



TR-909 Software Rhythm Composer

Owner's Manual

Introduction

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.

[A]–[H] buttons

Switch the variation (A–H) that plays.
To make a multiple selection, hold down the Shift key.
The currently playing variation button blinks.

[LIST] button

Displays the Memory Select window.

Display (upper line)

Shows the bank name.

Level meter

Shows the output level.

Display (center line / lower line)

Shows the selected pattern name and kit name.

[▲] [▼] buttons

Recall the previous or next pattern or kit.

[WRITE] button

Saves the pattern or kit.

[START/STOP] button

Plays or stops the pattern.

[EDIT] button

Displays the edit window.

Roland

TR-909

RHYTHM COMPOSER



Instrument edit section

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

TOTAL ACCENT

Specifies the strength of accents.

[TONE] knob

For the snare drum, this adjusts the tension of the head. For the cymbal, this adjusts the tonal character.

[ATTACK] knob

Specifies the attack of the bass drum sound.

[DECAY] knob

Adjusts the decay of the sound.
Turning the knob toward the left makes the sound more crisp, and turning it toward the right produces a longer decay.
For the hi-hat and cymbal, this can be adjusted individually for each sound.

[LEVEL] knob

Adjusts the volume of the instrument.
For the hi-hat or cymbal, this can be adjusted individually for each sound.

[TUNE] knob

Adjusts the pitch of each instrument.

[SNAPPY] knob

Adjusts the decay of the sound.
Turning the knob toward the left makes the sound crisper, and turning it toward the right extends the decay.



— Use the [PANEL] button to switch —

[GAIN] knob

Adjusts the gain of each instrument.

[PAN] knob

Adjusts the pan (left/right position) of each instrument.



Instrument pads

Sound is produced when you click these.

[VOLUME] knob

Adjusts the volume.

[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.

[OPTION] button

Lets you make various settings, or authorize the software.

[ABOUT] button

Displays information about TR-909 Software Rhythm Composer.

