

V-Drums TD-30

Easy Operation Guide

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

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1 Start by Setting-Up

This **Easy Operation Guide** explains basic use of the TD-30. Before you proceed, read "Setup" (p. 35-44) in the "TD-30 Owner's Manual," and set up, connect, and adjust the TD-30 as directed.

See the Owner's Manual "Setup" (p. 35-44)



2 Choose a Drum Kit

The TD-30 contains 100 different drum kits, and you can switch between them simply by pressing a button.

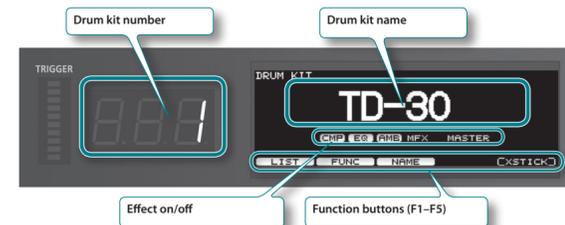
1 **KIT** Press

2 **Press to select a drum kit**



Drum kit screen

The drum kit screen will appear when you press the [KIT] button. This screen shows the drum kit name and other information.



See the Owner's Manual "Selecting a Drum Kit" (p. 46)

What are drum kits and instruments?

On the TD-30, a "drum kit" is a set of sounds (instruments) assigned to the various pads. The sound you hear when you strike a pad is called an "instrument."



"Kit Chain" — great for live performances

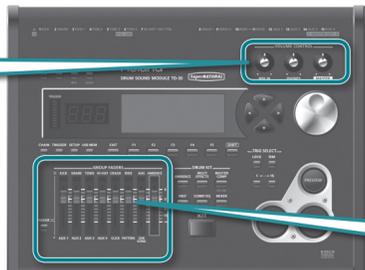
"Kit Chain" is a function that recalls drum kits in the order you specify. This is very useful when you are performing live. For details, refer to "Specifying the Order in Which Drum Kits will be Recalled (CHAIN)" (p. 51) in the Owner's Manual.

3 Adjust the Volume

On the TD-30, not only the overall volume but also the individual volume of each pad can be easily adjusted from the front panel.

Volume controls

Here's how to adjust the overall volume of the entire TD-30.

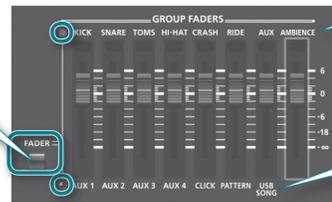


Adjusting the volume of each pad

Use the group faders to adjust the volume of each pad.

It's a good idea to start by setting the faders to the "0" position before you start adjusting the volume.

By pressing the [FADER] button, the function of the faders changes as shown in the chart. An LED will light up at the upper and lower left of the faders, indicating which set of sounds is active.



See the Owner's Manual "Using The Group Faders" (p. 28)

Upper indicator	
KICK	Kick volume
SNARE	Snare volume
TOMS	Volume of all toms
HI-HAT	Hi-hat volume
CRASH	Volume of all crash cymbals
RIDE	Ride cymbal volume
AUX	Volume of all pads connected to the AUX 1-4 jacks
AMBIENCE	Amount of ambience
Lower indicator	
AUX 1-4	Volume of individual pads connected to the AUX 1-4 jacks
CLICK	Volume of the click sound
PATTERN	Pattern playback volume
USB SONG	USB song volume
AMBIENCE	Amount of ambience



Various Performance Techniques

TD-30 produces the full dynamic range of the sounds being played, from the most gentle ghost notes to powerful rim shots. Positional sensing, cymbal chokes, cross-sticking on the snare and delicate buzz rolls are all possible.

* Some pads do not support all of the techniques listed below (such as strike position detection). For details on the techniques supported by each pad, refer to the table in "Selecting the Pad Type (BANK)" (p. 126) of the Owner's Manual.

Pad

Head shot

Hit only the head of the pad.

Change the nuance by the strike position
For a snare drum, the tone will change naturally as you move the strike location from the center of the head toward the rim.

Rim shot

Strike the head and the rim of the pad simultaneously.

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

Cross stick

Only strike the rim of the pad.

With snare sounds, you can produce separate sounds with the rim shot and cross stick techniques.

To play the cross stick, be sure that you only strike the rim of the pad.

Hint
If you want to use the cross stick technique, press the [F5] (XSTICK) button while the drum kit screen is displayed to highlight the "XSTICK" as shown in the illustration.

* Some snare sounds do not support cross stick.

Playing with brushes

Scrape the head with a brush.

When performing with brushes, select the "19 Brushes" drum kit.

* Use nylon brushes.

Hi-Hat

Open/closed

Move the hi-hat pedal up and down, and strike the hi-hat.

