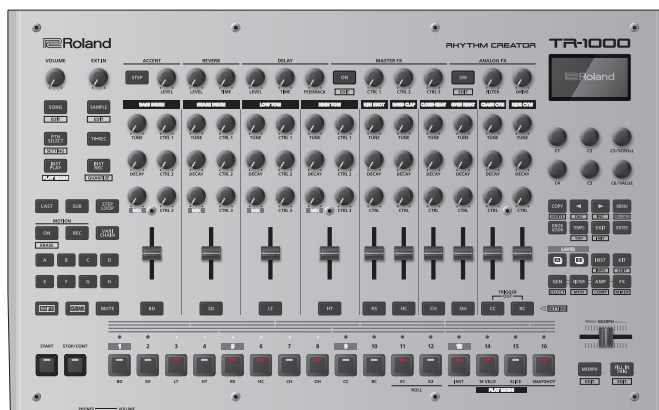


# TR-1000

Version 1.11 and later

## RHYTHM CREATOR

### Owner's Manual



#### Owner's Manual (this document)

Read this first. It explains the basic things you need to know in order to use the TR-1000.

#### PDF Manual (download from the Web)

- **Reference Manual**

This provides even more details on the functions and operations of this unit.

- **Parameter Guide**

This explains all parameters of the TR-1000.

- **MIDI Implementation**

This is detailed information about MIDI messages.

#### To obtain the PDF manual

1. Visit the following website on your computer.

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





2. Choose "TR-1000" as the product name.

Before using this unit, carefully read "USING THE UNIT SAFELY" (p. 2), and "IMPORTANT NOTES" (p. 4). After reading, keep the document(s) where it will be available for immediate reference.




# USING THE UNIT SAFELY

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

### About ⚠ WARNING and ⚠ CAUTION Notices

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

### About the Symbols

	The ⚠ symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⚡ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

## ALWAYS OBSERVE THE FOLLOWING

### WARNING

#### Make sure that the power cord is grounded

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



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

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



#### Do not disassemble or modify by yourself

Do not carry out anything unless you are instructed to do so in the owner's manual. Otherwise, you risk causing malfunction.



#### Do not repair or replace parts by yourself

Be sure to contact your dealer, a Roland service center, or an official Roland dealer.



For a list of Roland service centers and official Roland dealers, refer to the Roland website.

### WARNING

#### Do not use or store in the following types of locations

- Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
- Damp (e.g., baths, washrooms, on wet floors); or are
- Exposed to steam or smoke; or are
- Subject to salt exposure; or are
- Exposed to rain; or are
- Dusty or sandy; or are
- Subject to high levels of vibration and shakiness; or are
- Placed in a poorly ventilated location.



#### Do not place in an unstable location

Otherwise, you risk injury as the result of the unit toppling over or dropping down.



#### Connect the power cord to an outlet of the correct voltage

The unit should be connected to a power supply only of the type described as marked on the rear side of unit.



#### Use only the supplied power cord

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



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

Otherwise, fire or electric shock may result.



### WARNING

#### Avoid extended use at high volume

Use of the unit at high volume for extended periods of time may cause hearing loss. If you ever experience any hearing loss or ringing in the ears, you should immediately stop using the unit and consult a specialized physician.



#### Do not allow foreign objects or liquids to enter unit; never place containers with liquid on unit

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



#### Turn off the unit if an abnormality or malfunction occurs

In the following cases, immediately turn off the power, remove the power cord from the outlet, and contact your dealer, a Roland service center, or an official Roland dealer for service.



- The power cord has been damaged; or
- If smoke or unusual odor occurs; or
- Objects have fallen into, or liquid has been spilled onto the unit; or
- The unit has been exposed to rain (or otherwise has become wet); or
- The unit does not appear to operate normally or exhibits a marked change in performance.

For a list of Roland service centers and official Roland dealers, refer to the Roland website.

## ! WARNING

### Be cautious to protect children from injury

Always make sure that an adult is on hand to provide supervision and guidance when using the unit in places where children are present, or when a child will be using the unit.



### Do not drop or subject to strong impact

Otherwise, you risk causing damage or malfunction.



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

Otherwise, you risk overheating or fire.



### Do not use overseas

Before using the unit in overseas, consult with your retailer, the nearest Roland service center, or an authorized Roland distributor.



For a list of Roland service centers and official Roland dealers, refer to the Roland website.

### Don't block ventilation openings

Don't allow the unit's ventilation openings to be blocked by a newspaper, tablecloth, curtains, or similar objects.



### Don't place burning objects on the unit

Don't place any burning object (such as a candle) on the unit.



### Be aware of weather conditions

Use the apparatus in moderate climates.



## ! CAUTION

### When disconnecting the power cord, grasp it by the plug

To prevent conductor damage, always grasp the power cord by its plug when disconnecting it.



### Periodically clean the power plug

An accumulation of dust or foreign objects between the power plug and the power outlet can lead to fire or electric shock.



At regular intervals, be sure to pull out the power plug, and using a dry cloth, wipe away any dust or foreign objects that may have accumulated.

### Disconnect the power plug whenever the unit will not be used for an extended period of time

Fire may result in the unlikely event that a breakdown occurs.



### Route all power cords and cables in such a way as to prevent them from getting entangled

Injury could result if someone were to trip on a cable and cause the unit to fall or topple.



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

Otherwise, you risk injury as the result of the unit toppling over or dropping down.



### Never connect/disconnect a power plug if your hands are wet

Otherwise, you could receive an electric shock.



### Disconnect all cords/cables before moving the unit

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



### Before cleaning the unit, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk receiving an electric shock.



### Whenever there is a threat of lightning, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk causing malfunction or receiving an electric shock.



# IMPORTANT NOTES

## Power Supply

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

## Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This unit may interfere with radio and television reception. Do not use this unit in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
- Do not place containers or anything else containing liquid on top of this unit. Also, whenever any liquid has been spilled on the surface of this unit, be sure to promptly wipe it away using a soft, dry cloth.

## Maintenance

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

## Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information.

Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

## Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing others nearby, try to keep the unit's volume at reasonable levels.
- When disposing of the packing carton or cushioning material in which this unit was packed, you must observe the waste disposal regulations that apply to your locality.
- Do not use connection cables that contain a built-in resistor.
- Be sure to use the included USB cable, and connect the side with the attached ferrite core to your computer. Do not remove the ferrite core, as this helps prevent electromagnetic noise.

## Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

## Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.
- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.
- Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.
- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.
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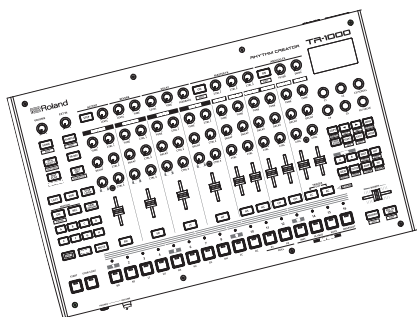
## Main specifications

<b>Power consumption</b>	38 W * Power consumption when in off mode (when the power automatically turns off): 0.2 W
<b>Dimensions</b>	486 (W) × 311 (D) × 125 (H) mm 19-3/16 (W) × 12-1/4 (D) × 4-15/16 (H) inches
<b>Weight</b>	5.5 kg 12 lbs 3 oz
<b>Accessories</b>	Power cord, Owner's Manual, USB Type-C® to USB Type-C cable (with ferrite core)
<b>Options (sold separately)</b>	Expression Pedal: EV-5 Footswitch: FS-5U USB flash drive (up to 64GB) (*1) *1 Use a commercially available USB flash drive. However, we cannot guarantee that all commercially available USB flash drives will work.

\* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.



# Introduction (a message from the developers)



**Rhythm machines aren't just part of Roland's DNA—they define it.**

In the 1970s, Roland's drum machines were created to provide simple rhythmic accompaniment to organ players. Their analog drum sounds were primitive yet characteristic, doing their best to emulate real instruments using the technology of the time. Pre-made rhythms chirped through waist-high wooden speakers designed to look closer to furniture than anything you would see in a professional music studio.

In the early 1980s, the TR-808 and TR-909 were released to mixed reception, mystifying some with their alt-world parody of acoustic drum sounds. After their initial production runs, stacks of TRs found their way to pawn shops and used electronics stores, eventually falling into the hands of hungry young musicians in Detroit, Chicago, London, and Berlin. These creative communities would unwittingly change the course of music, enmeshing Roland's iconic sound into the modern music styles we know today as techno, house, hip-hop, electro, and countless other dance and electronic music genres.

The instrument in front of you is the result of years of research and innovation, an overture to that history and an invitation to shape its future.

Occasionally, Roland uses the "000" designator for instruments it deems worthy enough to serve as a benchmark in technology and innovation. This instrument earns it by standing as the most complete rhythm machine ever made—delivering our finest drum sounds through an intuitive step sequencer, paired with expansive hands-on control for unhindered creative expression.

The sound engine's foundation is built from our timeless analog drum sounds, complemented by an evolution of our digital drum modeling to fuse classic and experimental together. On the analog side, improvements such as pitch control, expanded parameter ranges and wider dynamics were added to the analog circuitry without compromising the original spirit and sound character. On the digital side, you'll find a collection of reimagined Roland drum sounds that sound and behave like wild mutations of their origins, along with FM and virtual analog drum synthesis. And finally, the overhauled sampling engine includes recording, slicing, and time-stretching with ample storage capacity.

Enhancements have also been made to the sequencer. The TR-1000 is the first TR to offer off-grid capability, along with numerous sequencing tools such as per-track shuffle, individual track timing and more to breathe additional life into your programmed patterns. And yes, there is song mode.

