

V-Drums  
**TD-50X**  
DRUM SOUND MODULE  
Reference Manual

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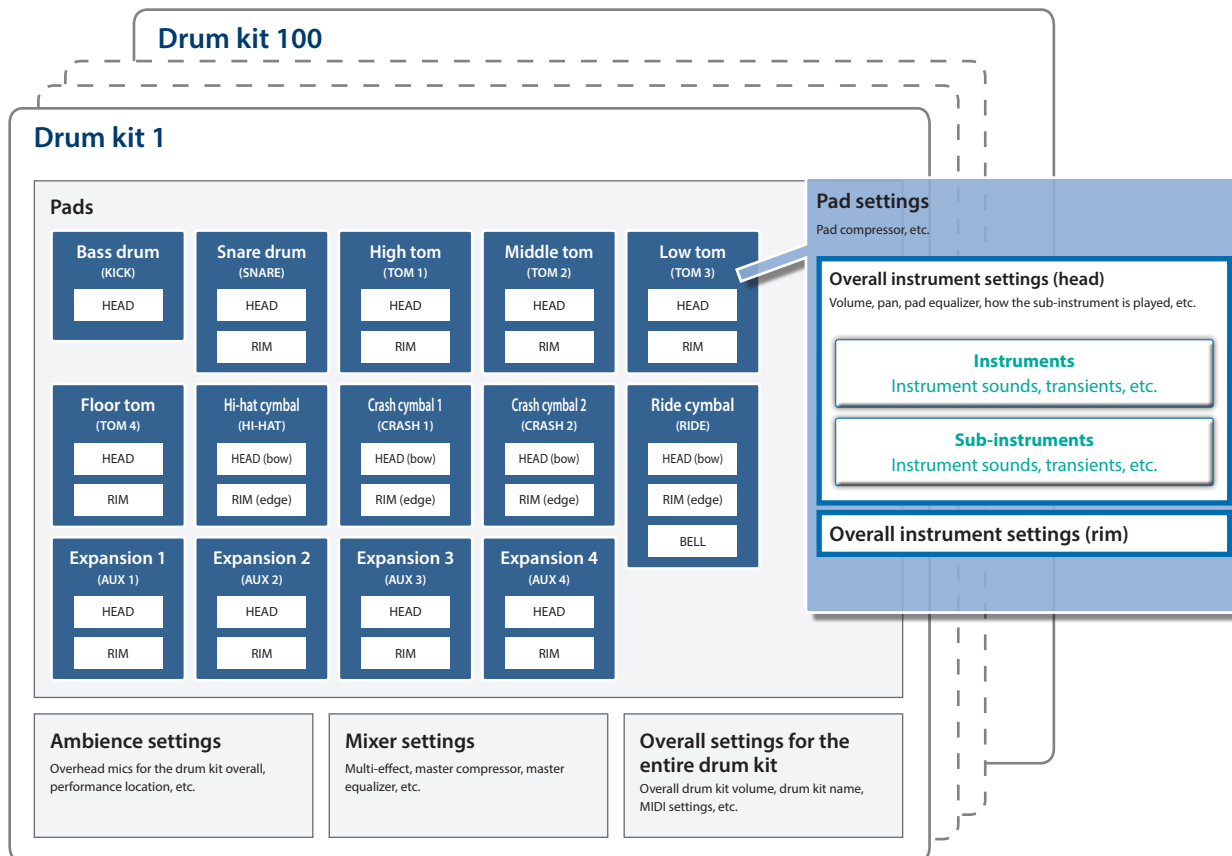
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# Getting Ready

## An Overview of the TD-50X

### Drum Kits

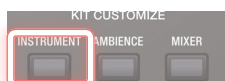
On the TD-50X, the sounds that play when you strike each pad are called “instruments.” A set of instruments allocated to the respective pads is called a “drum kit.”



#### MEMO

- When you change a drum kit setting, the changed setting is saved automatically.
- For details on the parameter configuration of the drum kits, please refer to the “Data List” (PDF).

### Instruments (p. 28)



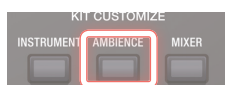
The snare drum, kick drum and other instrument sounds are referred to as “instruments.”

You can allocate different instruments to the head, rim and other parts of each pad.

Create the sound you like by modifying the settings of each instrument. With the instruments, you can recreate the changes in sound from different depths of drum shells, add transient effects and change the sound in other ways.

Also, audio files that you created on your computer can be imported from an SD card into the TD-50X, and played as instruments (with the User Sample function).

### Ambience (p. 32)



“Ambience” is an effect that recreates the reverberations of a performance space.

You can adjust the overhead mic sound (which picks up the overall sound of the drum kit), the room ambience and the reverb (room type and size, reverberation sound, etc.).

Ambience can be applied individually for each drum kit. You can also set how much effect is applied for each pad.

### Mixer (p. 32)

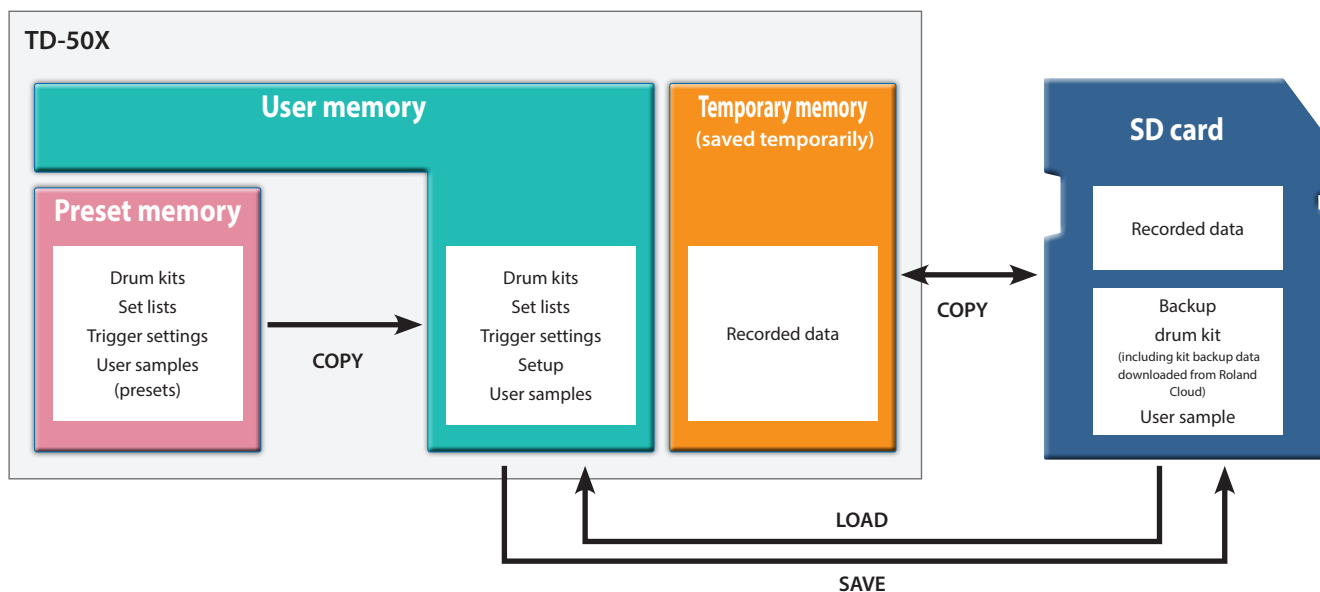


This sets the volume balance, pan, effects and so on for each pad. The TD-50X features the following effect types. Some of these can be applied per pad, and some are applied to the entire drum kit.

Effects	Explanation
<b>Pad equalizer/ Pad compressor</b> (PAD EQ/PAD COMP)	Use the equalizer to adjust the sound balance for each frequency range, divided into high, middle, low range and so on.  Use the compressor to suppress peaks in volume by adjusting the attack and sound pressure. With the pad equalizer, you can apply the effect differently per pad zone; and with the pad compressor, you can apply the effect for each individual pad.
<b>Multi-effect (MFX)</b>	With the multi-effect, you can select and apply three effects from a total of 38 effect types. The multi-effect can be applied individually for each drum kit. You can also set how much effect is applied for each pad.
<b>Master compressor/ Master EQ</b> (MASTER COMP/MASTER EQ)	This lets you apply compressor and equalizer effects to the entire drum kit.