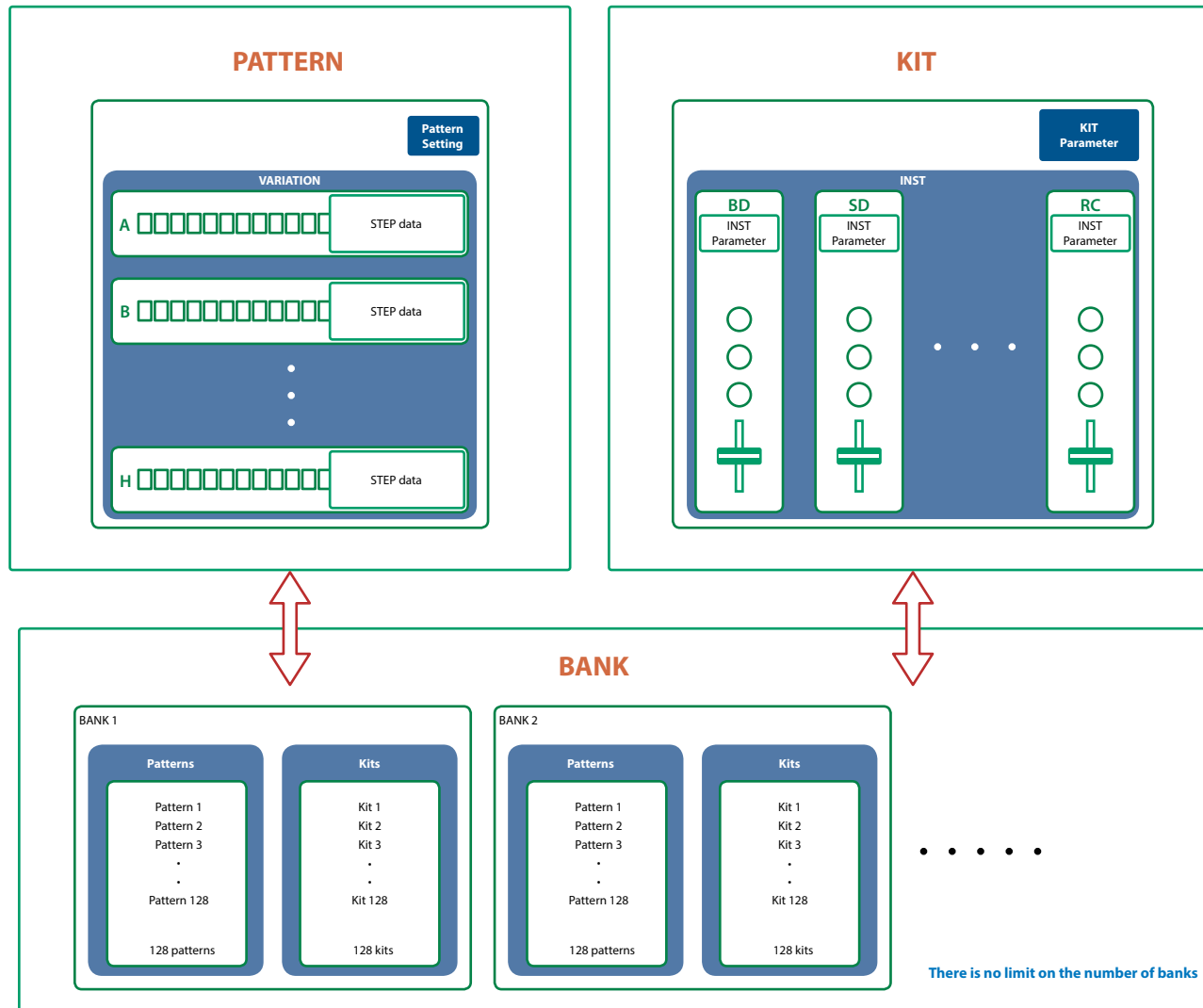
[HELP] button

Displays help.

[PANEL] button

Switches the instrument edit section's display to GAIN, PAN, and TUNE (Bass Drum only).

Sound Engine Structure



What Is a "PATTERN"?

The performance data that you record is called a "pattern."

Each pattern can have eight variations (A–H).

You can use the [A]–[H] buttons of the main window and MIDI messages (p. 8) to switch variations while a pattern plays.

What Is a "KIT"?

The 11 instruments are collectively called a "kit."

The pattern plays the instruments of the currently selected kit.

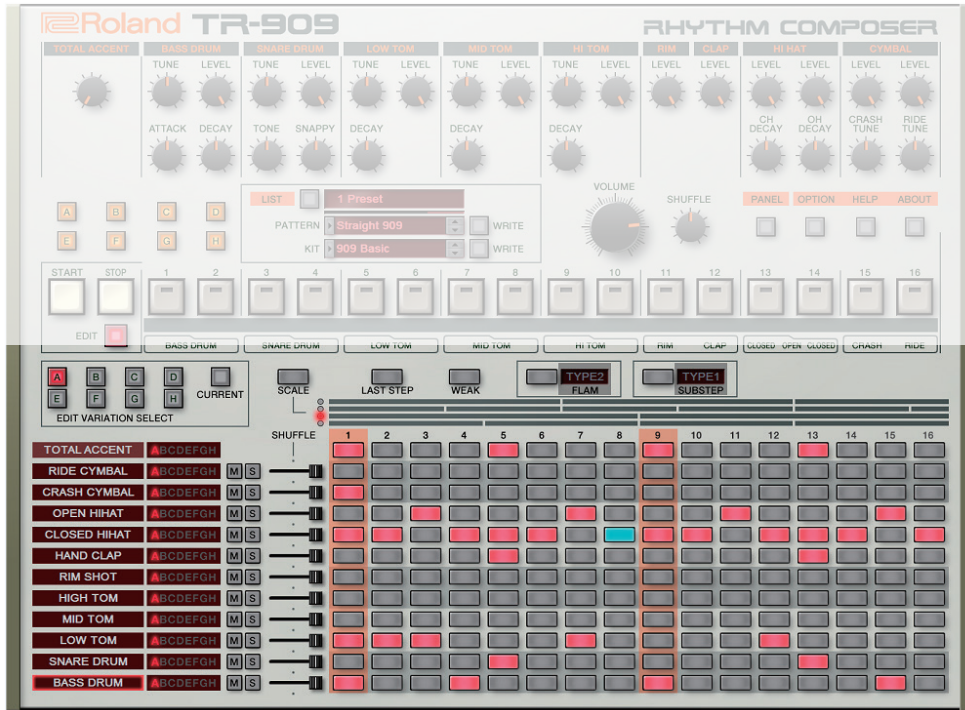
What Is a "Bank"?

