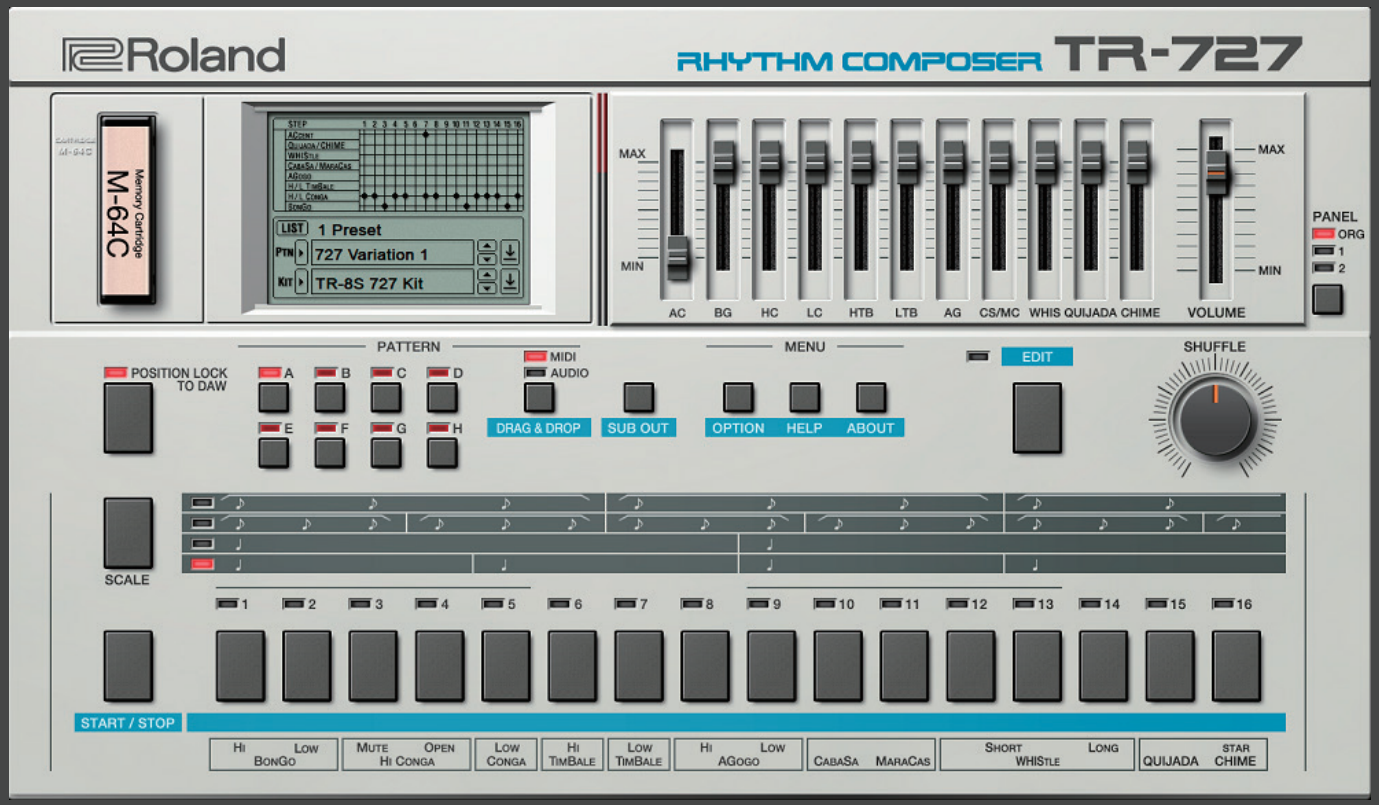
Roland



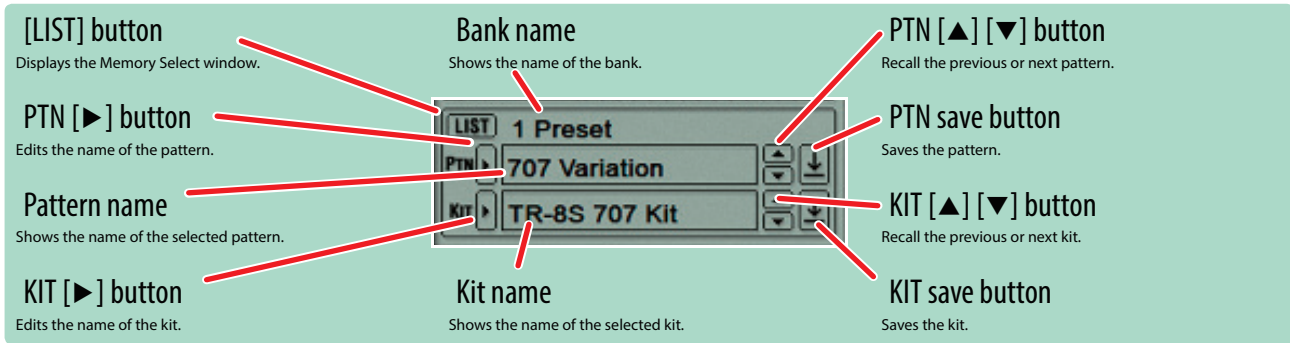
TR-727 Software Rhythm Composer

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.

Screen Structure



Pattern display

Shows the pattern.
Click this to show the edit window.

Level meter

Shows the output level.

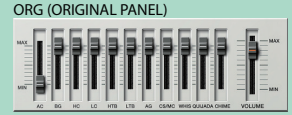
Kit edit section