## Memories

The settings for drum kits, triggers and so on are saved in “memories.”



### Preset memory

This is where the factory default settings are saved.

You can copy the preset memory data to a user memory and restore it to the default settings (p. 62).

The following settings are stored in preset memory.

- Drum kits (p. 4)
- Set lists (p. 47)
- Trigger settings (p. 49)
- User samples (presets) (p. 39)

\* User samples (presets) cannot be copied. By executing a factory reset, you can return the user samples in user memory to their factory-set state.

### User memory

The settings saved in user memory that are used when editing or playing.

Data from SD card or preset memory can also be loaded or copied into this area (p. 45).

The following settings are saved in user memory.

- Drum kits (p. 4)
- Set lists (p. 47)
- Trigger settings (p. 49)
- Setup (p. 57)
- User samples (p. 39)

### Temporary memory (saved temporarily)

The data (one song) recorded on the TD-50X is held in the unit's temporary memory.

You can copy the recorded data in temporary memory to an SD card (p. 45), or export it as an audio file (WAV) or SMF to an SD card (p. 26).

\* When you turn off the power, the data recorded in temporary memory is erased.

### SD card

The settings saved in user memory can be saved as a set on an SD card, allowing you to save (back up) up to 99 sets.

Separately from backups, 999 drum kits can also be saved.

Also, you can directly record what you play on the TD-50X to the SD card.

#### MEMO

- The data that is saved on an SD card can be loaded into user memory, or copied. For details, refer to “Backing Up to an SD Card” (p. 53).
- For details on the folder structure of an SD card, refer to “SD card folder structure” (p. 53).

## About Performance Techniques

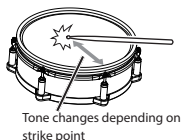
As with an acoustic drum kit, the TD-50X supports a variety of playing techniques.

### NOTE

- Use only wooden or plastic sticks. Using carbon or metal sticks may cause the sensors to malfunction.
- Use nylon brushes. Using metal brushes may cause the sensors to malfunction or damage the pads.

### Pads

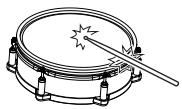
#### Head shot



Tone changes depending on strike point

Hit only the head of the pad. For a certain snare drum, the tone will change naturally as you move the strike location from the center of the head toward the rim.

#### Rim shot



Strike the head and the rim of the pad simultaneously. A sound (rim sound) different than the head shot will be heard.

#### Cross stick



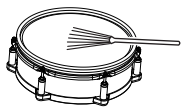
Strike the rim while placing your hand on the head. Snare sounds can produce different sounds in response to different playing techniques; for example they can produce a rim sound when played using a rim shot, or a cross-stick sound when played using a cross-stick technique.

Connect a pad that supports rim shot techniques to the TRIGGER IN (2 SNARE) jack, or connect a digitally-connected pad (such as the PD-140DS) that supports cross-stick techniques and assign the pad to the snare drum.

For pads other than the PD-140DS, strike the rim only—do not touch the head.

On some snare sounds, it might not be possible to play separate sounds in this way.

#### Playing with brushes



You can use brushes to scrape the head (brush sweep). Connect a pad with a mesh head to the TRIGGER IN (2 SNARE) jack, or connect a digitally-connected pad (such as the PD-140DS) that allows brush playing technique and assign it to the snare.

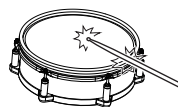
Further, assign an instrument that supports brush techniques to the head of the snare, and turn the Brush Switch “ON.”

For details, refer to “Playing with Brushes” (p. 37).

### Change the nuance of the rim shot

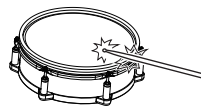
With certain snare and tom sounds, slight changes in the way you play rim shots changes the nuance.

#### Normal rim shot (Open rim shot)



Strike the head and rim simultaneously.

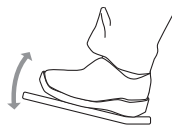
#### Shallow rim shot



Simultaneously strike the head near the rim and the rim itself.

### Hi-hat

#### Open/closed



The hi-hat tone changes continuously from open to closed in response to how far the hi-hat stand pedal is pressed.

You can also play a foot-close sound by pressing the pedal, or a foot-splash sound by pressing the pedal and then immediately opening it.

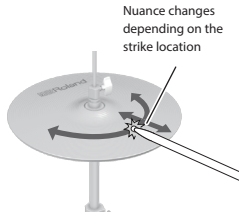
#### Pressure (VH-14D, VH-13)



When you strike the hi-hat while pressing on the pedal with the hi-hat closed, you can then change the closed tone in response to the pressure you place on the pedal.

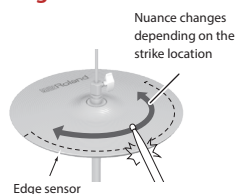
The VH-11, VH-10, FD-9 and FD-8 do not support pressure.

#### Bow shot



This is the technique used when striking the surface of the top cymbal. It corresponds to the sound of the “head-side” of the connected trigger input.

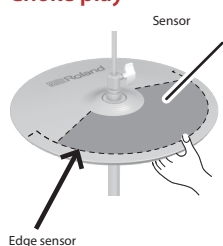
If you are using a digitally-connected pad that distinguishes between where you strike it (such as the VH-14D), the nuances of certain hi-hat sounds change depending on where you strike the bow.

**Edge shot**

This technique involves striking the edge of the top cymbal with the shoulder of the stick. When played as shown in the illustration, the “rim-side” sound of the connected trigger input is triggered.

Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound. Strike the cymbal as shown in the illustration.

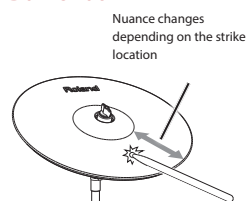
If you are using a digitally-connected pad that distinguishes between where you strike it (such as the VH-14D), the nuances of the sound change depending on where you strike the edge.

**Choke play**

If you use your hand to choke (grasp) the edge sensor after striking the hi-hat, the sound stops.

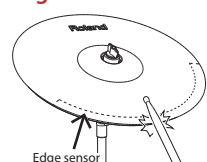
With the VH-14D, the sound stops (is muted) even if you simply place your hand on the sensor detection area.

The sound is shorter when you strike the cymbal while it is choked or muted.

**Cymbals****Bow shot**

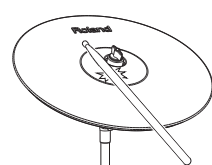
This is the most common playing method, playing the middle area of the cymbal. It corresponds to the sound of the “head-side” of the connected trigger input.

For specific ride sounds, the tonal nuance changes depending on the point at which you strike the bow.

**Edge shot**

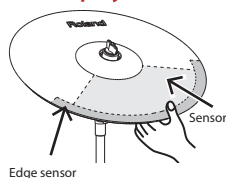
This playing method involves striking the edge with the shoulder of the stick. When played as shown in the illustration, the “rim-side” sound of the connected trigger input is triggered.

Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound. Strike the cymbal as shown in the illustration.

**Bell shot**

This is the method of striking the bell area. When the bell area shown in the illustration is struck, the bell sound is heard.

Connect a pad that can be connected to the TRIGGER IN (10 RIDE - BELL jack), or connect a digitally-connected pad (such as the CY-18DR) that lets you use the bell shot playing technique, and assign it to the ride.

**Choke play**

If you use your hand to choke (grasp) the edge sensor after striking the cymbal, the sound stops (mutes).