We could not have done this alone—musicians and producers provided invaluable feedback and requests for us to create serious tools that professionals can rely on as integral parts of their studios. The TR-1000 was born of this concept, delivering a modern rhythm machine for those who want the best.

We would like to thank our artists, collaborators, and customers for their support in this project. We can't wait to hear the music you'll make with the TR-1000.

**The TR-1000 Development Team**

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# Getting ready

## Turning the power on

- \* 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.
- \* If you need to turn off the power completely, first turn off the unit, then unplug the power cord from the power outlet. Refer to **“To completely turn off power to the unit, pull out the plug from the outlet”** (p. 2).

1. Turn on the power in this order: TR-1000 → connected devices.
2. Raise the volume of the connected devices to an appropriate level.

## Turning the power off

1. Turn off the equipment in this order: connected devices → TR-1000.

## Making the power automatically turn off after a time (AUTO OFF)

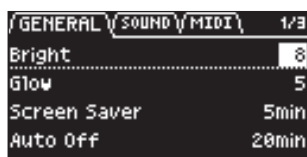
The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

### NOTE

- If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep (p. 27).
- If you don't want the unit to turn off automatically, turn this setting off (p. 8). Note that when the setting is turned off, the unit may consume more power.
- You can simply turn the power back on after it has turned off automatically.

## Changing the AUTO OFF settings

1. Press the [MENU] button.  
The MENU screen appears.
2. Use the [C6/VALUE] knob to select “SYSTEM”, and press the [ENTER] button.  
The SYSTEM screen appears.
3. Use the [◀] and [▶] buttons to select “GENERAL”, and use the [C3/SCROLL] knob to select “Auto Off”.



4. Turn the [C6/VALUE] knob to configure the AUTO OFF function.

Value	Explanation
OFF	The power does not turn off automatically.
20min (factory setting)	The power turns off automatically when 20 minutes have passed since you last played or operated the unit.
240min	The power turns off automatically when 240 minutes (four hours) have passed since you last played or operated the unit.

5. To execute, use the [C6/VALUE] knob to select “OK”, and press the [ENTER] button.

## Formatting a USB flash drive

To use a USB flash drive (sold separately), format it on the TR-1000.

### NOTE

Never turn off the power or remove the USB flash drives while the screen indicates “Executing”.

1. Press the [MENU] button so it's lit.  
The MENU screen appears.
2. Use the [C6/VALUE] knob to select “UTILITY”, and press the [ENTER] button.
3. Select “FORMAT” with the [C6/VALUE] knob.



4. Press the [ENTER] button.  
A confirmation message appears.



5. Use the [C6/VALUE] knob to select “OK”, and press the [ENTER] button.

To cancel, use the [C6/VALUE] knob to select “CANCEL”, and press the [ENTER] button.

## Use the TR-1000's dedicated software

With the dedicated computer software, you can manage your sound data without using the USB flash drive.

You can download the dedicated software via the Roland Cloud Manager app on your computer.

For details, refer to the Roland website.

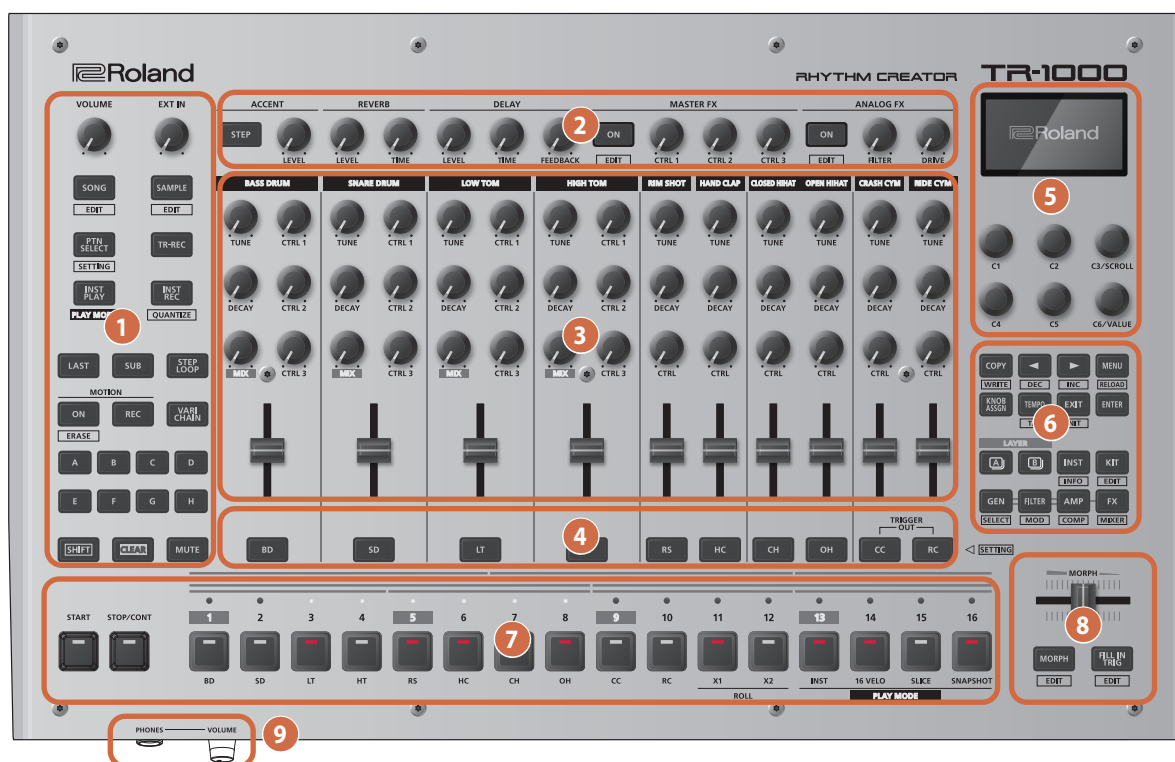
<https://www.roland.com/manuals/>

- \* Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.



# Panel descriptions and operations

## Top panel/front panel



### 1 Common section 1/pattern section

Controller	Explanation
[VOLUME] knob	Adjusts the volume of audio coming from the MIX OUT jack. * This does not change the volume of signal from the INDIVIDUAL OUT and ANALOG FX OUT jacks.
[EXT IN] knob	Adjusts the input level for the EXTERNAL IN jacks.
[SONG] button	Creates a song by connecting multiple patterns (p. 29).
[SAMPLE] button	Creates a sample from the audio played into the EXTERNAL IN jacks and from the patterns (p. 25).
[PTN SELECT] button	Selects a pattern (p. 15).
[TR-REC] button	Records a pattern using step recording (p. 17).
[INST PLAY] button	Use the keys [1]–[10] to play in real time (p. 19). Press keys [13]–[16] while holding down the [INST PLAY] button to select a play mode.
[INST REC] button	Records a pattern with real-time recording (p. 19).
[LAST] button	Sets the length of the pattern.
[SUB] button	Sets the sub steps (duplets, triplets, quadruplets, etc.).
[STEP LOOP] button	Loops a specific step (or range of steps).
MOTION [ON] button	If this is ON, knob operation data (MOTION) is played back (p. 20).
MOTION [REC] button	If this is ON, knob operation data (MOTION) is recorded (p. 20).
[VARI CHAIN] button	The variation lights up while played back in a chain (p. 15). Press the button while it is lit to cancel the chain.

Variation [A]–[H] buttons	These switch between the pattern variations (A–H).
[SHIFT] button	If you press another button while holding down this button, the related settings screen is shown.
[CLEAR] button	Erases the recorded content of a track, or erases a pattern (p. 27).
[MUTE] button	Mutes (silences) the selected track (p. 28).

### 2 Effect controlling section

Controller	Explanation
ACCENT	[STEP] button Records an accent during step recording. You can also use this to edit the motion of an effect.
	[LEVEL] knob Adjusts the accent volume.
REVERB	[LEVEL] knob Adjusts the reverb volume.
	[TIME] knob Adjusts the reverb time.
DELAY	[LEVEL] knob Adjusts the delay volume.
	[TIME] knob Adjusts the delay time.
MASTER FX	[FEEDBACK] knob Adjusts the volume of delay that is returned to the input.
	[ON] button Turns the master effect on/off.
ANALOG FX	[CTRL 1–3] knobs Controls the master effect.
	[ON] button Turns the analog effect on/off.
	[FILTER] knob Adjusts the filter's cutoff frequency.
	[DRIVE] knob Adjusts the distortion.

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### 3 Instrument controlling section

Controller	Explanation
[TUNE] knob	Adjusts the tuning or pitch.
[DECAY] knob	Adjusts the decay length.
BASS DRUM– RIDE CYMBAL	[MIX] knob Adjusts the mix balance for layers A/B.
	[CTRL 1-3] knobs Controls what is set with the [KNOB ASSIGN] button.
	Level faders These adjust the volume.

### 4 Track select section

Controller	Explanation
Track select [BD]–[RC] buttons	These select the track you want to record or configure.

### 5 Common section 2

Controller	Explanation
Display	Shows various information depending on the operation.
[C1]–[C6/VALUE] knobs	These adjust or edit the settings.

### 6 Common section 3/KIT section

Controller	Explanation
[COPY] button	Copies a pattern, kit, etc.
[◀] [▶] buttons	Switches between pages.
[MENU] button	Configures the various settings, initializes data and other functions.
[KNOB ASSIGN] button	Assigns parameters to the knobs of each track.
[TEMPO] button	Sets the tempo.
[EXIT] button	Returns the unit to the previous screen or cancels an operation.
[ENTER] button	Confirms the menu selection or executes the operation.
LAYER [A] [B] buttons	These select the layer you want to record or configure.
[INST] button	Selects the instrument.
[KIT] button	Selects the kit.
[GEN] button	Sets the sound generator of the instrument.
[FILTER] button	Configures the filter.
[AMP] button	Configures the amp.
[FX] button	Configures the instrument effect.