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-727 is synchronized with the DAW transport (playback/stop/playback location) or not.

When this is ON, the TR-727 pattern plays back and stops along with the DAW.

Turn this OFF when you want the sounds of the TR-727 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.

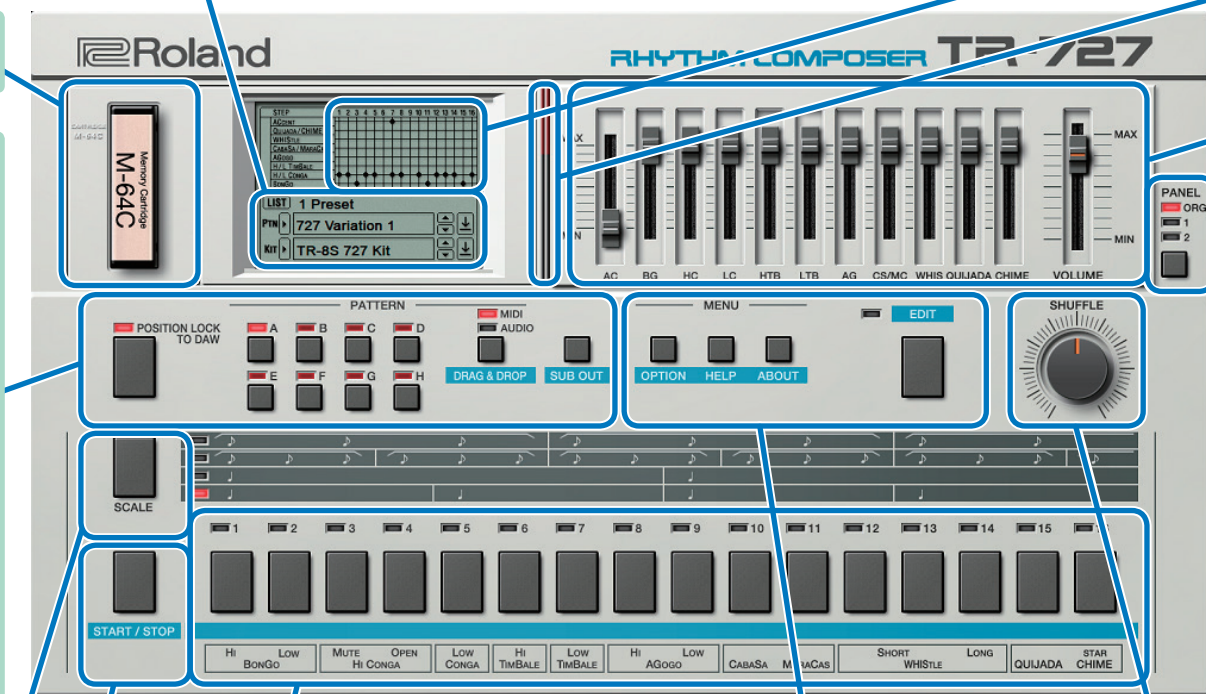
The currently playing variation button blinks.