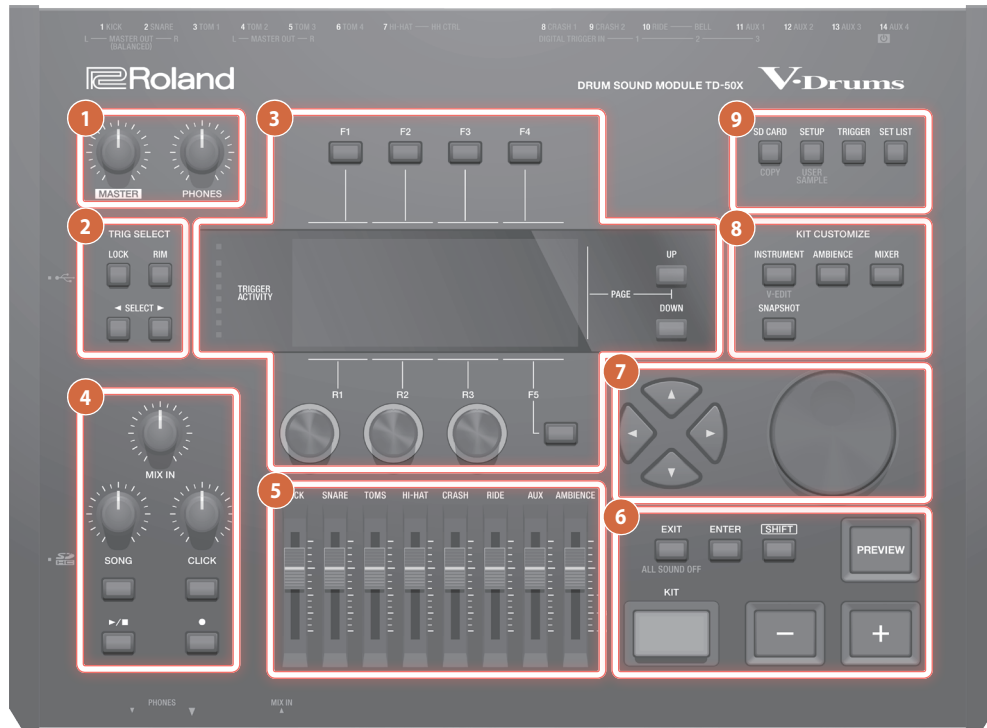
With the CY-18DR, the sound stops even if you simply place your hand on the sensor detection area.

The sound is shorter when you strike the cymbal while it is choked or muted.



Panel Descriptions

Top Panel



**1** **[MASTER] knob**  
Adjusts the volume from the MASTER OUT jacks.

**[PHONES] knob**  
Adjusts the volume of headphones connected to the PHONES jack.

**2** **TRIG SELECT**  
**[LOCK] button**  
When you press the [LOCK] button to make it light up, the pad to set does not switch to a different pad even if you strike it.

**[RIM] button**  
When using a pad that supports rim playing, this selects whether to set the head or the rim. For pads that support three-way triggering, this switches between the head, rim and bell.

**SELECT [◀] [▶] buttons**  
Selects the pad to configure (trigger input number).

**3** **[F1]–[F5] buttons (Function buttons)**  
The function of these buttons changes depending on what is shown in the display. Use them to switch between the tabs shown in the upper part of the display, or to set the functions in the upper and lower parts of the display.

**[R1]–[R3] knobs (rotary knobs)**  
The function of these knobs changes depending on what is shown in the display. Use these controls to change the function values shown in the lower part of the display.

**PAGE [DOWN] [UP] buttons**  
Press these buttons when the PAGE [UP] [DOWN] buttons are lit to switch between screen pages.

**TRIGGER ACTIVITY indicator**  
These indicators light when a trigger signal (the signal outputted from a pad when it is struck) is received. Use them to check whether the pads are properly connected.

**Display**  
Shows various information for the operation.

**4** **[MIX IN] knob**  
Adjusts the volume of the input sounds from the MIX IN jacks on the front and rear panels.

**[SONG] knob**  
Adjusts the volume of a song (audio file). Note that this has no effect on the built-in drum performance sounds or the performance sounds of recorded drums.

**[SONG] button**  
Displays the SONG screen. Press this when you want to play back a song or recorded data, or to make song-related settings.

**[CLICK] knob**  
Adjusts the click volume.

**[CLICK] button**  
This lets you play the click sound and make click or tempo-related settings. You can also use this for training your sense of rhythm.



**[▶/■] button**

Plays/stops the song or recorded data.

**[●] button**

Press this to record your playing.

**5 Faders**

Use these to adjust the volume of the kick, snare, hi-hat and other percussion, the ambience and so on.

**6****[KIT] button**

The DRUM KIT screen appears.

**[-] [+] buttons**

Use these buttons to switch between drum kits and change values.

**[EXIT] button**

Press this once to return to the next-higher level screen. When you press this several times in a row, the display eventually returns to the DRUM KIT screen. Also, when you press the [EXIT] button while holding down the [SHIFT] button, this stops (mutes) all of the sounds that are playing (ALL SOUND OFF). This is useful when you want to stop several loop phrases all at once.

**[ENTER] button**

Press this button to confirm a value or operation.

**[SHIFT] button**

This is used in conjunction with other buttons. The function of other buttons changes while you are holding down this button.

**[PREVIEW] button**

This button is for previewing instruments. Pressing the button harder makes the volume louder.

If you use the SELECT [◀] [▶] buttons to select a trigger input number, you can still hear sound even when the TD-50X is not connected to a pad.

**7****[▲] [▼] [◀] [▶] buttons (Cursor buttons)**

Move the cursor.

**Dial**

This functions in the same way as the [-] [+] buttons. Use this dial when you want to make broad changes to the drum kit or settings.

**8 KIT CUSTOMIZE****[INSTRUMENT] button**

Sets the instrument (sound). By pressing the [INSTRUMENT] button while holding down the [SHIFT] button, you can go directly to the instrument's edit (V-EDIT) page.

**[AMBIENCE] button**

Sets the sound of the overhead mic that captures sound from the entire kit, as well as the reverberation and sound of the place where the drums are played.

**[MIXER] button**

Sets the volume, pan, multi-effects, equalizer, compressor and other settings for each pad.

**[SNAPSHOT] button**

You can temporarily save the currently-edited drum kit, and compare it with the current settings or revert back to it (Snapshot function).

**9****[SD CARD] button**

Use this for operations related to the SD card, such as saving or loading data. Also, you can copy settings such as drum kit and instruments by pressing the [SD CARD] button while holding down the [SHIFT] button.

**[SETUP] button**

This button is used for settings related to the TD-50X overall, such as output destination (output assign), MIDI and so on. Press the [SETUP] button while holding down the [SHIFT] button to use the User Sample functions (p. 39) such as loading user samples and so on.

**[TRIGGER] button**

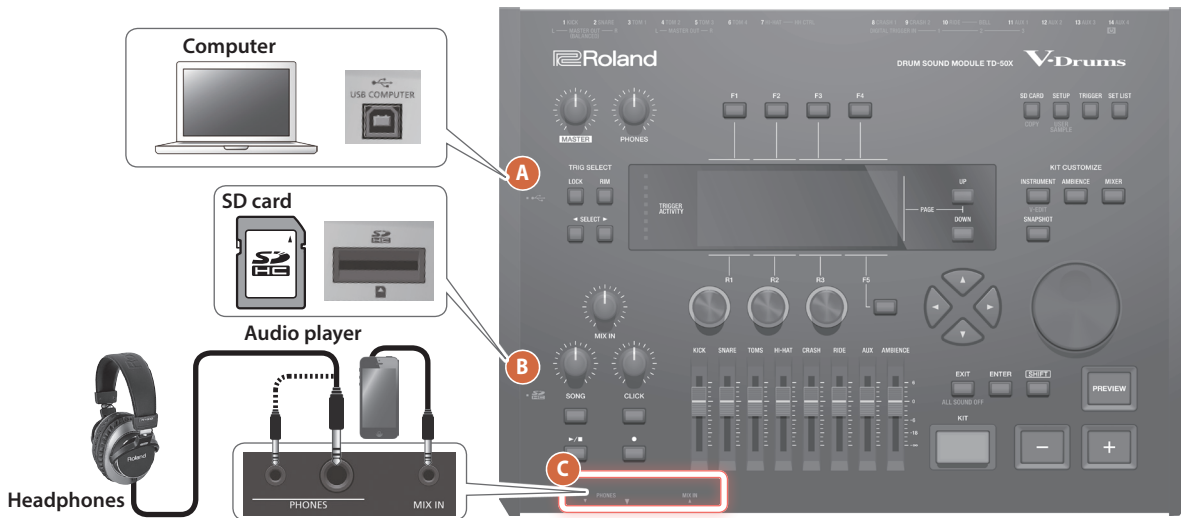
Sets the trigger parameters.

**[SET LIST] button**

Use this button to create set lists, and to switch between drum kits in the order specified in the set list. The [SET LIST] button lights when the Set List function is on.

