English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

简体中文

Roland

V-Drums

Contents

TD-1

Owner's Manual

Before using this product, please carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 12)), as well as the notes in the "Setup Guide" in order to ensure that you use the product correctly. After reading, keep the document(s) where it will be available for immediate reference.

Let's Learn About Drums

Drum Set Elements

Here are some basic terms related to drum sets.

Bass drum/Kick Pedal

Played with a kick pedal, it's the largest drum in the kit.

> * Use a commercially available kick pedal.

Snare drum

The snare drum is the main "voice" of a drum kit.

Hi-hat/Hi-hat pedal

An acoustic hi-hat uses 2 cymbals mounted on a hi-hat stand. Pressing the hi-hat pedal opens and closes it.

> * The TD-1 uses a single pad.

Tom (Tom 1, Tom 2)

These are usually mounted above the bass drum.

Floor tom (Tom 3)

Sometimes called a bass tom, it either stands on it's own legs or is mounted on a stand.
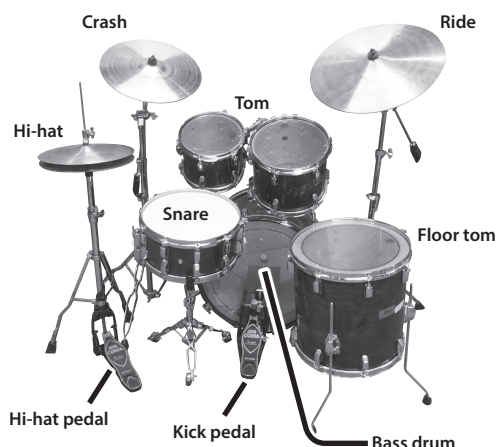
Ride cymbal

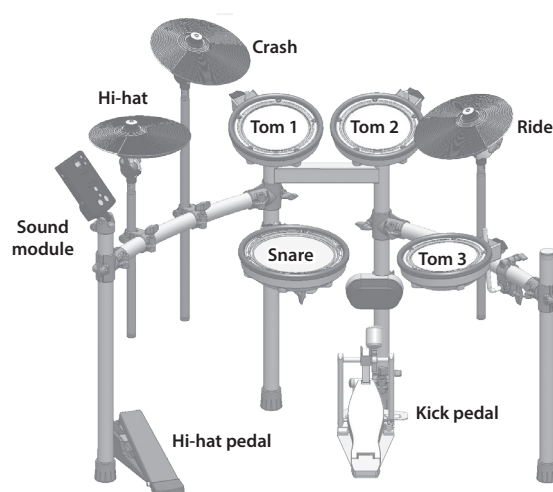Usually mounted on the right side of the kit, the ride cymbal is principle elements in keeping time.

Crash cymbal

Smaller than the ride, the crash cymbal is mainly used for accents.

Acoustic drum

V-drums (example: TD-1 Double Mesh Kit)

The Basics of Playing

Drums are played using both hands and both feet.

Here we'll explain how to hold the sticks and use the pedals.

Holding the sticks

The most common way to hold the sticks is called the "matched grip" as shown in the illustrations below.

Left hand

Right hand
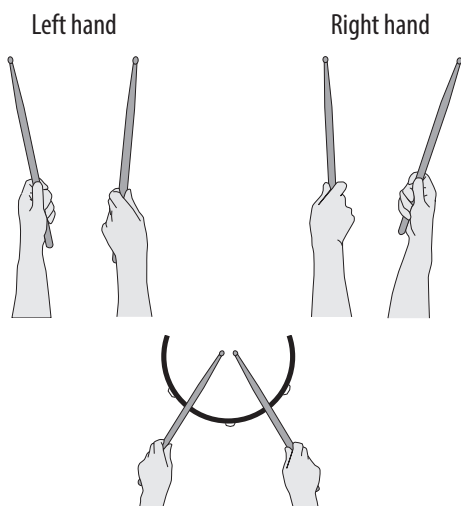
Using the kick pedal

The kick pedal can be pressed in either of two ways: "heel up" or "heel down."

Heel up

In this method, your heel floats above the pedal. With your heel off the pedal, lower your entire foot to push down the pedal.

