



Checking the version

This manual applies to program **“version 3.00”** or later.
Please check the version of the system working on your TR-8S.

1. Press the **[UTILITY]** button.
The setting screen appears.
2. Use the **[VALUE]** knob to select **“INFORMATION:Version.”**
3. Press the **[ENTER]** button.
The display shows the current version.

INFO:VERSION
Version 1.10

* Don't perform the update if the product is already up-to-date.

System Update

This manual applies to program **“version 3.00”** or later.
For details on updating the system, refer to the following URL.

<https://www.roland.com/support/>

1. On the Support menu, choose **“Updates & Drivers.”**
2. Choose **“TR-8S”** as the product name.
3. Choose **“TR-8S SYSTEM PROGRAM.”**

Contents

Panel Descriptions	4
Top Panel	4
Rear Panel (Connecting Your Equipment).....	6
Introduction	7
Turning the TR-8S On	7
Turning Off the Power	7
Formatting an SD Card (SD CARD FORMAT)	7
Overview of the TR-8S	8
What Is a “PATTERN”?	9
What Is a “KIT”?	9
What Is a “MOTION”?	9
Main Screens	10
Playing Patterns	11
Playing Patterns	11
Selecting a Pattern	11
Changing the Length of the Variation (Setting the Variation’s Last Step)	11
Changing the Fill In Length	11
Changing the Length of a Specific Track (Setting the Track’s Last Step)	11
Generating a Random Pattern	12
Selecting a Random Instrument for a Pattern	12
Randomizing All Instruments	12
Creating a Random Instrument	12
Copying a Pattern	12
Deleting a Pattern	12
Clearing a Variation	12
Clearing a Track	12
Copying a Variation.....	12
Selecting a Fill-In Variation	13
Inserting a Fill-In (Manual Trigger)	13
Inserting a Fill-In at Regular Intervals (Auto Fill In) ..	13
Muting a Track (MUTE)	13
Clearing Muting.....	13
Listening to Only the Selected Instrument (SOLO)	13
Adjusting the Reverb or Delay.....	13
Adjusting the Reverb Send Level of Each Instrument	13
Adjusting the Delay Send Level of Each Instrument.	13
Master Effects	14
Assigning a Parameter to the MASTER FX [CTRL] Knob.....	14
Assigning Parameters to the [CTRL] Knobs (CTRL SELECT)	14
Assigning a Different Function for Each Instrument to the [CTRL] Knob.....	14
Adjusting the Tempo	14
Tap Tempo.....	14
Marking the Tempo	14
Finely Adjusting the Timing of Notes (Nudge Function) ..	15
Recording to a Variation That’s Not Playing	15
Returning to the Beginning of the Pattern.....	15
Checking the Value of a Knob or Fader	15
Reloading the Value of a Knob or Fader (Reload Function)	15
Accessing the Mixer Screens.....	15
Recording Knob Movements at Steps (Motion)	16
Recording/Playing MOTION	16
Clearing Motion Data.....	16

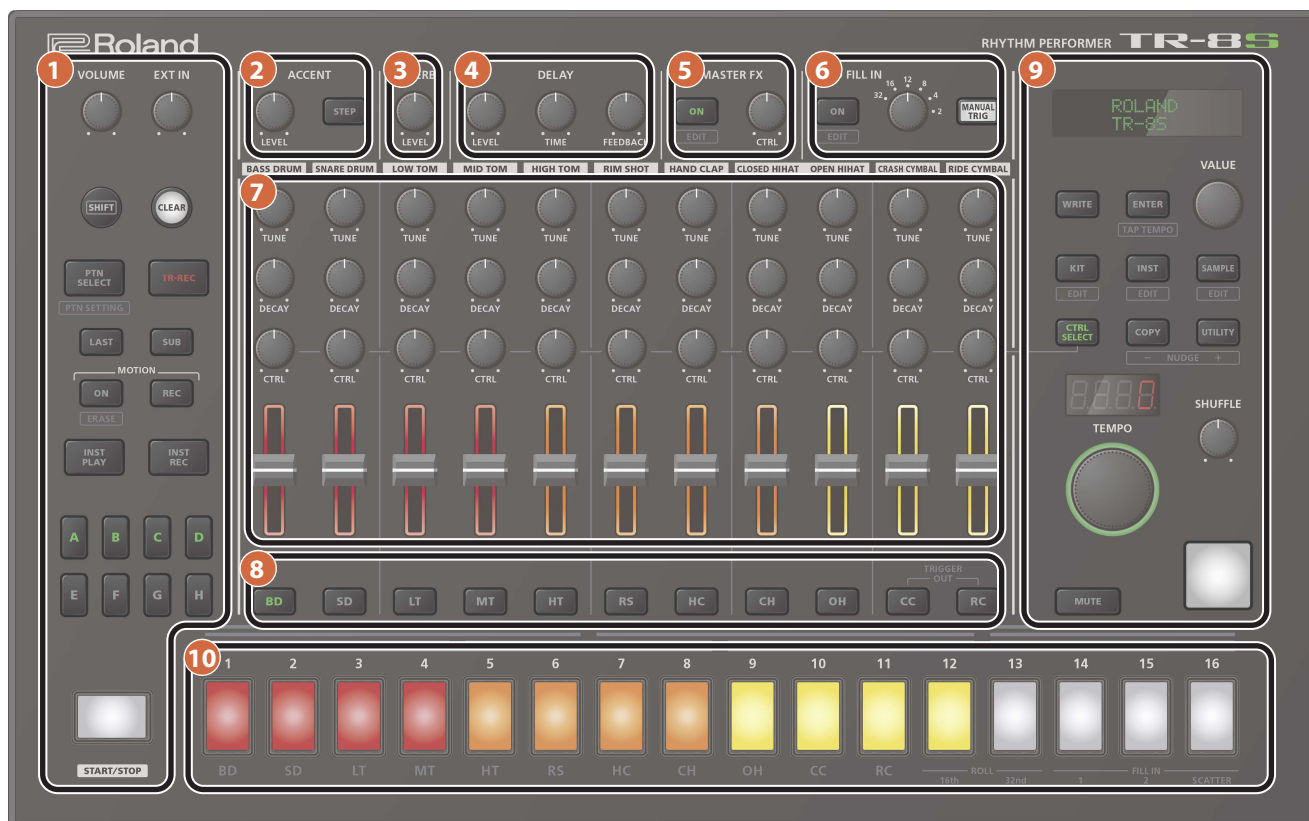
Editing the Pattern Settings (Pattern Setting)	17
PTN SETTING: KIT	17
PTN SETTING	17
PTN SETTING: NAME	17
Saving the Pattern, Kit, or System Settings (WRITE).....	18
Copying a Pattern or Kit (COPY).....	18
Deleting a Pattern	18
Clearing a Variation	18
Clearing a Track	18
Reloading a Pattern or Kit (Reload Function)	18
TR-REC (Step Recording)	19
Inputting Sub Steps	19
Specifying a Flam.....	19
Inputting Weak Beats	19
Inputting Alternate Sounds (ALT INST)	19
Specifying Accents	19
Deleting a Recorded Step from the Track.....	19
Inputting Steps into the Trigger Out Track.....	19
Changing the Dynamics for Each Step	19
Setting the Probability (PROB, SUB PROB)	20
INST REC (Realtime Recording)	21
Playing Sub Steps	21
Specifying a Flam.....	21
Playing Weak Beats (WEAK BEATS)	21
Playing Alternate Sounds (ALT INST)	21
Deleting a Recorded Step from the Track.....	21
Using the Inst Pad	21
Using the Inst Pad to Play Instruments	21
Recording While You Use the Inst Pad to Play Instruments	21
INST PLAY (Performing)	22
Playing Sub Steps	22
Performing a Flam.....	22
Performing Weak Beats (WEAK BEATS)	22
Performing Alternate Sounds (ALT INST)	22
Performing a Roll (ROLL)	22
Looping a Specific Step (STEP LOOP).....	23
Editing a Kit’s Settings (KIT Edit)	24
KIT	24
KIT: REVERB	24
KIT: DELAY	25
KIT: MASTER FX.....	26
KIT: EXT IN	29
KIT: LFO.....	29
KIT: OUTPUT	29
KIT: MUTE.....	29
KIT: CTRL.....	29
KIT: COLOR.....	30
KIT: NAME.....	30
Saving the Pattern, Kit, or System Settings (WRITE).....	31
Editing an Instrument’s Sound (INST Edit)	32
INST	32
INST FX	34

Importing or Exporting a Pattern or Kit	38
Exporting a Pattern or Kit	38
Exporting a Pattern.....	38
Exporting a Kit	38
Importing a Pattern or Kit	39
Importing a Pattern	39
Importing a Kit.....	40
Assigning an Imported User Sample to an Instrument	41
Importing a User Sample (SAMPLE Import)	41
Selecting a Sample (SAMPLE).....	42
Editing a User Sample Tone's Settings (SAMPLE Edit)	42
Deleting a User Sample (SAMPLE Delete).....	43
Renaming a User Category (Category Name)	43
Optimizing the User Sample Area (OPTIMIZE).....	44
Convenient Functions and Settings (UTILITY)	45
GENERAL	45
RELOAD.....	45
SAMPLE.....	45
LED.....	45
SYNC/TEMPO	46
MIDI	46
SOUND	46
MIX OUT.....	46
ASSIGN OUT 1–6	47
EXT IN	47
UTILITY	47
SD CARD.....	47
INFORMATION.....	47
Initializing, Backing-Up, Restoring	48
Returning to the Factory Settings (FACTORY RESET)	48
Backing Up Data to SD Card (BACKUP)	48
Restoring Data That Was Backed Up to SD Card (RESTORE)	49
Synchronizing/Recording with Other Devices	50
Synchronizing with a DAW (TR-8S as Slave).....	50
Synchronizing with a TB-3 (TR-8S as Master).....	50
Using the TR-8S as a MIDI Controller	50
Using the ASSIGNABLE OUT/TRIGGER OUT jacks as Trigger Out.....	50
Assigning an Instrument to the ASSIGNABLE OUT/TRIGGER OUT jacks	51
Inputting an External Audio Source (EXT IN)	51
Connecting a Computer via USB.....	51
Using a Computer to Manage the Connected SD Card (STORAGE MODE)	52
Error Messages	53

List of Shortcut Keys	54
Switching Screens and Modes.....	54
Showing the Value or Parameter Name of a Controller ...	54
Inputting Characters.....	54
Editing Parameters	54
Assigning a Parameter to the [CTRL] Knob.....	54
Editing a Pattern.....	54
MOTION	54
Inputting Sub Steps, Weak Beats, Alternates, and Dynamics	54
Playback/Recording	54
Tempo/Nudge	55
Saving	55
Copying	55
Deleting	55
Editing an Instrument or Track.....	55
Performing on the Pad, Inst Pad	55
Reloading.....	55
Other.....	55
TR-8S Audio Diagram	56

Panel Descriptions

Top Panel



1 Common section 1

[VOLUME] knob

Adjusts the MIX OUT jack, PHONES jack's volume.

* This does not affect the volume of the ASSIGNABLE OUT jack (p. 7).

[EXT IN] knob

Adjusts the input volume from the EXT IN jacks.

[SHIFT] button

By holding down this button and operating certain other buttons, you can access a screen for making related settings.

By holding down this button when you turn the [Value] knob to change the value of a parameter, you can make the value change more greatly.

[CLEAR] button

Erases the recorded content for an individual instrument, or deletes a pattern.

[PTN SELECT] button

Select a pattern.

page 11

[TR-REC] button

Step-records a pattern.

page 19

[LAST] button

Specifies the length of the pattern.

page 11

[SUB] button

Inputs/plays sub steps.

page 19

MOTION [ON] button

If this is ON, knob operation data (MOTION) is played back for each instrument.

page 16

MOTION [REC] button

If REC is selected, knob operation data (MOTION) is recorded for each instrument.

page 16

[INST PLAY] button

Use the pads [1]–[13] to perform in real time.

You can perform even while a pattern is playing.

[INST REC] button

Realtime-record a pattern.

page 21

[A]–[H] buttons

Switch pattern variations (A–H).

[START/STOP] button

Play or stop the pattern.

* If a sample is selected as the instrument's tone, the sound might not stop automatically depending on the instrument edit settings. While a pattern is stopped, you can silence all currently-sounding samples by holding down the [SHIFT] button and pressing the [START/STOP] button.

2 ACCENT section

Adds an accent to the specified step.

page 19

[LEVEL] knob

Adjusts the volume of the accent.

[STEP] button

During TR-REC, you can use pads **[1]–[16]** to select steps at which an accent is added.

3 REVERB section

page 13

[LEVEL] knob

Adjusts the volume of the reverb.

4 DELAY section

page 13

[LEVEL] knob

Adjusts the volume of the delay.

[TIME] knob

Adjusts the length of the delay.

[FEEDBACK] knob

Adjusts the amount of delay sound that is returned to the input.

5 MASTER FX section

page 14

[ON] button

Turns the master effect on/off.

[CTRL] knob

Controls the content specified by the master effect (p. 14).

6 AUTO FILL IN section

page 13

[ON] button

If this is on, a fill-in is inserted at the interval specified by the **[AUTO FILL IN]** knob.

[AUTO FILL IN] knob

Automatically inserts a fill-in at the specified interval of measures.

[MANUAL TRIG] button

Press this button to insert a fill-in.

7 INST edit section

Here you can adjust the tonal character of the instrument's tone.

[TUNE] knob

Adjusts the tuning (pitch).

[DECAY] knob

Adjusts the length of the decay.

[CTRL] knob

Controls the content specified by CTRL SELECT (p. 14).

* Depending on the tone, there might not be any effect.

Level fader

Adjusts the volume.

8 Instrument select buttons

During TR-REC, these buttons select the instrument that is recorded.

In the INST screen or INST Edit screen, these buttons select the instrument whose settings you want to edit.

In **[TR-REC]** or **[INST REC]**, you can hold down the **[CC]** button and press the **[RC]** button to input a pattern at which a trigger is output to the TRIGGER OUT jack (mini jack).

* This is not related to the ASSIGNABLE OUT/TRIGGER OUT jacks (phone jacks).

9 Common section 2**Display**

Shows pattern names and various settings.

[WRITE] button

Saves the pattern/kit/system settings.

page 18

* Parameters of the pattern or kit that you're editing are remembered until you turn off the power. Even if you select a different pattern or kit, and then re-select the one you had been editing, it is recalled in the edited state; however, if you turn the power off and on again, it returns to the unedited state. If you want to keep the edits that you made to a pattern or kit, you must save that pattern or kit.

[ENTER] button

Use this button mainly to confirm a value or execute an operation.

[VALUE] knob

This is used to modify values.

[KIT] button

Selects a kit.

page 24

[INST] button

Selects a sound (instrument's tone) for the instrument.

page 32

[SAMPLE] button

Selects a sample as the sound (instrument's tone) for the instrument.

page 41

[CTRL SELECT] button

Specifies the item that is controlled by each instrument's **[CTRL]** knob.

page 14

[COPY] button

Copies a pattern/kit.

page 18

[UTILITY] button

Lets you edit or initialize various settings.

page 45

TEMPO display

Shows the tempo.

[TEMPO] knob

Specifies the tempo.

page 14

[SHUFFLE] knob

Adjusts the amount of shuffle (bounce).

[MUTE] button

Mutes (silences) the selected instrument.

Inst pad

This pad plays the sound of the corresponding instrument.

You can use this to perform along with a pattern. The volume changes according to how strongly you strike an inst pad (the pad is velocity-sensitive).

Panel Descriptions

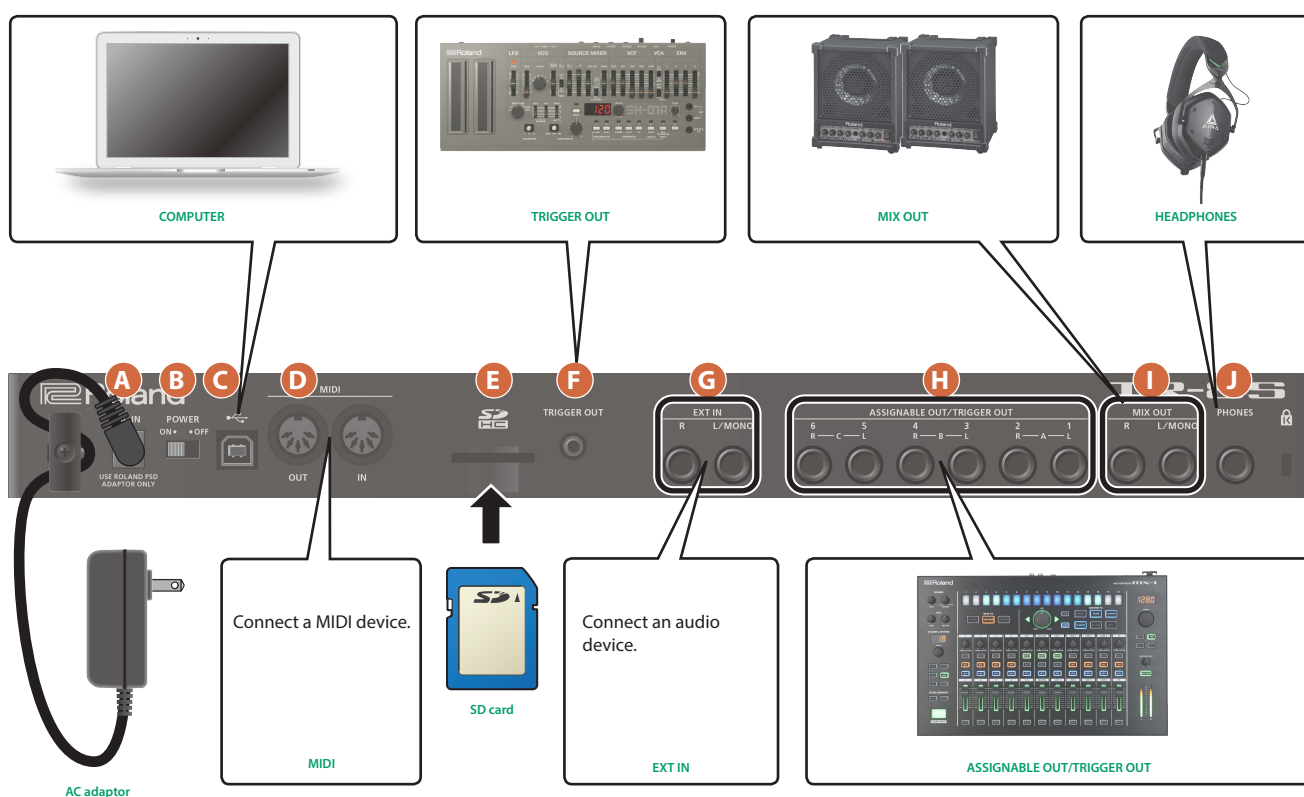
10 Pad [1]–[16]

Mode	Explanation
TR-REC	For each step, specify whether the instrument's tone will sound.
PTN SELECT	Select a pattern. Hold down the [PTN SELECT] button and use pads [1]–[8] to select a bank. Release the [PTN SELECT] button and use pads [1]–[16] to select a number.

Mode	Explanation
INST PLAY	<ul style="list-style-type: none"> Pads [1]–[11](INST) play instrument's tones. If you hold down either the [12] or [13] (ROLL) pad (or both) and press a [1]–[11] pad, the instrument's tone plays a roll. There are three types of roll (16th note, 32nd note, 64th note).
INST REC	During realtime recording, the pads record the corresponding instrument's tone.

Rear Panel (Connecting Your Equipment)

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



A DC IN jack

Connect the included AC adaptor here.

* To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the jack, anchor the power cord using the cord hook, as shown in the illustration.

B [POWER] switch

This turns the power on/off.

➔ **"Introduction"** (p. 7)

C USB port

Use a commercially available USB 2.0 cable to connect this port to your computer. It can be used to transfer USB MIDI and USB audio data. You must install the USB driver before connecting the TR-8S to your computer. Download the USB driver from the Roland website. For details, refer to Readme.htm which is included in the download.

➔ <https://www.roland.com/support/>

D MIDI (OUT, IN) jacks

Use a commercially available MIDI cable to connect MIDI devices here.

E SD card slot

Insert a commercially available SD card here.

* Never turn off the power or remove the memory card while the screen indicates **"Executing."**

* The memory card write protect feature (LOCK) The contents of the memory card can be protected by write protecting it. To write protect a card, slide the write protect switch on the side of the memory card to the **"LOCK"** position. Unlock write protect to edit data on the card.