Side Panel/Front Panel

\* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



**A USB COMPUTER port**

Connect your computer to the TD-50X's USB port via USB cable (p. 43). You can use DAW software to record a TD-50X performance as audio or MIDI, or you can use the TD-50X to hear sound that's played back from the computer.

**B SD card slot**

Insert a commercially available SD card (SDHC cards (up to 32 GB) are supported).  
 You can save the songs and data from the TD-50X to an SD card. You can also use an SD card to import user samples and export the songs that you recorded, among other uses.  
 Before using an SD card for the first time, you must format it on the TD-50X (p. 56).

- \* Never turn off the power or remove the SD cards while the screen indicates "Processing..."
- \* Some memory card types or memory cards from some manufacturers may not record or play back properly on the unit.

**C PHONES jacks**

Connect your headphones here.  
 Even if your headphones are connected, sound is still output from each output jack.

**MIX IN jack**

Connect an audio playback device here, such as an audio player (your smartphone).

Bottom Panel

Mounting on a stand

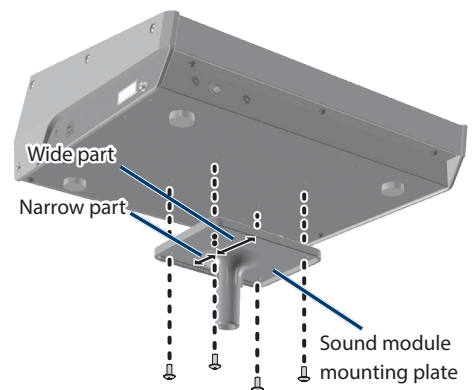
Use the included sound module mounting plate to attach the TD-50X to a drum stand (e.g., the MDS or PDS series; sold separately).

Use the screws at the bottom of the TD-50X to mount the sound module as shown in the illustration.

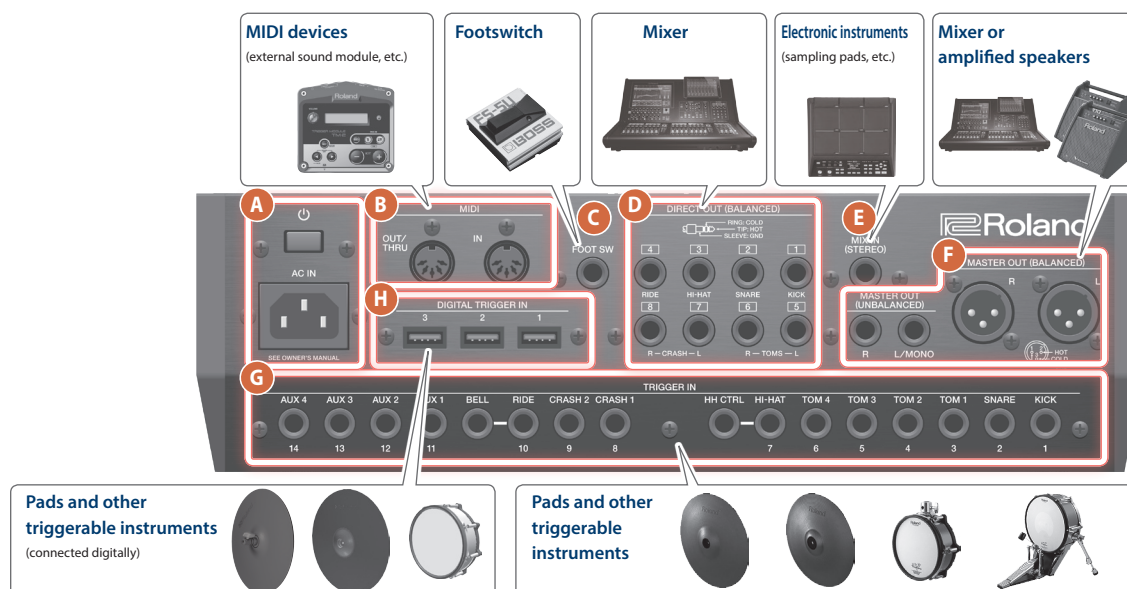
- \* Do not use screws other than those on the bottom of the TD-50X. Using improper screws may cause the unit to malfunction.
- \* When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.

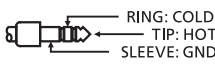

**MEMO**

The All Purpose Clamp (APC-33; sold separately) can be attached in case you want to mount the TD-50X on a cymbal stand or other such stand. The unit can be mounted on a pipe with a diameter between 10.5 and 28.6 mm.



## Rear Panel (Connecting Your Equipment)



- A** **[⏻] switch**  
 Turns the power on/off.  
**AC IN jack**  
 Connect the included power cord.
- B** **MIDI connectors**  
 Connect an external MIDI device such as an external sound module.
- C** **FOOT SW jack**  
 You can connect a footswitch (sold separately: BOSS FS-5U, FS-6) and use it to control various things.
- D** **DIRECT OUTPUT (BALANCED) jacks**  
 Connect these to your mixer etc.  
 Use the [SETUP] button to set which of the DIRECT OUT 1–8 jacks that the instruments or other sounds are outputted to.  
 \* Pin assignment of DIRECT OUTPUT (BALANCED) jacks 
- E** **MIX IN (STEREO) jack**  
 Connect this to an electronic instrument such as a sampling pads.
- F** **MASTER OUT (BALANCED) jacks / MASTER OUT (UNBALANCED) jacks**  
 Connect this to your amplified speakers, mixer or recording equipment.  
 To output in mono, connect only the L/MONO jack of the MASTER OUT (UNBALANCED).  
 \* Pin assignment of MASTER OUTPUT (BALANCED) jacks 
- G** **TRIGGER IN jacks**  
 Connect these jacks to the cymbals, toms, kick drums and so on.  
 \* Use a stereo type (TRS) cable when connecting a digitally-triggered pad.
- H** **DIGITAL TRIGGER IN ports**  
 Connect pads that support digital connection (e.g., PD-140DS, CY-18DR, or VH-14D).

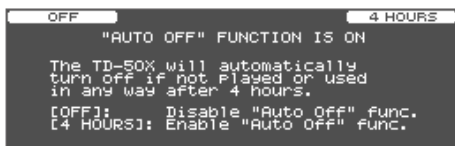
## Turning the Power On/Off

- \* Once everything is properly connected (p. 11), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.
- \* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

### Turning the power on

1. Minimize the volume of the devices connected to the TD-50X.
2. Press the TD-50X's [⏻] switch.

When you turn the unit on, the following screen appears.



You can set whether to enable or disable the Auto Off function on this screen.

Button	Explanation
[F1] (OFF) button	The power does not turn off automatically.
[F4] (4 HOURS) button	When four hours have elapsed without any pad being struck or any operation being performed, the unit will turn off automatically.

If the Auto Off function is set to "OFF," this screen won't appear.

### MEMO

When connecting a digitally-connected pad, a settings screen may appear for the pad. For details, refer to "Settings for pads that support digital connection" (p. 12).

3. Turn on the connected devices and adjust the volume.

### Turning the power off

#### NOTE

Settings that you edit on the TD-50X are saved when you turn off the unit. You must turn off the power by pressing the [⏻] switch.

1. Minimize the volume of the devices connected to the TD-50X.
2. Turn off the power of the connected devices.
3. Press the TD-50X's [⏻] switch.

The screen will indicate "Please wait. Now saving..." and the unit will turn off when the settings have been saved.

- \* If you need to turn off the power completely, first turn off the unit, then unplug the power cord from the power outlet.

## Settings for pads that support digital connection

The first time you connect a pad that supports digital connection to a DIGITAL TRIGGER IN port, the following screen appears.

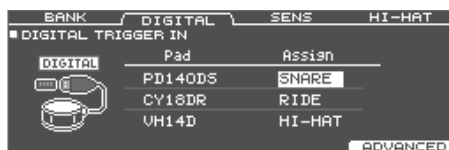
Following the instructions in the screen, make settings to specify the trigger input to which the connected pad should be assigned.

- \* If you assign the same trigger input used by a pad connected to a TRIGGER IN jack, the pad that's connected to that TRIGGER IN jack does not output sound.



- ➔ For details on the pad settings, refer to the "Specifying the Pad Type" (p. 49).

1. Select "OK," and press the [ENTER] button.



2. Use the cursor buttons to select the pad that you want to configure, and use the [-] [+] buttons or the dial to configure the assignment.