### 7 Sequencer section

Controller	Explanation
[START] key	Plays the pattern.
[STOP/CONT] key	Stops the pattern. When you press this again while the pattern is stopped, the pattern plays back from where it stopped.
Step keys [1]–[16]	These set whether the instrument plays for each step during step recording.

### 8 Morph section

Controller	Explanation
[MORPH] slider	Applies the effect that was set in MORPH ASSIGN.
[MORPH] button	Switches the morphing effect on/off.
[FILL IN TRIG] button	Plays a fill-in when you press this button.

### 9 PHONES section

Controller	Explanation
[PHONES] jack	Connect your headphones here. The tracks you set in MIX OUT and CUE are output from this jack.
[PHONES VOLUME] knob	Adjusts the volume of signal from the PHONES jack.

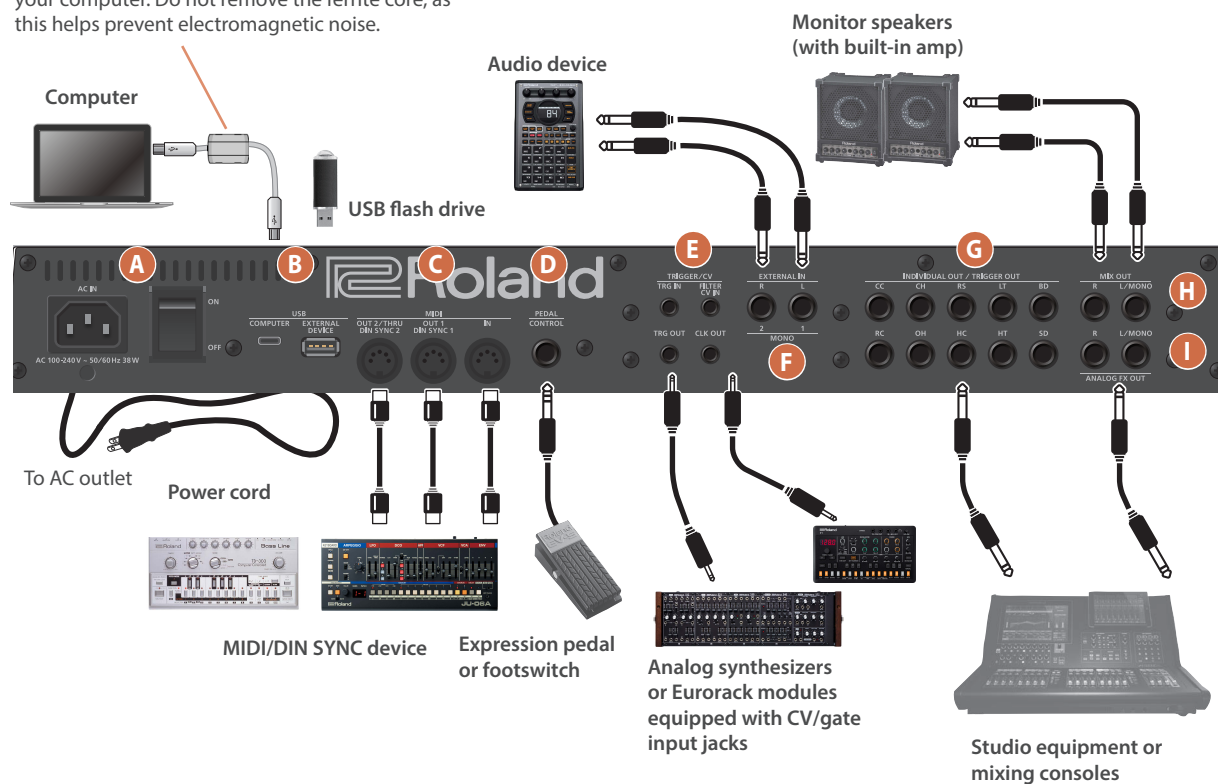
### Functions recalled while holding down the [SHIFT] button

Controller	Function
[SONG] button	Configures the song.
[SAMPLE] button	Configures the sample.
[PTN SELECT] button	Configures the pattern.
[INST PLAY] button	Configures the play mode.
[INST REC] button	Sets the quantization used when recording in real time.
MOTION [ON] button	Deletes a recorded motion.
[MUTE] button	Outputs the selected track(s) from the PHONES jack.
MASTER FX [ON] button	Configures the master effect.
ANALOG FX [ON] button	Configures the analog effect.
Track select [BD]–[RC] buttons	Configures the tracks.
[◀] [▶] buttons	Increases or decreases the value that you're setting.
[MENU] button	Loads the saved state of a kit or pattern.
[TEMPO] button	Registers the tempo at the interval you use when pressing the button.
[COPY] button	Saves the pattern, kit or system settings you've made.
[KIT] button	Configures the drum kit.
[INST] button	Shows the information of the INST recalled.
[GEN] button	Selects the sound generator of the instrument.
[FILTER] button	Configures the modulation.
[AMP] button	Configures the compressor.
[FX] button	Configures the mixer.
[START] key	Plays again from the starting step.
[STOP/CONT] key	Stops the sound of sound generators whose playback does not stop automatically.
Step keys [1]–[16]	Inputs dynamics (soft/loud).
[MORPH] button	Configures the morphing effect.
[FILL IN TRIG] button	Configures the fill-in.
[EXIT] button	Loads the default values for a kit or pattern.

## 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.

\* Be sure to use the included USB cable, and connect the side with the attached ferrite core to your computer. Do not remove the ferrite core, as this helps prevent electromagnetic noise.



English

日本語

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Nederlands

## Panel descriptions and operations

### A Power supply

Name	Explanation
AC IN jack	Connect the included power cord here. <ul style="list-style-type: none"><li>* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.</li></ul>
Power switch	Turns the power on/off.

### B USB port

Name	Explanation
USB COMPUTER port	Use the included USB 3.0 cable (Type-C® to Type-C®) to connect this unit to your computer, for exchanging performance data and audio signals. <ul style="list-style-type: none"><li>* Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.</li><li>* You must install the USB driver when connecting this unit to your computer. Download the USB driver from the Roland website. For details, refer to the "Readme.htm" file you downloaded. <a href="https://www.roland.com/support/">https://www.roland.com/support/</a></li></ul>
EXTERNAL DEVICE port	Connect a commercially available USB flash drive here. <ul style="list-style-type: none"><li>* Never turn off the power or remove the USB flash drives while the screen indicates "Executing".</li><li>* The maximum supported USB flash drive capacity is 64 GB. Use a USB flash drive with a capacity of 64 GB or less.</li></ul>

### C MIDI connectors

Name	Explanation
OUT2/THRU connector or DIN SYNC 2 connector	Connect a MIDI device to these connectors using a commercially available MIDI cable.
OUT1 connector or DIN SYNC 1 connector	When connecting a device that supports DIN sync, use a commercially available DIN sync-compatible MIDI cable.
IN connector	Connect a MIDI device to these connectors using a commercially available MIDI cable.

### D PEDAL jack

Name	Explanation
CONTROL jack	Connect an expression pedal (sold separately: EV-5) or footswitch (sold separately: FS-5U) to control various parameters or functions. <ul style="list-style-type: none"><li>* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.</li></ul>

### E TRIGGER/CV jack

Name	Explanation
TRG IN jack	Connect a device that has a TRIGGER OUT jack here.
TRG OUT jack	Outputs a trigger signal at the timing used by the specified track.
FILTER CV IN jack	This jack is for inputting voltages (within $\pm 2.5$ V) that control the cutoff frequency of the ANALOG FX filter.
CLK OUT jack	Use this jack to output synchronization signals to an external device.

\* Use a mini plug cable (mono) to make the connection. Do not use a mini plug cable (stereo), as it will not function properly.

### F EXTERNAL IN jacks

Name	Explanation
L/MONO 1, R/MONO 2 jacks	These are the audio input jacks. They can be used as a single stereo channel or two mono channels.

### G INDIVIDUAL OUT/TRIGGER OUT jacks

Name	Explanation
BD-RC jacks	You can choose whether these jacks function as INDIVIDUAL OUT or as TRIGGER OUT jacks. When INDIVIDUAL OUT is selected, the audio from the BD-RC tracks is output. When TRIGGER OUT is selected, trigger signals are output. You can also directly output analog sound from these jacks. When doing so, any effects or the like cannot be applied.

### H MIX OUT jacks

Name	Explanation
L/MONO, R jacks	Connect these jacks to your amp or monitor speakers.

### I ANALOG FX OUT jacks

Name	Explanation
L/MONO, R jacks	These jacks are for directly outputting analog effects.

## Overview of the TR-1000

## System setting



## What is a project?

A project consists of 128 kits, 128 patterns, instruments and songs combined and managed as a single collection. The TR-1000 can store 16 different projects.

## What is a pattern?

The performance data recorded using TR-REC or INST-REC is called a "pattern".

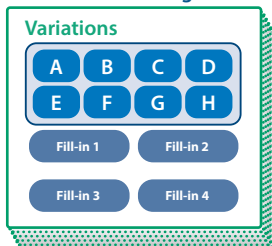
### Variations/fill-ins

The TR-1000 has 128 patterns (16 patterns x 8 banks), and each pattern has eight variations (A-H) and four fill-ins.

### Tracks

The variations (A-H) and fill-ins each have 10 tracks (BD, SD, LT, HT, RS, HC, CH, OH, CC and RC).

