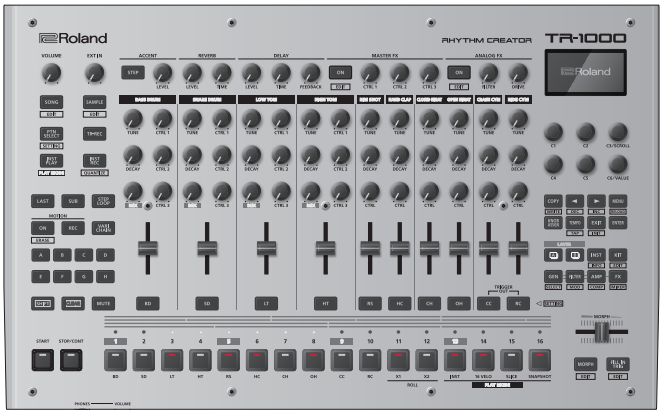
TR-1000

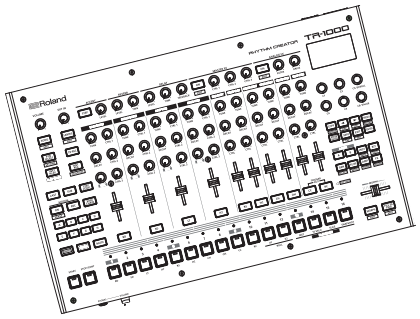
RHYTHM CREATOR

Reference Manual



Contents

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

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.

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)

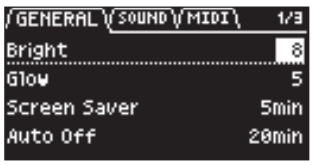
The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

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. 46).
- If you don't want the unit to turn off automatically, turn this setting off (p. 5). 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.**

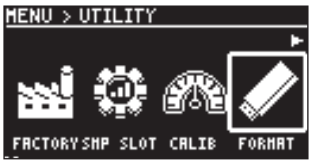
Formatting a USB flash drive

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.**
   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.

Panel descriptions and operations

Top panel/front panel

Common/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. 30).
[SAMPLE] button	Creates a sample from the audio played into the EXTERNAL IN jacks and from the patterns (p. 37).
[PTN SELECT] button	Selects a pattern (p. 16).
[TR-REC] button	Records a pattern using step recording (p. 23).
[INST PLAY] button	Use the keys [1]–[10] to play in real time (p. 27). 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. 27).
[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. 29).
MOTION [REC] button	If this is ON, knob operation data (MOTION) is recorded (p. 29).
[VARI CHAIN] button	The variation lights up while played back in a chain (p. 21). 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. 48).
[MUTE] button	Mutes (silences) the selected track (p. 40).

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.

Controller		Explanation
DELAY	[LEVEL] knob	Adjusts the delay volume.
	[TIME] knob	Adjusts the delay time.
	[FEEDBACK] knob	Adjusts the volume of delay that is returned to the input.
MASTER FX	[ON] button	Turns the master effect on/off.
	[CTRL 1-3] knobs	Controls the master effect.
ANALOG FX	[ON] button	Turns the analog effect on/off.
	[FILTER] knob	Adjusts the filter's cutoff frequency.
	[DRIVE] knob	Adjusts the distortion.

Instrument controlling section

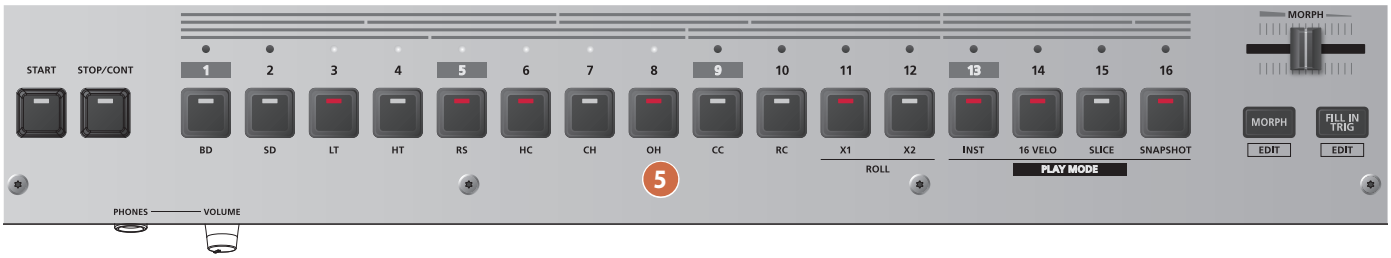
Controller		Explanation
BASS DRUM–RIDE CYMBAL	[TUNE] knob	Adjusts the tuning or pitch.
	[DECAY] knob	Adjusts the decay length.
	[MIX] knob	Adjusts the mix balance for layers A/B.
	[CTRL 1-3] knobs	Controls what is set with the [KNOB ASSIGN] button.
	Level faders	These adjust the volume.

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

Menu/KIT section

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

Sequencer/morph/phones 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.
[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.

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.

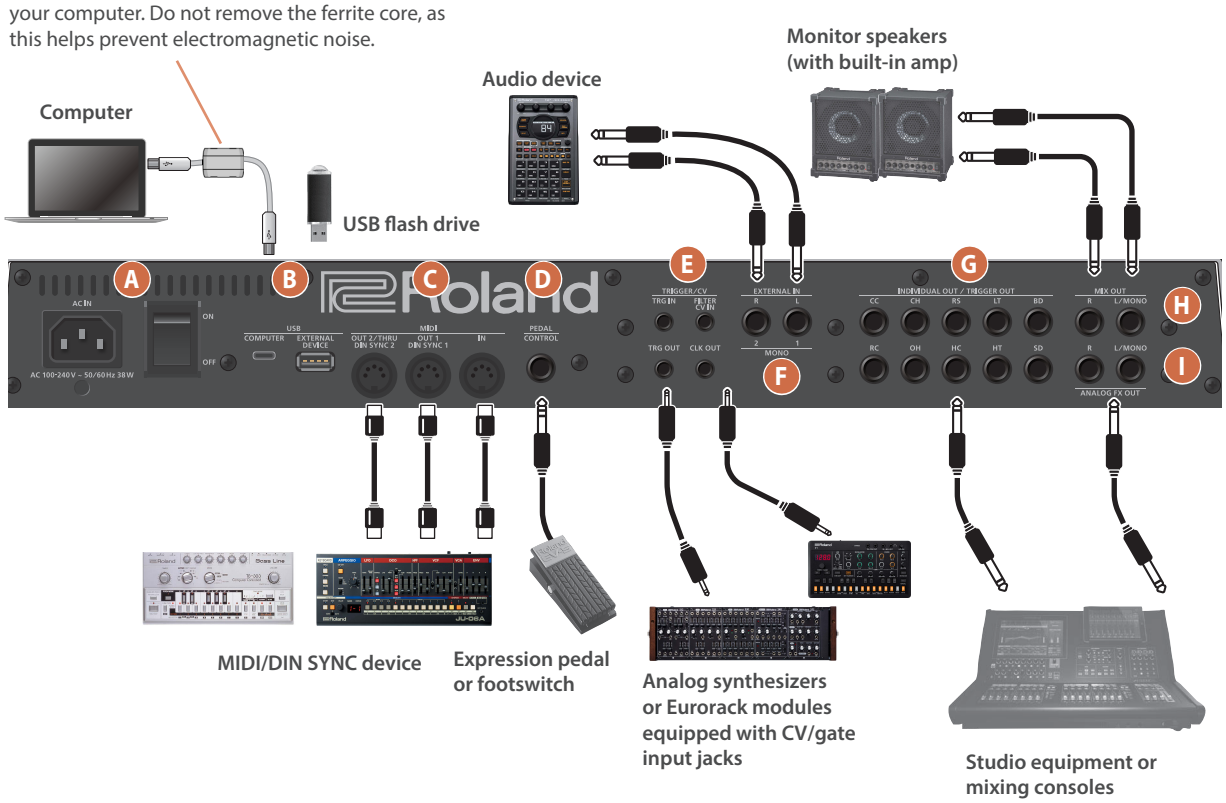
Functions recalled while holding down the [SHIFT] button

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



A Power supply

Name	Explanation
AC IN jack	Connect the included power cord here. * To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
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. * Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data. * 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. **https://www.roland.com/support/**
EXTERNAL DEVICE port	Connect a commercially available USB flash drive here. * Never turn off the power or remove the USB flash drives while the screen indicates "Executing". * The maximum supported USB flash drive capacity is 64 GB. Use a USB flash drive with a capacity of 64 GB or less.