This method applies the full weight of your leg to the pedal, making it easier for you to produce a stronger sounds than the heel down method. This is often used in rock and pop.
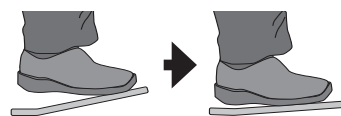
Heel down

In this method, the entire bottom of your foot from heel to toe stays in contact with the pedal. Use your ankle joint to make your toes push down the pedal. This method allows more precise control of the volume, and is often used in jazz and bossa nova.
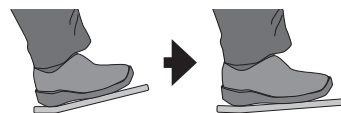
Using the snare

Head shot

Hit only the head of the pad. This is the most common method to play the snare.

Rim shot

Strike the head and the rim of the pad simultaneously.

A sound (rim sound) different than the head shot will be heard.

Suitable position for rim shots

Rim

Using the cymbals

Bow shot

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

Edge shot

Use the shoulder of the stick to hit the edge of the cymbal pad (Hit the edge sensor as shown in the illustration).

Edge sensor

* Bow shots and edge shots can also be played on the hi-hat.

Choking a cymbal

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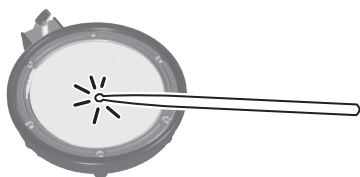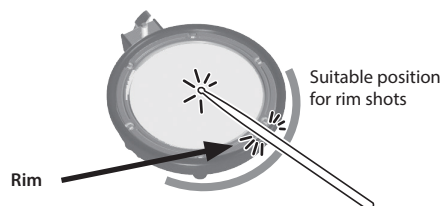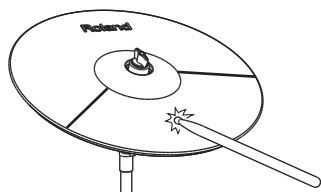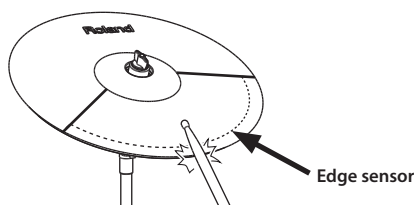
* The Choke function only works when you grasp in the area (where the edge sensor is) as shown in the illustration. If you do otherwise, it will not work.

Edge sensor
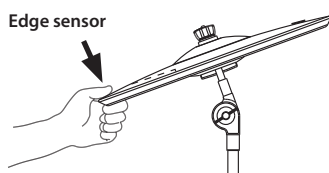
Using the hi-hat

In an acoustic drum set, the hi-hat consists of two cymbals placed facing each other vertically on a hi-hat stand. The two cymbals can be closed together by pressing the pedal.

A variety of playing techniques are possible, such as playing the cymbals with the pedal and/or playing them with sticks.

When you press the pedal, the two cymbals will come together (closed). When you release the pedal, the two cymbals will separate (opened).

Closed

With the hi-hat pedal pressed firmly, strike the pad with a stick. A short "chick" sound will be heard.
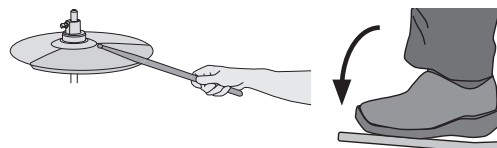
Half-open

With the hi-hat pedal pressed gently, strike the pad with a stick. A slightly longer "swish" sound will be heard.

Open

With the hi-hat pedal completely released, strike the pad with a stick. An even longer "sound" than the half-open sound will be heard.
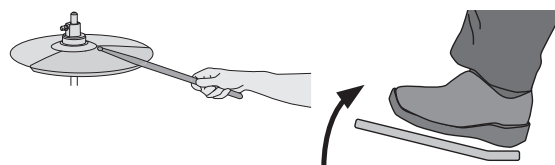
Foot closed

Just press the pedal without using a stick. This sound will be softer and shorter than the closed sound played with a stick. Useful for keeping time with this tight sound.

Foot splash

Press and immediately release the pedal without using a stick. This is equivalent to momentarily clashing the two cymbals of an acoustic hi-hat. It produces a "splash" sound that is softer than the open strike.

