

V-Drums

TD-27

DRUM SOUND MODULE

Reference Manual



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Main Specifications

Roland TD-27: Drum Sound Module

| | |
|------------------------------|--|
| Drum Kits | 100 (Preset: More than 50) |
| Instruments | More than 700 |
| User Sample Import | Number of User Sample: Maximum 500 (includes factory preloaded user samples) Sound Length (total): 24 minutes in mono, 12 minutes in stereo File formats that can be loaded: WAV (44.1 kHz, 16/24 bits) |
| Effect Types | Pad Compressor: each pad Pad Equalizer: each pad Overhead Mic Simulator Room/Reverb Multi-Effects: 3 systems, 30 types Master Compressor Master Equalizer |
| Bluetooth | Supported standards: Bluetooth Ver 4.2 Supported profile: A2DP (Audio), GATT (MIDI over Bluetooth Low Energy) Codec: SBC (Support to the content protection of the SCMS-T method) |
| Song Player (SD Card) | File format: WAV (44.1 kHz, 16/24 bits), MP3 *1 |
| Recorder | Recording Method: Realtime Maximum length: 60 min (temporary recording: 3 min) *2 File format: WAV (44.1 kHz, 16 bits) |
| Display | Graphic LCD 256 x 80 dots |
| External Memory | SD Card (SDHC supported) |
| Connectors | TRIGGER INPUT connector x 1: DB-25 type (Kick, Snare, Tom 1, Tom 2, Tom 3, Hi-hat, Crash 1, Ride, Ride Bell, Hi-Hat Control) *3 TRIGGER IN jack x 4: 1/4-inch TRS phone type (CRASH 2, AUX 1, AUX 2, AUX 3) *3 DIGITAL TRIGGER IN port x 3: USB A type MASTER OUT jacks x 2 (L/MONO, R): 1/4-inch phone type DIRECT OUT jack x 2 (MONO): 1/4-inch phone type PHONES jack x 1: Stereo 1/4-inch phone type MIX IN jack x 1: Stereo 1/4-inch phone type MIDI connectors x 2 (IN, OUT/THRU) USB COMPUTER port x 1: USB B type FOOT SW jack x 1: 1/4-inch TRS phone type DC IN jack |
| USB COMPUTER Port | Speed: Hi-speed USB Driver mode: Generic, Vender Protocol: USB MIDI, USB Audio *4 |
| USB Port | Sampling Rate (original): 44.1 kHz Sampling Rate (with sampling rate converter): 96 kHz, 48 kHz Record: 28 channels Playback: 4 channels |

| | |
|--------------------------------------|--|
| USB Audio | Sampling Rate (original): 44.1 kHz Sampling Rate (with sampling rate converter): 96 kHz, 48 kHz Record: 28 channels Playback: 4 channels |
| Power Supply | AC adaptor (DC 9V) |
| Current Draw | 770 mA |
| Dimensions | 238 (W) x 204 (D) x 79 (H) mm 9-3/8 (W) x 8-1/16 (D) x 3-1/8 (H) inches |
| Weight (excluding AC adaptor) | 1.1 kg / 2 lbs 7 oz |
| Accessories | Quick Start Leaflet "USING THE UNIT SAFELY" Sound module mounting plate Wing bolt (M5 x 10) x 2 AC adaptor Dedicated connection cable |
| Options (sold separately) | Pads: PDA series, PD series, PDX series, BT series Cymbals: CY series Kick: KD series, KT series Hi-hat: VH-14D, VH-13, VH-11, VH-10 Hi-hat control pedal: FD series Acoustic drum trigger: RT series Footswitch: BOSS FS-5U, FS-6 Personal drum monitor: PM series Noise eater: NE series |

*1: Audio files must be saved on an SD card.

*2: Song recording is required SD card. If there is no SD card, approximately three minutes of temporary recording are possible, but this cannot be saved to internal memory.

*3: Exclusion use with digital pad.

*4: USB Audio is required the using vender driver and switched vender mode.

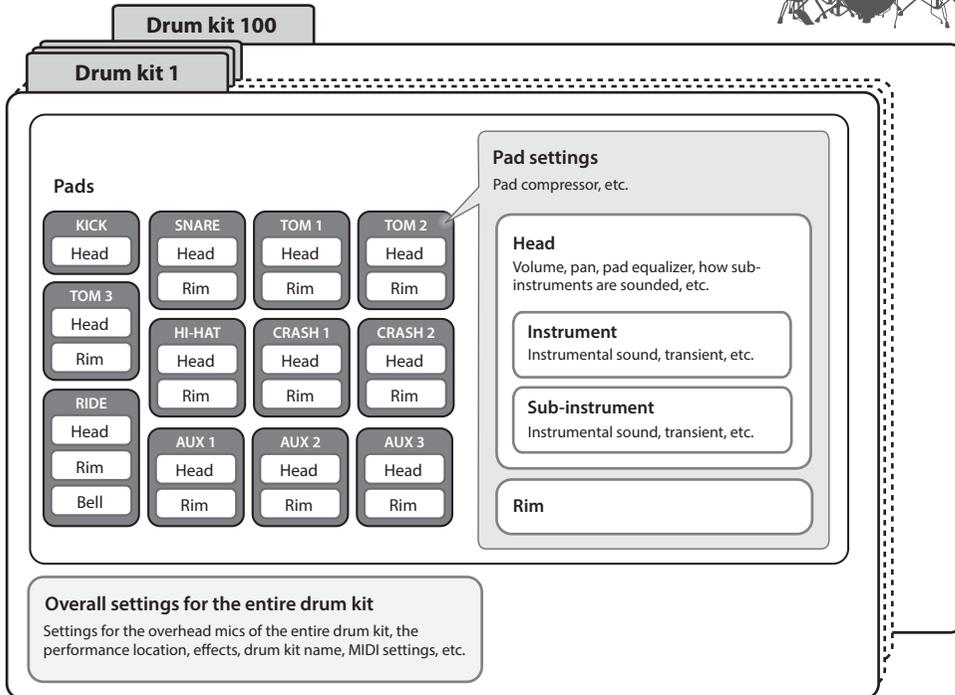
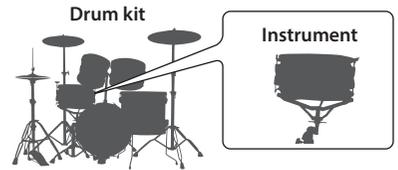
* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

Getting Ready

Overview of the TD-27

Drum Kits

On this unit, the sound that plays when you strike a pad (snare, kick, cymbal, etc.) is called an “instrument”. The set of instruments assigned to the pads are collectively called a “drum kit”. The structure of a drum kit is shown below.



MEMO

- When you change a drum kit setting, the changed setting is saved automatically.
- For details on a drum kit's parameter structure, refer to “Data List” (PDF).

Instrument

An instrumental sound such as a snare drum or kick drum is called an “instrument”. An instrument is assigned to each location of a pad that can be struck independently, such as the pad's head and rim.

- For each instrument, you can specify the sound and adjust its attack and release, etc.
- You can create a wide range of sounds by editing various settings for each instrument, such as the type of head, the depth of the shell, or its ambience.
- An audio file that you create on your computer can also be loaded from an SD card into the TD-27 and played as an instrument (the user sample function).

Drum Kits

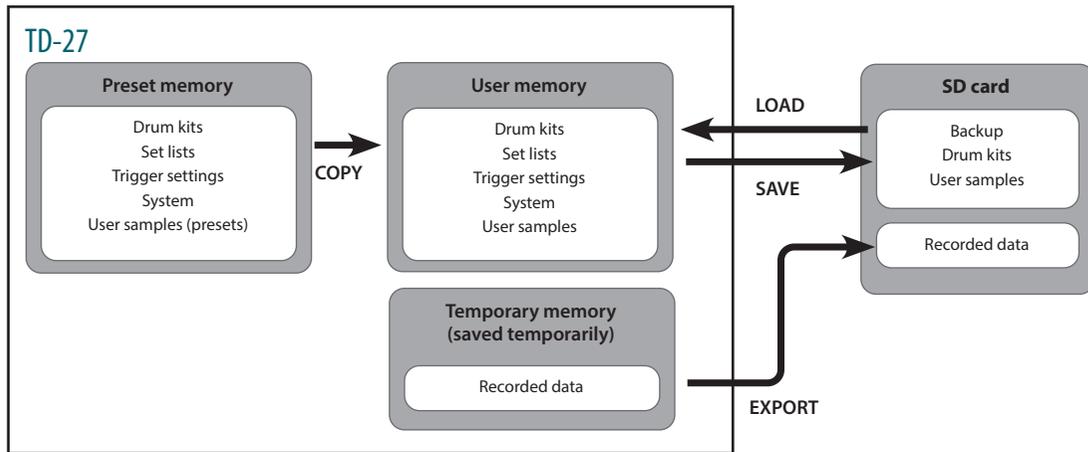
This is the set of instruments that are assigned to the pads. You can make settings that apply to the entire drum kit, such as specifying the position of the overhead mics that capture the sound of the entire drum kit, the location in which it's being played, and the effects.

Effects

This unit provides effects that apply to individual strike locations of a pad (such as the pad equalizer), effects that apply to individual pads (such as the pad compressor), and effects that apply to the entire drum kit (such as MFX and master compressor).

Memory

The area in which settings such as drum kits and trigger settings are stored is called “memory”.



Preset memory

The factory settings are stored in preset memory. When you execute a factory reset, the contents of preset memory are automatically copied so that user memory will be in its factory-set state (p. 63).

The following settings are saved in preset memory.

- Drum kits (p. 6)
- Set lists (p. 19)
- Trigger settings (p. 52)
- System (p. 47)
- User samples (presets) (p. 36)

* User samples (presets) cannot be copied. By executing a factory reset, you can return the user samples in user memory to their factory-set state.

User memory

This area stores your edits and performance settings. Data from SD card or preset memory can also be loaded or copied into this area (p. 44).

The following settings are saved in user memory.

- Drum kits (p. 6)
- Set lists (p. 19)
- Trigger settings (p. 52)
- System (p. 47)
- User samples (p. 36)

Temporary memory (saved temporarily)

The data (one song) recorded on the TD-27 is held in the unit’s temporary memory. The recorded data in temporary memory can be exported to an SD card (p. 28).

- * Song recording is required SD card. If there is no SD card, approximately three minutes of temporary recording are possible, but this cannot be saved to internal memory. If you want to save (export) a recorded song to an SD card, insert the SD card in advance.
- * When you turn off the power, the data recorded in temporary memory is erased.

SD card

The settings saved in user memory can be saved as a set on an SD card, allowing you to save (back up) up to 99 sets. Separately from backups, 999 drum kits can also be saved. Your performance on the TD-27 can also be recorded to an SD card.

MEMO

- The data that is saved on an SD card can be loaded into user memory, or copied. For details, refer to “Backing Up Data to an SD Card (SD CARD)” (p. 48) or “Copying Settings (COPY)” (p. 44).
- For details on the folder structure of an SD card, refer to “SD card folder structure” (p. 23).

Panel Descriptions

Display

This shows various information depending on the operation.

A short time after you turn on the power, the DRUM KIT screen (basic screen) appears.

➔ "Selecting a Drum Kit" (p. 18)

Function button ([F1]–[F5])

The function of these buttons will change depending on the screen. The names of the current functions are shown in the bottom of the screen.

[●] button

This button record your performance.

➔ "Recording" (p. 28)

[▶/■] button

Plays/stops the built-in song or recorded performance data, or starts/stops recording.

➔ "Performing Along with a Song" (p. 21)

➔ "Recording" (p. 28)

[SONG] button

Lets you make song-related settings, such as demo performances or backing (accompaniment) songs.

➔ "Performing Along with a Song" (p. 22)

[Drum KIT] button

Accesses the basic screen where you can select drum set sounds (drum kits).

You can also press this to return to the basic screen from another screen.

➔ "Selecting a Drum Kit" (p. 18)

[CLICK] button

Allows you to sound the click (metronome), or to make settings for the tempo or beat.

➔ "Sounding a Click (Metronome)" (p. 25)

Dial

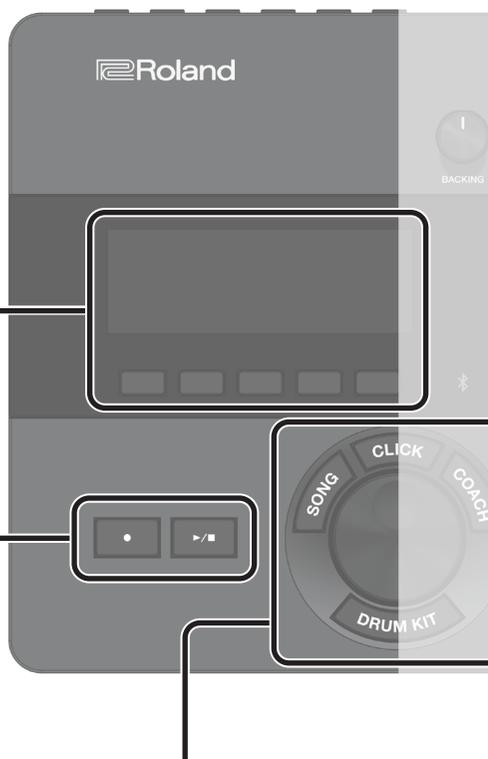
In the DRUM KIT screen (basic screen), turn the dial to select drum set sounds (drum kits).

This is also used to change the value of the parameter selected by the cursor buttons.

[COACH] button

Lets you use the coach menu to practice drums in a way that's appropriate for your performance skill level.

➔ "Practicing in Coach Mode" (p. 25)



[BACKING] knob

Adjusts the volume of the built-in song or the click (metronome), and the volume of a smartphone connected to the MIX IN jack or via Bluetooth.

- ➔ "Performing Along with a Song" (p. 21)
- ➔ "Sounding a Click (Metronome)" (p. 25)

[PHONES] knob

Adjusts the volume of headphones connected to the PHONES jack.

[MASTER] knob

Adjusts the volume of amplified speakers etc. connected to the MASTER OUT jacks.

Sound modify knob

([INSTRUMENT], [LEVEL], [TUNING], [MUFFLING])

Select the sound (instrument) of a pad, adjust the volume (level) or pitch (tuning) of the selected instrument, or adjust the decay length (muffling).

- ➔ "Editing a Drum Kit" (p. 31)

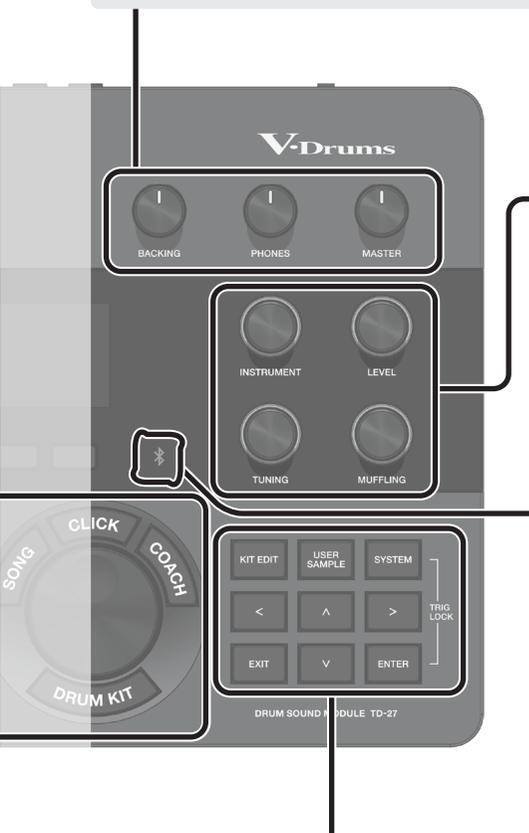
Bluetooth indicator

The LED indicates the Bluetooth connection status.

You can wirelessly connect a smartphone or other device, and play the drums while a song plays back from your smartphone.

| | |
|-----------------|---|
| Unlit | Bluetooth is not connected |
| Blinking | Pairing is in progress |
| Lit | Bluetooth audio is connected * Rapidly blinks several times when connecting or disconnecting. * In the case of Bluetooth MIDI, the Bluetooth indicator does not light even after the connection is established. There will be an indication of "connected" in the screen of the app that you're using on your smartphone. |

- ➔ "Performing Along with a Song from Your Smartphone" (p. 21)
- ➔ "Recording Your Performance Along with a Song" (p. 28)



[KIT EDIT] button

You can shape the sound in various ways, such as customizing the drum itself by changing the type of head or the shell depth, or by adjusting the reverberation.

- ➔ "Editing a Drum Kit" (p. 31)

[EXIT] button

Cancels an operation. Alternatively, returns to the previous screen.

[USER SAMPLE] button

Audio files that you created on your computer can be imported into the TD-27, and played as instrument.

- ➔ "Importing and Playing Audio Files (USER SAMPLE)" (p. 36)

Cursor buttons [] [] [] []

Move the on-screen cursor up/down/left/right to select a parameter.

[SYSTEM] button

Lets you make system settings for the TD-27.

- ➔ "Making Various Settings (SYSTEM)" (p. 47)

[ENTER] button

Confirms an operation or value. Alternatively, proceeds to the next screen.

By holding down the [ENTER] button and pressing the [SYSTEM] button, you can lock the pad you're editing so that it will not be switched (Trig Lock function).

Connect Your Equipment

Rear Panel

[POWER] switch

Turns the power on/off.

- ➔ "Turning the Power On/Off" (p. 12)

MIDI connector (IN, OUT/THRU)

Connect these to external MIDI devices such as an external sound module. Use MIDI cables (commercially available) to make these connections.

- ➔ "MIDI Settings (MIDI)" (p. 60)

DAW software etc. (receiving device) (transmitting device)

MIX IN jack

Connect your audio player or smartphone here. You can perform or record along with a song that's saved on the smartphone.

- ➔ "Performing Along with a Song from Your Smartphone" (p. 21)
- ➔ "Recording Your Performance Along with a Song" (p. 28)

DIRECT OUT jack (1, 2)

Connect these to your mixer etc.

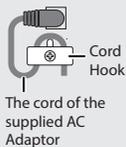
This is convenient when you want to send the sound of the kick or snare separately to the PA mixer for individual adjustment, such as during a live concert.

- ➔ "Audio Output Assignments (OUTPUT)" (p. 56)

DC IN jack

Connect the included AC adaptor here.

- * Use the cord hook located on the bottom of the unit to secure the AC adaptor cord as shown in the illustration.



The cord of the supplied AC Adaptor

TRIGGER INPUT jack

Connect the included dedicated connection cable to this connector, and use it to connect the pads and pedals.

DIGITAL TRIGGER IN jack (1, 2, 3)

Connect pads that support digital connection (e.g., PD-140DS, CY-18DR or VH-14D).

