim of the pad.

Velocity switching "snare rim" sound, played softly produces a cross stick sound, and when played harder, produces an open rim shot sound (p. 29).



- \* To play the cross stick, be sure that you only strike the rim of the pad. Place your hand on the head gently, otherwise this may prevent the cross stick function from working properly.

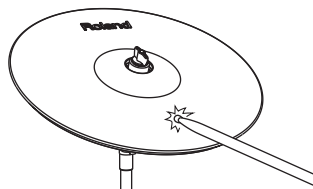
#### MEMO

When playing cross stick, set "Xstick Volume" (p. 29) to anything other than "OFF."

### Cymbals (e.g., CY-8, CY-12R/C)

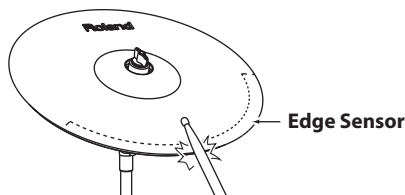
#### Bow Shot

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



#### Edge Shot

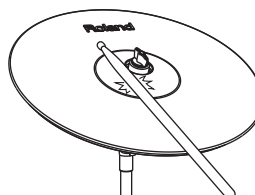
When striking the edge with the shoulder of the stick (as shown in the figure).



#### Bell Shot (CY-12R/C, CY-15R)

This playing method involves striking the bell of the cymbal.

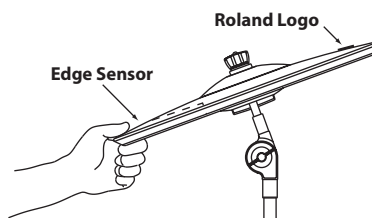
- \* Set the Crash 2 Usage setting (p. 36) to "RIDE BELL."



- \* Strike the bell somewhat strongly with the shoulder of the stick.

#### Choking a Cymbal

Choking (pinching) the cymbal's edge with the hand immediately after hitting the cymbal will mute or choke the sound, just like with a real cymbal. The Choke function only works when you grasp in the area (where the edge sensor is) as shown in the figure. If you do otherwise, it will not work.



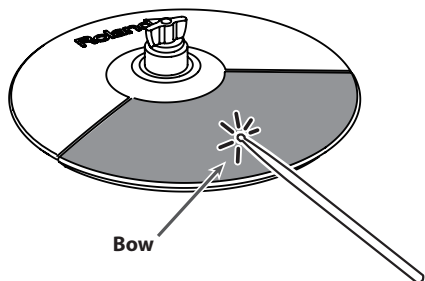
## Hi-Hat (CY-5)

### Open/Closed

The hi-hat sound will change smoothly between open and closed depending on pressure applied to the hi-hat control pedal. Foot closed and foot splash sounds are possible.

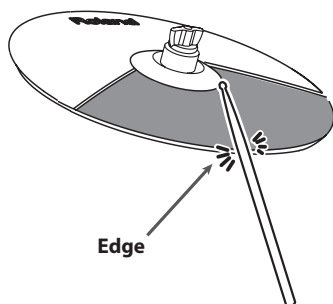
### Bow Shot

Playing the middle area of the hi-hat pad.

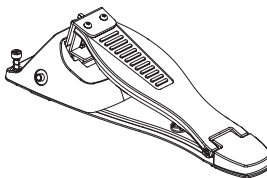


### Edge Shot

Playing the edge of the hi-hat pad with the shoulder of the stick (as shown in the figure).



## Hi-Hat Control Pedal FD-8



### Open Hi-Hat

Strike the hi-hat without pressing the pedal.

### Half Open Hi-Hat

Strike the hi-hat with the pedal pressed half-way.

### Closed Hi-Hat

Strike the hi-hat with the pedal pressed.

### Foot Closed

Completely press down the pedal.

### Foot Splash

Quickly hitting the hi-hat pedal (with heel or toes) and instantly releasing it.

\* Connect the FD-8 to the TD-4 before turning on the power.



## Quickly Tuning or Muffling

You can use dedicated buttons to quickly tune or muffle the sound. When you press the button, the sound you selected will be heard.

### NOTE

You cannot make tuning or muffling settings for pads to which an instrument (p. 28) in the cymbal-type instrument group (HIHAT, CRASH, RIDE) is assigned. For such pads, the display will indicate “---”

### TUNING



### MUFFLING



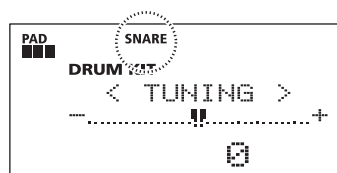
#### 1. Press the [TUNING] button so it's lit.

The TUNING screen appears.  
The selected pad will sound at this time.



#### 2. Strike the pad that you want to tune.

The pad you struck will blink in the screen.



#### 3. While striking the pad to hear the sound, turn the [-/+ ] dial to adjust the tuning.

Value: -600–0–+600

A negative (-) value will lower the pitch, and a positive (+) value will raise the pitch.

#### 4. Repeat steps 2–3 to adjust the tuning of each pad.

#### 5. When you've finished tuning, press the [TUNING] button to turn it off.

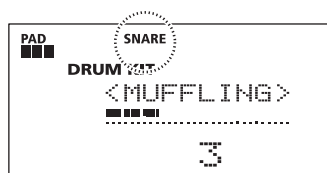
#### 1. Press the [MUFFLING] button so it's lit.

The MUFFLING screen appears.  
The selected pad will sound at this time.



#### 2. Strike the pad that you want to muffle.

The pad you struck will blink in the screen.



#### 3. While striking the pad to hear the sound, turn the [-/+ ] dial to adjust the muffling.

Value: 0–10

Raising this value reduces the resonance and decay (length) of the sound.

#### 4. Repeat steps 2–3 to adjust the muffling of each pad.

#### 5. When you've finished adjusting the muffling, press the [MUFFLING] button to turn it off.

## Playing

If Head/Rim Link (p. 37) is "ON," both the HEAD and the RIM settings will be edited simultaneously.

In some cases, you may see an "\*" in the right side of the screen; this indicates that the tuning/muffling values specified for the HEAD and the RIM are different.

## Playing Along with a Portable Audio Player

By connecting a portable audio/CD player to the MIX IN jack you can play the TD-4 with your favorite songs.

### MEMO

You can connect other audio devices as well.

### Connections

Lower the volume of the TD-4 and your audio player before making connections.



\* If a connection cable has built-in resistors, the volume level of the source connected to the TD-4 (MIX IN) may be too low. If this occurs, use connection cables that do not contain resistors.

### Playback

#### 1. Start the music on your portable audio player.

For details on how to use your audio player, refer to its owner's manual.

#### 2. Then adjust the volume of your portable audio player.

Sounds received at the MIX IN jack are output from the OUTPUT and PHONES jacks.

\* Adjust the volume on the audio player to get the right balance between it and the TD-4.

#### 3. Adjust the volume of the TD-4.

# Practicing

## Playing with the Metronome



### 1. Press the [ M ] button.

The metronome starts and the screen will indicate the tempo. The button will blink in time with the metronome.



### 2. Turn the [-/+ ] dial to adjust the tempo.

Value: 40–260

### 3. To turn off the metronome, press the [ M ] button to turn it off.

#### MEMO

Even without pressing the [ M ] button, you can change the tempo by turning the [-/+ ] dial in the Drum Kit screen.

#### MEMO

You can change the way that the metronome sounds (p. 34).

## Quick Recording and Playback (QUICK REC)

The TD-4 provides a Quick Rec function that lets you easily record your own performance. This is a very useful practice tool, recording and then checking your drumming.

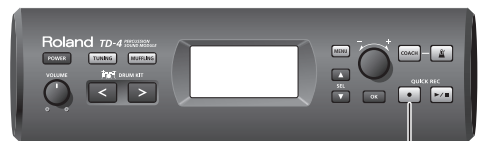
#### NOTE

Whenever you turn on the power, the TD-4 is prepared for the playback of its demo patterns. After you've made a recording, if you turn off the power, the data for the recording will be erased. Then, the next time the power is switched on, the demo patterns will once again be loaded in from internal memory.

#### NOTE

A signal input via the MIX IN jack won't be recorded.

## Recording



1, 3

\* First: Please select the drum kit that you want to use for recording.

### 1. Press the [ ● ] (Rec) button.

The [ ● ] (Rec) button will blink, and the TD-4 will enter recording-standby mode.



- To record along with the metronome, press the [ M ] button to turn the metronome on, and use the [-/+ ] dial to adjust the tempo.

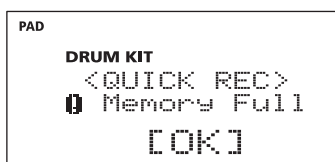
**2. Hit any pad/pedal and recording begins.**

The following screen appears.



**3. To stop recording, press the [ ● ] (Rec) button and the button goes dark.**

\* If you exceed the maximum recording time, recording stops automatically.



**Playback**



**1. Press the [ ► / ■ ] (Play/Stop) button so it's lit.**

The following screen appears, and playback begins.



\* The recorded performance data is not transmitted from MIDI OUT.

**MEMO**

By holding down the [ ► / ■ ] (Play/Stop) button for about one second, you can select loop playback; the recorded performance will play repeatedly.



**2. To stop playback, press the [ ► / ■ ] (Play/Stop) button and the button goes dark.**

When playback has finished, the [ ► / ■ ] (Play/Stop) button automatically goes dark.

**Using Time Check to Check Your Recorded Performance**

You can use Coach mode's "TIME CHECK" function to check whether your recorded performance was played with accurate timing.

**NOTE**

You must play along with the metronome when recording.

**1. Press the [ ► / ■ ] (Play/Stop) button so it's lit; the recorded performance will play.**

**2. Press the [COACH] button.**

The following screen appears.



During playback, you can change the playback tempo by turning the [-/+ ] dial. When you stop playback, the tempo will revert to the setting at which it was recorded.

\* Loop playback will automatically be selected and the metronome will turn on.

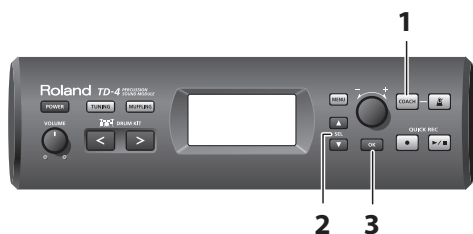
**3. To stop playback, press the [ ► / ■ ] (Play/Stop) button and the button goes dark.**

## Practicing in Coach Mode

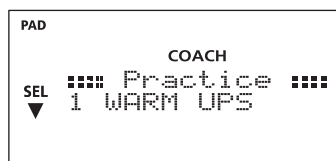
The TD-4's Coach mode is a unique set of exercises specifically designed to help build speed, accuracy and stamina, as well as develop better timing skills.

Throughout the Coach modes, you will discover that some of them have programmable parameters, allowing you to adapt the functions to your specific needs.

### Selecting a Practice Menu




1. Press the [COACH] button so it's lit.  
The Coach mode menu screen will appear.



2. Use the SEL [ ▲ ] [ ▼ ] buttons to select the desired practice menu item (shown at right).
3. When you've selected a practice menu item, press the [OK] button.


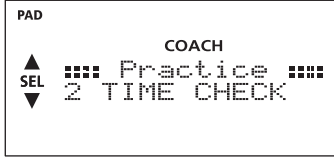

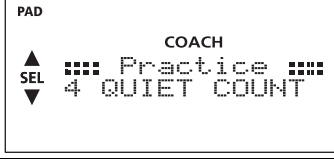

You'll proceed to the start screen of the selected practice menu item.

#### MEMO

Or you can just press the [  ] button to immediately start practicing without calling up the start screen.