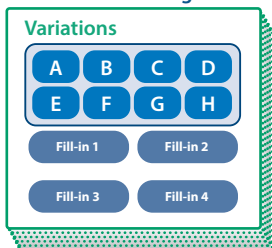
Patterns 1-1 through 8-16



## What is a kit?

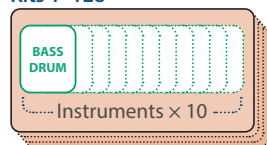
A collection of 10 types of instruments is called a "kit". The TR-1000 includes 128 kits. The patterns plays the instruments of the currently selected kit.

Patterns 1-1 through 8-16



Pattern plays the instruments of the kit

Kits 1-128



## What is an instrument?

The settings for each track, including the generator, filter, amp and effect settings are saved as an "instrument". On the TR-1000, you can save an instrument to an instrument bank and recall it from any kit.

### Layer

The TR-1000 features four layer tracks (BD, SD, LT, HT) and six single tracks (RS, HC, CH, OH, CC, RC).

Layer tracks use two sets (A, B) of generator, filter and amp sections. Single tracks use one set of generator, filter and amp sections.

## What is a generator (GEN)?

This is a generic name for the sound source of the TR-1000. On the TR-1000, you can select between analog, ACB, samples and so on for the generator.

### Analog

The TR-1000 features an analog sound source with 16 sounds. In addition to recreating the sound of the TR-808 and TR-909 circuits, new controls were added and the sound was tuned for greater sonic definition.

### ACB

This is an analog modeling instrument that completely reproduces the behavior of an analog sound generator. In addition to reproducing an analog sound generator, this product customizes the circuit using digital technology, letting you experience new sounds you'd never have imagined with traditional sounds.

### FM

This gives the track a sparkling texture and a dynamic feel that differs from ACB sound. You can use the unique parameter sets built into each model to expand the sonic possibilities.

### PCM

A large number of preset samples are included for adding variety to the rhythm track.

### Sample

This data combines sampled sounds (recorded audio data) with their loop and pitch settings. You can assign these samples to the generator for playback, or use them as part of the track that makes up the song.

## What is a song?

A song contains multiple pattern that can be chained and played back.

Settings such as the number of pattern, the sequence of variations, the number of repeats for each variation, and the tempo are stored in a song.

## What is MOTION?

You can record the movements of knobs and switches on the TR-1000 into a pattern as a "MOTION", and play them back.

### Saving patterns and kits

Patterns and kit parameters that are being edited are stored in memory until the power is switched off. Because of this, you can switch to a different pattern or kit without losing what you've edited. However, the unit returns to the state it was in before editing once you turn the power off and on again. **If you want to keep the content of the pattern or the kit you've edited, save the pattern or kit before turning off the power.**

#### Saving a pattern and kit at the same time (OVERWRITE)

You can overwrite the selected pattern and kit by pressing the [COPY] button while holding down the [SHIFT] button and then selecting "OVERWRITE".

For details on how to save the various settings, refer to "Saving various settings (WRITE)" (p. 27).



# Playing back a pattern

## Selecting a pattern

1. Press the [PTN SELECT] button.
2. Use the step keys [1]–[16] to select a pattern.

The step key you selected blinks.

### MEMO

You can also select a bank first, then select a pattern.  
Follow the steps below to select a bank.

1. Press a step key [1]–[8] while holding down the [PTN SELECT] button to select a bank.

### MEMO

You can also use the [C6/VALUE] knob to select the pattern and bank.

## Playing back a pattern

1. Press the [START] key.

This plays back the pattern. The respective button lights up during playback.

When you select the next pattern during playback, the step keys blink.

Once the current pattern finishes playing, the next pattern starts playing.

You can press the two step keys at the same time to select multiple patterns.

The selected patterns play in sequence.

2. Use the controllers in the Instrument controlling section to change the sound.

### MEMO

If you press the [START] key while holding down the [SHIFT] button, the pattern that's playing back goes back to the beginning.

## Stopping a pattern

1. Press the [STOP/CONT] key.

### MEMO

When you press the [STOP/CONT] key again, the pattern plays back from where it stopped.

Press the [START] key to play back from the beginning of the pattern.

## Erasing a pattern

1. Press the [PTN SELECT] button.
2. Hold down the [CLEAR] button and press the step keys [1]–[16] to select the pattern you want to erase.

## Selecting and playing back each variation one at a time

1. Press the variation [A]–[H] buttons to select the variation you want to play.

2. Press the [START] key.

The variation plays. The respective button lights up during playback.

Once the current variation finishes playing, the next variation starts playing.

- \* If you press the variation [A]–[H] buttons while holding down the [TR-REC] button, you can edit the variation corresponding to the button you press without changing the variations that are playing back.

## Linking multiple variations and playing them in sequence (VARIATION CHAIN)

You can play back multiple variations in sequence, one at a time.

1. Press the variation [A]–[H] buttons at the same time to select the variations you want to link (chain) together for playback.

2. Press the [START] key.

Chain playback starts and the [VARI CHAIN] button lights up.

- \* If you press the variation [A]–[H] buttons included in the chain while holding down the [TR-REC] button, you can edit the variation corresponding to the button you press while the chain plays back.
- \* If you press a variation [A]–[H] button that is not included in the chain, the variation of the button that you pressed starts playing back.

Then, press the variation [A]–[H] buttons in the chain to play back the chain.

You can store one set of variation playback settings per pattern. On the WRITE screen, you can save these settings for the variations to be played back in the pattern.

## Canceling the variation chain

1. Press the lit [VARI CHAIN] button.

This cancels the chain, and the [VARI CHAIN] button goes dark.

- \* If you cancel the chain while it's playing, the unit switches to playing back one variation repeatedly.  
This erases the stored chain information.

## Adding a fill-in

1. Press the [FILL IN TRIG] button at the timing when you want to insert the fill-in.

## Configuring the fill-in

1. Hold down the [SHIFT] button and press the [FILL IN TRIG] button.

The FILL IN EDIT screen appears and the button lights up.

2. Use the [C1]–[C6/VALUE] knobs to set the value of the FILL IN parameter.

→ For details on the parameters, refer to the “Reference Manual” (Roland website).

# Configuring the patterns (pattern settings)

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## Configuring the track settings

You can configure the parameters related to playback for each track.

1. Press the track select [BD]–[RC] buttons while holding down the [SHIFT] button.

The TRACK SETTING screen appears.

### MEMO

You can also long-press the track select [BD]–[RC] buttons to show the TRACK SETTING screen.

2. Use the [C1]–[C6/VALUE] knobs to set the values of the track parameters.

→ For details on the parameters, refer to the “Reference Manual” (Roland website).

## Configuring the patterns

Here's how to change the settings for the selected pattern.

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

The PTN SETTING screen appears.

2. Use the [C3/SCROLL] knob to select the parameter to set.

3. Use the [C6/VALUE] knob to set the value of the parameter.

4. Press the [PTN SELECT] or [EXIT] button.

The unit exits the PTN SETTING screen.

# Creating a pattern with step recording (TR-REC)

## Inputting steps

Create your pattern by specifying the steps on which sound plays for each track. You can also create your pattern while listening to the pattern play back.

- \* If you want to keep the content of the pattern or the kit you've edited, save the pattern or kit before turning off the power (p. 27).

1. Press the [TR-REC] button.
2. Press the variation [A]–[H] buttons to select a variation from A to H.
3. Press the track select [BD]–[RC] buttons to select the track on which to record.
4. Press the step keys [1]–[16] to enter the steps for which you want a sound to play.

When doing this, the BD–HT layer tracks play the layer A/B generator simultaneously, and the single track RS–RC plays a single generator.

## Inputting sub-steps

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

1. Press the [SUB] button.
2. Press the step keys [1]–[16] to enter the steps.

### MEMO

Turn the [C6/VALUE] knob while holding down the [SUB] button to select the number of divisions.

## Inputting weak beats

1. Press the step keys [1]–[16] while holding down the [SHIFT] button.

## Inputting layer A/B separately

You can enter steps for each layer separately in the BD–HT layer tracks.

1. Press the step keys [1]–[16] while holding down either the LAYER [A] or [B] button.

### MEMO

After pressing the [AMP] button, you can use the [◀] [▶] buttons to check the levels and balance between the layers.

## Inputting alternate sounds (ALT INST)

You can input alternate sounds for the single track RS–RC.

- \* Alternate sounds contain a “-” character (example: 707Bass1-2) in their name.

1. Press the step keys [1]–[16] while holding down the LAYER [B] button.

## Erasing a recorded step from a track (CLEAR)

1. Press the track select [BD]–[RC] buttons while holding down the [CLEAR] button to select the track that contains the steps you wish to erase.

### MEMO

Press the [CLEAR] button while holding down the [SHIFT] button to erase the steps that play back.

## Editing the steps

1. Use the [C1]–[C5] knobs while holding down the step keys [1]–[16] to edit the steps.



Parameter	Explanation
VELOCITY	Sets the strength of the accent.
START	Sets how much to shift the timing of the note.
SUBSTEP	Divides the steps into sub-steps for creating rolls or repeated strokes. For instance, when this is set to “1/2”, one step plays twice.
PROB	Sets the probability for the step to play back. The smaller the number, the less frequently the step plays.
CYCLE	Sets how many cycles over which the sound plays.

- ➔ For details on the parameter's value, refer to the “Reference Manual” (Roland website).

2. Release your finger from the step keys [1]–[16].

This exits the STEP EDIT screen.

## Editing a motion

1. Press the [▶] button while holding down the step keys [1]–[16] corresponding to the motion you want to edit.  
The MOTION screen appears.
2. While holding down the step key you pressed in step 1, use the [C1]–[C6/VALUE] knobs to record the motions of the controllers into the step.
3. Press the MOTION [ON] button.  
When the MOTION [ON] button is lit, the motions of the controllers that you recorded in step 2 are played back.