English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

简体中文
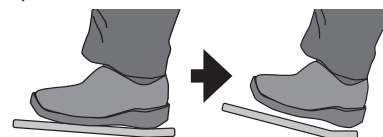
Quick Start

Connecting Your Equipment

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

DC IN jack
Connect the included AC adaptor to the DC IN jack. Place the AC adaptor so the side with the indicator (see the illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

Indicator

OUTPUT/PHONES jack
Connect your amplified speaker or headphones to the OUTPUT/PHONES jack.

MIX IN jack (Stereo)
Connect your portable audio player or other external sources to the MIX IN jack so that you can play along with your favorite songs.

USB COMPUTER port
Refer to p. 9.

TD-1

Front Panel

Display
Shows the drum kit number and metronome tempo etc.

[Select] button, mode lamps
Each time you press the [Select] button, you cycle through the four modes (Drums, Tempo, Coach, Song) and the corresponding lamp is illuminated.

Tap tempo function
By holding down the [Select] button and repeatedly striking a pad, you can set the tempo to the interval between your strikes.

[⏻] (power) button
Turns the power on/off.

Volume [▲] [▼] buttons
Adjust the volume in 20 levels.

[𝄐] (metronome) button
Starts or stops the metronome. The light flashes with the tempo.

[-] [+] buttons
Use this button to change a value on the display. If you hold down one button while pressing the other, the value increases or decreases more quickly.

Turning the Power On and Off

Turning the power on

1. **Minimize the volume of the connected amplified speaker.**

2. **Press the [⏻] (power) button.**
   The power turns on.

3. **Power-on the connected amplified speaker, and adjust the volume.**

4. **Adjust the volume by pressing the volume [▲] [▼] button.**

Turning the power off

1. **Turn the volume down on the TD-1 and any connected equipment.**

2. **Power-off the connected equipment.**

3. **Long-press the [⏻] (power) button.**
   The power turns off.
   * You must turn off the power by pressing the [⏻] (power) button.

4

Playing

Playing drums is not only fun, but just about anyone can easily start playing — they make sound when you simply hit them! Let's start playing drums using the wide variety of built-in sounds.

Selecting a Drum Kit

A drum kit consists of sounds assigned to each pad. In some cases, the sound will change depending upon your playing dynamics.

1. **Use the [Select] button to select Drums mode.**

   * When you turn on the power, Drums mode is selected.
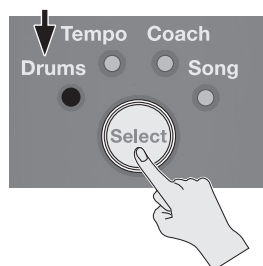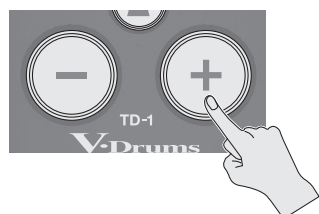
The display shows the drum kit number.

2. **Press the [-] [+] buttons to select a drum kit.**

   * For a list of the drum kits, refer to the end of this manual.

3. **Play the drums by striking the pad.**

About Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 10).
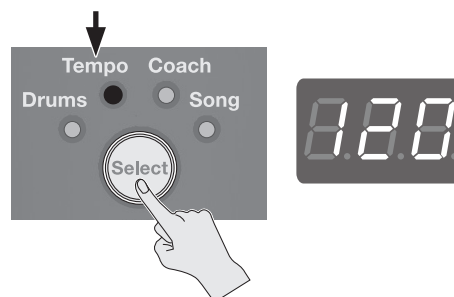
> **NOTE**
>
> To restore power, turn the power on again (p. 10).

Playing with the Metronome

Here's how you can play the drums while listening to the metronome. This is the best way to practice and learn to play at a steady tempo.

1. **Use the [Select] button to select Tempo mode.**

The display shows the metronome tempo.

2. **Press the [♩] (metronome) button.**

The metronome turns on, and the button blinks in time with the metronome tempo.
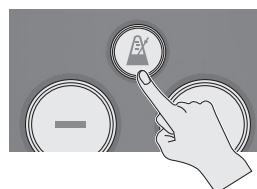
   * Even in Drums mode, you can press the [♩] (metronome) button to sound the metronome.

3. **Press the [-] [+] buttons to change the tempo.**

   * You can also specify the tempo with Tap tempo function (p. 4).