#### MEMO

In the start screen of the Practice menu, you can press the [MENU] button and make settings for each menu item.

| Menu   | Explanation   |
|--|---|
|    | <b>Warm Ups</b><br>p. 20<br><br>When you want to get warmed up before you begin practicing.   |
|    | <b>Time Check</b><br>p. 22<br><br>Strengthens your ability to play accurate rhythms.          |
|   | <b>Tempo Check</b><br>p. 23<br><br>Strengthens your ability to play at a consistent speed.    |
|  | <b>Quiet Count</b><br>p. 24<br><br>Strengthens your ability to maintain the tempo internally. |
|  | <b>Auto Up/Down</b><br>p. 26<br><br>Strengthens your endurance.                               |

## <1> WARM UPS

In this mode you'll successively practice steps 1–3, be graded on your performance at each step, and then receive a final evaluation. You can choose one of three courses, ranging from easy to difficult. You can also adjust the tempo according to your level of skill.

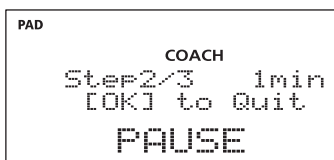
### Start practicing



In the WARM UPS start screen, press the [ ] button to start practicing.

#### MEMO

After you've started WARM UPS, you can press the [ ] button to pause the WARM UPS.



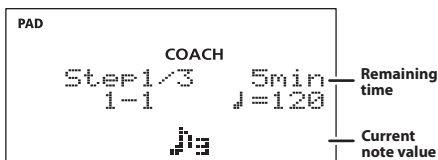
To resume practicing, press the [ ] button once again. If you're finished with WARM UPS, press the [OK] button. Here you can press the SEL [ ] button to move to the previous step, or press the SEL [ ] button to move to the next step.

#### MEMO

You can turn the [-/+ ] dial to adjust the tempo even while practicing.

### Step 1: Change-up

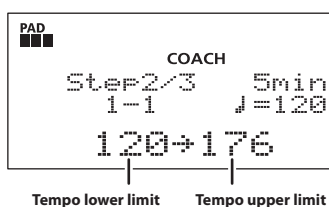
In this step, the rhythm type will change every two measures. Starting from half notes, the note values will gradually become shorter, and will then return to half notes; this change in rhythms will be repeated.



### Step 2: AutoUpDown

The tempo will gradually be raised and lowered. The tempo will increase by 1BPM (beat-per-minute) for each beat until the metronome reaches the upper limit; then the tempo will continue slowing down by 1BPM until it reaches the initial tempo.

\* AutoUpDown will be executed if Duration (p. 21) is 10 MINS or 15 MINS.



\* The current tempo value will be the lower tempo limit.

#### MEMO

While practicing, you can press the SEL [ ] button to specify the current tempo as the upper limit; if you press the SEL [ ] button, the upper tempo limit will return to 260.

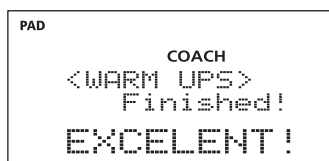
### Step 3: TimeCheck

At this step, the accuracy of your playing will be checked against the metronome. You can see in the screen if you are ahead, behind or on the beat.



### Overall evaluation

This grades your performance at each step, and displays the overall evaluation.



#### Evaluation (display)

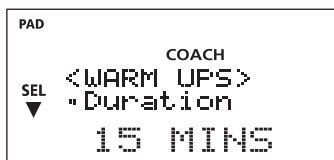
EXCELLENT!, VERY GOOD!, GOOD, AVERAGE, START OVER

## When you've finished practicing

Press the [OK] button to return to the Coach mode menu screen.

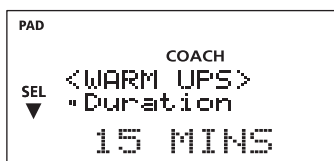
## Select a course and make settings

- From the WARM UPS start screen, press the [MENU] button so it's lit.



- Use the SEL [▲] [▼] buttons to select a parameter.
- Turn the [-/+ ] dial to edit the value.
- Press the [MENU] button to return to the WARM UPS start screen.

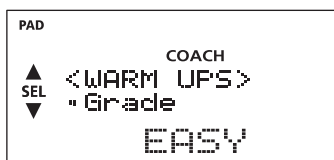
### Duration (time selection):



| Value   | Explanation  |
|---------|--|
| 5 MINS  | Time required: 5 minutes<br>Change-up: 2 minutes, TimeCheck: 3 minutes                         |
| 10 MINS | Time required: 10 minutes<br>Change-up: 3 minutes, AutoUpDown: 3 minutes, TimeCheck: 4 minutes |
| 15 MINS | Time required: 15 minutes<br>Change-up: 5 minutes, AutoUpDown: 5 minutes, TimeCheck: 5 minutes |

### Grade:

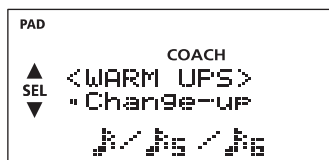
This selects how strictly you will be graded and how TimeCheck will evaluate your accuracy.



| Value | Explanation                            |
|-------|--|
| EASY  | Normal setting                         |
| HARD  | Grading (evaluation) will be stricter. |

### Change-up:

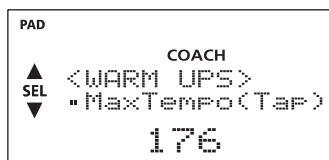
Step 1: Selects the pattern by which the rhythm will vary during Change-up.



| Value      | Explanation |
|------------|-------------|
| ♩          |             |
| ♩ / ♪      |             |
| ♩ / ♪ / ♪♩ |             |

### MaxTempo:

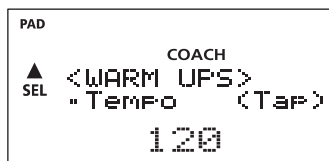
Step 2: Specifies the upper tempo limit during step 2: AutoUpDown.



| Value  | Explanation  |
|--------|--|
| 40-260 | * You can also use Tap input (p. 34) to specify the tempo. |

### Tempo:

This specifies the tempo.



| Value  | Explanation  |
|--------|--|
| 40-260 | * You can also use Tap input (p. 34) to specify the tempo. |

## <2> Correctly Playing in Time with the Beat (TIME CHECK)

This mode lets you practice playing accurately along with the metronome.

### Start practicing

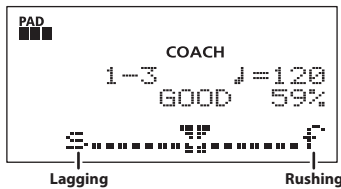


1. In the TIME CHECK start screen, press the [  ] button to start practicing.

#### MEMO

You can use the [-/+ ] dial to adjust the tempo even while you practice.

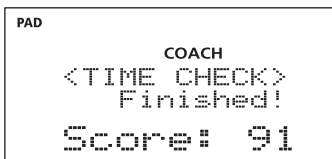
2. Strike the pad in time with the metronome.



- The screen will indicate whether your pad strikes match the beat sounded by the metronome.
- The percentage of your strikes that were played with accurate timing is displayed as a "%" value.

### Scoring

If Score (shown at right) is "ON," the Time Check will automatically end when you've finished practicing the specified number of measures. Then your performance will be scored, and the results will appear in the screen.

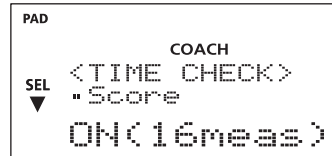




### When you've finished practicing

3. Press the [OK] button to return to the Coach mode menu screen.

### Settings

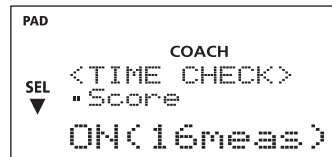
1. In the TIME CHECK start screen, press the [MENU] button so it's lit.



2. Use the SEL[  ] [  ] buttons to select a parameter.
3. Use the [-/+ ] dial to edit the value.
4. Press the [MENU] button to return to the TIME CHECK start screen.

#### Score:

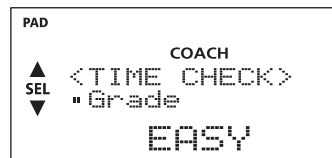
Specifies whether the score will be shown in the screen.



| Value                     | Explanation   |
|---------------------------|---|
| OFF                       | Your performance will not be scored. Only the timing will be checked.   |
| ON<br>(4, 8, 16, 32 meas) | The score will be shown in the screen. You can also specify the number of measures you'll practice before being scored. |

#### Grade:

Specifies the strictness of scoring.

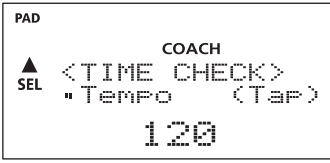


| Value | Explanation                           |
|-------|---------------------------------------|
| EASY  | Normal                                |
| HARD  | Timing will be checked more strictly. |



**Tempo:**

Specifies the tempo.



| Value  | Explanation  |
|--------|--|
| 40-260 | * You can also set the tempo by using Tap input (p. 34). |

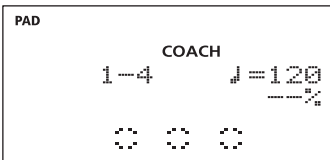
**<3> Continuing to play at a steady tempo (TEMPO CHECK)**

This mode lets you practice playing at a steady tempo without relying on the tempo sounded by the metronome.

**Start practicing**



1. In the TEMPO CHECK start screen, press the [ ] button to start practicing.



**MEMO**

You can turn the [-/+ ] dial to adjust the tempo even while you're practicing.

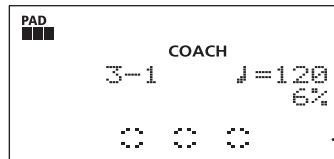
2. **Strike the pads in time with the metronome.**

Strike the pads at a constant tempo.

- The more your tempo becomes accurate, the softer the metronome volume will become.
- The metronome volume will increase if the tempo of your pad strikes begins to drift. The more your tempo drifts, the louder the metronome will become. Strike the pads with an accurate timing that matches the tempo of the metronome.

**NOTE**

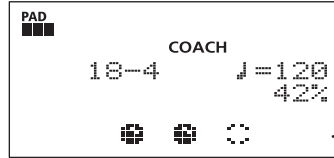
If the tempo of your strikes is significantly inaccurate, it may be impossible to precisely determine the amount of inaccuracy.



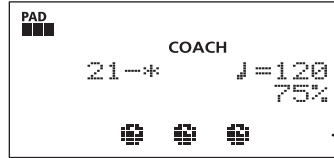
Significant inaccuracy



Moderate inaccuracy



Slight inaccuracy



Perfect timing

- The accuracy of your striking tempo is shown as a "%" value.

**When you've finished practicing**

3. Press the [OK] button to return to the Coach mode menu screen.

English

Deutsch

Français

Italiano

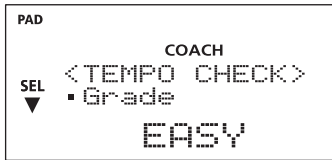
Español

Português

Nederlands

## Settings

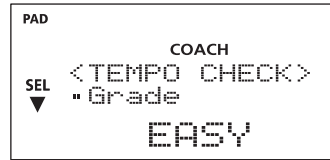
1. In the TEMPO CHECK start screen, press the [MENU] button so it's lit.



2. Use the SEL[ ▲ ] [ ▼ ] buttons to select a parameter.
3. Use the [-/+ ] dial to edit the value.
4. Press the [MENU] button to return to the TEMPO CHECK start screen.