## Specifying an accent

1. Press the ACCENT [STEP] button.
2. Press the step keys [1]–[16] to input the steps for which you want to apply an accent.
3. Use the ACCENT [LEVEL] knob to adjust the accent volume.

# Playing/recording in real time (INST PLAY/INST REC)

## Playing an instrument (INST PLAY)

You can use the step keys [1] (BD)–[10] (RC) to play an instrument in real time.

Playing with the step keys does not change the pattern.

1. Press the [INST PLAY] button.
2. Press the step keys [1] (BD)–[10] (RC) to play the instruments.

## Create a pattern with real-time recording (INST REC)

This shows how to record what you play using the step keys [1] (BD)–[10] (RC) in real time to create a pattern. This changes the selected pattern.

If you want to keep the content of the pattern or the kit you've edited, save the pattern or kit before turning off the power (p. 27).

1. Press the [INST REC] button.
2. Press the variation [A]–[H] buttons to select the variation you want to record.
3. Press the [START] key to begin recording.
4. Press the step keys [1] (BD)–[10] (RC) to play.

\* Any operations you make in the Instrument controlling section are not recorded.

## Playing/recording sub-steps

Here's how to sub-divide a step (sub-step) and play/record the sub-steps while in INST PLAY or INST REC.

1. Press the [SUB] button.
2. Press the step keys [1]–[10] corresponding to the sub-steps you want to play/record.

### MEMO

You can also play/record a sub-step by holding down the [SUB] button and pressing the step keys [1]–[10].

## Playing/recording weak beats

Here's how to play/record weak beats.

1. Press the step keys [1]–[16] while holding down the [SHIFT] button.

## Playing/recording layers A/B separately

You can play/record each layer separately in the BD–HT layer tracks.

1. Press the step keys [1] (BD)–[4] (HT) while holding down either the LAYER [A] or [B] button.

## Playing/recording alternate sounds (ALT INST)

You can input alternate sounds for the single track RS–RC.

\* Alternate sounds contain a "-" character (example: 707Bass1-2) in their name.

1. Press the step keys [5] (RS)–[10] (RC) while holding down the LAYER [B] button.

## Enabling quantization

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

The quantization toggles between on and off with each press of the button during recording.

## Changing how the unit works during INST PLAY (PLAY MODE)

You can change how this unit works (performance mode) when you press a step key in INST PLAY.

Performance mode	Explanation
INST	Use step keys [1]–[10] to play BD–RC.
16 VELO	You can use the step keys [1]–[16] to specify the volume (velocity) of a single instrument.
SLICE	You can assign slices of a sample to the step keys [1]–[16] to play or record. * This is enabled only when the generator of the instrument is set to SAMPLE.
SNAPSHOT	On the TR-1000, you can save the position data of the controllers (snapshot). This mode lets you recall up to eight snapshots for the selected track.

## Changing the PLAY MODE quickly

### 1. Long-press the [INST PLAY] button.

The step indicators [13]–[16] blink.

### 2. Press the step keys [13] (INST)–[16] (SNAPSHOT) while holding down the [INST PLAY] button.

This changes the performance mode.

\* The selected mode (step indicator [13] (INST)–[16] (SNAPSHOT)) lights up.

## Recording controller motions into steps (MOTION)

### 1. While a pattern is playing, press the MOTION [REC] button.

Recording starts and the MOTION [REC] button lights up.

While the MOTION [REC] button is lit, the motions listed below for the controllers are recorded into the steps.

Section	Controller
BASS DRUM– HIGHT TOM	[TUNE], [DECAY], [MIX], [CTRL 1–3] knobs
RIM SHOT–RIDE CYMBAL	[TUNE], [DECAY], [CTRL] knobs
REVERB	[LEVEL], [TIME] knobs
DELAY	[LEVEL], [TIME], [FEEDBACK] knobs
MASTER FX	[ON] button, [CTRL 1–3] knobs
ANALOG FX	[ON] button, [FILTER] knob, [DRIVE] knob

### 2. Press the MOTION [ON] button.

The controller motions that you recorded in step 1 play back while the MOTION [ON] button is lit.



# Editing the kits

## Selecting a kit

Here's how to select a kit.

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

The SELECT KIT screen appears.

\* You can edit 128 kits at the same time on the TR-1000. Kits being edited are marked with an asterisk to the left of the kit number.

2. Use the [C6/VALUE] knob to select the kit.

3. Press the [KIT] or [EXIT] button.

The [KIT] button goes dark and the SELECT KIT screen exits.

## Editing the kit settings

Here's how to edit the settings for the selected kit.

\* If you want to keep a kit's settings, save the kit (p. 27).

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

The KIT EDIT screen appears.

2. Press the [◀] [▶] buttons to select the page to set.

3. Use the [C1]–[C6/VALUE] knob to edit the value.

4. Press the [KIT] or [EXIT] button.

This exits the KIT EDIT screen.

## Configuring the mix (MIXER)

This shows how to configure the mixing for the selected track.

1. Press the track select [BD]–[RC] buttons.

2. Hold down the [SHIFT] button and press the [FX] button.

The MIXER screen appears.

3. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

## Sending each instrument to effects

Here's how to set whether the selected instrument is sent to the master effect or to the analog effect.

1. Press the track select [BD]–[RC] buttons.

2. Hold down the [SHIFT] button and press the [FX] button.

3. Use the [C4] knob to set the FX routing value.

## Sending the audio input to the EXTERNAL IN jacks to effects

This sets whether the audio input to the EXTERNAL IN jacks is sent to the master effect or to the analog effect.

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

2. Press the [◀] [▶] buttons to select the EXT IN page.

3. Use the [C4] knob to set the FX routing value.

## Applying the master effect

This shows how to apply the master effect to the kit.

1. Press the MASTER FX [ON] button so it's lit.

This turns the master effect on.

2. Use the MASTER FX [CTRL 1]–[CTRL 3] knobs to adjust the amount of effect applied.

## Configuring the master effect

1. Hold down the [SHIFT] button and press the MASTER FX [ON] button.

The MFX EDIT screen appears.

2. Press the [ENTER] button and use the [C6/VALUE] knob to select the effect type.

3. Press the [◀] [▶] buttons to select the page to set.

4. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

5. Press the [EXIT] button.

This exits the MFX EDIT screen.

### Applying the analog effect

This shows how to apply the analog effect to the kit.

1. Press the ANALOG FX [ON] button so it's lit.
2. Use the ANALOG FX [FILTER] knob and the [DRIVE] knob to adjust the effect intensity.

### Editing the analog effect settings

Here's how to edit the settings for the selected analog effect.

1. Hold down the [SHIFT] button and press the ANALOG FX [ON] button.  
The AFX EDIT screen appears.
2. Press the [◀] [▶] buttons to select the page to set.
3. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.
4. Press the [EXIT] button.  
This exits the AFX EDIT screen.

### Editing the analog effect routing

1. Hold down the [SHIFT] button and press the ANALOG FX [ON] button.  
The AFX EDIT screen appears.
2. Press the [ENTER] button.  
The AFX ROUTING popup screen appears.
3. Use the [C6/VALUE] knob to select the routing.
4. Press the [EXIT] button.  
This exits the screen.

# Editing the instruments

## Selecting an instrument (INST BANK)

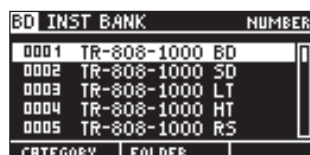
This shows how to individually select the instruments for selected kits.

\* An instrument contains all settings for the generator, filter, amp and instrument FX, including those settings found in the track.

### 1. Press the track select [BD]–[RC] buttons.

### 2. Press the [INST] button.

The INST BANK screen appears.



BD	INST BANK	NUMBER
0001	TR-808-1000 BD	
0002	TR-808-1000 SD	
0003	TR-808-1000 LT	
0004	TR-808-1000 HT	
0005	TR-808-1000 RS	
CATEGORY	FOLDER	

### 3. Use the [C4] knob to select the category.

### 4. Use the [C5] knob to select the folder.

### 5. Use the [C6/VALUE] knob to select the instrument.

### 6. Press the [INST] or [EXIT] button.

The [INST] button goes dark and the unit exits the INST BANK screen.

\* You can check the name of the selected instrument or the data for the generator by pressing the [INST] button while holding down the [SHIFT] button.

## Selecting the generator (SELECT GEN)

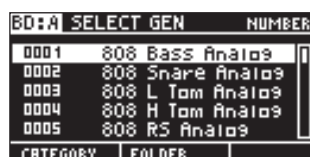
This shows how to individually select the generator for the selected instrument.

### 1. Press the track select [BD]–[RC] buttons.

When [BD]–[LT] is selected, use the LAYER [A] [B] buttons to select layer A/B.

### 2. Hold down the [SHIFT] button and press the [GEN] button.

The SELECT GEN screen appears.



BD:A	SELECT GEN	NUMBER
0001	808 Bass Analog	
0002	808 Snare Analog	
0003	808 L Tom Analog	
0004	808 H Tom Analog	
0005	808 RS Analog	
CATEGORY	FOLDER	

### 3. Use the [C4] knob to select the category.

### 4. Use the [C5] knob to select the folder.

### 5. Use the [C6/VALUE] knob to select the generator.

### 6. Press the [GEN] or [EXIT] button.

The [GEN] button goes dark and the unit exits the SELECT GEN screen.

## Changing the generator sound (GEN)

### 1. Press the track select [BD]–[RC] buttons.

When [BD]–[LT] is selected, use the LAYER [A] [B] buttons to select layer A/B.