* All memory cards eventually wear out. We recommend that you consider the memory card not as a permanent storage site, but as a place to store data temporarily. We also recommend that you back up important data onto other media that is supported by your unit.

Write protect switch



F TRIGGER OUT jack

A trigger pulse is output from this jack at the timing that is specified in the dedicated trigger out track ([CC] + [RC] button).

G EXT IN (L/MONO, R) jacks

These are audio input jacks.

You can apply a side-chain effect at the pattern of the specified track.

H ASSIGNABLE OUT/TRIGGER OUT jacks

For each jack 1–6, you can choose whether it operates as ASSIGNABLE OUT or as TRIGGER OUT.

Instruments that are output to a jack operating as ASSIGNABLE OUT are not output from the MIX OUT jacks.

Instruments that are output to a jack operating as TRIGGER OUT are also output from the MIX OUT jacks.

I MIX OUT (L/MONO, R) jacks

Connect these jacks to your amp or monitor speakers.

J PHONES jack

A set of headphones can be connected to this jack.

Introduction

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

Turning the TR-8S On

1. Turn on the power in the order of the TR-8S first, and then the connected system.
2. Switch on power to the connected equipment, and raise the volume to an appropriate level.

Turning Off the Power

1. Power-off the connected system first, and then the TR-8S.

Formatting an SD Card (SD CARD FORMAT)

If using an SD card, please format it on the TR-8S.

SD cards are sold separately. Please obtain a SD card separately.

1. Press the [UTILITY] button.

The UTILITY screen appears.

2. Use the [VALUE] knob to select "SD CARD:Format."

```
SD CARD:
Format >
```

3. Press the [ENTER] button.

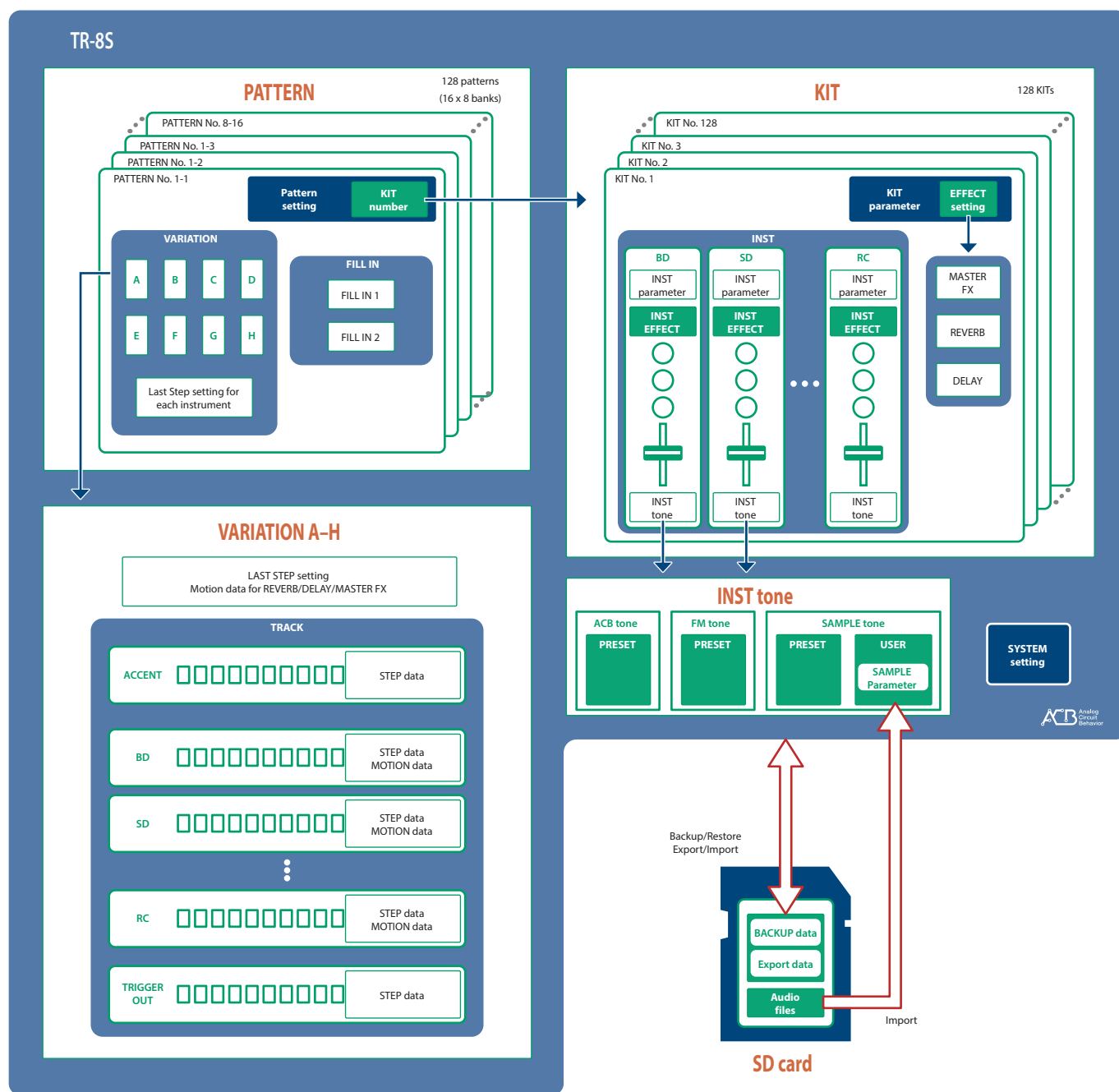
A confirmation message appears.

```
Format SD Card?
[Cancel] [OK]
```

4. To execute, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

Overview of the TR-8S



* If you want to make a backup, save the data (patterns, kits, system settings) before you proceed. The backup will not include the pattern or kit that you're currently editing (shown by an "✖" indication) or system settings that you have not saved.

About saving the pattern and kit

Parameters of the pattern or kit that you're editing are remembered until you turn off the power. Even if you select a different pattern or kit, and then re-select the one you had been editing, it is recalled in the edited state; however, if you turn the power off and on again, it returns to the unedited state. **If you want to keep the edits that you made to a pattern or kit, you must save that pattern or kit.**

Saving the pattern and kit simultaneously (OVERWRITE)

By holding down the **[SHIFT]** button and pressing the **[WRITE]** button, you can overwrite-save the selected pattern and kit.

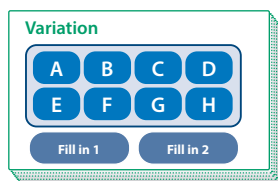
For details on how to save other settings, refer to **"Saving the Pattern, Kit, or System Settings (WRITE)"** (p. 18, p. 31).

What Is a "PATTERN"?

The performance data that you record using TR-REC or INST-REC is called a **"pattern."**

The TR-8S has 128 patterns (16 patterns x 8 banks); each pattern has eight variations (A–H) and two fill-in patterns.

Pattern 1-1-8-16

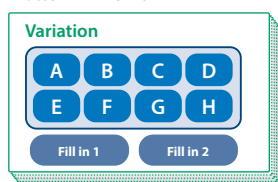


What Is a "KIT"?

The 11 instruments are collectively called a **"kit."** The TR-8S has 128 kits.

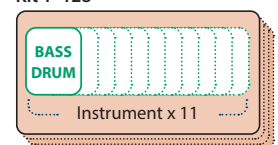
The pattern plays the instruments of the currently selected kit.

Pattern 1-1-8-16



A pattern plays the inst of the kit.

Kit 1-128



What Is a "MOTION"?

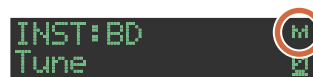
On the TR-8S, knob or switch movements can be recorded in a pattern as **"motions"** and played back.

Knobs and switches that can be recorded in a motion

- REVERB [LEVEL] knob
- DELAY [LEVEL] knob
- DELAY [TIME] knob
- DELAY [FEEDBACK] knob
- MASTER FX [ON] switch
- MASTER FX [CTRL] knob
- [TUNE] knob of each instrument
- [DECAY] knob of each instrument
- [CTRL] knob of each instrument

When recording a motion (when the MOTION [REC] button is lit), the screen shows an **"M"** icon, and the triangle icon is shown as a hollow outline.

When MOTION [REC] button is lit



When MOTION [REC] button is unlit



Main Screens

PTN SELECT

Select the pattern to play.

Bank
Number
PATTERN▶ 1-01
Berlin Flyover

Name of currently playing pattern

Variation currently selected
for recording
A-H

Pattern that plays next

NEXT PTND▶ 1-02
Groovy Night

Name of pattern that plays next

NEXT PTND▶ 1-02
1-01 ▶ 1-02

Currently playing pattern

Pattern that plays next

TR-REC

Create a pattern by specifying the steps at which each track plays a sound.

TR-REC▶ 1-01
Berlin Flyover

LAST

Specify the length (last step) of a variation or track.

EDIT LAST STEP

LAST

SUB

MOTION

ON

REC

ERASE

INST
PLAY

INST
REC

SUB

Input or perform sub steps or flams.

SUB STEP: 1/2

FLAM

INST PLAY

Play pads [1] (BD)–[11] (RC) in real time.

INST PLAY▶ 1-01
Berlin Flyover

INST REC

Create a pattern by realtime-recording your performance on pads [1] (BD)–[11] (RC).

INST REC▶ 1-01
Berlin Flyover

Playing Patterns

Playing Patterns

1. Press the **[START/STOP]** button.
2. Use the controllers of the instrument edit section to modify the sound.
3. Press the **[START/STOP]** button once again to stop.

MEMO

- During playback, you can hold down the **[SHIFT]** button and press the **[START/STOP]** button to return to the beginning of the pattern.
- To stop samples that are still sounding after the pattern has stopped, hold down the **[SHIFT]** button and press the **[START/STOP]** button.

Selecting a Pattern

1. Hold down the **[PTN SELECT]** button and press a pad **[1]–[8]**.

The bank is selected.

2. Release the **[PTN SELECT]** button.

3. Use pads **[1]–[16]** to select a pattern.

The selected pad blinks. During playback, it is lit.

When you select the next pattern during playback, the pad blinks. The pattern switches when playback returns to the first step.

You can select a region by pressing two pads simultaneously. The selected patterns play in succession.

4. Use the **[A]–[H]** buttons to select a variation.

You can select multiple variations by holding down a button and pressing other buttons.

The selected variations are lit, and those whose buttons are lit play once each in the order of A → H.

Changing the Length of the Variation

(Setting the Variation's Last Step)

The overall number of steps used by a variation (the variation's last step) can be specified individually for each variation.

1. Press the **[LAST]** button.
2. Use the **[A]–[H]** buttons to select the variation that you want to change.

* You can select multiple variations by holding down a button and pressing other buttons.

3. Use pads **[1]–[16]** to select the last step.

Changing the Fill In Length

1. Hold down the **[SHIFT]** button and press the **AUTO FILL IN [ON]** button.

The FILL IN EDIT screen appears.

2. Use the **[VALUE]** knob to select "FILL IN 1" or "FILL IN 2."

3. Press the **[LAST]** button.

4. Use pads **[1]–[16]** to select the last step.

Changing the Length of a Specific Track

(Setting the Track's Last Step)

The number of steps used by a track (the track's Last Step) can be specified individually for each track.

1. Press the **[LAST]** button.
2. Use instrument select buttons **[BD]–[RC]** to select the track whose setting you want to edit.

* You can select multiple tracks by holding down a button and pressing other buttons.

3. Use pads **[1]–[16]** to select the last step.

About variations

Each pattern has eight variations, A–H.

Press an **[A]–[H]** button to select the variation A–H that you want to play back or record.

If you want to play back multiple variations, hold down one of the **[A]–[H]** buttons and press the other **[A]–[H]** buttons that you want to additionally play back.

Lit/unlit state of the variation **[A]–[H]** buttons

Lit green	Ready to play
Blinking green	Playing
Blinking red	During PLAY&REC (TR-REC/INST REC)
Short blinking red	Selected for both PLAY and REC (TR-REC only)
Short blinking orange	Not selected for PLAY but selected for REC (TR-REC only)

Selecting the variation during TR-REC

While **[TR-REC]** is lit, pressing an **[A]–[H]** button makes the **[A]–[H]** button blink red or briefly blink red, allowing you to select a single variation A–H for TR-REC.

During TR-REC, you can hold down the **[TR-REC]** button and press an **[A]–[H]** button to select the recording target while maintaining the variation(s) that you selected for playback. (You can also select a variation that's not being played back.)

About fill-in

Each pattern has two dedicated FILL IN variations. You can also use the Scatter function as a fill-in.

➔ "Selecting a Fill-In Variation" (p. 13)

What Is Scatter?

"Scatter" adds a digital-feeling groove to the loop playback by exchanging individual steps within the loop playback and also by changing the playback direction or gate length.

1. To adjust Scatter Depth, hold down the **AUTO FILL IN [MANUAL TRIG]** button and turn the **[VALUE]** knob.

* The scatter effect will not apply to the first cycle of the loop; the effect will apply to the second and subsequent cycles of the loop.

Clearing a track's Last Step setting

1. Press the [LAST] button.

The [LAST] button is lit.

2. Press the instrument select button [BD]–[RC] of the track whose setting you want to clear.

The instrument select button that you pressed blinks.

The currently-specified last step is shown by pads [1]–[16].

3. Press the [CLEAR] button.

The last step of the selected track is cleared, and pads [1]–[16] go dark; the last step is set to the overall number of steps specified for each variation.

MEMO

The track's Last Step setting is shared by variations A–H. Also, the track's Last Step takes priority over the variation's Last Step.

Generating a Random Pattern

You can automatically generate a random pattern. This modifies the selected pattern.

1. Hold down the [PTN SELECT] button and press the [SAMPLE] button.

A random pattern is provisionally generated for the variation.

The [TR-REC] button blinks.

2. When you press the [TR-REC] button, the provisionally generated random pattern changes to the current pattern.

In this state, the pattern is not yet saved. If you want to save it, execute the WRITE operation.

➔ **"Saving the Pattern, Kit, or System Settings (WRITE)"**
(p. 31)

Selecting a Random Instrument for a Pattern

Randomizing All Instruments

This feature switches the instrument tones for all tracks to a random instrument within their current categories.

1. Hold down the [SAMPLE] button and press the [INST] button.

2. Hold down the [SAMPLE] button and press the [UTILITY] and [INST] buttons.

The random instruments that are temporarily created revert to the instruments saved in the kit.

Creating a Random Instrument

This feature switches the instrument tones for each selected tracks to a random instrument within the current categories.

1. Hold down the [SAMPLE] button and press the instrument select buttons [BD]–[RC].

2. Hold down the [SAMPLE] button and press the [UTILITY] button and instrument select buttons [BD]–[RC].

The random instruments that are temporarily created revert to the instruments saved in the kit.

Copying a Pattern

1. Press the [COPY] button.

The COPY screen appears.

```
<COPY>
▶Pattern
```

2. Use the [VALUE] knob to select "Pattern," and then press the [ENTER] button.

3. Use the [VALUE] knob to select the copy-source, and press the [ENTER] button.

```
PTN COPY:      Dst
1-01  ▶▶ 1-01
```

4. Use the [VALUE] knob to select the copy-destination, and press the [ENTER] button.

A confirmation message appears.

5. To copy, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

Deleting a Pattern

1. Press the [PTN SELECT] button.

2. Hold down the [CLEAR] button and use the pads [1]–[16] to specify the pattern that you want to delete.

Clearing a Variation

1. Hold down the [CLEAR] button and use the [A]–[H] buttons to select the variation that you want to clear.

All steps of the specified variation are cleared.

Clearing a Track

1. Hold down the instrument select button of the track that you want to clear and press the [CLEAR] button.

All steps of the selected track are cleared.

This affects only the selected variation.

Copying a Variation

1. Press the [COPY] button.

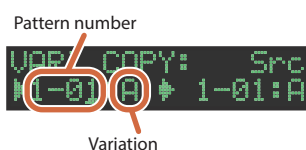
The COPY screen appears.

```
<COPY>
▶Pattern
```

2. Use the [VALUE] knob to select "Variation," and then press the [ENTER] button.

3. Use the [VALUE] knob to select the copy-source pattern, and press the [ENTER] button.

You can also use variation buttons **[A]–[H]** or pads **[14]–[15]** to make a selection.



4. Use the **[VALUE]** knob to select the copy-source variation, and press the **[ENTER]** button.
5. Use the **[VALUE]** knob to select the copy-destination pattern, and press the **[ENTER]** button.

You can also use variation buttons **[A]–[H]** or pads **[14]–[15]** to make a selection.

6. Use the **[VALUE]** knob to select the copy-destination variation, and press the **[ENTER]** button.

A confirmation message appears.

7. To copy, use the **[VALUE]** knob to select **"OK,"** and press the **[ENTER]** button.

If you decide to cancel, use the **[VALUE]** knob to select **"Cancel,"** and then press the **[ENTER]** button.

Selecting a Fill-In Variation

1. While holding down the AUTO FILL IN **[ON]** button, press a pad **[14]–[16]** or an **[A]–[H]** button.

You can also use a variation A–H as a FILL IN.

Pads **[14]–[16]** and the **[A]–[H]** buttons blink. (The selected button is lit.)

MEMO

If FILL IN Type = SCATTER, you can hold down the AUTO FILL IN **[MANUAL TRIG]** button and use the **[VALUE]** knob to control SCATTER DEPTH.

Inserting a Fill-In (Manual Trigger)

1. At the moment that you want to insert a fill-in, press the AUTO FILL IN **[MANUAL TRIG]** button.

Inserting a Fill-In at Regular Intervals (Auto Fill In)

Here's how to automatically insert a fill-in at intervals of the specified number of measures.

1. Turn the AUTO FILL IN **[AUTO FILL IN]** knob to specify the number of measures at which a fill-in is automatically inserted.

Value: 32, 16, 12, 8, 4, 2

2. Press the AUTO FILL IN **[ON]** button, and a fill-in is automatically inserted at intervals of the specified number of measures.

Muting a Track (MUTE)

Here's how to mute (silence) a selected instrument.

1. Press the **[MUTE]** button to make it light.
2. Press the instrument select button that you want to mute.

The muted instrument select button and level meter go dark.

Press the instrument select button once again to make the button light and clear muting.

3. Press the **[MUTE]** button once again.

You exit the mute settings.

MEMO

You can turn mute on/off by holding down the **[MUTE]** button and pressing an instrument select button.

Clearing Muting

1. Hold down the **[MUTE]** button and press the **[CLEAR]** button.

All muting is cleared.

Listening to Only the Selected Instrument (SOLO)

Here's how you can listen to only the selected instrument.

1. Press the **[MUTE]** button to make it light.
2. Hold down the **[SHIFT]** button and press an instrument select button.

Adjusting the Reverb or Delay

Here's how to adjust the reverb or delay.

Target	Controller
Volume of the reverb sound	REVERB [LEVEL] knob
Reverb length	[KIT] button + REVERB [LEVEL] knob
Volume of the delay sound	DELAY [LEVEL] knob
Delay time	DELAY [TIME] knob
Delay feedback	DELAY [FEEDBACK] knob

For detailed reverb and delay settings, refer to **"Editing a Kit's Settings (KIT Edit)"** (p. 24)

Adjusting the Reverb Send Level of Each Instrument

Here's how to adjust the reverb send level of the selected instrument.

1. Hold down the instrument select button and turn the REVERB **[LEVEL]** knob.

Adjusting the Delay Send Level of Each Instrument

Here's how to adjust the delay send level of the selected instrument.

1. Hold down the instrument select button and turn the DELAY **[LEVEL]** knob.

Master Effects

1. Press the MASTER FX **[ON]** button to make it light.
2. Use the MASTER FX **[CTRL]** knob to adjust the depth of the effect.

Assigning a Parameter to the MASTER FX [CTRL] Knob

1. Hold down the **[CTRL SELECT]** button and turn the MASTER FX **[CTRL]** knob.
→ **"KIT: MASTER FX"** (p. 26)

Assigning Parameters to the [CTRL] Knobs (CTRL SELECT)

You can assign parameters to the **[CTRL]** knobs of the instrument edit section, and control those parameters while the pattern plays back.