## Grade:

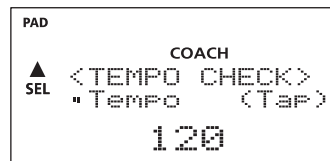
Specifies the strictness with which your tempo will be graded.



| Value | Explanation                              |
|-------|--|
| EASY  | Normal                                   |
| HARD  | Your tempo will be graded more strictly. |

## Tempo:

Specifies the tempo.



| Value  | Explanation  |
|--------|--|
| 40-260 | * You can also set the tempo by using Tap input (p. 34). |

## <4> Developing Internal Timing Sense (QUIET COUNT)

This mode will help you develop a good sense of time/tempo.

The metronome will alternate between "sounding and quiet" at selected intervals (see p. 25).

The selected cycle will repeat until you press the [ ▲ ] button to stop.

## Start practicing

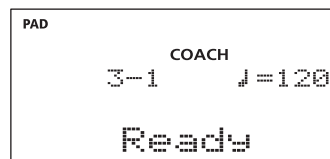


1. In the QUIET COUNT start screen, press the [ ▲ ] button to start practicing.
2. Strike the pads in time with the metronome.

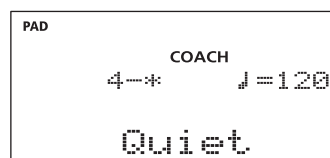
### MEMO

You can turn the [-/+ ] dial to adjust the tempo even while you're practicing.

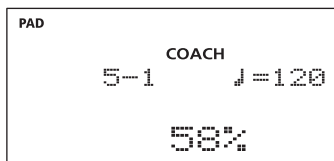
- The metronome will sound during the first few measures. When you reach the last measure during which the metronome will sound, the screen will indicate "Ready."



- When the metronome stops sounding, the screen indication will change to "Quiet." Continue striking the pads during this time.



- The “%” value indicates the percentage by which you played at an accurate tempo during the “Quiet” indication.



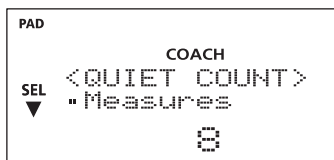
3. Repeat step 2 to continue practicing.

### When you’ve finished practicing

4. Press the [OK] button to return to the Coach mode menu screen.

### Settings

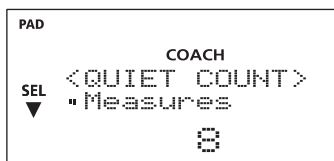
1. In the QUIET COUNT start screen, press the [MENU] button so it’s lit.



2. Use the SEL[ ▲ ] [ ▼ ] buttons to select a parameter.
3. Use the [-/+ ] dial to edit the value.
4. Press the [MENU] button to return to the QUIET COUNT start screen.

### Measures:

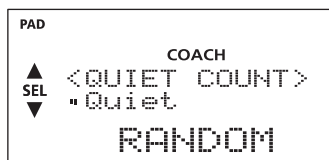
Specify the length (measures) of the interval for which the metronome will alternate between “sounding” and “quiet.”



| Value                  |
|------------------------|
| 2, 4, 8, 16 (Measures) |

### Quiet:

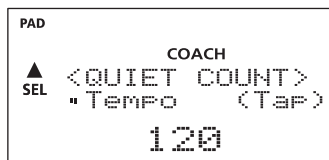
Of the measures specified by “Meas,” this setting specifies the length of the measures that will be “Quiet.”



| Value   | Explanation  |
|---------|--|
| RANDOM  | The length of the Quiet interval will randomly change each time.   |
| 1, 2, 4 | Specifies the length (number of measures) of the Quiet interval.<br>* This setting cannot be longer than half of the Measures value. |

### Tempo:

Specifies the tempo.



| Value  | Explanation  |
|--------|--|
| 40-260 | * You can also set the tempo by using Tap input (p. 34). |

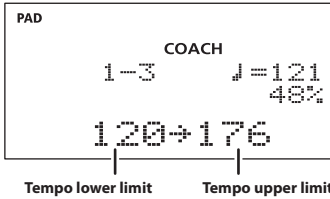
## <5> Gradually raising and lowering the tempo (AUTO UP/DOWN)

The metronome increases and decreases tempo over time, to help develop stamina and endurance.

### Start practicing



1. In the AUTO UP/DOWN start screen, press the [ ] button to start practicing.



2. Play the pads in time with the metronome.

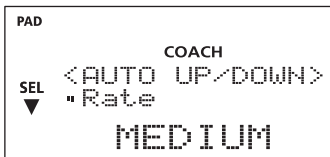
- Starting at the lower tempo limit, the metronome speed will increase in steps according to the “rate” you have selected. When the metronome reaches the upper limit; then the tempo will slow down at the same rate. This cycle will be repeated.
- While practicing, you can press the SEL [ ] button to specify the current tempo as the upper limit; if you press the SEL [ ] button, the upper tempo limit will return to 260.

### When you’ve finished practicing

3. Press the [OK] button to return to the Coach mode menu screen.

### Settings

1. In the AUTO UP/DOWN start screen, press the [MENU] button so it’s lit.



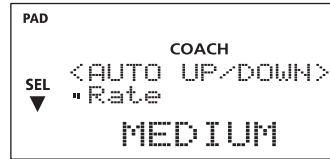
2. Use the SEL [ ] [ ] buttons to select a parameter.

3. Use the [-/+ ] dial to edit the value.

4. Press the [MENU] button to return to the AUTO UP/DOWN start screen.

#### Rate:

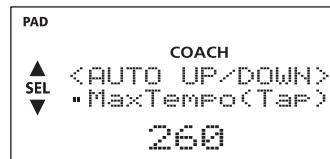
Specifies the speed at which the metronome tempo will increase (decrease).



| Value  | Explanation   |
|--------|---|
| SLOW   | The tempo will increment (decrement) by one BPM every four beats. |
| MEDIUM | The tempo will increment (decrement) by one BPM every two beats.  |
| FAST   | The tempo will increment (decrement) by one BPM every beat.       |

#### MaxTempo:

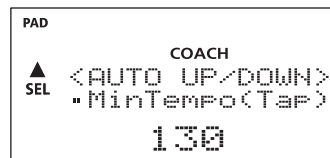
Specifies the upper tempo limit.



| Value  | Explanation   |
|--------|---|
| 40-260 | * You can also use Tap input (p. 34) to specify the tempo.<br>* This cannot be set lower than MinTempo. |

#### MinTempo:

Specifies the lower tempo limit.

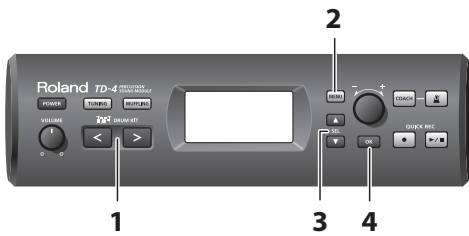


| Value  | Explanation  |
|--------|--|
| 40-259 | * You can also use Tap input (p. 34) to specify the tempo. |

# Creating a Drum Kit

All sounds assigned to a drum kit can be edited for your specific purposes.

## Selecting the Parameters



1. Use the DRUM KIT [ < ] [ > ] buttons to select the drum kit that you want to edit.
2. Press the [MENU] button so it's lit.  
The drum kit settings menu screen will appear.



3. Use the SEL [ ▲ ] [ ▼ ] buttons to select the desired menu (shown at right).
4. When you've selected the desired menu, press the [OK] button.  
You'll move to the edit screen for the selected menu.

### MEMO

You can turn the [-/+ ] dial to select the pad whose settings you want to edit.

5. When you've finished making settings, press the [MENU] button to turn off its illumination; you'll return to the DRUM KIT screen.

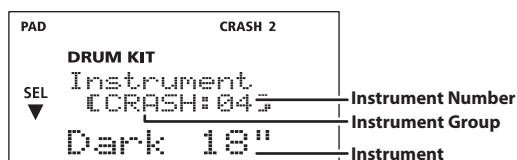
| Menu | Parameter  |
|------|--|
|      | <p>p. 28</p> <ul style="list-style-type: none"> <li>• Instrument</li> <li>• Tuning</li> <li>• Muffling</li> </ul>  |
|      | <p>p. 29</p> <ul style="list-style-type: none"> <li>• Volume of each pad</li> <li>• Pan position of each pad</li> <li>• Volume of the entire drum kit</li> <li>• Cross stick volume</li> </ul> |
|      | <p>p. 30</p> <ul style="list-style-type: none"> <li>• Ambience Type</li> <li>• Depth of ambience</li> </ul>  |
|      | <p>p. 30</p> <ul style="list-style-type: none"> <li>• Naming a drum kit</li> </ul>   |
|      | <ul style="list-style-type: none"> <li>• Kit Copy (p. 31)</li> <li>• Kit Exchange (p. 32)</li> <li>• Kit Restore (p. 33)</li> </ul>  |

## Editing Instrument Parameters (INSTRUMENT)

On the TD-4, each of the instruments in the drum kit (e.g., kick drum or snare drum) are called an “instrument (INST).”

1. In the menu screen, choose “1 INSTRUMENT” and press the [OK] button.

The “Instrument” screen will appear.



2. Use the SEL[ ▲ ] [ ▼ ] buttons to select a parameter.
3. Strike a pad to select the pad whose settings you want to edit.  
The pad you struck will blink in the screen.
4. Use the [-/+ ] dial to edit the setting.
5. Press the [OK] button to return to the “MENU” screen.

| Screen | Parameter        | Value                                       | Explanation  |
|--------|------------------|---|--|
|        | Instrument group | See Drum Kit/<br>Instrument List<br>(p. 49) | Instrument type  |
|        | Instrument       |   | Instrument of the selected pad   |
|        | Tuning           | -600-0-+600                                 | Head Tuning<br>* The tuning can edited only for pads to which an instrument from the KICK, SNARE, TOM, or PERC instrument groups has been assigned.      |
|        | Muffling         | 0-10  | Muffling (Mute)<br>* Muffling can be edited only for pads to which an instrument from the KICK, SNARE, TOM, or PERC instrument groups has been assigned. |

### MEMO

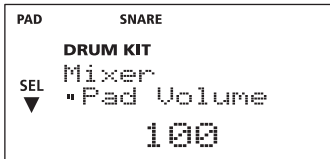
- Tuning and Muffling can also be adjusted by pressing the [TUNING] button or [MUFLING] button in the Drum Kit screen.
- If Head/Rim Link (p. 37) is “ON,” Head and Rim (or for a cymbal, the bow and edge) settings will be edited simultaneously for SNARE, HH, CRASH, and RIDE.  
If the instrumental sounds assigned to the HEAD and RIM differ from the recommended combination specified at the factory, an “\*” will appear at the right side of the screen.
- If Head/Rim Link (p. 37) is ON and the instruments assigned to the head and rim (or for a cymbal, the bow and edge) differ from the recommended combination, an “\*” will appear at the right side of the screen.
- If the Head/Rim Link setting (p. 37) is on, an “\*” will appear in the right side of the screen if different tuning or muffling values are specified for the head and rim (or in the case of a cymbal, the bow and the edge).

## Adjusting the volume of the pads or drum kit (MIXER)

Adjusting the volume and pan (stereo position) of individual pads/pedals.

1. In the menu screen, choose “2 MIXER” and press the [OK] button.

The “Mixer” screen will appear.



