

## TR-707 Software Rhythm Composer

Owner's Manual

# Introduction

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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

**[LIST] button**  
Displays the Memory Select window.

**Bank name**  
Shows the name of the bank.

**PTN [▲] [▼] button**  
Recall the previous or next pattern.

**PTN [▶] button**  
Edits the name of the pattern.

**Pattern name**  
Shows the name of the selected pattern.

**PTN save button**  
Saves the pattern.

**KIT [▲] [▼] button**  
Recall the previous or next kit.

**KIT [▶] button**  
Edits the name of the kit.

**Kit name**  
Shows the name of the selected kit.

**KIT save button**  
Saves the kit.

**Pattern display**  
Shows the pattern.  
Click this to show the edit window.

**Level meter**  
Shows the output level.

**Kit edit section**  
Edits the kit.

**[PANEL] button**  
Switches the display of the kit edit section.

- **ORG (ORIGINAL PANEL)**
- **PANEL 1**
- **PANEL 2**

**Cartridge [M-64C] button**  
Shows the Memory Select window.

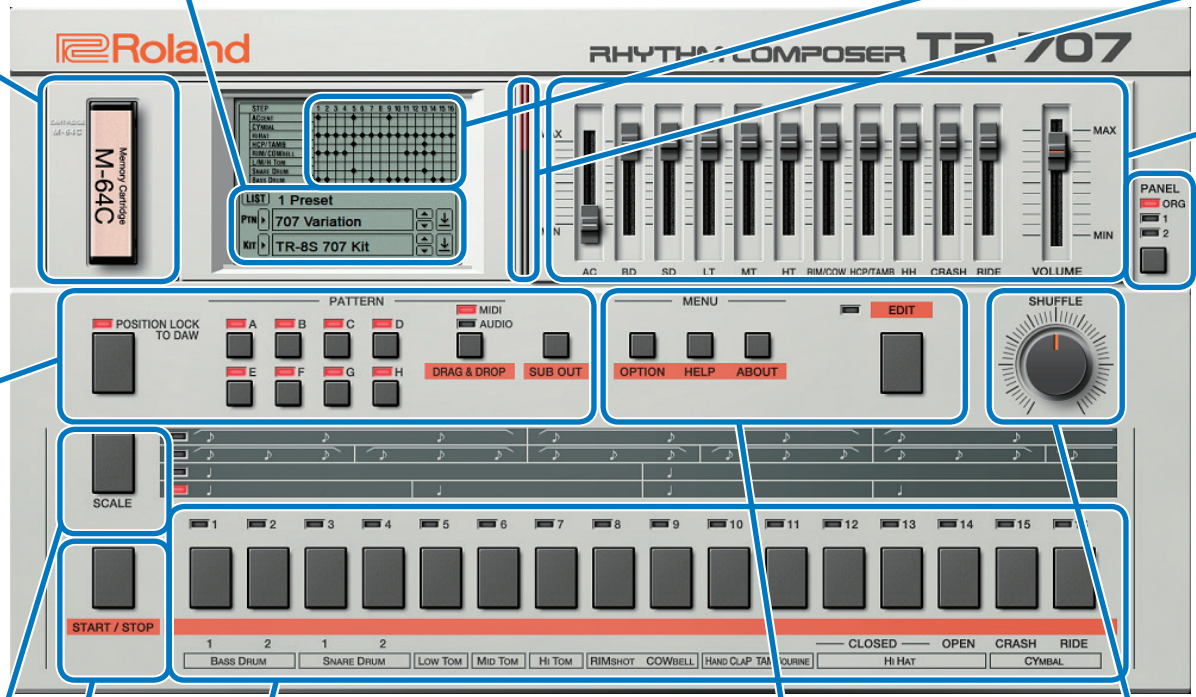
**[POSITION LOCK TO DAW] button**  
Sets whether the pattern playback of the TR-707 is synchronized with the DAW transport (playback/stop/playback location) or not.  
When this is ON, the TR-707 pattern plays back and stops along with the DAW.  
Turn this OFF when you want the sounds of the TR-707 to be triggered by the DAW track.

**[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.

**[DRAG&DROP] button**  
Sets whether the variation performance data is placed in the DAW as MIDI data or as audio data.

**[SUB OUT] button**  
Accesses the settings to output each instrument to the sub outputs instead of the main output (stereo).