4. **Press the [♩] (metronome) button once again to turn the metronome off.**

Changing how the metronome sounds

1. **In Tempo mode, long-press the [♩] (metronome) button.**

The metronome sounds.

2. **Use the [Select] button to select the item (parameter) that you want to change, and use the [-] [+] buttons to change its setting.**

Parameter	Display	Explanation
Beats	b 1 (1 beat)– b 9 (9 beats)	Sets the number of beats
Rhythm type	r 0 (whole note)	Sets the beat unit
	r 4 (quarter notes)	
	r 8 (eighth notes)	
	r 83 (eighth note triplets)	
	r 16 (sixteenth notes)	
Volume	L 0–L 10	Sets the volume
Sound	5 1–5 8	Sets the sound

3. **Press the [♩] (metronome) button to complete the settings.**

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

简体中文

Practicing

Practicing in Coach Mode

The TD-1 Coach mode is a unique set of exercises specifically designed to help build speed, accuracy and stamina, as well as develop better timing skills.

Selecting a practice menu

1. **Use the [Select] button to select Coach mode.**

The Coach mode menu screen appears.

2. **Press the [-] [+] buttons to select a practice menu C-1–C10.**

For details on the contents of the Coach mode menu, refer to the next section.

Correctly Playing in Time with the Beat

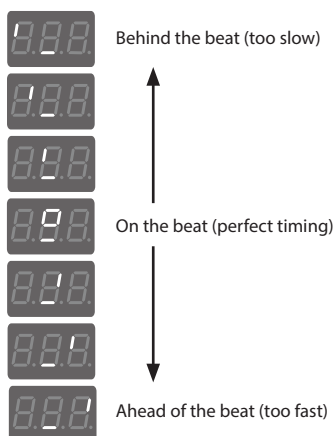### <C - 1> Time Check (Easy)

<C - 2> Time Check (Hard)

The accuracy of your playing will be checked against the metronome.

C-1 and C-2 differ in their difficulty.

1. **Press the [♩] (metronome) button to start practicing.**

A two-measure count-in is inserted when you start.

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

The display will indicate whether your pad strikes match the beat sounded by the metronome.

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

Behind the beat (too slow)

On the beat (perfect timing)

Ahead of the beat (too fast)

3. **Time Check automatically ends, and the results will appear in the display.**

If the scoring function is turned "OFF," press the [♩] (metronome) button to stop practice. Then, you return to the Coach mode menu screen.

Changing the number of measures to score

You can change the number of measures after which the Time Check result is shown. You can also make settings so that the score result is not shown.

1. **Long-press the [♩] (metronome) button.**

2. **Press the [-] [+] buttons to change the value.**

Display	Explanation
OFF	No scoring.
4, 8, 16, 32	Specify the number of measures that are scored. The score result is shown in the display. * A two-measure count-in is inserted when you start.

3. **Press the [♩] (metronome) button.**

Playing Along with a Changing Rhythm

<C - 3> Change-up

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

1. **Press the [♩] (metronome) button to start practicing.**

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

The display shows the tempo while you practice.

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

3. **Press the [♩] (metronome) button to return to the Coach mode menu screen.**

Specifying the pattern of rhythm change

1. **Long-press the [♩] (metronome) button.**

2. **Press the [-] [+] buttons to change the value.**

Display	Rhythm pattern
r-5	
r-6	
r-7	

3. **Press the [♩](metronome) button.**

Playing Along with a Changing Tempo

<C-4> Auto Up/Down

The metronome increases and decreases tempo over time, to help develop stamina and endurance. The tempo will increase in steps for each beat until the metronome reaches the upper limit; then the tempo will continue slowing down in steps until it reaches the initial tempo. This cycle will repeat.

1. **Press the [♪] (metronome) button to start practicing.**

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

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

3. **Press the [♪] (metronome) button to return to the Coach mode menu screen.**

Specifying the number of beats at which the tempo change

1. **Long-press the [♪] (metronome) button.**

2. **Press the [-] [+] buttons to change the value.**

Display	Explanation
b-1	The tempo is incremented/decremented by one at intervals of one beat.
b-2	The tempo is incremented/decremented by one at intervals of two beats.
b-4	The tempo is incremented/decremented by one at intervals of four beats.