- ➔ "Settings for pads that support digital connection" (p. 11)



FOOT SW jack

You can use a footswitch (BOSS FS-5U, FS-6; sold separately) to control the unit in various ways, such as operating a pedal to recall drum kits.

- ➔ "Assigning Functions to Footswitches or Pads (CONTROL)" (p. 61)



TRIGGER IN jack (CRASH 2, AUX 1-AUX 3)

Connect a crash cymbal to CRASH 2. Use AUX 1-AUX 3 to add more types of pads.



MASTER OUTPUT jack (L/MONO, R)

Connect them to amplified speakers etc. (sold separately).

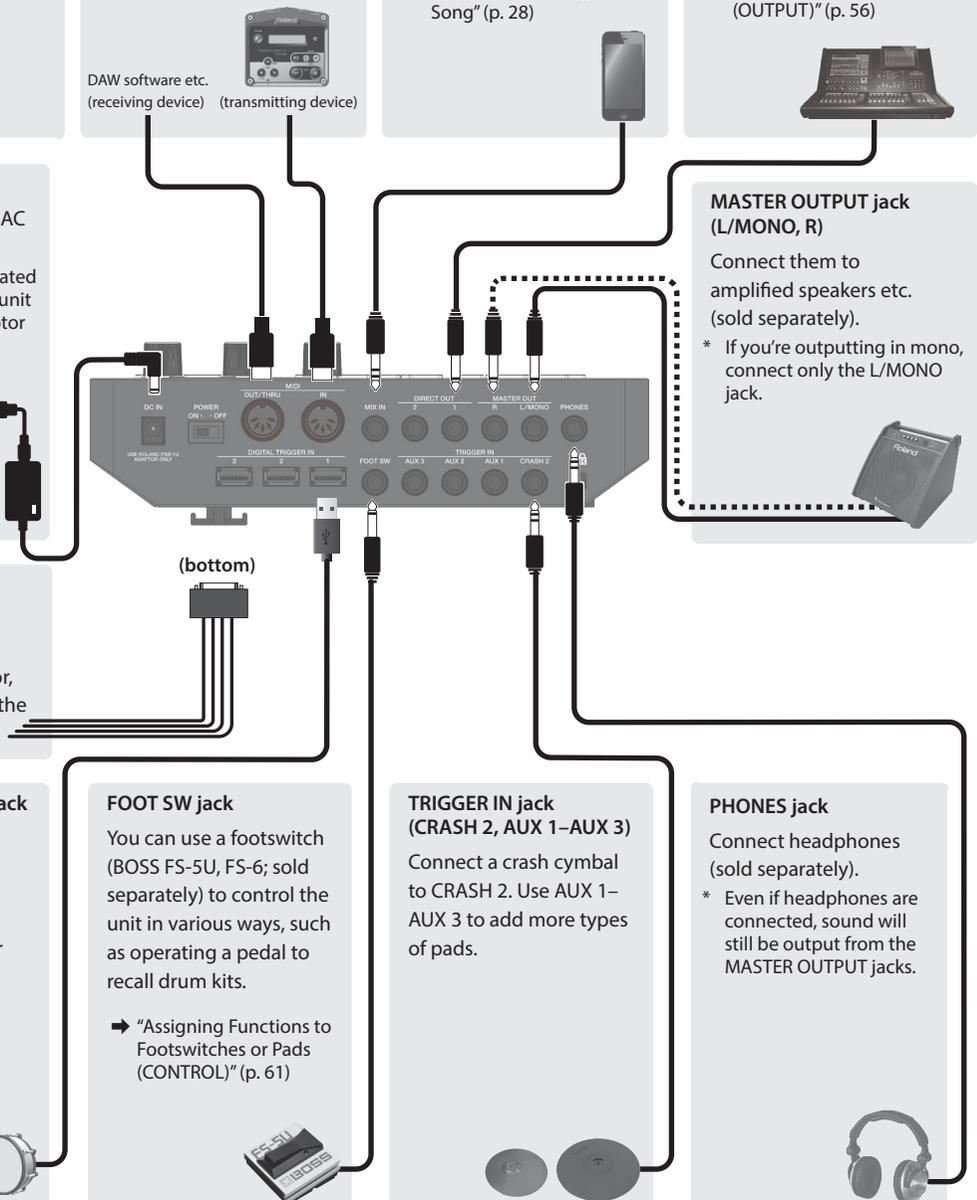
- * If you're outputting in mono, connect only the L/MONO jack.



PHONES jack

Connect headphones (sold separately).

- * Even if headphones are connected, sound will still be output from the MASTER OUTPUT jacks.



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

Side Panel

SD CARD slot

Insert a commercially available SD card (SDHC cards (up to 32 GB) are supported).

You can use an SD card to store songs for backing (accompaniment) or to store settings of the TD-27 itself. You can also use it to import user samples and or save performance data that you recorded.

- ➔ "Formatting an SD Card (FORMAT)" (p. 51)
- ➔ "Performing Along with a Song" (p. 22)
- ➔ "Recording" (p. 28)
- ➔ "Importing and Playing Audio Files (USER SAMPLE)" (p. 36)
- ➔ "Backing Up Data to an SD Card (SD CARD)" (p. 48)

- * Before using an SD card for the first time, you must format it on the TD-27 (p. 51).
- * Never turn off the power or remove the SD cards while the screen indicates "Processing..." or "Now Saving..."
- * Some SD card types or SD cards from some manufacturers may not record or play back properly on the unit.



USB COMPUTER port

Connect this to your computer. Use a USB cable (commercially available) to make this connection.

You can use DAW software (commercially available) to record your performance as 28 channels of multi-track audio, or as MIDI data. You can also use this unit to hear audio playback from your computer.

- ➔ "Recording on a Connected Computer" (p. 29)
- ➔ "Specifying the USB Audio (USB AUDIO)" (p. 59)



Settings for pads that support digital connection

The first time that a pad that supports digital connection is connected to a DIGITAL TRIGGER IN port, the following screen appears.

Following the instructions in the screen, make settings to specify the trigger input to which the connected pad should be assigned.

- * If you specify the same trigger input as a pad that is connected to a dedicated connection cable or TRIGGER IN jack, the pad that's connected to that TRIGGER INPUT jack and TRIGGER IN jack won't produce sound.



Reference

For details, refer to "Specifying a Digitally-Connected Pad (DIGITAL)" (p. 53).

1. Use the cursor buttons to select "OK", and press the [ENTER] button.



2. Use the cursor buttons to select the pad that you want to specify, and use the dial to specify the Assign.

- * You can't specify the same assignment multiple times.

Setting example

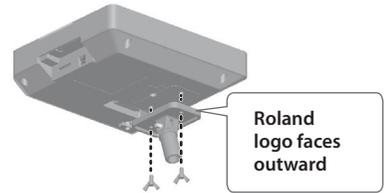
| Pad | Assign |
|---------|--------|
| PD140DS | SNARE |
| CY18DR | RIDE |
| VH14D | HI-HAT |

3. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Getting Ready

Mounting the TD-27 on the Stand

Use the included sound module mounting plate to attach the TD-27 to a drum stand (e.g., MDS Series; sold separately). Use the included wing bolts to attach the plate as shown in the illustration.



- * Use only the included wing bolts. Using any other bolts will cause malfunctions.
- * When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.

MEMO

The All Purpose Clamp (APC-10; sold separately) can be attached in case you want to mount the TD-27 on a cymbal stand or other such stand.

Turning the Power On/Off

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

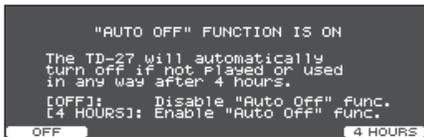
Turning the Power On

1. Connect headphones (sold separately) or amplified speakers (sold separately) to the TD-27.

- * If amplified speakers are connected, minimize the volume of the amplified speakers.

2. On the TD-27's rear panel, turn the [POWER] switch ON.

When you turn the TD-27 on, the following screen appears.



In this screen you can make settings to specify whether the power will automatically turn off after a predetermined amount of time (AUTO OFF function).

| Button | Explanation |
|----------------|--|
| [F1] (OFF) | The power does not turn off automatically. |
| [F5] (4 HOURS) | When four hours have passed without any pad being struck or any operation being performed, the unit will turn off automatically. |

- * If the AUTO OFF function is set to "OFF", this screen won't appear.
- * 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. 62).

To restore power, turn the power on again.

3. If amplified speakers are connected, turn on the power of the amplified speakers.

4. Use the [PHONES] knob to adjust the volume of the headphones, and use the [MASTER] knob to adjust the volume of the amplified speakers.

Turning the Power Off

NOTE

Settings that you edit on the TD-27 are saved when you turn off the unit. Be sure to turn off the unit by turning the [POWER] switch.

1. If amplified speakers are connected to the TD-27, minimize the volume of amplified speakers and turn off their power.

2. Turn the TD-27's [POWER] switch OFF.

The screen will indicate "Please wait. Now saving...", and the unit will turn off when the settings have been saved.

Making Hi-Hat Settings

If you're using the hi-hat (VH-14D, VH-13 or VH-10/VH-11), adjust the offset on the TD-27.

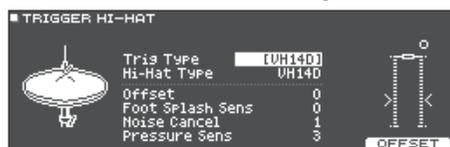
This adjustment is required for hi-hat pedal movements such as open or close to be detected correctly.

➔ If you want to make fine adjustments to the hi-hat sensitivity etc., refer to "Adjusting the Pad Sensitivity (PARAM)" (p. 53).

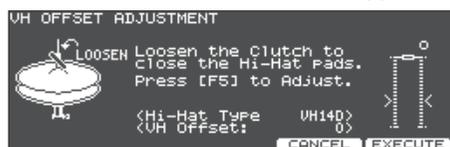
Settings for the VH-14D

1. Press the [SYSTEM] button.
 2. Use the cursor buttons to select "TRIGGER", and then press the [ENTER] button.
 3. Use the cursor buttons to select "HI-HAT", and then press the [ENTER] button.
- The TRIGGER HI-HAT screen appears.

* "VH-14D" is not shown as a Trig Type when the VH-14D is not connected or if it is not assigned as the hi-hat. In this case, connect the VH-14D and assign it as the hi-hat.



4. Press the [F5] (OFFSET) button.
- The VH OFFSET ADJUSTMENT screen appears.



5. Loosen the clutch screw of the top cymbal and let it sit on the bottom cymbal.

* Do NOT touch the hi-hats or the pedal.



6. Press the [F5] (EXECUTE) button.



The "VH Offset" parameter is set automatically (approx. 3 seconds).

7. Press the [KIT] button to return to the DRUM KIT screen.

Checking the System Program Version of the Drum Sound Module

You may need to update the system version of your drum sound module before using the VH-14D with the TD-27. Check whether your sound module meets the following conditions.

- TD-27: Ver. 1.11 or later

If the current version is less than the one shown above, update the system.

1. Press the [SYSTEM] button.
The SYSTEM screen appears.
2. Use the Cursor buttons to select "INFO", and then press the [ENTER] button.
The information screen appears.
3. Press the [F1] (PROGRAM) button to display the program version.

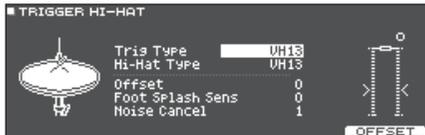
How to get the update (system program)

1. Enter the following URL in your computer.
<https://www.roland.com/support/>
2. Choose "TD-27" as the product name.

Settings for the VH-13

1. Press the [SYSTEM] button.
2. Use the cursor buttons to select "TRIGGER", and press the [ENTER] button.
3. Use the cursor buttons to select "HI-HAT", and press the [ENTER] button.

The TRIGGER HI-HAT screen appears.



4. Use the dial to set the Trig Type to "VH13".
5. Press the [F5] (OFFSET) button.

The VH OFFSET ADJUSTMENT screen appears.



6. Loosen the clutch screw of the top hi-hat and let it sit on the bottom hi-hat.
7. Press the [F5] (EXECUTE) button.

* Do NOT touch the hi-hats or the pedal.

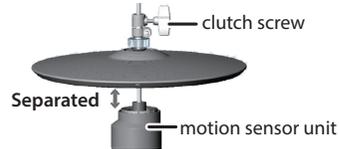


The "VH Offset" parameter is set automatically (approx. 3 seconds).

8. Press the [DRUM KIT] button to return to the DRUM KIT screen.

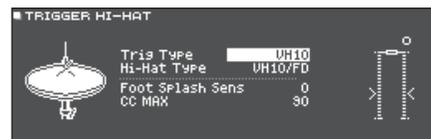
Settings for the VH-10 / VH-11

1. With the hi-hat completely separated from the motion sensor unit, power-on the TD-27.



2. Loosen the clutch screw and let the hi-hat rest naturally on the motion sensor unit.
3. Press the [SYSTEM] button.
4. Use the cursor buttons to select "TRIGGER", and press the [ENTER] button.
5. Use the cursor buttons to select "HI-HAT", and press the [ENTER] button.

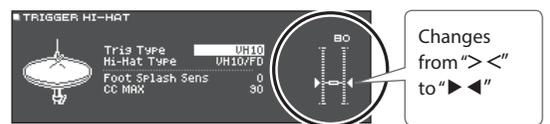
The TRIGGER HI-HAT screen appears.



6. Use the dial to set the Trig Type to "VH10".
7. While reading the meter displayed on the right side of the TD-27's screen, adjust the offset with the VH-10's offset adjustment screw.



Adjust the offset so that the  appear in the meter.



8. Fasten the clutch screw at a position where the hi-hat sways naturally when struck.
9. Press the [DRUM KIT] button to return to the DRUM KIT screen.

About Performance Techniques

The TD-27 lets you use various performance techniques just as on acoustic drums.

NOTE

- Use only wooden or plastic sticks. Using a carbon or metal stick may cause the sensor to malfunction.
- Use nylon brushes. Using metal brushes may cause the sensor to malfunction, and may scratch the pad.

Snare / Toms

| Playing method | | Explanation |
|-----------------------------|---|--|
| Head shot |  <p>Tone changes depending on strike point</p> | <p>Hit only the head of the pad.</p> <p>For a certain snare drum, the tone will change naturally as you move the strike location from the center of the head toward the rim.</p> |
| Rim shot |  | <p>Strike the head and the rim of the pad simultaneously.</p> <p>A sound (rim sound) different than the head shot will be heard.</p> |
| Cross stick |  | <p>Strike the rim while placing your hand on the head.</p> <p>Snare sounds can produce different sounds in response to different playing techniques; for example they can produce a rim sound when played using a rim shot, or a cross-stick sound when played using a cross-stick technique.</p> <p>Either connect a pad that supports the rim shot to "SN" of the dedicated connection cable, or connect a pad (such as the PD-140DS) that supports digital connection and allows cross-stick playing technique, and assign it to snare.</p> <ul style="list-style-type: none"> * On units other than the PD-140DS, strike only the rim so as not to touch the head. * On some snare sounds, it might not be possible to play separate sounds in this way. |
| Playing with brushes |  | <p>You can use brushes to scrape the head (brush sweep).</p> <p>Either connect a pad with a mesh head to "SN" of the dedicated connection cable, or connect a pad (such as the PD-140DS) that supports digital connection and allows brush playing technique, and assign it to snare.</p> <p>In addition, assign an instrument that supports brush techniques to the head of the snare, and turn the Brush Switch "ON".</p> <p>➔ For details, refer to "Performing with Brushes (BRUSH SW)" (p. 43).</p> |

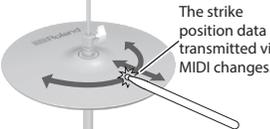
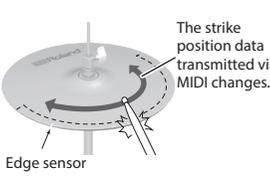
Change the nuance of the rim shot

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

- * You'll need to connect a pad that support strike location detection.

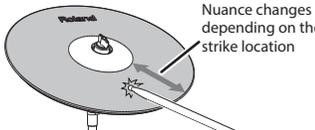
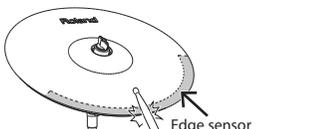
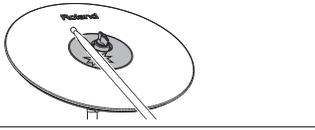
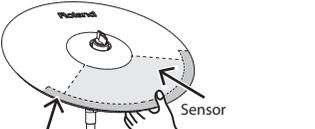
| Playing method | | Explanation |
|--|---|--|
| Normal rim shot (Open rim shot) |  | <p>Strike the head and rim simultaneously.</p> |
| Shallow rim shot |  | <p>Simultaneously strike the head near the rim and the rim itself.</p> |

Hi-Hat

| Playing method | | Explanation |
|------------------------------------|--|--|
| Open/closed |  | <p>The hi-hat tone changes smoothly from open to closed in response to how far the pedal is pressed. You can also play a foot-close sounded by pressing the pedal, or a foot-splash sounded by pressing the pedal and then immediately opening it. Depending on the instrument, you can also express the tonal change that occurs when you strike in the closed position and then open immediately.</p> |
| Pressure (VH-14D, VH-13) |  | <p>When you strike the hi-hat while pressing on the pedal with the hi-hat closed, you can then change the closed tone in response to the pressure you place on the pedal.</p> <p>* The VH-10, VH-11, FD-9, and FD-8 do not respond to pressure.</p> |
| Bow shot |  | <p>This playing method involves striking the middle area of the top hi-hat. It corresponds to the sound of the "head-side" of the connected trigger input.</p> <p>If you are using a pad that distinguishes between where you strike it (such as the VH-14D), the strike position data transmitted via MIDI changes, depending on what part of the bow you strike.</p> <p>* This does not make the sound change.</p> |
| Edge shot |  | <p>This playing method involves striking the edge of the top hi-hat with the shoulder of the stick. When played as shown in the illustration, the "rim-side" sound of the connected trigger input is triggered.</p> <p>If you are using a pad that distinguishes between where you strike it (such as the VH-14D), the strike position data transmitted via MIDI changes, depending on what part of the edge you strike.</p> <p>* This does not make the sound change.</p> <p>* Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound. Strike as shown in the illustration.</p> |
| Choke play |  | <p>If you use your hand to choke (grasp) the edge sensor after striking the cymbal, the sound stops.</p> <p>With the VH-14D, the sound stops (is muted) even if you simply place your hand on the sensor detection area.</p> <p>When you strike the cymbal in the choked state, the sound is shorter.</p> |

* Do not strike the bottom of the top hi-hat, and do not strike the bottom hi-hat. Doing so will cause malfunctions.