A "bank" is a set of 128 patterns and kits.

By switching banks, you can recall a large number of patterns and kits.

You can save a bank as a file (p. 9).

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	Sets the flam interval for each pattern. Click the text “TYPE.” TYPE1: 0 msec TYPE2–9: Specify a spacing of 20–48 msec in 4 msec units.
[SUB STEP] button	Turn this on to enter sub steps. By entering sub steps, you can divide a step into repeated beats.
SUB STEP TYPE	Sets the type of the sub step to input. Click the text “TYPE.” * You can input different types of sub steps for each step button. TYPE1: Duplets TYPE2: Triplets TYPE3: Quadruplets
TOTAL ACCENT–BASS DRUM	The total accents and instrument names are shown. When the pattern length (LAST STEP) differs depending on the instrument, an instrument name is outlined in red and that instrument's accents will match the TOTAL ACCENT's accented steps during playback. The instrument outlined in red can be switched by clicking other instrument.

Parameter	Value/Explanation
Variation indicator	This indicates the variation A–H that is playing for each instrument. Even if different instruments have a different LAST STEP setting, and the variations being played do not match, this shows the currently playing variation for each instrument.
[M] (mute) / [S] (solo) button	Specify mute/solo settings for each instrument (solo has priority).
[SHUFFLE] slider	Specifies the amount of shuffle (rhythmic bounce) for each instrument. If the shuffle setting in the main window is set to “0,” this has no effect.
Step buttons	These buttons set how the sounds play for each step. These buttons light up white as the respective instruments play during playback. TOTAL ACCENT Sets whether the instrument plays or not. RIDE CYMBAL–BASS DRUM When the step buttons are lit, the instrument plays.

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)

The top row of step buttons are for inputting the 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.

MEMO

The strength of the accent is specified by the [TOTAL ACCENT] knob in the main window. (Accents apply to the same step of all instruments.)

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.

MEMO

You can right-click to switch between flams and sub steps, without making the [FLAM] button light.

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.

MEMO

You can right-click to switch between flams and sub steps, without making the [SUB STEP] button light.

Editing a Variation

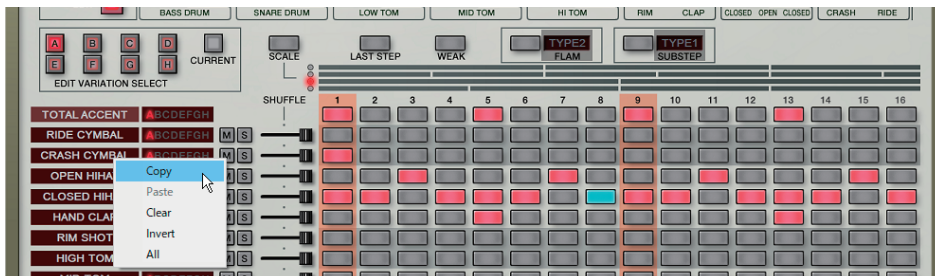
Right-click the EDIT VARIATION SELECT button to use the following functions.



Function	Explanation
Copy	Copies the patterns of all instruments in the selected variation.
Paste	Pastes the copied variation to the selected variation. The variation is overwritten.
Clear	Erases the selected variation.
Swap	Swaps the selected variation with another variation you specify.

Editing an Instrument

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



Function	Explanation
Copy	Copies the pattern of the selected instrument.
Paste	Pastes the copied pattern to the selected instrument. The instrument is overwritten.
Clear	Erases the pattern of the selected instrument.
Invert	Exchanges the steps that sound the selected instrument with the steps that are silent.
All	Turns on all steps of the selected instrument so that they all sound.

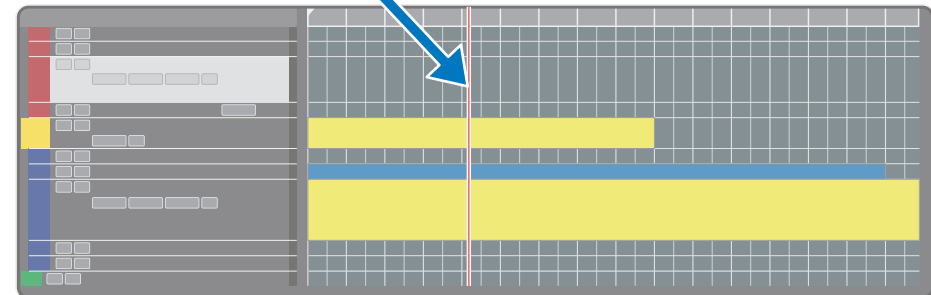
Placing a Pattern in a DAW Track

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.