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. When connecting a device that supports DIN sync, use a commercially available DIN sync-compatible MIDI cable.
OUT1 connector or DIN SYNC 1 connector	
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. * Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

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 ±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.

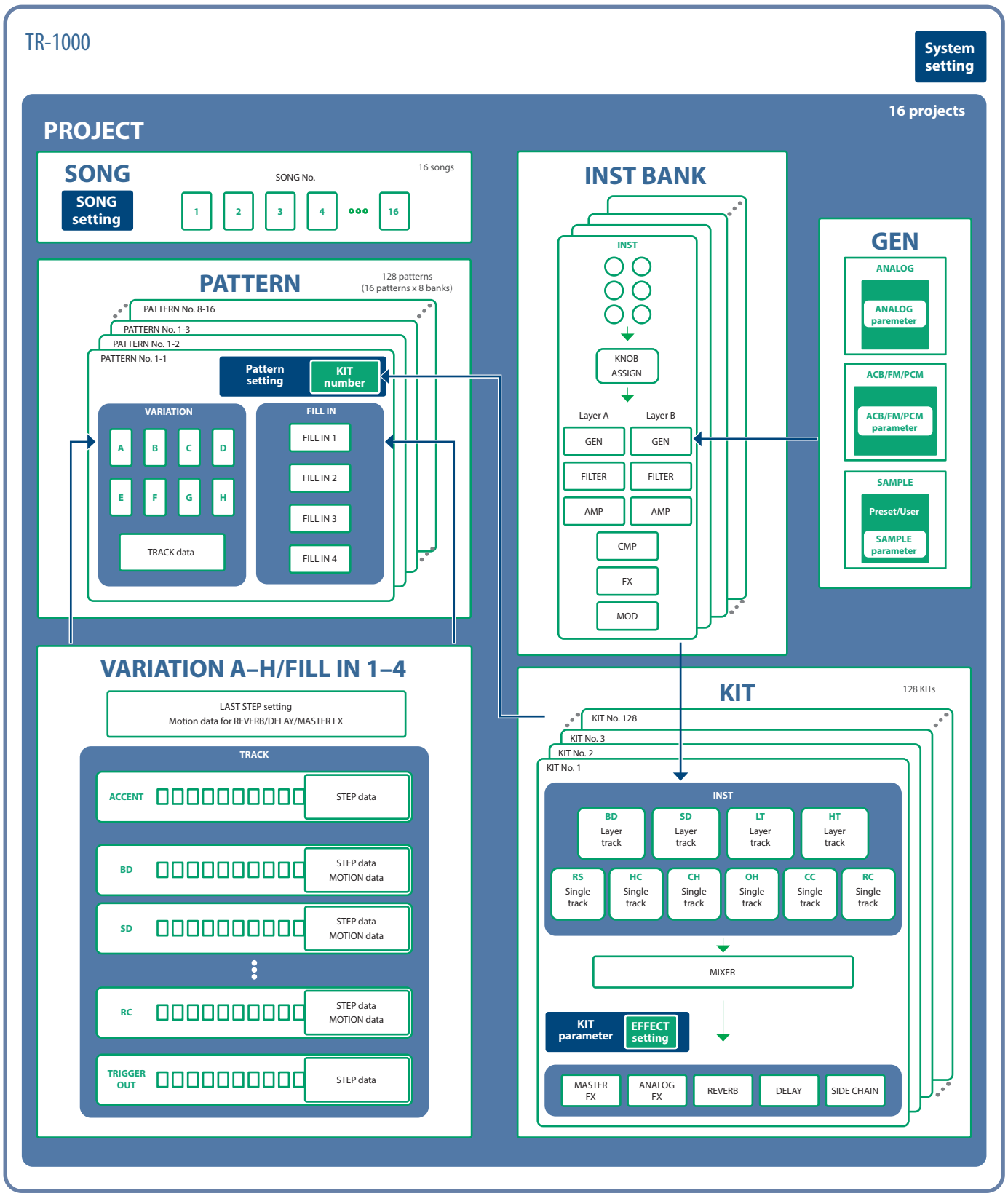
H MIX OUT jacks

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



Important terms and concepts

To get the best out of the TR-1000, it is recommended to familiarize yourself with these basic concepts.

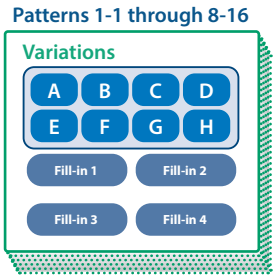
What is a project?

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". Each project contains 128 patterns (16 patterns x 8 banks).



Variations/fill-ins

Each pattern contains eight variations (A-H) and four fill-ins. Variations can make your pattern longer, or change the rhythm within the same pattern. This is especially useful for creating song sections, like verses and choruses.

Fill-ins add variety and excitement to patterns. They can be set to trigger automatically, or manually.

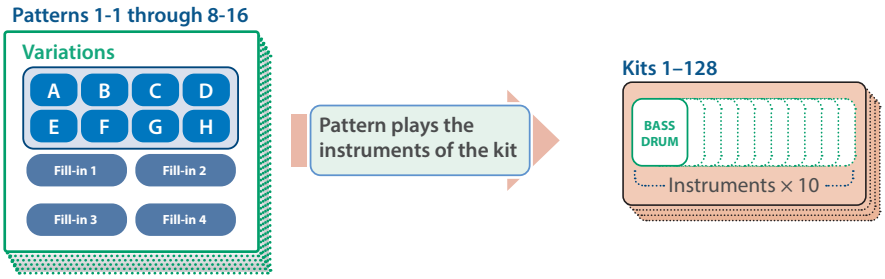
All patterns, variations, and fill-ins make use of the TR-1000's 10 tracks.

Tracks

Each track contains performance and MOTION data. The settings of each track can be adjusted individually.

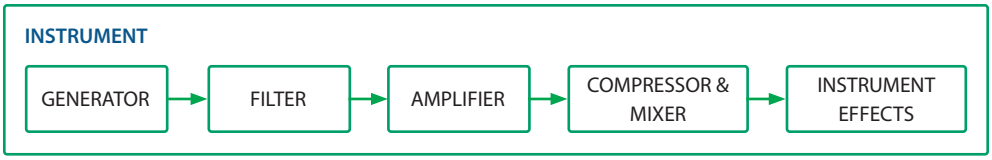
What is a kit?

A collection of 10 instruments is called a "kit". The TR-1000 includes 128 kits per Project. Kits save not only selected instruments, but also reverb, delay, and master effect settings.



What is an instrument?

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

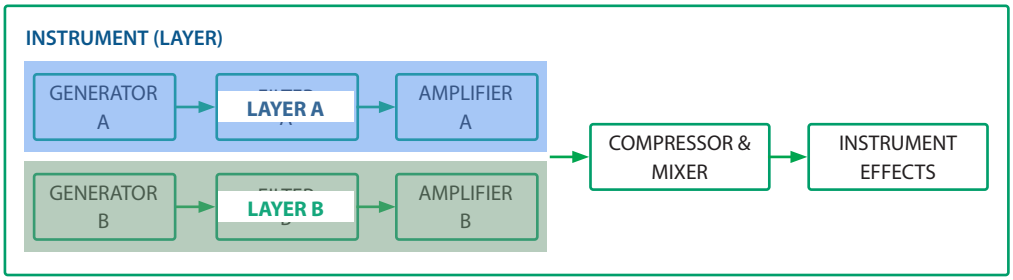


What is a layer

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 sound generator, filter and amp sections. Single tracks use one set of sound generator, filter and amp sections.

