Introduction

For details on the settings for the DAW software that you're using, refer to the DAW's help or manuals.

About Trademarks

• VST is a trademark and software of Steinberg Media Technologies GmbH.
• Roland is a registered trademark or trademark of Roland Corporation in the United States and/or other countries.
• Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.
Main window
This shows various knobs and buttons that you use to shape the sound.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[SCALE] knob
Specifies the note length of each step.

[PLAY MODE] knob
Specifies how the step sequencer plays.

[List] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[OPTION] button
Lets you make various settings, or authorize the software.

[HELP] button
Displays help.

[ABOUT] button
Displays information about TB-303 Software Bass Line.

Switch the variation (1-8) that plays.
To make a multiple selection, hold down the [Shift] key.
The currently playing variation button blinks.

[WEAVE] button
Selects the waveform that is the basis of the sound.
Sawtooth wave, Square wave

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.

[SHUFFLE] knob
Adjusts the amount of shuffle (bounce).

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the pattern name.

Display (lower line)
Shows the patch name.

Level meter
Shows the output level.

[ACCENT] button
Adds an accent to the sounds played by the preview keyboard.

[SLIDE] button
Adds a slide effect to the sounds played by the preview keyboard.

OCTAVE [DOWN] [UP] button
Lowers or raises the sounds played by the preview keyboard by one octave.
Detailed parameters for the sound engine and effects
This is the screen when detailed parameters for the sound engine and effects are shown.

[VCF TRIM] knob
Adjusts the VCF circuit. This adjustment raises or lowers the frequency range of the CUT OFF FREQ knob.

[MASTER TUNE] knob
Adjusts the basic pitch.

[CONDITION] knob
Adjusts the tonal change caused by the simulated age of the unit. This produces slight discrepancies in the octave adjustment, VCF circuit adjustment, and the low-cut.

[DRIVE TYPE] knob
Selects the type of drive.

[DRIVE TONE] knob
Adjusts the tonal character of the drive.

[DRIVE DEPTH] knob
Adjusts the amount of drive (depth of distortion).

[DELAY TYPE] knob
Selects the type of delay.

[DELAY TIME] knob
Adjusts the delay time.

[DELAY LEVEL] knob
Adjusts the volume of the delay sound.

[TEMPO SYNC] switch
If this is ON, the delay time synchronizes with the tempo of the pattern.
About Patterns and Patches

What Is a “Pattern”?
A “pattern” divides the time axis into 16 steps, with information such as pitch, slide, and gate stored for each step. Each pattern can have eight variations (1–8). You can use the [1]–[8] buttons of the main window and MIDI messages (p. 13) to switch variations while a pattern plays.

What Is a “Patch”?
A “patch” stores settings for the sound engine and the effects. A pattern is sounded using the patch that’s currently selected.

What Is a “Bank”?
A “bank” is a set of 64 patterns and patches. By switching banks, you can recall a large number of patterns and patches. You can save a bank as a file (p. 8).
### Edit Window

#### Parameter Value/Explanation

**[SCALE SETTING] button**
- Use the keyboard area in the lower part of the screen to specify the range of notes that can be used when generating a pattern with the [GENERATE/UNDO] button. 
  - “About the Scale Setting” (p. 7)

**Step edit**

- **[GENERATE/UNDO] button**
  - According to the RANDOMIZE parameters, generates a random pattern for the variation that you’re currently editing. Right-click to undo the operation.

- **[MODIFY/UNDO] button**
  - Randomly modifies the variation that you’re currently editing. Since accent/slide/octave are modified only for steps whose GATE is on, the rhythmic feel and key of the original pattern are preserved.
  - *In some cases, the randomly applied result might not be any different than the previous pattern. Right-click to undo the operation.