3. **Press the [♪] (metronome) button.**

Developing Internal Timing Sense

<C-5> Quiet Count

This practice will help you develop a good sense of time/tempo. The metronome alternates between "sounding and not sounding" at every four measures, and the cycle will repeat.

1. **Press the [♪] (metronome) button to start practicing.**

2. **Strike the pad in time with the metronome.**
   - The metronome sounds during the first few measures.
   - The metronome does not sound on subsequent measures. Continue striking the pads during this time.
   - The metronome sounds again. The "%" value indicates the percentage by which you played at an accurate tempo.

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

3. **Press the [♪] (metronome) button to return to the Coach mode menu screen.**

Changing the volume cycle of the metronome

1. **Long-press the [♪] (metronome) button.**

2. **Press the [-] [+] buttons to change the value.**

Display	Explanation
n-1	The volume of the metronome changes at intervals of one measure.
n-2	The volume of the metronome changes at intervals of two measures.
n-4	The volume of the metronome changes at intervals of four measures.
n31	For the first three measures, the metronome sounds at the specified volume; for the next measure, the volume is reduced.
n62	For the first six measures, the metronome sounds at the specified volume; for the next two measures, the volume is reduced.

3. **Press the [♪] (metronome) button.**

Continuing to Play at a Steady Tempo

<C-6> Tempo Check (Easy)

<C-7> Tempo Check (Hard)

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

C-6 and C-7 differ in their difficulty.

1. **Press the [♪] (metronome) button to start practicing.**

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

Strike the pads at a constant tempo.

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

Accurate ↑ ↓ More inaccuracy
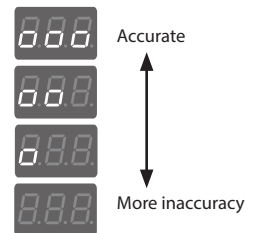
   * You can use the [-] [+] buttons to adjust the tempo even while you practice.

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

3. **Press the [♪] (metronome) button to return to the Coach mode menu screen.**

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

简体中文

Matching the Striking Strength of the Right and Left Hands

<C-8> Stroke Balance

This practice lets you reduce the volume discrepancy between your right and left hands, so that the sound is more consistent.
The display shows the strength of your strikes.
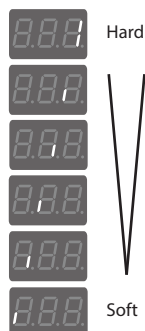
1. **Press the [Ⓜ] (metronome) button to start practicing.**

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

The strength of your strikes on the pad is shown in the display.

Strength of Striking

Hard

Soft

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

3. **Press the [Ⓜ](metronome) button to return to the Coach mode menu screen.**

Practicing for a Specified Time

<C-9> Timer

An alert tone informs you when the specified time has elapsed. You can use this to specify a daily time goal for practicing the basics. The default value is three minutes.

1. **Press the [Ⓜ] (metronome) button to start practicing.**

The timer starts.

2. **Practice as desired, in time with the metronome.**

The display shows the approximate remaining time.

Remaining time: 3 minutes

Blinks while the timer is running.
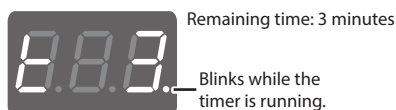
When the specified time has elapsed, the alarm sounds and the metronome stops.

The Coach mode menu screen reappears.

* You can use the [-] [+] buttons to adjust the tempo even while you practice.
* If you want to stop the timer before the specified time has elapsed, press the [Ⓜ] (metronome) button once again.
* The timer continues to operate even if you use the [Select] button to select a different menu.

Changing the time

1. **Long-press the [Ⓜ] (metronome) button.**

2. **Press the [-] [+] buttons to change the value.**

Value: 1–99 minutes (t 1–t 99)

3. **Press the [Ⓜ] (metronome) button.**

Recording and Checking Your Own Performance

<C 10> Recording

This function lets you easily record your own performance. This is a very useful practice tool, recording and then checking your drumming.

Recording

1. **Press the [Ⓜ] (metronome) button.**

The metronome sounds, and the TD-1 will enter recording-standby mode.

* You can use the [-] [+] buttons to adjust the tempo.

2. **Strike the pad to start recording.**

* The metronome sounds constantly during recording.
* A signal input via the MIX IN jack won't be recorded.