Drag and drop



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.

Output	Instrument
Main out	Mix
Sub out 1	Bass Drum
Sub out 2	Snare Drum
Sub out 3	Low Tom
Sub out 4	Mid Tom
Sub out 5	High Tom
Sub out 6	Rim Shot
Sub out 7	Hand Clap
Sub out 8	Closed Hihat
Sub out 9	Open Hihat
Sub out 10	Crash Cymbal
Sub out 11	Ride Cymbal

* 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-909 Software Rhythm Composer select the following sounds or variations.

Note number	Sound/Function
24–31	Variation Select A–H
32	Start step sequencer
33	Stop step sequencer
35, 36	Bass Drum
37	Rim shot
38, 40	Snare Drum
39	HandClap
42, 44	Closed HiHat
41, 43	LoTom
46	Open HiHat
45, 47	MidTom
49	Crash Cymbal
48, 50	HiTom
51	Ride Cymbal

* When switching variations using note numbers, the variation switches right away without waiting for the next measure to start.

* Also, when switching variations using note numbers, you can't use the [VARIATION] button to change the variation until playback is stopped.

About CC (Control Change)

TR-909 Software Rhythm Composer receives the following CC messages.

CC#	Parameter
7	VOLUME
9	SHUFFLE
20	BD TUNE
21	BD ATTACK
23	BD DECAY
24	BD LEVEL
25	SD TUNE
26	SD SNAPPY
28	SD TONE
29	SD LEVEL
46	LT TUNE
47	LT DECAY
48	LT LEVEL
49	MT TUNE
50	MT DECAY

CC#	Parameter
51	MT LEVEL
52	HT TUNE
53	HT DECAY
54	HT LEVEL
57	RS LEVEL
60	CP LEVEL
62	CH DECAY
63	CH LEVEL
71	TOTAL ACCENT
81	OH DECAY
82	OH LEVEL
83	CC TUNE
85	CC LEVEL
86	RC TUNE
88	RC LEVEL

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.

Switches between patterns and kits.

The selected memory is highlighted.

[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.

Bank	
Pattern	Kit
1	1
2	2
3	3
⋮	⋮
128	128

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 [►] button.**
- 3. Edit the name and press the Return (Enter) key.**

Patterns and Kits

TR-909 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 an edited pattern or kit can be saved to a bank.

- 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."

Setting

Option

1. Click the [OPTION] button.

2. Select items.

A ✓ is shown for the selected item.

Item	Explanation
Layout	Original: This is the conventional screen layout. Compact: This condenses the space for other than knobs and buttons, using less screen area.
Zoom	You can change the size (zoom factor) of the main window using the mouse.
Initialize MIDI Control Mapping	Returns the MIDI control change mapping to its default state. ➔ "About CC (Control Change)" (p. 8)
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
Position Lock to DAW	Specifies whether TR-909's pattern playback is synchronized to the DAW's transport (play, stop, playback position). If this is on, TR-909's pattern plays/stops in synchronization with the DAW's play/stop operation. Turn this off if you are playing TR-909 from a track of the DAW.
Drag & Drop Pattern as MIDI	When you place variation performance data in your DAW, it is placed as MIDI data.
Drag & Drop Pattern as Audio	When you place variation performance data in your DAW, it is placed as audio data.
Optimize for Lower CPU Usage	Turn this ON if CPU usage is high, and clicks or pops occur.
Sub Output...	Specifies how each instrument is output from individual sub outputs rather than from the main output (stereo).
Send Pattern to TR-8S	Sends pattern data to the TR-8S.
Get Pattern from TR-8S	Receives pattern data from the TR-8S.
Setup...	Specifies MIDI settings used when sending or receiving data to or from the TR-8S. When the Setup screen appears, set MIDI CTRL Input: TR-8S CTRL MIDI CTRL Output: TR-8S CTRL Flip Scroll Direction: 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.
Roland Cloud...	Displays the Roland Cloud site.
Authentication...	Performs user authentication for the TR-909 Software Rhythm Composer.