2. Use the SEL[ ▲ ] [ ▼ ] buttons to select a parameter.
3. If the parameter is “Pad Volume” or “Pan,” strike a pad to select the pad whose setting you want to edit.  
The pad you struck will blink in the screen.
4. Use the [-/+ ] dial to edit the setting.
5. Press the [OK] button to return to the “MENU” screen.

| Screen | Parameter     | Value          | Explanation   |
|--------|---------------|----------------|---|
|        | Pad Volume    | 0–100          | Volume of each pad<br>* Use the HH Pedal Sens setting (p. 36) to adjust the sensitivity of the hi-hat pedal.  |
|        | Pan           | L10–CENTER–10R | Pan position of each pad  |
|        | Kit Volume    | 0–10           | Volume of the entire drum kit   |
|        | Xstick Volume | OFF, 1–3       | Cross stick volume<br>Raising this value will increase the volume of the cross stick.<br>For a value of 1–3, the Drum Kit screen will indicate “Xstick.”<br>When set to “OFF,” playing cross stick will produce the open rim shot sound.<br>* Use the Xstick Adjust setting (p. 36) to adjust the level of the striking force at which the switch between the cross stick sound and the open rim shot sound will be made. |

### MEMO

- If Head/Rim Link (p. 37) is ON, the Pad Volume and Pan settings of the Head and Rim (or for a cymbal, the bow and edge) will be edited simultaneously for SNARE, HH, CRASH, and RIDE. The screen will indicate the value of the setting for the head (or for a cymbal, the bow). If Head/Rim Link is OFF, strike the pad’s head or rim (or for a cymbal, the bow or edge) to select the setting you want to edit.
- If Head/Rim Link (p. 37) is ON, and the Pad Volume and Pan of the head and rim (or for a cymbal, the bow and edge) have different values, an “\*” will appear at the right side of the screen.

## Using the Onboard Effects (AMBIENCE)

“Ambience” refers to resonance of the room in which you’re playing the drums. Changing the ambience settings lets you play in different sounding rooms.

1. In the menu screen, choose “3 AMBIENCE” and press the [OK] button.

The “Ambience” screen will appear.



2. Use the SEL[ ▲ ] [ ▼ ] buttons to select a parameter.
3. Use the [-/+ ] dial to edit the setting.
4. Press the [OK] button to return to the “MENU” screen.

| Screen | Parameter | Value  | Explanation   |
|--------|-----------|--|---|
|        | Type      | OFF, ROOM, ROCK CLUB, HALL S, HALL L, ARENA, DANCEFLOOR, STUDIO, RECORDING, ISOLATOR | Ambience Type<br>If you turn this “OFF,” ambience will not be applied.    |
|        | Depth     | 0-5  | Depth of ambience.<br>If you turn this “0,” ambience will not be applied. |

## Naming a Drum Kit (KIT NAME)

You can create a name of up to ten characters for each kit.

1. In the menu screen, choose “4 KIT NAME” and press the [OK] button.

The “Kit Name” screen will appear.



2. SEL[ ▲ ] [ ▼ ] button to move the cursor to the character that you want to edit.
3. Use the [+/-] dial to change the character.

\* You can use the following buttons to edit the name efficiently.

| Button    | Explanation   |
|-----------|---|
| [ ● ]     | Deletes the character at the cursor location, and moves subsequent characters one place to the left.            |
| [ ▶ / ■ ] | Inserts a space at the cursor location, and moves subsequent characters one place to the right.                 |
| [COACH]   | Switches the type of character at the cursor location between uppercase, lowercase, and/or numbers and symbols. |

4. Press the [OK] button to return to the “MENU” screen.



## Copying a Drum Kit (COPY)

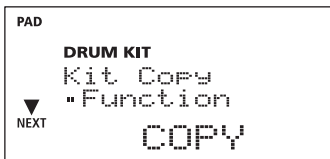
You can copy drum kits.

### NOTE

The copy-destination settings will be lost when you execute the Copy operation. Use this operation with care.

- 1. In the menu screen, choose "5 KIT COPY" and press the [OK] button.**

The "Kit Copy" screen will appear.



- 2. Use the [-/+ ] dial to select COPY.**

- 3. Press the SEL [ ▼ ] button.**



- 4. Use the [-/+ ] dial to select the source drum kit for the Copy operation.**

\* At this time you can strike the pads to audition the drum kit you've selected.

- 5. Press the SEL [ ▼ ] button.**



- 6. Use the [-/+ ] dial to select the destination drum kit for the Copy operation.**

- 7. Press the SEL [ ▼ ] button.**

A confirmation message will blink.

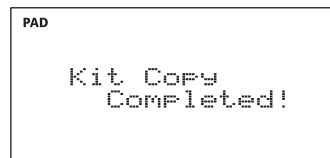


\* You can cancel by pressing the [MENU] button.

- 8. To execute the Copy operation, press the [OK] button.**

The operation will be executed.

When the operation is completed, the following message will appear and you'll be returned to the drum kit screen.

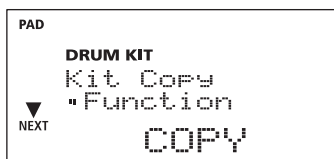


## Exchanging Drum Kits (EXCHANGE)

You can exchange drum kits.

- 1. In the menu screen, choose "5 KIT COPY" and press the [OK] button.**

The "Kit Copy" screen will appear.



- 2. Use the [-/+ ] dial to select EXCHANGE.**



- 3. Press the SEL [ ▼ ] button.**



- 4. Use the [-/+ ] dial to select the source drum kit for the Exchange operation.**

\* At this time you can strike the pads to audition the drum kit you've selected.

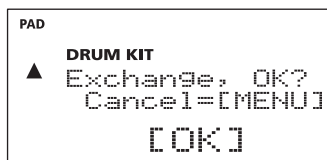
- 5. Press the SEL [ ▼ ] button.**



- 6. Use the [-/+ ] dial to select the destination drum kit for the Exchange operation.**

- 7. Press the SEL [ ▼ ] button.**

A confirmation message will blink.



\* You can cancel by pressing the [MENU] button.

- 8. To execute the Exchange operation, press the [OK] button.**

The operation will be executed.

When the operation is completed, the following message will appear and you'll be returned to the drum kit screen.



## Restoring a Drum Kit (RESTORE)

You can rewrite (restore) a specified drum kit's settings to the factory settings (preset).

### NOTE

The restore-destination settings will be lost when you execute the Restore operation. Use this operation with care.

1. In the menu screen, choose "5 KIT COPY" and press the [OK] button.

The "Kit Copy" screen will appear.



2. Use the [-/+ ] dial to select RESTORE.



3. Press the SEL [ ▼ ] button.



4. Use the [-/+ ] dial to select the source drum kit for the Restore operation.

\* If you select RESTORE, a number from P1 through P25 will be shown. "P" indicates a preset drum kit.

\* At this time you can strike the pads to audition the drum kit you've selected.

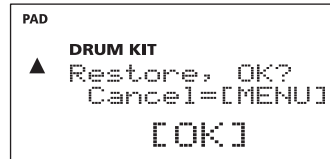
5. Press the SEL [ ▼ ] button.



6. Use the [-/+ ] dial to select the destination drum kit for the Restore operation.

7. Press the SEL [ ▼ ] button.

A confirmation message will blink.

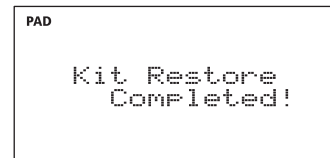


\* You can cancel by pressing the [MENU] button.

8. To execute the Restore operation, press the [OK] button.

The operation will be executed.

When the operation is completed, the following message will appear and you'll be returned to the drum kit screen.



# System Settings

Here you can edit the “System parameters,” which affect the overall operation of the TD-4.

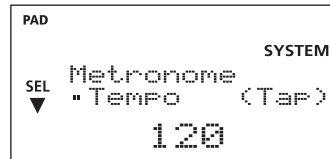
## Specifying How the Metronome will Sound (METRONOME)

1. Press the [MENU] button so it’s lit.

The MENU screen appears.



The Metronome screen appears.



2. Use the SEL[ ▲ ] [ ▼ ] buttons to choose “7 METRONOME,” and press the [OK] button.

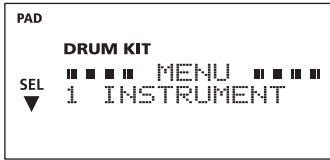
3. Use the SEL[ ▲ ] [ ▼ ] buttons to select the parameter that you want to edit.
4. Use the [-/+ ] dial to edit the value.
5. Press the [OK] button to return to the “MENU” screen.

| Screen  | Parameter          | Value           | Explanation  |
|---|--------------------|-----------------|--|
| <p>A screenshot of the Metronome screen. At the top left is 'PAD' and at the top right is 'SYSTEM'. The main text reads 'Metronome' followed by 'Tempo (Tap)' and the value '120'. A 'SEL' button with a downward arrow is on the left.</p>       | <b>Tempo (Tap)</b> | 40–260          | Specifies the tempo of the metronome.<br>* You can specify the tempo by striking a pad four or more times at the desired interval (Tap Tempo).     |
| <p>A screenshot of the Metronome screen. At the top left is 'PAD' and at the top right is 'SYSTEM'. The main text reads 'Metronome' followed by 'Beat' and the value '4'. A 'SEL' button with a downward arrow is on the left.</p>                | <b>Beat</b>        | 1–9             | Specifies the time signature of the metronome.   |
| <p>A screenshot of the Metronome screen. At the top left is 'PAD' and at the top right is 'SYSTEM'. The main text reads 'Metronome' followed by 'Rhythm Type' and a quarter note symbol. A 'SEL' button with a downward arrow is on the left.</p> | <b>Rhythm Type</b> | listed at right | Specifies the note value that will be sounded by the metronome.<br>Whole notes, quarter notes, eighth notes, eighth note triplets, sixteenth notes |
| <p>A screenshot of the Metronome screen. At the top left is 'PAD' and at the top right is 'SYSTEM'. The main text reads 'Metronome' followed by 'Volume' and the value '7'. A 'SEL' button with a downward arrow is on the left.</p>              | <b>Volume</b>      | 0–10            | Specifies the volume of the metronome.   |
| <p>A screenshot of the Metronome screen. At the top left is 'PAD' and at the top right is 'SYSTEM'. The main text reads 'Metronome' followed by 'Sound' and the value 'ELECTRONIC'. A 'SEL' button with a downward arrow is on the left.</p>      | <b>Sound</b>       | listed at right | Specifies the sound of the metronome.<br>ELECTRONIC, BEEP, TRADITION, CLICK, COWBELL, WOODBLOCK, SHAKER, TRIANGLE                                  |

## Editing the pad settings (PAD SETTINGS)

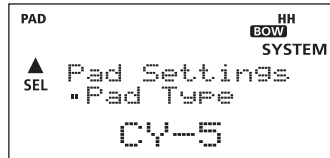
### 1. Press the [MENU] button so it's lit.

The MENU screen appears.



### 2. Use the SEL[ ▲ ] [ ▼ ] buttons to choose "8 PAD SETTINGS," and press the [OK] button.

The Pad Settings screen appears.



3. Use the SEL[ ▲ ] [ ▼ ] buttons to select the parameter that you want to edit.
4. Use the [-/+ ] dial to edit the value.
5. Press the [OK] button to return to the "MENU" screen.