**[SCALE] button**  
Specifies the length of notes in a step.



**Instrument pads**  
Sound is produced when you click these.

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

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

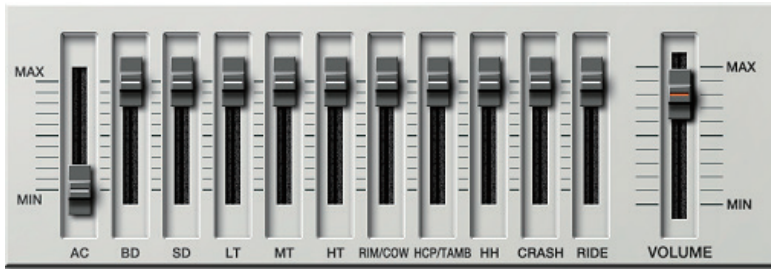
**[HELP] button**  
Displays help.

**[ABOUT] button**  
Displays information about TR-707 Software Rhythm Composer.

**[EDIT] button**  
Shows the edit window.

**[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.

## ORG (ORIGINAL PANEL)



### AC (ACCENT) slider

Sets the strength of the accent.

### MT (MID TOM) slider

Sets the middle tom volume.

### HH (HIHAT) slider

Sets the hi-hat volume.

### BD (BASS DRUM) slider

Sets the bass drum volume.

### HT (HIGH TOM) slider

Sets the high tom volume.

### CRASH (CRASH CYMBAL) slider

Sets the crash cymbal volume.

### SD (SNARE DRUM) slider

Sets the snare drum volume.

### RIM/COW (RIM SHOT/COWBELL) slider

Sets the rim shot/cowbell volume.

### RIDE (RIDE CYMBAL) slider

Sets the ride cymbal volume.

### LT (LOW TOM) slider

Sets the low tom volume.

### HCP/TAMB (HAND CLAP/TOMBOURINE) slider

Sets the handclap/tambourine volume.

### VOLUME slider

Sets the overall volume.

## PANEL 1



### [PCM CLK] knob

Adjusts the read clock of the PCM waveform. Adjusting this changes the overall pitch. The center position is for the original clock. Turn this counterclockwise to decrease the clock, and turn this clockwise to increase the clock.

### [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.

### [SNAPPY] knob

This setting simulates the adjustment of the snare drum wires. Turn this counterclockwise to loosen the wires.

### [TUNE] knob

Adjusts the pitch of each instrument.

### [ATTACK] knob

Specifies the attack of the bass drum sound.

### [FX] knob

Alters the sound by changing how the PCM waveform is read. Turn this all the way counterclockwise for the off setting, and all the way clockwise to strengthen the effect.

## PANEL 2



### [GAIN] knob

Adjusts the gain.