3. **To stop recording, press the [Ⓜ] (metronome) button once again.**

Playback

1. **Press the [+] button to play back the recorded data.**

When the performance ends, playback stops automatically.

2. **To stop playback, press the [-] button.**

Practicing Along with a Song

The TD-1 contains songs that are suitable for practicing.

Selecting a Song

1. **Press the [Select] button to select Song mode.**

2. **Press the [-] [+] buttons to select a song.**

* For a list of the song, refer to the end of this manual.

Playing/Stopping the Song

1. **Press the [♪] (metronome) button to play back the song.**
   * A one-measure count-in is inserted when you start.
   * You can't change the tempo of the song.

2. **Press the [♪] (metronome) button once again, and the song stops.**

Silencing the metronome

You can practice along with the song without hearing the metronome.

1. **Long-press the [♪] (metronome) button.**

2. **Use the [-] [+] buttons to make the display indicate** *OFF*.

   * If you want to hear the metronome, make the display indicate *On*.

1. **Press the [♪] (metronome) button.**

Connecting to Your Computer/iPad

You can connect the TD-1 to your computer or iPad, and use it with an app such as V-Drums Tutor.

Connecting to your computer

* You don't need to install a driver.

USB cable
(sold separately)

TD-1

If you want sound from a computer or iPad to play back from the V-Drums sound module, use a commercially available audio cable to connect the audio output of the computer or iPad to the MIX IN jack of the sound module.

Connecting to your iPad

* To make the connection, you'll need the Apple Lightning to USB Camera Adapter (made by Apple Corporation).

Apple Lightning to USB Camera Adapter
(sold separately)

USB cable
(sold separately)

TD-1

What is V-Drums Tutor?

The V-Drums Tutor (sold separately) is a drumming practice software designed to be used with Roland V-Drums, making your practice time simple, enjoyable, challenging and effective.

Making Detailed Settings

1. Press the [Select] button to select Drums mode.

2. Long-press the [♩] (metronome) button.

    * The mode lamp blinks.

Adjust the Pad Sensitivity

3. Press the [Select] button to blink Drums mode lamp.

4. Play the pad or kick pedal whose sensitivity you want to change.

5. Use the [-] [+] buttons to adjust the sensitivity.

The display shows the sensitivity value. Higher sensitivity allows the pad to produce a loud volume even when played softly. Lower sensitivity will keep the pad producing a low volume even when played forcefully.

6. Press the [♩](metronome) button to complete the setting.

Changing the Type of Pad

If you use a separately sold kick trigger or mesh pad, you'll need to change the pad type.

3. Press the [Select] button to blink Tempo mode lamp.

4. Play the pad or kick pedal.

5. Use the [-] [+] buttons to change the type.

Display	Type of Pad
Kick pedal	
1	(TD-1 default value)
2	KD-9
3	KT-9, KT-10
Snare pad	
5 1	(TD-1K default value)
5 2	PDX-8, PDX-6

6. Press the [♩] (metronome) button to complete the setting.

Changing MIDI Note Number of the Pad

3. Press the [Select] button to blink Coach mode lamp.

4. Play the pad whose note number you want to change.

The display shows the note number.

5. Use the [-] [+] buttons to change the setting.

Value: 0–127, OFF

6. Press the [♩] (metronome) button to complete the setting.

Note numbers (default)

Pad	Note number
KIK	36
SNR (Head)	38
SNR (Rim)	40
T1	48
T2	45

Pad	Note number	
T3	43	
HH open (Bow)	46	*a
HH open (Edge)	26	*b
HH closed (Bow)	(42)	*a-4
HH closed (Edge)	(22)	*b-4
HH foot closed	(44)	*a-2
CR1 (Bow)	49	
CR1 (Edge)	55	
CR2 (Bow)	57	
CR2 (Edge)	52	
RD (Bow)	51	
RD (Edge)	59	

MIDI channel: 10

    * The TD-1 does not receive any MIDI messages.

Changing the Time of Auto Off

The TD-1 is set to automatically power-off when a certain minutes have elapsed since it was last played or operated. When you want to turn the power on, switch the power on again. You can also make settings so that the power is not off automatically.