## Specifying the Type of Pad

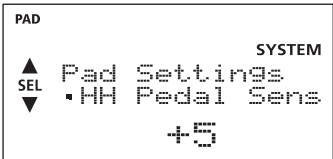
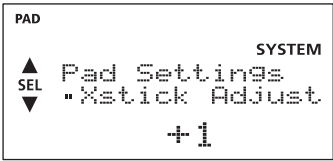
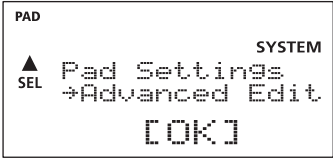
| Screen  | Parameter/Value  | Explanation  |
|---|--|--|
| <p>The screenshot shows the 'Pad Settings' screen with a cursor on 'Pad Type' and 'CY-5' at the bottom.</p> | <p><b>Pad Type</b><br/>For each Pad, you can select the type of pad you're using (the pad type) so the TD-4 will accurately receive the signal from the pad.<br/>Pad Type:<br/>KD-8, KD-85, KD-120, PD-8, PD-85, PD-105, PD-125, PDX-8, CY-5, CY-8, CY-14C, CY-12R/C, CY-15R, VH-11, OFF</p> | <p>The "Pad Type" is a collection of settings for various pad-related parameters; it sets these parameters to the appropriate values for each type of pad.<br/>Simply select the pad type that's appropriate for the pad you've connected. Each parameter will be set to the appropriate value, allowing you perform optimally.<br/>If the pad does not respond as expected even though you've selected the correct pad type, you can make fine adjustments to each parameter as appropriate for your pad.</p> <p><b>* If you've turned this OFF for a pad, and would like to change that pad's setting to something other than OFF, you'll need to re-select the pad by turning the [-/+ ] dial in the MENU screen (p. 27).</b></p> |

## Setting the Pad Sensitivity

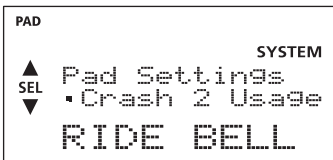
When you specify the pad type, the following settings are automatically set to the values appropriate for each pad, meaning that you will normally not need to adjust them. If you wish to make detailed adjustments, you can edit the following parameters.

| Screen   | Parameter/Value                    | Explanation   |
|--|------------------------------------|---|
| <p>The screenshot shows the 'Pad Settings' screen with a cursor on 'Sensitivity' and '10' at the bottom.</p> | <p><b>Sensitivity</b><br/>1-32</p> | <p>You can adjust the sensitivity of the pads to accommodate your personal playing style.<br/>This allows you to have more dynamic control over the sound volume, based on how hard you play.<br/>Higher sensitivity allows the pad to produce a loud volume even when played softly.<br/>Lower sensitivity will keep the pad producing a low volume even when played forcefully.</p> |

## System Settings

| Screen   | Parameter/Value               | Explanation   |
|--|-------------------------------|---|
|  | <b>HH Pedal Sens</b><br>-5→+5 | Adjusts the sensitivity of the “foot close” or “foot splash” sound. Positive (+) values will produce a louder sound even when you press the pedal lightly.                  |
|  | <b>Xstick Adjust</b><br>-9→+9 | Specifies the striking force at which the cross stick and open rim shot sounds are switched. Positive (+) values will play the cross stick sound even for stronger strikes. |
|  | <b>Advanced Edit</b>          | Here you can adjust the pad parameters in greater detail. Refer to p. 42.   |

## Specifying How the CR2 Trigger Cable will be Used

| Screen  | Parameter/value   | Explanation |
|---|---|-------------|
|  | <b>Crash 2 Usage</b><br>RIDE BELL:<br>The CR2 trigger cable will be used for RIDE BELL (p. 38).<br>CRASH 2:<br>The CR2 trigger cable will be used for CRASH2. |             |

## Other Settings (OPTIONS)

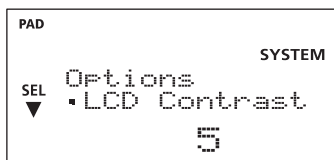
### 1. Press the [MENU] button so it's lit.

The MENU screen appears.



### 2. Use the SEL [ ▲ ] [ ▼ ] buttons to choose “9 OPTIONS,” and press the [OK] button.

The Options screen appears.



### 3. Use the SEL [ ▲ ] [ ▼ ] buttons to select the parameter that you want to edit.

### 4. Use the [-/+ ] dial to edit the value.

### 5. Press the [OK] button to return to the “MENU” screen.

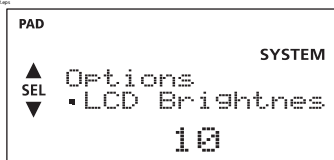
## Adjusting the Display Contrast (LCD Contrast)



**Value**

1-10

## Adjusting the Brightness of the Backlight (LCD Bright)



**Value**

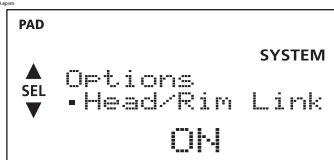
1-10

## Adjusting the Button Operating Sound (Keypad Sound)



| Value | Explanation                                      |
|-------|--|
| OFF   | The buttons will not produce an operating sound. |
| 1-3   | Specifies the volume of the operating sound.     |

## Allowing the Head and Rim Settings to be Edited Separately (Head/Rim Link)



| Value | Explanation  |
|-------|--|
| ON    | Head and rim (or for a cymbal, the bow and edge) settings (Instrument/Tuning/Muffling/Pad Volume/Pan) will be edited simultaneously for SNARE, HH, CRASH, and RIDE.<br>* If Crash 2 Usage is set to RIDE BELL, the RIDE's BELL will also be edited simultaneously. |
| OFF   | Head and rim settings will be edited separately for SNARE, HH, CRASH, and RIDE.  |

## Restoring the Factory Settings (Factory Reset)

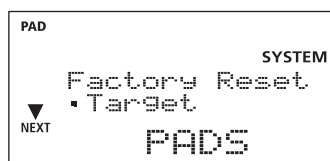
The "Factory Reset" operation returns all settings of all pads and drum kits stored in the TD-4 to their factory-set condition.

\* If you want to return an individual kit to its factory settings, execute the drum kit "Restore" operation (p. 33).

### NOTE

The settings stored in the TD-4 will be lost when you execute a factory reset.

1. In the "Options" screen, press the SEL [ ▼ ] button a number of times to choose "Factory Reset," and press the [OK] button.

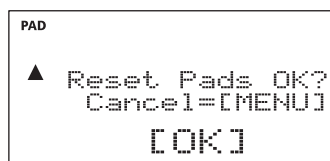


2. Use the [-/+ ] dial to select the settings for which you want to execute a factory reset.

| Value    | Explanation   |
|----------|---|
| PADS     | PAD SETTINGS parameter                                |
| SYSTEM   | System Parameter (OPTIONS and PAD SETTINGS parameter) |
| ALL KITS | All Drum kit  |
| ALL      | All of the TD-4's data                                |

3. Press the SEL [ ▼ ] button.

A confirmation message appears.

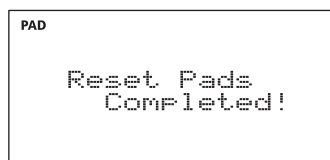


\* If you decide to cancel, press the [MENU] button.

4. Press the [OK] button.

The factory reset will be executed.

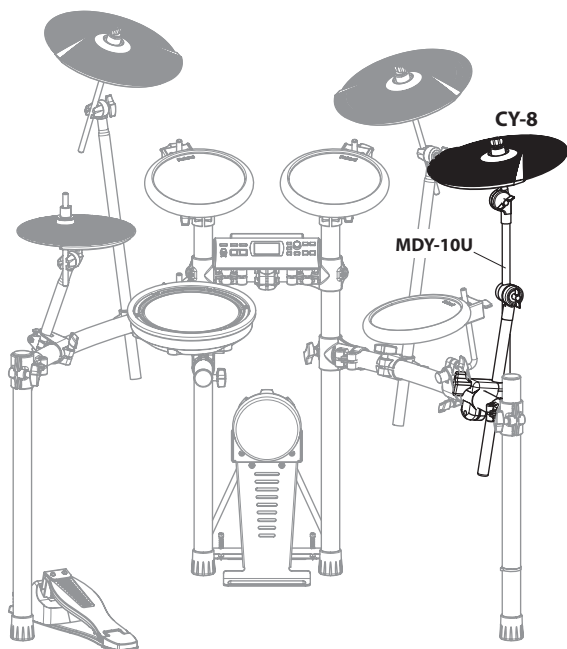
When the factory reset is finished, the following message will appear and you will return to the DRUM KIT screen.



# Expanding your drum set

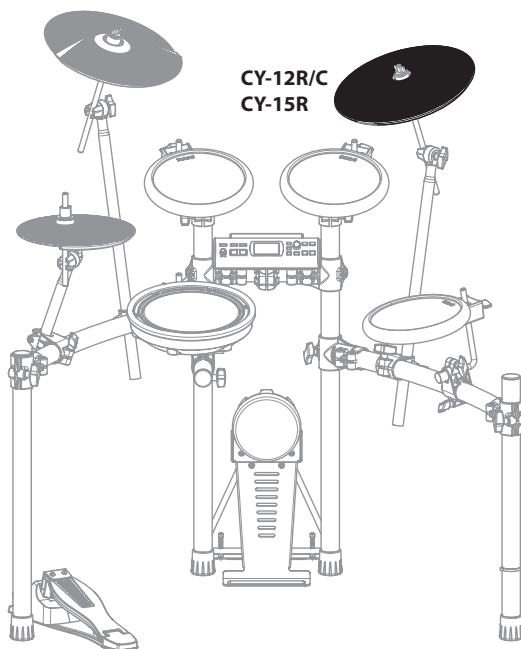
## Adding a CRASH 2 cymbal

Here's an example of adding a separately sold cymbal (CY-8) to the TD-4K as "Crash Cymbal 2" (CRASH 2).



## Using a CY-12R/C or CY-15R instead of the CY-8 cymbal

Here's an example of replacing the RIDE cymbal (CY-8) with a separately sold CY-12R/C or CY-15R.



### CRASH 2 (CY-8) settings

1. Connect the "CR2" trigger cable.
2. Set the Crash 2 Usage parameter to "CRASH 2" (p. 36).
3. As the pad type (Pad Type), select "CY-8" (p. 35).

### RIDE (CY-12R/C, CY-15R) settings

1. Connect the "RD" trigger cable to the BOW/EDGE output jack.
2. Connect the "CR2" trigger cable to the BOW/BELL output jack.
3. Set the Crash 2 Usage parameter to "RIDE BELL" (p. 36).
4. As the pad type (Pad Type), select "CY-12/15R" (p. 35).

- If you select an instrument whose name is not followed by "/" B" in the instrument settings (p. 28), the sound won't switch to the bell sound even if you strongly strike the bow.

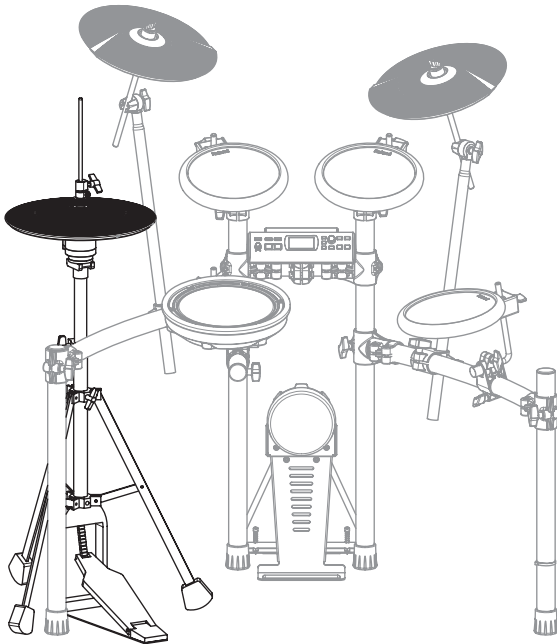


## Using the VH-11 V Hi-hat

Here's an example of using the VH-11 (sold separately) as the hi-hat.

### NOTE

The VH-12 is not supported.

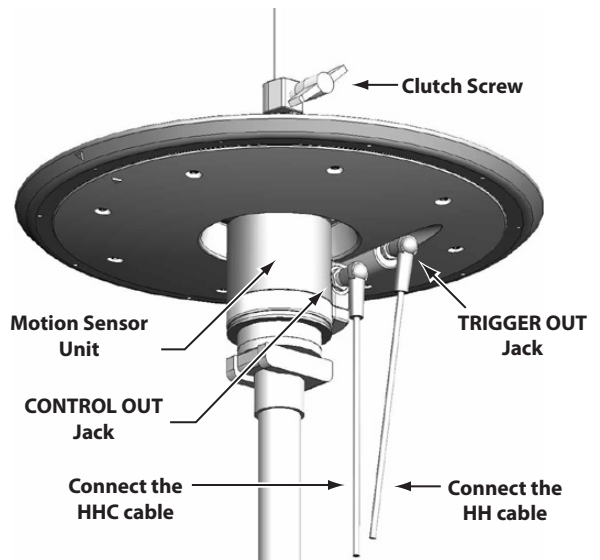


### MEMO

You could also use the leftover CY-5 as CRASH 2.