When you select a pad, its [FUNC] button blinks.

(Setting example)

Pad	Assign
PD140DS	SNARE
CY18DR	RIDE
VH14D	HI-HAT

- \* You can't specify multiple instances of the same assignment.
3. Press the [KIT] button to return to the DRUM KIT screen.

## Making the Power Automatically Turn Off After a Time (AUTO OFF)

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).

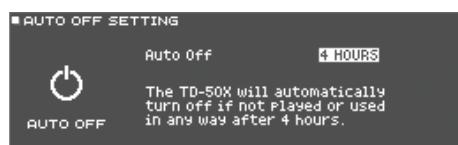


If you do not want the power to be turned off automatically, disengage the Auto Off function.

\* To restore power, turn the power on again (p. 12).

1. Press the [SETUP] button.
2. Use the PAGE [UP] [DOWN] and function buttons to select "AUTO OFF."

The AUTO OFF screen appears.



3. Use the [-] [+] buttons or the dial to set the Auto Off function.

Value	Explanation
OFF	The power does not turn off automatically.
4 HOURS	When four hours have elapsed without any pad being struck or any operation being performed, the unit will turn off automatically.

4. Press the [KIT] button to return to the DRUM KIT screen.

### MEMO

If the AUTO OFF function is set to "4 HOURS," the message "WARNING: AUTO OFF, The TD-50X will turn off in 30 min." appears 30 minutes before the power turns off.

## Making Hi-Hat Settings

When using the VH-14D digital V-hi-hat or the VH-13, VH-11 or VH-10 V-hi-hats, adjust the offset on the TD-50X.

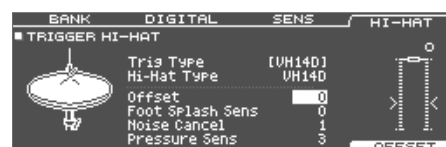
This is necessary in order to correctly detect open/close operations and pedal movement.

### Settings for the VH-14D

1. Press the [TRIGGER] button.
2. Press the PAGE [UP] button several times to display the topmost page.
3. Press the [F4] (HI-HAT) button.

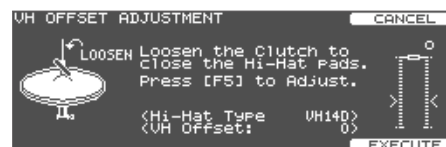
The TRIGGER HI-HAT screen appears.

\* "VH-14D" is not shown as a Trig Type when the VH-14D is not connected or if it is not assigned as the hi-hat. In this case, connect the VH-14D and assign it as the hi-hat (p. 12).



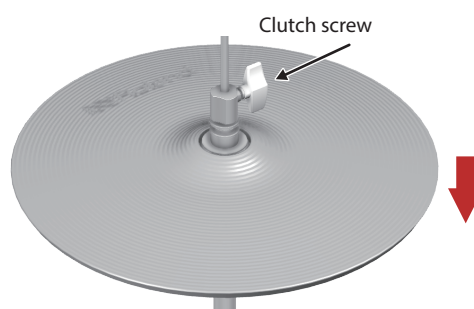
4. Press the [F5] (OFFSET) button.

The VH OFFSET ADJUSTMENT screen appears.

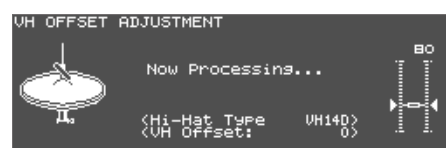


5. Loosen the clutch screw of the VH-14D and let it sit on the bottom hi-hat.

\* Do NOT touch the hi-hats or the pedal.



6. Press the [F5] (EXECUTE) button.



The "VH Offset" parameter is set automatically (approx. 3 seconds). The [TRIGGER] button flashes and then remains lit.

7. Press the [KIT] button to return to the DRUM KIT screen. Make detailed adjustments to the parameters as necessary.
  - ➔ "Data List" (PDF)

### MEMO

You can also press the [TRIGGER] button while holding down the [KIT] button on the TD-50X to adjust the offset.

When first connecting the VH-14D to the drum sound module, the trigger parameters are set to the recommended values. The trigger parameters may need to be adjusted depending on the environment where the VH-14D is used, including how it is mounted and the position in which it is set up.

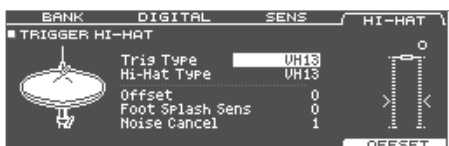
➔ "Data List" (PDF)

### Settings for the VH-13

1. Press the [TRIGGER] button.
2. Press the PAGE [UP] button several times to display the topmost page.

3. Press the [F4] (HI-HAT) button.

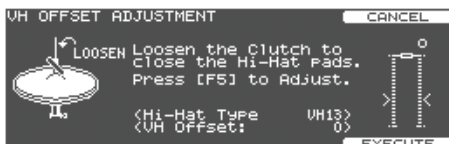
The TRIGGER HI-HAT screen appears.



4. Use the [-] [+] buttons or the dial to set Trig Type to "UH13."

5. Press the [F5] (OFFSET) button.

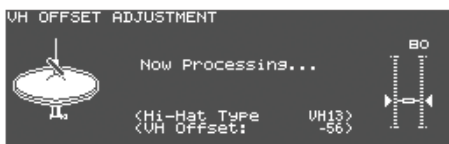
The VH OFFSET ADJUSTMENT screen appears.



6. Loosen the clutch screw of the VH-13 and let it sit on the bottom hi-hat.

\* Do NOT touch the hi-hats or the pedal.

7. Press the [F5] (EXECUTE) button.



The "VH Offset" parameter is set automatically (approx. 3 seconds). The [TRIGGER] button flashes and then remains lit.

8. Press the [KIT] button to return to the DRUM KIT screen.

Make detailed adjustments to the parameters as necessary.

➔ "Data List" (PDF)

### Configuring the VH-11 (or VH-10)

This shows how to configure the VH-11. The steps are the same for the VH-10, with only the model name being different.

1. With the hi-hat completely separated from the motion sensor unit, power-on the TD-50X.

2. Loosen the clutch screw of the VH-11, so that the hi-hat naturally rests atop the motion sensor unit.

3. Press the [TRIGGER] button.

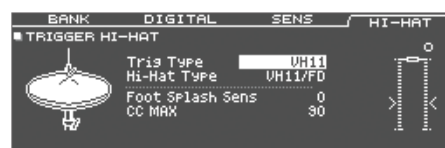
4. Press the PAGE [UP] button several times to display the topmost page.

5. Press the [F4] (HI-HAT) button.

6. Use the [-] [+] buttons or the dial to set Trig Type to "UH11."

7. Turn the VH offset adjustment screw on the VH-11 while watching the meter on the right side of the TD-50X's screen.

Adjust the offset so that the  appear in the meter.



8. Press the [KIT] button to return to the DRUM KIT screen.

Make detailed adjustments to the parameters as necessary.

➔ "Data List" (PDF)



## Basic Operations

### Adjusting the overall volume ([MASTER] knob or [PHONES] knob)

Use the [MASTER] knob to adjust the volume output from the MASTER OUT jack, and the [PHONES] knob to adjust the headphone volume.

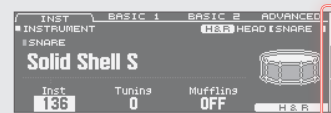
### Switching between tabs and setting functions ([F1]–[F5] buttons, [R1]–[R3] knobs)

You can use the [F1]–[F5] buttons to switch between the tabs shown in the upper part of the display, or to set the functions shown in the upper and lower parts of the display. The [R1]–[R3] knobs can be used to edit the values shown at the bottom of the display.



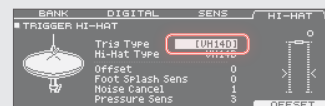
### Switching between pages ([PAGE [UP] [DOWN]] buttons)

Use the PAGE [UP] [DOWN] buttons to switch between screen pages. On screens where you can switch between pages, the PAGE [UP] [DOWN] buttons light; and the right side of the display indicates what part of the page you are looking at.



### Moving the cursor (cursor buttons)

The cursor highlights the area of the screen where you can change the settings. If there are multiple items in the screen, press the cursor buttons to move the cursor to the desired item.