### 2. Press the [GEN] button.

### 3. Press the [◀] [▶] buttons to select the page to set.

### 4. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

## Applying the filter (FILTER)

Here's how to apply the filter to the generator.

### 1. Press the track select [BD]–[RC] buttons.

When [BD]–[LT] is selected, use the LAYER [A] [B] buttons to select layer A/B.

### 2. Press the [FILTER] button.

The FILTER screen appears.

### 3. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

## Selecting an amp (AMP)

This shows how to make the volume change over time.

### 1. Press the track select [BD]–[RC] buttons.

When [BD]–[LT] is selected, use the LAYER [A] [B] buttons to select layer A/B.

### 2. Press the [AMP] button.

The AMP screen appears.

### 3. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

## Applying the compressor (CMP)

This effect reduces high volume levels while bringing up the level of quieter sounds, keeping down any variations in overall volume.

### 1. Press the track select [BD]–[RC] buttons.

### 2. Hold down the [SHIFT] button and press the [AMP] button.

The COMPRESSOR screen appears.

### 3. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

### Applying effects to an instrument (FX)

Here's how to apply effects to the instruments to change their sound. You can apply one effect per instrument.

1. Press the track select [BD]–[RC] buttons.
2. Press the [FX] button.
3. Press the [ENTER] button.  
The effect list appears.
4. Use the [C6/VALUE] knob to select an effect.
5. Press the [ENTER] button.  
This applies the effect.
6. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

### Changing parameter values with the LFO (MOD)

This shows how to use the LFO to change the parameter values.

1. Press the track select [BD]–[RC] buttons.
2. Hold down the [SHIFT] button and press the [FILTER] button.  
The MODULATION screen appears.
3. Use the [C1]–[C6/VALUE] knobs to set the values for the parameters.

### Assigning parameters to the [CTRL] knobs (KNOB ASSIGN)

You can assign parameters to each knob in the Instrument controlling section to control the pattern while it plays back.

You can assign up to four parameters to a knob, and set the minimum and maximum values per parameter corresponding to the motions of each knob.

1. Press the [KNOB ASSIGN] button.  
The KNOB ASSIGN screen appears.
2. Turn a knob for which you wish to edit the assignment.  
This selects the knob for editing.
3. Press the [◀] [▶] buttons to show the number to assign.
4. Use the [C1]–[C6/VALUE] knobs to set the assigned parameters, how much they change and their minimum and maximum values.
5. Press the [EXIT] button.  
This exits the screen.

### Saving an instrument

After editing one of the following parameters, you can save the parameters as a single instrument.



1. Hold down the [SHIFT] button and press the [COPY] button.  
The WRITE screen appears.
  2. Select "INST" with the [C6/VALUE] knob.
  3. Use the [C6/VALUE] knob and the [ENTER] button to edit the category and name.  
This saves the instrument.
- \* When you try to overwrite an existing category or name, a confirmation message appears. To overwrite, use the [C6/VALUE] knob to select "OK", and press the [ENTER] button. To cancel overwriting, use the [C6/VALUE] knob to select "CANCEL", and press the [ENTER] button.

#### MEMO

You can use the [INST] button to recall saved instruments even after you have changed the kit.

# Sampling

You can use the TR-1000 to sample (record) the audio input from an external device, and assign these samples to the respective tracks. You can also resample the internal samples and patterns.

Sampling can be done in sync with INST PLAY and with the patterns.

## Sampling

This shows how to record the audio and save the sampled result to the project.

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

The SAMPLING screen appears.

### 2. Use the controllers below to configure the parameters.

Controller	Parameter	Value	Explanation
[C4] knob	INPUT	EXT IN, BD-RC, MIX OUT, TRACK	Selects the source (input source) to sample. <b>EXT IN:</b> Only the audio input to the EXTERNAL IN jacks is sampled. <b>BD-RC:</b> Samples the BD-RC tracks. <b>MIX OUT:</b> Samples the mixed audio (the playback audio from this unit and the input from an external source). <b>TRACK:</b> Selects multiple tracks (BD-RC tracks) for sampling.
[C5] knob	LENGTH	MANUAL, 1-128 [steps]	Sets the sample time. <b>MANUAL:</b> After sampling starts, press the [ENTER] button again to stop sampling. <b>1-128:</b> Sampling stops automatically when the sampling time reaches the length specified by the number of steps.
[C6/VALUE] knob	TRIGGER	MANUAL, INST PLAY, PTN START, AUTO	This selects how to start sampling. <b>MANUAL:</b> Press the [ENTER] button to start sampling. <b>INST PLAY:</b> Press the step keys [1]-[16] to start sampling. <b>PTN START:</b> Press the [START] key to begin sampling. <b>AUTO:</b> Sampling begins once the audio input exceeds the level that's specified in INPUT.

### 3. Sampling starts recording with the method specified by the TRIGGER parameter.

### 4. Sampling ends with the method specified by the LENGTH parameter.

## Assigning a recorded sample to a track

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

### 2. Use the [C3/SCROLL] knob to select "WRITE&ASSIGN", and press the [ENTER] button.

### 3. Press the track select [BD]-[RC] buttons to select the track to which you want to assign the sample.

### 4. Use the [C3/SCROLL] knob to select "EXECUTE", and press the [ENTER] button.

The sample is assigned to the specified track and saved.

\* When saving a sample, you can use the [C3/SCROLL] and [C6/VALUE] knobs to edit the category and name.

\* When you select layer tracks BD-LT, you can specify either layer A or layer B.

\* When a sample is assigned, the generator of the instrument for that track is overwritten.

## Importing audio files (samples) from a USB flash drive

You can import an audio file as a sample from a USB flash drive.

### 1. Format the USB flash drive on the TR-1000 (p. 8).

### 2. Remove the USB flash drive.

### 3. On your computer, copy the audio file you want to import into the root directory of the USB flash drive.

### 4. Plug a USB flash drive into the instrument.

### 5. Press the [MENU] button to display the MENU screen.

### 6. Use the [C6/VALUE] knob to select "FILE", and press the [ENTER] button.



### 7. Use the [C6/VALUE] knob to select "IMPORT", and press the [ENTER] button.

### 8. Use the [C6/VALUE] knob to select "USER SAMPLE", and press the [ENTER] button.

### 9. Use the [C3/SCROLL] knob to select the audio file to import, and press the [ENTER] button.

### 10. Use the [C6/VALUE] knob to select the destination category for import, and press the [ENTER] button.

This imports the audio file.

## Editing a sample

When the instrument generator is set to User Sample, you can adjust (normalize) the level of a sample, or extract parts of the sample.

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

The sample edit screen appears.

2. Use the [C6/VALUE] knob to select the parameter, and press the [ENTER] button.



3. Press the [EXIT] button.

This exits the sample edit screen.

## Using samples in an instrument

### Configuring the SAMPLE GEN

When the instrument generator is set for sampling, you can set the tempo and pitch of the sample.

1. Press the [GEN] button.
2. Use the [◀] [▶] buttons to display the menu for the first page.
3. Use the controllers below to edit the sample.

Controller	Parameter	Explanation
[C1] knob	TUNE	Smoothly adjusts the pitch of the sample.
[C2] knob	SLICE NUM	Selects the number of the slice you want to edit. * This can only be set when slice mode is ON.
[C3/SCROLL] knob	SPEED	Sets the overall playback speed without changing the pitch. * This can only be set when stretch mode is ON and BPM SYNC is OFF.
[C4] knob	PITCH	Changes the pitch of the sample in semitones.
[C5] knob	BPM SYNC	When this is ON, the sample plays back at the tempo set on the TEMPO SETTING screen (p. 28).
[C6/VALUE] knob	STRETCH	Sets stretch mode.

➔ For details on the parameter's value, refer to the "Reference Manual" (Roland website).

## Slicing a sample

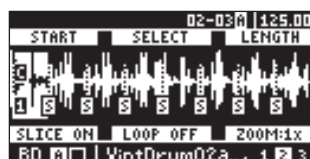
When the instrument generator is set for sampling, you can slice the samples.

1. Press the [GEN] button.
2. Use the [◀] [▶] buttons to show the WAVE screen.



3. Use the [C4] knob to turn on slice mode.

The sample is automatically sliced into 16 segments (divided by time).



4. Use the following controllers to set the slice settings, and press the [ENTER] button.

Controller	Parameter	Explanation
[C1] knob	START	Sets the position at which the slice starts.
[C2] knob	SELECT	Selects the slice.
[C3/SCROLL] knob	LENGTH	Sets the slice length.
[C4] knob	SLICE ON/OFF	Turns slice mode ON/OFF.
[C5] knob	CURSOR	Controls the cursor to indicate where to slice. Use the [SHIFT] button along with the knob to switch loop playback ON/OFF.
[C6/VALUE] knob	ZOOM	Zooms the waveform.
[ENTER] button	MENU	Displays parameters such as adding or deleting slices and auto-slicing. For details, refer to the "Reference Manual" (Roland website).

➔ For details on the parameter's value, refer to the "Reference Manual" (Roland website).

## Recording a slice with step recording (TR-REC)

You can record a sliced sample with step recording.

1. Long-press a step key [1]–[16].  
The STEP EDIT screen appears.
2. Select the slice number with the [C6/VALUE] knob.
3. Release your finger from the step keys [1]–[16].  
This exits the STEP EDIT screen.



# Useful functions

## Copying patterns and kits (COPY)

Here's how to copy a pattern or kit.

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

The COPY screen appears.



### 2. Use the [C6/VALUE] knob to select what to copy, and press the [ENTER] button.

### 3. Use the [C6/VALUE] knob to select the copy source, and press the [ENTER] button.

### 4. Use the [C6/VALUE] knob to select the copy destination, and press the [ENTER] button.

A confirmation message appears.