[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.

[ABOUT] button

Displays information about TR-727 Software Rhythm Composer.

[HELP] button

Displays help.

[EDIT] button

Shows the edit window.

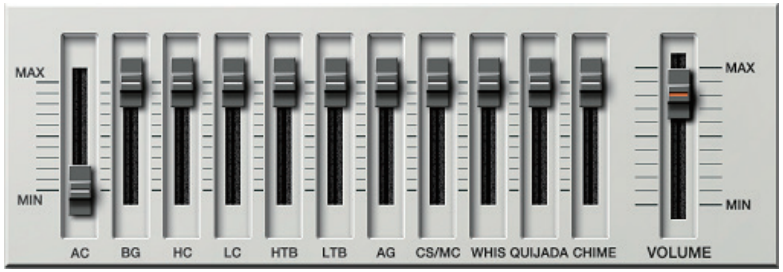
[SHUFFLE] knob

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.

Kit Edit Section

ORG (ORIGINAL PANEL)



AC (ACCENT) slider
Sets the strength of the accent.

BO (BONGO) slider
Sets the bongo volume.

HC (HI CONGA) slider
Sets the high conga volume.

LC (LOW CONGA) slider
Sets the low conga volume.

HTB (HI TIMBALE) slider
Sets the high timbale volume.

LTB (LOW TIMBALE) slider
Sets the low timbale volume.

AG (AGOGO) slider
Sets the agogo volume.

CS/MC (CABASA/MARACAS) slider
Sets the cabasa/maracas volume.

WHIS (WHISTLE) slider
Sets the whistle volume.

QUIJADA slider
Sets the qhuijada volume.

CHIME (STAR CHIME) slider
Sets the star chime 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.

[TUNE] knob
Adjusts the pitch of each instrument.

[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.

[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

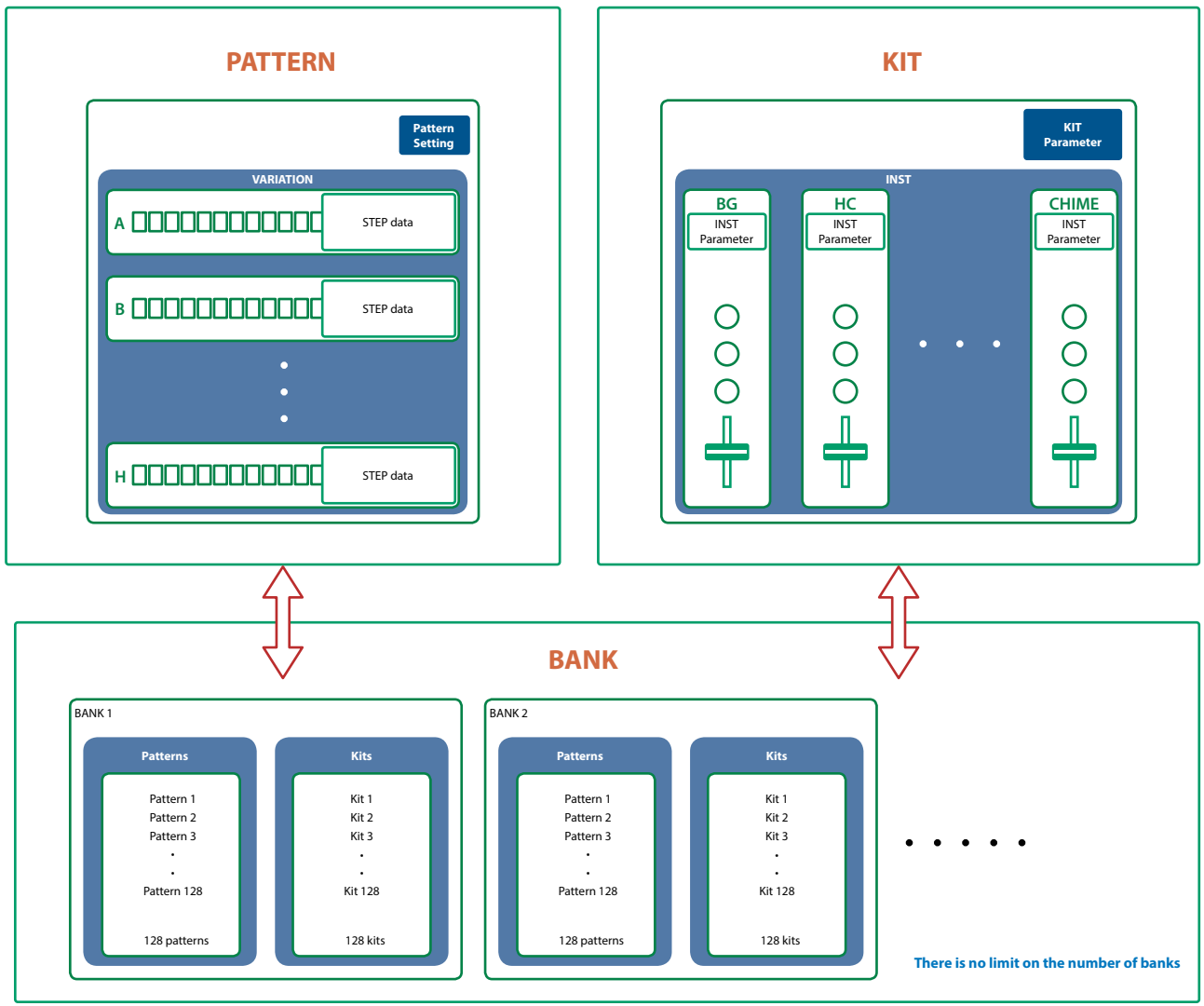
[GAIN] knob
Adjusts the gain.