The sound will change smoothly between open and closed.

You can also play the foot closed sound (playing the hi-hat with the pedal completely pressed down) and foot splash sound (playing the hi-hat with the pedal fully pressed and then instantly opening it).

Pressure (VH-13, VH-12)

From the closed position, advance the pedal even farther and strike the hi-hat.

This lets you play closed sounds that change according to how strongly you advance the pedal.

Bow shot

Hit the striking surface of the top hi-hat.

The head sound will play.

Bow shot

Use the shoulder of the stick to strike the edge of the top hi-hat.

Edge shot

The rim sound will be produced when you strike the area where the edge sensor is located—the area marked with a dashed line in the illustration.

* Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound.
* Do not strike the bottom of the top hi-hat, and do not strike the bottom hi-hat.

Cymbal

Bow shot

Hit the striking surface of the cymbal.

The head sound will play.

Change the nuance by the strike position
With certain ride sounds, the nuance of the sound will change depending on where you strike the bow section.

Edge shot

Use the shoulder of the stick to strike the edge of the cymbal.

The rim sound will be produced when you strike the area where the edge sensor is located—the area marked with a dashed line in the illustration.

Bell shot (CY-15R, CY-13R)

Strike the bell area.

The rim sound will be produced when you strike the bell area, as shown in the illustration.

Choke play

Strike the bell somewhat strongly with the shoulder of the stick.

Choking the cymbal's edge with the hand immediately after hitting the cymbal makes the sound stop.

Choke the location of the edge sensor shown in the figure. If you choke an area where there is no sensor, the sound does not stop.

Newly Developed V-Drums SuperNATURAL Sound Engine

Roland takes digital drums to a new height with the implementation of its exclusive SuperNATURAL concept. The best electronic drums in the world just got better. Improved dynamics and sensitivity make every nuance of playing drums feel even more natural, no matter what your musical style might be.

Playing feel and sound

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

Snare drum

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

Crash cymbals

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

Ride cymbal

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



Drum sound reaction

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



Hi-Hat control

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

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



What are SuperNATURAL Tones?

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



Ambience section

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

Overhead mic

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

Room ambience

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

Reverb

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



Behavior Modeling Technology

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

4 Create a Drum Kit

With 1,100 sounds on board, a huge choice of ways to modify them by using individual eq, compressors, kit ambience, multi effects, mic position adjustments etc, the TD-30 offers a sound creation potential for all aspects of drumming performance, be it in the studio or on stage.

Basic procedure

Select a pad

The edit screens for each pad (for example the screen that appears when you press the [INST] button) show the number and name of the trigger jack to which the selected pad is connected. Here's how to select the pad that you want to edit.

This is the number and name of the trigger jack. The initial character "H" or "R" indicates whether the settings are for the head or the rim of the pad.

To make settings for a pad, you can select that pad by striking it. The [LOCK] button locks the pad selection for editing so that it won't change if you accidentally touch a different pad.

You can also use these buttons to select a trigger number. The number will increment or decrement each time you press a button.

The "rim" is selected if the [RIM] button is lit, and the "head" is selected if the button is unlit.

What are the head and rim?

You can press the [H & R] (F5) button to edit both the head and rim values simultaneously.

Select an Instrument

You can change the sound ("instrument," such as snare or kick) played by each pad.

- 1 INST Press**
- 2 Select a pad**
Refer to "Select a pad" in this guide.
- 3 Select an Instrument**
The instrument group is shown above, and the instrument is shown below. Use the cursor buttons and the dial to make changes.

See the Owner's Manual "Selecting an Instrument" (p. 54)

Edit an Acoustic Drum Sound (V-EDIT)

You can edit the sound intuitively just as you would for an acoustic drum; for example you can select your favorite head, tune it, and attach muffling (mute).

- 1 [SHIFT] + [INST] Press**
- 2 Select a pad**
Refer to "Select a pad" in this guide.

See the Owner's Manual "Editing an Instrument's Settings (EDIT)" (p. 56)

Edit the Effects

The TD-30 provides five types of effects as described in "What each effect does" at the right.

Turning each effect on/off

- 1 [SHIFT] + [MASTER COMP] Press**
- 2 Press [F1] - [F5] to turn ON/OFF**

You can use a "group fader" to adjust the amount of ambience.

Editing each effect

Press the button shown in the illustration to access the corresponding effect screen. For details about editing procedure, refer to "Effects" (p. 67) in the Owner's Manual.

Ambience
This produces an ambience (room reverberation) that's ideal for drum sounds. You can adjust the overhead mic (mic position), the room ambience (type and size of room), and the reverberation.

Compressor EQ (equalizer)
This is a three-band (high, mid, low) equalizer that can be applied to each pad. It's used to adjust the tonal character.