1. Press the **[CTRL SELECT]** button to make it light.
The CTRL SELECT screen appears.

```
CTRL SELECT:
  User
```

2. Use the **[VALUE]** knob to select a parameter.
The same parameter is selected for all **[CTRL]** knobs.
3. Press the **[CTRL SELECT]** button once again.

The **[CTRL SELECT]** button goes dark, and you exit the CTRL SELECT screen.

Assigning a Different Function for Each Instrument to the [CTRL] Knob

1. While holding down the **[CTRL SELECT]** button, press a **[BD]–[RC]** button.
The parameter that's assigned to the **[CTRL]** knob is displayed.

```
KIT CTRL:BD
  Attack
```

2. Use the **[VALUE]** knob to select a parameter.
3. Press the **[CTRL SELECT]** button.

The **[CTRL SELECT]** button goes dark, and you exit the screen.

MEMO

You can also select from the assignable parameters by holding down the **[CTRL SELECT]** button and directly operating the **[CTRL]** knob.

- The assignment that you make is saved in the **"User"** parameter which you can select in step 2 of **"Assigning Parameters to the [CTRL] Knobs (CTRL SELECT)"** (p. 14).

Adjusting the Tempo

1. Turn the **[TEMPO]** knob to adjust the tempo.

By holding down the **[SHIFT]** button and turning the **[TEMPO]** knob, you can adjust the setting in steps of 0.1 units.

The tempo is shown in the TEMPO display.

Tap Tempo

Here's how to tap-input the tempo.

1. While holding down the **[SHIFT]** button, press the **[ENTER]** button three or more times.

The tempo is specified as the average timing at which you press the button.

Marking the Tempo

You can temporarily memorize the current tempo value, and recall it later.

MEMO

The marked tempo is not saved.

Marking the tempo

Here's how to mark the current tempo value.

1. Hold down the **[MUTE]** button and press the **[UTILITY]** button.

Recalling the tempo

Here's how to switch to the marked tempo value.

1. Hold down the **[MUTE]** button and press the **[COPY]** button.

Finely Adjusting the Timing of Notes

(Nudge Function)

The **“nudge”** function lets you adjust the timing of notes forward or backward.

Using the nudge function changes the playback timing of the entire pattern.

Operation	Explanation
[SHIFT] + [COPY] button	Moves the playback timing forward.
[SHIFT] + [UTILITY] button	Moves the playback timing backward.

MEMO

A system setting lets you choose whether the timing of the MIDI clock will be modified.

➔ **“MIDI TX: Tx Nudge”**

Recording to a Variation That’s Not Playing

Here’s how you can record to a different variation without changing the variation that’s selected to play.

1. Hold down the **[TR-REC]** button and use the **[A]–[H]** buttons to select the variation that you want to record.

You’ll switch to TR-REC, and can record to the selected variation.

Returning to the Beginning of the Pattern

Here’s how to forcibly return to the beginning of the pattern while it’s playing.

1. Hold down the **[SHIFT]** button and press the **[START/STOP]** button.

Moving to the beginning of a different variation

If more than one variation is selected, here’s how you can move to the beginning of any one of those variations.

1. Hold down the **[SHIFT]** button and press an **[A]–[H]** button.

Checking the Value of a Knob or Fader

During playback or editing, here’s how to check the value of each controller.

1. Hold down the **[SHIFT]** button and operate the controller whose value you want to check.

The screen shows the parameter and its value.

Moving the controller does not change the value.

Reloading the Value of a Knob or Fader

(Reload Function)

During playback or editing, here’s how you can reload the value of a controller (return it to the saved state).

1. Hold down the **[UTILITY]** button and operate the controller whose value you want to load.

The screen shows the parameter and its value.

Moving the controller does not change the value.

Reloading shortcuts

Operation	Shortcut
Load a pattern	[UTILITY] + [PTN SELECT]
Load a variation	[UTILITY] + [A]–[H]

Operation	Shortcut
Load a track	[UTILITY] + [BD]–[RC]
Load controllers (all)	[UTILITY] + [KIT]
Load controller (currently selected instrument)	[UTILITY] + [INST]

Accessing the Mixer Screens

1. Hold down the **[SHIFT]** button and press the **[CTRL SELECT]** button.

The mixer screen appears.

```
MIX:BD▶ Level
+++++ 174
```

2. Use the **[VALUE]** knob to switch screens.

Screen	Explanation
Level	Shows the level of each instrument. * You can also operate a level fader to switch to this screen.
Tune	Shows the tune of each instrument. * You can also operate a [TUNE] knob to switch to this screen.
Decay	Shows the decay of each instrument. * You can also operate a [DECAY] knob to switch to this screen.
Pan	Shows the pan of each instrument.
RevSend	Shows the reverb send level of each instrument.
DlySend	Shows the delay send level of each instrument.
LFO Depth	Shows the LFO depth of each instrument.
Gain	Shows the gain of each instrument.

3. Modify values.

3-1. Press the **[ENTER]** button.

3-2. Use the instrument select buttons to select an instrument, and use the **[VALUE]** knob to edit its value.

* Note that if you press the instrument select button that’s lit, you’ll exit the screen.

3-3. Press the **[ENTER]** button.

You return to step 2.

MEMO

If a mixer screen is displayed, operating a level fader, **[DECAY]** knob, or **[TUNE]** knob will jump to the corresponding screen and edit the value. (If another screen is displayed, this action will edit the value but won’t jump to the corresponding screen as a shortcut.) Also, if the Pan, RevSend, DlySend, LFO Depth, or Gain screen is displayed, you can turn an instrument’s **[CTRL]** knob to directly edit the parameter that’s shown in the screen.

4. Press the **[CTRL SELECT]** button once again to exit the mixer screen.

You can also exit the mixer screen by pressing the instrument select button that’s lit.

Recording Knob Movements at Steps (Motion)

Recording/Playing MOTION

While the MOTION [REC] button is lit, movements of the instrument [TUNE] knobs, [DECAY] knobs, and [CTRL] knobs are recorded in the steps.

While the MOTION [ON] button is lit, recorded movements of the instrument [TUNE], [DECAY], and [CTRL] knobs are played back.

- * REVERB LEVEL, DELAY LEVEL/TIME/FEEDBACK, MASTER FX CTRL, and MASTER FX ON are also recorded and played back according to the state of the buttons described above.
- * If you move a knob while the MOTION [REC] button is lit, an "M" icon appears in the screen, and the triangle icon becomes a hollow outline.

Another operating method

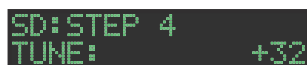
1. While a pattern plays, hold down the MOTION [REC] button and operate a knob.

This lets you record a motion only while you're holding down the button.

Entering a value at a specified step

While the [TR-REC] button is lit, you can specify a step and enter a value for a knob.

1. Operate a knob while holding down a pad [1]–[16].

A screenshot of a digital display showing "SD:STEP 4" on the top line and "TUNE: +32" on the bottom line. The text is green on a black background.

Clearing Motion Data

1. Hold down the [SHIFT] button and press the MOTION [ON] button.
2. Turn the [VALUE] knob to select the variation from which you want to clear motion data.

You can also use the [A]–[H] buttons to select the variation.

If you want to clear motion data from all variations, choose "ALL."

3. Press the [ENTER] button.

Motion data is cleared from the selected variation.

You can also use the following methods to clear motion data.

Clearing motion data from the variation selected for playback

This clears all motion data from the variation that's selected for playback.

1. Hold down the MOTION [ON] button and press the [CLEAR] button.

Clearing motion data from a specific track

This clears all motion data from the track that's specified by the variation selected for playback.

1. Hold down the MOTION [ON] button and press the instrument select button.

Clearing motion data for only a specific knob

This clears all motion data of a knob recorded in the track that's specified by the variation selected for playback.

1. Hold down the MOTION [ON] button and operate a knob.

MEMO

You can also clear motion data by holding down the [CLEAR] button and making the steps go dark.

Clearing motion data for a specific variation

This clears the motion data of the specified variation.

1. Hold down the MOTION [ON] button and press a button [A]–[H].

Clearing motion data for a specific step

While the [TR-REC] button is lit, you can specify a step and clear the knob values.

1. Long-press the pad [1]–[16] whose step contains the motion data that you want to clear.

The MOTION/VELOCITY input screen appears.

A screenshot of a digital display showing "SD:STEP 4" on the top line and "TUNE: +32" on the bottom line. The text is green on a black background.

2. While holding down the pad that you pressed in step 1, press the [COPY] or [UTILITY] button to select the motion that you want to clear.

* If the selected step (pad) does not contain motion data, "----" is shown as the value.

* In this state, you can also turn the [VALUE] dial to input motion data.

3. While holding down the pad that you pressed in step 1, press the [CLEAR] button to clear the motion data of the specified step (pad).

Editing the Pattern Settings (Pattern Setting)

Here's how to specify the kit and tempo used by a pattern.

1. Hold down the [SHIFT] button and press the [PTN SELECT] button.

The PTN SETTING screen appears.

2. Select a parameter.

- 2-1. Use the [VALUE] knob to select a parameter.
- 2-2. Press the [ENTER] button.

3. Modify values.

- 3-1. Use the [VALUE] knob to edit the parameter value.
- 3-2. Press the [ENTER] button.

You return to parameter selection (step 2).

4. Press the [PTN SELECT] button.

You exit the PTN SETTING screen.

MEMO

You can also edit the value by holding down the [ENTER] button and turning the [VALUE] knob in step 2-2.

PTN SETTING: KIT

Parameter	Value	Explanation
Sw	OFF, ON	OFF: When you switch patterns, the kit does not change. ON: When you switch patterns, the kit also switches to the kit specified by PTN SETTING: KIT Number. * This setting is effective when [UTILITY] GENERAL: KitSel = PTN.
Number	001–128	Selects the kit that the pattern uses when PTN SETTING: KIT Sw is ON. * This setting is effective when [UTILITY] GENERAL: KitSel = PTN.

PTN SETTING

Parameter	Value	Explanation
Tempo	40.0–300.0	Specifies the tempo of the pattern. * When [UTILITY] GENERAL: TempoSrc = PTN, the tempo specified here is used. The tempo specified here is also shown in the TEMPO display. * When [UTILITY] GENERAL: TempoSrc = SYSTEM, the tempo specified here is not used. The tempo shown in the TEMPO display (specified by the [TEMPO] knob) is used.
Scale	8th (T), 16th (T), 16th, 32nd	Selects the scale.
Shuffle	–128–0–+127	Adjusts the amount of shuffle. * When [UTILITY] GENERAL: Shuffle = PTN, this setting is used. * When [UTILITY] GENERAL: Shuffle = SYSTEM, this setting is not used. The setting of the [SHUFFLE] knob is used.
Flam Spacing	0–8	Specifies the flam spacing interval.
ScatterType	1–10	Specifies the type of scatter.
ScatterDepth [MANUAL TRIG] + VALUE	1–10	Adjusts the depth of scatter.

Parameter	Value	Explanation
MstrProb (Master Probability)	–100–0–100%	You can add a value that affects the probability of the entire sequence. ➡ For more details on probability, refer to “Setting the Probability (PROB, SUB PROB)” (p. 20). * This has no effect if the individual probabilities are not set.

MEMO

You can change Master Probability by holding down the [TR-REC] button and turning the [ACCENT] knob to edit the value.

PTN SETTING: NAME

Parameter	Explanation
NAME	Specifies the pattern name (maximum 16 characters).

How to enter characters

1. Use the [VALUE] knob to select “NAME.”

2. Press the [ENTER] button to access the character input screen.

3. Use the [COPY] (left) [UTILITY] (right) buttons to move the cursor.



Button	Explanation
[UTILITY] button	Moves to the right.
[COPY] button	Moves to the left.

4. Use the [VALUE] knob to change the character.

Button	Explanation
[SHIFT] button + [COPY] button	Deletes one character (Erase).
[SHIFT] button + [UTILITY] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/lowercase/numerals.

5. When you've finished inputting characters, press the [ENTER] button.

Saving the Pattern, Kit, or System Settings (WRITE)

Here's how to save a pattern or kit.

1. Press the [WRITE] button.

The WRITE screen appears.



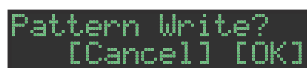
2. Use the [VALUE] knob to select what you want to save, and press the [ENTER] button.

The WRITE screens appear in the order of "Pattern" → "Kit" → "System."

* If "System" is selected, a confirmation screen appears. Proceed to step 4.

3. Use the [VALUE] knob to select the savedestination, and press the [ENTER] button.

A confirmation message appears.



4. To save, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

Shortcuts for save operations

Operation	Operating the Unit
Save a pattern (PATTERN WRITE screen)	Hold down the [WRITE] button and press the [PTN SELECT] button.
Save a kit (KIT WRITE screen)	Hold down the [WRITE] button and press the [KIT] button.
Save the pattern and kit simultaneously (OVERWRITE)	Hold down the [SHIFT] button and press the [WRITE] button. * The selected pattern and kit are overwrite-saved.

Copying a Pattern or Kit (COPY)

Here's how to copy a pattern or kit.

1. Press the [COPY] button.

The COPY screen appears.



2. Use the [VALUE] knob to select what you want to copy, and press the [ENTER] button.

The COPY screens appear in the order of "Pattern" → "Variation" → "Track" → "Kit" → "Inst."

3. Use the [VALUE] knob to select the copy-source, and press the [ENTER] button.

4. Use the [VALUE] knob to select the copy-destination, and press the [ENTER] button.

A confirmation message appears.



5. To execute the copy, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

Shortcuts for copy operations

Operation	Operating the Unit
Copy a pattern (PATTERN COPY screen)	Hold down the [COPY] button and press the [PTN SELECT] button.
Copy a kit (KIT COPY screen)	Hold down the [COPY] button and press the [KIT] button.
Copy an instrument (INST COPY screen)	Hold down the [COPY] button and press the [INST] button.
Copy a track (selected track) (track copy-destination select screen)	Hold down the [COPY] button and press a [BD]–[RC] button.
Copy a variation (selected variation) (variation copy-destination select screen)	While holding down the [COPY] button, press a variation [A]–[H] button.

Deleting a Pattern

1. Press the [PTN SELECT] button.

2. Hold down the [CLEAR] button and use the pads [1]–[16] to specify the pattern that you want to delete.

Clearing a Variation

1. Hold down the [CLEAR] button and use the [A]–[H] buttons to select the variation that you want to clear.

All steps of the specified variation are cleared.

Clearing a Track

1. Hold down the instrument select button of the track that you want to clear and press the [CLEAR] button.

All steps of the selected track are cleared.

This affects only the selected variation.

Reloading a Pattern or Kit (Reload Function)

During playback or editing, here's how you can reload a pattern (return it to the saved state).

1. Hold down the [UTILITY] button and operate the controller whose value you want to load.

The screen shows the parameter and its value.

Moving the controller does not change the value.

Reloading shortcuts

Operation	Shortcut
Load a pattern	[UTILITY] + [PTN SELECT]
Load a variation	When [VARIATION] is lit, [UTILITY] + [A]–[H]
Load a track	[UTILITY] + [BD]–[RC]
Load controllers (all)	[UTILITY] + [KIT]
Load controller (currently selected instrument)	[UTILITY] + [INST]
Load an instrument	[UTILITY] + [SAMPLE] + [BD]–[RC]
Load all instruments	[UTILITY] + [SAMPLE] + [INST]

TR-REC (Step Recording)

In this method of recording, you create a pattern by specifying the steps at which each track will sound. You can even play back the pattern while you're creating it.

* If you want to keep the edits that you made to a pattern or kit, you must save that pattern or kit (p. 31).

1. Press the [TR-REC] button.



2. Use the variation buttons to select A–H.

To select a fill-in, hold down the [SHIFT] button and press the AUTO FILL IN [ON] button; then use the [VALUE] knob to select "FILL IN 1" or "FILL IN 2."

3. Press the [START/STOP] button to start recording.

4. Press one of the instrument select buttons to select the track that you want to record.

5. Press pads [1]–[16] to input the steps at which you want sound to play.

6. Repeat steps 4–5.

MEMO

- If after selecting a fill-in you then want to select a variation A–H, press the [TR-REC] button and then press a variation button A–H.
- You can change the scale. For details, refer to "Editing the Pattern Settings (Pattern Setting)" (p. 17).

Inputting Sub Steps

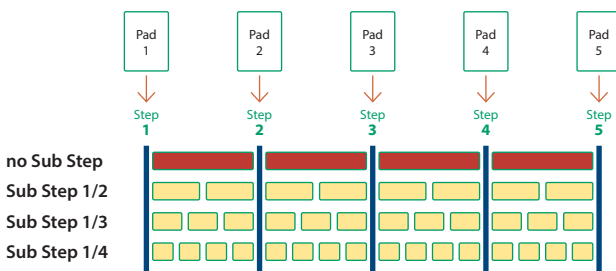
You can sub-divide a step and input sub steps within it.

1. Press the [SUB] button.

2. Press the pad [1]–[16] for which you want to specify a sub step.

Now you can input sub steps that divide a step by 1/2. By holding down the [SUB] button and turning the [VALUE] knob you can choose 1/2, 1/3, or 1/4 as the number of step divisions.

Sub Step



MEMO

You can also input a sub step by holding down the [SUB] button and pressing a pad [1]–[16].

Specifying a Flam

1. Hold down the [SHIFT] button and press the [SUB] button to set SUB STEP to FLAM.

SUB STEP and FLAM alternate each time you press the button.

2. Press a pad [1]–[16].

Inputting Weak Beats

1. While holding down the [SHIFT] button, press a pad [1]–[16].

Inputting Alternate Sounds (ALT INST)

For sounds whose name includes a "/" character, such as 707Bass1/2, you can input alternate sounds.

1. While holding down an instrument select button [BD]–[RC], press a pad [1]–[16].

Alternate sounds

Although one sound is assigned to each pad, sounds (instrument's tones) whose name includes a "/" character, such as 707Bass1/2, are also assigned a second sound (alternate sound).

You can switch between normal sounds and alternate sounds for performance.

Specifying Accents

1. Press the ACCENT [STEP] button.

2. Press pads [1]–[16] to select the steps at which you want to add an accent.

3. Use the ACCENT [LEVEL] knob to adjust the volume of the accent.

Deleting a Recorded Step from the Track

Deleting only a portion

If you press the [CLEAR] button during playback, steps of the track selected by the instrument select buttons are deleted from the pattern while you continue holding down the button.

Deleting all

While holding down the instrument select button of the track that you want to delete, press the [CLEAR] button.

Inputting Steps into the Trigger Out Track

1. Hold down the instrument select button [CC] and press the instrument select button [RC].

The Trigger Out track is selected.

2. Press pads [1]–[16] to input steps at which you want a trigger to be output from the TRIGGER OUT jack.

Changing the Dynamics for Each Step

You can input an accent level (velocity) for each step.

1. Hold down a pad [1]–[16] and turn the ACCENT [LEVEL] knob.

Setting the Probability (PROB, SUB PROB)

This shows how to set the probability for notes to play back. You can use the probability feature to make a pattern play in different variations, while that same pattern keeps playing back. Use sub step probability to set the ratio of sub steps that actually play back.

1. Long-press pads [1]–[16].

The MOTION/VELOCITY input screen is shown.

2. While holding down the pad you pressed in step 1, press the [COPY] or [UTILITY] button to select either PROB or SUB PROB.

* If a probability is not set for the selected step (pad), the value is shown as "-----".

3. Use the [VALUE] knob to set the probability for steps to play back.

* Hold down the pad you pressed in step 1 and press the [CLEAR] button to delete the probability for the specified step (pad).

INST REC (Realtime Recording)

In this method of recording, you create a pattern by realtime-recording your performance on pads [1] (BD)–[11] (RC). This modifies the selected pattern.

* If you want to keep the edits that you made to a pattern or kit, you must save that pattern or kit (p. 31).

1. Press the [INST REC] button.



2. Press the [START/STOP] button to start recording.

3. Use the variation buttons [A]–[H] to select the variation that you want to record.

4. Perform using pads [1] (BD)–[11] (RC).

* Operations in the instrument edit section are not recorded.

Playing Sub Steps

Here's how to play or record sub steps.

1. Press the [SUB] button.

2. Press the pad [1]–[16] that will play sub steps.

MEMO

By holding down the [SUB] button and turning the [VALUE] knob you can choose from 1/2, 1/3, or 1/4 as the number of step divisions.

You can also play a sub step by holding down the [SUB] button and pressing a pad [1]–[16].

Specifying a Flam

Here's how to play or record a flam on the instrument's tone.