[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.

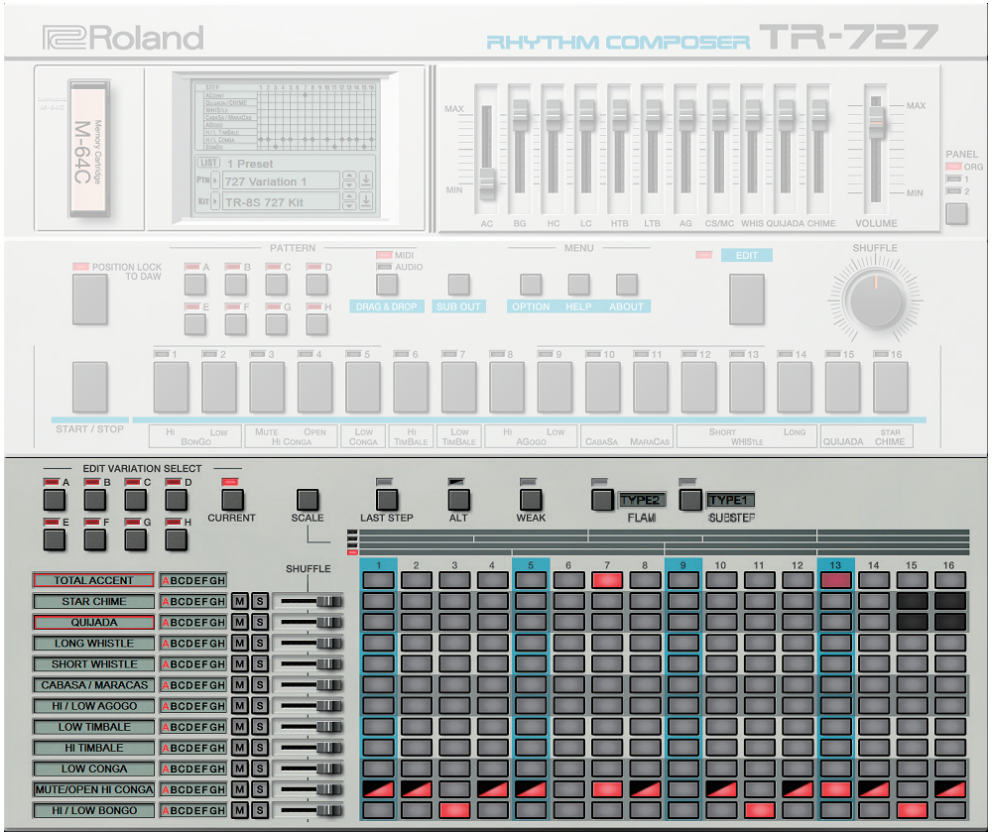
What Is a "Bank"?