### 5. To execute, use the [C6/VALUE] knob to select "OK", and press the [ENTER] button.

To cancel, use the [C6/VALUE] knob to select "CANCEL", and press the [ENTER] button.

### Copy operation shortcuts

Action	How to operate
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 a track (selected tracks) (Confirmation message for copy destination track)	Hold down the [COPY] button and press the [BD]–[RC] buttons.
Copy a variation (selected variations) (Screen for selecting the variation copy destination)	Press the variation [A]–[H] buttons while holding down the [COPY] button.

## Erasing patterns and variations (CLEAR)

Action	How to operate
Erase a pattern (PTN SELECT mode)	Hold down the [CLEAR] button and press step keys [1]–[16].
Erase a variation	Press the variation [A]–[H] buttons while holding down the [CLEAR] button.
Erase a track	Press the track select [BD]–[RC] buttons while holding down the [CLEAR] button.

## Saving various settings (WRITE)

Here's how to save a pattern or kit.

### 1. Hold down the [SHIFT] button and press the [COPY] button.

The WRITE screen appears.



### 2. Use the [C6/VALUE] knob to select what to save, and press the [ENTER] button.

\* When you select "OVERWRITE", the selected pattern and kit are overwritten.

### 3. Use the [C6/VALUE] knob to select the save-destination, and then press the [ENTER] button.

A confirmation message appears.



### 4. To save, use the [C6/VALUE] knob to select "OK", and press the [ENTER] button.

If you want to cancel, press the [EXIT] button.

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## Using morphing (MORPH)

### Smoothly changing between two sounds (KNOB MORPH)

This feature lets you use just the [MORPH] slider to move multiple knobs at the same time. This makes it possible to smoothly change between different sounds.

Select parameters across multiple tracks, and set the value that applies when the slider is moved left or right.

This set of saved values can be saved in 16 morph slots.

The MORPH data is saved in the kit.

➔ "Saving various settings (WRITE)" (p. 27)

1. **Hold down the [SHIFT] button and press the [MORPH] button.**  
The MORPH screen appears.
2. **Press the step keys [1]–[16] to select the morph slot to set.**
3. **Turn the knobs in the Effect controlling section and the Instrument controlling section to set the values of the parameters that you want to save to the morph slot.**

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

This exits the MORPH screen.

#### MEMO

If the [MORPH] button is blinking, press the [MORPH] button to turn on the morph function.

5. **Move the [MORPH] slider.**

## Making a specific step play back in a loop (STEP LOOP)

You can make a selected step or steps play back in a loop during pattern playback.

1. **Press the [START] key to play back the pattern.**
2. **Press the [STEP LOOP] button.**  
The [STEP LOOP] button blinks, and the unit enters step loop mode.
3. **Press the step key [1]–[16] corresponding to the step that you want to play back in a loop.**

The selected step starts playing back in a loop.

When you release the step keys [1]–[16], the system returns to playing the pattern.

#### MEMO

To exit the step loop mode, press the [STEP LOOP] button.

## Muting a track (MUTE)

This mutes (silences) the selected track.

1. **Press the [MUTE] button so it's lit.**
2. **Press the track select [BD]–[RC] buttons to select the track to mute.**

The select button for the muted track blinks.

When you press the track select [BD]–[RC] buttons again, the buttons light up and the track is unmuted.

#### MEMO

If you want to unmute all the muted tracks, hold down the [MUTE] button and press the [CLEAR] button.

## Changing the tempo

1. **Press the [TEMPO] button.**  
The TEMPO SETTING screen appears.
2. **Use the [C2] knob to change the tempo.**  
Use the [C3/SCROLL] knob to adjust the tempo in units of 0.01.
3. **Use the [C1] knob to adjust the shuffle (swing).**

### Tap tempo

You can input the tempo by tapping.

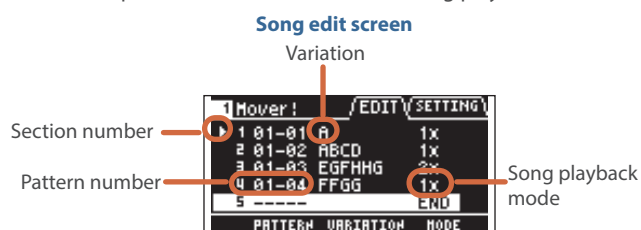
1. **Holding down the [SHIFT] button and press the [TEMPO] button three or more times.**  
The tempo that's set is the average of the timing with which you tap the [TEMPO] button.

## Connecting patterns to play a song (song mode)

The songs are recalled by using the step keys [1]–[16]. Step keys that contain songs light up.

### Creating a song

Each song contains different sections. A section contains information such as the pattern number, variation and song playback mode.



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

The unit enters song mode.

#### 2. Press a step key [1]–[16] to select a song.

#### 3. Hold down the [SHIFT] button and press the [SONG] button.

The song edit screen appears.



#### 4. Use the [C4] knob to select the pattern.

\* You can also press the step keys [1]–[16] to select a pattern.

#### 5. Use the [C3/SCROLL] knob to select the section.

#### 6. Use the [C5] knob to select the pattern variation.

\* You can also press the variation [A]–[H] buttons to select a variation.

\* Normally, you can only select one variation per section. You can select multiple variations for one section by adding a variation chain. To add a variation chain, press the variation [A]–[H] buttons while holding down the [VARI CHAIN] button.

#### 7. Repeat steps 4–6 to add or edit sections.

#### 8. Use the [C6/VALUE] knob to select the song playback mode.

➔ For details on playback mode, refer to the "Reference Manual" (Roland website).

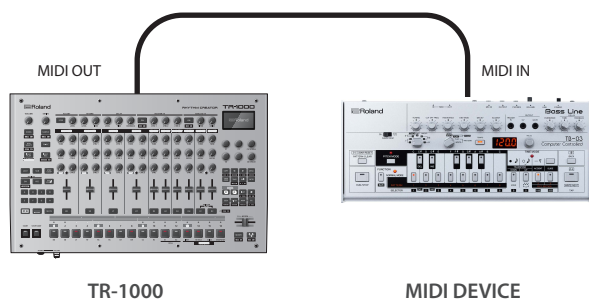
#### 9. Press the [START] key to play back the song you created.

# Synchronization with other devices and external audio input

The TR-1000 can receive MIDI clocks (F8) for synchronizing its tempo. The unit can also receive MIDI start (FA), MIDI stop (FC), and MIDI continue (FB) messages to start/stop/continue.

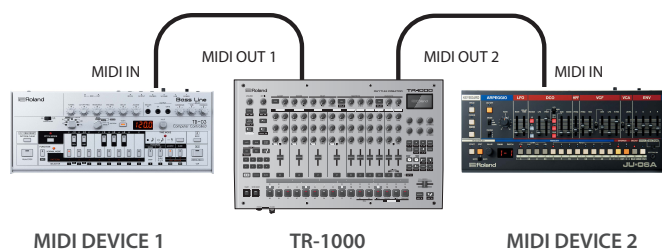
## Synchronizing with a MIDI device

You can synchronize this unit with another MIDI device by connecting the units via a commercially available MIDI cable.



## Synchronizing with multiple devices

The TR-1000 features multiple MIDI connectors that you can use for synchronizing with multiple devices.



- \* Because the output can be set to the DIN sync protocol, this unit can also be synchronized with vintage equipment.
- \* The MIDI OUT 2 connector can be used as a MIDI THRU connector. Use this connector when you want to connect multiple devices and place the TR-1000 in the middle of the chain.

## Inputting audio from an external source (EXT IN)

Connect your synthesizer, rhythm machine or other device to the EXTERNAL IN jacks.

You can do the following with the audio signal that's input to the EXTERNAL IN jacks.

- Select input (stereo input × 1, mono input × 2)
  - Sample the input audio
  - Apply a side chain
  - Apply reverb (Reverb Send)
  - Apply delay (Delay Send)
  - Select the output destination (MIX OUT/ASSIGNABLE OUT)
  - Apply the ANALOG FX
  - Apply the MASTER FX
- ➔ For details, refer to the "Reference Manual" (Roland website).

# Configuring the project

## Changing a project

1. Press the [MENU] button so it's lit.  
The MENU screen appears.
2. Use the [C6/VALUE] knob to select "PROJECT", and press the [ENTER] button.
3. Use the [C3/SCROLL] knob to select "PROJECT CHANGE", and press the [ENTER] button.
4. Use the [C6/VALUE] knob to select the project number, and press the [ENTER] button.  
A confirmation message appears.
5. Press the [ENTER] button.  
When you edit a project, any edits or settings that you haven't saved are discarded. Before editing the project, perform the write operation (p. 27).

## Configuring a project

1. Press the [MENU] button so it's lit.  
The MENU screen appears.
2. Use the [C6/VALUE] knob to select "PROJECT", and press the [ENTER] button.
3. Use the [C3/SCROLL] knob to select a parameter.
4. Use the [C6/VALUE] knob to set the value.

### GENERAL

Parameter	Value	Explanation
Tempo Source	Pattern, Project	<b>Pattern:</b> The unit uses the tempo that's set for each pattern. <b>Project:</b> The unit always uses the tempo that's set for the project.
Tempo	40.00–300.00	Sets the project tempo.
Tempo Sync	Auto, MIDI, USB, INT	Specifies the tempo source. <b>Auto:</b> The tempo automatically synchronizes to the MIDI clock if MIDI clocks are being input via the MIDI IN connector or the USB port. When MIDI clocks are input simultaneously from the MIDI IN and USB ports, the USB port takes precedence. <b>MIDI:</b> The tempo synchronizes to the MIDI clocks received via the MIDI IN connector. <b>USB:</b> The tempo synchronizes to the MIDI clocks received via the USB port. <b>INT:</b> The tempo specified on this unit is used. Use this setting if you don't want to synchronize to an external device.