1. Hold down the [SHIFT] button and press the [SUB] button to set SUB STEP to FLAM.

SUB STEP and FLAM alternate each time you press the button.

2. Press a pad [1] (BD)–[11] (RC).

This lets you play or record a flam on the instrument's tone.

Playing Weak Beats (WEAK BEATS)

1. While holding down the [SHIFT] button, press a pad [1] (BD)–[11] (RC).

This lets you play or record weak beats.

Playing Alternate Sounds (ALT INST)

For sounds whose name includes a "/" character, such as 707Bass1/2, you can play or record alternate sounds.

1. While holding down an instrument select button [BD]–[RC], press a pad [1] (BD)–[11] (RC).

Deleting a Recorded Step from the Track

Deleting only a portion

If you press the [CLEAR] button during playback, steps of the track selected by the instrument select buttons are deleted from the pattern while you continue holding down the button.

Deleting all

While holding down the instrument select button of the track that you want to delete, press the [CLEAR] button.

Using the Inst Pad

You can use the instrument select buttons to play or record the selected instrument.

The volume changes depending on the strength at which you strike the inst pad.

Using the Inst Pad to Play Instruments

During INST PLAY / During PATTERN SELECT

1. Use the instrument select buttons to select the instrument that you want to play from the inst pad.

2. Press the inst pad to play the instrument that you selected in step 1.

Recording While You Use the Inst Pad to Play Instruments

During TR-REC / During INST REC

1. Press the [TR-REC] button or the [INST REC] button.

2. Press the [START/STOP] button, and start recording.

3. Use the instrument select buttons to select the instrument that you want to play from the inst pad.

4. Press the inst pad to record the instrument that you selected in step 3.

MEMO

During TR-REC, select an instrument, then hold down the [TR-REC] button and press an instrument pad to make the instrument pad blink. In this state, you can press the instrument pad again to play without recording.

INST PLAY (Performing)

You can use pads [1] (BD)–[11] (RC) to perform in real time.
Your performance does not modify the pattern.

1. Press the [INST PLAY] button.



2. Perform using pads [1] (BD)–[11] (RC).

Playing Sub Steps

Here's how to play sub steps.

1. Press the [SUB] button.
2. Press the pad [1]–[16] that will play sub steps.

MEMO

By holding down the [SUB] button and turning the [VALUE] knob you can choose from 1/2, 1/3, or 1/4 as the number of step divisions.

You can also play a sub step by holding down the [SUB] button and pressing a pad [1]–[16].

Performing a Flam

Here's how to perform a flam on an instrument's tone.

1. Hold down the [SHIFT] button and press the [SUB] button to set SUB STEP to FLAM.
2. Press a pad [1] (BD)–[11] (RC).

This lets you perform a flam on the instrument's tone.

Performing Weak Beats (WEAK BEATS)

1. While holding down the [SHIFT] button, press a pad [1] (BD)–[11] (RC).

This lets you perform weak beats.

Performing Alternate Sounds (ALT INST)

For sounds whose name includes a "/" character, such as 707Bass1/2, you can perform alternate sounds.

1. While holding down an instrument select button [BD]–[RC], press a pad [1] (BD)–[11] (RC).

Performing a Roll (ROLL)

Here's how to perform a roll on an instrument's tone.

1. While holding down a pad [12]–[13], press a pad [1]–[11].

This lets you perform a roll on the instrument's tone.

If you hold down the [INST PLAY] button and press a pad [12]–[13] and a pad [1]–[11], the roll is held and will continue playing even after you release your finger. To cancel the hold, press the selected pad without holding down the [INST PLAY] button.

Alternate method

1. While holding down the [INST PLAY] button, press a pad [12]–[13].

Pad [12]–[13] is lit.

2. Press a pad [1]–[11].

This lets you perform a roll on the instrument's tone.

3. To stop playing the roll, press the pad [12]–[13] once again.

Roll speed

Pad	Explanation
Pad [12]	Sixteenth note
Pad [13]	Thirty-second note
Pad [12] + [13]	Sixty-fourth note

Looping a Specific Step (STEP LOOP)

While a pattern is playing back, you can make the selected step play as a loop.

All instruments sounded by the selected step play as a loop.

1. Press the **[START/STOP]** button to play the pattern.
2. Hold down the **[SHIFT]** button and press the **[INST PLAY]** button.

The **[INST PLAY]** button blinks, and the unit is in step loop mode.

3. Press the pad **[1]–[16]** of the step that you want to loop.

The selected step begins looping.

When you take your finger off the pad **[1]–[16]**, you return to pattern playback.

Making the loop hold (keep playing back)

You can make a step keep playing as a loop even after taking your finger off the pad.

1. Hold down the instrument select buttons **[BD]–[RC]**, and press pads **[1]–[16]**.

The loop keeps playing, even after you take your finger off the pad.

2. To stop the loop, press any pad.

Playing a step as a roll

You can divide up a selected step and make it play back as a roll.

1. Press a pad from **[1]–[16]** corresponding to the step that you want to play back in a loop.

The selected steps starts playing back in a loop.

2. While the loop is playing back, turn the **[VALUE]** knob or press the **[SUB]** button.

This lets you divide up the selected step and make it play back as a roll.

The number of divisions changes in order as follows: **"1"** (no roll) → **"1/2"** (duplet) → **"1/4"** (quadruplet).

3. Take your finger off pads **[1]–[16]**.

The unit returns to pattern playback.

* The number of divisions is reset to **"1"** (no roll) when you take your finger off pads **[1]–[16]**.

To cancel step loop mode

Press any one of the **[PTN SELECT]**, **[TR-REC]**, **[INST PLAY]**, or **[INST REC]** buttons.

Editing a Kit's Settings (KIT Edit)

Selecting kits (KIT)

Here's how to select kits.

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

The KIT screen appears.

If the kit is being edited, an "*" is shown at the left side of the kit number.

2. Use the [VALUE] knob to select a kit.

3. Press the [KIT] button once again.

The [KIT] button goes dark, and you exit the KIT screen.

Copying a kit (KIT COPY)

1. Hold down the [COPY] button and press the [KIT] button.

The KIT COPY screen appears.

2. Use the [VALUE] knob to select the copy-source, and press the [ENTER] button.

3. Use the [VALUE] knob to select the copy-destination, and press the [ENTER] button.

A confirmation message appears.

4. To copy, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

Grouping instruments

You can create a group of multiple instruments and play their layered sound with a single note.

You can use grouped master instruments in the following ways. The slave instrument follows the master instrument.

- Pattern input in "TR-REC"
- Pad performance in "INST PLAY"
- Pad recording in "INST REC"

1. Hold down the [SHIFT] button and press the [KIT] button.

2. Long-press the [BD]–[RC] button that you want to specify as the master instrument.

The INST GROUP screen appears.

3. While holding down the button that you pressed in step 2, press the [BD]–[RC] button that you want to specify as the slave instrument.

The instruments that you selected as the master instrument and the slave instrument are grouped.

MEMO

- During TR-REC, when you press a grouped [BD]–[RC] button, the [BD]–[RC] button of the master instrument () lights and the [BD]–[RC] button of the slave instrument () blinks.
- During INST PLAY/INST REC, pressing a pad [1]–[11] of a grouped slave instrument does not produce sound.
- If you press the [MUTE] button, the same group's master instrument's [BD]–[RC] button lights and the slave instrument's [BD]–[RC] button blinks.

Here's how to edit the settings of the currently selected kit.

* If you want to keep the edited kit settings, you must save the kit (p. 31).

1. Hold down the [SHIFT] button and press the [KIT] button.

The KIT Edit screen appears.

2. Select a parameter.

2-1. Use the [VALUE] knob to select a parameter.

2-2. Press the [ENTER] button.

Proceed to editing the parameter value (step 3).

3. Modify values.

3-1. Use the [VALUE] knob to edit the parameter value.

3-2. Press the [ENTER] button.

Return to selecting a parameter (step 2).

4. Press the [KIT] button.

Exit the KIT Edit screen.

KIT

Parameter	Value	Explanation
Level	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the volume of the kit.

KIT: REVERB

Parameter	Value	Explanation
Type	AMBI, ROOM, HALL1, HALL2, PLATE, MOD, HA-DOU	Selects the type of reverb.
Time [KIT]+ REVERB [LEVEL]	0–255	Specifies the reverb time.
Level REVERB [LEVEL]	OFF, 1–255	Specifies the volume of the reverb.
Pre Delay	0ms–100ms	Adjusts the time until the reverb sound appears.

Parameter	Value	Explanation
Low Cut	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which the low-frequency region of the reverb is cut.
HighCut	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the reverb is cut.
Density	0–10	Adjusts the density of the reverb sound.

KIT: DELAY

Parameter	Value	Explanation
Type	DLY, PAN, TAPE ECHO, PITCH SHFT	Selects the type of delay.
TempoSync	OFF, ON	Choose ON if you want the delay time to synchronize with the tempo.
Level DELAY [LEVEL]	OFF, 1–255	Specifies the volume of the delay.
Time DELAY [TIME]	(TempoSync = OFF) 0–255 (TempoSync = ON) 1/32, 1/16T, 1/32D, 1/16, 1/8T, 1/16D, 1/8, 1/4T, 1/8D, 1/4, 1/2T, 1/4D, 1/2, 1/1T, 1/2D, 1/1	Specifies the time by which the sound is delayed.
Feedback DELAY [FEEDBACK]	0–255	Adjusts the amount of feedback (amount of repetition).
Reverb Send	0–255	Adjusts the amount of delay sound that is sent to reverb.
DLY, PAN		
HighCut	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the delay sound is cut.
H Damp	0.0dB–40.0dB (0.5 dB increments), -INF	Adjusts the amount by which the high-frequency region of the delay sound is cut at each repetition.
H DampF	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz	Specifies the frequency above which H Damp cuts the high-frequency region.
L Damp	0.0dB–40.0dB (0.5 dB increments), -INF	Adjusts the amount by which the low-frequency region of the delay sound is cut at each repetition.
L DampF	80.0Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which L Damp cuts the low-frequency region.
PAN		
Tap Time	0% –100%	Adjusts the delay (tap) time of the right side, relative to the left side as 100%.

Parameter	Value	Explanation
TAPE ECHO		
Mode	S, M, L, S+M, S+L, M+L, S+M+L	Selects the combination of playback heads. S (Short), M (Middle), L (Long)
Bass	-15dB–0dB–+15dB	Adjusts the low-frequency region of the echo sound.
Treble	-15dB–0dB–+15dB	Adjusts the high-frequency region of the echo sound.
Pan S	L127–CENTER–R127	Specifies the panning of the S (Short) playback head.
Pan M	L127–CENTER–R127	Specifies the panning of the M (Middle) playback head.
Pan L	L127–CENTER–R127	Specifies the panning of the L (Long) playback head.
Tape Dist	0–8	Adjusts the amount of distortion for the echo sound.
W/F Rate	0–255	Adjusts the modulation speed of wow and flutter.
W/F Depth	0–255	Adjusts the depth of wow and flutter.
PITCH SHIFT		
Coarse	-24–+12 [semi]	Amount of pitch shift (in semitones)
Fine	-100–+100 [cent]	Amount of pitch shift (in 2-cent steps)

KIT: MASTER FX

Parameter	Value	Explanation
Type		Selects the type of MASTER FX. HPF: high pass filter (cuts the low-frequency region) LPF: low pass filter (cuts the high-frequency region) LPF/HPF: low pass filter / high pass filter (cuts the high-frequency or low-frequency region) H BOOST: high boost (boosts the high-frequency region) L BOOST: low boost (boosts the low-frequency region) L/H BOOST: low boost / high boost (boosts the low-frequency or high-frequency region) ISOLATOR: adjusts the balance of the low, mid, and high-frequency regions. TRANSIENT: strengthens or weakens the attack and release. TRANSIENT2: uses the attack and release to operate a filter. COMPRESSOR: compresses loud input, making the maximum levels more consistent. DRIVE: uncolored distortion. OVERDRIVE: overdrive DISTORTION: distortion FUZZ: fuzz CRUSHER: produces a lo-fi effect. PHASER: produces a phase effect. FLANGER: produces a flanging effect. SBF: side band filter (a filter that passes only specific frequency components). NOISE: adds noise. FATTENER: compresses the input and adds distortion. VINYL SIM: compresses the input and produces a lo-fi effect.
	HPF, LPF, LPF/HPF, H BOOST, L BOOST, L/H BOOST, ISOLATOR, TRANSIENT, TRANSIENT2, COMPRESSOR, DRIVE, OVERDRIVE, DISTORTION, FUZZ, CRUSHER, PHASER, FLANGER, SBF, NOISE, FATTENER, VINYL SIM	
Sw MASTER FX [ON]	OFF, ON	Turns the MASTER FX effect ON/OFF.
Ctrl [CTRL SELECT] + [CTRL]		Selects the parameter that is controlled by the MASTER FX [CTRL] knob. (HPF) Depth, Resonance (LPF) Depth, Resonance (LPF/HPF) Depth, Resonance (H BOOST) Boost, Frequency (L BOOST) Boost, Frequency (L/H BOOST) Boost, Frequency (ISOLATOR) Balance, Low, Mid, High (TRANSIENT) EnvDepth, Attack, Release (TRANSIENT2) EnvDepth, Attack, Release (COMPRESSOR) Balance, Attack, Release (DRIVE) Balance, Drive, Level, HpFreq, PreEqFreq, PreEqL, PreEqH, PostEqFreq, PostEqL, PostEqH (OVERDRIVE) Balance, Drive, Tone, Level (DISTORTION) Balance, Drive, Tone, Level (FUZZ) Balance, Drive, Tone, Level (CRUSHER) Balance, SmpIrate, Filter (PHASER) Balance, Rate, Depth, Resonance, Manual (FLANGER) Balance, Rate, Depth, Resonance, Manual (SBF) Balance, BandIntrvl, BandWidth (NOISE) Color, Level (FATTENER) Depth, Level (VINYL SIM) Compressor, Noise, Wow Flut

Parameter	Value	Explanation
HPF		
Depth MASTER FX [CTRL] *1	0–255	Specifies the cutoff frequency. Raising the Cutoff raises the cutoff frequency, deepening the HPF effect.
Resonance MASTER FX [CTRL] *1	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF		
Depth MASTER FX [CTRL] *1	0–255	Specifies the cutoff frequency. Raising the Cutoff lowers the cutoff frequency, deepening the LPF effect.
Resonance MASTER FX [CTRL] *1	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF/HPF		
Depth MASTER FX [CTRL] *1	LPF 127–FLAT–HPF 127	Specifies the cutoff frequency. Lowering the Cutoff (toward LPF) produces an LPF effect, lowering the cutoff frequency. Raising the Cutoff (toward HPF) produces an HPF effect, raising the cutoff frequency.
Resonance MASTER FX [CTRL] *1	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
H BOOST		
Boost MASTER FX [CTRL] *1	0–255	Adjusts the amount of boost.
Frequency MASTER FX [CTRL] *1	0–255	Boosts the region above the specified frequency.
Gain	-40dB–0dB–+40dB	Specifies the output gain.
L BOOST		
Boost MASTER FX [CTRL] *1	0–255	Adjusts the amount of boost.
Frequency MASTER FX [CTRL] *1	0–255	Boosts the region below the specified frequency.
Gain	-40dB–0dB–+40dB	Specifies the output gain.

Parameter	Value	Explanation
L/H BOOST		
Boost MASTER FX [CTRL] *1	LOW 127–FLAT– HIGH 127	Adjusts the amount of boost. Lowering the Boost (toward LOW) boosts the low-frequency region. Raising the Boost (toward HIGH) boosts the high-frequency region.
Frequency MASTER FX [CTRL] *1	0–255	The region below or above this frequency is boosted.
Gain	-40dB–0dB– +40dB	Specifies the output gain.
ISOLATOR		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the ISOLATOR effect. With a setting of 255, the ISOLATOR effect is at 100%.
Low MASTER FX [CTRL] *1	0dB–INF	Adjusts the level of the low-frequency region.
Mid MASTER FX [CTRL] *1	0dB–INF	Adjusts the level of the mid-frequency region.
High MASTER FX [CTRL] *1	0dB–INF	Adjusts the level of the high-frequency region.
TRANSIENT		
EnvDepth MASTER FX [CTRL] *1	0–255	Adjusts the depths of Attack and Release.
Attack MASTER FX [CTRL] *1	-128–0–+127	Emphasizes or weakens the attack.
Release MASTER FX [CTRL] *1	-128–0–+127	Emphasizes or weakens the release.
TRANSIENT2		
EnvDepth MASTER FX [CTRL] *1	0–255	Adjusts the depths of Attack and Release.
Attack MASTER FX [CTRL] *1	-128–0–+127	Adjusts the filter movement during the attack.
Release MASTER FX [CTRL] *1	-128–0–+127	Adjusts the filter movement during the release.
Q	0.125, 0.25, 0.5, 1.0, 2.0, 4.0, 8.0, 16.0	Adjusts the character of the filter.
HP Level	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the HPF level of the filter.
BP Level	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the BPF level of the filter.
LP Level	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the LPF level of the filter.
Bypass	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the bypass level.
COMPRESSOR		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the compression effect. With a setting of 255, the compression effect is at 100%.
Attack MASTER FX [CTRL] *1	0–255	Specifies the time from the moment that the input exceeds the level specified by Thre until the volume starts being compressed. As the Attack is increased (lengthening the time), the beginning of the note will no longer be compressed.
Release MASTER FX [CTRL] *1	0–255	Specifies the time from the moment that the input falls below the level specified by Thre until compression stops being applied.

Parameter	Value	Explanation
Thre	-40dB–0dB	Specifies the level at which compression begins. Set a lower value for Thre if you want to apply compression deeply, or if the input level is low. Because setting a low value for Thre also lowers the output level, raise Gain to make adjustments.
Gain	-40dB–0dB– +40dB	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
Ratio	1: 1.00, 1: 1.12, 1: 1.25, 1: 1.40, 1: 1.60, 1: 1.80, 1: 2.00, 1: 2.50, 1: 3.20, 1: 4.00, 1: 5.60, 1: 8.00, 1: 16.0, 1: INF	Specifies the compression ratio. The higher the ratio, the more compression is applied to the sound when its level exceeds the Thre setting. If the ratio is set to 1: INF, the sound will not become any louder than the level specified by Thre.
Knee	HARD, SOFT1, SOFT2, SOFT3, SOFT4, SOFT5, SOFT6, SOFT7, SOFT8, SOFT9	Adjusts the character of the compression. HARD compresses the sound suddenly, producing a hard sound. SOFT compresses the sound gently, producing a soft sound.
DRIVE		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the drive effect. With a setting of 255, the drive effect is at 100%.
Drive MASTER FX [CTRL] *1	0–255	Adjusts the depth of distortion. Because increasing the Drive setting also increases the output level, make adjustments by lowering the Level setting.
Level MASTER FX [CTRL] *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
HpFreq MASTER FX [CTRL] *1	0–255	Specifies the frequency below which the low-frequency region of the input is cut. As the HpFreq is raised, the region being cut will extend further into the high-frequency region.
PreEqFreq MASTER FX [CTRL] *1	0–255	Specifies the center frequency of the EQ that is applied before distorting the sound.
PreEqL MASTER FX [CTRL] *1	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied before distorting the sound.
PreEqH MASTER FX [CTRL] *1	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied before distorting the sound. By slightly decreasing the high-frequency level, you can reduce the higher-order partials that are generated by distortion.
PostEqFreq MASTER FX [CTRL] *1	0–255	Specifies the center frequency of the EQ that is applied after distorting the sound.
PostEqL MASTER FX [CTRL] *1	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied after distorting the sound.
PostEqH MASTER FX [CTRL] *1	-INF, -53.0dB– 0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied after distorting the sound.
OVERDRIVE		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the overdrive effect. With a setting of 255, the overdrive effect is at 100%.
Drive MASTER FX [CTRL] *1	0–255	Adjusts the depth of distortion. Because increasing Drive also increases the output level, make adjustments by lowering Level.
Tone MASTER FX [CTRL] *1	0–255	Adjusts the tone. Raising the Tone emphasizes the high-frequency region. Lowering the Tone emphasizes the low-frequency region.