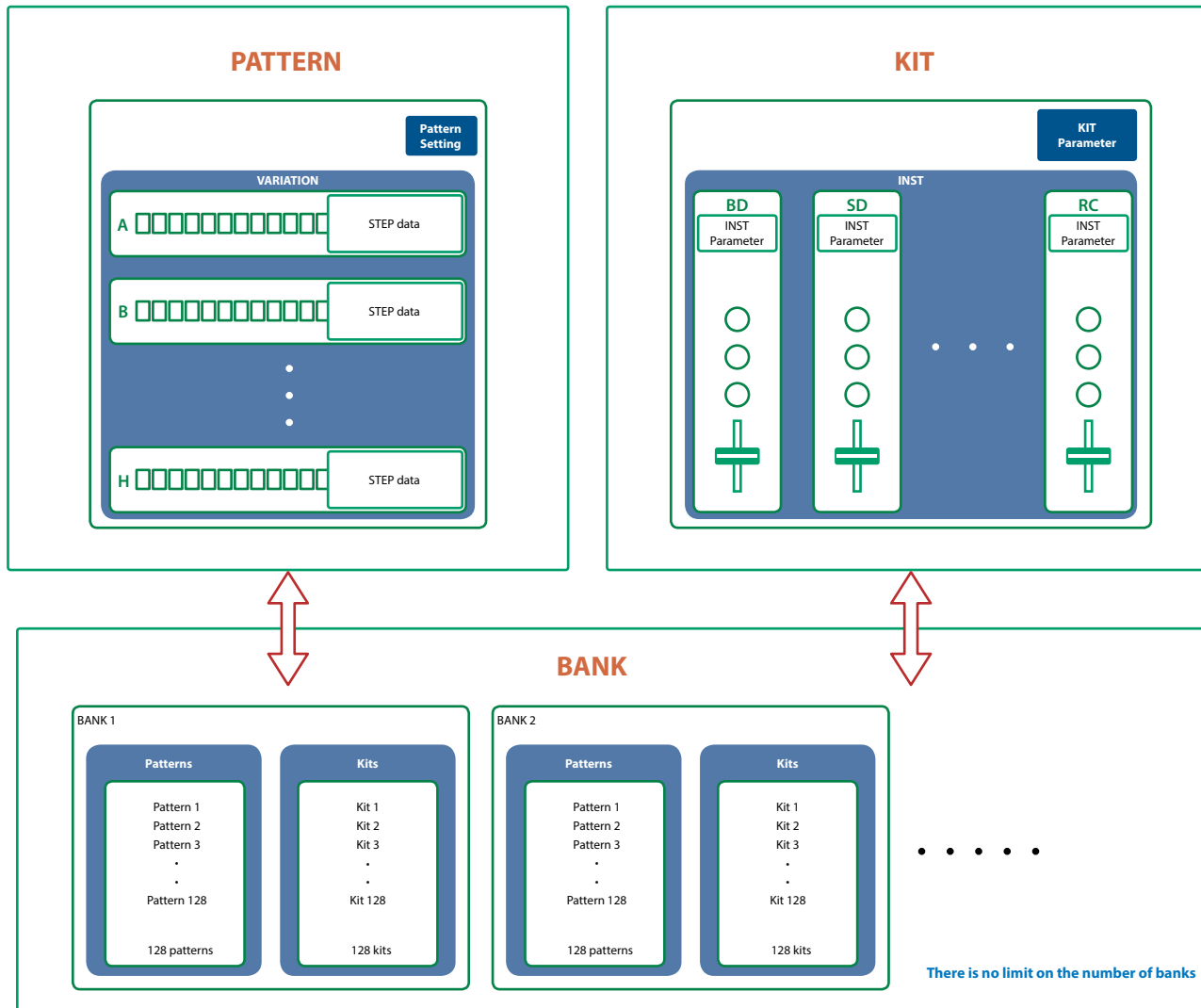
### [PAN] knob

Adjusts the pan (stereo position).

### [LEVEL] knob

Adjusts the volume of the instrument. This operates the same as the slider when the kit edit section is "ORG."

# 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. 9) 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"?

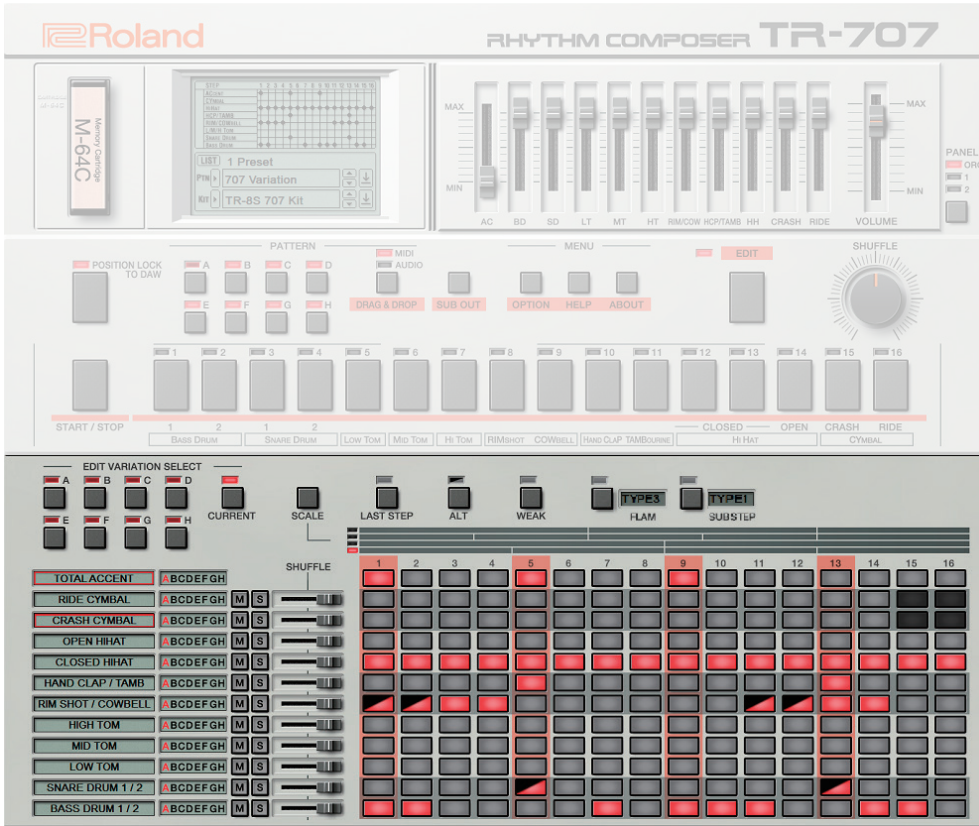
A "bank" is a set of 128 patterns and kits.