Cymbals

| Playing method | | Explanation |
|-------------------|---|--|
| Bow shot |  | <p>This is the most common playing method, playing the middle area of the cymbal. It corresponds to the sound of the "head-side" of the connected trigger input.</p> <p>For specific ride sounds, the tonal nuance changes depending on the point at which you strike the bow.</p> |
| Edge shot |  | <p>This playing method involves striking the edge with the shoulder of the stick. When played as shown in the illustration, the "rim-side" sound of the connected trigger input is triggered.</p> |
| Bell shot |  | <p>This is the method of striking the bell. When the bell area shown in the illustration is struck, the bell sound is heard.</p> <p>Either connect a pad that supports ride three-way triggering to "RD" and "RDB" of the dedicated connection cable, or connect a pad (such as the CY-18DR) that supports digital connection and allows bell shot playing technique, and assign it to ride.</p> |
| Choke play |  | <p>If you use your hand to choke (grasp) the edge sensor after striking the cymbal, the sound stops.</p> <p>On the CY-18DR, placing your hand on the sensor will also stop the sound.</p> <p>When you strike the cymbal in the choked state, the sound is shorter.</p> |

Performing

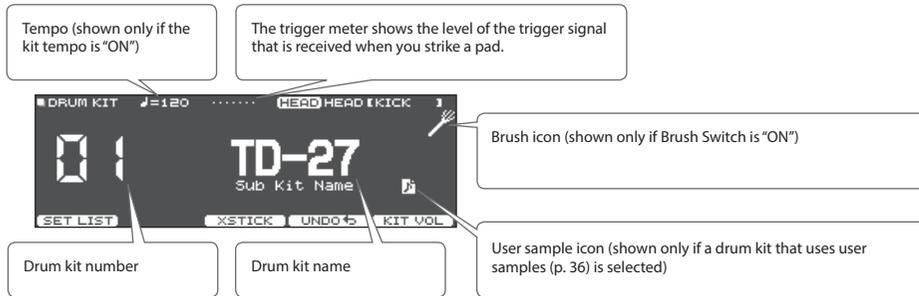
Performing

Selecting a Drum Kit

The TD-27 lets you enjoy performing with a drum kits that are suitable for a variety of musical genres.

1. Press the [DRUM KIT] button.

The DRUM KIT screen appears. Depending on the settings, this screen shows the following content.



2. Use the dial to select a drum kit.

Reference

For a list of the drum kits, refer to "Data List" (PDF).

Using a Cross-Stick Technique

Pads that are connected to a TRIGGER INPUT jack

Each time you press the [F3] (XSTICK) button, you'll switch between sounding and not sounding the cross-stick sound (p. 15) from the snare pad.



When playing using a pad that supports digital connection and cross-stick technique (such as the PD-140DS)

If a trigger input is assigned to snare (p. 11), cross-stick technique is always possible. In this case, the XSTICK icon is not shown in the screen.

Stopping All Currently Played Sounds (ALL SOUND OFF)

Here's how to stop the currently-playing drum performance sounds and user samples (p. 36). This is convenient when you need to stop the playback of a long sound or a loop phrase that you're playing as a user sample.

* The effect reverberation, the song, and the click do not stop.

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

All currently-playing sounds are stopped.

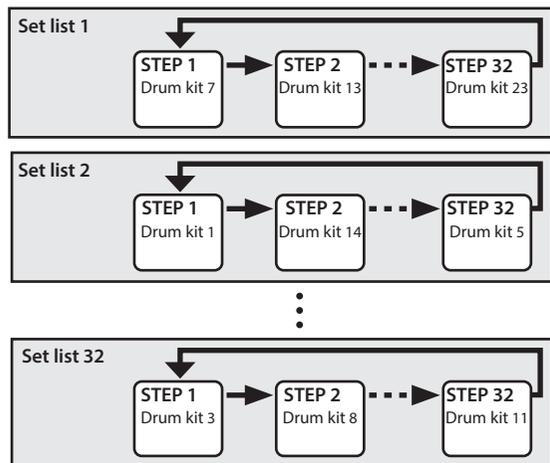
Reference

You can also stop all currently-playing performance sounds by using a pad or footswitch (p. 61).

Recalling Drum Kits Successively (SET LIST)

You can specify an order in which drum kits are recalled in 32 steps (step 1 through step 32). Such an order is called a “set list”, and you can create 32 set lists.

You can create a set list for the order in which you use drum kits in a live performance, and then instantly recall the drum kit that you’ll use next.



Creating a Set List

1. Press the [DRUM KIT] button.

The DRUM KIT screen appears.

2. Press the [F1] button.

The SET LIST screen appears, and set list turns on.

Set list number Set list name Step number



Current drum kit

| Button | Explanation |
|-------------------|--|
| [F1] (◀ SET LIST) | Select a set list. |
| [F2] (SET LIST ▶) | |
| [F5] (SETUP) | Accesses a screen where you can edit the set list. |

3. Press the [F5] (SETUP) button.

The setup screen appears.

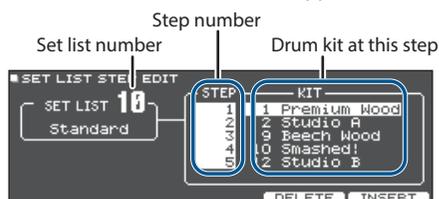


| Button | Explanation |
|--------------------|---|
| [F1] (MOVE LIST ▲) | Changes the order of the set list at the cursor position. |
| [F2] (MOVE LIST ▼) | |
| [F4] (NAME) | Renames the set list at the cursor position (p. 40). |
| [F5] (STEP EDIT) | Edits the steps of the set list at the cursor position. |

4. Use the dial to select the set list that you want to edit.

5. Press the [F5] (STEP EDIT) button.

The SET LIST STEP EDIT screen appears.



6. Use the cursor buttons to select each step, and use the dial to specify the drum kit at that step.

| Button | Explanation |
|---------------|--|
| [F4] (DELETE) | Step at the cursor position is deleted, and steps after this point are moved forward one place. |
| [F5] (INSERT) | The same drum kit is inserted at the cursor position, and steps after this point are moved backward one place. |

MEMO

If the set list is empty, move the cursor to “END” and use the dial to specify a drum kit.

7. Press the [DRUM KIT] button to return to the SET LIST screen.

Using Set Lists

1. Press the [DRUM KIT] button.

The DRUM KIT screen appears.

2. Press the [F1] button.

The set list turns on.



3. Press the [F1] (◀ SET LIST) button or [F2] (SET LIST ▶) button to select the set list that you want to use.

4. Use the dial to select drum kits in the order of the specified steps.

5. When you've finished playing, press the [DRUM KIT] button or the [EXIT] button.

The set list function turns off.

MEMO

- You can assign the appropriate function to a footswitch or pad, and use it to recall set lists or drum kits. For details, refer to "Assigning Functions to Footswitches or Pads (CONTROL)" (p. 61).
- If there are discrepancies between the volumes of each drum kit, adjust the volume of the entire drum kit (p. 32).
- To return from the SET LIST screen to the DRUM KIT screen, press the [DRUM KIT] button or the [EXIT] button.

Performing Along with a Song

You can enjoy playing the drums along with songs on your smartphone, tablet, or other mobile device (subsequently called “smartphone”) or songs that can be played back on the TD-27 itself.

Performing Along with a Song from Your Smartphone

Connecting via a Cable to the MIX IN Jack

1. Connect a stereo mini-plug cable (commercially available) from your smartphone to the TD-27’s MIX IN jack (p. 10).
2. Play back a song on your smartphone.
3. Turn the [BACKING] knob to adjust the volume of the song.

Connecting Wirelessly via Bluetooth

In order to connect your smartphone wirelessly to the TD-27 via Bluetooth, you’ll need to “pair” by registering the TD-27 in your smartphone so that the two devices can authenticate with each other.



As an example, we explain how to make settings for an iPhone.

* Once a smartphone has been paired with TD-27, there is no need to perform pairing again. Refer to “Connecting an already-paired smartphone” (p. 21).

Registering the smartphone (pairing)

1. Place the smartphone that you want to connect near TD-27.
2. Press the [SYSTEM] button.
3. Move the cursor to “BLUETOOTH”, and press the [ENTER] button.
4. Press the [F1] (PAIRING) button.



If you decide to cancel pairing, press the [F1] (CANCEL) button or [EXIT] button.

5. Turn on the Bluetooth function of your smartphone.



6. Tap “TD-27 AUDIO” that appears in the smartphone’s Bluetooth “DEVICES” field.

TD-27 and smartphone are paired. When pairing is completed, a display like the following appears.

| | |
|------------|---|
| smartphone | “TD-27 AUDIO” is added to the “My devices” area, and shown as “Connected”. |
| TD-27 | The screen indicates “Completed (AUDIO)”.  |

7. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Playing back songs from your smartphone

When you play back a song on your smartphone, you hear the sound from the headphones or amplified speakers that are connected to the TD-27.

To adjust the song volume, use the TD-27’s [BACKING] knob or make adjustments on your smartphone.

MEMO

The song played back on your smartphone can be recorded along with the sound of your performance on the TD-27 (p. 28).

Connecting an already-paired smartphone

1. Turn on the Bluetooth function of your smartphone.

This unit and the smartphone are connected wirelessly.

* If the above step does not establish a connection, tap “TD-27 AUDIO” that are shown in the “DEVICES” field of the smartphone.

Performing Along with a Song

All types of music that can be played back by the TD-27, including its built-in songs, audio files saved on an SD card, and performance data recorded to an SD card are collectively called “songs”.

| Types of song | Explanation |
|--|---|
| Built-in songs (INTERNAL) | Backing songs (audio data) built into this unit, and demo performances for previewing the drum kit sounds (preview) |
| Songs saved on an SD card (SD CARD) | Audio files (WAV/MP3) saved to an SD card for backing |
| Songs recorded on an SD card (REC DATA) | A TD-27 performance saved (exported) as audio data to an SD card |

1. Press the [SONG] button.

The SONG screen appears.



2. Turn the dial to select a song.

Each time you press the [F1] button, you cycle between built-in songs (INTERNAL), audio files on the SD card (SD CARD), and songs recorded (exported) to the SD card (REC DATA).

3. Press the [▶/■] button.

The selected song plays.

Operations during playback

| | |
|---|--|
| [▶/■] button | Play/stop the song |
| [>][<] buttons | Fast-forward [>] / Rewind [<] the song |
| [^] button | Move to the beginning of the song |
| Use the [V] button to move the cursor to “SPEED” → dial | Make the song’s playback speed faster (rotate right) or slower (rotate left) |
| [F4](A-B) button | Successively switch between loop playback, normal playback, and A-B repeat. |

Reference

For the list of built-in songs, refer to “Data List” (PDF).

Repeatedly Playing a Specified Region (A-B Repeat)

You can make a specified region of the song repeat. This is convenient when you want to practice the same section of a song repeatedly.

* You can’t specify A-B repeat for an internal drum performance song.



1. Select and play a song.

2. In the SONG screen, press the [F4] (A-B) button at the location where you want to start repeating.

The character “A” appears.



MEMO

You can use the [<] / [>] buttons to move backward or forward in five-second steps. Hold down a button to rewind or fast-forward.

3. At the location where you want to stop repeating, press the [F4] (A-B) button.

The character “B” appears, and the region of the song between “A” and “B” plays repeatedly.



Press the [F4] (A-B RPT) button to return to normal playback.

Viewing and editing song information

You can view the type of song, its name, and its playing time, and edit the song's volume and the way in which it plays.

1. Press the [SONG] button.

The SONG screen appears.

2. Use the dial to select the song whose settings you want to edit.

3. Press the [F2] (SETUP) button.

The SONG INFO/FUNC screen appears.



Song information

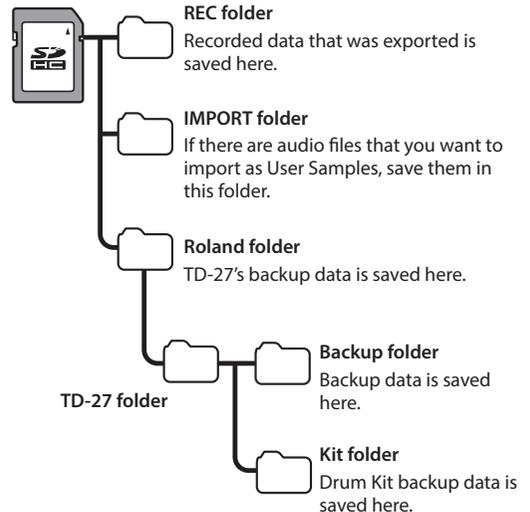
| Display | Explanation |
|------------|---|
| Type | Song type (INTERNAL / SD CARD / REC DATA) |
| Name | Song name |
| Folder | Song save location In the case of an SD card, the save location on the SD card is shown (top directory or REC folder). |
| Total Time | Song playback time * Not shown for songs containing only a drum performance. |

4. Use the cursor buttons to select the item that you want to edit, and use the dial to edit the value of the setting.

| Parameter | Value | Explanation |
|-------------------|----------------|---|
| Loop Type | ONE SHOT | Play back only once and then stop. |
| | LOOP | Play repeatedly. |
| Song Level | | Changes the volume of the song relative to the drum performance. |
| Click Track Level | -INF~+6.0 [dB] | Changes the volume of the click track relative to the song. * Only if there is a click track corresponding to the song |

5. Press the [EXIT] button to return to the SONG screen.

SD card folder structure



When transferring files from your computer to an SD card

Audio files can be played back from the top level of the SD card.

- * You can put up to 200 song files in a single folder.
- * Keep the song length within one hour per file.

Audio files that can be played by the TD-27

| | WAV | MP3 |
|--------------------|------------|------------------|
| Format (extension) | WAV (.wav) | MP3 (.mp3) |
| Sampling frequency | 44.1 kHz | 44.1 kHz |
| Bit rate | 16, 24-bit | 64 kbps–320 kbps |

- * File names or folder names that contain more than 16 characters are not shown correctly. Files and folders using double-byte characters are also not supported.

Playing Back the Click Along with the Song

Separately from the audio file (WAV) that contains the song, you can use an audio file (WAV) that contains a click sound and play it as the click track. Since the click track plays simultaneously with the song, this is convenient when you want to play a click sound along with a favorite song.

* To play back a click track, you must prepare a song and a click audio file in WAV format. MP3 files are not supported.

Preparing a Click Track

1. Separately from the audio file (WAV) containing the song, provide an audio file (WAV file) that you will play back simultaneously as the click track.

2. On your computer, edit the file name of the file that you prepared in step 1.

Specify "song file name+_Click" as the name of the audio file that you want to play as the click track.

Example)

If you want the click track to play back along with a song named "TD-27.wav" then you would specify "TD-27_Click.wav" as the name of the click audio file.

3. Save the song audio file and the click audio file in the top directory of the SD card (p. 23).

In the case of the example, save "TD-27.wav" and "TD-27_Click.wav" in the same level.

MEMO

- To adjust the volume of the click track relative to the song, adjust Click Track Level or Song Level.
➔ "Viewing and editing song information" (p. 23)
In the case of the above example, use Song Level to adjust the volume of "TD-27.wav" and use Click Track Level to adjust the volume of "TD-27_Click.wav".
- To mute the click track, press the [F5] button to specify "CLICK OFF".
- You can also output the click track only to headphones.
➔ "Audio Output Assignments (OUTPUT)" (p. 56).

Playing Back the Click Track Along with the Song

1. Press the [SONG] button.

The SONG screen appears.

2. Press the [F1] button several times to select "SD CARD".

3. Use the dial to select the song that you want to play back together with the click track.

In the case of the example, select the song "TD-27.wav".

4. Press the [F5] button to specify "CLICK ON".



5. Press the [▶/■] button.

The click track plays together with the song playback.

Practicing

Sounding a Click (Metronome)

You can sound a click and practice drumming at a steady tempo.

Turning the Click On/Off

1. Press the [CLICK] button.

The CLICK screen appears.



2. Press the [F1] button.

The click sounds.

You can adjust the volume of the click using the [BACKING] knob.

3. Press the [F1] button once again.

The click stops.

MEMO

- You can also turn the click on/off by holding down the [ENTER] button and pressing the [CLICK] button.
- You can also output the click only to headphones. For details, refer to "Audio Output Assignments (OUTPUT)" (p. 56).

Changing the tempo

1. In the CLICK screen (TEMPO tab), turn the dial to adjust the tempo.



Changing the beat

- In the CLICK screen (TEMPO tab), use the cursor buttons to select the Beat.
- Use the dial to specify Beat.
- Press the [DRUM KIT] button to return to the DRUM KIT screen.

Reference

For other settings related to click, refer to "Data List" (PDF).

Practicing in Coach Mode

This unit provides practice modes called "Coach Mode" which are designed to make your practicing as effective as possible.

This provides three menus: "TIME CHECK", "QUIET COUNT", and "WARM UPS". These help you improve your speed control, accuracy, and endurance. You can also change to settings that are appropriate for your level of performing skill.

Selecting a Practice Menu

1. Press the [COACH] button.

The COACH MENU screen appears.



2. Use the cursor buttons to select the coach menu, and press [ENTER] button.

Correctly Playing in Time with the Beat (TIME CHECK)

This lets you practice drumming in accurate time along with the click.

1. In the TIME CHECK screen, press the [F5] (START) button.

MEMO

If you decide to stop mid-way through practice, press the [F4] (STOP) button.

2. Strike the pad in time with the click.



The percentage of your strikes that were played with accurate timing is displayed as a "%" value.

The screen indicates whether your pad strikes match the beat sounded by the click.

BEHIND: Behind the beat

AHEAD: Ahead of the beat

Your strike timing is evaluated.



To resume practicing, press the [F5] (RETRY) button.

3. Press the [EXIT] button to finish.

TIME CHECK settings

In the TIME CHECK screen, you can press the [F2] (SETUP) button to change the pads that are evaluated and the number of measures that are scored.



| Parameter | Value | Explanation |
|------------------------|---|---|
| Score | ON(8meas) | Specifies whether the score will be shown in the screen. |
| | OFF | Your performance will not be scored. Only the timing will be checked. |
| | ON (4, 8, 16, 32 meas) | The score will be shown in the screen. You can also specify the number of measures you'll practice before being scored. |
| Grade | Specifies the strictness of scoring. | |
| | EASY | Normal |
| | HARD | Timing will be checked more strictly. |
| Display 1 Display 2 | In the screen, select the pad for which a timing graph will be shown. | |
| Gauge | LEFT | The left side of the timing graph is shown as BEHIND (late). |
| | BEHIND | |
| | LEFT AHEAD | The left side of the timing graph is shown as AHEAD (early). |

* You can press the [F3] (CLICK) button to make click settings (p. 25).

Developing Internal Timing Sense (QUIET COUNT)

This lets you practice keeping the tempo with your body. For the first few measures, the click is heard at the specified volume, but for the next few measures the click is not heard. This cycle of several measures will continue until you stop it.

1. In the QUIET COUNT screen, press the [F5] (START) button.

2. Strike the pad in time with the click.

- The click will sound during the first few measures. When you reach the last measure during which the click will sound, the screen will indicate "Ready.."