Layers are primarily intended for sound design. However, they can be programmed separately on the sequencer as alternate hits.



What is a generator (GEN)?

GEN is the name for the sound source of the TR-1000. It is the most fundamental building block of the instrument. Without a GEN, no sound can happen. The GEN is comparable to an oscillator of a classic analog-style synthesizer in its purpose and position in the INST's signal flow.

There are many varieties of GENs on the TR-1000.

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 component modeling technology that completely reproduces the behavior of analog sound generators and circuits. In addition, 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

Many 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 patterns that can be chained and played back.

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

What is MOTION?

MOTION is the recorded movement of the knobs and switches saved with the pattern. It is like "automation" data, found in DAWs.

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 patterns and kits 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. 46).

Patterns

About patterns

The TR-1000 uses patterns to create rhythms and music.

Included are preset patterns meant act as simple demonstrations of how different genres of music and musical ideas can be executed on the TR-1000. Patterns are volatile and can be deleted.

Selecting a pattern

1. Press the [PTN SELECT] button.

The pattern browser appears.

2. Use the step keys [1]–[16] to select a pattern.

The pattern you selected blinks.

MEMO

- You can also use the [C6/VALUE] knob to select the pattern.
- Pressing the [◄] and [►] buttons allows you to decrement and increment the patterns one-by-one.

Selecting a bank

You can also select a bank first, then select a pattern.

1. Hold down the [PTN SELECT] button and press the step keys [1]–[8] to select a bank.

The bank you selected blinks.

2. Press the step keys [1]–[16] to select a pattern.

The pattern you selected blinks.

Playing a pattern

1. Press the [START] key.

This plays back the pattern. The respective step key 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.

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.

Playing multiple patterns

Up to 16 patterns can be chained together sequentially. This is useful for building patterns greater than 8 bars. This section explains the procedure for playing back the patterns assigned to step keys [3] through [7] in sequence as an example.

1. Press the [PTN SELECT] button.

The pattern browser appears.

2. Hold down the step key [3] and press the step key [7].

This plays back the pattern selected with the step key [3] through the pattern selected with the step key [7] sequentially.

MEMO

- Patterns always reference a kit. Therefore, the TR-1000 will change the kit every time the pattern changes. To cleanly do this, the TR-1000 inserts a small amount of silence when the kit is changed. If you want to maintain the same kit across multiple patterns, change the KIT Ref SW parameter to OFF (p. 26).
- Each pattern references a unique tempo, if you want to maintain the same tempo across multiple patterns, change the Tempo Source from "Pattern" to "Project" in the project settings page (p. 43).

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.
- Pressing the [START] key plays back from the beginning of the pattern.
- Pressing the [STOP/CONT] key while holding down the [SHIFT] button terminates long samples immediately.

Restarting a pattern

Patterns can be restarted immediately by holding down the [SHIFT] button and pressing the [START] key. This is useful for synchronizing with external devices or as a performance effect.

Erasing a pattern (CLEAR)

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.**

   The selected pattern is erased.

Erasing a track

Individual tracks can be erased.

1. **Hold down the [CLEAR] button and press the [BD]–[RC] buttons of the track you want to erase.**

   The track is erased.

* NOTE and MOTION data are erased, while Track Settings are maintained.

* Holding the [SHIFT] and [CLEAR] buttons while the sequencer is playing erases notes and MOTION data on the selected track in real time.

Copying a pattern

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

   The COPY screen appears.

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

   The pattern list appears.

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 copy, use the [C6/VALUE] knob to select "OK", and press the [ENTER] button.**

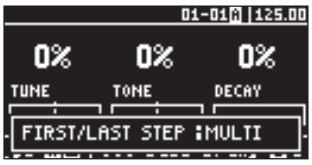
   To cancel, use the [C6/VALUE] knob to select "CANCEL", and press the [ENTER] button.

Changing track length (FIRST STEP/LAST STEP)

The TR-1000 uses First Step and Last Step to adjust the length of a track. Each track has a maximum length of 16 steps. Longer lengths are achieved through Variation Chain (p. 21).

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

   The FIRST/LAST STEP screen appears.



2. **Press the track select [BD]–[RC] buttons to select the track you want to edit.**
3. **Press the step keys [1]–[16] to select the last step.**

   If you want to change the first step, hold down the [SHIFT] button and press the step keys [1]–[16].

   The TRK SW parameter of the track is set to ON when its first step or last step is changed. If you don't select any track in Step 2, this sets the first step/last step for tracks whose TRK SW are OFF (MULTI).

Clearing a track's first step/last step setting

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

   The FIRST/LAST STEP screen appears.

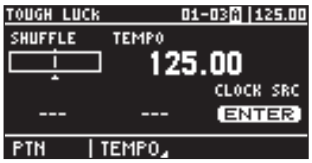
2. **Hold down the [CLEAR] button and press the track select [BD]–[RC] buttons of the track whose settings you want to clear.**

   The first and last step of the track is cleared, and the first and last step of the track is referenced.

Adjusting the tempo

1. Press the [TEMPO] button.

The TEMPO screen appears.



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

Controller	Parameter	Value	Explanation
[C1] knob	SHUFFLE	-100–+100	Adds a repeating timing offset to the 2nd and 4th step.
[C2] knob	TEMPO	40–300.00	Adjusting the tempo (speed of the pattern playback in beats-per-minute).
[C3/CROLL] knob	TEMPO (FINE)	0.00–0.99	Adjusts the beats per minute in units of 0.01.
[ENTER] button	CLOCK SRC		Changes what the TR-1000 references as its timing signal.

Tap tempo

You can input the tempo by tapping.

1. Hold down the [SHIFT] button and press the [ENTER] button three or more times.

The tempo that's set is the average of the timing with which you tap the [TEMPO] button.

Finely adjusting the timing of notes (nudge function)

The "nudge" function lets you adjust the timing of notes forward or backward.

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

Operation	Explanation
[◄] button	Moves the playback timing forward.
[►] button	Moves the playback timing backward.

Configuring the track settings

Each track has a collection of settings which sets its playback behavior. These settings can add human characteristics to your patterns, or wild behaviors for experimental genres.

1. Hold down the [SHIFT] button and press the track select [BD]–[RC] buttons.

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.

DIRECTION ([C1] knob)

Sets the playback direction of the track.

Value	Explanation
FWD (default)	Plays the track forwards starting from the FIRST STEP value.
BWD	Plays the track backwards from the LAST STEP value.
P-P	Plays the track forwards, then backwards.
R-L	Plays the track forwards in alternating steps starting from FIRST STEP+1.
L-R	Plays the track backwards in alternating steps starting from LAST STEP-1.
RND	Plays the track in a random order.
DNK	Similar to RND, but only adjacent steps are chosen.
DNK2	Similar to DNK, except steps are not repeated.

Example

Value	Step sequence															
FWD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
BWD	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
P-P	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
R-L	2	1	3	2	4	3	5	4	6	5	7	6	8	7	9	8
L-R	15	16	13	14	11	12	9	10	7	8	5	6	3	4	1	2
RND	2	16	4	15	5	4	8	16	2	6	3	10	2	11	9	1
DNK	5	6	5	5	4	5	4	3	3	2	3	4	5	4	5	6
DNK2	2	3	4	3	4	5	6	7	6	5	4	3	4	5	6	7

ROTATE ([C4] knob)

Shifts the pattern forward or backward.

Value: -8–0 (default)–8

Example

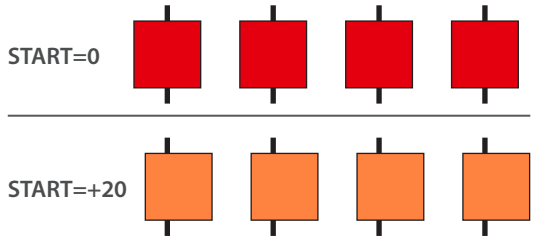
Value	Steps															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
-3		■					■	■			■				■	
-2			■					■	■			■				■
-1	■			■					■	■			■			
0		■			■					■	■			■		
+1			■			■					■	■			■	
+2				■			■					■	■			■
+3	■				■			■					■	■		

START ([C5] knob)

Adjusts the step timing in small increments.