### Adjusting the volume balance of the pads (faders)

Adjust the overall volume balance for the TD-50X with the faders. With the mixer (p. 16), you can adjust the volume balance between the pads in a kit. The mixer settings can be saved for each kit. You can adjust the trigger inputs and volumes as follows.

Fader	Explanation
KICK	KICK
SNARE	SNARE
TOMS	TOM1–4
HI-HAT	HI-HAT
CRASH	CRASH 1, 2
RIDE	RIDE
AUX	AUX1–4
AMBIENCE	AMBIENCE

### Returning to the previous screen ([EXIT] button)

Press the [EXIT] button to return to the previous screen.

### Confirming an operation ([ENTER] button)

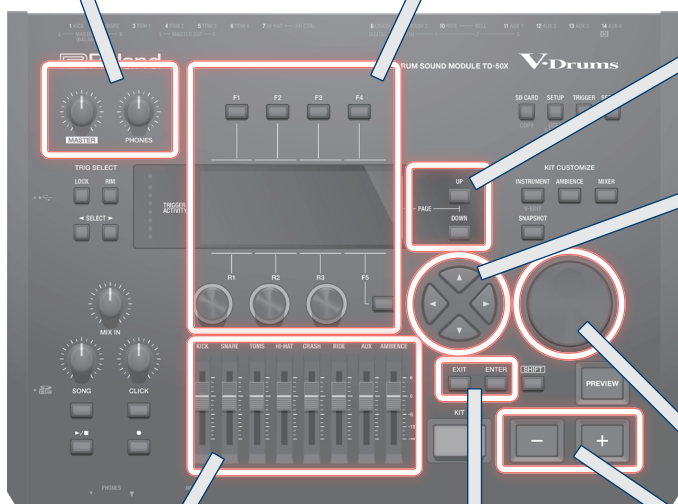
Press this button to confirm a value or operation.

### Changing values ([–] [+]) buttons or dial

Use the dial or the [–] [+]) buttons to edit the value highlighted by the cursor. Hold down the [SHIFT] button while using these controls to change the value in larger increments.

#### MEMO

If you hold down the [+]) button and press the [–]) button, the value increases quickly. If you hold down the [–]) button and press the [+]) button, the value decreases quickly.

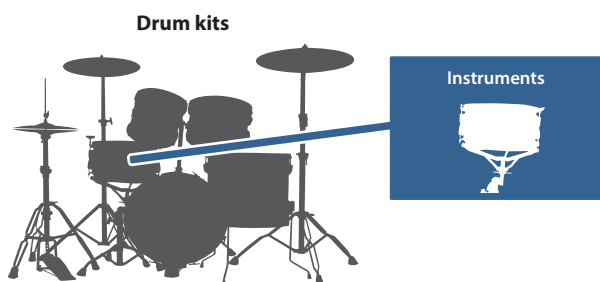




# Performing

## Drum Kits and Instruments

On the TD-50X, the sounds that play when you strike each pad are called “instruments.” A set of sounds (instruments) allocated to the respective pads is called a “drum kit.”



The drum kits are configured as shown below.

**Drum kit 100**

**Drum kit 1**

Pad settings

KICK	SNARE	TOM1	TOM2	TOM3
TOM4	HI-HAT	CRASH1	CRASH2	RIDE
AUX1	AUX2	AUX3	AUX4	

**Instruments settings**  
Instrumental sounds, tuning, volume, etc.

**Ambience settings**  
Overhead mic sound, the reverberation of the location in which the drums are played and related properties

**Mixer settings**  
Volume, pan, multi-effect, equalizer, compressor and other settings for each pad

**Overall settings for the entire drum kit**  
Volume, drum kit name, lit colors, etc.

## Selecting a Drum Kit

### 1. Press the [KIT] button.

The DRUM KIT screen appears.



### 2. Use the [-] [+] buttons or the dial to select a drum kit.

### DRUM KIT screen

This is the main screen for the TD-50X, which appears when you press the [KIT] button.

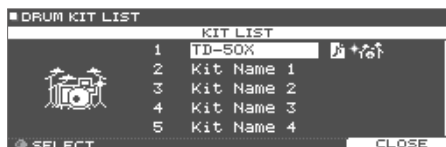
- Drum kit number:** Points to the '01' display.
- Tempo:** Points to the '120' display, with a note: "Shown only if the kit tempo is 'ON'."
- Brush icon:** Points to the brush icon, with a note: "Shown only if Brush Switch is 'ON'."
- Kit name:** Points to the 'TD-50X' display, with a note: "Sub-kit name" below it.
- User sample icon:** Points to the icon with a note: "Shown only if a drum kit that uses user samples (p. 39) is selected."
- Favorite icon:** Points to the star icon, with a note: "Shown only if a drum kit registered as a favorite (p. 24) is selected."

### MEMO

You can change how the kit names (on the top row) shown on the DRUM KIT screen look (the font used). For details, refer to “Data List” (PDF).

## Selecting a Drum Kit from the List

On the DRUM KIT screen, turn the [R1] (LIST) knob to display the kit list, and select a drum kit from the list.



## Using a Cross-Stick Technique

### Using a pad that is connected to a TRIGGER IN jack

Each time you press the [F4] (XSTICK) button, you'll switch between sounding and not sounding the cross-stick sound (p. 6) from the snare pad.



### When playing using a pad that supports digital connection and cross-stick technique (such as the PD-140DS)

Assign a trigger input to the snare (p. 12) to always use the cross-stick technique.

In this case, the XSTICK icon is not shown in the screen.

## Stopping All Currently Played Sounds (ALL SOUND OFF)

Stops the currently-sounding drum performance sound or user sample (p. 39) playback.

\* The effect reverberation, the song, and the click do not stop.

1. To stop a sound that's still playing, hold down the [SHIFT] button and press the [EXIT] button.

### Reference

You can stop all sounds currently playing with a pad or footswitch (p. 60).

## Using the Click

### Turning the click on/off

1. Press the [CLICK] button.

The CLICK screen appears.



2. Press the [F1] (TEMPO) button.

3. Press the [F5] button.

The click sounds.

You can adjust the volume of the click using the [CLICK] knob.

4. Press the [F5] button once again.

The click stops.

### MEMO

- You can also turn the click on/off by holding down the [SHIFT] button and pressing the [CLICK] button.
- You can also output the click only to headphones.
  - ➔ "Audio Output Assignments (OUTPUT)" (p. 57)

### Changing the tempo

1. On the CLICK screen (TEMPO tab), turn the [R1] knob to change the tempo.

### Reference

You can specify a tempo for each drum kit (p. 37).

### Changing the beat settings

1. On the CLICK screen (TEMPO tab), turn the [R2] knob to change the beat.
2. Press the [KIT] button to return to the DRUM KIT screen.

Parameter	Value	Explanation
Tempo ([R1] knob)	20–260	Tempo
Beat ([R2] knob)	1–9	Number of beats per measure
Rhythm ([R3] knob)	♩, ♪, ♫, ♮, ♯	Interval of the click

Editing the sound settings

1. On the CLICK screen (SOUND tab), use the knobs to change the settings.

Knob (parameter)	Value	Explanation
Sound ((R1) knob)	METRONOME, CLICK, VOICE, BEEP 1, BEEP 2, TEK CLICK, STICKS, CLAVES, WOOD BLOCK, COWBELL, AGOGO, TRIANGLE, TAMBOURINE, MARACAS, CABASA	Selects the metronome's sound.
Level ((R2) knob)	-INF+6.0dB	Adjusts the click volume.
LED Ref ((R3) knob)	OFF, ON	Specifies whether the [CLICK] button blinks in time with the click (ON) or does not blink (OFF).

2. Press the [KIT] button to return to the DRUM KIT screen.

Changing other settings

1. On the CLICK screen (OTHER tab), use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the setting.

Parameter	Value	Explanation
Pan	L30-CTR (CENTER) -R30	Adjusts the stereo location of the click.
Tap Sw	OFF, ON	You can specify the tempo by striking the pad specified by Tap Pad or by pressing a button (Tap Tempo).
Tap Pad	KICK-AUX4 (RIM), PREVIEW	Selects the pad (or the [PREVIEW] button) to use to set the tap tempo.