- When the click stops sounding, the screen indication will change to "Quiet". Continue striking the pads during this time.



- After the Quiet region, the proportion of your strikes that were played at an accurate tempo are shown as a "%".



3. Press the [F4] (STOP) button.

4. Press the [EXIT] button to finish.

Quiet Count settings

In the QUIET COUNT screen, press the [F2] (SETUP) button to access the settings screen.



| Parameter | Value | Explanation |
|-----------|--|--|
| Measures | 2, 4, 8, 16 (Measures) | Specify the length (measures) of the interval for which the click will alternate between "Sounding" and "Quiet". |
| Quiet | Of the measures specified by "Measures", this setting specifies the length of the measures that will be "Quiet". | |
| | RANDOM | The length of the Quiet interval will randomly change each time. |
| | 1, 2, 4 | Specifies the length (number of measures) of the Quiet interval. * This setting cannot be longer than half of the Measures value. |

* You can press the [F3] (CLICK) button to make click settings (p. 25).

WARM UPS

In this mode you'll successively practice steps 1–3, be graded on your performance at each step, and then receive a final evaluation.

You can choose one of three courses (5/10/15 minutes), ranging from easy to difficult. You can also adjust the tempo according to your level of skill.

MEMO

After starting WARM UPS, you can press the [F5] (PAUSE) button to pause or resume.

While paused, you can press the [F4] (STOP) button to stop.

1. In the WARM UPS screen, press the [F5] (START) button.

Step 1: Change-Up

In this step, 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.



Step 2: Auto Up/Down

The tempo will gradually be raised and lowered.

The tempo will increase by 1 BPM (beat-per-minute) for each beat until the click reaches the upper limit; then the tempo will continue slowing down by 1 BPM until it reaches the initial tempo.



- * Auto Up/Down will be executed if Duration is 10 MINS or 15 MINS.
- * Auto Up/Down does not let you use the [TEMPO] knob to adjust the current tempo.
- * The current tempo value will be the lower tempo limit.

Step 3: Time Check

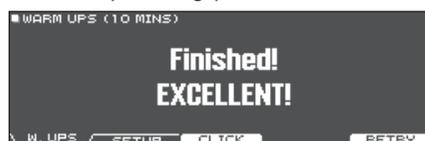
At this step, the accuracy of your playing will be checked against the click. You can see in the screen if you are ahead, behind or on the beat.



Overall evaluation

This grades your performance at each step, and displays the overall evaluation.

To resume practicing, press the [F5] (RETRY) button.



| | |
|-----------------------------|---|
| Evaluation (display) | EXCELLENT!, VERY GOOD!, GOOD, AVERAGE, START OVER |
|-----------------------------|---|

2. Press the [EXIT] button to finish.

WARM UPS settings

In the WARM UPS screen, press the [F2] (SETUP) button to access the settings screen.



| Parameter | Value | Explanation |
|-----------|---------|---|
| Duration | 5 MINS | Specifies the time. Time required: 5 minutes Change-Up: 2 minutes Time Check: 3 minutes |
| | 10 MINS | Time required: 10 minutes Change-Up: 3 minutes Auto Up/Down: 3 minutes Time Check: 4 minutes |
| | 15 MINS | Time required: 15 minutes Change-Up: 5 minutes Auto Up/Down: 5 minutes Time Check: 5 minutes |
| Grade | EASY | Specifies the strictness of scoring. Normal |
| | HARD | Timing will be checked more strictly. |
| Max Tempo | | Specifies the upper tempo limit during step 2: Auto Up/Down. |

- * You can press the [F3] (CLICK) button to make click settings (p. 25).

Recording

Recording a Performance

You can easily record your own performance and play it back.

MEMO

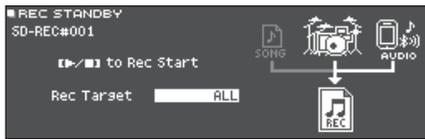
Recording is required SD card. If there is no SD card, approximately three minutes of temporary recording are possible, but this cannot be saved to internal memory.

Recording

- * If you want to save (export) your recorded song to an SD card, insert the SD card before you continue (p. 11).
- * The maximum recording time is approximately 60 minutes if an SD card is inserted, or approximately three minutes if an SD card is not inserted.

1. Press the [●] button.

The REC STANDBY screen appears, and TD-27 is in the record-standby condition.



MEMO

If you want to record along with a click (metronome), sound the click at this point (p. 25).

2. Turn the dial to select what will be recorded.

| Display | Explanation |
|------------|--|
| ALL | Record all sound (except for the click and the click track). |
| DRUMS ONLY | Record only the sound of the drums. |

3. Press the [▶/■] button to start recording.

4. Press the [▶/■] button once again to stop recording.

Playback and saving

5. Press the [F5] (PREVIEW) button.

The recorded performance plays back.

If you want to exit without saving the song to the SD card, press the [F1] (DELETE) button.

6. Press the [F4] (EXPORT) button to save the song.

A confirmation message appears.

7. Use the cursor buttons to select "OK", and press the [ENTER] button.

The song is saved on the SD card.

Recording Your Performance Along with a Song

You can record your performance along with one of the TD-27's built-in backing (accompaniment) songs or a song saved on the SD card.

MEMO

If you want to record along with a song from your smartphone connected via the MIX IN jack or via Bluetooth, play back the song on your smartphone while you record as described in "Recording a Performance".

Selecting and recording a song

1. Press the [SONG] button.

The SONG screen appears.

2. Use the dial to select the song that you want to record along with.

Each time you press the [F1] button, you cycle between built-in songs (INTERNAL), audio files on the SD card (SD CARD), and songs recorded (exported) to the SD card (REC DATA).

- * You can't record along with a built-in demo performance.

3. Press the [●] button.

The REC STANDBY screen appears, and TD-27 is in the record-standby condition.

4. Use the dial to select "ALL" as the recording target.

5. Press the [F1] (with SONG) button.



6. Press the [▶/■] button to start recording.

TD-27 starts recording and the song starts playing.

7. Press the [▶/■] button once again to stop recording.

Playback and saving

8. Press the [F5] (PREVIEW) button.

The recorded performance plays back.

If you want to exit without saving the song to the SD card, press the [F1] (DELETE) button.

9. Press the [F4] (EXPORT) button to save the song.

A confirmation message appears.

10. Use the cursor buttons to select “OK”, and press the [ENTER] button.

The song is saved on the SD card.

Recording on a Connected Computer

You can connect the TD-27 to your computer and record 28 channels of multi-track audio onto your DAW software (commercially available), or record your performance as MIDI data.

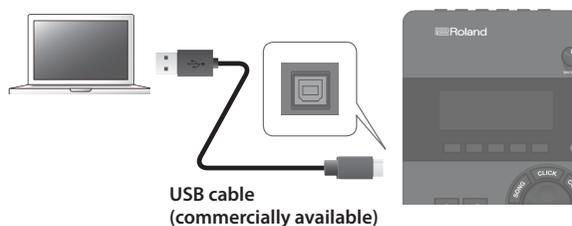
NOTE

- For some types of computer, this might not work correctly. Refer to the Roland website for details on the operating systems that are supported.
- A USB cable is not included. Use a USB 2.0 cable. You can purchase one from the dealer where you purchased the TD-27.
- Use a USB port on your computer that supports USB2.0 Hi-Speed.

Installing the USB Driver

The USB driver is software that transfers data between the TD-27 and your computer software.

In order to transmit and receive audio as USB AUDIO, you must install the USB driver.



MEMO

For details on downloading and installing the USB driver, refer to the Roland website.

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

Reference

For details on USB driver settings, refer to “Specifying the USB Driver” (p. 59).

Editing a Drum Kit

Editing a Drum Kit

The TD-27 lets you shape your sounds in a wide variety of ways, from customizing the drum itself by changing the head type or shell depth, to adjusting the reverb. If you want to make changes intuitively, use the sound modify knobs. If you want to make precise settings while viewing the values in the screen, start your editing from the [KIT EDIT] button.

* Since the TD-27 automatically saves the values that you change, there's no need to perform a specific operation to save your settings. Settings are also saved when you turn off the power.

MEMO

You can temporarily save the drum kit that you're editing, and compare it with the current settings while you edit (the snapshot function) (p. 35).

Editing with the Sound Modify Knobs

1. Press the [DRUM KIT] button.

The DRUM KIT screen appears.

2. Turn the dial to select the drum kit that you want to edit.

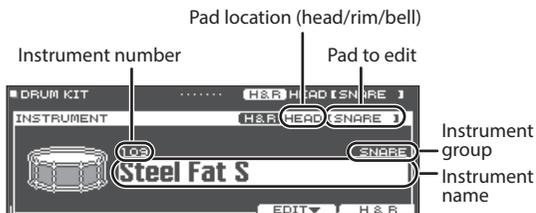
3. Strike the pad that you want to edit.

To select the rim of a pad, strike the rim.

MEMO

By holding down the [ENTER] button and pressing the [SYSTEM] button, you can prevent the pad you're editing from being switched. This is convenient if you're playing a phrase while you edit.

4. Use [INSTRUMENT] knob to select an instrument.



Reference

For the Instrument List, refer to "Data List" (PDF).

5. Use the sound modify knobs to edit the instrument.

| | |
|----------------|---|
| [LEVEL] knob | Adjusts the volume (level) of the instrument that's selected in the screen. <p>The screenshot shows the DRUM KIT screen with the [LEVEL] knob highlighted. The value is set to +1.5dB.</p> |
| [TUNING] knob | Adjusts the pitch (tuning) of the instrument that's selected in the screen. <p>The screenshot shows the DRUM KIT screen with the [TUNING] knob highlighted. The value is set to 4.</p> |
| [MUFLING] knob | Adjusts the decay length (muffling) of the instrument that's selected in the screen. <p>The screenshot shows the DRUM KIT screen with the [MUFLING] knob highlighted. The value is set to TAPE3.</p> |

MEMO

If you don't perform an operation or strike a pad for a certain length of time, you return to the previous screen.

6. Press the [DRUM KIT] button to return to the DRUM KIT screen.

MEMO

Even when a screen other than the DRUM KIT screen is shown, you can turn the sound modify knobs to edit the currently selected drum kit (with the exception of certain screens).

Editing with the [KIT EDIT] Button

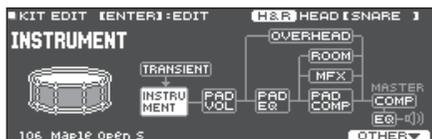
1. Press the [DRUM KIT] button.

The DRUM KIT screen appears.

2. Turn the dial to select the drum kit that you want to edit.

3. Press the [KIT EDIT] button.

The KIT EDIT screen appears.



4. Strike the pad that you want to edit.

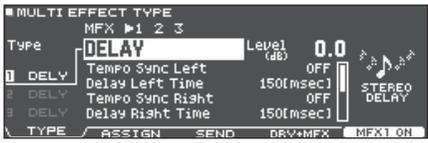
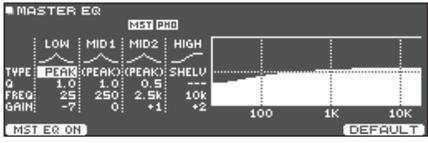
To select the rim of a pad, strike the rim.

MEMO

By holding down the [ENTER] button and pressing the [SYSTEM] button, you can prevent the pad you're editing from being switched. This is convenient if you're playing a phrase while you edit.

5. Use the cursor buttons to select the parameter that you want to edit, and press [ENTER] button.

| Parameter | Screen | Explanation |
|------------|--------|---|
| INSTRUMENT | | <p>Changes the type of instrument. You can also edit the settings of each instrument, such as the type of head, the depth of the shell, and the ambience. You can layer the main instrument with a sub instrument so that they are heard together.</p> <p>MEMO</p> <ul style="list-style-type: none"> When the INSTRUMENT screen or the SUB INSTRUMENT screen is shown, press the [ENTER] button to access the instrument list. An audio file that you created on your computer can be loaded from an SD card into this unit, and played or edited as an instrument "Importing and Playing Audio Files (USER SAMPLE)" (p. 36). |
| TRANSIENT | | Boost or suppress the attack or release portions of the instrument (Transient). |
| PAD VOL | | Adjust the volume and pan (stereo position) of each pad, and the volume of the entire drum kit. |
| PAD EQ | | Adjusts the tonal character of each pad (pad equalizer). Adjust the tonal character by boosting or cutting each of three bands (LOW, MID, HIGH). |

| Parameter | Screen | Explanation |
|----------------|--|--|
| PAD COMP |  | Adjusts the dynamics of each pad (pad compressor). |
| OVERHEAD |  | Adjusts the sound of the overhead mics that capture the entire drum kit. |
| ROOM |  | Simulates the reverberation and resonance of the location in which you're playing the drums. You can obtain a more natural and present drum sound by adjusting the type of room and its size (room ambience), and the reverberation (reverb). |
| MFX |  | You can choose up to three effects from 30 types, and apply these effects to the drum kit. MEMO To switch the type of MFX, move the cursor to the location shown in the illustration, and turn the dial. |
| MASTER COMP *1 |  | Adjusts the overall dynamics of the drum kit. Make settings for the stereo compressor/limiter (master comp) that is applied on the final stage of the master output. |
| MASTER EQ |  | Adjust the tonal character of the entire drum kit by boosting or cutting each of four bands (LOW, MID1, MID2, HIGH). You can also use this to compensate the tonal character when using master comp. |

*1: Using the master comp

- When used as a compressor, this allows you to raise the overall loudness of the drums by compressing brief peaks in the sound. This lets the sound project better, without being buried in the mix by the other instruments.
- When used as a comp-limiter, this lets you increase the recording level while limiting the maximum input to the recording device.
- If you're using a small monitor amp, you can use this effect as a limiter so that the peaks of the drum sound are limited, making the sound less likely to distort.

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

6. Use the cursor buttons and the dial to change the settings.

7. Press the [DRUM KIT] button to return to the DRUM KIT screen.

MEMO

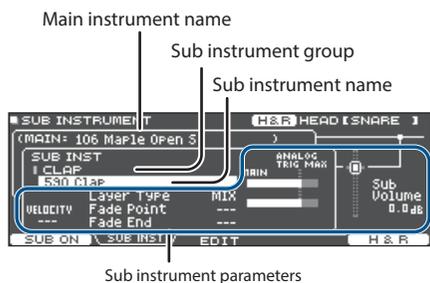
- In screens where the [F5] (H & R) button is shown, you can individually edit the parameters for each different striking location, such as the head and the rim.
- You can rename a drum kit that you edited, or change the controller illumination color for each drum kit. For details, refer to "Other Settings" (p. 40).

Layering Instruments (SUB INSTRUMENT)

You can layer the main instrument with a sub instrument so that they are heard together. You can also switch between two instruments according to the force of your strike, or vary the balance between them.

Selecting a sub instrument

- 1. Press the [DRUM KIT] button.**
The DRUM KIT screen appears.
- 2. Turn the dial to select the drum kit that you want to edit.**
- 3. Press the [KIT EDIT] button.**
The KIT EDIT screen appears.
- 4. Use the cursor buttons to select the [INSTRUMENT], and press [ENTER] button.**
The INSTRUMENT screen appears.
- 5. Strike the pad that you want to edit.**
To select the rim of a pad, strike the rim.
- 6. Press the [F4] (SUB INST) button.**
The SUB INSTRUMENT screen appears.



- 7. Move the cursor to the sub instrument or the sub instrument group, and use the dial to select a sub instrument.**

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

Turning the sub instrument on/off

- 1. In the SUB INSTRUMENT screen, press the [F1] button.**
The sub-instrument is switched on/off.

Choosing by hitting a pad

To edit the settings for a pad, strike that pad to select it. To select the rim of a pad, strike the rim.

Selecting an instrument for each strike location

In a screen where the [F5] (H&R) button is shown, you can choose whether instruments for areas such as the head and rim are selected together as a set (ON) or independently (OFF).

| [F5] (H&R) button | Explanation |
|-------------------|--|
| ON | <p>Instruments for areas such as head and rim are selected as a set.</p> <p>As appropriate for the selected instrument, the recommended instruments are selected as a set.</p> <ul style="list-style-type: none"> * If the same parameter exists within the instruments that are selected as a set, they are automatically set to the same value. * Depending on the instrument, the same instrument might be selected for all areas such as head and rim. |
| OFF | Instruments are selected individually for each struck area, such as the head and the rim. |

Preventing the currently edited pad from changing (Trigger Lock)

If you want to audition your performance sounds while you edit the instruments, you can specify that the currently edited pad does not change even if you strike another pad.

- 1. While holding down the [ENTER] button, press the [SYSTEM] button.**
The pad to edit is locked, and a lock symbol appears at the upper right of the screen.
* The pad remains locked even if you use MIDI messages to switch pads.
- 2. To disable the lock, hold down the [ENTER] button once again and press the [SYSTEM] button.**

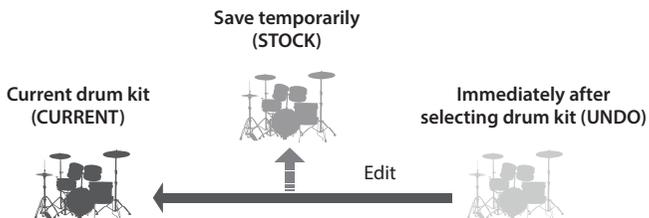
The lock symbol in the upper right of the screen disappears.

MEMO

- Even when the pad to edit is locked, you can use the cursor buttons to switch the pad to edit.
- You can also use the [ENTER] button + [>] [<] buttons to select a pad, and use the [ENTER] button + [^][V] buttons to switch between head and rim.

Comparing with or Reverting to the Unedited Drum Kit (SNAPSHOT)

You can temporarily save the currently-edited drum kit, and compare it with the current settings or revert back to it (Snapshot function).



1. Press the [DRUM KIT] button.

The DRUM KIT screen appears.

2. Turn the dial to select the drum kit that you want to edit.

When you select a drum kit, the data of the selected drum kit is stored in "UNDO".

3. When you want to temporarily save the drum kit settings that you're editing, press the [F4] (UNDO) button in the DRUM KIT screen.

The SNAPSHOT screen appears, and the current drum kit (CURRENT) is selected.



4. Press the [F5] (SAVE) button.

The current drum kit settings are saved in STOCK.

5. Press the [EXIT] button to exit the SNAPSHOT screen, and edit the drum kit.

* When you switch drum kits, the settings saved in STOCK are deleted.

6. In the DRUM KIT screen, press the [F4] (UNDO) button.

7. Use the cursor buttons to switch between the saved drum kits, and play them to compare.

| Screen | Explanation |
|---------|---|
| CURRENT | Current drum kit settings |
| STOCK | Drum kit settings saved in STOCK |
| UNDO | Settings immediately after selecting the drum kit |

8. Use the cursor buttons to select the state that you want to bring back.

If you want to continue with the current drum kit settings, press the [DRUM KIT] button to return to the DRUM KIT screen.