**Parameter Value/Explanation**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value/Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDIT VARIATION SELECT</td>
<td>1–8: Select the variation that you want to edit.</td>
</tr>
<tr>
<td></td>
<td>CURRENT: Select the currently playing variation.</td>
</tr>
<tr>
<td>RANDOMIZE</td>
<td>- [GENERATE/UNDO] button: According to the RANDOMIZE parameters, generates a random pattern for the variation that you’re currently editing. Right-click to undo the operation.</td>
</tr>
<tr>
<td></td>
<td>- [MODIFY/UNDO] button: Randomly modifies the variation that you’re currently editing. Since accent/slide/octave are modified only for steps whose GATE is on, the rhythmic feel and key of the original pattern are preserved. *In some cases, the randomly applied result might not be any different than the previous pattern. Right-click to undo the operation.</td>
</tr>
<tr>
<td></td>
<td>- ACCENT: Adjusts the degree of randomness with which ACCENT turns on when the [GENERATE/UNDO] button is used to generate a pattern.</td>
</tr>
<tr>
<td></td>
<td>- SLIDE: Adjusts the degree of randomness with which SLIDE turns on when the [GENERATE/UNDO] button is used to generate a pattern.</td>
</tr>
<tr>
<td></td>
<td>- PITCH: Adjusts the degree of PITCH randomness when the [GENERATE/UNDO] button is used to generate a pattern. With a setting of 0 only the root note is used, with a setting of 100 only the constituent notes are used; a setting of 1–99 adjusts the balance between these two. To specify the root note and the constituent notes, press the [SCALE SETTING] button and use the keyboard area in the lower part of the screen.</td>
</tr>
<tr>
<td></td>
<td>- GATE: Adjusts the degree of randomness with which GATE turns on when the [GENERATE/UNDO] button is used to generate a pattern.</td>
</tr>
</tbody>
</table>

### Specifying the Pattern Length (LAST STEP)

1. Press the LAST STEP [imenti] buttons that you want to specify as the last step.

   The default is 16 steps.

### Inputting Steps

1. Click the PITCH GATE buttons to turn each step on (sounds) or off (does not sound).

   **MEMO**
   - To change the pitch that is sounded, use the keyboard buttons located in the area below and the octave buttons for each step. Right click keyboard buttons change the pitch and goes next step.

### Inputting an Accent (ACCENT)

1. Make the button light for each step at which you want to apply an accent.

### Inputting a Slide (SLIDE)

1. Make the button illuminate for steps that you want to slide.
### Editing a Variation

Right-click the EDIT VARIATION SELECT button to use the following functions.

<table>
<thead>
<tr>
<th>Function</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy</td>
<td>Copies the selected variation.</td>
</tr>
<tr>
<td>Paste</td>
<td>Pastes the copied variation to the selected variation. The variation is overwritten.</td>
</tr>
<tr>
<td>Clear</td>
<td>Erases the selected variation.</td>
</tr>
<tr>
<td>Swap – Variation</td>
<td>Swap the selected variation for specified.</td>
</tr>
<tr>
<td>Number</td>
<td></td>
</tr>
</tbody>
</table>

### Placing a Pattern in a DAW Track

Performance data from the variation [1]–[8] buttons can be placed in a track of your DAW, either as MIDI or audio data.

Use the [OPTION] button to choose whether you’re placing MIDI data or audio data.

If you want to play back data that you’ve placed on a track of your DAW, turn off the "POSITION LOCK TO DAW" button (p. 3). (If this button is on, the TB-303’s pattern will also start playing when your DAW starts.)

### About the Scale Setting

**Root Note**

The button is lit red to indicate the root note of the notes that are randomly generated by the [GENERATE/UNDO] button. You can also change the root note by dragging it. By dragging while you hold down shift, you can change both the key range (the range of pitches that are randomly generated) and the root while maintaining their relative distance.

**Key range (lower)**

Specifies the lower limit of the pitches that are randomly generated by the [GENERATE/UNDO] button. You can also change this by dragging.

**Key range (upper)**

Specifies the upper limit of the pitches that are randomly generated by the [GENERATE/UNDO] button. You can also change this by dragging.

**Constituent notes**

You can use the buttons to specify the constituent notes of the pitches that are randomly generated. Constituent note settings apply in the same way to other octaves. For example, if you turn C5 on, the pitches C4 and C6 also turn on. If you right-click on a keyboard button and execute “Set Scale Notes from Variation," the state of the pattern currently shown in the edit window is applied to SCALE SETTING.
Patterns/Patches and Banks

1. Click the [LIST] button.
The Memory Select window opens.

- **[NEW] button**
  Creates a new empty bank.

- **[DELETE] button**
  Deletes the selected bank.

- **[LOAD] button**
  Loads a bank from a file.

- **[SAVE] button**
  Exports a bank as a file.

- **[WRITE] button**
  Saves the edited pattern/patch as a memory in the bank.

- **[RENAMe] button**
  Renames the selected memory.

- **[READ] button**
  Loads the data into the pattern/patch.

“i” symbol
When you place the mouse cursor (mouse pointer) over this, a list of shortcuts appears.

Bank

A “bank” contains 64 patterns and 64 patches. By switching banks, you can access a large number of patterns or patches.