Value: -100–0 (default)–+100

Example

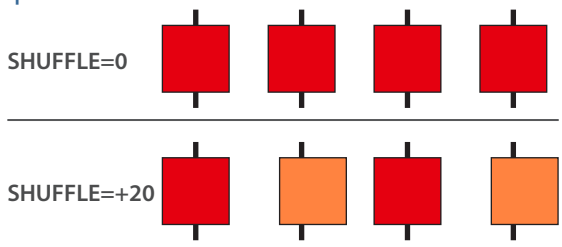


SHUFFLE ([C6/VALUE] knob)

Adjusts the shuffle intensity for each track individually. For all tracks, this parameter is scaled by Master Shuffle found in TEMPO (p. 18).

Value: -100–0 (default)–+100

Example



Variations

About variation

Each pattern has eight variations designated as A–H. These are useful for making patterns longer, creating several variations of a pattern, or some combination of the two.

Playing variation

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.

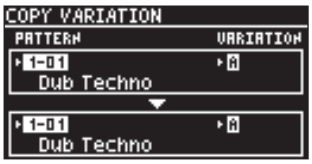
Copying a variation

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

   The COPY screen appears.

2. **Use the [C3/SCROLL] knob to select "VARIATION" and press the [ENTER] button.**

   The COPY VARIATION screen appears.



3. **Use the [C3/SCROLL] knob to select the copy source.**
4. **Use the [C6/VALUE] knob to select the copy destination, and press the [ENTER] button.**

   A confirmation message appears.

5. **To copy, 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.

Erasing a variation

1. **Hold down the [CLEAR] button and press the variation [A]–[H] buttons to select the variation you want to erase.**

   The selected variation is earsed.

Changing the length of a variation

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

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

* You can select multiple variations by holding down any combination of variation buttons.

3. **Press the step keys [1]–[16] to select the last step.**

Programming an unplayed variation

You can edit variations that have not yet been played without changing the ones currently being played. By pre-programming them in advance, you can efficiently create a rhythm before playing it.

1. **Hold down the [TR-REC] button and press the variation [A]-[H] buttons.**

   The variation button targeted by TR-REC is lit red. The currently playing variation is lit white.

About variation chain (VARIATION CHAIN)

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

Creating a variation chain

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.

Fill-ins

About fill-ins

In addition to the standard variations A–H, each pattern also contains four fill-in variations. Fill-ins add variety and excitement to patterns.

Automatic fill-ins

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

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

   The FILL IN screen appears.

2. **Use the [C1] knob to select a fill-in variation.**

   Value: FILL1–4, A-H

3. **Use the [C2] knob to turn the "AUTO SW" ON.**

   The AUTO FILL IN function is enabled.

4. **Use the [C3/SCROLL] knob to specify the number of measures at which a fill-in is automatically inserted.**

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

   A fill-in is automatically inserted at intervals of the specified number of measures.

Manual fill-ins

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

   The FILL IN screen appears.

2. **Use the [C1] knob to select a fill-in variation.**

   Value: FILL1–4, A-H

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

Step recording (TR-REC)

Programming patterns on the TR-1000 is done one of two ways: Step Recording and Real-time Recording.

Step recording is a traditional input method inherited from the classic TR series, allowing you to record steps quickly and smoothly. Familiarity with the following functions combined with muscle memory will have you creating compelling rhythms in no time.

Term	Explanation
TR-REC	The mode used to Step Record
Step	A unit of time. By default, 1 step is the equivalent of a 1/16th note. This changes with the Scale parameter, which is described later.
Input	Pressing a step key while in TR-REC. This places the sound in the sequencer at the timing of the step. The terms "Sequence" and "Program" can also be used.
Velocity	Volume of a step. The velocity range is 1–127. Inputting a step references the "Normal Velocity" value, which can be changed in the Project Settings.
Weak Beat	A step played at a lower velocity. This references the "Weak Velocity" value, which can be changed in the Project Settings.
Alternate	Switches the sound per step to an alternative version. Used mainly in classic Roland sounds, such as TR-707. Used only in Single Tracks.
Layer	Layers are used for stacking two sounds on top of each other. They can also be input separately on the same track's sequence. Used only in Layer Tracks.

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. 46).

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 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.**

Editing a step

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.

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

   This exits the STEP EDIT screen.

Inputting weak beats (WEAK BEATS)

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

Changing the step velocity

You can change the velocity for each step.

1. **Hold down the step keys [1]–[16] you want to edit, and use the [C1] knob to change the value.**

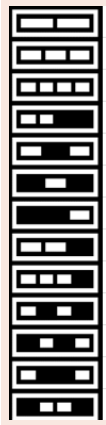
Inputting sub-steps/flam

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

1. **Press the [SUB] button.**
2. **Press the step keys [1]–[16] for which you want to specify a sub step.**

MEMO

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

Value	Explanation
	1/2
	1/3
	1/4
	Flam
	Triplet 1
	Triplet 2
	Triplet 3
	Triplet 4
	Quadruplet 1
	Quadruplet 2
	Quadruplet 3
	Quadruplet 4
	Quadruplet 5

Changing the start timing of the step

You can shift the sound of the step forward or backward in time.

1. **Hold down the step keys [1]–[16] and operate the [MORPH] slider or the [C2] knob.**

   The step is shifted forwards or backwards.

Setting the step probabiliy (PROB)

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

1. **Hold down the steps keys [1]-[16] and use the [C4] knob to change the value.**

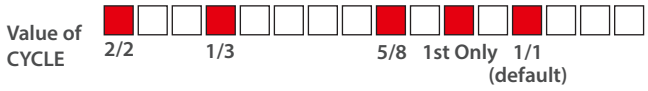
* If a probability is not set for the selected step, the value is shown as "100%".

Setting the step note cycle

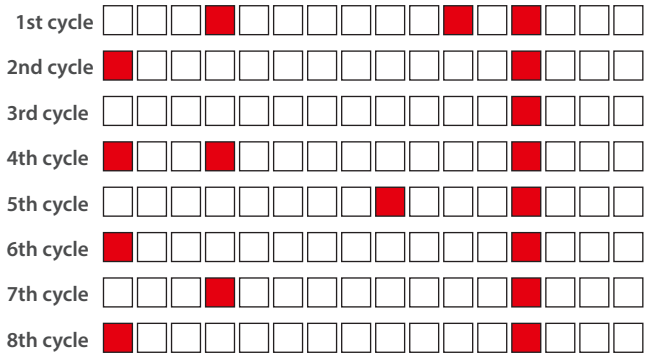
You can set steps to play at specific intervals.

1. **Hold down the step keys [1]–[16] and turn the [C5] knob to change the value of CYCLE.**

Sequence



Playback



Specifying accents

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.**

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.

Step recording a fill-in

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

The FILL IN screen appears.

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

Controller	Parameter	Value	Explanation
[C1] knob	PLAY	FILL1–4, VAR A–H	Specifies which fill-in or variation is played when you press the [FILL IN TRIG] button.
[C2] knob	AUTO SW	OFF, ON	If this is ON, a fill-in is automatically inserted at intervals of the specified number of measures.
[C3] knob	AUTO CYC	32, 16, 12, 8, 4, 2 (measures)	Specifies the number of measures at which a fill-in is automatically inserted.
[C4] knob	FIRST	1–16	Sets the First Step for the selected fill-in.
[C5] knob	LAST	1–16	Sets the Last Step for the selected fill-in.
[C6/ VALUE] knob	EDIT	FILL1–4	Selects the fill-in to edit.

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.

Pattern settings

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.

Parameter	Value	Explanation
NAME EDIT	-	Pressing the [ENTER] button opens the name editor for changing the Pattern Name.
Pattern Gain	-INF, -60.0dB–6.0dB	Sets the final output gain. Useful when compensating for volume differences between patterns due to velocity and note density while keeping your KIT mix levels intact.
Scale	8th(T), 16th(T), 16th, 32nd	Sets the resolution of the step timing. Adjust this to easily program 32nd notes or triplets. * If changing to a triplet resolution, the LAST STEP setting should be changed as well.
Shuffle	-100–+100	Adjusts the timing of every other step to create a swinging rhythm.
Accent	0%–100%	Boosts the volume of a step across all instruments.
Accent Depth	1–126	Sets the intensity of the accent's boost.
Master Prob	-100%–0–+100%	Scales the probability percentage across all notes globally.
Flam Space	0–8	Sets the speed between flam hits.
KIT Ref SW	OFF, ON	Setting this to ON will reference the KIT you used when saving the PATTERN.