3. Press the [Select] button to blink Song mode lamp.

4. Use the [-] [+] buttons to change the time of Auto Off.

Display	Explanation
OFF	The power will not turn off automatically.
10	The power will turn off automatically when 10 minutes have elapsed.
30	The power will turn off automatically when 30 minutes have elapsed.
240	The power will turn off automatically when four hours have elapsed.

5. Press the [♩] (metronome) button to complete the setting.

Restoring the Factory Settings

The "Factory Reset" operation returns all settings stored in the TD-1 to their factory-set condition.

> **Note**
>
> The settings stored in the TD-1 will be lost when you execute a factory reset.

1. While pressing the [-] [+] buttons, press the [⏻] (power) button to turn the power on.

The display shows as follows.

2. Press the [♩] (metronome) button to execute a factory reset.

To cancel a factory reset, press the [⏻] (power) button and turn the power off.

Appendix

Troubleshooting

Problem	Items to check	Action
Problems with sound		
No sound	Is the TD-1 correctly connected to the external devices?	Check the connections.
	Could the cable be connected to an output jack (instead of the input) of the connected amplified speaker?	
	Are the cables correctly connected to the unit's OUTPUT/PHONES jack?	
	Could an audio cable be broken?	Try using a different cable.
	Check whether you hear sound through headphones.	If you hear sound in the headphones, there is a problem with the connection cables or with the connected amplified speaker.
	Could the TD-1 volume be lowered?	Adjust the volume to an appropriate level.
	Could the volume of the connected amplified speaker be lowered?	
	Could the volume be lowered on the device connected to the MIX IN jack?	
A specific pad does not sound	Is the connection cable correctly connected to the TRIGGER INPUT connector?	Check the connections.
	Are the cables correctly connected to each pad and pedal?	
	Could the pad's "Sensitivity" be lowered?	Adjust the pad's "Sensitivity."
	Is the pad's "Type" set correctly?	Set the pad's "Type."
No sound when you press the kick pedal	Is the cable labeled KIK connected to the kick pad?	Check the connections.
No sound when you press the hi-hat pedal	Is the cable labeled HHC connected to the hi-hat pedal?	
Hi-hat does not close fully	Could two springs be installed on the hi-hat control pedal?	If two springs are installed, you can lighten the feeling by removing one of them. However, noise and vibration will increase. For details on how to remove a spring, refer to "Adjust the hi-hat control pedal" in the Setup Guide.
Foot-close sound is not loud enough		
Foot-splash is hard to produce		
The sound of another pad is also heard when you strike the pad.	If multiple pads are attached to the same stand, the vibration of a strike can be transmitted to another pad, causing it to sound inadvertently.	Reattach the pad at a different location.
Two or more notes are sounded when you strike once	Is the pad fastened to the stand?	Fasten the pad firmly to the stand.
Sounds do not play reliably	Is the pad's mesh head tensioned evenly?	Adjust the mesh head tension. Slightly higher tension is good for proper triggering.
Problems with USB		
Can't connect with a computer	Is the USB cable connected correctly?	Make sure that the USB cable is correctly connected.
Problems with MIDI		
No sound from external MIDI device	Is the MIDI channel set correctly?	Set the MIDI channel of external MIDI device to 10.
	Has the note number been set properly?	Check the pad's "Note#."

Main Specifications

Roland TD-1: Drum Sound Module

Drum Kits	15
Songs	15
Display	7 segments, 3 characters (LED)
Interface	USB MIDI (Transmitting only)
Power Supply	AC adaptor
Current Draw	150 mA
Dimensions	106 (W) x 43 (D) x 181 (H) mm
	4-3/16 (W) x 1-3/4 (D) x 7-1/8 (H) inches
Weight (excluding AC adaptor)	236 g
	9 oz
Accessories	Owner's Manual
	Leaflet "USING THE UNIT SAFELY"
	AC adaptor
	Power cord

* 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.

English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

简体中文

USING THE UNIT SAFELY

⚠ WARNING

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 10).

Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

⚠ WARNING

Use only the supplied power cord

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

IMPORTANT NOTES

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.

- Roland assumes no liability concerning the restoration of any stored content that has been lost.

- This instrument is designed to minimize the extraneous sounds produced when it's played. However, since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow these sounds to become a nuisance others nearby.

- Do not use connection cables that contain a built-in resistor.

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.

- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.

- Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.

- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

- Roland and V-Drums are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.

- Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.