TR-808  Software Rhythm Composer

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

About Trademarks

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Screen Structure

Main window
This area shows various knobs and sliders that you can use to edit the sound.

Instrument edit section
Here you can edit the tonal character of the instruments. You can use 11 different instruments (BD–CH) in a pattern.

[LEVEL] knob
Adjusts the volume of the instrument.

[TUNING] knob
Adjusts the pitch of the tom or conga.

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

Instrument select switch
This switch selects one of two instruments. The two instruments cannot be played simultaneously.

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the bank name.

Display (center line / lower line)
Shows the selected pattern name and kit name.

[WRITE] button
Saves the pattern or kit.

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

[HELP] button
Displays help.

[ABOUT] button
Displays information about TR-808 Software Rhythm Composer.

[THE] button
Displays the pattern edit area.

[SHUFFLE] knob
Adjusts the amount of shuffle (swing).
* This is multiplied with each instrument's shuffle setting in Pattern Edit. If the instrument's shuffle setting is 0, shuffle is not applied even if you turn this knob.

[LEVEL] knob
Adjusts the gain of each instrument.

[PAN] knob
Adjusts the pan (left/right position) of each instrument.

[TUNE] knob
Adjusts the pitch of each instrument.

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

[EDIT] button
Displays the pattern edit area.

[START/STOP] button
Plays or stops the pattern.

[START/STOP] button
Plays or stops the pattern.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.

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

[SNAPPY] knob
Corresponds to the resonating wires of a snare drum. Turning the knob toward the left produces the sound of when the resonating wires are removed.

[INSTRUMENT SELECT] knob
Selects the instrument that is indicated by the instrument pads.
What Is a “PATTERN”? 

The performance data that you record is called a “pattern.”
The TR-808 Software Rhythm Composer has 128 patterns (16 patterns x 8 banks); each pattern has eight variations (A–H).

What Is a “KIT”? 

The 11 instruments are collectively called a “kit.”
The TR-808 Software Rhythm Composer has 128 kits. 
The pattern plays the instruments of the currently selected kit.
### Edit Window

**Parameter** | **Value/Explanation**
--- | ---
**EDIT VARIATION SELECT buttons** | A–H: Select the variation that you want to edit. CURRENT: Select the currently playing variation.

**[SCALE] button** | Selects the scale. The scale changes each time you press the button. The vertical stripes that are the background of the step buttons are spaced at quarter-note intervals.

**[LAST STEP] button** | Specifies the length of the pattern. You can set this individually for each instrument.

**[WEAK] button** | Turn this on to enter weak beats.

**[FLAM] button** | Turn this on to enter a flam.

**FLAM TYPE** | Specifies the spacing of the flam. Click the text "TYPE".

**TYPE1:** Onee

**TYPE2:** Specify a spacing of 20–48 msec in 4 msec units.

**SUB STEP TYPE** | Specifies the type of sub step. Click the text "TYPE".

**TYPE1:** Duplets

**TYPE2:** Triplets

**TYPE3:** Quadruplets

**TOTAL ACCENT** | Illuminate the steps that you want to accent. The strength of the accent is specified by the ACCENT [LEVEL] knob in the main window. (Accents apply to the same step of all instruments.)

**Instrument selection** | Select the instruments for which the variation/step is shown in the main window or edit window.

### Specifying the Pattern Length (LAST STEP)

1. **Click the [LAST STEP] button**
   - The [LAST STEP] button blinks purple.
   - The default is 16 steps.

2. **For each instrument, press the button that you want to specify as the last step; the button blinks.**

### Inputting Steps

1. **For each instrument, input steps by making the step buttons lit or unlit.**
   - Lit steps produce sound; unlit steps are silent.

### Inputting the Total Accent (TOTAL ACCENT)

1. **Make the button light for each step at which you want to apply an accent.**
   - An accented note is heard for all instruments that sound at a step whose total accent button is lit.
**Inputting Weak Beats**

1. Click the [WEAK] button.
   - The [WEAK] button is lit white, allowing you to input weak beats.

2. **Turn on the steps that you want to play as weak beats.**
   - The steps for which you input a weak beat are lit dimly.

   **MEMO**
   - Even without making the [WEAK] button lit, you can input a weak beat by clicking a step while holding down the [SHIFT] key.

**Specifying a Flam**

1. Click the [FLAM] button.
   - The [FLAM] button is lit yellow, allowing you to enter flams.
   - Click “FLAM TYPE” to select the flam spacing.

2. **Turn on the steps at which you want to play a flam.**
   - You can enter flams in combination with weak beats.