Editing a Kit's Settings (KIT Edit)

Parameter	Value	Explanation
Level MASTER FX [CTRL] *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
DISTORTION		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the distortion effect. With a setting of 255, the distortion effect is at 100%.
Drive MASTER FX [CTRL] *1	0–255	Adjusts the depth of distortion. Because increasing Drive also increases the output level, make adjustments by lowering Level.
Tone MASTER FX [CTRL] *1	0–255	Adjusts the tone. Raising the Tone emphasizes the high-frequency region. Lowering the Tone emphasizes the low-frequency region.
Level MASTER FX [CTRL] *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
FUZZ		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the fuzz effect. With a setting of 255, the fuzz effect is at 100%.
Drive MASTER FX [CTRL] *1	0–255	Adjusts the depth of distortion. Because increasing Drive also increases the output level, make adjustments by lowering Level.
Tone MASTER FX [CTRL] *1	0–255	Adjusts the tone. Raising the Tone emphasizes the high-frequency region. Lowering the Tone emphasizes the low-frequency region.
Level MASTER FX [CTRL] *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
CRUSHER		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the lo-fi effect. With a setting of 255, the lo-fi effect is at 100%.
SampleRate MASTER FX [CTRL] *1	0–255	Specifies the sampling frequency at which the crusher effect resamples the sound. Increasing the SampleRate lowers the sampling frequency, producing a more lo-fi sound.
Filter MASTER FX [CTRL] *1	0–255	Specifies the cutoff frequency of the LPF that is applied before Crusher resamples the sound. By lowering the Filter setting you can reduce harsh high-frequency noise.
PHASER		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the phase effect. With a setting of 255, the phase effect is at 100%.
TempoSync	OFF, ON	Choose ON if you want the phase effect to synchronize with the tempo.
Rate MASTER FX [CTRL] *1	(TempoSync = OFF) 0–255 (TempoSync = ON) 64.00–0.25 step (steps of 0.25)	Specifies the rate of the phase effect.
Depth MASTER FX [CTRL] *1	0–255	Specifies the depth of the phase effect.
Resonance MASTER FX [CTRL] *1	0–255	Adjusts the amount of resonance. Raising the Resonance emphasizes the effect and produces a strongly distinctive sound.

Parameter	Value	Explanation
Manual MASTER FX [CTRL] *1	0–255	Specifies the center frequency at which the phase effect is applied. By raising Manual, you can reduce the phase effect in the low-frequency region. (As necessary, lower Depth as well to lighten the phase effect)
Type	4ST, 8ST, 12ST, BI-PHASE	Selects the structure of the phaser. 4ST: 4-stage phaser (produces a light phase effect) 8ST: 8-stage phaser (produces a typical phase effect) 12ST: 12-stage phase (produces a deep phase effect) BI-PHASE: a phaser that connects two phase shift circuits in series (produces a distinctive phase effect)
FLANGER		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the flanging effect. With a setting of 255, the flanging effect is at 100%.
TempoSync	OFF, ON	Choose ON if you want the flanging effect to synchronize with the tempo.
Rate MASTER FX [CTRL] *1	(TempoSync = OFF) 0–255 (TempoSync = ON) 64.00–0.25 step (steps of 0.25)	Specifies the rate of the flanging effect.
Depth MASTER FX [CTRL] *1	0–255	Specifies the depth of the flanging effect.
Resonance MASTER FX [CTRL] *1	0–255	Adjusts the amount of resonance. Raising the Resonance emphasizes the effect and produces a strongly distinctive sound.
Manual MASTER FX [CTRL] *1	0–255	Specifies the center frequency at which the flanging effect is applied. By raising Manual, you can reduce the flanging effect in the low-frequency region. (As necessary, you can also lower Depth to make the flanging effect shallower.)
LoCutF	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Cuts the frequency region below the specified frequency.
Mode	MONO, STEREO	Selects whether the flanging is modulated in the same or the opposite way for left and right. MONO: Left and right are modulated in the same way. STEREO: Left and right are modulated in the opposite way.
SBF		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the side band filter effect. With a setting of 255, the side band filter effect is at 100%.
BandIntrvl MASTER FX [CTRL] *1	0–255	Adjusts the spacing of the bands. As you raise BandIntrvl, the spacing between the bands becomes wider, so that only specific frequency regions are passed.
Band Width MASTER FX [CTRL] *1	0–255	Adjusts the width of the bands. As you raise Band Width, the width of each band becomes narrower, so that only specific frequency regions are passed.
Type	SBF1, SBF2, SBF3, SBF4, SBF5, SBF6	Switches the range that can be adjusted by BandIntrvl. Switch the Type if you want to narrow (or widen) the bands when adjusting BandIntrvl.
Gain	-INF, -53.0dB–0.0dB→+10.0dB	Specifies the output gain.

Parameter	Value	Explanation
NOISE		
Color MASTER FX [CTRL] *1	0–255	Moves a filter that is applied to noise. If Color is set to 0, no noise is output. This parameter is intended to be controlled by the MASTER FX [CTRL] knob.
Level MASTER FX [CTRL] *1	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the noise level.
Direction	UP, DOWN	Switches the direction in which the filter is moved by Color.
FATTENER		
Depth MASTER FX [CTRL] *1	EVEN 100–0%, ODD 0–100%	When set to EVEN, even-numbered secondary harmonics are added. When set to ODD, odd-numbered secondary harmonics are added.
Level MASTER FX [CTRL] *1	0–255	Adjusts the volume of the effect sound.
VINYL SIM		
Compressor MASTER FX [CTRL] *1	0–255	Sets the compression feel, a unique part of the analog record's sound.
Noise MASTER FX [CTRL] *1	0–255	Adjusts the volume of the noise.
Wow Flut MASTER FX [CTRL] *1	0–255	Sets the inconsistencies (wow/flutter) heard when the analog record <i>“rotates.”</i>
Level	0–255	Adjusts the volume of the effect sound.

*1 This can be controlled by specifying the Ctrl parameter.

KIT: EXT IN

Parameter	Value	Explanation
SideChnSrc	BD, SD, LT, MT, HT, RS, HC, CH, OH, CC, RC, TRG (TRIGGER OUT)	Selects the instrument that is used as the trigger for the side chain effect.
SideChnType	1–8	Selects the type of side chain effect. 1: Type = Ducking, Width = 1step 2: Type = Ducking, Width = 2step, (Fast Rise) 3: Type = Ducking, Width = 1step, (Slow Rise) 4: Type = Gate, Width = 1step 5: Type = Ducking, Width = Narrow 6: Type = Ducking, Width = 2step, (Slow Rise) 7: Type = Gate, Width = Half step 8: Type = Ducking, Width = 1step, (Unique Rise)
SideChnDpt	0–255	Adjusts the depth of the side chain effect.
Gain	-40.0dB–0.0dB–+40.0dB (0.5 dB increments)	Specifies the gain.
Pan	L127–CENTER–R127	Specifies the pan.
ReverbSend	0–255	Adjusts the level sent to reverb.
DelaySend	0–255	Adjusts the level sent to delay.

KIT: LFO

Parameter	Value	Explanation
Waveform	SIN, TRI, SAW, SQR, S&H	Selects the LFO waveform.
Tempo Sync	OFF, ON	Choose ON if you want the LFO to synchronize with the tempo.
Rate	(TempoSync = OFF) 0–255 (TempoSync = ON) 64.00–0.25 step (steps of 0.25)	Specifies the LFO rate.

KIT: OUTPUT

Parameter	Value	Explanation
		Selects the output destination of each instrument. MIX: Output from the MIX OUT jacks. ASSIGN 1–6: Output as monaural from an ASSIGNABLE OUT/TRIGGER OUT jack. (When [UTILITY] ASSIGN OUT 1–6 = NORMAL, BOOST) The sound of the instrument is output, and is not output from the MIX OUT jacks. (When [UTILITY] ASSIGN OUT 1–6 = NORMAL, BOOST) The sound of the instrument is output, and is not output from the MIX OUT jacks. ASSIGN A–C: Output as stereo from an ASSIGNABLE OUT/TRIGGER OUT jack. (When [UTILITY] ASSIGN OUT 1–6 = NORMAL, BOOST) The sound of the instrument is output, and is not output from the MIX OUT jacks. (When [UTILITY] ASSIGN OUT 1–6 = TRIGGER) The trigger signal is output, and the sound of the instrument is also output from the MIX OUT jacks.
BD SD LT MT HT RS HC CH OH CC RC EXT IN *2	MIX, ASSIGN 1, ASSIGN 2, ASSIGN 3, ASSIGN 4, ASSIGN 5, ASSIGN 6, ASSIGN A, ASSIGN B, ASSIGN C	

KIT: MUTE

Parameter	Value	Explanation
BD SD LT MT HT RS HC CH OH CC RC *2	OFF, BD, SD, LT, MT, HT, RS, HC, CH, OH, CC, RC	For the OpenHH sound and sample tones, you can specify that their sound be muted when another instrument is sounded. * By selecting the instrument that plays CloseHH, you can use CloseHH to close (mute) the sustained sound of OpenHH.

KIT: CTRL

Parameter	Value	Explanation
Sel [CTRL SELECT]	OFF, Pan, ReverbSend, DelaySend, LFO Depth, InstFX, User	Assigns a parameter to the [CTRL] knobs of the instrument edit section so that it can be controlled. OFF: The [CTRL] knobs do nothing. Pan: Control the pan of each instrument. ReverbSend: Control the reverb send level of each instrument. DelaySend: Control the delay send level of each instrument. LFO Depth: Control the LFO effect depth of each instrument. InstFX: Control the INST FX effect that's selected for each instrument. User: Control the parameter that's assigned for each instrument.

Parameter	Value	Explanation
BD SD LT MT HT RS HC CH OH CC RC *2	OFF, Pan, ReverbSend, DelaySend, LFO Depth, InstFX, (BD) Attack (SD) Snappy (TOM) Color (BASS) ACB Coarse (CR78 Hi-Hat, CR78 Cymbal) Metalic (SAMPLE) Coarse, Rate, Spread, BitReduce, Attack, HoldMode, HoldTime, HoldStep, FltType, FltCutoff, FltReso, FltEnvAtk, FltEnvDecay, FltEnvDepth, FltVelo (FM)	This is shown only if you've set CTRL Sel = User. It lets you assign a parameter for each instrument to the [CTRL] knobs of the instrument edit section.
	Morph,	
	FM Coarse, (FM Model)	
	FM Depth,	
	FM Ratio,	
	FM Freq,	
	FM Decay,	
	FM Fbk,	
	Feedback,	
	Color,	
	HPF Cutoff,	
	LPF Cutoff,	
	LPF Reso,	
	Pit Env,	
	Pit Attack,	
	Pit Decay,	
	Body,	
	Click,	
	Noise,	
	Claps,	
	Clap Intrvl,	
	Nuance,	
	Note,	
	Hrm Level,	
	Hrm Ratio	

KIT: NAME

Parameter	Explanation
NAME	Specifies the name of the kit (maximum 16 characters).

How to enter characters

1. Use the [VALUE] knob to select "NAME."

2. Press the [ENTER] button to access the character input screen.

Controller	Explanation
[VALUE] knob	Change the character.
[UTILITY] button	Moves to the right.
[COPY] button	Moves to the left.
[SHIFT] button + [COPY] button	Deletes one character (Erase).
[SHIFT] button + [UTILITY] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/lowercase/numerals.

3. When you've finished inputting characters, press the [ENTER] button.

KIT: COLOR

Parameter	Value	Explanation
BD SD LT MT HT RS HC CH OH CC RC *2	RED, ORANGE, YELLOW, LIME, GREEN, SKYBLUE, LIGHTBLUE, BLUE, PURPLE, MAGENTA, PINK, WHITE	Specifies the color that each level fader BD-RC will be when SLIDER LED Src is set to kit. When the cursor is located at color (value), you can also specify the color by moving the slider.

*2 This can also be selected using the instrument select buttons [BD]-[RC].

Saving the Pattern, Kit, or System Settings (WRITE)

Here's how to save a pattern or kit.

1. Press the [WRITE] button.

The WRITE screen appears.



The image shows a monochrome LCD screen with the text "<WRITE>" on the top line and "Pattern" on the bottom line, with a cursor pointing to the first letter of "Pattern".

2. Use the [VALUE] knob to select what you want to save, and press the [ENTER] button.

The WRITE screens appear in the order of "Pattern" → "Kit" → "System."

* If "System" is selected, a confirmation screen appears. Proceed to step 4.

3. Use the [VALUE] knob to select the save-destination, and press the [ENTER] button.

A confirmation message appears.



The image shows a monochrome LCD screen with the text "Pattern Write?" on the top line and "[Cancel] [OK]" on the bottom line.

4. To save, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

Shortcuts for save operations

Operation	Operating the Unit
Save a pattern (PATTERN WRITE screen)	Hold down the [WRITE] button and press the [PTN SELECT] button.
Save a kit (KIT WRITE screen)	Hold down the [WRITE] button and press the [KIT] button.
Save the pattern and kit simultaneously (OVERWRITE)	Hold down the [SHIFT] button and press the [WRITE] button. * The selected pattern and kit are overwrite-saved.

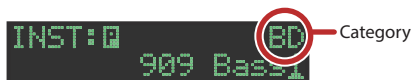
Editing an Instrument's Sound (INST Edit)

Selecting an Instrument's Tone (INST)

Instrument's tones of the currently selected kit are selected individually.

1. Press the [INST] button.

The [INST] button and the [BD]–[RC] button (that had been selected for [TR-REC]) are lit, and the INST screen appears.



2. Use the [VALUE] knob to select the instrument's tone.

MEMO

- To switch categories, hold down the [SHIFT] button and turn the [VALUE] knob.
- By holding down the [ENTER] button and turning the [Value] knob, you can move through the instrument tones in steps of 10.
- When you press the [ENTER] button, the category name is enclosed by "[ICON]," and you can switch between instrument tones with the category locked (category lock). When you press the [ENTER] button once again, category lock is cleared. You can specify category lock for each instrument, and that setting is saved in the kit.



3. Press the [INST] button once again.

The [INST] button goes dark, and you exit the INST screen.

About the icons shown in the INST screen



- Preset: Tones originally in the TR-8S
- Sample: Tones that use samples
- Loop: Tones that play repeatedly
- User: Tones that use imported samples
- FM: Tones that use the FM tone generator

Searching for instrument tones

- Hold down the [KIT] button and press the [INST] button.
- Use the [VALUE] knob to select the tone type (ACB, FM), and then press the [ENTER] knob.
- Proceed to step 2 of "Selecting an instrument tone."

1. Hold down the [SHIFT] button and press the [INST] button.

The INST Edit screen appears



2. Select a parameter.

2-1. Use the [VALUE] knob to select a parameter.

2-2. Press the [ENTER] button.

3. Modify values.

3-1. Use the [VALUE] knob to edit the parameter value.

3-2. Press the [ENTER] button.

Return to the parameter selection (step 2).

4. Press the [INST] button.

Exit the INST Edit screen.

INST

Parameter	Value	Explanation
Common to all tones		
Tune [TUNE]	-128–0–+127	Adjusts the tuning (pitch)
Decay [DECAY]	0–255	Adjusts the length of the decay.
Level INST Level Slider	0–255	Specifies the level. * This parameter changes when you operate each instrument's level slider. * This adjusts the level of the sound after it has passed through INST FX.
Gain	-40.0dB–0.0dB– +40.0dB (steps of 0.5 dB)	Specifies the gain. * This adjusts the level of the sound after it has passed through INST FX.
Pan INST [CTRL]	L127–CENTER– R127	Specifies the pan.
ReverbSend INST [CTRL]	0–255	Adjusts the level that is sent to reverb.
DelaySend INST [CTRL]	0–255	Adjusts the level that is sent to delay.

Parameter	Value	Explanation
LFO	Tune, Decay, Level, Pan, ReverbSend, DelaySend, InstFX, (BD) Attack (SD) Snappy (TOM) Color (BASS) ACB Coarse (CR78 Hi-Hat, CR78 Cymbal) Metallic (SAMPLE) Coarse, Rate, Spread, BitReduce, Attack, HoldMode, HoldTime, HoldStep, FltType, FltCutoff, FltReso, FltEnvAtk, FltEnvDecay, FltEnvDepth, FltVelo (FM) Morph, FM Course (FM Model) FM Depth, FM Ratio, FM Freq, FM Decay, FM Fbk, Feedback, Color, HPF Cutoff, LPF Cutoff, LPF Reso, Pit Env, Pit Attack, Pit Decay, Body, Click, Noise, Claps, Clap Intrvl, Nuance, Note, Hrm Level, Hrm Ratio	Selects the parameter that is modified by the LFO.
	LFO Depth INST [CTRL]	-128–0–+127
		Specifies the amount that is modified by the LFO. * If the setting of the parameter to be modified is 128 (the center value), setting LFO Depth to +/-64 will cause the parameter to vary in a range of 0–255.
Only for ACB tones of the BD category		
Attack INST [CTRL]	0–255	Adjusts the attack strength of the bass drum.
Only for ACB tones of the SD category		
Snappy INST [CTRL]	0–255	Adjusts the volume of the snare wires (resonating wires) of the snare drum.

Parameter	Value	Explanation
Only for ACB tones of the TOM category		
Color INST [CTRL]	-128–0–+127	(808Low/Mid/HighTom) Adjusts the amount of ambience (amount of noise).
		(808NoiseTomL/M/H) Adjusts the amount of resonance.
		(909Low/Mid/HighTom) Adjusts the amount of ambience (amount of noise).
		(707Low/Mid/HighTom) Adjusts the amount by which the pitch will change.
		(606Low/Mid/HighTom) Adjusts the amount of ambience (amount of noise).
Only for ACB tones of the BASS category		
ACB Coarse	-24–0–+24	Sets the pitch in semitone units.
CR78 Hi-Hat, CR78 Cymbal only		
Metallic	0–255	Adjusts the level of the metallic sound.
Sample tone only		
Coarse Tune	-24–0–+24	Specifies the pitch in semitone steps.
Rate	-1.00–0.00–+1.00 (steps of 0.01)	Specifies the playback direction and playback speed. +1.00: Play at the original speed. +0.99–+0.01: Play at a lower speed. 0.00: Don't play. -0.01–-0.99: Play backward at a lower speed. -1.00: Play backward.
Spread	-50–0–+50	Slightly skews the pitch between left and right, producing a stereo effect.
Bit Reduce	0–12	Adds a lo-fi effect.
Attack	0–255	Specifies the time over which the level rises.
Hold Mode	Whole, Time, Step	Selects how the sound decays. Whole: The sound is heard to the end without decaying. Time: Decay begins after a specified length of time. Step: Decay begins after a specified number of steps.
Hold Time	0–255	Specifies the time until decay begins when Hold Mode = Time. * The duration of the sound will be Attack + Hold Time + Decay.
Hold Step	0.5–128.0 (steps of 0.5)	Specifies the number of steps until decay begins when Hold Mode = Step. * The duration of the sound will be Hold Step + Decay (Attack changes within Hold Step).
Flt Type	LPF, HPF	Selects the type of filter.
Flt Cutoff	0–255	Adjusts the cutoff frequency of the filter.
Flt Reso	0–255	Adjusts the amount of filter resonance.
Flt Attack	0–255	Specifies the attack time for the envelope that varies the filter.
Flt Decay	0–255	Specifies the decay time for the envelope that varies the filter.
Flt Env	0–255	Specifies the amount by which the envelope varies the filter.
Flt Velo	0–255	Specifies the amount by which the note's velocity affects the filter.
Only for FM tones		
Morph	-128–0–128	Adjusts the FM setting.
Only for FM tones of the FX/HIT – OTHERS category		
FM Coarse	-24 – 0 – +24	Specifies the pitch in semitone steps.
Common to FM MODEL INST		
FM Depth	0–255	Adjusts the output level of the modulator.
FM Decay	0–255	Adjusts the decay length of the modulator.
FM Feedback	0–255	Adjusts the feedback amount of the modulator.
Feedback	0–255	Adjusts the amount of feedback for carrier 1.