2. Press the [KIT] button to return to the DRUM KIT screen.

Performing Along with a Song

Playing Along with a Song on an Audio Player

Connect an audio player (your smartphone or other device) to the MIX IN jack, and try playing along with some songs.

1. Connect the audio player to the MIX IN jack (p. 10, p. 11).
2. Play back the song on your audio player.
3. Turn the [MIX IN] knob to adjust the volume of the song.

Playing Along with the Songs on the TD-50X

The TD-50X features songs in a variety of genres. Some of the built-in songs are provided as audio data, and others are MIDI data recordings of drum performances. You can also play audio files (WAV/MP3) stored on an SD card as songs.

Let's try playing along with a song here.

1. Press the [SONG] button.

The SONG screen appears.



2. Use the [F1]-[F3] buttons, the [-] [+] buttons or the dial to select a song.

Button	Explanation
[F1] button (INTERNAL)	Built-in songs
[F2] button (SD CARD)	Songs stored on SD card
[F3] button (REC DATA)	Songs recorded on this unit or on the SD card

3. Press the [▶/■] button.

The selected song plays.

Controller	Function
[▶/■] button	Plays/stops the song
[▲] (◀) button	Returns to the beginning of the song
[▼] (▶) button	Returns to the end of the song (*1)
[◀] (◀◀) button	Rewinds the song (*1)
[▶] (▶▶) button	Fast-forwards the song (*1)
[SONG] knob	Adjusts the song (audio file) volume
[CLICK] knob	Adjusts the volume of the click track (p. 21)

(\*1) Depending on the type of song, this might be disabled.

**MEMO**

- You can repeatedly play back an entire song or just one part.
- You can make the click sound in time with the song by outputting an audio file on the SD card as a click track (p. 21).

**When transferring files from your computer to an SD card**

You can play back audio files that are saved either at the top level or in a folder within the SD card.

- \* You can put up to 200 song files in a single folder.
- \* Keep the song length within one hour per file.

**Reference**

For details, refer to "SD card folder structure" (p. 53).

**Audio files that can be played by the TD-50X**

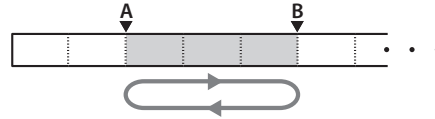
	WAV file	MP3
<b>Format (extension)</b>	WAV (.wav)	MP3 (.mp3)
<b>Sampling frequency</b>	44.1 kHz	44.1 kHz
<b>Bit rate</b>	16, 24-bit	64–320 kbps

- \* File names or folder names that contain more than 16 characters are not shown correctly. Files and folders using double-byte characters are also not supported.

**Repeatedly Playing a Specified Region (A-B Repeat)**

You can make a certain part of a song repeat.

- \* You cannot set the A-B repeat for the built-in songs of the drum performances or the recorded songs (REC DATA).



1. Select and play a song.
2. In the SONG screen, press the [F4] (A-B) button at the location where you want to start repeating.

The character "A" appears.



**MEMO**

You can use the [◀] (◀◀) / [▶] (▶▶) buttons to move backward or forward in five-second steps. Hold down a button to fast-rewind or fast-forward.

3. At the location where you want to stop repeating, press the [F4] (A-B) button.

The character "B" appears, and the region of the song between "A" and "B" plays repeatedly.



Press the [F4] (A-B RPT) button to return to normal playback.

## Changing the Settings for Each Song

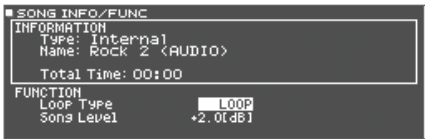
You can set the volume, method of playback and playback speed for each song.

1. Select a song on the SONG screen (p. 18).
2. Edit the settings of the song.



Knob	Explanation
[R1] (SONG) knob	Selects a song.
[R2] (FOLDER) knob	To play back a song from the SD card, select a folder on the SD card (p. 18). * The SD CARD tab is shown.
[R3] (SPEED) knob	Changes the playback speed of the song. * When you switch songs, this returns to 100%. Depending on the type of song, this setting might not be available.

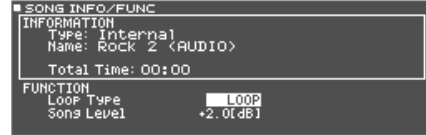
### SONG INFO/FUNC screen (press the PAGE [DOWN] button)



Parameter	Value	Explanation
Loop Type	ONE SHOT	The song plays back only once and then stops.
	LOOP	The song plays repeatedly.
Song Level		Volume of the song
Click Track Level	-INF~+6.0 [dB]	Volume of the click track * Only if there is a click track corresponding to the song

## View the information for a song

1. Select a song on the SONG screen (p. 18).
2. Press the PAGE [DOWN] button.  
The SONG INFO/FUNC screen appears.



Indication	Explanation
Type	Types of song
Name	Song name
Folder	Song save location For SD cards, this indicates where the song is saved on the SD card.
Total Time	Song playback time * This is not shown for songs containing only a drum performance.

3. Press the PAGE [UP] button to return to the SONG screen.

## Playing Back a Audio File as a Click (Click Track)

You can use an audio file (WAV) separate from the song for the click, and play it back as the click (click track).

Since the click track plays simultaneously with the song, this is useful when you want to play a click sound along with the songs you like.

- \* To play back a click track, you must prepare a song as well as an audio file to use for the click, both in WAV format. MP3 files are not supported.

### Getting the click track audio file ready

**1. Have ready an audio file (WAV file) to play back as the click track.**

**2. On your computer, edit the file name of the file that you prepared in step 1.**

Specify "song file name+ **Click**" as the name of the audio file to play as the click track.

Example:

To play the click track along with a song named "TD-50X.wav," specify "TD-50X\_ **Click.wav**" as the name of the click audio file.

**3. Save the click audio file in the same directory as the song that's on the SD card (p. 53).**

In the example above, you would save "TD-50X.wav" and "TD-50X\_ **Click.wav**" in the same directory.

### Playing the click track along with the song

**1. On the SONG screen, press the [F2] (SD CARD) button (p. 18).**

**2. Use the [R2] knob, [-] [+] buttons or the dial to select the song that you want to play back along with the click track.**

In the example above, select the song "TD-50X.wav."

**3. Press the [F5] button to specify "CLICK ON."**



**4. Press the [▶/■] button.**

The click track plays back together with the song.

To adjust the click track volume, turn the [CLICK] knob.

In the example above, use the [SONG] knob to adjust the volume of "TD-50X.wav," and use the [CLICK] knob to adjust the volume of "TD-50X\_Click.wav."

#### MEMO

- To mute the click track, press the [F5] button to specify "CLICK OFF."
- You can also output the click track only to headphones (p. 57).

## Rhythm Training (Coach Mode)

This unit features practice modes, collectively called "Coach Mode." These modes help you to practice as effectively as possible.

Three menus are available:

"TIME CHECK," "QUIET COUNT," and "WARM UPS." These menus help you improve your speed control, accuracy, and endurance. You can also change the settings as appropriate for your level of performing skill.

### Selecting a practice menu

**1. Press the [CLICK] button.**

The CLICK screen appears.

**2. Press the [F4] (COACH) button.**

The COACH MENU screen appears.



**3. Use the cursor buttons to select the coach menu, and press [ENTER] button.**

## Correctly Playing in Time with the Beat (TIME CHECK)

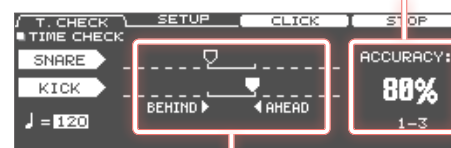
This lets you practice drumming in accurate time along with the click.

**1. In the TIME CHECK screen, press the [F5] (START) button.**

If you decide to stop mid-way through practice, press the [F4] (STOP) button.

**2. Strike the pad in time with the click.**

The percentage of your strikes that were played with accurate timing is displayed as a "%" value.



The screen indicates whether your pad strikes match the beat sounded by the click.

**BEHIND:** Behind the beat

**AHEAD:** Ahead of the beat

Your strike timing is evaluated.



To resume practicing, press the [F5] (RETRY) button.

**3. Press the [EXIT] button to finish.**

## TIME CHECK settings

In the TIME CHECK screen, you can press the [F2] (SETUP) button to change the pads that are evaluated and the number of measures that are scored.