9. Press the [F5] (RESTORE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

10. Use the cursor buttons to select "OK", and press the [ENTER] button.

The current drum kit settings return to the settings of the drum kit that you selected in step 8.

11. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Importing and Playing Audio Files (USER SAMPLE)

Audio files that you created on your computer can be imported from an SD card into the TD-27, and played as instruments (User Sample function). You can edit the sound of a user sample or apply effects to it in the same way as other instruments.

Audio files that can be loaded by the TD-27

| | WAV file |
|--------------------|---------------------|
| Format (extension) | WAV (.wav) |
| Sampling frequency | 44.1 kHz |
| Bit rate | 16, 24-bit |
| Length | Maximum 180 seconds |

* File names or folder names that contain more than 16 characters are not shown correctly. Files and folders using double-byte characters are also not supported.

Importing an Audio File

Here's how to import an audio file into the TD-27 as a user sample.

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [USER SAMPLE] button.

The USER SAMPLE screen appears.



3. Move the cursor to the "IMPORT", and press the [ENTER] button.

The USER SAMPLE IMPORT screen appears.



| Cursor button | Explanation |
|---------------|---------------------|
| [^] button | Moves cursor (up) |
| [v] button | Moves cursor (down) |
| [<] button | Exits a folder |
| [>] button | Enters a folder |

MEMO

You can press the [F5](PREVIEW) button to hear the sound being imported.

4. Use the cursor buttons to select an audio file, and press the [F1] (SELECT) button.

The USER SAMPLE IMPORT (DESTINATION) screen appears.



5. Use the cursor buttons to select the import-destination number, and press the [F5] (IMPORT) button.

A confirmation message appears.



* If you select a number in which data already exists, the message "User Sample Exists!" appears. Select a number that contains no data.

6. Use the cursor buttons to select "OK", and press the [ENTER] button.

The audio file is imported.

Assigning a User Sample to an Instrument and Playing It

- 1. Press the [DRUM KIT] button.**
The DRUM KIT screen appears.
- 2. Turn the dial to select the drum kit that you want to edit.**
- 3. Press the [KIT EDIT] button.**
The KIT EDIT screen appears.
- 4. Strike the pad that you want to edit.**
To select the rim of a pad, strike the rim.
- 5. Use the cursor buttons to select "INSTRUMENT", and press [ENTER] button.**
- 6. Move the cursor to the Instrument group, and use the dial to select "User Sample".**
- 7. Move the cursor to the Instrument number, and use the dial to select the user sample that you want to assign.**
- 8. Press the [DRUM KIT] button to return to the DRUM KIT screen.**
When you strike a pad to which the user sample is assigned, you hear that user sample.

MEMO

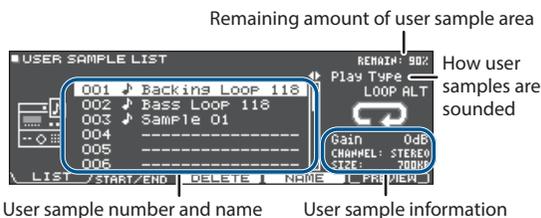
- User samples can also be selected and edited by using the sound modify knobs.
- You can adjust the sound of a user sample and apply effects to it in the same way as for other Instruments (p. 31).



Listing the User Samples (LIST)

Here's how to view a list of all user samples that have been imported. You can audition the sound, specify looping, and edit the name.

- 1. Press the [USER SAMPLE] button.**
The USER SAMPLE screen appears.
- 2. Use the cursor buttons to select the "LIST" and press the [ENTER] button.**
The USER SAMPLE LIST screen appears.



- 3. Use the cursor buttons to select a user sample.**

MEMO

You can press the [F5] (PREVIEW) button to play back the selected user sample. If you press the [F5] (PREVIEW) button once again during playback, the playback stops.

Specifying How the User Sample Is Sounded

You can specify how the user sample plays when you strike a pad: only once, or continue repeating.

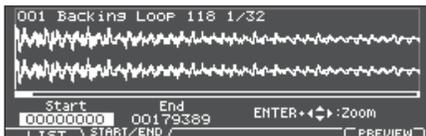
- 1. From the user sample list, select the user sample for which you want to make the setting.**
- 2. Use the cursor [>] button to move the cursor to "Play Type", and use the dial to change the value.**

| Parameter | Value | Explanation |
|-----------|---------------|---|
| Play Type | ONE SHOT MONO | When you strike the pad, the currently-heard sound is silenced before the new sound is heard. Notes do not overlap. |
| | ONE SHOT POLY | When you strike the pad repeatedly, the sounds of the notes are heard overlapping. |
| | LOOP ALT | The user sample plays repeatedly (loop). Each time you strike the pad, the sound alternately plays or stops. |

Specifying the Sounded Region of a User Sample

You can specify the region of a user sample that is actually sounded.

1. From the user sample list, select the user sample for which you want to make the setting.
1. Press the [F2] (START/END) button.



2. Use the cursor buttons and the dial to edit the values.

| Parameter | Explanation |
|-----------|---|
| Zoom | Zooms the waveform display in or out. You can zoom-in/out on the horizontal axis by holding down the [ENTER] button and pressing the cursor [<] [>] buttons. You can zoom-in/out on the vertical axis by holding down the [ENTER] button and pressing the cursor [^] [v] buttons. |
| Start | Adjusts the start point (the location at which the user sample starts playing). |
| End | Adjusts the end point (the location at which the user sample stops playing). |

Deleting a User Sample

Here's how to delete a user sample.

1. From the user sample list, select the user sample that you want to delete.
2. Press the [F3] (DELETE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

3. Use the cursor buttons to select "OK", and press the [ENTER] button.

The user sample is deleted.

Renaming a User Sample

Here's how to rename a user sample.

1. From the user sample list, select the user sample that you want to rename.
2. Press the [F4] (NAME) button.
3. Edit the name (p. 40).
4. Press the [F5] (EXIT) button to exit the SAMPLE NAME screen.

Organizing User Samples

Here's how to renumber the user sample numbers or optimize the user sample area.

1. Press the [USER SAMPLE] button.

The USER SAMPLE screen appears.

2. Use the cursor buttons to select "RENUMBER", "OPTIMIZE", or "DELETE ALL" and press [ENTER] button.

The screen of the selected item appears, and a confirmation screen appears.

Example) If you select RENUMBER



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

| Menu | Explanation |
|------------|---|
| RENUMBER | <p>Packing user sample numbers forward</p> <p>If you repeatedly import and delete user samples, the numbers will become discontinuous. This function lets you pack the user samples forward. The user sample assignments for drum kits are also updated so that they will sound correctly.</p> <p>* If you executed RENUMBER, and then load previously-saved backup data or kit backup data (that does not include user samples), the user samples assigned to the drum kit will no longer be correctly reproduced.</p> |
| OPTIMIZE | <p>Optimizing the user sample area</p> <p>If you repeatedly import and delete user samples, the user sample area might become fragmented, reducing the number of user samples that can be loaded. This function optimizes the area so that user samples can be loaded.</p> <p>NOTE</p> <ul style="list-style-type: none"> • Be sure to back up before executing this (p. 48). • This process might take more than an hour in some cases (This will vary depending on the number and size of the user samples). • Never turn off the power while this operation is in progress. If you do so, the user samples might be lost. • In some cases, optimizing might not produce results. |
| DELETE ALL | <p>Deleting all user samples</p> <p>All user samples in the user memory are deleted.</p> <p>NOTE</p> <p>All user samples used in drum kits are also deleted. Pads to which a user sample is assigned will no longer produce sound.</p> |

3. Use the cursor buttons to select "OK", and press the [ENTER] button.

The selected function is executed.

Other Settings

You can make settings such as renaming a drum kit that you've customized, or changing the color of the controller illumination for each drum kit.

1. In the drum kit screen that you want to edit, press the [KIT EDIT] button.

The KIT EDIT screen appears.

2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.



3. Use the cursor buttons to select the menu item that you want to edit, and press the [ENTER] button.

| Menu | Explanation | Page |
|------------|---|-------|
| KIT NAME | Edit the name of the drum kit. | p. 40 |
| KIT TEMPO | Specify that a tempo is automatically set when you select a drum kit. | p. 41 |
| KIT MIDI | Specify the MIDI messages that are transmitted and received by a pad when a MIDI device is connected to this unit. | p. 41 |
| MUTE GROUP | Mute group settings let you specify that when you strike a pad, other pads in the same mute group are muted (silenced). | p. 42 |
| POSITION | Specifies how the sound is affected by the position at which you strike the pad. | p. 42 |
| PEDAL BEND | Specifies the amount of pitch change that occurs according to the depth to which you press the hi-hat pedal. | p. 43 |
| BRUSH SW | You can specify whether you're performing with sticks or with brushes. | p. 43 |
| KIT COLOR | For each drum kit, you can change the illumination color of the [DRUM KIT] button and sound modify knobs. | p. 43 |
| COPY | Copy drum kit settings or individual pad settings from user memory or an SD card. | p. 44 |

4. According to the menu item you selected, use the cursor buttons and the dial to edit the settings.

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Renaming the Drum Kit (KIT NAME)

Here's how to rename the currently selected drum kit.

1. Press the [KIT EDIT] button.

The KIT EDIT screen appears.

2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.

3. Move the cursor to the "KIT NAME" and press the [ENTER] button.

The DRUM KIT NAME screen appears.



4. Edit the name.

You can enter a kit name (upper line) of up to 12 characters, and a sub-name (lower line) of up to 16 characters.

| Controller | Explanation |
|----------------------|---|
| Cursor buttons | Move the cursor to the character that you want to change. |
| Dial | Change the character. |
| [F3] (INSERT) button | Insert a space at the cursor location. |
| [F4] (DELETE) button | Delete the character at the cursor location. |

5. Press the [F5] (EXIT) button to exit the DRUM KIT NAME screen.

Specifying the Tempo for Each Drum Kit (KIT TEMPO)

When you select a drum kit, the tempo you specify here is automatically applied.

1. Press the [KIT EDIT] button.
The KIT EDIT screen appears.
2. Press the [F5] (OTHER) button.
The KIT EDIT OTHER screen appears.
3. Use the cursor buttons select to the “KIT TEMPO” and press the [ENTER] button.
The KIT TEMPO screen appears.



4. Use the cursor buttons to select a parameter and turn the dial to edit the value.

| Parameter | Value | Explanation |
|-----------|--------|--|
| Kit Tempo | OFF | Use a common tempo (p. 25) for the entire TD-27. The tempo does not change when you switch drum kits. |
| | ON | Individually specify a tempo for each drum kit. When you select a drum kit whose Kit Tempo setting is “ON”, the tempo of that drum kit is applied to the current tempo. |
| Tempo | 20–260 | Tempo specified for each drum kit |

If you select a drum kit whose Kit Tempo is “ON”, the tempo is shown in the DRUM KIT screen.



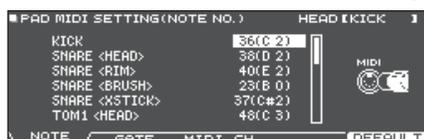
If the tempo of an individual drum kit is set differently than the overall tempo of the TD-27, an “**” is shown before the tempo.

5. Press the [EXIT] button to exit the KIT TEMPO screen.

Making MIDI Transmit/Receive Settings for Each Pad (KIT MIDI)

You can specify the MIDI messages used by each pad for transmission and reception when this unit is connected to a MIDI device.

1. Press the [KIT EDIT] button.
The KIT EDIT screen appears.
2. Press the [F5] (OTHER) button.
The KIT EDIT OTHER screen appears.
3. Use the cursor buttons to select the “KIT MIDI” and press the [ENTER] button.
The PAD MIDI SETTING (NOTE NO.) screen appears.



4. Press the [F1] (NOTE)–[F3] (MIDI CH) buttons to select the item that you want to edit.

| Button | Explanation |
|----------------|---|
| [F1] (NOTE) | MIDI note number transmitted and received by each pad |
| [F2] (GATE) | Duration of the note transmitted by each pad |
| [F3] (MIDI CH) | MIDI channel used to transmit or receive note messages for each pad |

Reference

For details on the parameters that can be edited, refer to “Data List” (PDF).

5. To select the pad for which to make settings, either strike that pad or use the cursor buttons.
6. Use the dial to edit the value.
7. Press the [EXIT] button to exit the PAD MIDI SETTING screen.

MEMO

To return to the default values, press the [F5] (DEFAULT) button.

- * To play a pad from an external MIDI device, the incoming message must match the MIDI note number and MIDI channel setting of the desired pad.

Muting the Sound of a Specific Pad When You Strike a Pad (MUTE GROUP)

Mute group settings let you specify that when you strike a pad, other pads in the same mute group are muted (silenced).

For example, you could assign user samples to the instruments of each pad, and make mute group settings so that you can switch between user samples by striking different pads.

1. Press the [KIT EDIT] button.

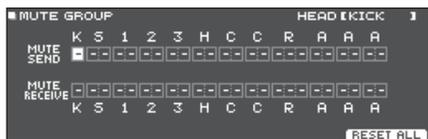
The KIT EDIT screen appears.

2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.

3. Use the cursor buttons to select the “MUTE GROUP” and press the [ENTER] button.

The MUTE GROUP screen appears.



4. To select the pad for which to make settings, either strike that pad or use the cursor buttons.

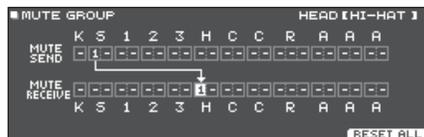
5. Use the cursor buttons and the dial to make mute group settings.

| Parameter | Value | Explanation |
|--------------|-----------------|---|
| MUTE SEND | | Specify the mute group number. When you strike the pad of the number specified in MUTE SEND, the sound of the pad assigned to the same number in MUTE RECEIVE is muted. |
| MUTE RECEIVE | – (OFF), 1–8 | * Even if you specify the same number in MUTE SEND and MUTE RECEIVE for the same location (e.g., head or rim) of the same pad, muting does not occur. |

MEMO

You can use cursor buttons [^][v] to switch between MUTE SEND and MUTE RECEIVE.

- * When you specify a mute group, an arrow indicates the pads that are muted when you strike the currently selected pad, and the pads that when struck will mute the currently selected pad (upper right illustration).



MEMO

To clear all mute groups, press the [F5] (RESET ALL) button.

6. Press the [EXIT] button to exit the MUTE GROUP screen.

Changing the Sound by the Pad Position You Strike (POSITION)

Specify how the sound is affected by the position at which you strike a pad.

1. Press the [KIT EDIT] button.

The KIT EDIT screen appears.

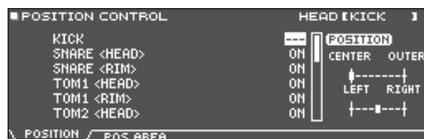
2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.

3. Use the cursor buttons to select the “POSITION” and press the [ENTER] button.

The POSITION screen appears.

An example of the POSITION CONTROL screen



| Button | Explanation |
|-----------------------|---|
| [F1] (POSITION) *1 | Turns on/off tonal changes that occur depending on your strike location or the nuances of your rim shots. |
| [F2] (POS AREA) *1 | Specifies the striking area for the head or rim. |

*1: This supports the following trigger inputs.

- SNARE
- TOM1–3
- HI-HAT (only when a VH-14D is assigned to the hi-hat trigger input)
- The bow (head) of RIDE
- AUX1–3

4. To select the pad for which to make settings, either strike that pad or use the cursor buttons.

5. Use the dial to edit the value.

Reference

For details on the parameters that can be edited, refer to “Data List” (PDF).

* Depending on the pad that is connected or the instrument that is selected, there might be cases in which this has no effect.

6. Press the [EXIT] button to exit the POSITION CONTROL screen or POSITION AREA screen.

Controlling Tonal Change (PEDAL BEND)

Specifies the amount of pitch change that occurs according to the depth to which you press the hi-hat pedal.

1. Press the [KIT EDIT] button.

The KIT EDIT screen appears.

2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.

3. Use the cursor buttons to select the “PEDAL BEND” and press the [ENTER] button.

The PEDAL BEND RANGE screen appears.



4. To select the pad for which to make settings, either strike that pad or use the cursor buttons.

5. Use the dial to edit the value.

Reference

For details on the parameters that can be edited, refer to “Data List” (PDF).

6. Press the [EXIT] button to exit the PEDAL BEND RANGE screen.

Performing with Brushes (BRUSH SW)

You can specify whether you’re performing with sticks or with brushes.

1. Press the [KIT EDIT] button.

The KIT EDIT screen appears.

2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.

3. Use the cursor buttons to select the “BRUSH SW” and press the [ENTER] button.

The BRUSH screen appears.

4. Use the dial to edit the value.

| Parameter | Value | Explanation |
|--------------|-------|------------------------------|
| Brush Switch | OFF | When performing with sticks |
| | ON | When performing with brushes |

If Brush Switch is “ON”, the brush icon is shown in the DRUM KIT screen.

**MEMO**

Brush performance is available in the following cases.

- When you select an instrument that supports brush performance, and assign it to the head of the snare (refer to “Data List” (PDF)).
- When you connect a mesh pad to the TRIGGER IN jack (SNARE), or connect a pad that supports digital connection to a DIGITAL TRIGGER IN port, and set assign to “SNARE”.

5. Press the [EXIT] button to exit the BRUSH screen.

Specifying the Illumination Color of the [DRUM KIT] Button and Knobs (KIT COLOR)

For each drum kit, you can change the illumination color of the [DRUM KIT] button and sound modify knobs.

This provides a useful way to distinguish between drum kits; for example you could assign different colors to drum kits of different genres, or use the color as a guideline when editing instruments.

1. Press the [KIT EDIT] button.

The KIT EDIT screen appears.

2. Press the [F5] (OTHER) button.

The KIT EDIT OTHER screen appears.

3. Use the cursor buttons to select the “KIT COLOR” and press the [ENTER] button.

The KIT COLOR screen appears.



4. Use the cursor buttons to select the illumination color.

5. Press the [EXIT] button to exit the KIT COLOR screen.

Copying Settings (COPY)

The TD-27 lets you copy settings for a drum kit or for an individual pad from user memory or an SD card.

NOTE

When you execute a copy operation, the contents of the copy-destination are overwritten. If the destination contains settings that you want to keep, back them up to an SD card (p. 48).

1. Press the [KIT EDIT] button.
The KIT EDIT screen appears.
2. Press the [F5] (OTHER) button.
The KIT EDIT OTHER screen appears.
3. Use the cursor buttons to select the "COPY" and press the [ENTER] button.
The COPY MENU screen appears.