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

You can save a bank as a file (p. 10).



# Edit Window



Parameter	Value/Explanation
<b>EDIT VARIATION SELECT buttons</b>	<b>A-H:</b> Select the variation that you want to edit. <b>CURRENT:</b> Select the currently playing variation.
<b>[SCALE] button</b>	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.
<b>[LAST STEP] button</b>	Specifies the length of the pattern. You can set this individually for each instrument. When you input a step with this button turned on, you can use the alternate sound. In this case, the input switches in this manner: alternate sound → normal sound → off. <b>Alternate sound</b> You can choose different sounds for each step for the following instruments. <ul style="list-style-type: none"> <li>HAND CLAP / TAMBOURINE</li> <li>RIM SHOT / COWBELL</li> <li>SNARE DRUM 1 / 2</li> <li>BASS DRUM 1 / 2</li> </ul>
<b>[ALT] button</b>	Turn this on to enter weak beats.
<b>[WEAK] button</b>	Turn this on to enter a flam.
<b>[FLAM] button</b>	Sets the flam interval for each pattern. Click the text "TYPE" <b>TYPE1:</b> 0 msec <b>TYPE2-9:</b> Specify a spacing of 20-48 msec in 4 msec units.
<b>FLAM TYPE</b>	Turn this on when you input a sub step. For the sub steps you input, you can also divide the steps to create rolls or repeated strokes.
<b>[SUB STEP] button</b>	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. <b>TYPE1:</b> Duplets <b>TYPE2:</b> Triplets <b>TYPE3:</b> Quadruplets
<b>SUB STEP TYPE</b>	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.
<b>TOTAL ACCENT-BASS DRUM 1 / 2</b>	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.
<b>Variation indicator</b>	Specify mute/solo settings for each instrument (solo has priority).
<b>[M] (mute) / [S] (solo) button</b>	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.
<b>[SHUFFLE] slider</b>	These buttons set how the sounds play for each step. These buttons light up white as the respective instruments play during playback.
<b>Step buttons</b>	<b>TOTAL ACCENT</b> Illuminate the steps that you want to accent. <b>RIDE CYMBAL-BASS DRUM 1 / 2</b> Sets whether the instrument plays or not. 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 ACCENT [LEVEL] knob in the main window.  
(Accents apply to the same step of all instruments.)

## Inputting Weak Beats (WEAK)

### 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.

## Inputting an Alternate Sound (ALT)

### 1. Click the [ALT] button.

The bottom right diagonal half of the [ALT] indicator lights up red, letting you input an alternate sound.

### 2. Turn the steps on for instruments that play, which have an alternate sound.

The bottom right diagonal half of the steps for which alternate sounds are inputted light up in color.

#### MEMO

You can combine WEAK, FLAM and SUB STEP input.

## Specifying a Flam (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 (SUB STEP)

### 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.

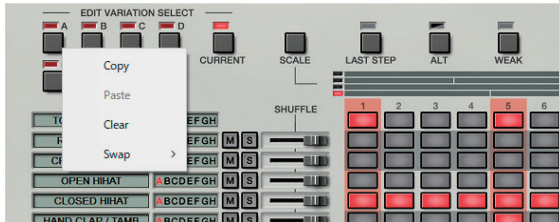
You can enter sub steps in combination with weak beats.

#### MEMO

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

## Editing a Variation

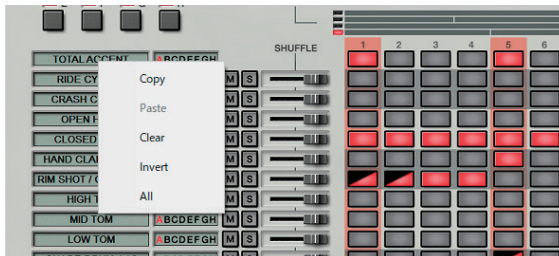
Right-click the EDIT VARIATION SELECT button to use the following functions.



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.