Parameter	Value	Explanation
Color	0–255	Adjusts the carrier waveform.
HPF Cutoff	0–255	Adjusts the cutoff frequency of the high-pass filter.
LPF Cutoff	0–255	Adjusts the cutoff frequency of the low-pass filter.
LPF Reso	0–255	Adjusts the amount of resonance for the low-pass filter.
Only for FM Kick Model		
FM Ratio	0.1–25.6	Adjusts the pitch of the modulator.
Pit Env	0–255	Adjusts the pitch envelope level.
Pit Decay	0–255	Adjusts the pitch envelope decay length.
Body	0–255	Adjusts the level of carrier 2.
Click	0–255	Adjusts the phase of carrier 1.
Only for FM Snare Model		
FM Ratio	0.1–25.6	Adjusts the pitch of the modulator 1.
Pit Env	-128–127	Adjusts the pitch envelope level.
Pit Decay	0–2555	Adjusts the pitch envelope decay length.
Noise	0–255	Adjusts the level of carrier 2.
Only for FM Tom Model		
FM Freq	0.5–2550 [Hz]	Adjusts the frequency of modulator 1.
Pit Env	-128–127	Adjusts the pitch envelope level.
Pit Decay	0–255	Adjusts the pitch envelope decay length.
Noise	0–255	Adjusts the level of carrier 2.
Only for FM Clap Model		
FM Ratio	0.1–25.6	Adjusts the pitch of the modulator.
Claps	0–255	Adjusts the length for repeating the envelope.
Clap Intrvl	0–255	Adjusts the interval for repeating the envelope.
Nuance	0–255	Adjusts the Q for the band-pass filter.
Only for FM Cymbal Model		
FM Ratio	0.1–25.6	Adjusts the pitch of the modulator.
Only for FM Perc Model		
FM Ratio	0.1–25.6	Adjusts the pitch of the modulator.
Note	C-1–G9	Adjusts the value of input CV.
Pit Env	-128–127	Adjusts the pitch envelope level.
Pit Attack	0–255	Adjusts the attack time for the pitch envelope.
Pit Decay	0–255	Adjusts the pitch envelope decay length.
Hrm Level	0–255	Adjusts the level of carrier 2.
Hrm Ratio	0.025–6.4	Adjusts the pitch of carrier 2.

MEMO

KIT: If the CTRL Sel parameter is set to “User,” you can set the KIT CTRL: BD–OH parameters and use the INST edit section's [CTRL] knobs for control (except for GAIN and LFO).

➡ “Assigning Parameters to the [CTRL] Knobs (CTRL SELECT)” (p. 14)

INST FX

Parameter	Value	Explanation
Type	Selects the type of INST FX.	
	THRU	No INST FX effect is applied.
	HPF	High-pass filter (cuts the low-frequency region)
	LPF	Low-pass filter (cuts the high-frequency region)
	LPF/HPF	Low-pass filter / High-pass filter (cuts the high or low-frequency region)
	H BOOST	High boost (boosts the high-frequency region)
	L BOOST	Low boost (boosts the low-frequency region)
	L/H BOOST	Low boost / High boost (boosts the low or high-frequency region)
	ISOLATOR	Adjusts the balance of the low, mid, and high-frequency regions.
	TRANSIENT	Emphasizes or softens the attack and release.
	COMPRESSOR	Compresses loud input, making the maximum levels more consistent.
	DRIVE	Uncolored distortion.
	COMP+DRV	Applies COMPRESSOR and then applies DRIVE (monaural).
	CRUSHER	Produces a lo-fi effect (monaural).
	SATURATOR	This effect combines overdrive and filter.
	FREQ SHIFT	Converts the input to a higher or lower frequency.
	RING MOD	Converts the input to a high frequency and a low frequency.
	SPREAD	Adds spaciousness to the input.
HPF		
Depth INST [CTRL] *3	0–255	Specifies the cutoff frequency. Increasing the Cutoff value raises the cutoff frequency, deepening the HPF effect.
Resonance	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF		
Depth INST [CTRL] *3	0–255	Specifies the cutoff frequency. Increasing the Cutoff value lowers the cutoff frequency, deepening the LPF effect.
Resonance	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF/HPF		
Depth INST [CTRL] *3	LPF 127–FLAT–HPF 127	Specifies the cutoff frequency. Lowering the Cutoff value (toward LPF) applies an LPF effect, lowering the cutoff frequency. Raising the Cutoff value (toward HPF) applies an HPF effect, raising the cutoff frequency.
Resonance	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.

Parameter	Value	Explanation
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
H BOOST		
Boost INST [CTRL] *3	0–255	Adjusts the amount of boost.
Frequency	0–255	Specifies the frequency above which the high-frequency region is boosted.
Gain	–40dB–0dB–+40dB	Specifies the output gain.
L BOOST		
Boost INST [CTRL] *3	0–255	Adjusts the amount of boost.
Frequency	0–255	Specifies the frequency below which the low-frequency region is boosted.
Gain	–40dB–0dB–+40dB	Specifies the output gain.
L/H BOOST		
Boost INST FX [CTRL] *3	LOW 127–FLAT–HIGH 127	Adjusts the amount of boost. Lowering the Boost value (toward LOW) boosts the low-frequency region. Raising the Boost value (toward HIGH) boosts the high-frequency region.
Frequency	0–255	Specifies the frequency below or above which the low or high-frequency region is boosted.
Gain	–40dB–0dB–+40dB	Specifies the output gain.
ISOLATOR		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the ISOLATOR effect. With a setting of 255, the ISOLATOR effect is at 100%.
Low	0dB–INF	Adjusts the level of the low-frequency region.
Mid	0dB–INF	Adjusts the level of the mid-frequency region.
High	0dB–INF	Adjusts the level of the high-frequency region.
TRANSIENT		
EnvDepth INST [CTRL] *3	0–255	Adjusts the intensity of Attack and Release.
Attack	–128–0–+127	Emphasizes or softens the attack.
Release	–128–0–+127	Emphasizes or softens the release.
COMPRESSOR		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the compression effect. With a setting of 255, the compression effect is at 100%.
Attack	0–255	Specifies the time from when the input exceeds the level specified by Thre until the volume is compressed. As you increase the Attack value (lengthening the time), the sound's attack is compressed less.
Release	0–255	Specifies the time from when the input falls below the level specified by Thre until compression stops being applied.
Thre	–40dB–0dB	Specifies the level at which compression begins. Set a lower value for Thre if you want to apply the effect deeply, or if the input level is low. Setting a low value for Thre will also decrease the output level, so raise the Gain to make adjustments.
Gain	–40dB–0dB–+40dB	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.

Parameter	Value	Explanation
Ratio	1: 1.00, 1: 1.12, 1: 1.25, 1: 1.40, 1: 1.60, 1: 1.80, 1: 2.00, 1: 2.50, 1: 3.20, 1: 4.00, 1: 5.60, 1: 8.00, 1: 16.0, 1: INF	Specifies the compression ratio. The higher the ratio, the more compression is applied to levels that exceed the Thre setting. If the ratio is set to 1: INF, the sound will not become any louder than the level specified by Thre.
Knee	HARD, SOFT1, SOFT2, SOFT3, SOFT4, SOFT5, SOFT6, SOFT7, SOFT8, SOFT9	Adjusts how compression is applied. The HARD setting applies compression abruptly, producing a hard sound. The SOFT setting applies compression gently, producing a soft sound.
DRIVE		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the drive effect. With a setting of 255, the drive effect is at 100%.
Drive	0–255	Adjusts the depth of distortion. Because increasing the Drive also increases the output level, make adjustments by lowering the Level.
Level	0–255	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.
HpFreq	0–255	Specifies the frequency below which the low-frequency region of the input is cut. As you raise the HpFreq value, the region being cut extends into the high-frequency region.
PreEqFreq	0–255	Specifies the center frequency of the EQ that is applied before distorting the sound.
PreEqL	–INF, –53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied before distorting the sound.
PreEqH	–INF, –53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied before distorting the sound. By slightly decreasing the high-frequency level, you can reduce the higher-order partials that are generated when the sound is distorted.
PostEqFreq	0–255	Specifies the center frequency of the EQ that is applied after distorting the sound.
PostEqL	–INF, –53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied after distorting the sound.
PostEqH	–INF, –53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied after distorting the sound.
COMP+DRV		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the overall COMP+DRV effect. With a setting of 255, the effect is at 100%.
CmpBalance	OFF, 1–255	Adjusts the compression effect. With a setting of 255, the compression effect is at 100%.
DrvBalance	OFF, 1–255	Adjusts the drive effect. With a setting of 255, the drive effect is at 100%.
CmpAttack	0–255	Specifies the time from when the input exceeds the level specified by Thre until the volume is compressed. As you increase the Attack value (lengthening the time), the sound's attack is compressed less.
CmpRelease	0–255	Specifies the time from when the input falls below the level specified by Thre until compression stops being applied.
CmpThre	–40dB–0dB	Specifies the level at which compression begins. Set a lower value for Thre if you want to apply the effect deeply, or if the input level is low. Setting a low level for Thre will also decrease the output level, so raise the Gain to make adjustments.

Editing an Instrument's Sound (INST Edit)

Parameter	Value	Explanation
CmpGain	-40dB–0dB–+40dB	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.
CmpRatio	1: 1.00, 1: 1.12, 1: 1.25, 1: 1.40, 1: 1.60, 1: 1.80, 1: 2.00, 1: 2.50, 1: 3.20, 1: 4.00, 1: 5.60, 1: 8.00, 1: 16.0, 1: INF	Specifies the compression ratio. The higher the ratio, the more compression is applied to levels that exceed the Thre setting. If the ratio is set to 1: INF, the sound will not become any louder than the level specified by Thre.
CmpKnee	HARD, SOFT1, SOFT2, SOFT3, SOFT4, SOFT5, SOFT6, SOFT7, SOFT8, SOFT9	Adjusts how compression is applied. The HARD setting applies compression abruptly, producing a hard sound. The SOFT setting applies compression gently, producing a soft sound.
DrvDrive	0–255	Adjusts the depth of distortion. Because increasing the Drive also increases the output level, make adjustments by lowering the Level.
DrvLevel	0–255	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.
DrvHpF	0–255	Specifies the frequency below which the low-frequency region of the input is cut. As you raise the HpFreq value, the region being cut extends into the high-frequency region.
DrvPreF	0–255	Specifies the center frequency of the EQ that is applied before distorting the sound.
DrvPreL	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied before distorting the sound.
DrvPreH	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied before distorting the sound. By slightly decreasing the high-frequency level, you can reduce the higher-order partials that are generated when the sound is distorted.
DrvPstF	0–255	Specifies the center frequency of the EQ that is applied after distorting the sound.
DrvPstL	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied after distorting the sound.
DrvPstH	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied after distorting the sound.
CRUSHER		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the lo-fi effect. With a setting of 255, the lo-fi effect is at 100%.
SampleRate	0–255	Specifies the sampling frequency at which CRUSHER resamples the sound. Higher settings of SampleRate lower the sampling frequency, producing a more lo-fi sound.
Filter	0–255	Specifies the cutoff frequency of the LFP that is applied before CRUSHER resamples the sound. By lowering the Filter value, you can reduce harsh high-frequency noise.

Parameter	Value	Explanation
SATURATOR		
PreType		Type of filter that precedes the distortion processing
	THRU	No filter is applied
	LPF	A filter that passes the sound below the specified frequency
	HPF	A filter that passes the sound above the specified frequency
	LSV	A filter that boosts/cuts the sound below the specified frequency
	HSV	A filter that boosts/cuts the sound above the specified frequency
PreFreq	20–16000 [Hz]	Frequency at which the pre-distortion filter operates
PreGain	-24–24 [dB]	For the LSV/HSV types, the amount of boost/cut
Drive INST [CTRL] *3	0–48 [dB]	Strength of distortion
Post1Type	THRU, LPF, HPF, LSV, HSV	Type of filter 1 which follows the distortion processing
Post1Freq	20–16000 [Hz]	Frequency at which post-distortion filter 1 operates
Post1Gain	-24–24 [dB]	For the LSV/HSV types, the amount of boost/cut
Post2Type	THRU, LPF, HPF, LSV, HSV	Type of filter 2 which follows the distortion processing
Post2Freq	20–16000 [Hz]	Frequency at which post-distortion filter 2 operates
Post2Gain	-24–24 [dB]	For the LSV/HSV types, the amount of boost/cut
Post3Type		Type of filter 3 which follows the distortion processing
	THRU	No filter is applied
	LPF	A filter that passes the sound below the specified frequency
	HPF	A filter that passes the sound above the specified frequency
	BPF	A filter that passes only the specified frequency
	PKG	A filter that boosts/cuts the specified frequency
Post3Freq	20–16000 [Hz]	Frequency at which post-distortion filter 3 operates
Post3Gain	-24–24 [dB]	For the PKG type, the amount of boost/cut
Post3Q	0.5–16.0	Width of the frequency range affected by the filter
Sense	-60–0 [dB]	Adjust this value so that the sound is not made louder when distortion is applied.
PostGain	-48–12 [dB]	Gain following distortion processing
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)
Level	0–255	Output Level
FREQ SHIFT		
Freq INST [CTRL] *3	-8.0–0–8.0 [kHz]	Shifts the frequency in a wide range.
Fine	-500–0–500 [Hz]	Shifts the frequency in a narrow range.
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)
RING MOD		
Freq INST [CTRL] *3	0–8,000 [Hz]	Shifts the frequency in a wide range.
Fine	-128–0–127 [Hz]	Shifts the frequency in a narrow range.
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)

Parameter	Value	Explanation
SPREAD		
Rate INST [CTRL] *3	OFF, 0.2–200 [Hz]	Rate of spread
Mode	SHIFT	Converts left/right in different directions.
	RING	Converts left/right by different frequencies.
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)

*3 If you set the KIT: CTRL Sel parameter to InstFX, you can use the [CTRL] knobs of the instrument edit section to control this. (You can also set this in the screen that appears when you press the [CTRL SELECT] button.)

Additionally, by holding down a [BD]–[RC] button and operating the MASTER FX section's [CTRL] knob, you can control the InstFX of the selected instrument. (You can control this without setting the INST edit section's [CTRL] knob assignment to InstFX.)

Importing or Exporting a Pattern or Kit

Exporting a Pattern or Kit

Here's how you can export a kit or pattern to an SD card.

Exporting a Pattern

Insert the SD card into the TR-8S.

1. Press the **[UTILITY]** button to make it light.

The Utility screen appears.

2. Use the **[VALUE]** knob to select **"UTILITY:Export,"** and then press the **[ENTER]** button.

```
UTILITY:
▶Export >
```

3. Use the **[VALUE]** knob to select **"Pattern,"** and then press the **[ENTER]** button.
4. Use the **[VALUE]** knob to select the pattern that you want to export, and then press the **[ENTER]** button.

You may select multiple patterns.

A check mark appears at the left of the pattern number(s) that will be exported.

```
EXPORT: v1-01▶ 1
[Berlin Flyover]
```

5. Hold down the **[SHIFT]** button and press the **[ENTER]** button, and input a name for the file that will be exported.

```
EXPORT: NAME
tr8s_ptn .t8p
```

Controller	Explanation
[VALUE] knob	Change the character.
[UTILITY] button	Moves to the right.
[COPY] button	Moves to the left.
[SHIFT] button + [COPY] button	Deletes one character (Erase).
[SHIFT] button + [UTILITY] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/lowercase/ numerals.

6. Press the **[ENTER]** button.

A confirmation message appears.

```
Export?
[Cancel] [OK]
```

7. To execute, use the **[VALUE]** knob to select **"OK,"** and press the OK.

If you decide to cancel, use the **[VALUE]** knob to select **"Cancel,"** and then press the **[ENTER]** button.

When export is completed, the display indicates **"Completed!"** and you exit the UTILITY screen.

Exporting a Kit

Insert the SDcard into the TR-8S.

1. Press the **[UTILITY]** button to make it light.

The Utility screen appears.

2. Use the **[VALUE]** knob to select **"UTILITY:Export,"** and then press the **[ENTER]** button.

```
UTILITY:
▶Export >
```

3. Use the **[VALUE]** knob to select **"Kit,"** and then press the **[ENTER]** button.
4. Use the **[VALUE]** knob to select the kit that you want to export, and then press the **[ENTER]** button.

You may select multiple kits.

A check mark appears at the left of the kit number(s) that will be exported.

```
EXPORT: v001▶ 1
[TR-808]
```

5. Hold down the **[SHIFT]** button and press the **[ENTER]** button, and input a name for the file that will be exported.

```
EXPORT: NAME
tr8s_kit .t8k
```

Controller	Explanation
[VALUE] knob	Change the character.
[UTILITY] button	Moves to the right.
[COPY] button	Moves to the left.
[SHIFT] button + [COPY] button	Deletes one character (Erase).
[SHIFT] button + [UTILITY] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/lowercase/ numerals.

6. Press the **[ENTER]** button.

A confirmation message appears.

```
Export?
[Cancel] [OK]
```

7. To execute, use the **[VALUE]** knob to select **"OK,"** and press the OK.

If you decide to cancel, use the **[VALUE]** knob to select **"Cancel,"** and then press the **[ENTER]** button.

When export is completed, the display indicates **"Completed!"** and you exit the UTILITY screen.

Importing a Pattern or Kit

Here's how you can import a saved kit or pattern from an SD card.

File formats that can be imported

- Backup files created by the TR-8S
- Export files created by the TR-8S

NOTE

Simply executing the import does not save the kit or pattern in internal memory, so it will be lost when you turn off the power. After importing, execute **"Saving the Pattern, Kit, or System Settings (WRITE)"** (p. 31) to save the kits and patterns if necessary.

Importing a Pattern

1. Insert the SD card into the TR-8S.
2. Press the **[UTILITY]** button to make it light.

The Utility screen appears.

3. Use the **[VALUE]** knob to select **"UTILITY:Import,"** and then press the **[ENTER]** button.

```
UTILITY:
▶Import >
```

4. Use the **[VALUE]** knob to select **"Pattern,"** and then press the **[ENTER]** button.
5. Use the **[VALUE]** knob to select the data format of the file that contains the pattern you want to import, and then press the **[ENTER]** button.

```
PTN IMPORT:
Src BACKUP w/Kit
```

Format	Explanation
BACKUP w/Kit	Import from a backup file (including the kit specified by the pattern that you import)
BACKUP	Import from a backup file (only the pattern)
EXPORT w/Kit	Import from an export file (including the kit specified by the pattern that you import)
EXPORT	Import from an export file (only the pattern)

6. Use the **[VALUE]** knob to select the file that you want to import, and then press the **[ENTER]** button.

```
PTN IMPORT:
tr8s_bak.bin
```

7. Use the **[VALUE]** knob to select the pattern that you want to import, and then press the **[ENTER]** button.

```
SRC: 1-01(021)
Pattern Name
```

MEMO

If the data format you're importing is BACK w/Kit or EXPORT w/Kit, you can press the **[KIT]** button to see the name of the kit that's specified by the currently selected pattern.

8. Use the **[VALUE]** knob to select the import-destination, and then press the **[ENTER]** button.

```
DST: 1-01: 021
Berlin Flyover
```

9. If the data format you're importing is BACK w/Kit or EXPORT w/Kit, you can further use the **[VALUE]** knob to select the import destination for the kit, and then press the **[ENTER]** button.

```
DST: 1-01: 021
808 Berlin
```

A confirmation message appears.

```
Import?
[Cancel] [OK]
```

10. To execute, use the **[VALUE]** knob to select **"OK,"** and press the **[ENTER]** button.

If you decide to cancel, use the **[VALUE]** knob to select **"Cancel,"** and then press the **[ENTER]** button.

When the import is completed, the display indicates **"Completed!"** and you exit the UTILITY screen.

Importing a Kit

- 1. Insert the SD card into the TR-8S.
- 2. Press the [UTILITY] button to make it light.

The Utility screen appears.

- 3. Use the [VALUE] knob to select "UTILITY:Import," and then press the [ENTER] button.



- 4. Use the [VALUE] knob to select "Kit," and then press the [ENTER] button.
- 5. Use the [VALUE] knob to select the data format of the file that contains the kit you want to import, and then press the [ENTER] button.



Format	Explanation
BACKUP	Import from a backup file
EXPORT	Import from an export file
EXPORT (Ptn)	Import from kit data that is included in a pattern export file

- 6. Use the [VALUE] knob to select the file that you want to import, and then press the [ENTER] button.



- 7. Use the [VALUE] knob to select the kit that you want to import, and then press the [ENTER] button.



- 8. Use the [VALUE] knob to select the import-destination, and then press the [ENTER] button.



A confirmation message appears.



- 9. To execute, use the [VALUE] knob to select "OK," and press the OK.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

When the import is completed, the display indicates "Completed!" and you exit the UTILITY screen.