4. Use the cursor buttons to select an item in the copy menu, and then press the [ENTER] button.

| Copy menu | Explanation |
|-----------|--|
| COPY KIT | Copies the settings of a drum kit. |
| COPY PAD | Copies the settings of a pad (such as the instrument assignments). |

5. Copy the settings according to the menu item that you selected.

Example 1) Copying a Drum Kit (COPY KIT)

1. In the COPY MENU screen, select "COPY KIT" and then press the [ENTER] button.

The COPY KIT screen appears.

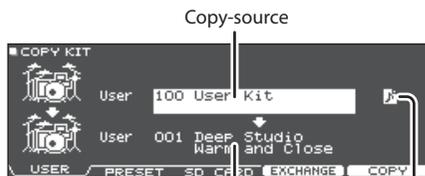


2. Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item that you want to edit.

| Button | Explanation |
|----------------|--|
| [F1] (USER) | Copies from user memory. Only if the copy-source is user, you can exchange the copy-source and copy-destination. |
| [F2] (PRESET) | Copies drum kits of preset memory. Choose this if you want to return to the factory-set drum kit settings. * User samples that are assigned to a factory-set drum kit cannot be copied. |
| [F3] (SD CARD) | Copies drum kits from backup data saved on an SD card. |

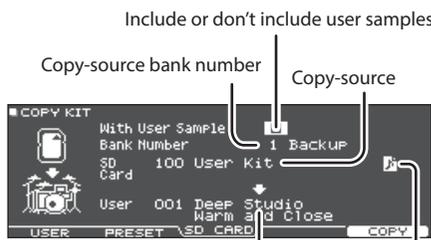
3. Use the cursor buttons to select the parameters, and use the dial to specify the copy settings.

USER PRESET



Copy-source
Copy-destination
User sample icon
(shown only if a drum kit that uses user samples (p. 36) is selected)

SD CARD



Include or don't include user samples
Copy-source bank number
Copy-source
Copy-destination
User sample icon

- * If you are copying backup data that does not include user samples, you can't select the "With User Sample" check box.

4. Press the [F5] (COPY) button.

By pressing the [F4] (EXCHANGE) button you can exchange user memories (USER only).

A confirmation message appears.



If you decide to cancel, select “CANCEL” and press the [ENTER] button.

5. Use the cursor buttons to select “OK”, and press the [ENTER] button.

The drum kit is copied.

Example 2) Copying a pad (COPY PAD)

1. In the COPY MENU screen, select “COPY PAD” and then press the [ENTER] button.

The COPY PAD INST screen appears.

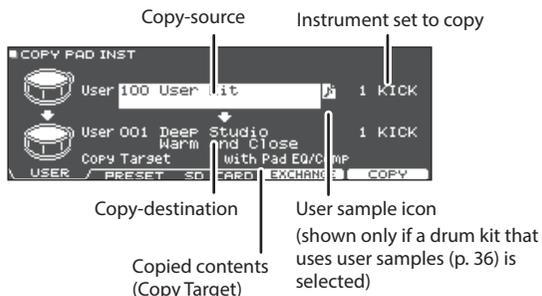


2. Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item that you want to edit.

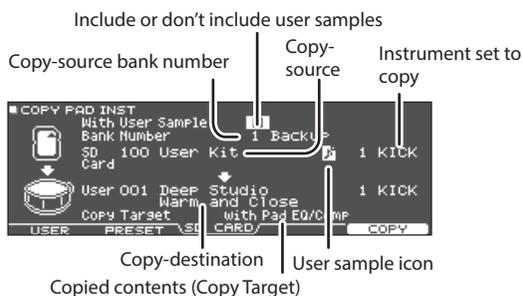
| Button | Explanation |
|----------------|--|
| [F1] (USER) | Copies from user memory. Only if the copy-source is user, you can exchange the copy-source and copy-destination. |
| [F2] (PRESET) | Copies instruments of preset memory. Choose this if you want to return to the factory-set drum kit settings. * User samples that are assigned to a factory-set drum kit cannot be copied. |
| [F3] (SD CARD) | Copies instruments from backup data saved on an SD card. |

3. Use the cursor buttons to select the parameters, and use the dial to specify the copy settings.

USER PRESET



SD CARD



* If you are copying backup data that does not include user samples, you can't select the “With User Sample” check box.

Copied contents (Copy Target)

| Value | Explanation |
|------------------|--|
| with Pad EQ/Comp | All pad-related settings (such as instrument, EDIT, volume, ROOM/OVERHEAD send, and Pad EQ/Comp) are copied. |
| Inst/VEdit Only | Of the pad settings, settings other than Pad Eq/Comp are copied, such as instrument settings (e.g., instrument, EDIT), volume, and ROOM/OVERHEAD send. |
| Pad EQ/Comp Only | Of the pad settings, only the pad equalizer (p. 32) and pad compressor settings (p. 33) are copied. |

4. Press the [F5] (COPY) button.

By pressing the [F4] (EXCHANGE) button you can exchange user memories (USER only).

A confirmation message appears.



If you decide to cancel, select “CANCEL” and press the [ENTER] button.

5. Use the cursor to select “OK”, and press the [ENTER] button.

The instrument is copied.

System Settings

Making Various Settings (SYSTEM)

Basic Operation in SYSTEM

Settings that are common to the entire unit, such as functions related to backing up the TD-27's settings and the power supply settings, are called "system" settings.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.



2. Use the cursor buttons to select the menu that you want to edit, and press [ENTER] button.

| Menu | Explanation | Page |
|---------------|---|-----------------|
| BLUETOOTH | Makes Bluetooth settings. | p. 21, p. 47 |
| SD CARD | Initializes an SD card, or backs-up the TD-27's settings to an SD card. | p. 48 |
| TRIGGER | Adjusts the trigger settings so that the TD-27 can accurately process the signal from the triggers. You can also adjust pad settings such as sensitivity (SENSITIVITY). | p. 52 |
| OUTPUT | Specify the output destination of the sounds. | p. 56 |
| USB AUDIO | Make USB audio settings. | p. 59 |
| MIDI | Make MIDI settings for this unit when another MIDI device is connected. | p. 60 |
| OPTION | Make settings for the MIX IN jacks, and the display. | p. 61 |
| AUTO OFF | Specifies whether the power automatically turns off after a specified length of time elapses. | p. 62 |
| INFO | Shows information about the TD-27 itself, such as its program version. | p. 63 |
| FACTORY RESET | Return the TD-27 to its factory settings. | p. 63 |

- As appropriate for the menu item that you selected, use the cursor buttons and the dial to edit the settings.
- Press the [DRUM KIT] button to return to the DRUM KIT screen.

Bluetooth Settings (BLUETOOTH)

Here's how to turn on/off this unit's Bluetooth function, or initiate pairing. You can also make settings for using this unit connected with a smartphone app, or for pairing with a smartphone in a location where there are multiple TD-27 units.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Move the cursor to the "BLUETOOTH" and press the [ENTER] button.

The BLUETOOTH screen appears.

To turn the Bluetooth function on/off

3. Press the [F5] (ON/OFF) button.

This unit's Bluetooth function turns on or off.

To make settings for the Bluetooth function

3. Press the [F2] (SETUP) button.

4. Use the cursor buttons to select the parameter and the dial to change the value.

| Parameter | Value | Explanation |
|----------------|-------|--|
| Bluetooth MIDI | ON | If this is on, you can connect this unit with a Bluetooth MIDI compatible app on your smartphone etc. |
| | OFF | With the factory settings, this is off. |
| Device ID | OFF | With the factory settings, this is off. |
| | 1-99 | If you are pairing with your smartphone in a location where there are multiple TD-27 units, you can assign an ID to each unit. When you specify a Device ID, the specified number is added to the end of the device name that is shown on your smartphone. Example) "TD-27 AUDIO 1"/"TD-27 MIDI 1" etc. |

5. Press the [F5] (SAVE) button.

The edited setting is saved.

MEMO

To reset the Bluetooth settings, access the BLUETOOTH SETUP screen and press the [F1](RESET) button.

Backing Up Data to an SD Card (SD CARD)

Settings stored in the TD-27 can be saved (backed up) to an SD card, or loaded into the TD-27.

Backing Up All Settings (SAVE)

Here's how all settings stored in the TD-27 can be backed up as a single set to an SD card (up to 99 sets).

MEMO

You can also back up or load drum kits individually (p. 49).

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select the "SD CARD" and press the [ENTER] button.
The SD CARD MENU screen appears.
4. Move the cursor to the "SAVE" and press the [ENTER] button.

The SD CARD SAVE <BACKUP ALL> screen appears.



5. Make backup settings.

| Parameter | Explanation |
|------------------|---|
| With User Sample | Select whether user samples are also backed up. |
| Bank Number | Select the backup number. |

* If you back up user samples as well, it may take several minutes to save the data depending on the size of the user samples. If you don't back up user samples, and you then delete user samples or renumber them, the drum kit won't be reproduced correctly even if you load the backup.

6. Press the [F5] (SAVE) button.

MEMO

If you want to assign a name to the backup data, press the [F4] (NAME) button and assign a name (p. 40).

7. Press the [F5] (EXECUTE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

8. Use the cursor buttons to select "OK", and press the [ENTER] button.

The backup data is saved on the SD card.

Loading Backup Data from an SD Card (LOAD)

Here's how backup data that was saved on an SD card can be loaded into the TD-27.

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select the "SD CARD" and press the [ENTER] button.
The SD CARD MENU screen appears.
4. Use the cursor buttons to select the "LOAD" and press the [ENTER] button.

The SD CARD LOAD <BACKUP ALL> screen appears.



5. Make load settings.

| Parameter | Explanation |
|------------------|--|
| With User Sample | Select whether user samples are also loaded. |
| Bank Number | Select the backup number. |

- * When you load user samples, the user samples included in the backup data are overwritten onto the user samples in user memory. Depending on the size of the user samples, it might take ten minutes or more to load the data.
- * If you are loading backup data that does not include user samples, you can't select the "With User Sample" check box.

6. Press the [F5] (LOAD) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

7. Use the cursor buttons to select "OK", and press the [ENTER] button.

The backup data is loaded from the SD card.

6. Press the [F5] (SAVE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

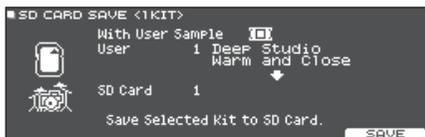
7. Use the cursor buttons to select "OK", and press the [ENTER] button.

The kit backup data is saved on the SD card.

Backing Up Drum Kit to an SD Card (1 KIT SAVE)

Here's how settings of an individual drum kit stored in the TD-27 can be backed up to an SD card (up to 999 drum kits).

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select the "SD CARD" and press the [ENTER] button.
The SD CARD MENU screen appears.
4. Use the cursor buttons to select the "1KIT SAVE" and press the [ENTER] button.
The SD CARD SAVE <1KIT> screen appears.



5. Make backup settings.

| Parameter | Explanation |
|------------------|--|
| With User Sample | Select whether the user samples assigned to the drum kit are also backed up. |
| User | Select the drum kit that you want to back up. |
| SD Card | Select the backup number. |

* If you back up user samples as well, it may take several minutes to save the data depending on the size of the user samples. If you do not back up user samples, loading the kit backup data will not correctly reproduce the drum kit if you have deleted user samples from the TD-27 after making the backup or if you have renumbered them.

Loading Kit Backup Data from an SD Card (1 KIT LOAD)

Here's how kit backup data that was saved on an SD card can be loaded into the TD-27.

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select the "SD CARD" and press the [ENTER] button.
The SD CARD MENU screen appears.
4. Use the cursor buttons to select the "1KIT LOAD" and press the [ENTER] button.
The SD CARD LOAD <1KIT> screen appears.



5. Select the type of data to load.

To load kit backup data that was saved to this unit, press the [F1] (TDZ) button to make it go dark.

To load kit backup data downloaded from Roland Cloud, press the [F1] (TDZ) button to make it light.

6. Make load settings.

| Parameter | Explanation |
|------------------|--|
| With User Sample | Select whether the user samples saved together with the drum kit are loaded. |
| SD Card | Select the backup number. |
| User | Select the load-destination drum kit. |

- * When you load user samples, new user samples are created even if the same user samples already exist. The newly created user samples are automatically assigned to the loaded drum kit.
- * In order to load user samples, there must be sufficient free space for the user samples.
- * If you are loading the kit backup data that does not include user samples, you can't select the "With User Sample" check box.

7. Press the [F5] (LOAD) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

8. Use the cursor buttons to select "OK", and press the [ENTER] button.

The kit backup data is loaded from the SD card.

Deleting Backup Data from an SD Card (DELETE/1 KIT DELETE)

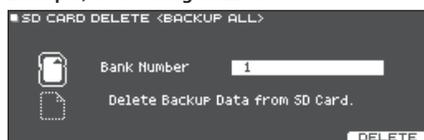
Here's how to delete unneeded backup data (including user samples) from an SD card.

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select the "SD CARD" and press the [ENTER] button.
The SD CARD MENU screen appears.
4. Move the cursor to the menu item for the type of data that you want to delete, and then press the [ENTER] button.

| Backup menu | Explanation |
|--------------|---|
| DELETE | Deletes backup data that contains all settings together. |
| 1 KIT DELETE | Deletes backup data that contains an individual drum kit. |

The SD CARD DELETE screen appears.

Example) When using DELETE



5. Make deletion settings.

| Parameter | Explanation |
|-----------------------------------|---|
| Bank Number (when using DELETE) | Select the backup number that you want to delete. |
| SD Card (when using 1 KIT DELETE) | Select the kit backup number that you want to delete. |

6. Press the [F5] (DELETE) button.

A confirmation message appears.

Example) When using DELETE



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

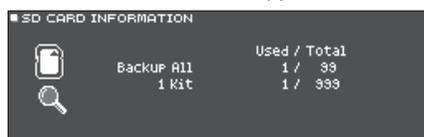
7. Use the cursor buttons to select "OK", and press the [ENTER] button.

The backup data is deleted from the SD card.

Checking the Usage Status of an SD Card (INFO)

Here's how to check the number of settings that are saved on the SD card.

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select the "SD CARD" and press the [ENTER] button.
The SD CARD MENU screen appears.
4. Use the cursor buttons to select the "INFO" and press the [ENTER] button.
The SD CARD INFO screen appears.



| Parameter | Explanation |
|------------|---------------------------------|
| Backup All | Number of saved backup data |
| 1 Kit | Number of saved kit backup data |

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Formatting an SD Card (FORMAT)

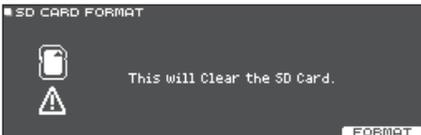
Here's how to format an SD card.

* Before using an SD card for the first time with the TD-27, you must format the SD card.

NOTE

When you format an SD card, all data on the SD card is erased.

1. Insert an SD card into the TD-27 (p. 11).
2. Press the [SYSTEM] button.
The SYSTEM screen appears.
3. Use the cursor buttons to select "SD CARD", and press [ENTER] button.
The SD CARD MENU screen appears.
4. Use the cursor buttons to select "FORMAT", and press [ENTER] button.
A confirmation message appears.



5. Press the [F5] (FORMAT) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

6. Use the cursor buttons to select "OK", and press the [ENTER] button.
The SD card will be formatted.

Trigger Settings (TRIGGER)

Here's how to make trigger settings so that the signals from the pads can be accurately processed by the TD-27.

You'll need to make these settings if you purchase a drum sound module by itself, or if you add pads to your drum set or connect pads other than those that came with your drum set.

Specifying the Pad Type

You can specify the type of pad (trigger type) used by each trigger input of the trigger bank.

Trigger type

The trigger type is a collection of various trigger parameters, adjusted to values that are appropriate for each pad.

In order to make the optimal settings for the pad that's being used for each trigger input, specify the model of pad (e.g., KD-10 or PDX-100) that's connected.

Trigger bank

A trigger bank contains an entire set of settings for 12 triggers. You can specify a model of drum set (e.g., TD-27KV2 or VAD507), or specify a trigger bank that you've edited individually. You can create eight trigger banks.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "TRIGGER" and press [ENTER] button.

The TRIGGER MENU screen appears.

3. Move the cursor to the "BANK" and press the [ENTER] button.

The TRIGGER BANK screen appears.

Trigger bank number



Trigger type

4. Move the cursor to the trigger bank number, and use the dial to select a bank.

5. To select the pad for which to make settings, either strike that pad or use the cursor buttons.

| Display | Explanation | Display | Explanation |
|---------|-------------|---------|-------------|
| K | KICK | C1-C2 | CRASH 1, 2 |
| S | SNARE | R | RIDE |
| T1-T3 | TOM 1-3 | A1-A3 | AUX 1-3 |
| HH | HI-HAT | | |

6. Use the dial to specify the trigger type.

* You can't change the trigger type of a trigger input that's assigned to a pad that supports a digital connection.

MEMO

When you specify the trigger type, the trigger parameters (with the exception of certain parameters such as cross-stick cancel) are set to optimal values. These values are only general guidelines; you can make fine adjustments as appropriate according to how you attach the pad and how you use it.

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

Adjusting the Hi-Hat Settings (HI-HAT)

If you are using a hi-hat, adjust the offset on the TD-27.

This is necessary in order to correctly detect open/close operations and pedal movement.

Reference

- For details on how to adjust the offset, refer to "Making Hi-Hat Settings" (p. 13).
- Make detailed adjustments to the parameters as necessary. For details, refer to "Data List" (PDF).

Specifying a Digitally-Connected Pad (DIGITAL)

The first time that you connect a pad that supports digital connection to a DIGITAL TRIGGER IN port, you'll follow the screens that appear, and specify the trigger input to which the connected pad is assigned (p. 11).

Here you'll make settings to change the assignment destination.

- * If pads that are connected via the dedicated cable or to the TRIGGER IN jack are assigned to the same trigger input, the pads connected to the TRIGGER INPUT jack and TRIGGER IN jack will not output sound.
- * When you execute a factory reset, the connection history and settings of digitally-connected pads are initialized.

1. Press the [SYSTEM] button.

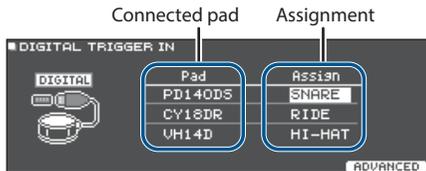
The SYSTEM screen appears.

2. Use the cursor buttons to select "TRIGGER" and press [ENTER] button.

The TRIGGER MENU screen appears.

3. Use the cursor buttons to select "DIGITAL" and press [ENTER] button.

The DIGITAL TRIGGER IN screen appears.



4. Use the cursor buttons to select the pad that you want to specify, and use the dial to specify the assignment.

You can also select a pad by striking it.

If you don't want to assign the pad to any trigger input, choose "N/A".

- * You can't specify multiple instances of the same assignment.