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
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.
[ALT] button	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. **Alternate sound** You can choose different sounds for each step for the following instruments. • CABASA / MARACAS • HI / LOW AGOGO • MUTE / OPEN HI CONGA • HI / LOW BONGO
[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 when you input a sub step. For the sub steps you input, you can also divide the steps to create rolls or repeated strokes.
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–HI / LOW BONGO	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.
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** Illuminate the steps that you want to accent. **RIDE CYMBAL–BASS DRUM 1 / 2** 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.

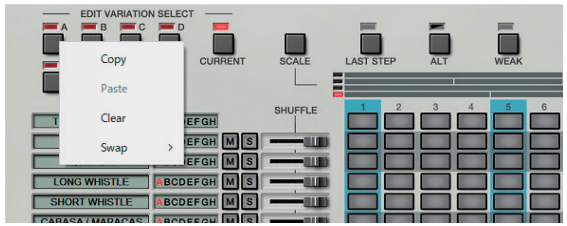
You can enter sub steps in combination with weak beats.

MEMO

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

Editing a Variation

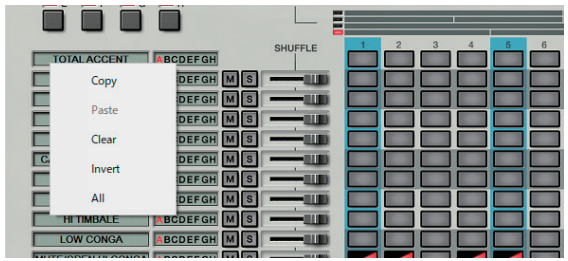
Right-click the EDIT VARIATION SELECT button to use the following functions.



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.

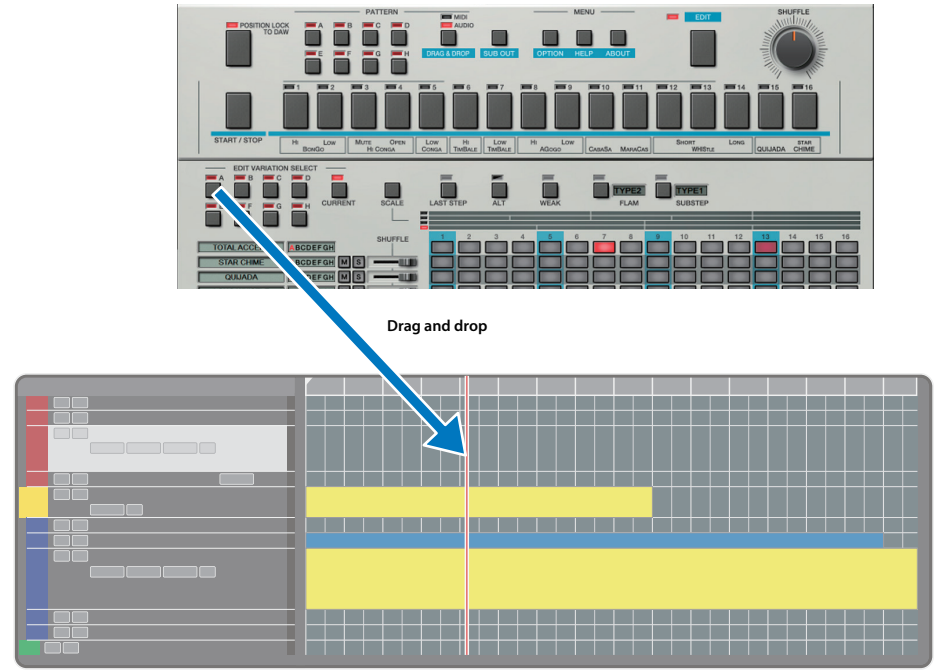


Function	Explanation
Copy	Copies the pattern of the selected instrument.
Paste	Pastes the copied pattern to the selected instrument. The instrument is overwritten.
Clear	Erases the pattern of the selected instrument.
Invert	Exchanges the steps that sound the selected instrument with the steps that are 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.