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

The unit exits the PTN SETTING screen.

Changing the pattern name

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 "EDIT NAME" and press the [ENTER] button.

3. Use the [C3/SCROLL] knob to move the cursor and use the [C6/VALUE] knob to change the character.

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

Real-time playing/recording (INST PLAY/INST REC)

Playing an instrument in real time (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.**

Recording an instrument in real time (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. 46).

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.

Adjusting quantize

The performance can be quantized at the time of recording.

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

   Any performance is quantized to the scale of the pattern.

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

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.**

Performing a roll

Sounds can be triggered repetitively similar to a drum roll.

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

MEMO

The PLAY MODE should be set to INST. If not, hold down the [INST PLAY] button and press the step key [13] to change the PLAY MODE.

2. **Hold down the [ROLL X1] key or the [ROLL X2] key and press the step keys [1]–[10].**

Roll Speed

Key	Note
[ROLL X1]	16th
[ROLL X2]	32nd
[ROLL X1] + [ROLL X2]	64th

Holding a roll

1. **Hold down the [INST PLAY] button and press the step keys [1]–[10] or the [ROLL X1] / [ROLL X2] key.**

   The step keys [1]–[10] or the [ROLL X1] / [ROLL X2] keys light up. To stop the roll performance, press the [ROLL X1] key or [ROLL X2] key again.

PLAY MODE

About PLAY MODE

PLAY MODE changes the behavior of the step keys. It is useful for playing instruments in real time. Below are the list of PLAY MODEs you can use.

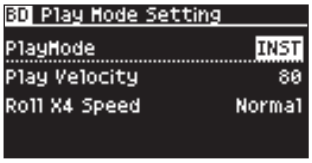
PLAY MODE	Explanation
INST	Use the step keys [1]–[10] to play BD–RC.
16 VELO	You can divide the velocity (volume) into 16 levels for a single instrument and play it using the step keys [1]–[16].
SLICE	You can assign slices of a sample to the step keys [1]–[16] to play or record. * This is enabled only when the generator of the instrument is set to SAMPLE.
SNAPSHOT	On the TR-1000, you can save up to 16 settings of the controllers (snapshot). You can use the step keys [1]–[16] to recall up to 16 snapshots for the selected track.

* In modes other than INST, you can select the track to be played using the track select button.

Changing the PLAY MODE

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

The Play Mode Setting screen appears.



2. Use the [C3/SCROLL] knob to select "PlayMode" and use the [C6/VALUE] knob to change the PLAY MODE.

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.

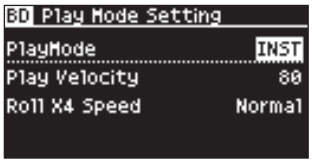
This changes the performance mode.

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

Configuring the PLAY MODE settings

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

The Play Mode Setting screen appears.



2. Use the [C3/SCROLL] knob to select the parameter and use the [C6/VALUE] knob to set the value.

Recording/playing 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.

Erasing MOTION data

Erasing MOTION data of specific controllers

You can erase the MOTION data of specific controllers without deleting the MOTION of other controllers.

1. Hold down the [CLEAR] button and operate the controllers whose motion you want to erase.

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
OTHER	Step keys [1]–[16]
	Variation [A]-[H] buttons
	Track select [BD]–[RC] buttons
	[PTN SELECT] button

Erasing MOTION data by variation

You can erase all Motion by variation.

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

The variation buttons blink red.

2. Press the variation [A]-[H] buttons to select the variation you want to erase motion.

All motion is deleted for the selected variation.

Editing MOTION data

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.

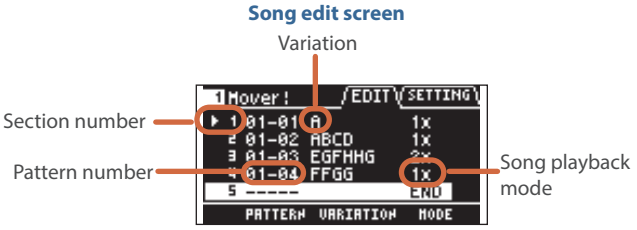
When the MOTION [ON] button is lit, the motions of the controllers that you recorded in step 2 are played back.

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 [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.

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

Mode	Explanation
END	The section plays once, then stop. This is suitable for the end of a song.
WAIT	The section plays repeatedly until you press the [START] key. This is suitable for jamming on a particular section for an unset amount of time.
LOOP (1x–64x)	The section plays the set amount of times, then advances to the next section. If there is no section present, the song will end.
SKIP	The section does not play.

7. Use the [C3/SCROLL] knob to select another section.

8. Repeat steps 4–6 to add or edit sections.

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

Editing sections

1. Use the [C3/SCROLL] knob to select a section.

Change the section settings

1. Press the [►] button to show the SETTING screen.

Parameter	Value	Explanation
Project Tempo	40–300	Sets the tempo of the project.
Tempo Source	PATTERN, PROJECT	**PROJECT:** The section tempo is the same as the tempo of the project. **PATTERN:** The tempo of the section is the same with the tempo of the pattern used in this section.

Delete a section

1. Press the [CLEAR] button.

The section is deleted.

Insert a section

1. Hold the [SHIFT] button and press the [CLEAR] button.

A section is inserted before the selected section.

Deleting a song

1. Press the [SONG] button.

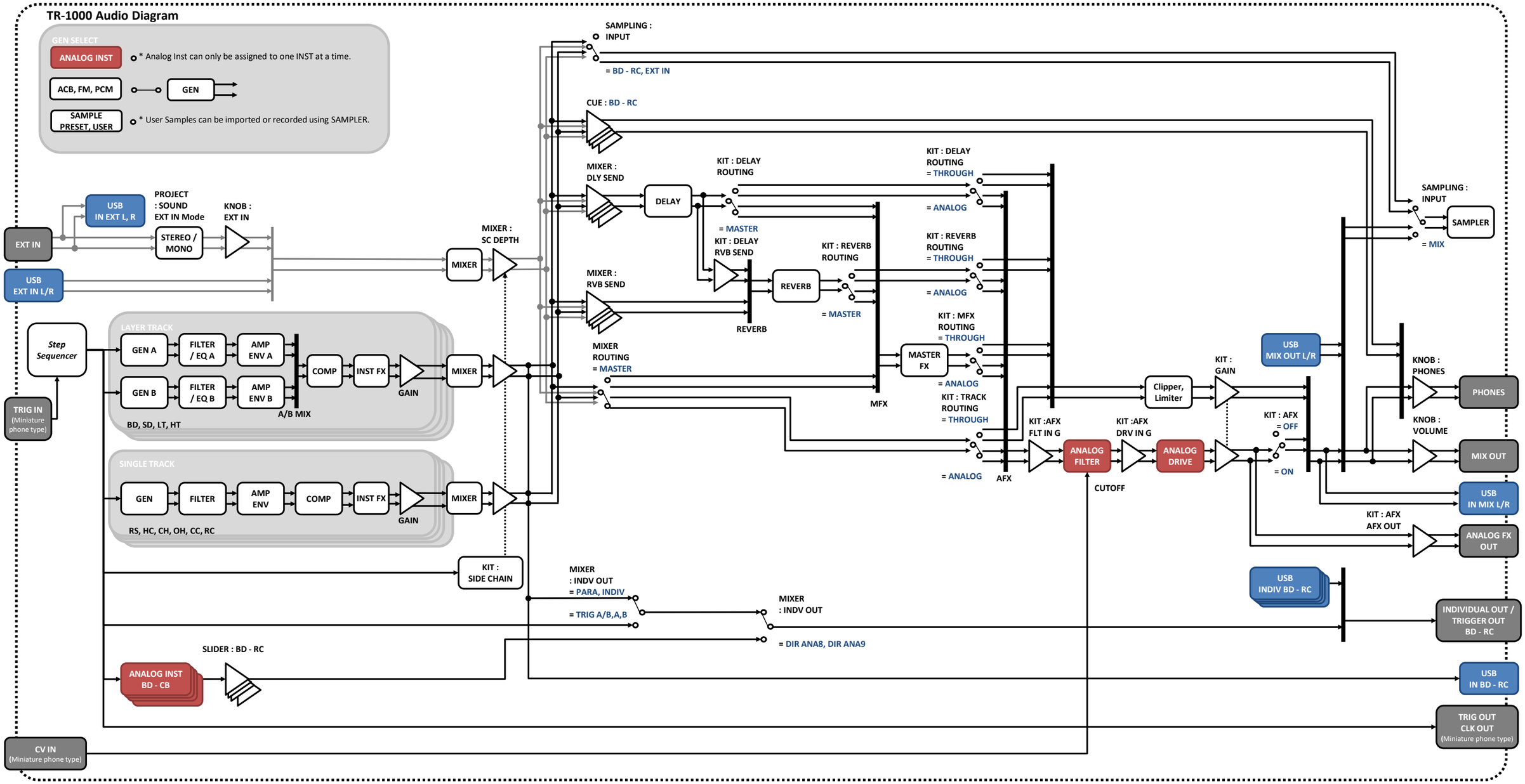
The unit enters song mode.