## Connecting the VH-11 and Making Settings on the TD-4

### Connections



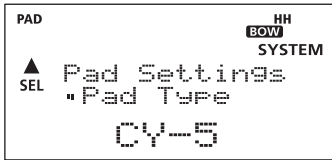
- Connect the "HH" trigger cable to the TRIGGER OUT jack.
- Connect the "HHC" trigger cable to the CONTROL OUT jack.
- \* For details on installing the VH-11 to the hi-hat stand, refer to the "VH-11 Owner's Manual."

### Settings

1. **Make sure that the VH-11 is correctly connected to the TD-4.**
2. **Set up the hi-hat, take your foot off the pedal, and power-on the TD-4.**
  - \* It will be impossible to make the adjustment correctly if the hi-hat is touching the motion sensor when you turn on the power.
3. **Loosen the clutch screw, and allow the hi-hat to rest naturally on top of the motion sensor unit.**
4. **Press the [MENU] button so it's lit.**

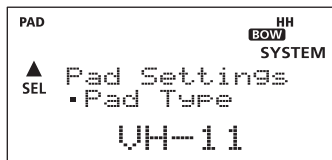
5. Use the SEL [ ▲ ] [ ▼ ] buttons to choose “8 PAD SETTINGS,” and press the [OK] button.

The Pad Type screen will appear.

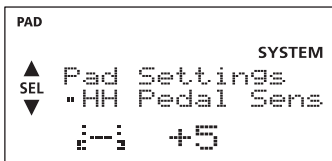


6. Lightly strike the hi-hat; the screen will indicate “HH.”

7. Use the [-/+ ] dial to select the VH-11.

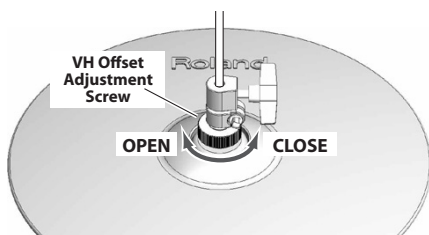
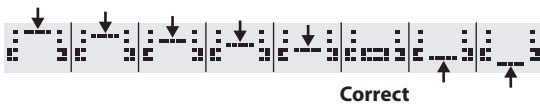


8. Press the SEL [ ▼ ] button to select “HH Pedal Sens.”



9. While you watch the meter that’s shown in the lower part of the screen, turn the VH-11’s VH offset adjustment screw to adjust it.

Adjust the screw so that the meter indicates “”.



### VH Offset Adjustment Points

If the closed hi-hat sound is difficult to attain, rotate the VH offset adjustment screw towards “CLOSE.”

If the open hi-hat sound is difficult to attain, rotate the screw towards “OPEN.”

#### NOTE

If the sound cuts off when you strike the hi-hat forcefully, rotate the VH Offset adjustment screw towards “OPEN.”

10. Adjust other parameters as needed.

#### NOTE

If you don't set up the VH-11 correctly, it may not operate correctly. For details, refer to the VH-11 owner's manual.

# Other Settings

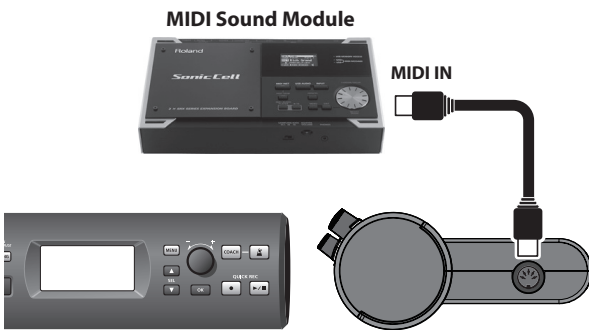
## MIDI Settings

### About MIDI

MIDI (Musical Instrument Digital Interface) is a standard that allows performance data and other information to be exchanged among electronic musical instruments and computers. On the TD-4 you can use MIDI in the following ways.

### Use the pads to play external instruments

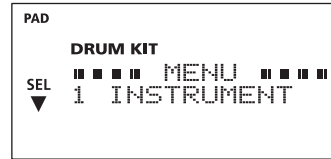
You can layer sounds on the TD-4 as well as play sounds from MIDI sound modules and samplers.



## MIDI-related Settings

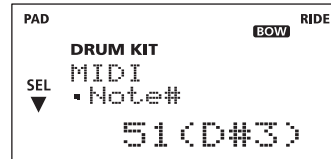
1. Press the [MENU] button so it's lit.

The MENU screen appears.



2. Use the SEL [ ▲ ] [ ▼ ] buttons to choose "6 MIDI," and press the [OK] button.

The MIDI screen appears.

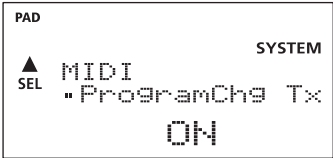


3. Use the SEL [ ▲ ] [ ▼ ] buttons to choose the parameter that you want to edit.
4. Use the [-/+ ] dial to edit the value.
5. Press the [OK] button to return to the "MENU" screen.

| Display | Parameter      | Value                   | Explanation  |
|---------|----------------|-------------------------|--|
|         | <b>Note#</b>   | 0 (C-)–127 (G9),<br>OFF | Specifies the MIDI note numbers transmitted by the pads. To select the pad whose setting you want to edit, strike that pad. If you specify "OFF" that pad will not transmit a note message. Each kit has an individual note number settings. |
|         | <b>Channel</b> | OFF, 1–16               | Specifies the channel on which the MIDI message will be transmitted. If you specify "OFF," MIDI messages will not be transmitted.  |

- The note number for Xstick will be the SNARE RIM note number minus 3.
- Selecting HH will specify the HH BOW/EDGE OPEN note number.
- The HH BOW/EDGE CLOSE and HH FOOT CLOSE note numbers will be as follows.
  - HH BOW CLOSE: HH BOW OPEN note number minus 4
  - HH EDGE CLOSE: HH EDGE OPEN note number minus 4
  - HH FOOT CLOSE: HH BOW OPEN note number minus 2

## Other Settings

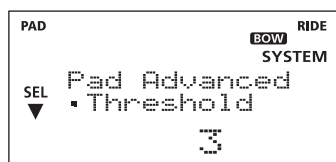
| Display  | Parameter            | Value   | Explanation   |
|--|----------------------|---------|---|
|  | <b>ProgramChg Tx</b> | OFF, ON | <p>Specifies whether program change messages will be transmitted to an external MIDI device (ON) or not transmitted (OFF).</p> <p>With the "ON" setting, a program number corresponding to the selected drum kit will be transmitted when you switch drum kits on the TD-4.</p> <p>* The program number for each drum kit is the same as the drum kit number.</p> |

## Detailed Settings for Trigger Parameters

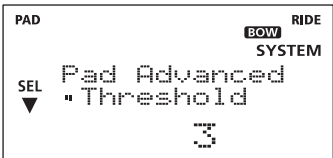
Normally, you will not need to edit these settings, since they are automatically set to the appropriate values for the pad when you specify the pad type. You can edit these parameters if the pad does not respond as you wish.

1. In the "Pad Settings" screen, press the SEL [ ▼ ] button a number of times to choose "Advanced Edit," and press the [OK] button.

The "Pad Advanced" screen appears.



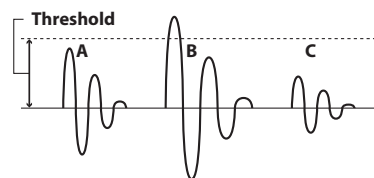
2. Use the SEL [ ▲ ] [ ▼ ] buttons to select the parameter that you want to edit.
3. Use the [-/+ ] dial to edit the value.
4. Press the [OK] button to return to the "MENU" screen.

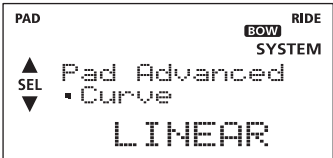
| Display/Parameter  | Parameter/Value          | Explanation  |
|--|--------------------------|--|
|  | <b>Threshold</b><br>0–16 | This setting allows a trigger signal to be received only when the pad is above a determined dynamic level (velocity). This can be used to prevent a pad from sounding because of vibrations from other pads. |

In the following example, B will sound but A and C will not sound.

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.

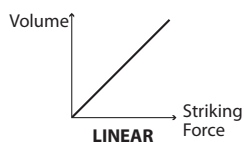
Check this and adjust accordingly. Repeat this process until you get the perfect setting for your playing style.



|  |                           |   |
|--|---------------------------|---|
|  | <b>Curve</b><br>See below | This setting allows you to control the relation between playing velocity (striking force) and changes in volume. Adjust this curve until the response feels as natural as possible. |
|--|---------------------------|---|

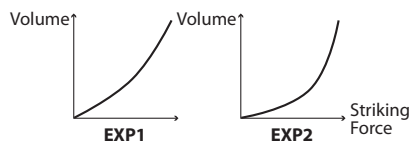
### LINEAR

The standard setting. This produces the most natural correspondence between playing dynamics and volume change.



### EXP1, EXP2

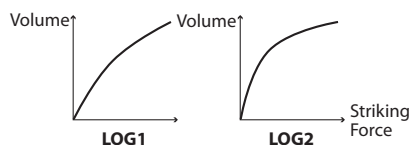
Compared to LINEAR, strong dynamics produce a greater change.



| Display/Parameter | Parameter/Value | Explanation |
|-------------------|-----------------|-------------|
|-------------------|-----------------|-------------|

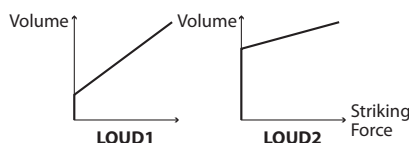
**LOG1, LOG2**

Compared to LINEAR, a soft playing produces a greater change.



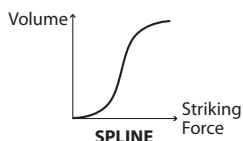
**LOUD1, LOUD2**

Very little dynamic response, making it easy to maintain strong volume levels. If using drum triggers, these settings help maintain stable levels.

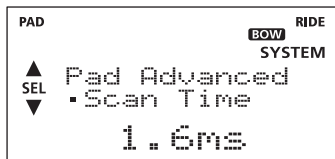


**SPLINE**

Extreme changes are made in response to playing dynamics.



| Display/Parameter | Parameter/Value | Explanation |
|-------------------|-----------------|-------------|
|-------------------|-----------------|-------------|

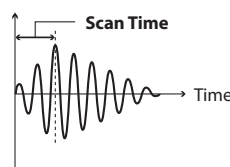


**Scan Time**  
0.4–4.0 (ms)

Specifies the detection time for the trigger signal. 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.

While repeatedly hitting the pad at a constant force, gradually raise the Scan Time value from 0.4 msec, until the resulting volume stabilizes at the loudest level. At this setting, try both soft and loud strikes, and make sure that the volume changes appropriately.