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	HI/LOW BONGO
Sub out 2	MUTE/OPEN HI CONGA
Sub out 3	LOW CONGA
Sub out 4	HI TIMBALE
Sub out 5	LOW TIMBALE
Sub out 6	HI/LOW AGOGO
Sub out 7	CABASA / MARACAS
Sub out 8	SHORT WHISTLE
Sub out 9	LONG WHISTLE
Sub out 10	QUIJADA
Sub out 11	STAR CHIME

* 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-727 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
60	HI BONGO
61	LOW BONGO
62	MUTE HI CONGA
63	OPEN HI CONGA
64	LOW CONGA
65	HI TIMBALE

Note number	Sound/Function
66	LOW TIMBALE
67	HI AGOGO
68	LOW AGOGO
69	CABASA
70	MARACAS
71	SHORT WHISTLE
72	LONG WHISTLE
73	QUIJADA
74	STAR CHIME

* 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-727 Software Rhythm Composer receives the following CC messages.

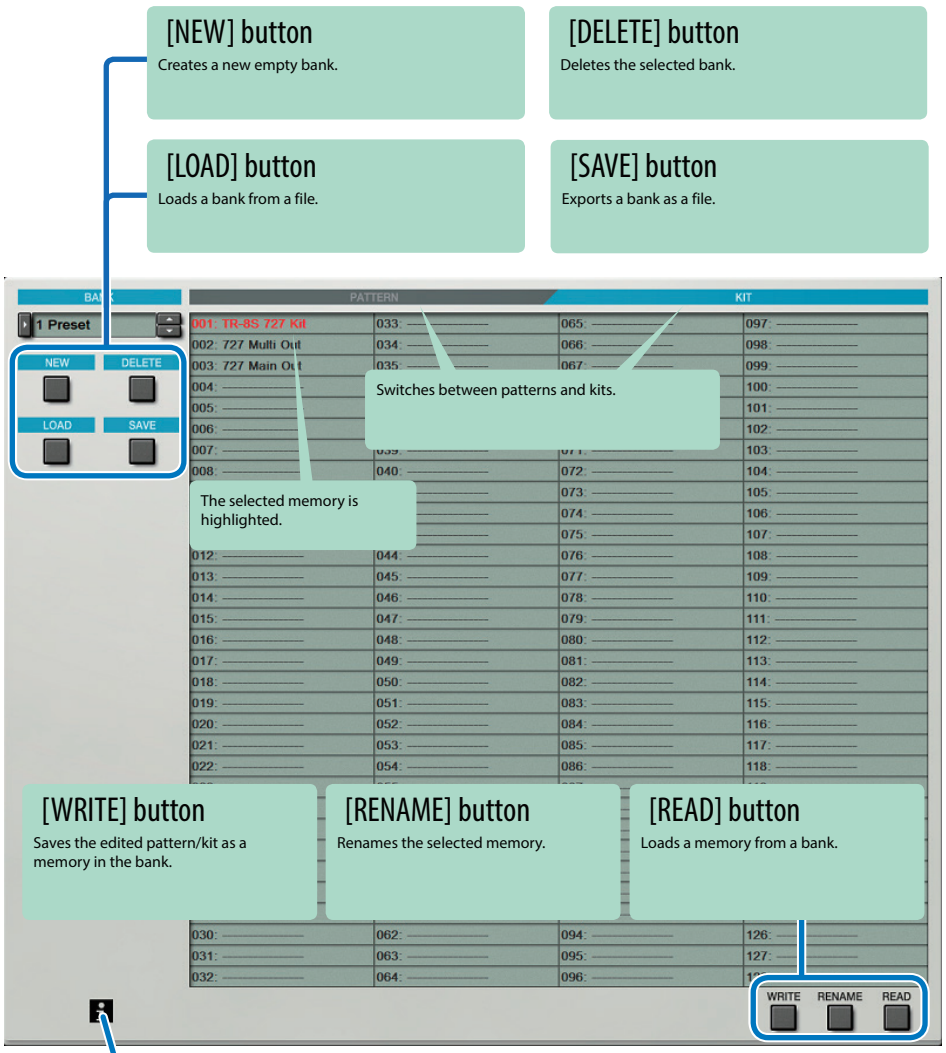
CC#	Parameter
7	VOLUME
9	SHUFFLE
19	PCM CLK
20	BG TUNE
23	BG DECAY
24	BG LEVEL
25	HC TUNE
28	HC DECAY
29	HC LEVEL
46	LC TUNE
47	LC DECAY
48	LC LEVEL
49	HTB TUNE
50	HTB DECAY
51	HTB LEVEL
52	LTB TUNE
53	LTB DECAY
54	LTB LEVEL
55	AG TUNE
56	AG DECAY
57	AG LEVEL
58	CS/MC TUNE