A bank can be saved as a file.

<table>
<thead>
<tr>
<th>Bank</th>
<th>Pattern</th>
<th>Patch</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td></td>
</tr>
<tr>
<td>64</td>
<td>64</td>
<td></td>
</tr>
</tbody>
</table>

Changing to Other Bank

1. Click the Bank field.
The bank list window opens.

2. Click the bank that you want to recall.
By pressing the [H] [I] buttons located at the right of the bank field, you can switch to the next or previous bank.

Exporting the Bank

Exports a bank as a file.

1. Click the [SAVE] button.
The file name input window opens.

2. Enter a file name and save.
The file is exported.

Importing a Bank

1. Click the [LOAD] button.
The file selection window opens.

2. Select a file and load it.
The bank is loaded.
Creating/Deleting a Bank

Creating a bank

Click the [NEW] button to create a new empty bank.

Deleting a bank

Here’s how to delete the selected bank.

1. Select a bank as described in “Changing to Other Bank” (p. 8).
2. Click the [DELETE] button.
   A confirmation message appears.
3. Click [OK] to delete the bank.

Renaming a Bank

1. Select a bank as described in “Changing to Other Bank” (p. 8).
2. At the left of the bank field, click ►.
3. Edit the name and press the [Return (Enter)] key.

Patterns and Patches

TB-303 Software Bass Line manages 64 patterns and patches as one bank.

Loading a Pattern or Patch

Here’s how to load a pattern or patch that’s saved in a bank. When you load a pattern or patch, its settings are shown in the screen, allowing you to edit the settings.

1. Click the number of the pattern or patch that you want to load.
2. Click the [READ] button. Or press the [Return (Enter)] key.
   The pattern or patch is loaded.
   * You can also load a pattern or patch by double-clicking the pattern or patch number.

Saving a Pattern or Patch

Here’s how to save your edited sounds in the bank as a pattern or patch.

1. Click the number of the pattern or patch that you want to save.
2. Click the [WRITE] button.
   The pattern or patch are saved in the bank.

Renaming a Pattern or Patch

1. Click the number of the pattern or patch that you want to rename.
2. Click the [RENAME] button.
3. Change the memory name. (Up to 16 letters)
MIDI Learn Function

Here's how to associate a MIDI control change with a sound parameter, so that the parameter can be controlled by that MIDI message.

Procedure

1. Right-click the sound parameter controller (knob or slider).
2. Choose “Learn MIDI CC.”
3. Operate your external MIDI device to transmit a control change message.

**NOTE**

You can't associate more than one MIDI control change with a single controller. Only the most recent setting is used.

Cancelling

1. Right-click the sound parameter controller (knob or slider).
2. Choose “Forget MIDI CC.”
Setting

Option

1. Click the [OPTION] button.

2. Select items.

A ✓ is shown for the selected item.

<table>
<thead>
<tr>
<th>Item</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zoom</td>
<td>Changes the size of the main window.</td>
</tr>
<tr>
<td>Set MIDI Control Mapping for TB-03</td>
<td>Sets the MIDI control change mapping to a state for using the TB-03 as a control surface.</td>
</tr>
<tr>
<td>Set MIDI Control Mapping for TB-3</td>
<td>Sets the MIDI control change mapping to a state for using the TB-3 as a control surface.</td>
</tr>
<tr>
<td>Clear MIDI Control Mapping</td>
<td>Clears all MIDI control change mapping.</td>
</tr>
<tr>
<td>Drag &amp; Drop Pattern as MIDI</td>
<td>When you place variation performance data in your DAW, it is placed as MIDI data.</td>
</tr>
<tr>
<td>Drag &amp; Drop Pattern as Audio</td>
<td>When you place variation performance data in your DAW, it is placed as audio data.</td>
</tr>
<tr>
<td>Flip Scroll Direction (Only on Mac)</td>
<td>Inverts the direction of change when using the scroll wheel of the mouse to edit a value.</td>
</tr>
<tr>
<td>Roland Cloud...</td>
<td>Displays the Roland Cloud site.</td>
</tr>
<tr>
<td>Authentication...</td>
<td>Performs user authentication for the TB-303 Software Bass Line.</td>
</tr>
</tbody>
</table>
Appendix

Operations You Can Perform by Right-Clicking

Main Window/Edit Window RANDOMIZE

- [GENERATE/UNDO] button: Execute undo for GENERATE
- [MODIFY/UNDO] button: Execute undo for MODIFY

Edit Window keyboard buttons

- Only if SCALE SETTING is ON
  - You can apply the state of the pattern shown in the edit screen to SCALE SETTING.