\* As the value is set higher, the time it takes for the sound to be played increases. Set this to the lowest value possible.



| Display/Parameter | Parameter/Value | Explanation |
|-------------------|-----------------|-------------|
|-------------------|-----------------|-------------|

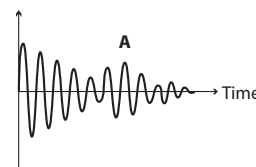


**Retrig Cancel**  
1–16

This setting prevents spurious re-triggering. Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent sounding at Point A in the figure (Re-trigger). This occurs in particular at the decaying edge of the waveform. Retrig Cancel detects such distortion in and prevents re-triggering from occurring.

While repeatedly striking the pad, raise the “Retrig Cancel” value until re-triggering no longer occurs.

\* Although setting this to a high value prevents re-triggering, 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 re-triggering.



**MEMO**

You can also eliminate this problem of re-triggering with the Mask Time setting. Mask Time does not detect trigger signals if they occur within the specified amount of time after the previous trigger signal was received. Re-trigger Cancel detects the attenuation of the trigger signal level, and triggers the sound after internally determining which trigger signals were actually generated when the head was struck, while weeding out the other false trigger signals that need not trigger a sound.

English

Deutsch

Français


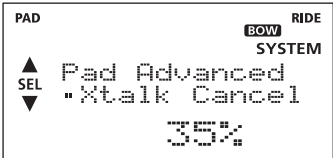
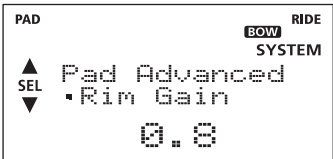
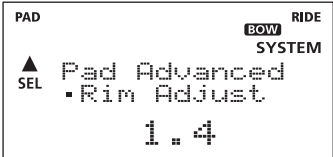
Italiano

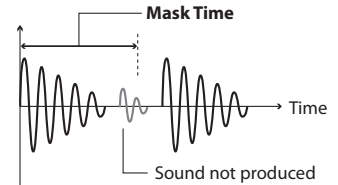
Español

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Nederlands

## Other Settings

| Display/Parameter   | Parameter/Value              | Explanation   |
|---|------------------------------|---|
|   | <b>Mask Time</b><br>0–64 ms  | <p>This setting prevents double triggering. 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—is 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. Adjust the “Mask Time” value while playing the pad.</p> |
| <p>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.</p> <p>* When set to a high value, it will be difficult to play very quickly. Set this to as low a value as you can.</p>   |                              |   |
| <p><b>MEMO</b></p> <p>If two or more sounds are being produced when you strike the head just once, then adjust Retrig Cancel.</p>   |                              |   |
|   | <b>Xtalk Cancel</b><br>0–80% | <p>This setting cancels “<b>crosstalk</b>,” which means that when you play one pad you hear a sound coming from another pad. This can happen when two pads are installed on the same stand. In some cases you can prevent crosstalk by increasing the distance between the two mounted pads.</p> <p><b>TIP</b></p> <p>In some cases you can prevent crosstalk by increasing the distance between the two mounted pads.</p>  |
| <p><b>Crosstalk Example: If you hit the snare pad and the tom 1 also sounds</b></p> <p>Raise the “Xtalk Cancel” for the pad being used for tom 1. The tom 1 pad will be less prone to receive crosstalk from other pads.</p> <p>* If the value is set too high, and two pads are played simultaneously, the one that is struck less forcefully may not sound. Be careful and set this parameter to the minimum value required to prevent crosstalk.</p> |                              |   |
|   | <b>Rim Gain</b><br>0–8.0     | <p>When a PD-125/105/85, PDX-8, PD-9/8/7, CY series pad, VH-11, or RT-10S is connected, you can adjust the relation between your playing velocity (force) on the rim/edge and the resulting volume level. 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.</p>   |
|   | <b>Rim Adjust</b><br>0–8.0   | <p>When a PD-125/105/85, PDX-8, or RT-10S is connected, you can adjust the sensitivity of the rim response. There are some cases that you have a rim sound unexpectedly when you hit the head strongly. You can improve this situation with decreasing the value of “RimShot Adjust.” When you set the value too small, it might be difficult to play the rim sound.</p>  |



## Protecting Modified Kits and Settings (Edit Lock)

When this function is turned on, editing of the kits remains possible. However, any changes made will be ignored once the power is turned off.

This is especially useful for in-store purposes and /or music shows. Or let's imagine that you have modified many kits, and some friends come over to your place, and start playing your TD-4. Using this Edit Lock function allows you to protect your kits in case someone accidentally changes some of the settings.

### MEMO

Once you make this setting, it will be remembered even when the power is turned off.

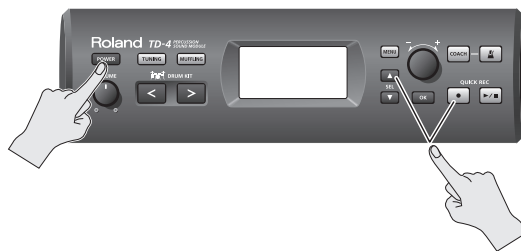
### Turning on Edit Lock

With the power off, hold down the [ ● ] (Rec) button and SEL [ ▼ ] button, press the [POWER] button.

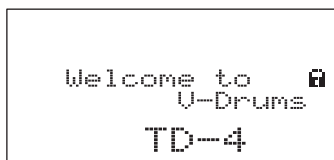


### Turning off Edit Lock

With the power off, hold down the [ ● ] (Rec) button and SEL [ ▲ ] button, press the [POWER] button.



When the Edit Lock setting is turned on, a "🔒" symbol will appear in the screen that appears immediately after you press the [POWER] button.



The "🔒" symbol will also appear in the Options screen where you select Factory Reset, and subsequent Factory Reset operations will not be possible.



# Troubleshooting

This section outlines points to check if you experience problems, and what to do about them.

## Demo patterns won't play

### ❑ Could you be recording?

→ If you press the [ ● ] (Rec) button to record your performance (p. 17), the demo patterns will temporarily be erased, but you will again be able to hear the demo patterns after you turn the power off, then on again.

## Recorded data has disappeared

### ❑ Could you have turned off the power?

→ When you turn off the power after recording, the recorded data will be erased; the next time you turn on the power, the demo patterns will be recalled from internal memory.

## No Sound from One or More Pads

### ❑ Is the volume level of an instrument lowered?

→ In the drum kit settings, adjust the mixer Pad Volume (p. 29).

### ❑ Is the pad connected correctly?

→ Make sure that pad/input connections are correct.  
Use only the provided cables to connect the pads (p. 8).

### ❑ Is the instrument set to OFF?

→ OFF is the setting for producing no sound.  
Select an instrument numbered other than "OFF" (p. 49).

### ❑ Could the pad type be "OFF"?

→ Make the correct Pad Type setting (p. 35).

## Pad Not Playing Correctly

### ❑ Is the pad type setting correct?

→ Set the Pad Type (p. 35).

### ❑ Is the pad's sensitivity setting correct?

→ Set the Sensitivity (p. 35).

\* For fullest expression in performance, we recommend the exclusive use of Roland pads.

### ❑ Is the pad's mesh head tensioned evenly?

→ Refer to the owner's manual for the pad you are using, then adjust the mesh head tension. This is very important for proper triggering.

### ❑ Can't play the bell sound even though CY-12R/C or CY-15R is connected

→ Check the settings as described in RIDE (CY-12R/C, CY-15R) settings (p. 38).

### ❑ Crash2 sound won't play

→ Check the settings as described in CRASH2 (CY-8) settings (p. 38).

### ❑ When you strike a pad, you hear a pad you didn't strike

→ Adjust the Xtalk Cancel setting (p. 44).

→ If there is a pad you're not using, turn that pad's Pad Type "OFF" (p. 35).

## Cannot Play Rim Shots/Edge Shots

### ❑ Are you playing the rim shot correctly?

→ For a rim shot, use the stick's shoulder to strike the rim of the pad (p. 13).

### ❑ Is the Rim Adjust set to "0" ?

→ Set this to anything other than "0" (p. 44).

You need to set the "Rim Adjust" when using the PD-85, PD-105, or PD-125 to play rim shots.



## Cross Stick Does Not Work

### ❑ Are you playing the cross stick correctly?

→ Playing cross stick on electronic drums is a bit different. Be sure your hand or stick does not strike the head also (p. 13).

### ❑ Is the Xstick Volume set to "OFF"?

→ Set the Xstick Volume to a value other than "OFF" (p. 29).

## No Metronome Sound

### ❑ Is the metronome volume level set to "0" ?

→ Set the metronome Volume to a value other than "0" (p. 34).

## No Ambience Applied

### ❑ Is the Ambience set to "OFF" ?

→ Set the Ambience to a value other than "OFF" (p. 30).

### ❑ Is the Ambience Depth set to "0" ?

→ Set the Ambience Depth to a value other than "0" (p. 30).

## Sound in Headphones Distorted

### ❑ Sometimes, setting the output too high certain tones can the sound seem distorted.

→ Turn down the [VOLUME] knob. This will reduce the distortion.

## Output Sound is Distorted

### ❑ Depending on the instrument settings, some slight distortion may occur in the sound.

→ In the drum kit settings, adjust the mixer Pad Volume (p. 29).

→ You can suppress distortion by setting the pan near the center. In the drum kit settings, adjust the mixer pan setting (p. 29).

## No Sound/Low Volume from Source Connected to the MIX IN Jack

### ❑ Could you be using a connection cable that contains a resistor?

→ Use a connection cable that does not contain a resistor.

### ❑ Check the volume level of the connected audio source.

→ See the owner's manual for the device if there's a problem. To adjust the volume of the device connected to the MIX IN Jack, use the controls of the connected device.

## Can't play the sound module connected to the MIDI OUT connector

### ❑ Is the MIDI cable connected correctly?

→ Connect the cable to the MIDI IN connector of the external MIDI sound module.

### ❑ Is the MIDI channel set correctly?

→ In order to transmit MIDI messages to an external MIDI sound module, both devices need to be set to the same MIDI channel (p. 41).

### ❑ Have you specified the correct note number for the pad?

→ Set the pad's note number to a value other than "OFF" (p. 41).  
→ Make sure that the pad is set to the same note number as the sound on your external MIDI sound module.  
The note numbers can be specified independently for each kit.

## Others


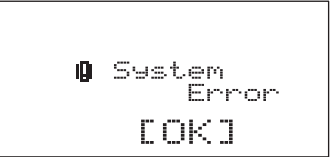
### ❑ Settings are not saved

→ There is no "Save Settings" operation on the TD-4 itself. The settings you modify are saved when you turn off the power. Be sure to turn off the power by pressing the [POWER] button.

### ❑ Screen display is difficult to read

→ After you've turned on the power, press the [MENU] button → SEL ▲ ] button → [OK] button in that order, and use the [-/+ ] dial to adjust the contrast (p. 37).