CC#	Parameter
59	CS/MC DECAY
60	CS/MC LEVEL
62	WHIS S.DECAY
71	ACCENT
80	WHIS TUNE
81	WHIS L.DECAY
82	WHIS LEVEL
83	QUIJADA TUNE
84	QUIJADA DECAY
85	QUIJADA LEVEL
86	CHIME TUNE
87	CHIME DECAY
88	CHIME LEVEL
96	BG FX
97	HC FX
102	LC FX
103	HTB FX
104	LTB FX
105	AG FX
106	CS/MC FX
108	WHIS FX
109	QUIJADA FX
110	CHIME FX

Patterns/Kits and Banks

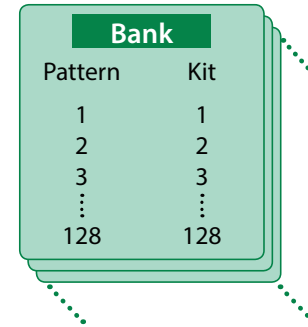
1. Click the [LIST] button.

The Memory Select window opens.



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.



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-727 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.

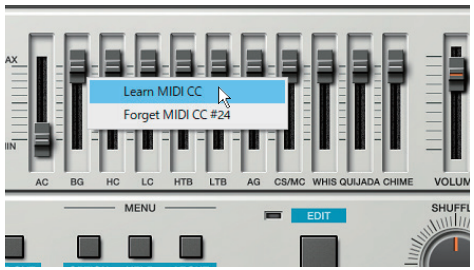
Renaming a Pattern or Kit

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

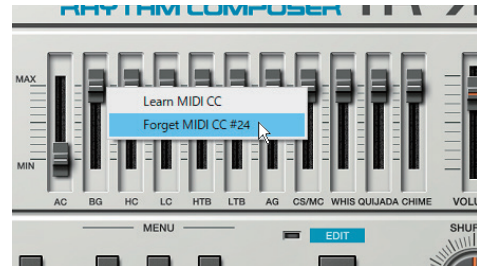


1. **Right-click the sound parameter controller (knob or slider).**
2. **Choose "Learn MIDI CC."**
3. **Operate your external MIDI device to transmit a control change message.**

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."**

Option

1. Click the [OPTION] button.

2. Select items.

A ✓ is shown for the selected item.

Item	Explanation
Layout	**Original (Normal):** This is the conventional screen layout. **Compact (Normal):** The screen is shown in a smaller format, without using extra space. **Original (Aged):** Displays a well-worn and faded-out panel image. **Compact (Aged):** Displays a well-worn and faded-out panel image in a smaller format.
Edit Window	**Button:** Displays a screen with the step buttons. **LCD:** 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-727 is synchronized with the DAW transport (playback/stop/playback location) or not. When this is ON, the TR-727 pattern plays back and stops along with the DAW. Turn this OFF when you want the sounds of the TR-727 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 **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-727 Software Rhythm Composer.