Assigning an Imported User Sample to an Instrument

Importing a User Sample (SAMPLE Import)

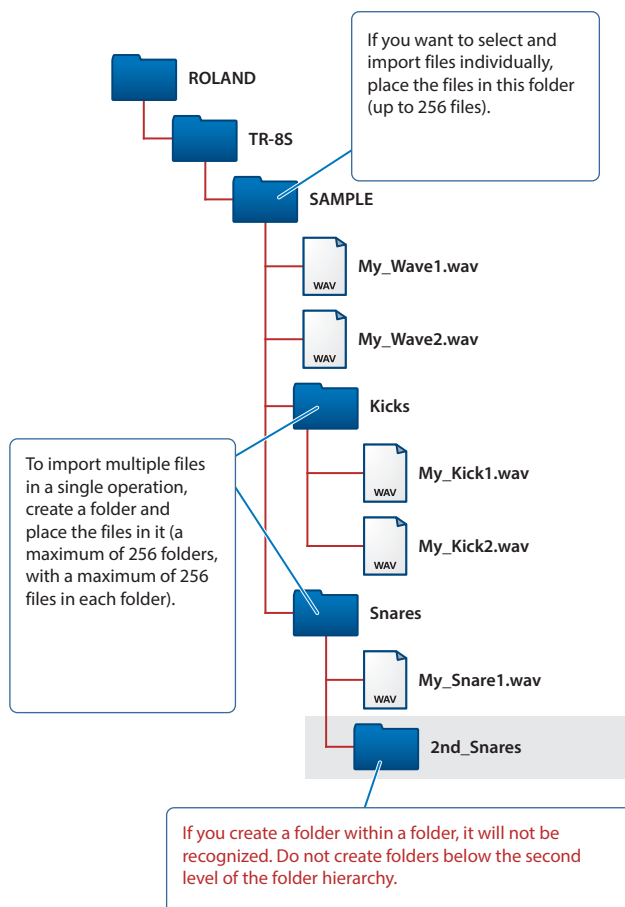
Here's how an audio file saved on an SD card can be imported as a user sample.

- * Use the TR-8S to format the SD card.
- * The maximum time length of a single audio file is approximately 180 seconds (in the case of 44.1 kHz/mono), and a maximum of 400 files can be imported. Depending on memory usage, the maximum time and maximum number might be less.

1. Using your computer, copy an audio file to the following folder of the SD card.

ROLAND\TR-8S\SAMPLE\

If you want to import multiple audio files in a single operation, create another folder inside the above folder, and place the audio files in it.



Audio files that can be imported

File format

WAV, AIFF

Sampling frequency

WAV: up to 96 kHz
AIFF: 44.1 kHz, 48 kHz, 96 kHz

Bit depth

8bit, 16bit, 24bit, 32bit, 32bit float

Channel count

Monaural, stereo

2. Insert the SD card into the TR-8S

3. Press the [UTILITY] button to make it light.

4. Use the [VALUE] knob to select "SAMPLE:import," and then press the [ENTER] button.

SAMPLE IMPORT:
Src FILE

5. Use the [VALUE] knob to select "FILE" or "FOLDER," and then press the [ENTER] button.

Item	Explanation
FILE	Select and import audio files individually.
FOLDER	Import all the audio files in the specified folder.

6. Use the [VALUE] knob to select the audio file that you want to import, and press the [ENTER] button.

A confirmation message appears.

Import?
[Cancel] [OK]

MEMO

- When you select an audio file, the [SAMPLE] button blinks. If you press the [SAMPLE] button in this state, the selected audio file plays, allowing you to audition the sounds while you select an audio file.
- If you select a folder, all the audio files in that folder are imported together.

7. To execute, use the [VALUE] knob to select "OK," and press the OK.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

When the import is completed, the display indicates "Completed!" and you exit the UTILITY screen.

Selecting a Sample (SAMPLE)

1. Press the [SAMPLE] button.

The [SAMPLE] button and the [BD]–[RC] button (that had been selected in [TR-REC]) are lit, and the SAMPLE screen appears.



When you select an instrument for which a sample is selected, the sample name is shown.

2. Use the [VALUE] knob to select the user sample that you want to assign as the instrument's tone.



MEMO

- Choose from the sample that you imported from the SD card.
- You can press a [BD]–[RC] button to change the loading-destination.

3. Press the lit [SAMPLE] button.

The [SAMPLE] button goes dark, and you exit the SAMPLE screen.

Icons appearing in the SAMPLE screen



- Preset: Samples originally in the TR-8S
- User: Imported samples
- Loop: Samples that play repeatedly

Editing a User Sample Tone's Settings (SAMPLE Edit)

1. Hold down the [SHIFT] button and press the [SAMPLE] button.

The SAMPLE Edit screen appears.



2. Select a parameter.

- 2-1. Use the [VALUE] knob to select a parameter.
- 2-2. Press the [ENTER] button.

3. Modify values.

- 3-1. Use the [VALUE] knob to edit the parameter value.
- 3-2. Press the [ENTER] button.

Return to the parameter selection (step 2).

NOTE

If the screen indicates “--”, editing is not possible.

4. Press the [SAMPLE] button.

Exit the SAMPLE Edit screen.

If you had edited the settings, a screen asks whether you want to save the sample.

MEMO

- The settings you specify here are common to all kits that use the same user sample.
- If an ACB tone or a preset sample (a sample indicated by a icon) is assigned to the instrument, the parameter value is shown as “--” and cannot be edited.

Parameter	Value	Explanation
Start	(number of samples, in steps of 10 samples)	Specify the locations at which playback starts and ends.
End		
Gain	-18dB–0dB–+18dB	Specifies the playback gain.
Category	IMPORT, BD, SD, TOM, RS, HC, CH/OH, CC/RC, PERC1, PERC2, PERC3, PERC4, PERC5, FX/HIT, VOICE, SYNTH1, SYNTH2, BASS, SCALED, CHORD, OTHERS, USER01–32	Specifies the category used when selecting a tone.
Name	Specifies the sample name (maximum 16 characters).	

Deleting a User Sample (SAMPLE Delete)

1. Press the [UTILITY] button to make it light.
2. Use the [VALUE] knob to select "SAMPLE:Delete," and then press the [ENTER] button.
3. Use the [VALUE] knob to select the user sample that you want to delete, and then press the [ENTER] button to apply a check mark.
4. Use the [VALUE] knob to select "Delete," and then press the [ENTER] button.

A confirmation message appears.

```
Delete?
[Cancel] [OK]
```

MEMO

- After applying a check mark in step 3, you can also move to the confirmation message by holding down the [SHIFT] button and pressing the [ENTER] button.
- Preset samples cannot be deleted.

5. To execute, use the [VALUE] knob to select "OK," and press the OK.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

When the delete is completed, the display indicates "Completed!" and you exit the UTILITY screen.

Renaming a User Category (Category Name)

Here's how to rename a user category.

1. Press the [UTILITY] button to make it light.
2. Use the [VALUE] knob to select "SAMPLE: Category Name," and then press the [ENTER] button.

The user category select screen appears.

```
CATEGORY:NAME▶01
```

3. Use the [VALUE] knob to select the user category number (01–32) whose name you want to edit, and then press the [ENTER] button to access the character input screen.
4. Edit the name.

Controller	Explanation
Knob [VALUE]	Change the character.
[UTILITY] button	Moves to the right.
[COPY] button	Moves to the left.
[SHIFT] button + [COPY] button	Deletes one character (Erase).
[SHIFT] button + [UTILITY] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/lowercase/numerals.

5. When you finish editing, press the [ENTER] button.

Optimizing the User Sample Area (OPTIMIZE)

Here's how to optimize the user sample area.

If you repeatedly import and delete user samples, the user sample area might become fragmented, reducing the number of samples that can be loaded.

This function optimizes the user sample area so that samples can be loaded.

NOTE

- Be sure to back up before executing this.
- This process might take several tens of minutes or longer (depending on the number and size of the user samples).
- Never turn off the power while this operation is in progress. If you do so, the user samples might be lost.
- In some cases, optimizing might not produce results.

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

2. Use the [VALUE] knob to select

"SAMPLE:Optimize," and then press the [ENTER] button.

The amount of free capacity (Free) and the fragmented proportion (Fragment) for the user sample area are shown.



```
Free: 100%
Fragment: 0%
```

If the Fragment (fragmented proportion) value is not 0%, fragmentation exists.

If you decide to cancel the operation, press the [UTILITY] button to exit the UTILITY screen.

3. Press the [ENTER] button.

A confirmation message appears.



```
Optimize?
[Cancel] [OK]
```

4. To execute, use the [VALUE] knob to select **"OK,"** and press the OK.

If you decide to cancel, use the [VALUE] knob to select **"Cancel,"** and then press the [ENTER] button.

When optimization is complete, the display indicates **"Completed!"** and you exit the UTILITY screen.

Convenient Functions and Settings (UTILITY)

Here's how to make system settings for the TR-8S itself, or back up and restore data.

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

The setting screen appears.



2. Select a parameter.

2-1. Use the [VALUE] knob to select a parameter.

2-2. Press the [ENTER] button.

If a “>” is shown at the right of the parameter name, an additional parameter select screen appears following step **2-2**. In this case, repeat steps **2-1.** and **2-2.** to proceed to step 3.

3. Modify values.

3-1. Use the [VALUE] knob to edit the parameter value.

3-2. Press the [ENTER] button.

Return to the parameter selection (step 2).

4. Press the lit [UTILITY] button.

The [UTILITY] button goes dark, and you exit the UTILITY screen.

GENERAL

Parameter	Value	Explanation
LCD Contrast	1–10	Adjusts the contrast of the display.
KnobMode	DIRECT, CATCH	DIRECT: Control data corresponding to the knob's position is always output when you move a knob. CATCH: Control data is output only after the knob passes through the parameter's current value.
ManualMode	OFF, LVL, ALL	OFF: The sound is heard according to the settings of the kit. LVL: The sound is heard at the volume of the level fader positions. Otherwise, the settings of the kit are used. ALL: The sound is heard with settings that correspond to the positions of the knobs.
Ptn Lock	OFF, ON	Turn this ON if you want the saved pattern to be loaded when you reselect the pattern.
Start Ptn	LAST, 1-01–8-16	Specifies the pattern that is selected at start-up. If this is set to LAST, the last-selected pattern is selected at start-up.
Start Kit	LAST, 001–128	Specifies the pattern that is selected at start-up. If this is set to LAST, the last-selected pattern is selected at start-up. * If KitSel is set to PTN, and a pattern whose PTN SETTING parameter KIT Sw is ON is specified as the Start Ptn, the Start Kit setting is ignored.
TempoSrc	PTN, SYSTEM	PTN: Use the tempo specified by each pattern. SYSTEM: Always use the tempo specified by the [TEMPO] knob.
Shuffle	PTN, SYSTEM	PTN: Use the shuffle setting specified by each pattern. SYSTEM: Always use the shuffle setting specified by the [SHUFFLE] knob.
KitSel	KIT, PTN	KIT: Switching patterns does not change the kit. PTN: When you switch patterns, the kit specified by the PTN SETTING Kit parameter is selected.

Parameter	Value	Explanation
InstPad	LIGHT, MEDIUM, HEAVY, FIX	Selects the sensitivity of the inst pad. LIGHT, MEDIUM, HEAVY: Select the sensitivity (low, medium, high). FIX: Velocity is fixed.
M. Trig	MOMENTARY, LATCH	Selects the operation of the AUTO FILL IN [MANUAL TRIG] button. MOMENTARY: The fill-in plays only while you hold down the [MANUAL TRIG] button. LATCH: If you press the [MANUAL TRIG] button during the first half of the pattern, the fill-in is inserted immediately. If you press the [MANUAL TRIG] button during the last half of the pattern, the fill-in is inserted after waiting for the beginning of the pattern.
Weak Beat	wSHIFT, PAD	Selects how weak beats are entered during TR-REC. wSHIFT: Hold down the [SHIFT] button and press a pad [1]–[16]. PAD: Each time you press a pad [1]–[16], the setting cycles between strong → weak → off.
USB Audio	ASGN, INDIV	Selects the audio signals that are sent from the TR-8S to the computer via USB IN 1-2-1N 5-6. * The same signals as MIX OUT are always sent to USB IN MIX. ASGN: The same signals as are being output from the ASSIGNABLE OUT/TRIGGER OUT jacks are sent to USB IN 1-6. * USB IN 7–12 are silent. INDIV: INST x 11 and EXT IN are output in mono to USB IN 1-12.
Auto Save	OFF, ON	Specifies how patterns, kits, and system settings are saved. OFF: Saved when you execute the WRITE operation. ON: Automatically saved when you turn the [POWER] switch OFF. * If Ptn Lock (Pattern Lock) is ON, changes to the pattern are discarded; only changes to the kit and the system settings are automatically saved.

RELOAD

Function	Explanation
Pattern	Reloads the saved pattern.
Kit	Reloads the saved kit.
Inst	Reloads the saved instrument.

SAMPLE

Function	Explanation
Import	Loads an audio file from the SD card into the TR-8S (import).
Delete	Deletes a loaded (imported) user sample.
Category Name	Specifies a name (maximum 16 characters) for each category USER 01–32.
Optimize	Shows and reorganizes the available space in the user sample area of the TR-8S.

LED

Parameter	Value	Explanation
Bright	1–10	Specifies the LED brightness for the sliders and buttons.

Convenient Functions and Settings (UTILITY)

Parameter	Value	Explanation
Glow	1–10	Specifies the brightness of a dimly lit button LED.
Slider	KIT, SYSTEM	Specify the color of each level fader. KIT: Lit in the color specified by each kit. SYSTEM: Lit in the color specified by LED Slider Color.
Slider Color: BD/SD/LT/MT/ HT/RS/HC/CH/ OH/CC/RC	RED, ORANGE, YELLOW, LIME, GREEN, SKYBLUE, LIGHTBLUE, BLUE, PURPLE, MAGENTA, PINK, WHITE	Specifies the color of each BD–RC level fader when LED Slider is set to SYSTEM.
Demo	OFF, 1min–10min	Specifies the time (minutes) until the LED demo is shown.

SYNC/TEMPO

Parameter	Value	Explanation
TempoSync	AUTO, MIDI, USB, INT	Specifies the tempo source. AUTO: If MIDI clock is input from the MIDI IN connector or the USB port, the tempo automatically synchronizes to MIDI clock. If MIDI clock is input simultaneously from the MIDI IN connector and the USB port, the USB port takes priority. MIDI: The tempo synchronizes to MIDI clock being input from the MIDI IN connector. USB: The tempo synchronizes to MIDI clock being input from the USB port. INT: The tempo operates according to the TR-8S's own setting. Use this setting if you don't want to synchronize with an external device.
Sync Out	OFF, ON	Specifies whether clock, start, and stop messages are transmitted to other devices (ON) or are not transmitted (OFF).
RxStartStop	OFF, ON	When synchronizing to external MIDI clock, specifies whether the step sequencer's start/stop is controlled from an external device (ON) or is not controlled (OFF).

MIDI

Parameter	Value	Explanation
Device ID	17–32	When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.
Omni Mode	OFF, ON	If this is ON, MIDI messages of all channels are received.
Pattern Ch	1–16	Specifies the MIDI transmit/receive channel of the pattern sequencer.
Kit Ch	1–16	Specifies the MIDI transmit/receive channel for program change messages that switch kits.
Inst Note: BD/ SD/LT/MT/HT/ RS/HC/CH/OH/ CC/RC/ BD Alt/SD Alt/ LT Alt/MT Alt/ HT Alt/RS Alt/ HC Alt/ CH Alt/ OH Alt/ CC Alt/RC Alt/ Trig	OFF (---), 0 (C -)–127 (G 9)	Specify the MIDI note number for each track's instrument, instrument alternate sound, and TRIGGER OUT.

Parameter	Value	Explanation
USBMidThru	OFF, ON	Specifies whether the MIDI messages received from the USB port or MIDI IN port are retransmitted without change from the MIDI OUT connector and USB port (ON) or are not retransmitted (OFF). If this is ON, MIDI messages received at the USB port are sent to the internal sound engine and to the MIDI OUT connector, and MIDI messages received at the MIDI IN connector are combined with the messages from the internal sound engine and sent to the USB port.
Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are retransmitted without change from the MIDI OUT connector.
Tx Prog Chg	OFF, ON	Specifies whether program change messages are transmitted (ON) or are not transmitted (OFF).
Tx EditData	OFF, ON	Specifies whether changes to the kit settings (panel operations) are transmitted as MIDI messages (ON) or are not transmitted (OFF).
Tx Nudge	OFF, ON	Specifies whether MIDI Clock messages are transmitted when you perform NUDGE operations (ON) or are not transmitted (OFF).
Rx Prog Chg	OFF, ON	Specifies whether program change messages are received (ON) or are not received (OFF).
Rx EditData	OFF, ON	Specifies whether MIDI messages that edit the kit settings (panel operations) are received (ON) or are not received (OFF).

SOUND

Parameter	Value	Explanation
LocalSw	OFF, ON, SURFACE	Specifies how the controller section (pads [1]–[16], panel knobs, etc.) and the sequencer section (patterns) are connected to the internal sound engine. OFF: The controller section and sequencer section are internally disconnected from the internal sound engine. Sound is produced only in response to performance data from an external MIDI device. ON: The controller section and sequencer section are internally connected with the internal sound engine. Normally you will leave this setting selected. SURFACE: The controller section, sequencer section, and external MIDI device are disconnected from the internal sound engine. Choose this setting if you want operations on the TR-8S to only control an external device.

MIX OUT

Parameter	Value	Explanation
Mode	NORMAL, BOOST	NORMAL: The output level is not boosted. BOOST: The output level is boosted. * Before switching this setting, you should either minimize the volume of the output-destination device or turn off its power.

ASSIGN OUT 1-6

Parameter	Value	Explanation
Mode	NORMAL, BOOST, TRIGGER	<p>NORMAL: The output level is not boosted. The instruments that are output to these jacks are not output from MIX OUT.</p> <p>BOOST: The output level is boosted. The instruments that are output to these jacks are not output from MIX OUT.</p> <p>TRIGGER: The jacks are used as trigger output jacks. The instruments that are output to these jacks are also output from MIX OUT.</p> <p>* Before switching this setting, you should either minimize the volume of the output-destination device or turn off its power.</p>

EXT IN

Parameter	Value	Explanation
Type	STEREO, MONO	<p>Selects the function of the EXT IN jacks.</p> <p>STEREO: Function as stereo input jacks.</p> <p>MONO: Function as two mono input jacks.</p>

UTILITY

Function	Value	Explanation
Initialize	Pattern, Kit	Initializes a pattern or kit.
Exchange	Pattern, Kit	Changes the order of patterns or kits.
Export	Pattern, Kit	Exports a pattern or kit.
Import	Pattern, Kit	Imports a pattern or kit.
Backup	---	Backs-up data to an SD card.
Restore	---	Restores backup data from an SD card.
Factory Reset	ALL, KIT, PTN	<p>Returns the unit to the factory settings.</p> <p>ALL: All settings including kits and patterns</p> <p>KIT: Only kit settings</p> <p>PTN: Only pattern settings</p>

SD CARD

Function	Explanation
Format	Formats the SD card.

INFORMATION

Parameter	Explanation
Version	Displays the system version.

Initializing, Backing-Up, Restoring

Returning to the Factory Settings (FACTORY RESET)

Here's how to return the TR-8S to its factory-set state.

NOTE

Be aware that when you execute FACTORY RESET: ALL, the user sample tones and user sample data are also erased.

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

The UTILITY screen appears.

2. Use the [VALUE] knob to select "UTILITY: Factory Reset."

```
UTILITY:
▶Factory Reset >
```

3. Press the [ENTER] button.

The target selection screen appears.

```
FACTORY RESET:
Target      ALL
```

Target	Explanation
ALL	Returns all settings including patterns and kits to their factory-set state.
KIT	Returns only the kit settings to their factory-set state.
PTN	Returns only the patterns to their factory-set state.

MEMO

You can also access the target select screen by holding down the [CLEAR] button while you turn on the power.

4. Use the [VALUE] knob to select the target, and press the [ENTER] button.

A confirmation message appears.

```
Factory Reset?
[Cancel] [OK]
```

5. To execute, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

6. When the display indicates "Completed. Turn off power," turn the TR-8S's power off and on again.

Backing Up Data to SD Card (BACKUP)

* If you want to make a backup, save the data (patterns, kits, system settings) before you proceed. The backup will not include the pattern or kit that you're currently editing (shown by an "*" indication) or system settings that you have not saved.