**Inputting Sub Steps**

1. Click the [SUB STEP] button.
   - The [SUB STEP] button is lit, allowing you to enter sub steps.
   - Click “SUB STEP TYPE” to select the sub step type.
   - Depending on the sub step type, this is lit light blue (duplets), green (triplets), or dark blue (quadruplets).

2. **Turn on the steps at which you want to play a sub step.**
   - You can enter sub steps in combination with weak beats.
**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 patterns of all instruments in 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>
</tbody>
</table>

**Editing an Instrument**

Right-click an instrument name at the left side of the edit area to use the following functions.

<table>
<thead>
<tr>
<th>Function</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>COPY</td>
<td>Copies the pattern of the selected instrument.</td>
</tr>
<tr>
<td>PASTE</td>
<td>Pastes the copied pattern to the selected instrument. The instrument is overwritten.</td>
</tr>
<tr>
<td>CLEAR</td>
<td>Erases the pattern of the selected instrument.</td>
</tr>
<tr>
<td>INVERT</td>
<td>Exchanges the steps that sound the selected instrument with the steps that are silent.</td>
</tr>
<tr>
<td>ALL</td>
<td>Turns on all steps of the selected instrument so that they all sound.</td>
</tr>
</tbody>
</table>

**Placing a Pattern in a DAW Track**

Performance data from the variation [A]–[H] 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.
DAW Multi-Out Support

If you’re using this plug-in with a host application that supports multiple output, you can use a different output for each instrument.

The output assignment for each instrument is as follows.

<table>
<thead>
<tr>
<th>Output</th>
<th>Instrument</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main out</td>
<td>Mix</td>
</tr>
<tr>
<td>Sub out 1</td>
<td>Bass Drum</td>
</tr>
<tr>
<td>Sub out 2</td>
<td>Snare Drum</td>
</tr>
<tr>
<td>Sub out 3</td>
<td>Low Tom / Low Conga</td>
</tr>
<tr>
<td>Sub out 4</td>
<td>Mid Tom / Mid Conga</td>
</tr>
<tr>
<td>Sub out 5</td>
<td>High Tom / High Conga</td>
</tr>
<tr>
<td>Sub out 6</td>
<td>Rim Shot / Claves</td>
</tr>
<tr>
<td>Sub out 7</td>
<td>Hand Clap / Maracas</td>
</tr>
<tr>
<td>Sub out 8</td>
<td>Closed Hihat</td>
</tr>
<tr>
<td>Sub out 9</td>
<td>Open Hihat</td>
</tr>
<tr>
<td>Sub out 10</td>
<td>Cymbal</td>
</tr>
<tr>
<td>Sub out 11</td>
<td>Cowbell</td>
</tr>
</tbody>
</table>

* For more about multi-output settings in your host application, refer to the help or owner’s manual of your host application.

How Note Numbers Select Sounds or Variations

Note numbers received by TR-808 Software Rhythm Composer select the following sounds or variations.

<table>
<thead>
<tr>
<th>Note number</th>
<th>Sound/Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>24–31</td>
<td>Variation Select A–H</td>
</tr>
<tr>
<td>35, 36</td>
<td>Bass Drum</td>
</tr>
<tr>
<td>37</td>
<td>Rim shot/Claves</td>
</tr>
<tr>
<td>38, 40</td>
<td>Snare Drum</td>
</tr>
<tr>
<td>39</td>
<td>HandClap/Maracas</td>
</tr>
<tr>
<td>42, 44</td>
<td>Closed Hihat</td>
</tr>
<tr>
<td>41, 43</td>
<td>LoTom/LoConga</td>
</tr>
<tr>
<td>46</td>
<td>Open Hihat</td>
</tr>
<tr>
<td>45, 47</td>
<td>MidTom/MidConga</td>
</tr>
<tr>
<td>49</td>
<td>Cymbal</td>
</tr>
<tr>
<td>48, 50</td>
<td>HiTom/HiConga</td>
</tr>
<tr>
<td>51</td>
<td>Cowbell</td>
</tr>
</tbody>
</table>

About CC (Control Change)

TR-808 Software Rhythm Composer receives the following CC messages.