2. Hold down the [CLEAR] button and press the step keys [1]-[16].

The song is deleted.

Sound engine overview

The TR-1000 features a deep sound engine, designed especially for drums, rhythm, and bass. Sound generation comes from 3 different technologies: Analog, DSP, and Sampling.
The analog sound engine features instruments from the TR-808 and TR-909, revised in various ways to fit in the context of a modern drum machine.



Kit edit

Selecting a kit

Here's how to select a kit.

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

   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. 46).

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.

Adjusting the reverb and delay

Here's how to adjust the reverb and delay.

Mode	Explanation
Volume of the reverb sound	REVERB [LEVEL] knob
Reverb length	REVERB [TIME] knob
Volume of the delay sound	DELAY [LEVEL] knob
Delay time	DELAY [TIME] knob
Delay feedback	DELAY [FEEDBACK] knob

Adjusting the reverb send level of each instrument

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

1. **Hold down the track select [BD]–[RC] buttons and turn the REVERB [LEVEL] knob.**

Adjusting the delay send level of each instrument

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

1. **Hold down the track select [BD]–[RC] buttons and turn the DELAY [LEVEL] knob.**

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.**

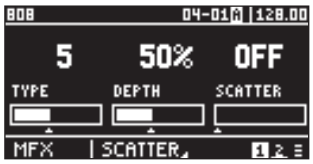
Applying the master effect

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

1. **Press the MASTER FX [ON] button.**
   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.**
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.

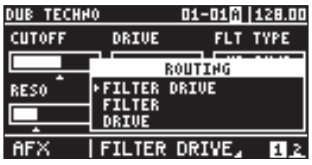
1. **Hold down the [SHIFT] button and press the ANALOG FX [ON] button.**
   The AFX EDIT screen appears.

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 ROUTING popup screen appears.



3. **Use the [C6/VALUE] knob to select the routing.**
4. **Press the [EXIT] button.**
   This exits the screen.

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.

Instrument edit (INST)

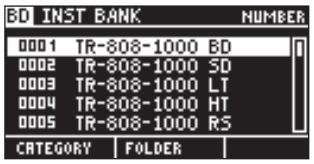
Selecting an instrument (INST BANK)

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.



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 a sound generator (SELECT GEN)

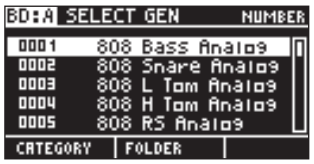
This shows how to individually select the generator for the selected instrument.

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.



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)

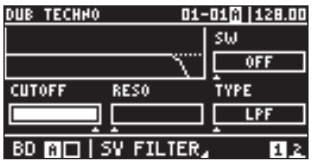
Here's how to apply the filter to the generator.

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.**

Saving an instrument

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

GEN | FILTER | AMP | CMP | FX | MOD

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.

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.**

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. **EXT IN:** Only the audio input to the EXTERNAL IN jacks is sampled. **BD–RC:** Samples the BD–RC tracks. **MIX OUT:** Samples the mixed audio (the playback audio from this unit and the input from an external source). **TRACK:** Selects multiple tracks (BD–RC tracks) for sampling.
[C5] knob	LENGTH	MANUAL, 1–128 [steps]	Sets the sample time. **MANUAL:** After sampling starts, press the [ENTER] button again to stop sampling. **1–128**: 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. **MANUAL:** Press the [ENTER] button to start sampling. **INST PLAY:** Press the step keys [1]–[16] to start sampling. **PTN START:** Press the [START] key to begin sampling. **AUTO:** 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.

Sampling internal sounds

This is useful for recording analog or digital tones and patterns as audio hits and loops.

1. Press the [SAMPLE] button.

The SAMPLING screen appears.

2. Use the [C4] knob to select "BD"–"RC" or "MIX OUT".

3. Start recording with the method specified by the TRIGGER parameter.

4. Stop recording with the method specified by the LENGTH parameter.

Sampling multiple tracks

This sums a combination of tracks together and record them to one audio file.

1. Press the [SAMPLE] button.

The SAMPLING screen appears.

2. Use the [C4] knob to select "TRACK".

3. Press the track select [BD]–[RC] buttons which you want to combine.

4. Start recording with the method specified by the TRIGGER parameter.

5. Stop recording with the method specified by the LENGTH parameter.

Assigning a recorded sample to a track

1. After the recording is complete and the sample editor appears, 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.

If you skip step 3, the sample will be saved directly to internal memory without assigning.

* 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.

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 editor appears.

2. Use the controllers below to edit the sample.

Controller	Parameter	Explanation
[C1] knob	START	Changes the start position of the sample.
[C3/SCROLL] knob	END	Changes the end position of the sample.
[C5] knob	ZOOM	Increases the size of the waveform.
[C6/VALUE] knob/[ENTER] button	EDIT	Quickly accesses additional sample editing functions.

Additional sample editing functions

Function	Explanation
SAVE AS	Saves the audio found in between START and END as a separate file.
NORMALIZE	Maximizes the sample's gain without digitally clipping.
EMPHASIS	Adds subtle high-frequency excitation to the sample.
ZERO SNAP On	Snaps the cursor to the zero-crossing point when selecting the sample position.

3. Press the [EXIT] button.

This exits the sample editor.

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. 18).
[C6/VALUE] knob	STRETCH	Sets stretch mode.

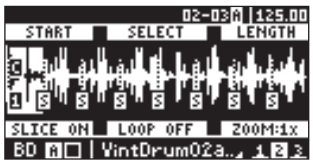
Slicing a sample (SLICE)

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 additional slice functions such as adding or deleting slices and auto-slicing.

Additional slice functions

Function	Explanation
ADD SLICE	Adds a slice halfway between the currently selected slice and the next slice.
DELETE SLICE	Deletes the currently selected slice. Press the [CLEAR] button as a shortcut.
DELETE ALL	Deletes all slices.
AUTO SLICE	Opens AUTO SLICE function (Division, Transient).

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. 5).**
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.

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. 46)

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.**

   The [MUTE] button lights up.

2. **Press the track select [BD]–[RC] buttons to select the track you want 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.

Listening to selected tracks only via headphones (CUE)

Only selected tracks are output from the headphones.

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

   The [MUTE] button blinks.

2. **Press the track select [BD]–[RC] buttons to select the track to you want to cue.**

   The queued track select button lights up.

   If you want to revert and unqueue, press the track select button again.

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

   This exits the CUE mode.

Exporting a project

* Patterns or kits that are being edited (shown with an asterisk) or system settings that have not been saved are not exported.

To export a pattern or kit 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".