Adjusting the Pad Sensitivity (PARAM)

Because the following settings are automatically set to the appropriate values for each pad when you specify the trigger type (p. 52), there is normally no need for you to edit them.

You can edit these settings if you want to make finer adjustments, or if you want to use an acoustic drum trigger.

1. Press the [SYSTEM] button.

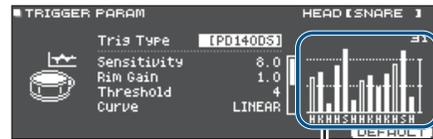
The SYSTEM screen appears.

2. Use the cursor buttons to select "TRIGGER" and press [ENTER] button.

The TRIGGER MENU screen appears.

3. Use the cursor buttons to select "PARAM" and press [ENTER] button.

The TRIGGER PARAM screen appears.



Velocity meter (Indicates the force (velocity) of the strike.)

| Display | Explanation | Display | Explanation |
|---------|-------------|---------|-------------|
| K | KICK | C | CRASH1, 2 |
| S | SNARE | R | RIDE |
| T | TOM1-3 | A | AUX1-3 |
| H | HI-HAT | | |

4. Strike to select the pad that you want to adjust.

5. Use the cursor buttons to select a parameter, and use the dial to edit the value.

| Parameter | Value | Explanation |
|-------------|----------|--|
| Sensitivity | 1.0-32.0 | Adjusts the balance (sensitivity) between pad striking strength and volume. Increasing this value increases the sensitivity, so that even soft strikes on the pad are sounded at high volume. Decreasing this value decreases the sensitivity, so that even strong strikes on the pad are sounded at low volume. |
| Rim Gain | 0-3.2 | Adjusts the balance between the force of striking the rim or edge and the loudness of the sound. If you increase this value, even soft strikes on the rim are sounded at high volume. If you decrease this value, even strong strikes on the rim are sounded at low volume. This is available for pads that support rim shots. |

MEMO

- For details on other parameters, refer to "Data List" (PDF).
- To return to the default values, press the [F5] (DEFAULT) button.
Trigger parameters (with the exception of certain parameters such as cross-stick cancel) are set to the default value.
- Velocity is displayed with a maximum of 127 for pads that are connected to a TRIGGER IN jack, or with a maximum of 127+32 (when MIDI CONTROL HI-Reso Velocity is "ON") for pads that support HI-Reso Velocity and are digitally connected to a DIGITAL TRIGGER port.

Making Detailed Settings for Digitally-Connected Pads

The first time that you connect a pad that supports digital connection, the following settings are automatically set to values that are optimal for each pad, so it is normally not necessary to specify them.

Edit these settings if you want to make more detailed adjustments.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select “TRIGGER” and press [ENTER] button.

The TRIGGER MENU screen appears.

3. Use the cursor buttons to select “DIGITAL” and press [ENTER] button.

The DIGITAL TRIGGER IN screen appears.

4. Press the [F5] (ADVANCED) button.

The DIGITAL TRIGGER ADVANCED screen appears.



5. To select the pad for which to make settings, either strike that pad or use the cursor buttons.

6. Use the cursor buttons to move the cursor to the Advanced Setting parameters.

7. Use the cursor buttons to select a parameter, and use the dial to edit the value.

* The parameters that you can edit will differ depending on the pad.

Reference

For details on the parameters that can be edited, refer to “Data List” (PDF).

MEMO

To return to the default values, press the [F5] (DEFAULT) button.

Trigger parameters (with the exception of certain parameters such as cross-stick cancel) are set to the default value.

Viewing Trigger Information for Each Pad (MONITOR)

You can view realtime information that shows the force (velocity) with which each pad is struck, how far the hi-hat is open, and the strike position on the snare, ride cymbal, toms, and AUX.

MEMO

If a MIDI device is connected to the MIDI IN connector, the performance data received via the MIDI IN connector is also shown.

1. Press the [SYSTEM] button.

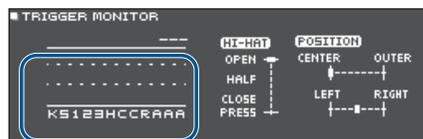
The SYSTEM screen appears.

2. Use the cursor buttons to select “TRIGGER” and press [ENTER] button.

The TRIGGER MENU screen appears.

3. Use the cursor buttons to select “MONITOR” and press [ENTER] button.

The TRIGGER MONITOR screen appears.



Velocity meter
(Indicates the force (velocity) of the strike.)

| Display | Explanation | Display | Explanation |
|---------|-------------|---------|-------------|
| K | KICK | C | CRASH 1, 2 |
| S | SNARE | R | RIDE |
| 1-3 | TOM 1-3 | A | AUX 1-3 |
| H | HI-HAT | | |

4. Strike the pads.

The meter indications in the screen will move in realtime, allowing you to view the following information.

| Display | Explanation |
|----------|--|
| HI-HAT | Shows how far the hi-hat is open. The indicator will move toward “OPEN” as the hi-hat opens, and toward “PRESS” as it closes. |
| POSITION | If the pad supports strike point detection, the strike point for the pad is shown. Also, when the VH-14D is connected, the left/right strike points for the cymbals are shown. The indicator moves toward “LEFT” as the strike moves closer to the left side of the pad, and toward “RIGHT” as the strike moves closer to the right side of the pad. |
| INTERVAL | Indicates the time interval at which the pad is struck. The farther toward the right, the shorter the interval. The tonal character of a cymbal or snare roll changes smoothly. |

| Display | Explanation |
|---------|--|
| CHOKE | The "CHOKE" icon appears when the cymbal is choked. The CHOKE icon appears when you use the choke technique on a pad that supports choking. |

Eliminate Crosstalk Between Pads (Crosstalk Cancellation)

If two pads are attached to the same stand, the vibration from one struck pad may cause the other pad to sound without your intention. This is called "crosstalk". Crosstalk cancellation is a setting that prevents this type of crosstalk.

* When the TD-27 is shipped from the factory, it is set for optimal operation with the separately sold drum stand (MDS series, DCS series, or DBS series), so you will not normally need to change the settings.

Cases in which crosstalk cancellation settings are needed

- When using a pad configuration not found in the trigger bank settings (p. 52).
- When using a drum stand other than the drum stand sold separately for this unit (MDS, DCS or DBS Series).
- When using a drum trigger (sold separately).

Before you make crosstalk cancellation settings

You can prevent crosstalk by positioning the pads in a way that minimizes their susceptibility to an external source of vibration. Please note the following points when setting up your system.

- Don't place pads in contact with each other.
- If attaching multiple pads to the same stand, increase the distance between them.
- Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the stand.

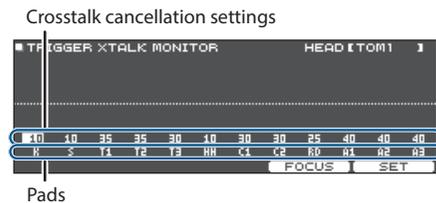
* In some cases, the acoustic sound from an acoustic drum or from a monitor speaker might cause a pad to be triggered. In such cases, adjusting the crosstalk cancellation settings will not solve the problem. Pay attention to the following considerations when setting up your equipment.

- Set up the pads at a distance from the speakers
- Angle the pads, placing them where they are less likely to be affected by the sound
- Increase the Threshold value of the pad (refer to "Data List" (PDF)).

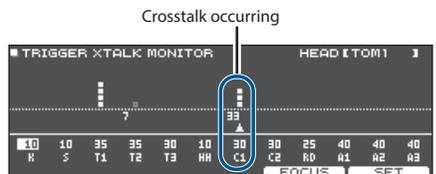
An example of crosstalk cancellation settings

Crash 1 is triggered when you strike the Tom 1 pad

1. Press the [SYSTEM] button.
The SYSTEM screen appears.
2. Use the cursor buttons to select "TRIGGER" and press [ENTER] button.
The TRIGGER MENU screen appears.
3. Use the cursor buttons to select "XTALK" and press [ENTER] button.
The TRIGGER XTALK MONITOR screen appears.

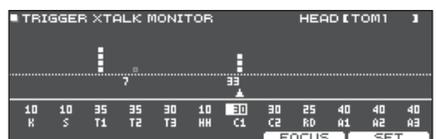


4. Strike the tom 1 (T1) pad.
The crosstalk detection status is shown in the TRIGGER XTALK MONITOR screen.
The illustration below indicates that tom 2 (T2) and crash 1 (C1) detected vibration when tom 1 (T1) was struck. A "▲" symbol is shown for pads that are experiencing crosstalk.



| Pads detecting vibration | Explanation |
|--------------------------|---|
| Tom 2 (T2) | Will not sound, because crosstalk cancellation is active. |
| Crash 1 (C1) | Crosstalk is occurring. By adjusting the crosstalk cancellation value, you can prevent the sound from being triggered. |

5. Press the [F4] (FOCUS) button to move the cursor to C1.



If crosstalk is occurring for multiple pads, each press of the [F4] (FOCUS) button will move the cursor to another pad that is experiencing crosstalk.

6. Press the [F5] (SET) button.

In this case, the value is automatically set to “33”, which is the minimum value that can cancel triggering for crash 1.

| Value | Explanation |
|-------|------------------------------------|
| 0-80 | Strength of crosstalk cancellation |

- * The value will not exceed 40 when you set crosstalk cancellation automatically. If you need to set this value above 40, use the dial to edit the value.

7. Repeat steps 5 and 6 to make crosstalk cancellation settings.

MEMO

You can also use the cursor buttons, the dial to make crosstalk cancellation settings manually.

Audio Output Assignments (OUTPUT)

Here's how to assign the audio outputs from the MASTER OUT jacks, DIRECT OUT jacks, and PHONES jacks.

MEMO

USB audio (p. 59) output channels 1-2 share output settings with the MASTER OUT jacks, and output channels 3-4 share output settings with the DIRECT OUT jacks.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select “OUTPUT” and press [ENTER] button.

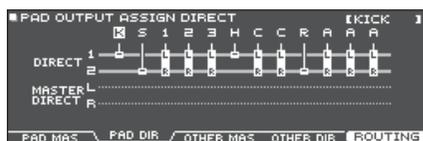
[F1] (PAD MAS) button

Specify each pad's output assignments for the PHONES jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to “NORMAL”).



[F2] (PAD DIR) button

Specify each pad's output assignments for the DIRECT OUT (1, 2) jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to “DIRECT”).



[F3] (OTHER MAS) button

Specify the ROOM and MFX output assignments for the PHONES jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to “NORMAL”).



[F4] (OTHER DIR) button

Specify the ROOM and MFX output assignments for the DIRECT OUT (1, 2) jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to “DIRECT”).



3. Strike a pad or use the cursor buttons to select the pad or function that you want to edit.

| Display | Explanation | Display | Explanation |
|---------|-------------|---------|-------------|
| K | KICK | C | CRASH 1, 2 |
| S | SNARE | R | RIDE |
| 1-3 | TOM 1-3 | A | AUX 1-3 |
| H | HI-HAT | | |

| Display | Explanation |
|------------------|--|
| OH | OVERHEAD (p. 33) |
| RM | ROOM (p. 33) |
| MF1-3 | Multi-effect 1-3 (p. 33) |
| SONG | Song (p. 21) |
| CLICK | Click (p. 25) and song click track (p. 24) output |
| MIXIN | Sound that is input to the MIX IN jack and Bluetooth Audio (p. 21) |
| USB IN MAIN, SUB | Sound that is input to the USB COMPUTER port (p. 59) |

4. Use the cursor buttons and the dial to select the output destination.

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Default values for output destination

| Jack | Output setting |
|-----------------|-----------------------------|
| PHONES | All |
| MASTER OUT | All |
| DIRECT OUT 1 | KICK, HI-HAT |
| DIRECT OUT 2 | SNARE, RIDE |
| DIRECT OUT 1, 2 | TOM 1-3, CRASH 1-2, AUX 1-3 |

Output destination setting examples

Here are some examples of output destination settings.

Example 1) Sending the same audio for monitoring and PA

With these settings, the same sound will be output from the PHONES jacks, the MASTER OUT jacks, and the DIRECT OUT (1, 2) jacks.

The sound being monitored by the performer will be the same as the sound sent to the PA system.

* The master compressor and master EQ effects are not applied to DIRECT OUT.

| Jack | Output setting | Example destination |
|-----------------|----------------|---------------------|
| PHONES | All | Monitor headphones |
| MASTER OUT | All | Drum monitor |
| DIRECT OUT 1, 2 | All | PA (external mixer) |

Example 2) Performing while listening to a click

All sound is sent from the PHONES jacks for monitoring.

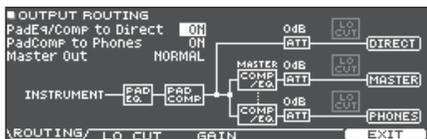
By outputting CLICK (the click and song click track output) and USB IN SUB (the sound that is input to the USB COMPUTER port) only from headphones, the performer alone can hear the guide sound while they perform.

| Jack | Output setting | Example destination |
|--------------|--|---------------------|
| PHONES | All CLICK and USB IN SUB are output only to PHONES | Monitor headphones |
| MASTER OUT | Output only SONG and USB IN MAIN | PA (external mixer) |
| DIRECT OUT 1 | KICK | |
| DIRECT OUT 2 | SNARE HI-HAT RIDE TOM 1-3 CRASH 1, 2 AUX1-3 | |

Specifying the Output Routing

Here's how to make settings for output routing to the MASTER OUT jacks, DIRECT OUT jacks, and PHONES jacks.

1. Press the [SYSTEM] button.
The SYSTEM screen appears.
2. Use the cursor buttons to select "OUTPUT" and press [ENTER] button.
3. Press the [F5] (ROUTING) button.



4. Press the [F1] (ROUTING)–[F3] (GAIN) buttons to select the item that you want to edit.

| Button | Explanation |
|----------------|--|
| [F1] (ROUTING) | Specifies how the fader, pad equalizer/compressor, and master out output are applied or routed. |
| [F2] (LO CUT) | Specifies whether the low-frequency region is cut from the output. The frequency setting is the same for each output. |
| [F3] (GAIN) | Adjusts the volume (gain) of the MASTER OUT jacks, PHONES jack, and DIRECT OUT jacks. Here you can lower the volume if excessively loud output from the TD-27 causes distortion at the receiving device, or adjust the output from the PHONES jack to an appropriate volume. * Note that if the volume is too high, distortion may occur. |

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Routing parameter setting examples

| Parameter | Explanation |
|----------------------|---|
| PadEq/Comp to Direct | <p>When turned "OFF"</p> <ul style="list-style-type: none"> The output from the DIRECT OUT jacks bypasses the pad equalizer and pad compressor. The output from the MASTER OUT jacks bypasses the pad equalizer and pad compressor if the OUTPUT ROUTING Master Out setting is "DIRECT". While the equalizer and compressor for each pad are adjusted at the PA, the performer can perform with the sound processed by the pad equalizer and pad compressor of each drum kit. |
| PadComp to Phones | <p>When turned "OFF"</p> <ul style="list-style-type: none"> The pad compressor does not apply to the output from the PHONES jacks. With settings such as shown in output destination setting example 2 (p. 57), you can hear the sound with full dynamics in your monitor headphones as you perform, yet use the pad compressor to reduce the dynamics for the drum monitor and the PA. |
| Master Out | <p>With the "DIRECT" setting</p> <ul style="list-style-type: none"> The master compressor and master EQ effects are not applied to the output from the MASTER OUT jacks, allowing you to use the MASTER OUT jacks as DIRECT OUT jacks (the setting of the [MASTER] knob is applied). This setting also applies to the output via USB audio to your computer. The PHONES jacks output the sound processed by the master compressor and master EQ. If you want the output of the MASTER OUT jacks to be output as direct output, assign the output to MASTER DIRECT in the PAD OUTPUT screen (DIRECT tab) and the OTHER OUTPUT screen (DIRECT tab). |

Specifying the USB Audio (USB AUDIO)

You can specify the output destination of the USB audio that is output from the TD-27's USB COMPUTER port, and record it using DAW software etc. on your computer. You can also assign the USB audio input that is received at the USB COMPUTER port, and use the TD-27 to hear audio that's played back from your computer.

MEMO

For details on settings in your DAW software, refer to the owner's manual of the DAW software you're using.

Specifying the USB Driver

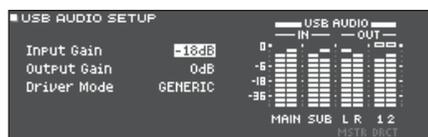
Here's how to switch between the TD-27's dedicated USB driver and the driver provided by your operating system.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "USB AUDIO" and press [ENTER] button.

The USB AUDIO SETUP screen appears.



3. Move the cursor to Driver Mode, and use the dial to change the value.

| Parameter | Value | Explanation |
|-------------|---------|--|
| Driver Mode | GENERIC | Use the driver provided by the operating system. Operation is limited to USB MIDI. |
| | VENDOR | Use the TD-27's dedicated driver provided by Roland. USB MIDI and USB audio can be used. |

When you change this setting, a dialog box informs you that the setting takes effect when you turn the power of the TD-27 off and on again.

Note the message, and then press the [ENTER] button.

4. Turn the power off, and then on again.

MEMO

The setting takes effect when the TD-27 is powered off and on again.

Specifying the Output Destination for USB Audio

You can specify the output destination of the USB audio that is output from the TD-27's USB COMPUTER port. The USB audio output can be recorded as 28 tracks on DAW software etc. on your computer.

- * Output destination settings for MASTER OUT (L/MONO, R) and DIRECT OUT (1, 2) are shared with the output settings for the TD-27's MASTER OUT jacks and DIRECT OUT jacks. The output of each pad is fixed at 2-channel stereo.
- * The LO CUT and GAIN (OUTPUT ROUTING (p. 58)) effects do not apply to USB audio output.

USB audio output destination settings

| | | | |
|---------|----------------|---------|---------|
| Ch1-2 | MASTER OUT | Ch15-16 | HI-HAT |
| Ch3-4 | DIRECT 1-2 OUT | Ch17-18 | CRASH 1 |
| Ch5-6 | KICK | Ch19-20 | CRASH 2 |
| Ch7-8 | SNARE | Ch21-22 | RIDE |
| Ch9-10 | TOM 1 | Ch23-24 | AUX 1 |
| Ch11-12 | TOM 2 | Ch25-26 | AUX 2 |
| Ch13-14 | TOM 3 | Ch27-28 | AUX 3 |

Reference

For more about output destination settings, refer to "Audio Output Assignments (OUTPUT)" (p. 56).

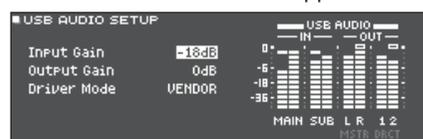
Adjusting the USB audio output level

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "USB AUDIO" and press [ENTER] button.

The USB AUDIO SETUP screen appears.