<table>
<thead>
<tr>
<th>CC#</th>
<th>Parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>SHUFFLE</td>
</tr>
<tr>
<td>20</td>
<td>BD TUNE</td>
</tr>
<tr>
<td>21</td>
<td>BD TONE</td>
</tr>
<tr>
<td>22</td>
<td>BD COMP</td>
</tr>
<tr>
<td>23</td>
<td>BD DECAY</td>
</tr>
<tr>
<td>24</td>
<td>BD LEVEL</td>
</tr>
<tr>
<td>25</td>
<td>SD TONE</td>
</tr>
<tr>
<td>26</td>
<td>SD SNAPFY</td>
</tr>
<tr>
<td>27</td>
<td>SD COMP</td>
</tr>
<tr>
<td>28</td>
<td>SD DECAY</td>
</tr>
<tr>
<td>29</td>
<td>SO LEVEL</td>
</tr>
<tr>
<td>46</td>
<td>LT TUNE</td>
</tr>
<tr>
<td>47</td>
<td>LT DECAY</td>
</tr>
<tr>
<td>48</td>
<td>LT LEVEL</td>
</tr>
<tr>
<td>49</td>
<td>MT TUNE</td>
</tr>
<tr>
<td>50</td>
<td>MT DECAY</td>
</tr>
<tr>
<td>51</td>
<td>MT LEVEL</td>
</tr>
<tr>
<td>52</td>
<td>HT TUNE</td>
</tr>
<tr>
<td>53</td>
<td>HT DECAY</td>
</tr>
<tr>
<td>54</td>
<td>HT LEVEL</td>
</tr>
<tr>
<td>55</td>
<td>RS TUNE</td>
</tr>
<tr>
<td>56</td>
<td>RS DECAY</td>
</tr>
<tr>
<td>57</td>
<td>RS LEVEL</td>
</tr>
<tr>
<td>58</td>
<td>CP TUNE</td>
</tr>
<tr>
<td>59</td>
<td>CP DECAY</td>
</tr>
<tr>
<td>60</td>
<td>CP LEVEL</td>
</tr>
<tr>
<td>61</td>
<td>CH TUNE</td>
</tr>
<tr>
<td>62</td>
<td>CH DECAY</td>
</tr>
<tr>
<td>63</td>
<td>CH LEVEL</td>
</tr>
<tr>
<td>71</td>
<td>TOTAL ACCENT</td>
</tr>
<tr>
<td>80</td>
<td>OH TUNE</td>
</tr>
<tr>
<td>81</td>
<td>OH DECAY</td>
</tr>
<tr>
<td>82</td>
<td>OH LEVEL</td>
</tr>
<tr>
<td>83</td>
<td>CY TUNE</td>
</tr>
<tr>
<td>84</td>
<td>CY DECAY</td>
</tr>
<tr>
<td>85</td>
<td>CY LEVEL</td>
</tr>
<tr>
<td>86</td>
<td>CB TUNE</td>
</tr>
<tr>
<td>87</td>
<td>CB DECAY</td>
</tr>
<tr>
<td>88</td>
<td>CB LEVEL</td>
</tr>
</tbody>
</table>
Patterns/Kits 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/kit as a memory in the bank.

[RENAME] button
Renames the selected memory.

[READ] button
Loads a memory from a bank.

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

Bank

A “bank” contains 128 patterns and 128 kits. By switching banks, you can access a large number of patterns or kits. A bank can be saved as a file.

<table>
<thead>
<tr>
<th>Bank</th>
<th>Pattern</th>
<th>Kit</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>128</td>
<td>128</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 [ ] [ ] buttons located at the right of the bank field, you can switch to the next or previous bank.

Exporting the Bank

Here’s how to export 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. 9).
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. 9).
2. At the left of the bank field, click ►.
3. Edit the name and press the [Return (Enter)] key.

Patterns and Kits

TR-808 Software Rhythm Composer manages 128 patterns and kits as one bank.

Loading a Pattern or Kit

Here's how to load a pattern or kit that's saved in a bank. When you load a pattern or kit, its settings are shown in the edit area, allowing you to edit the settings.

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

Saving a Pattern or Kit

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

1. Click the number of the memory in which you want to save the sound.
2. Click the [WRITE] button.
   The pattern or kit are saved in the bank.

Renaming a Pattern or Kit

1. Click the number of the memory 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.”
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>Layout</td>
<td>Original: This is the conventional screen layout. Compact: This condenses the space for other than knobs and buttons, using less screen area.</td>
</tr>
<tr>
<td>Zoom</td>
<td>Changes the size of the main window.</td>
</tr>
<tr>
<td>Position Lock to DAW</td>
<td>Specifies whether TR-808 Software Rhythm Composer synchronizes with your DAW's start/stop operations and playback position. Turn synchronization off if you're using the tracks of your DAW to play the rhythm.</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>Optimize for Lower CPU Usage</td>
<td>Turn this ON if CPU usage is high, and clicks or pops occur.</td>
</tr>
<tr>
<td>Flip Scroll Direction</td>
<td>Inverts the direction of rotation when using the mouse wheel to edit a value (Only on Mac). The direction is inverted if Flip Scroll Direction is set to ON.</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 TR-808 Software Rhythm Composer.</td>
</tr>
</tbody>
</table>