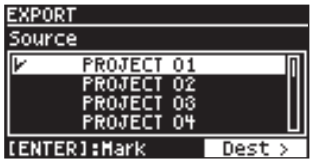
1. Press the [MENU] button.

The MENU screen appears.

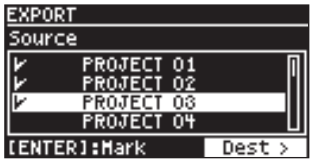
2. Use the [C6/VALUE] knob to select "FILE", and press the [ENTER] button.

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

4. Use the [C6/VALUE] knob to select the project you want to export, and press the [ENTER] button to add a checkmark to it, then press the [►] button.



* Multiple projects can be marked at once.



5. Use the [C6/VALUE] knob to select the save destination for the file, and press the [ENTER] button.

NOTE

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

6. 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.

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

A confirmation message appears.

8. 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.

Importing a pattern or kit

To import a pattern or kit from 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.

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 "IMPORT", and press the [ENTER] button.

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

NOTE

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

5. Use the [C6/VALUE] knob to select "PATTERN" or "KIT", and press the [ENTER] button.

6. Use the [C6/VALUE] knob to select the pattern or kit you want to import, and press the [ENTER] button to add a checkmark to it, then press the [►] button.

7. Use the [C6/VALUE] knob to select the import destination, and press the [ENTER] button to add a checkmark to it, then press the [►] button.

A confirmation message appears.

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

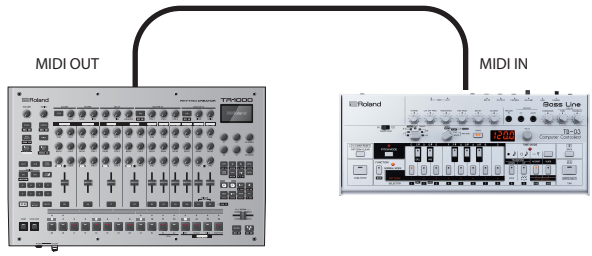
To cancel, use the [C6/VALUE] knob to select "CANCEL", and press the [ENTER] button.

Synchronizing with other devices

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 (FB) continue messages to start/stop/continue.

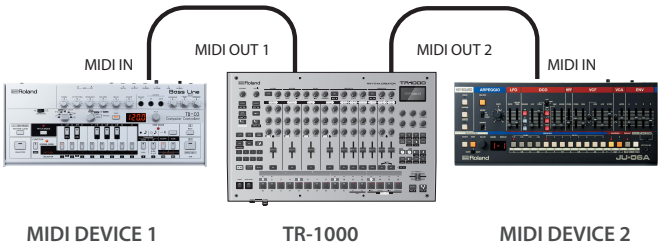
Synchronizing with a MIDI device

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

Connecting a computer via USB

If you use the included USB 3.0 cable (Type-C to Type-C) to connect the TR-1000 to your computer, you can synchronize the TR-1000 with your DAW via USB MIDI, or record individual instruments of the TR-1000 onto tracks of your DAW via USB audio.

In order to use the TR-1000, you'll need to download the driver from the following URL and install it on your computer.

For details on installation, refer to the following URL.

➡ https://www.roland.com/support/

NOTE

Do not connect the TR-1000 to your computer before you have finished installing the driver.

If you have already connected the TR-1000, disconnect it, and then reconnect it after driver installation is completed.

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.

Menu settings

Configuring the system settings

1. **Press the [MENU] button.**
   The MENU screen appears.
2. **Use the [C6/VALUE] knob to select "SYSTEM", 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
Bright	1–10	Adjusts the brightness for the buttons.
Glow	1–10	Adjusts the brightness of a dimly lit button.
Screen Saver	OFF, 1min–10min	Timer for screen saver activation
Auto Off	OFF, 20min, 240min	Timer for the unit to automatically turn off

SOUND

Parameter	Value	Explanation
Mix Out Att.	OFF, ON	When this is ON, it decreases the output gain by a set amount (-14 dB).
AFX Out Att.	OFF, ON	
Idv. Out BD–RC Att.	OFF, ON	

MIDI

Parameter	Value	Explanation
Pattern Ch.	1–16	Specifies the MIDI transmit/receive channel of the pattern sequencer.
Kit Ch.	1–16	Specifies the MIDI transmit/receive channel for program change messages that switch kits.
Inst Note BD–RC Alt.	OFF, C-1(0)–G9(127)	Specify the MIDI note number for each track's instrument, instrument alternate sound, and TRIGGER OUT.
USB MIDI Through	OFF, ON	Specifies whether the MIDI messages received from the USB port or MIDI IN port are retransmitted without change from the MIDI OUT connector and USB port (ON) or are not retransmitted (OFF). If this is ON, MIDI messages received at the USB port are sent to the internal sound engine and to the MIDI OUT connector, and MIDI messages received at the MIDI IN connector are combined with the messages from the internal sound engine and sent to the USB port.
Soft Through	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.
Tx Program Change	OFF, ON	Specifies whether program change messages are transmitted (ON) or are not.
Tx Edit Data	OFF, ON	Specifies whether CC messages are transmitted (ON) or are not.
RX Program Change	OFF, ON	Specifies whether program change messages are received (ON) or are not.
Rx Edit Data	OFF, ON	Specifies whether CC messages are received (ON) or are not.
MIDI Out 1	MIDI, DIN SYNC	Changes the MIDI OUT mode.
MIDI Out 2	MIDI, DIN SYNC, THRU	

Changing a project

1. **Press the [MENU] button.**
   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.**
   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	**Pattern:** The unit uses the tempo that's set for each pattern. **Project:** The unit always uses the tempo that's set for the project.
Tempo	40.00–300.00	Sets the project tempo.

Parameter	Value	Explanation
Tempo Sync	Auto, MIDI, USB, INT	Specifies the tempo source. **Auto:** 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. **MIDI:** The tempo synchronizes to the MIDI clocks received via the MIDI IN connector. **USB:** The tempo synchronizes to the MIDI clocks received via the USB port. **INT:** The tempo specified on this unit is used. Use this setting if you don't want to synchronize to an external device.
Fill In Trigger	Momentary, Latch	Selects how the [FILL IN TRIG] button works. **Momentary:** A fill-in is played only while you press the [FILL IN TRIG] button. **Latch:** 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	**Kit:** Switching patterns does not change the kit. **Pattern:** 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. **Normal:** Hold down the [SHIFT] button and press the step keys [1]–[16]. **Classic:** 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. **All Knobs:** Changes the settings for all knobs. **C-Knobs:** Changes the settings for [C1]–[C6/VALUE] knobs.
Track Sync	All Tracks, Layered Gens	Sets the synchronization method for the sequencer's trigger timing. **All Tracks:** Prioritizes tight synchronization across all tracks and externally synchronized instruments at the expense of some latency when externally synced. **Layered Gens:** 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. **Start:** Plays the sequencer. **Start&Stop:** Plays/stops the sequencer.
Stop Key	Stop&Cont, Stop, None	Sets how the [STOP/CONT] key functions when pressed. **Stop&Cont:** Stops the sequencer or resumes playback from the position where it stopped. **Stop:** Stops the sequencer. **None:** 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. **Sync:** Uses the trigger input as the clock signal. **Start:** Plays/stops the sequencer when a trigger input signal is received. **Head:** Returns the playback position to the beginning when a trigger input signal is received. **Clock:** 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.

Parameter	Value	Explanation
Trig Out	Trig, Head, End	Sets the timing of the trigger output from the TRIG jack. **Trig:** Outputs the triggers using the timing of the TRIGGER OUT track. **Head:** Outputs the trigger at the beginning of the pattern. **End:** 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 polarity of the pedal connected to the PEDAL jack.
Polarity	Normal, Inverse	Sets the polarity of the pedal.

Convenient functions

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.

Reloading a pattern or kit (RELOAD)

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

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

   The RELOAD screen appears.

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

3. **Use the [C6/VALUE] knob to select what to reload, and 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.