Multi-effect
This is a powerful multi-effect unit that you can use to modify your sound, for example by distorting it or by adding depth and spaciousness.

Master compressor
This effect is used for mastering. It smooths out the peaks when recording, making the overall tonal character more consistent.

See the Owner's Manual "Effects" (p. 67)

Adjusting the Volume and Pan of the Pads (Mixer)

You can adjust the volume and pan of each pad individually for every kit. While the "Group faders" explained on the other side of this guide are used to make temporary adjustments to the TD-30's overall balance, the mixer allows you to save settings for each individual kit.

- 1 [MIXER] Press**
- 2 Select a pad**
Refer to "Select a pad" in this guide.
- 3 [F1] Adjust the volume**
- 3 [F2] Adjust the pan**

See the Owner's Manual "Mixer" (p. 65)

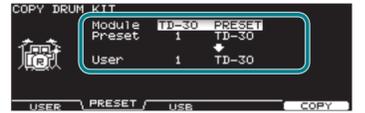
How do I return a drum kit to its factory settings?

You can restore it to its factory settings as follows.

Press the buttons in the following order: [SHIFT]+[USB MEN] (COPY) → [F1] (KIT) → [F2] (PRESET).

In the screen that appears, specify the "Preset" that you want to restore and the number of the writing-destination "User" kit.

Press the buttons in the following order: [F5] (COPY) → [F5] (EXECUTE).



How do I return all drum kits to their factory settings?

See the Owner's Manual "Restoring the Factory Settings (F RESET)" (p. 122).

What each effect does

Compressor (COMP)
The compressor can be applied to each pad individually. It can be used to obtain a more powerful-sounding tone.

EQ (equalizer)
This is a three-band (high, mid, low) equalizer that can be applied to each pad. It's used to adjust the tonal character.

Ambience section (AMBIENCE)
This produces an ambience (room reverberation) that's ideal for drum sounds. You can adjust the overhead mic (mic position), the room ambience (type and size of room), and the reverberation.

Multi-effect (MULTI EFFECTS)
This is a powerful multi-effect unit that you can use to modify your sound, for example by distorting it or by adding depth and spaciousness.

Master compressor (MASTER COMP)
This effect is used for mastering. It smooths out the peaks when recording, making the overall tonal character more consistent.

5 Play Back WAV or MP3 Files from a USB Flash Drive

Before you continue, use your computer to copy the audio files (WAV or MP3) to the root directory of your USB flash drive. For details on the formats that can be played, refer to "Song Player" (p. 85) in the Owner's Manual.

The TD-30 can play back WAV or MP3 files from your USB flash drive. You can use this to practice the drums while listening to your favorite music.

- 1 [USB/PTN] Press**
- 2 [F1] Press to select "USB"**
- 3 Select a song**
- 4 [PLAY] Playback**
- 5 [STOP] Stop**

See the Owner's Manual "Song Player" (p. 85)

How do I change the speed?

- 1 [F3] Press (SPEED)**
- 2 Adjust the speed**

You can view a list of songs

[SHIFT] + [F1]

You can even use a foot switch or pad to play/stop the song

You can use a foot switch (separately sold) or pad to select a song from the USB flash drive, and start or stop playback. This is ideal for live performance.

See the Owner's Manual "Assigning a Function to a Footswitch or Pad (CONTROL)" (p. 117)

Use V-Drums Friend Jam

V-Drums Friend Jam is a drummer's social networking tool that lets you use the V-Drums and your computer to enjoy practicing/competing with friends around the world. Practice songs can be automatically downloaded from the internet, and you can upload your score to Twitter. Access <http://vdrums.fj> and download it.

Using your USB flash drive
In the V-Drums Friend Jam screen where you select a song, click the [Save the data of this box] to save the MP3 files. Copy them in the root directory of your USB flash drive, and then you can play them back as practice songs on the TD-30.



6 Listen to the Patterns

The TD-30 contains phrases called "patterns" which you can easily play back. By letting a preview pattern play while you switch kits, you can audition the sounds without having to strike the drums yourself. It's also convenient to leave a pattern playing while editing a kit's sounds or effects.

- 1 [USB/PTN] Press**
- 2 [F1] Press to select "PTN"**
- 3 Select a pattern (song)**
- 4 [PLAY] Playback**
- 5 [STOP] Stop**

How do I change the tempo?

- 1 [TEMPO] Press**
- 2 Adjust the tempo**

How do I sound a click?

- 1 [SHIFT] + [TEMPO] Turn the click sound ON/OFF**

See the Owner's Manual "Pattern Sequencer" (p. 89)

See the Owner's Manual "Tempo" (p. 81)