3. Move the cursor to "Output Gain", and use the dial to change the value.

| Parameter | Value | Explanation |
|-------------|------------|---|
| Output Gain | -24→+24 dB | Adjusts the output level. This applies to all USB audio output that is sent from the USB COMPUTER port. |

Specifying the Input for USB Audio

Here's how to specify the USB audio input that is input to the USB COMPUTER port.

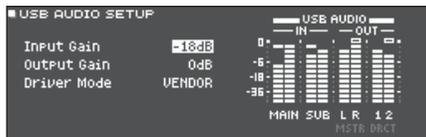
This allows audio that is played back by the computer to be heard from the TD-27.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "USB AUDIO" and press [ENTER] button.

The USB AUDIO SETUP screen appears.



3. Use the cursor buttons to select a parameter, and use the dial to edit the value.

| Parameter | Value | Explanation |
|------------|-------------|--|
| Input Gain | -36--+12 dB | Adjusts the input level. This applies to the USB audio inputs (Input MAIN, SUB) that are input from the USB COMPUTER port. |

MEMO

- For details on other parameters, refer to "Data List" (PDF).
 - You can specify the output destination of the sound that is input via USB audio (p. 56).
4. Press the [DRUM KIT] button to return to the DRUM KIT screen.

MIDI Settings (MIDI)

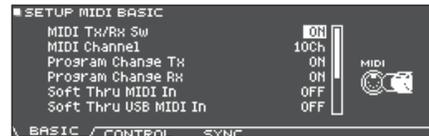
Here's how to make MIDI settings for when a MIDI device is connected to the TD-27.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "MIDI" and press [ENTER] button.

The SETUP MIDI BASIC screen appears.



3. Press the [F1] (BASIC)–[F3] (SYNC) buttons to select the item that you want to edit.

| Button | Explanation |
|----------------|---|
| [F1] (BASIC) | Makes basic MIDI settings such as specifying the channel on which the TD-27 transmits and receives MIDI data. |
| [F2] (CONTROL) | Specifies the MIDI messages that are transmitted or received to indicate the pad striking location or the position of the hi-hat pedal. |
| [F3] (SYNC) | Specifies settings related to MIDI synchronization. |

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

4. Use the cursor buttons to select a parameter, and use the dial to edit the value.
5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Making Option Settings (OPTION)

Here you can make settings for the MIX IN jack's input level and the display contrast, and assign functions to the footswitches and pads.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "OPTION" and press [ENTER] button.

The option settings screen appears.



3. Press the [F1] (MIX IN)–[F4] (MODIFY) buttons to select the item that you want to edit.

| Button | Explanation |
|---------------|--|
| [F1] (MIX IN) | Adjusts the input level of the MIX IN jack and Bluetooth audio. |
| [F2] (LCD) | Adjusts the contrast and brightness of the display. |
| [F3] (CTRL) | Assigns functions to the footswitches and pads. |
| [F4] (MODIFY) | Specifies the duration for which to display the window that briefly appears when you turn a sound modify knob. |

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

4. Use the cursor buttons to select a parameter and turn the dial to edit the value.

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Assigning Functions to Footswitches or Pads (CONTROL)

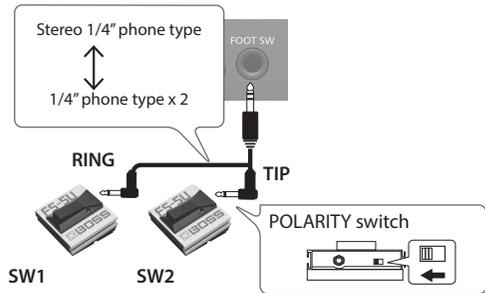
Footswitches (BOSS FS-5U, FS-6; sold separately) or pads that are connected to the TD-27 can be assigned to control functions such as switching drum kits or switching set lists.

Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

Assigning a function to a footswitch

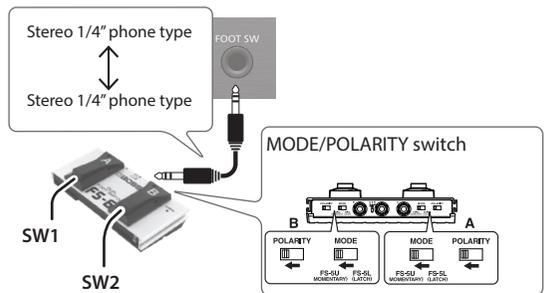
Connecting an FS-5U



* If you use a mono cable to connect a single FS-5U, it will operate as SW 2.

* The FS-5L cannot be used.

Connecting an FS-6



1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "OPTION" and press [ENTER] button.

The option settings screen appears.

3. Press the [F3] (CTRL) button.

FOOT SWITCH/PAD CONTROL screen appears.



4. Use the cursor buttons to select a parameter, and use the dial to edit the value.

MEMO

If you want to switch drum kits in the set list (p. 19) by striking a pad, set the pad's assigned function to "KIT# DEC" or "KIT# INC", and then turn on set lists in the DRUM KIT screen. (Make the set list setting in advance.)

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Assigning functions to pads

You can assign a function to a pad that's connected to TRIGGER IN jack/AUX3, or to a pad that supports digital connection and is assigned to AUX3.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "OPTION" and press [ENTER] button.

The option settings screen appears.

3. Press the [F3] (CTRL) button.

FOOT SWITCH/PAD CONTROL screen appears.



4. Use the cursor buttons to select a parameter, and use the dial to edit the value.

MEMO

- If you don't want sound to be produced when you strike the pad, use PAD VOLUME to set the AUX3 volume to "0". Alternatively, set the AUX3 instrument as "OFF" (p. 32).
- If you want to switch drum kits in the set list (p. 19) by striking a pad, set the pad's assigned function to "KIT# DEC" or "KIT# INC", and then turn on set lists in the DRUM KIT screen. (Make the set list setting in advance.)

5. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Setting the AUTO OFF Function (AUTO OFF)

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.

If you do not want the power to be turned off automatically, disengage the AUTO OFF function.

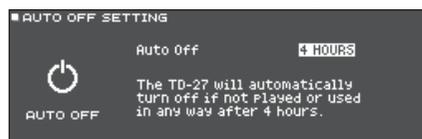
* To restore power, turn the power on again.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "AUTO OFF" and press [ENTER] button.

The AUTO OFF SETTING screen appears.



3. Use the dial to specify the setting of the AUTO OFF function.

| Setting | Explanation |
|---------|---|
| OFF | The power does not turn off automatically. |
| 4 HOURS | When four hours have elapsed without any pad being struck or any operation being performed, the unit will turn off automatically. |

MEMO

If the AUTO OFF function is set to "4 HOURS", the message "WARNING: AUTO OFF, The TD-27 will turn off in 30 min" appears 30 minutes before the power turns off.

4. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Viewing Information for the TD-27 Itself (INFO)

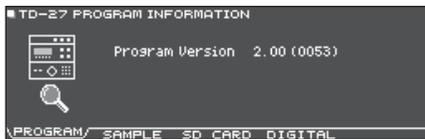
Here's how to view information for the TD-27 unit itself, such as its program version.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "INFO" and press [ENTER] button.

The option settings screen appears.



3. Press a [F1] (PROGRAM)–[F4] (DIGITAL) button to select the item that you want to edit.

| Button | Explanation |
|----------------|---|
| [F1] (PROGRAM) | Displays the program version. |
| [F2] (SAMPLE) | Displays the number of loaded user samples and the remaining amount of space for user samples in user memory. |
| [F3] (SD CARD) | Displays the number of backup data and kit backup data that are saved on the SD card. |
| [F4] (DIGITAL) | Displays the program version of the digital connection compatible pads that are connected to the TD-27. The FUNC button of the selected pad is blinking. |

4. Press the [DRUM KIT] button to return to the DRUM KIT screen.

Restoring the Factory Settings (FACTORY RESET)

The "Factory Reset" operation returns all data and settings stored in the TD-27 to their factory-set condition.

NOTE

When you execute this operation, all data and settings in the TD-27 will be lost. Before you proceed, you should save any important data and settings to your SD card (p. 48).

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select "FACTORY RESET", and press [ENTER] button.

The FACTORY RESET screen appears.



MEMO

If you want all user samples to also be returned to their factory-set state, use the dial to add a check mark to "Reset with User Sample". All user samples in user memory are overwritten by the factory-set data.

3. Press the [F5] (FACTORY RESET) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

4. Use the cursor buttons to select "OK", and press the [ENTER] button.

The "Factory Reset" operation will be executed.

Restoring All Settings (Including Roland Cloud License Data) to Factory Defaults

When you load kit backup data from Roland Cloud into this unit, the Roland Cloud license data is saved on the TD-27.

Restoring this unit as shown below resets all of this license and kit backup data that you loaded, as well as your user samples and everything else to the factory default settings.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

2. Use the cursor buttons to select “FACTORY RESET”, and press [ENTER] button.

The FACTORY RESET screen appears.

3. In the FACTORY RESET screen, press the [F1] (REMOVE LICENSE) button.



The FACTORY RESET (REMOVE LICENSE) screen appears.

* The check box on this screen cannot be deselected.

4. Press the [F5] (FACTORY RESET) button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

5. Select “OK”, and press the [ENTER] button.

The factory reset is performed, and all Roland Cloud-related data stored on this unit is deleted.

Appendix

Error Messages

List of Displayed Messages

| Message | Meaning | Action |
|------------------------------------|---|--|
| Format SD Card Error! | Failed to format the SD card. | Insert an SD card correctly. Unlock the SD card. |
| Incorrect File! | The backup data or the kit backup data is damaged. | Do not use this data. |
| MIDI Buffer Full! | A large amount of MIDI messages were received in a short time, and could not be processed completely. | Confirm that the external MIDI device is properly connected. If the problem persists, reduce the amount of MIDI messages sent to the TD-27. |
| MIDI Offline! | A MIDI cable or USB cable is disconnected (alternatively, communication with the external MIDI device was interrupted for some reason). | Make sure that the MIDI cable or USB cable is not disconnected or broken. |
| No Backup Data! | There is no backup data on the SD card. | – |
| No Data! | You attempted to export a song for which recorded data does not exist. | Export a song for which recorded data exists. |
| No SD Card! | No SD card is in the SD card slot. | Insert an SD card correctly. |
| Temporary Memory Full! | The storage capacity of the song recorder is full, and recording has stopped. | The maximum recording time is approximately 60 minutes if an SD card is inserted, or approximately three minutes if an SD card is not inserted. |
| Song Data Too Long! | Recording stopped because you have exceeded the maximum length of time possible with an SD card inserted. | |
| Sample Length Too Long! | The audio file is too long, and cannot be imported. | Files longer than 180 seconds cannot be imported. |
| Sample Length Too Short! | The audio file is too short, and cannot be imported. | In some cases, audio files shorter than one second cannot be imported. |
| SD Card is Locked! | The SD card is locked. | Unlock the SD card. |
| | The file attribute is read-only. | Clear the read-only attribute of the file. |
| SD Card is not connected! | No SD card is in the SD card slot. | Insert an SD card correctly. |
| SD Card Media Error! | The contents of SD card are damaged. | Copy the necessary data from the SD card, and then format the SD card on the TD-27 (p. 51). If this does not solve the problem, try a different SD card. |
| | Failed to save recorded data. | Check the lock status of the SD card. |
| | Failed to export the song. | Check whether the file might be write-protected. |
| SD Card Memory Full! | There are no empty space on the SD card. | Delete unneeded data (p. 50). |
| System Overload! | The TD-27's processing could not keep up. | Reduce the number of notes that play simultaneously. |
| Unsupported format! | The TD-27 does not support this format. | Check whether this file format can be played (song (p. 23), user sample (p. 36)). |
| User Sample Does Not Exist! | User samples do not exist. | Select a location where user samples exist. |
| User Sample Exists! | User samples exist. | Delete the user samples, or select a vacant location. |
| User Sample Import Error! | The audio data to be imported is damaged. | Do not use this audio data. |
| | The data on the SD card is damaged. | Do not use this SD card. |
| User Sample Memory Error! | The backup data or kit backup data including user samples is damaged. | Do not use this data. |
| | The data on the SD card is damaged. | Do not use this SD card. |
| | An empty user sample is assigned. (Only for 1 KIT SAVE) | You can't use 1 KIT SAVE for a kit to which empty user samples are assigned. |
| User Sample memory full! | There is no free user sample space. | Delete unneeded user sample (p. 38). |

Other Messages

| Message | Meaning | Action |
|---|--|--|
| USB Driver The modified settings will become effective after power off and restart. | The USB driver settings take effect when you turn the power of the TD-27 off and on again. | Turn the power of the TD-27 off and on again. |
| XStick always effective | Cross-stick technique is always enabled. | – |
| XStick switch available | The cross-stick switch is enabled. | In the DRUM KIT screen, press the [F3] (XSTICK) button to switch between sounding or not sounding the cross-stick sound (p. 18). |

Troubleshooting

| Trouble | Items to check | Action | Page |
|--|--|--|----------------|
| Troubles with sound | | | |
| No sound / Insufficient volume | Is the product correctly connected to the external devices? | Check the connections. | p. 10 |
| | Could the product's volume be lowered? | Use the [PHONES] knob or [MASTER] knob to adjust the volume. | - |
| | Could the volume of the connected amplified speaker be lowered? | Adjust the volume of the connected amplified speakers. | - |
| | Could the volume be lowered on the smartphone etc. that's connected to the MIX IN jack? | Make adjustments using the [BACKING] knob or on your smartphone. | - |
| | Could the MIDI "Local Control" be "OFF"? | Set "Local Control" to "ON". | p. 60 |
| A specific pad does not sound | Are the cables correctly connected to each pad and pedal? | Check the connections. | p. 10 |
| | Could the Instrument be "OFF"? | Assign an Instrument. | p. 31 |
| | Could the pad's "Volume" be lowered? | Adjust the pad's "Volume". | p. 32 |
| | Have the settings for "OUTPUT" been made correctly? | Check the settings for "OUTPUT". | p. 56 |
| | Could user samples have been deleted? | If you delete the user sample that's assigned to a pad, it will not produce sound. Either load the user sample once again, or assign a different instrument. | p. 36 |
| | Is the pad's "trigger type" set correctly? | Set the pad's "trigger type". | p. 52 |
| No sound when you strike a pad assigned to a TRIGGER IN jack or TRIGGER INPUT jack / Trigger does not respond | Is the connection cable correctly connected to the TRIGGER IN jack/TRIGGER INPUT jack or the DIGITAL TRIGGER IN port? | Check the connections. | p. 10 |
| | If a pad connected to a DIGITAL TRIGGER IN port is assigned to the same trigger input as a pad connected to a TRIGGER IN jack/TRIGGER INPUT jack, the sound of the pad that's connected to the TRIGGER IN jack/TRIGGER INPUT jack is not output. | Disconnect the pad connection cable from the DIGITAL TRIGGER IN port. | p. 11 |
| No sound when you strike a pad connected to a DIGITAL TRIGGER IN port / Trigger does not respond | Is the trigger input set correctly? | After connecting the pad, specify the trigger input that it will play. | p. 11 |
| | Could you be using carbon or metal sticks? | Use wood or plastic sticks. Using carbon or metal sticks might make the sensor malfunction. | - |
| | Could you be using metal brushes? | Use nylon brushes. Using metal brushes might make the sensor malfunction, or might scratch the pad. | - |
| Troubles with SD card | | | |
| SD card is connected but not recognized / Data is not visible | Is the SD card formatted correctly? | Format the SD card on this product. | p. 51 |
| Can't play MP3/WAV file | Does the product support the sampling frequency and bit rate of the MP3 file, or the sampling frequency and bit depth of the WAV file? | Use MP3/WAV files that the product supports. | p. 23 |
| | Playback may be unable to keep up if you raise the playback speed of a high bit-rate of MP3. | - | - |
| Can't correctly set the A-B repeat times | When using a MP3 file, it might not be possible to play back the A-B repeat region correctly. | - | - |
| Can't play or import an audio file | Is the audio file format correct? | Check the audio file format, file name, and file name extension. | p. 23 p. 36 |
| | Is the audio file in the correct location? | Check the location of the audio file. | p. 23 |
| | Could a large number of audio files be in the folder? | Keep the number of audio files in a folder to 200 or fewer. | - |

| Trouble | Items to check | Action | Page |
|--|--|--|-------|
| Troubles with USB | | | |
| Can't communicate with a computer | Is the USB cable connected correctly? | Check the connections. | p. 10 |
| | In order to transmit and receive audio as USB AUDIO, the USB driver must be installed. | Install the USB driver on your computer. | p. 29 |
| | Are you using a cable that supports USB 2.0? | The product cannot be used the cable that supports USB 3.0. Use the cable that supports USB 2.0. | - |
| | Have the settings for "Driver Mode" been made correctly? | Choose the setting that's appropriate for your situation. | p. 59 |
| Troubles with MIDI | | | |
| No sound | Are the MIDI cables connected correctly? | Check the connections. | p. 10 |
| | Is the MIDI channel set correctly? | Set the MIDI channels of the product and external MIDI device to the same setting. | p. 60 |
| | Has the note number been set properly? | Set the pad's "NOTE NO". | p. 60 |

Problems with Bluetooth functionality

| Problem | Items to check/Action | Page | |
|--|--|--|---|
| "TD-27" is not shown on your smartphone | <p>Could this unit's Bluetooth function be "OFF"?</p> <p>Turn this unit's Bluetooth function "ON". [SYSTEM] → "Bluetooth" → [F5] (ON)</p> <p>Bluetooth audio function: When you initiate pairing ([F1] button), the device name "TD-27 AUDIO" appears on your smartphone.</p> <p>Bluetooth MIDI function: [F2] (SETUP) → "Bluetooth MIDI" → ON Initiate pairing from the settings of your Bluetooth MIDI compatible app (such as Garage Band).</p> | p. 47 | |
| Can't connect to Bluetooth audio | If your smartphone's Bluetooth device list shows "TD-27 AUDIO" | In your smartphone's settings, temporarily remove the registration of the "TD-27 AUDIO" Bluetooth device, turn the Bluetooth function off and then on again, and execute pairing once again. | - |
| | If your smartphone's Bluetooth device list does not show "TD-27 AUDIO" | In your smartphone's settings, turn the Bluetooth function off and then on again, and then initiate pairing from the TD-27 to pair it once again. | - |
| Can't connect to Bluetooth MIDI | For the Bluetooth MIDI function, you'll execute pairing not via the Bluetooth settings of your smartphone, but by using the settings within your Bluetooth MIDI compatible app (such as Garage Band). Even if your smartphone's Bluetooth device list shows "TD-27 MIDI", do not tap it. If you tapped it by mistake, cancel "TD-27 MIDI", turn the Bluetooth function off and then on again, and make the connection again. | - | |
| A paired smartphone does not connect | If connection occurs but is immediately broken, turning the smartphone's Bluetooth function off and then on again might make connection succeed. | - | |