1. Insert the SD card into the TR-8S.

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

The UTILITY screen appears.

3. Use the [VALUE] knob to select "UTILITY: Backup."

```
UTILITY:
▶Backup >
```

4. Press the [ENTER] button.

The BACKUP:NAME screen appears.

```
BACKUP:NAME
tr8s_bak .bin
```

MEMO

If a backup file already exists, the BACKUP:SELECT screen appears.

```
BACKUP:SELECT
Save As
```

To overwrite-save, select the existing backup file and press the [ENTER] button.

If you select Save As and press the [ENTER] button, the BACKUP:NAME screen appears.

5. Edit the name if necessary.

Controller	Explanation
[VALUE] knob	Change the character.
[UTILITY] button	Moves to the right.
[COPY] button	Moves to the left.
[SHIFT] button + [COPY] button	Deletes one character (Erase).
[SHIFT] button + [UTILITY] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/lowercase/numerals.

6. When you've finished inputting characters, press the [ENTER] button.

A confirmation message appears.

```
Backup?
[Cancel] [OK]
```

7. To execute, use the [VALUE] knob to select "OK," and press the [ENTER] button.

If you decide to cancel, use the [VALUE] knob to select "Cancel," and then press the [ENTER] button.

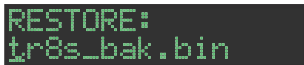
Restoring Data That Was Backed Up to SD Card (RESTORE)

1. Insert the SD card into the TR-8S.
2. Press the [UTILITY] button to make it light.
The UTILITY screen appears.
3. Use the [VALUE] knob to select “UTILITY: Restore.”



```
UTILITY:
▶Restore >
```

4. Press the [ENTER] button.
The RESTORE screen appears.



```
RESTORE:
tr8s_bak.bin
```

5. Use the [VALUE] knob to select the file that you want to restore.
6. Press the [ENTER] button.
A confirmation message appears.



```
Restore?
[Cancel] [OK]
```

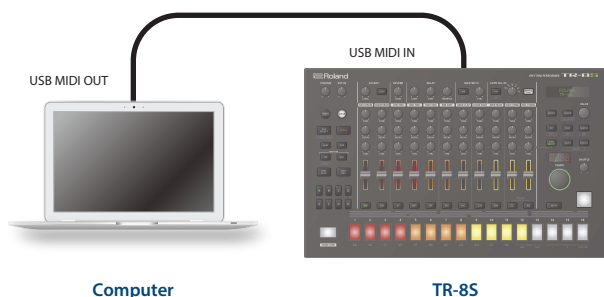
7. To execute, use the [VALUE] knob to select “OK,” and press the OK.
If you decide to cancel, use the [VALUE] knob to select “Cancel,” and then press the [ENTER] button.
8. When the display indicates “Completed. Turn off power,” turn the power of the TR-8S off and then on again.

Synchronizing/Recording with Other Devices

The TR-8S can receive MIDI Clock (F8) data to synchronize its tempo. It can also receive MIDI Start (FA) and MIDI Stop (FC) to start/stop itself.

Synchronizing with a DAW (TR-8S as Slave)

You can synchronize the TR-8S with your DAW by connecting it to your computer via a commercially available USB cable.



Synchronizing with a TB-3 (TR-8S as Master)

You can synchronize the TR-8 with a TB-3 by using a commercially available MIDI cable to make connections.



Using the TR-8S as a MIDI Controller

You can use the TR-8S as a controller for your computer software without using the sounds of the TR-8S's internal sound engine.

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

The setting screen appears.

```
GENERAL:
▶LCD Contrast 5
```

2. Use the [VALUE] knob to select "MIDI: Tx EditData" and then press the [ENTER] button.

3. Use the [VALUE] knob to select "ON" and then press the [ENTER] button.

4. Use the [VALUE] knob to select "SOUND: Local Sw," and then press the [ENTER] button.

```
SOUND:
LocalSw▶ ON
```

5. Use the [VALUE] knob to select "SURFACE," and then press the [ENTER] button.

```
SOUND:
LocalSw▶SURFACE
```

6. Press the lit [UTILITY] button.

The [UTILITY] button goes dark, and you exit the UTILITY screen.

* Even if you press pads or if MIDI is received, the TR-8S's internal sound engine does not produce sound.

Using the ASSIGNABLE OUT/TRIGGER OUT jacks as Trigger Out

Before you proceed, power-off all devices, and connect the jack that you want to use as TRIGGER out to your device that accepts a trigger input.

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

The setting screen appears.

2. Use the [VALUE] knob to select the ASSIGN OUT 1-6 "Mode" parameter, and press the [ENTER] button.

```
ASSIGN OUT 1:
Mode▶ BOOST
```

3. Use the [VALUE] knob to select "TRIGGER," and then press the [ENTER] button.

```
ASSIGN OUT 1:
Mode▶ TRIGGER
```

NOTE

Before switching this setting, you should either minimize the volume of the output-destination device or turn off its power.

4. Press the [UTILITY] button.

The [UTILITY] button goes dark, and you exit the UTILITY screen.

Assigning an Instrument to the ASSIGNABLE OUT/TRIGGER OUT jacks


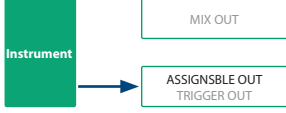
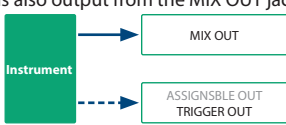
1. Hold down the **[SHIFT]** button and press the **[KIT]** button.

The setting screen appears.

2. Use the **[VALUE]** knob to select the KIT:OUTPUT "BD" – "RC" parameter, and press the **[ENTER]** button.

```
KIT: OUTPUT
BD  MIX
```

3. Use the **[VALUE]** knob to select the jack that you want to assign, and press the **[ENTER]** button.

Parameter	Explanation
MIX	Output stereo audio from the MIX OUT jacks. 
ASSIGN 1–6 ASSIGN A–C	Output mono audio from an ASSIGNABLE OUT/TRIGGER OUT 1–6 jack. Output stereo audio from the ASSIGNABLE OUT/TRIGGER OUT A–C jacks.  * If the UTILITY: ASSIGN OUT 1–6 setting is NORMAL or BOOST, audio is output. If the setting is TRIGGER, a trigger is output, and audio is also output from the MIX OUT jacks. 

4. Press the **[KIT]** button.

Exit the KIT Edit screen.

Inputting an External Audio Source (EXT IN)

Connect a microphone, synthesizer, or rhythm machine etc. to the EXT IN jacks.

You can do the following things to the audio source that's input to the EXT IN jacks.

- Select the input (stereo input x 1 / mono input x 2)
 ➔ "Convenient Functions and Settings (UTILITY)" → "EXT IN" (p. 47)
- Apply a side-chain
 ➔ "Editing a Kit's Settings (KIT Edit)" → "KIT: EXT IN" (p. 29)
- Specify the gain (Gain).
 ➔ "Editing a Kit's Settings (KIT Edit)" → "KIT: EXT IN" (p. 29)
- Specify the stereo position (Pan).
 ➔ "Editing a Kit's Settings (KIT Edit)" → "KIT: EXT IN" (p. 29)
- Apply reverb (Reverb Send)
 ➔ "Editing a Kit's Settings (KIT Edit)" → "KIT: EXT IN" (p. 29)
- Apply delay (Delay Send)
 ➔ "Editing a Kit's Settings (KIT Edit)" → "KIT: EXT IN" (p. 29)
- Select the output destination (MIX OUT / ASSIGNABLE OUT)
- Apply SCATTER (if FILL IN is set to SCATTER, and using MIX OUT output)
- Apply MASTER FX (if using MIX OUT output)

Connecting a Computer via USB

If you use a commercially available USB 2.0 cable to connect the TR-8S to your computer, you can synchronize the TR-8S with your DAW via USB MIDI, or record individual instruments of the TR-8S onto tracks of your DAW via USB audio.

In order to use the TR-8S, you'll need to download the driver from the following URL and install it on your computer.

For details on installation, refer to the following URL.

➔ <https://www.roland.com/support/>

NOTE

Do not connect the TR-8S to your computer before you have finished installing the driver.

If you have already connected the TR-8S, disconnect it, and then reconnect it after driver installation is completed.

Using a Computer to Manage the Connected SD Card (STORAGE MODE)

By connecting in Storage mode, you can use your computer to manage the contents of an SD card that's inserted in the TR-8S.

1. **With the pattern stopped, connect a commercially available USB cable to the USB port of the TR-8S.**

At this point, do not connect your computer yet.

2. **With the pattern stopped, connect the USB cable to your computer while holding down the [SHIFT] button.**

The screen of the TR-8S indicates "**STORAGE MODE**," and the TR-8S stops responding to operations.

The SD card inserted in the TR-8S is mounted on your computer.



STORAGE MODE

3. **To disconnect, perform the appropriate operation on your computer to safely eject, and then disconnect the USB cable.**

Error Messages

Message	Meaning	Action
SDCard NotReady!	The SD card is not inserted, or is inserted incompletely.	Turn off the unit, firmly insert the SD card, and then turn on the unit once again.
	The SD card was removed after you selected data that was on the SD card.	
	The format of the SD card is invalid.	Use the TR-8S to format the SD card (p. 7).
Read Error!	Data could not be read from the SD card.	Make sure that the SD card is correctly inserted.
	The file is damaged.	Do not use this file.
Write Error!	Data could not be written to the SD card.	Make sure that the SD card is correctly inserted.
	The format of the SD card is invalid.	Use the TR-8S to format the SD card (p. 7).
SD Card Full!	There is insufficient space on the SD card.	Delete unneeded data.
Sys Mem Damaged!	The contents of the TR-8S's save area may be damaged.	Execute the factory reset operation (p. 48). If this does not solve the problem, contact your dealer or customer support.
MIDI Buff Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.
MIDI Offline!	The MIDI IN connection was broken.	Check that there is no problem with the MIDI cable connected to the TR-8S's MIDI IN, and that the MIDI cable was not disconnected.
Program Error!	The TR-8S was unable to start up. The program could not be read correctly. Alternatively, the system update program may be invalid.	Use the correct program to perform the update once again. If this does not solve the problem, contact your dealer or customer support.
Now Playing!	Since the TR-8S is playing, this operation cannot be executed.	Stop playback before you execute the operation.
Now Recording!	Since the TR-8S is recording, this operation cannot be executed.	Stop recording before you execute the operation.
Not Found!	The file was not found on the SD card.	Make sure that the file exists on the SD card.
Not Supported!	The format of the audio file is not supported.	In order to load the file, you'll need to convert it to a supported format.
Too Long Size!	The audio file exceeds the supported number of samples.	In order to load the audio file, you'll need to shorten it (decrease the number of samples) or lower its sampling frequency.
No Space!	There is no free space in the user sample area.	Delete unneeded user samples to increase the amount of free space.
No Tone!	There is not enough free space to save the user sample tone settings.	Delete unneeded user samples to increase the amount of free space.

List of Shortcut Keys

Switching Screens and Modes

Operation	Shortcut
Show the PTN SETTING screen	[SHIFT] + [PTN SELECT]
Show the KIT EDIT screen	[SHIFT] + [KIT]
Show the INST EDIT screen	[SHIFT] + [INST]
Show the SAMPLE EDIT SETTING screen	[SHIFT] + [SAMPLE]
Show the MASTER FX EDIT screen	[SHIFT] + MASTER FX [CTRL] knob
Show the FILL IN EDIT screen	[SHIFT] + AUTO FILL IN [ON]
Show the mixer screen	[SHIFT] + [CTRL SELECT]
Show the ERASE MOTION screen	[SHIFT] + MOTION [ON]
Show the MOTION/VELOCITY input screen	(in TR-REC mode) long-press a pad [1]–[16]
Show the TRIGGER OUT track input screen	[CC] + [RC]
Switch to step loop mode (STEP LOOP)	[SHIFT] + [INST PLAY]

Showing the Value or Parameter Name of a Controller

Operation	Shortcut
Show the value of a level fader	[SHIFT] + Level fader
Show the value of a knob	[SHIFT] + Knob
Show the parameter assigned to the [CTRL] knobs	[CTRL SELECT] + [BD]–[RC]

Inputting Characters

Operation	Shortcut
Erase one character (Erase)	[SHIFT] + [COPY]
Insert one character (Insert)	[SHIFT] + [UTILITY]
Switch between uppercase/lowercase/numerals	[SHIFT] + [VALUE] knob

Editing Parameters

Operation	Shortcut
Edit the value when the cursor is at the parameter name	[ENTER] + [VALUE] knob
Edit the parameter value in large steps	[SHIFT] + [VALUE] knob
Edit the SCATTER DEPTH	(when FILL IN Type = SCATTER) [MANUAL TRIG] + [VALUE] knob
Select the fill-in variation	AUTO FILL IN [ON] + Pad [14]–[16] or [A]–[H]
Edit the length of reverb	[KIT] + REVERB [LEVEL] knob
Adjust the amount of delay to send to the reverb	[KIT] + DELAY [LEVEL] knob
Adjust the instrument's reverb send level	[BD]–[RC] + REVERB [LEVEL] knob
Adjust the instrument's delay send level	[BD]–[RC] + DELAY [LEVEL] knob
Adjust the INST FX	[BD]–[RC] + MASTER FX [CTRL] knob

Assigning a Parameter to the [CTRL] Knob

Operation	Shortcut
Assign a parameter to the MASTER FX [CTRL] knob	[CTRL SELECT] + MASTER FX [CTRL] knob

Operation	Shortcut
Show the parameter assigned to the [CTRL] knobs	[CTRL SELECT] + [BD]–[RC] (in this state, you can turn the [VALUE] knob to change the assignment)
Assign a parameter to the [CTRL] knobs	[CTRL SELECT] + [CTRL] knob

Editing a Pattern

Operation	Shortcut
Show the PTN SETTING screen	[SHIFT] + [PTN SELECT]
Provisionally generate a random pattern	[PTN SELECT] + [SAMPLE]
Change the SCATTER DEPTH	(when FILL IN Type = SCATTER) [MANUAL TRIG] + [VALUE] knob
Select a fill-in variation	AUTO FILL IN [ON] + Pad [14]–[16] or [A]–[H]
Show the FILL IN EDIT screen	[SHIFT] + AUTO FILL IN [ON]
Show the TRIGGER OUT track input screen	[CC] + [RC]

MOTION

Operation	Shortcut
Show the ERASE MOTION screen	[SHIFT] + MOTION [ON]
Show the MOTION/VELOCITY input screen	(in TR-REC mode) Long-press a pad [1]–[16]
Erase motion data of the variation selected for playback	MOTION [ON] + [CLEAR]
Erase motion data of a specific track of the variation selected for playback	MOTION [ON] + [BD]–[RC]
Erase motion data of a specific knob of the variation selected for playback	MOTION [ON] + Knob
Erase motion data of a specific variation	MOTION [ON] + [A]–[H]

Inputting Sub Steps, Weak Beats, Alternates, and Dynamics

Operation	Shortcut
Change the sub step division	[SUB] + [VALUE] knob
Input sub steps	[SUB] + [1]–[16]
Switch between inputting sub steps and flams	[SHIFT] + [SUB]
Input weak beats (WEAK BEATS)	[SHIFT] + [1]–[16]
Input alternate sounds (ALT INST)	[BD]–[RC] + [1]–[16]
Change dynamics of each step	[1]–[16] + ACCENT [LEVEL] knob

Playback/Recording

Operation	Shortcut
Record to a variation that's not playing	[TR-REC] + [A]–[H]
During pattern playback, forcibly return to the beginning of the pattern	[SHIFT] + [START/STOP] during playback
If more than one variation is selected, move to the beginning of any one of those variations	[SHIFT] + [A]–[H] during playback

List of Shortcut Keys

Operation	Shortcut
Silence a sample that continues playing after stopping	[SHIFT] + [START/STOP] while stopped

Tempo/Nudge

Operation	Shortcut
Adjust tempo in 0.1 units	[SHIFT] + [TEMPO]
Tap tempo	Hold down the [SHIFT] button and press the [ENTER] button three or more times.
Mark tempo	[MUTE] + [UTILITY]
Return to marked tempo	[MUTE] + [COPY]
Move playback timing earlier (nudge function)	[SHIFT] + [COPY]
Move playback timing later (nudge function)	[SHIFT] + [UTILITY]

Saving

Operation	Shortcut
Save a pattern (PATTERN WRITE screen)	[WRITE] + [PTN SELECT]
Save a kit (KIT WRITE screen)	[WRITE] + [KIT]
Save pattern and kit simultaneously (OVERWRITE)	[SHIFT] + [WRITE]

Copying

Operation	Shortcut
Copy pattern (PATTERN COPY screen)	[COPY] + [PTN SELECT]
Copy kit (KIT COPY screen)	[COPY] + [KIT]
Copy instrument (INST COPY screen)	[COPY] + [INST]
Copy selected track (track copy-destination confirmation screen)	[COPY] + [BD]–[RC]
Copy selected variation (variation copy-destination confirmation screen)	[COPY] + [A]–[H]

Deleting

Operation	Shortcut
Delete pattern	(after pressing the [PTN SELECT] button to enter the PATTERN SELECT screen) [CLEAR] + pad [1] (BD)– [16] (SCATTER)
Delete variation	[CLEAR] + [A]–[H]
Delete track (delete all steps in the track)	[BD]–[RC] + [CLEAR]
Delete motion data of the variation selected for playback	MOTION [ON] + [CLEAR]
Delete motion data of a specific track of the variation selected for playback	MOTION [ON] + [BD]–[RC]
Delete motion data of a specific knob of the variation selected for playback	MOTION [ON] + Knob
Delete motion data of a specific variation	MOTION [ON] + [A]–[H]

Editing an Instrument or Track

Operation	Shortcut
Change the instrument category	(after pressing the [INST] button to enter the INST SELECT screen) [SHIFT] + [VALUE] knob

Operation	Shortcut
Change instruments in steps of 10	(after pressing the [INST] button to enter the INST SELECT screen) [ENTER] + [VALUE] knob
Group instruments	(after using [SHIFT] + [KIT] to enter the KIT EDIT screen) Long-press the [BD]–[RC] that you want to be the master instrument, and when the INST GROUP screen appears, press the [BD]–[RC] buttons that you want to specify as slave instruments.
Mute track	[MUTE] + [BD]–[RC]
Temporarily create a random instrument	[SAMPLE] + [BD]–[RC]
Temporarily randomize all instruments	[SAMPLE] + [INST]

Performing on the Pad, Inst Pad

Operation	Shortcut
Play sub steps	[SUB] + Pad [1] (BD)– [11] (RC), Inst pad
Switch between sub steps and flams	[SHIFT] + [SUB]
Play weak beats (WEAK BEATS)	[SHIFT] + Pad [1] (BD)– [11] (RC)
Play alternate sounds (ALT INST)	[BD]–[RC] + Pad [1] (BD)– [11] (RC), Inst pad
Play a roll	Pad [12] (16th)– [13] (32nd) + Pad [1] (BD)– [11] (RC), Inst pad
Hold a roll	[INST PLAY] + Pad [12] (16th)– [13] (32nd) + Pad [1] (BD)– [11] (RC), Inst pad
Switch to step loop mode (STEP LOOP)	[SHIFT] + [INST PLAY]
Hold step loop play	(in the STEP LOOP state) one of the [BD]–[RC] buttons + the pad [1] (BD)– [16] (SCATTER) that you want to hold
Play back steps as rolls when step loop playback is on	(in the STEP LOOP state) Pad to be played in step loop mode [1] (BD)– [16] (SCATTER) + [VALUE] knob
Inst pad in TR-REC mode will record (lit) or will not record (blinking)	(when an instrument is selected) [TR REC] + Inst pad

Reloading

Operation	Shortcut
Load a pattern	[UTILITY] + [PTN SELECT]
Load a variation	[UTILITY] + [A]–[H]
Load a track	[UTILITY] + [BD]–[OH]
Load controllers (all)	[UTILITY] + [KIT]
Load controller (currently selected instrument)	[UTILITY] + [INST]
Load a instrument	[UTILITY] + [SAMPLE] + [BD]–[RC]
Load all instruments	[UTILITY] + [SAMPLE] + [INST]

Other

Operation	Shortcut
Use your computer to manage a connected SD card (STORAGE MODE)	(with the pattern stopped) While holding down the [SHIFT] button, connect to your computer via a USB cable.