Parameter	Value	Explanation
Fill In Trigger	Momentary, Latch	Selects how the [FILL IN TRIG] button works. <b>Momentary:</b> A fill-in is played only while you press the [FILL IN TRIG] button. <b>Latch:</b> A fill-in plays only when the [FILL IN TRIG] button is pressed during the first half of the pattern. If you press the [FILL IN TRIG] button during the last half of the pattern, the fill-in doesn't play until the beginning of the pattern.
Kit Select	Kit, Pattern	<b>Kit:</b> Switching patterns does not change the kit. <b>Pattern:</b> Switching patterns changes the kit to the kit that's selected in the Kit parameter of PTN SETTING.
Start Pattern	LAST, 1–01–8–16	Specifies the pattern that's selected at startup. When you select "LAST", the last selected pattern is used on startup.
Start Kit	LAST, 001–128	Specifies the kit that is selected at startup. When you select "LAST", the last selected kit is used on startup. * If you set a pattern that has Kit Select set to "Pattern", or a pattern for which KIT Ref Sw is changed from "ON" to Start Pattern, the Start Kit setting is disabled.
Start Song	LAST, 1–16	Specifies the song that is selected at startup. When you select "LAST", the last selected song is used on startup.
TR-REC Mode	Normal, Classic	Selects how to input weak beats (weak velocities) during TR-REC. <b>Normal:</b> Hold down the [SHIFT] button and press the step keys [1]–[16]. <b>Classic:</b> Each press of the step keys [1]–[16] switches between strong, weak and off.
Normal Velocity	61–127	Sets the velocity value used for inputting steps with TR-REC.
Weak Velocity	1–60	Sets the velocity value used for entering weak velocities with TR-REC.
Morph Edit Mode	All Knobs, C-Knobs	Selects the knobs whose morphing settings you want to change. <b>All Knobs:</b> Changes the settings for all knobs. <b>C-Knobs:</b> Changes the settings for [C1]–[C6/VALUE] knobs.
Track Sync	All Tracks, Layered Gens	Sets the synchronization method for the sequencer's trigger timing. <b>All Tracks:</b> Prioritizes tight synchronization across all tracks and externally synchronized instruments at the expense of some latency when externally synced. <b>Layered Gens:</b> Loosens the internal track timing slightly (except for layer tracks) with the benefit of reducing latency when externally synced.
Start Key	Start, Start&Stop	Sets how the [START] key functions when pressed. <b>Start:</b> Plays the sequencer. <b>Start&amp;Stop:</b> Plays/stops the sequencer.

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Parameter	Value	Explanation
Stop Key	Stop&Cont, Stop, None	Sets how the [STOP/CONT] key functions when pressed. <b>Stop&amp;Cont:</b> Stops the sequencer or resumes playback from the position where it stopped. <b>Stop:</b> Stops the sequencer. <b>None:</b> Disables the operation of the key.

## SOUND

Parameter	Value	Explanation
Ext In Gain	-INF, -60.0 dB– 6.0 dB (in units of 0.1 dB)	Sets the gain.
Ext In Att.	OFF, ON	When connecting a high-volume external device to the EXTERNAL IN jacks, set this to ON.
Ext In Mode	Stereo, Mono	Sets whether the device connected to the EXTERNAL IN jacks is stereo or mono.
Mono1 Level	0–100%	Sets the volume level for channel 1 when the EXTERNAL IN jacks are set to MONO.
Mono2 Level	0–100%	Sets the volume level for channel 2 when the EXTERNAL IN jacks are set to MONO.
USB Level	0–100%	Sets the input level from the USB EXT IN channel.
Trig In	Sync, Start, Head, Clock	This sets how the TRG IN jack handles trigger input signals. <b>Sync:</b> Uses the trigger input as the clock signal. <b>Start:</b> Plays/stops the sequencer when a trigger input signal is received. <b>Head:</b> Returns the playback position to the beginning when a trigger input signal is received. <b>Clock:</b> The sequencer step advances when a trigger input signal is received.
Trig In Sync Clock	1, 2, 3, 4, 6, 8, 12, 24	Sets the number of sync clocks per beat of trigger input signal.
Trig Out	Trig, Head, End	Sets the timing of the trigger output from the TRIG jack. <b>Trig:</b> Outputs the triggers using the timing of the TRIGGER OUT track. <b>Head:</b> Outputs the trigger at the beginning of the pattern. <b>End:</b> Outputs the trigger at the end of the pattern.
Sync Out Clock	1, 2, 3, 4, 6, 8, 12, 24	Sets the number of sync clocks per beat of trigger output signal.
Filter CV In Level	0–100%	Sets the signal input level to the FILTER CV IN jack.
Filter CV In Inv.	OFF, ON	Sets the polarity of the FILTER CV IN jack.

## PEDAL

Parameter	Value	Explanation
Destination	MORPH, BD TUNE–BD CTRL3, SD TUNE–SD CTRL3, LT TUNE–SD CTRL3, HT TUNE–HT CTRL3, RS TUNE–RS CTRL, HC TUNE–HC CTRL, CH TUNE–CH CTRL, OH TUNE–OH CTRL, CC TUNE–CC CTRL, RC TUNE–RC CTRL, RVB LEVEL, RVB TIME, DLY LEVEL–DLY FBK, MFX CTRL1–MFX CTRL3, AFX FILTER, AFX DRIVE, START/STOP, STOP/CONT, SHIFT, TAP TEMPO, TAP PAD	Sets the function of the pedal connected to the PEDAL jack.
Polarity	Normal, Inverse	Sets the polarity of the pedal.



# Various settings

## Backing up your data (BACKUP)

The backup operation backs up all settings of this product.

- \* Patterns or kits that are being edited (shown with an asterisk) or system settings that have not been saved are not backed up.
- To back up to a USB flash drive, connect the USB flash drive to the USB EXTERNAL DEVICE port.

### NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Executing".

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

The MENU screen appears.

#### 2. Use the [C6/VALUE] knob to select "FILE", and press the [ENTER] button.



#### 3. Use the [C6/VALUE] knob to select "BACKUP", and press the [ENTER] button.



#### 4. Use the [C6/VALUE] knob to select the save destination for the backup file.

Select "INTERNAL" or "USB EXTERNAL".



### NOTE

If a USB flash drive is not connected, "USB EXTERNAL" is not shown.

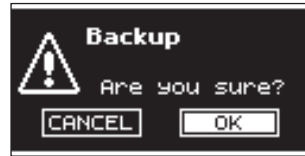
#### 5. Set a name for the backup file.

Use the [C3/SCROLL] knob to move the cursor, the [C6/VALUE] knob to change the character, and the [ENTER] button to confirm.



#### 6. When you have finished entering the name, press the [ENTER] button.

A confirmation message appears.



- \* "OVER WRITE?" is shown when a backup file with that name already exists.

#### 7. Use the [C6/VALUE] knob to select "OK", and press the [ENTER] button.

To cancel, use the [C6/VALUE] knob to select "CANCEL", and press the [ENTER] button.

## Restoring backup data (RESTORE)

When restoring from a USB flash drive, connect the USB flash drive to the USB EXTERNAL DEVICE connector.

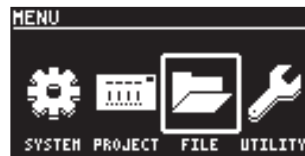
### NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Executing".

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

The MENU screen appears.

#### 2. Use the [C6/VALUE] knob to select "FILE", and press the [ENTER] button.



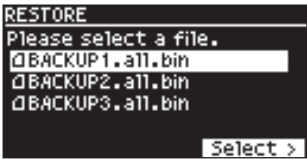
#### 3. Use the [C6/VALUE] knob to select "RESTORE", and press the [ENTER] button.



#### 4. Use the [C6/VALUE] knob to select "INTERNAL" or "USB EXTERNAL", and press the [ENTER] button.



5. Use the [C6/VALUE] knob to select the backup file.



6. Press the [ENTER] button.

A confirmation message appears.



7. Use the [C6/VALUE] knob to select “OK”, and press the [ENTER] button.

To cancel, use the [C6/VALUE] knob to select “CANCEL”, and press the [ENTER] button.

## Returning to the factory settings (FACTORY RESET)

Here’s how to restore the TR-1000 to its factory settings.

### NOTE

Use caution, as FACTORY RESET: ALL also erases the user sample tones and user sample data.

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

The MENU screen appears.

2. Use the [C6/VALUE] knob to select “UTILITY”, and press the [ENTER] button.



3. Select “FACTORY” with the [C6/VALUE] knob.



4. Press the [ENTER] button.

The target selection screen appears.

Target	Explanation
ALL	Restores all projects and user samples to their factory settings.
PROJECT	Restores the selected project to its factory settings.
SYSTEM	Restores the system settings to their factory settings.

5. Use the [C6/VALUE] knob to select the target, and press the [ENTER] button.

A confirmation message appears.



6. Use the [C6/VALUE] knob to select “OK”, and press the [ENTER] button.

To cancel, use the [C6/VALUE] knob to select “CANCEL”, and press the [ENTER] button.

7. Once the message “Completed. Turn off power.” appears on the display, turn off the TR-1000 and then on again.

## Verifying the version

This shows how to check the system program version number.

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

The MENU screen appears.

2. Use the [C6/VALUE] knob to select "UTILITY", and press the [ENTER] button.



3. Select "INFO" with the [C6/VALUE] knob.



4. Press the [ENTER] button.

The current version number is shown in the display.



## Updating

For details on updating the system, refer to the following website.

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

## Audio signal-flow diagram