# Error Messages

| Display  | Meaning  | Action   |
|--|--|--|
|  <p>Memory<br/>Damaged<br/>[OK]</p> | Data in the TD-4's memory is corrupted.          | Press the [OK] button.<br>A factory reset will be executed. (doing so will erase any changes you have made).<br>If this does not resolve the problem, consult your Roland dealer or nearest Roland Service Center. |
|  <p>System<br/>Error<br/>[OK]</p>   | A problem has occurred with the internal system. | Contact your dealer or a nearby Roland service center.   |

# Drum Kit/Instrument List

## Preset Drum Kits

| No. | Name       |
|-----|------------|
| 1   | V-Compact  |
| 2   | Coated     |
| 3   | Power      |
| 4   | Light      |
| 5   | Heavy      |
| 6   | Vintage    |
| 7   | Fiber      |
| 8   | Short Tail |
| 9   | HALL       |
| 10  | Brushes    |
| 11  | Studio     |
| 12  | Tight      |
| 13  | ARENA      |
| 14  | Oldies     |
| 15  | Reggae     |
| 16  | Percussion |
| 17  | ISOLATOR   |
| 18  | HipHop     |
| 19  | Techno     |
| 20  | Drum'nBass |
| 21  | House      |
| 22  | Abstract   |
| 23  | Electronic |
| 24  | TR-808     |
| 25  | TR-909     |

## Instruments

| No.          | Name       |
|--------------|------------|
| <b>Kick</b>  |            |
| 1            | Maple      |
| 2            | Deep       |
| 3            | Fiber      |
| 4            | Compact    |
| 5            | Dark       |
| 6            | Vintage    |
| 7            | Tight      |
| 8            | HardAttack |
| 9            | Solid      |
| 10           | Nu-Hip     |
| 11           | Elec 1     |
| 12           | Elec 2     |
| 13           | TR808      |
| 14           | TR909      |
| <b>Snare</b> |            |
| 1            | Maple 1    |
|              | Maple 1 R  |
| 2            | Maple 2    |
|              | Maple 2 R  |
| 3            | Steel      |
|              | Steel R    |
| 4            | Brass      |
|              | Brass R    |
| 5            | Lite       |
|              | Lite R     |
| 6            | Deep       |
|              | Deep R     |
| 7            | Open       |
|              | Open R     |
| 8            | Brush      |
|              | Brush R    |
| 9            | Box        |
|              | Box R      |
| 10           | Whack      |
|              | Whack R    |
| 11           | Barrel     |
|              | Barrel R   |
| 12           | Club       |
|              | Club R     |
| 13           | Clip       |
|              | Clip R     |

| No.           | Name       |
|---------------|------------|
| 14            | Elec       |
|               | Elec R     |
| 15            | TR808      |
|               | TR808 R    |
| 16            | TR909      |
|               | TR909 R    |
| <b>Tom</b>    |            |
| 1             | Wood 12"   |
| 2             | Wood 13"   |
| 3             | Wood 16"   |
| 4             | Clear 12"  |
| 5             | Clear 14"  |
| 6             | Clear 16"  |
| 7             | Fiber 12"  |
| 8             | Fiber 13"  |
| 9             | Fiber 16"  |
| 10            | Coated 12" |
| 11            | Coated 13" |
| 12            | Coated 16" |
| 13            | TR808_1    |
| 14            | TR808_2    |
| 15            | TR808_3    |
| 16            | TR909_1    |
| 17            | TR909_2    |
| 18            | TR909_3    |
| 19            | Elec_1     |
| 20            | Elec_2     |
| 21            | Elec_3     |
| <b>Hi-Hat</b> |            |
| 1             | Bright     |
|               | Bright E   |
| 2             | Lite       |
|               | Lite E     |
| 3             | Club       |
|               | Club E     |
| 4             | TR808      |
|               | TR808 E    |
| 5             | TR909      |
|               | TR909 E    |

English

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## Drum Kit/Instrument List

| No.               | Name          |
|-------------------|---------------|
| <b>Crash</b>      |               |
| 1                 | Medium16"     |
|                   | Medium16"E    |
| 2                 | Medium18"     |
|                   | Medium18"E    |
| 3                 | Dark 16"      |
|                   | Dark 16" E    |
| 4                 | Dark 18"      |
|                   | Dark 18" E    |
| 5                 | Splash        |
|                   | Splash E      |
| 6                 | China         |
|                   | China E       |
| 7                 | TR808         |
|                   | TR808 E       |
| 8                 | Elec          |
|                   | Elec E        |
| <b>Ride</b>       |               |
| 1                 | Heavy /B      |
|                   | Heavy         |
|                   | Heavy E       |
|                   | Heavy B       |
| 2                 | Lite /B       |
|                   | Lite          |
|                   | Lite E        |
|                   | Lite B        |
| 3                 | Elec /B       |
|                   | Elec          |
|                   | Elec E        |
|                   | Elec B        |
| <b>Percussion</b> |               |
| 1                 | Bongo Hi *1   |
| 2                 | Bongo Lo      |
| 3                 | Conga Hi *1   |
| 4                 | Conga Lo      |
| 5                 | Timbale Hi *2 |
| 6                 | Timbale Lo    |
| 7                 | Cajon *1      |
| 8                 | Cajon Bass    |
| 9                 | Claves        |
| 10                | Shaker        |
| 11                | Tambourine    |
| 12                | Cowbell 1     |
| 13                | Cowbell 2     |
| 14                | WoodBlockH    |
| 15                | WoodBlockL    |

| No.        | Name       |
|------------|------------|
| 16         | TriangleOp |
| 17         | TriangleCl |
| 18         | SleighBell |
| 19         | TreeChimes |
| <b>OFF</b> |            |
|            | Off        |

\*1  
Switches to the slap sound  
when struck forcefully.

\*2  
Switches to the rim sound  
when struck forcefully.

## About the instruments (sounds)

The last letter of each instrument name refers to the following definitions.

- R: rim sound of snare
- E: edge sound of cymbal
- B: bell sound of cymbal
- /B: Switches to the bell sound when struck forcefully.

### Copyright

When you purchase the TD-4 percussion sound module from an authorized Roland dealer, the included sounds are licensed, not sold, to you by Roland Corporation, for commercial use in music production, public performance, broadcast, etc.

You may use any of the included sounds in a commercial or non-commercial recording without paying any additional license fees. However, you must strictly adhere to the following crediting guidelines on any music recording that utilize material from TD-4.

Reproduction or duplication of any of the sound contained in the TD-4, either as they exist on this sound module or by any means of reformatting, mixing, filtering, re-synthesizing, processing or otherwise editing for use in another product or for re-sale, is strictly prohibited without the express written consent of Roland. All unauthorized giving, trading, lending, renting, re-issue, re-distribution or re-sale of the sounds included in the TD-4 are expressly prohibited.

In Plain English: Be creative in your application of the TD-4 sounds, and keep this sounds for your use only. DO NOT COPY IT.

# MIDI Implementation Chart

| Function...   | Transmitted   | Recognized                 | Remarks                  |
|---|---|----------------------------|--------------------------|
| Basic Channel<br>Default<br>Changed   | 1-16, OFF<br>1-16, OFF  | X<br>X                     | Memorized                |
| Mode<br>Default<br>Messages<br>Altered  | Mode 3 *3<br>X<br>*****   | X<br>X<br>*****            |                          |
| Note Number :<br>True Voice   | 0-127, OFF<br>*****   | X<br>X                     | Memorized                |
| Velocity<br>Note On<br>Note Off   | O 9nH, v = 1-127<br>O 8nH, v = 64   | X<br>X                     |                          |
| After Touch<br>Key's<br>Channel's   | O<br>X  | X<br>X                     |                          |
| Pitch Bend  | X   | X                          |                          |
| Control Change<br>4   | O   | X                          | Foot Controller *1       |
| Program Change :<br>True Number   | O 0-24 *2<br>*****  | X<br>X                     | Program No. 1-25 (fixed) |
| System Exclusive  | X   | X                          |                          |
| System Common<br>: Song Position<br>: Song Select<br>: Tune Request   | X<br>X<br>X   | X<br>X<br>X                |                          |
| System Real Time<br>: Clock<br>: Commands   | X<br>X  | X<br>X                     |                          |
| Aux Messages<br>: All Sound Off<br>: Reset All Controllers<br>: Local On/Off<br>: All Notes Off<br>: Active Sensing<br>: System Reset | X<br>X<br>X<br>X<br>O<br>X  | X<br>X<br>X<br>X<br>X<br>X |                          |
| Notes   | *1 Transmits the position of the hi-hat pedal.<br>*2 O X is selectable.<br>*3 Xstick: SNARE RIM note number minus 3<br>HH BOW CLOSE: HH BOW OPEN note number minus 4<br>HH EDGE CLOSE: HH EDGE OPEN note number minus 4<br>HH FOOT CLOSE: HH BOW OPEN note number minus 2 |                            |                          |

Mode 1 : OMNI ON, POLY  
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO  
Mode 4 : OMNI OFF, MONO

O : Yes  
X : No

English  
Deutsch  
Français  
Italiano  
Español  
Português  
Nederlands

# Specifications

## TD-4: Percussion Sound Module

### ● Instruments

Drum Instruments: 125

### ● Drum Kits

25

### ● Instrument Parameters

KICK, SNARE, TOM, PERC, Tuning, Muffling

### ● Mixer Parameters

Pad Volume, Pan, Kit Volume, Cross Stick Volume

### ● Ambience Types

9

### ● Rhythm Coach Functions

Warm Ups  
Time Check  
Tempo Check  
Quiet Count  
Auto Up/Down

### ● Quick Rec

Resolution: 96 ticks per quarter note  
Recording Method: Real-time  
Maximum Note Storage: approx. 9,000 Notes

### ● Display

Custom (backlit LCD)

### ● Connectors

Trigger Input connector (DB-25 type)  
(Kick, Snare, Tom1, Tom2, Tom3, Hi-Hat, Crash1, Crash2, Ride, Hi-Hat Control)  
Output Jacks (L (MONO), R) (Stereo 1/4 inch phone type)  
Phones Jack (Stereo 1/4 inch phone type)  
Mix in Jack (stereo miniature phone type)  
MIDI OUT Connector

### ● Output Impedance

1.0 k ohms

### ● Power Supply

AC Adaptor (DC 9 V)

### ● Current Draw

500 mA

### ● Dimensions

224.0 (W) x 151.1 (D) x 65.1 (H) mm  
8-7/8 (W) x 6 (D) x 2-9/16 (H) inches

### ● Weight

477 g / 1 lb 1 oz (excluding AC Adaptor)

### ● Accessories

Owner's Manual  
AC Adaptor (PSB-1U)  
Special Connection Cable  
Wing Bolt (M5 x 10) x 2  
Sound Module Mounting Plate



### ● Options

Pads (PD-8, PDX-8, PD-85, PD-105, PD-125)  
Cymbals (CY-5, CY-8, CY-12R/C, CY-14C, CY-15R)  
Kick Triggers (KD-8, KD-85, KD-120)  
Hi-Hats (VH-11)  
Hi-Hat Control Pedal (FD-8)  
Stand (MDS-4)  
Cymbal Mount (MDY-10U)  
Pad Mount (MDH-10U)  
Acoustic Drum Trigger (RT-10K, RT-10S, RT-10T)  
Personal Drum Monitor: PM-10, PM-30  
V-Drums Accessory Package: DAP-3  
V-Drums Mat (TDM-20/TDM-10)

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

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English

Deutsch

Français

Italiano

Español

Português

Nederlands







For EU Countries



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit dem Hausmüll entsorgt werden.
- FR** Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- IT** Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.
- ES** Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- PT** Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.
- NL** Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- DK** Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

- SE** Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- FI** Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbóllal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- CZ** Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- SK** Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
- EE** See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- LT** Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinyti produktai neturi būti išmetami kartu su buitiniems atliekomis.
- LV** Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produkts ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.
- SI** Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda tem znakom ni dovoljeno odlagati skupaj z gospodinskimi odpadki.
- GR** Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

For China

## 有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

### 环保使用期限



此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。不当的使用，将会导致有害物质泄漏的危险。

### 产品中有毒有害物质或元素的名称及含量

| 部件名称           | 有毒有害物质或元素 |       |       |             |           |             |
|----------------|-----------|-------|-------|-------------|-----------|-------------|
|                | 铅(Pb)     | 汞(Hg) | 镉(Cd) | 六价铬(Cr(VI)) | 多溴联苯(PBB) | 多溴二苯醚(PBDE) |
| 外壳(壳体)         | ×         | ○     | ○     | ○           | ○         | ○           |
| 电子部件(印刷电路板等)   | ×         | ○     | ×     | ○           | ○         | ○           |
| 附件(电源线、交流适配器等) | ×         | ○     | ○     | ○           | ○         | ○           |

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。

×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。

因根据现有的技术水平，还没有什么物质能够代替它。