Returning to the factory settings (FACTORY RESET)

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

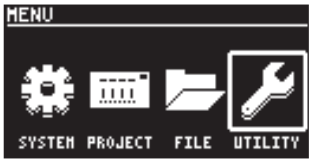
NOTE

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

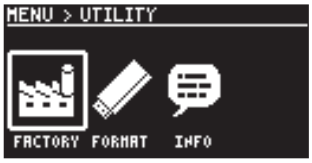
1. **Press the [MENU] button.**

   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.**

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.

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.

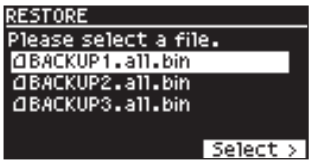
The MENU screen appears.

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.

Erasing patterns and variations (CLEAR)

Clear operation shortcuts

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.

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 copy, 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

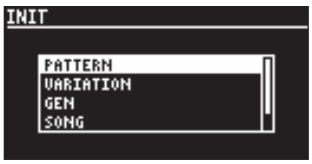
Action	How to operate
Copy a pattern (PATTERN COPY screen)	Hold down the [COPY] button and press the [PTN SELECT] button.
Copy a kit (KIT COPY screen)	Hold down the [COPY] button and press the [KIT] button.
Copy a track (selected tracks) (Confirmation message for copy destination track)	Hold down the [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.

Initializing patterns and kits (INIT)

Here's how to initialize a pattern or kit.

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

The INIT screen appears.



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

A confirmation message appears.

* Depending on the target, you might need to repeat step 2 multiple times.

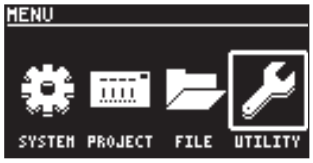
3. To initialize, use the [C6/VALUE] knob to select "OK", and press the [ENTER] button.

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

Calibrating the analog engine and effects

Due to environmental or other circumstances, you may need to calibrate the analog engine and effects.

1. **Press the [MENU] button.**
   The MENU screen appears.
2. **Use the [C6/VALUE] knob to select "UTILITY", and press the [ENTER] button.**

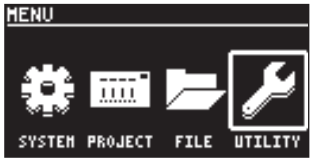


3. **Select "CALIB" with the [C6/VALUE] knob, and press the [ENTER] button.**
   The calibration starts.

Verifying the version (VERSION)

This shows how to check the system program version number.

1. **Press the [MENU] button.**
   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 (UPDATE)

For details on updating the system, refer to the following website.
https://www.roland.com/support/

List of shortcut keys

Target	Operation	Shortcut
Reloading		
Pattern	Reloads the saved pattern.	[MENU] + [PTN SELECT]
Variation	Reloads the saved variation.	[MENU] + [A]–[H]
Kit	Reloads the saved kit.	[MENU] + [KIT]
Song	Reloads the saved song.	[MENU] + [SONG]
Track	Reloads the track with instrument.	[MENU] + [BD]–[RC]
INST	Reloads the instrument.	[MENU] + [INST]
Track/Kit Knob	Reloads the saved knob position.	[MENU] + knobs
Parameter	Reloads the parameters assigned to [C1]–[C6] knobs to their saved settings.	[MENU] + [C1]–[C6]
Initializing		
GEN	Initializes the generator settings.	[EXIT] + [GEN]
Filter	Initializes the filter settings.	[EXIT] + [FILTER]
Amp	Initializes the amp settings.	[EXIT] + [AMP]
IFX	Initializes the instrument effect settings.	[EXIT] + [FX]
Parameter	Initializes the parameters assigned to [C1]–[C6] knobs.	[EXIT] + [C1]–[C6]
Copying		
Track/INST	Copies selected track with instrument. * In the event of copying from a Layer track to a Single track, only Layer A is copied. * Analog instruments cannot be copied. If the operation is performed with an analog instrument as the source, only the track information will be copied.	[COPY] + [BD]–[RC]
Variation	Copies selected variation.	[COPY] + [A]–[H]
Morph Slot	Copies one morph slot to another.	[COPY] + [1]–[16] * In Morph edit
Snapshot	Copies one snapshot to another.	[COPY] + [1]–[16] * In SNAPSHOT play mode
Step	Copies Step Setting (including Motion).	[COPY] + [1]–[16]
Reflecting		
Snapshot	Reflects current knob values to selected snapshot.	[KNOB ASSGN] + [1]–[16] * In SNAPSHOT play mode
Clearing		
Snapshot	Clears selected step's snapshot.	[CLEAR] + [1]–[16] * In SNAPSHOT play mode
Morph Slot	Clears selected step's morph.	[CLEAR] + [1]–[16] * In Morph edit
Motion (All)	Clears all Motion from the pattern.	[CLEAR] + [MOTION ON]
Motion (Knob)	Clears Motion of a specific knob.	[CLEAR] + [KNOB]
Variation	Clears Variation of all data.	[CLEAR] + [A]–[H]
Track	Clears all steps in a track.	[CLEAR] + [BD]–[RC]
Knob Assign	Clears all knob assignments from a track's instrument.	[CLEAR] + [KNOB ASSGN] * Selected track
Pattern	Clears the entire pattern.	[CLEAR] + [1]–[16] * In Pattern Select
Step (real-time)	Clears notes in real time.	[CLEAR] + [1]–[16]
Mute	Disables all Mutes.	[CLEAR] + [MUTE]
Editing		
Kit	Adjusts reverb send.	[BD]-[RC] + REVERB [LEVEL]
Kit	Adjust delay send	[BD]-[RC] + DELAY [LEVEL]

Main specifications

User Drum Kits	2,048 (128 Kits x 16 Projects)
User Patterns	2,048 (128 Patterns x 16 Projects)
Step Sequencer	Layer Track x 4 Single Track x 6 1 exclusive part for trigger out 16 steps per 1 variation 8 (A–H) variations per 1 pattern 4 Fill-in patterns per 1 pattern
Generator	Analog: 16 tones ACB: 75 tones FM: 7 tones PCM: 340 tones Sample: 2,121 tones
Sampler	Internal Data Format: 16-bit linear Import Format: WAV, AIFF, MP3 * Dedicated software supports WAV, AIFF, MP3, FLAC, M4A. Sample Rate: 48 kHz Sampling Time: The maximum is 16 minutes (1 Sample).
Effects	FILTER: 2 types AMP: 2 types COMP: 2 type INST FX: 17 types REVERB: 6 types DELAY: 4 types MASTER FX: 14 types ANALOG FX: FILTER, DRIVE
Internal Storage	Size: 46 GB (USER Area)
Display	Graphic OLED display
External Storage	USB flash drive (sold separately) for backup, restore, import, and export functions
Connectors	PHONES jack: Stereo 1/4-inch phone type MIX OUT (L/MONO,R) jacks: 1/4-inch phone type ANALOG FX OUT (L/MONO, R) jacks: 1/4-inch phone type INDIVIDUAL OUT/TRIGGER OUT (BD--RC) jacks: 1/4-inch phone type EXTERNAL IN (L/MONO 1, R/MONO 2) jacks: 1/4-inch phone type TRIGGER/CV (TRG IN, TRG OUT, FILTER CV IN, CLK OUT) jacks: Miniature phone type PEDAL (CONTROL) jack MIDI (IN, OUT1 DIN SYNC1, OUT2/THRU DIN SYNC2) jack USB (COMPUTER) port: USB Type-C(R) (Audio/MIDI) USB (EXTERNAL DEVICE) port: USB A AC IN jack
Power Supply	AC 117–240 V 50/60 Hz
Power consumption	38 W * Power consumption when in off mode (when the power automatically turns off): 0.2 W
Dimensions	486 (W) × 311 (D) × 125 (H) mm 19-3/16 (W) × 12-1/4 (D) × 4-15/16 (H) inches
Weight	5.5 kg 12 lbs 3 oz
Accessories	Power cord, Owner's Manual, USB Type-C to USB Type-C cable (with ferrite core)
Options (sold separately)	Pedal Switch: FS-5U, FS-6 Expression Pedal: EV-5 USB flash drive (up to 64 GB)

* 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.