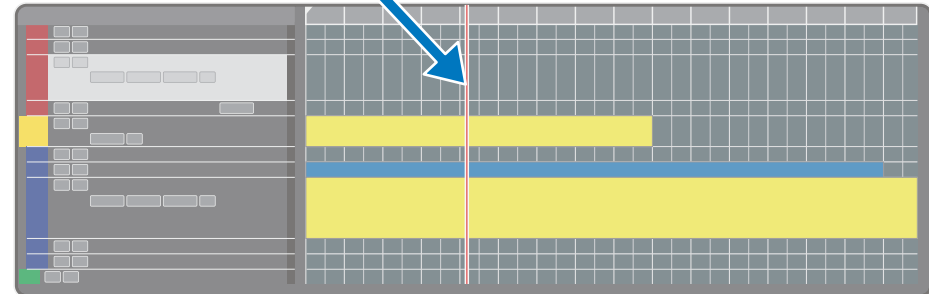
## Placing a Pattern in a DAW Track

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 [DRAG&DROP] button or [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 1/2
Sub out 2	SNARE DRUM 1/2
Sub out 3	LOW TOM
Sub out 4	MID TOM
Sub out 5	HI TOM
Sub out 6	RIM SHOT/COWBELL
Sub out 7	HAND CLAP/TAMBOURINE
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-707 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	BASS DRUM 1
36	BASS DRUM 2
37	RIM SHOT
38	SNARE DRUM 1
39	HAND CLAP
40	SNARE DRUM 2

Note number	Sound/Function
41, 43	LO TOM
42, 44	CLOSED HIHAT
45, 47	MID TOM
46	OPEN HIHAT
48, 50	HI TOM
49	CRASH CYMBAL
51	RIDE CYMBAL
54	TAMBOURINE
56	COWBELL

- \* 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-707 Software Rhythm Composer receives the following CC messages.

CC#	Parameter
7	VOLUME
9	SHUFFLE
19	PCM CLK
20	BD TUNE
21	BD ATTACK
23	BD DECAY
24	BD LEVEL
25	SD TUNE
26	SD SNAPPY
28	SD DECAY
29	SD LEVEL
46	LT TUNE
47	LT DECAY
48	LT LEVEL
49	MT TUNE
50	MT DECAY
51	MT LEVEL
52	HT TUNE
53	HT DECAY
54	HT LEVEL
55	RIM/COW TUNE
56	RIM/COW DECAY
57	RIM/COW LEVEL

CC#	Parameter
58	HCP/TAMB TUNE
59	HCP/TAMB DECAY
60	HCP/TAMB LEVEL
62	HH C.DECAY
71	ACCENT
80	HH TUNE
81	HH O.DECAY
82	HH LEVEL
83	CRASH TUNE
84	CRASH DECAY
85	CRASH LEVEL
86	RIDE TUNE
87	RIDE DECAY
88	RIDE LEVEL
96	BD FX
97	SD FX
102	LT FX
103	MT FX
104	HT FX
105	RIM/COW FX
106	HCP/TAMB FX
108	HH FX
109	CRASH FX
110	RIDE FX

# Patterns/Kits and Banks

## 1. Click the [LIST] button.

The Memory Select window opens.

The screenshot shows the Memory Select window with a grid of memory slots. The grid has columns for BANK, PATTERN, and KIT. The first column shows bank numbers (001 to 022). The second and third columns show pattern and kit names and numbers. A callout box points to the [NEW] button, [DELETE] button, [LOAD] button, and [SAVE] button. Another callout box points to the [WRITE] button, [RENAME] button, and [READ] button. A callout box points to the "i" symbol in the bottom left corner. A callout box points to the "Switches between patterns and kits." button. A callout box points to the "The selected memory is highlighted." text. A callout box points to the "WRITE RENAME READ" buttons at the bottom right.

**[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.

Switches between patterns and kits.

The selected memory is highlighted.

WRITE RENAME READ

## "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. 10).**
- 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. 10).**
- 2. At the left of the bank field, click [▶] button.**
- 3. Edit the name and press the Return (Enter) key.**

## Patterns and Kits

TR-707 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

Follow these steps to save your edited pattern or kit 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 pattern or kit 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	<b>Original (Normal):</b> This is the conventional screen layout.
	<b>Compact (Normal):</b> The screen is shown in a smaller format, without using extra space.
	<b>Original (Aged):</b> Displays a well-worn and faded-out panel image.
	<b>Compact (Aged):</b> Displays a well-worn and faded-out panel image in a smaller format.
Edit Window	<b>Button:</b> Displays a screen with the step buttons.
	<b>LCD:</b> Displays a screen with an LCD-like design.
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. 9)
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
Position Lock to DAW	Sets whether the pattern playback of the TR-707 is synchronized with the DAW transport (playback/stop/playback location) or not.
	When this is ON, the TR-707 pattern plays back and stops along with the DAW.
	Turn this OFF when you want the sounds of the TR-707 to be triggered by the DAW track.
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
	<b>MIDI CTRL Input:</b> TR-8S CTRL
	<b>MIDI CTRL Output:</b> TR-8S CTRL
	<b>Flip Scroll Direction:</b> 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-707 Software Rhythm Composer.