Controllers that support MIDI Learn

- You can associate MIDI control changes with sound parameters and control them.

Control Change Mapping

TB-303 Software Bass Line receives the following CC messages.

For “Default Settings” and “Set MIDI Control Mapping for TB-03”

<table>
<thead>
<tr>
<th>CC</th>
<th>Address</th>
<th>Parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0x01</td>
<td>VCF BEND DOWN</td>
</tr>
<tr>
<td>11</td>
<td>0x0B</td>
<td>MASTER LEVEL</td>
</tr>
<tr>
<td>12</td>
<td>0x0C</td>
<td>ENV MOD</td>
</tr>
<tr>
<td>16</td>
<td>0x10</td>
<td>ACCENT</td>
</tr>
<tr>
<td>17</td>
<td>0x11</td>
<td>DRIVE DEPTH</td>
</tr>
<tr>
<td>18</td>
<td>0x12</td>
<td>DELAY TIME</td>
</tr>
<tr>
<td>19</td>
<td>0x13</td>
<td>DELAY LEVEL</td>
</tr>
<tr>
<td>64</td>
<td>0x40</td>
<td>HOLD PEDAL</td>
</tr>
<tr>
<td>71</td>
<td>0x47</td>
<td>RESONANCE</td>
</tr>
<tr>
<td>74</td>
<td>0x4A</td>
<td>CUT OFF FREQ</td>
</tr>
<tr>
<td>75</td>
<td>0x4B</td>
<td>DECAY</td>
</tr>
<tr>
<td>104</td>
<td>0x68</td>
<td>TUNING</td>
</tr>
</tbody>
</table>

For “Set MIDI Control Mapping for TB-3”

<table>
<thead>
<tr>
<th>CC</th>
<th>Address</th>
<th>Parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0x01</td>
<td>VCF BEND DOWN</td>
</tr>
<tr>
<td>11</td>
<td>0x0B</td>
<td>MASTER LEVEL</td>
</tr>
<tr>
<td>12</td>
<td>0x0C</td>
<td>ENV MOD</td>
</tr>
<tr>
<td>13</td>
<td>0x0D</td>
<td>DECAY</td>
</tr>
<tr>
<td>16</td>
<td>0x10</td>
<td>ACCENT</td>
</tr>
<tr>
<td>17</td>
<td>0x11</td>
<td>DRIVE DEPTH</td>
</tr>
<tr>
<td>64</td>
<td>0x40</td>
<td>HOLD PEDAL</td>
</tr>
<tr>
<td>71</td>
<td>0x47</td>
<td>RESONANCE</td>
</tr>
<tr>
<td>74</td>
<td>0x4A</td>
<td>CUT OFF FREQ</td>
</tr>
<tr>
<td>104</td>
<td>0x68</td>
<td>TUNING</td>
</tr>
</tbody>
</table>
### About Note Numbers and Variation Switching

When the [KEYBOARD] button is off, you can switch variations by using the keyboard buttons of the main window or by using note messages from an external MIDI device.

The following table shows the correspondence between the note numbers received by TB-303 Software Bass Line and the variations that are selected.

<table>
<thead>
<tr>
<th>Note number</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>C4: 60</td>
<td>Variation 1</td>
</tr>
<tr>
<td>D4: 62</td>
<td>Variation 2</td>
</tr>
<tr>
<td>E4: 64</td>
<td>Variation 3</td>
</tr>
<tr>
<td>F4: 65</td>
<td>Variation 4</td>
</tr>
<tr>
<td>G4: 67</td>
<td>Variation 5</td>
</tr>
<tr>
<td>A4: 69</td>
<td>Variation 6</td>
</tr>
<tr>
<td>B4: 71</td>
<td>Variation 7</td>
</tr>
<tr>
<td>C5: 72</td>
<td>Variation 8</td>
</tr>
<tr>
<td>C#5: 73</td>
<td>RUN</td>
</tr>
<tr>
<td>D5: 75</td>
<td>STOP</td>
</tr>
<tr>
<td>F#5: 78</td>
<td>RANDOMIZE GENERATE (p. 3)</td>
</tr>
<tr>
<td>G#5: 80</td>
<td>RANDOMIZE MODIFY (p. 3)</td>
</tr>
<tr>
<td>A#5: 82</td>
<td>RANDOMIZE UNDO (p. 3)</td>
</tr>
</tbody>
</table>