Parameter	Value	Explanation
Score	ON (8meas)	Specifies whether the score will be shown in the screen.
	OFF	Your performance will not be scored. Only the timing will be checked.
Grade	ON (4, 8, 16, 32 meas)	The score will be shown in the screen. You can also specify the number of measures you'll practice before being scored.
	EASY	Normal
Display 1 Display 2	HARD	Timing will be checked more strictly.
		Specifies the strictness of scoring.
Gauge	LEFT BEHIND	The left side of the timing graph is shown as BEHIND (late).
	LEFT AHEAD	The left side of the timing graph is shown as AHEAD (early).

\* Press the [F3] (CLICK) button to make click settings (p. 17).

## Developing Internal Timing Sense (QUIET COUNT)

This lets you practice keeping the tempo with your body. For the first few measures, the click is heard at the specified volume, but for the next few measures the click is not heard. This cycle of several measures will continue until you stop it.

**1. In the QUIET COUNT screen, press the [F5] (START) button.**

**2. Strike the pad in time with the click.**

- The click will sound during the first few measures. When you reach the last measure during which the click will sound, the screen will indicate "Ready.."



- When the click stops sounding, the screen indication will change to "Quiet." Continue striking the pads during this time.



- After the Quiet region, the proportion of your strikes that were played at an accurate tempo are shown as a "%."



**3. Press the [F4] (STOP) button.**

**4. Press the [EXIT] button to finish.**



### QUIET COUNT settings

In the QUIET COUNT screen, press the [F2] (SETUP) button to access the settings screen.



Parameter	Value	Explanation
Measures	2, 4, 8, 16 (measures)	Specifies the length (measures) of the interval for which the click will alternate between "Sounding" and "Quiet."
	Of the measures specified by "Measures," this setting specifies the length of the measures that will be "Quiet."	
Quiet	RANDOM	The length of the Quiet interval will randomly change each time.
	1, 2, 4	Specifies the length (number of measures) of the Quiet interval. * This setting cannot be longer than half of the Measures value.

\* You can press the [F3] (CLICK) button to make click settings (p. 17).

### WARM UPS

In this mode you'll successively practice steps 1-3, be graded on your performance at each step, and then receive a final evaluation.

You can choose one of three courses (5/10/15 minutes), ranging from easy to difficult. You can also adjust the tempo according to your level of skill.

**MEMO**

After starting WARM UPS, you can press the [F5] (PAUSE) button to pause or resume. While paused, you can press the [F4] (STOP) button to stop.

**1. In the WARM UPS screen, press the [F5] (START) button.**

**Step 1: Change-Up**

In this step, the rhythm type will change every two measures. Starting from half notes, the note values will gradually become shorter, and will then return to half notes; this change in rhythms will be repeated.



**Step 2: Auto Up/Down**

The tempo will gradually be raised and lowered. The tempo will increase by 1 BPM (beat-per-minute) for each beat until the click reaches the upper limit; then the tempo will continue slowing down by 1 BPM until it reaches the initial tempo. This repeats when finished.



**MEMO**

Press the [F4] (SET MAX) button when you practice to set the current tempo as the maximum. Press [F4] (CLR MAX) to return the maximum tempo to 260 BPM.

- \* Auto Up/Down will be executed if Duration is 10 MINS or 15 MINS.
- \* You cannot change the current tempo when using Auto Up/Down.
- \* The current tempo value will be the lower tempo limit.

**Step 3: Time Check**

At this step, the accuracy of your playing will be checked against the click. You can see in the screen if you are ahead, behind or on the beat.



**Overall evaluation**

This grades your performance at each step, and displays the overall evaluation.

To resume practicing, press the [F5] (RETRY) button.



Evaluation (display)	EXCELLENT!, VERY GOOD!, GOOD, AVERAGE, START OVER
----------------------	---

**2. Press the [EXIT] button to finish.**

**WARM UPS settings**

In the WARM UPS screen, press the [F2] (SETUP) button to access the settings screen.



Parameter	Value	Explanation
Duration	5 MINS	Specifies the time. <b>Time required: 5 minutes</b> Change-Up: 2 minutes Time Check: 3 minutes
	10 MINS	<b>Time required: 10 minutes</b> Change-Up: 3 minutes Auto Up/Down: 3 minutes Time Check: 4 minutes
	15 MINS	<b>Time required: 15 minutes</b> Change-Up: 5 minutes Auto Up/Down: 5 minutes Time Check: 5 minutes
Grade	EASY	Specifies the strictness of scoring. Normal
	HARD	Timing will be checked more strictly.
Max Tempo	Current tempo + 1-260	Specifies the upper tempo limit during step 2: Auto Up/Down.

\* You can press the [F3] (CLICK) button to make click settings (p. 17).

**Registering/Recalling Your Favorite Drum Kits (FAVORITE)**

You can register your favorite drum kits as “favorites,” and recall them instantly.

**Registering a favorite**

1. Select a drum kit that you want to register (p. 16).
2. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
3. Press the PAGE [UP] button several times to display the KIT SETTINGS screen.
4. Press the [F3] (FAVORITE) button.
5. Turn the [R2] knob to turn the Favorite setting “ON.”

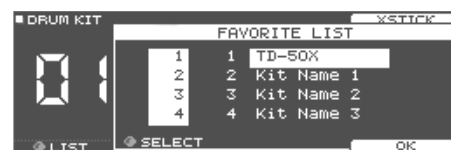


6. Press the [KIT] button to return to the DRUM KIT screen.
- Drum kits registered as favorites are marked with an icon on the DRUM KIT screen.



**Recalling a favorite**

1. Turn the [R2] (FAVORITE) knob on the DRUM KIT screen.
- A list of drum kits registered as favorites is shown.



2. Select the drum kit to recall, and press the [F5] (OK) button.
- The drum kit switches to the one you selected.

**MEMO**

To remove a drum kit from the favorites, change the favorite setting to “OFF.”

# Recording

## Recording a Performance

You can easily record your own performance and play it back.

- \* When recording to an SD card, make sure that the SD card is inserted (p. 10).

### Recording

1. In the DRUM KIT screen (p. 16), press the [●] button.

The RECORDER screen appears, and the unit enters record-standby mode.



#### MEMO

If you want to record along with a click, sound the click (p. 17).

2. Press the [F5] button to select “DRUM only.”
3. Turn the [R1] knob to select where to record.

Indication	Explanation
TEMPORARY	Records to temporary memory on this unit (one song). * Recorded data saved temporarily on this unit is erased once you turn off the power.
SD#01–99	Records to an SD card (up to 99 songs). * This cannot be selected if you have not inserted an SD card into the TD-50X.

#### MEMO

- If you don't mind overwriting your previously recorded data, turn the [R2] knob to select the “Overwrite” check box. Deselecting the check box helps prevent you from accidentally overwriting the recorded data.
  - You can copy (p. 45) or export (p. 26) the recorded data to an SD card.
4. Press the [▶/■] button to start recording.
  5. Press the [▶/■] button once again to stop recording.

### Playback

6. Press the [▶/■] button.

The recorded performance plays back.



#### MEMO

You can use the [R1] knob to select different songs that are recorded.

7. Press the [▶/■] button to end playback.

## Recording Your Performance Along with a Song

You can record your drum playing along with a song.

### Recording

1. Select a song (p. 18).
2. Press the [●] button.  
The RECORDER screen appears, and the unit enters record-standby mode.
3. Press the [F5] button to select “with SONG.”



You can only select “with SONG” for songs that are audio files.

4. Turn the [R1] knob to select where to record.

#### MEMO

If you don't mind overwriting your previously recorded data, turn the [R2] knob to select the “Overwrite” check box. Deselecting the check box helps prevent you from accidentally overwriting the recorded data.

5. Press the [▶/■] button to start recording.  
The song starts playing at the same time that recording begins.
6. Press the [▶/■] button once again to stop recording.

### Playback

7. Play back your recorded performance.

You can press the [F5] button to select whether to hear the drum performance or not.

- \* When you've recorded along with a song with the click track (p. 21) and then play back what you've recorded, the click track does not play back.

## Deleting Your Recorded Data

Here's how to delete recorded data.

1. In the SONG screen (p. 18), press the [F3] (REC DATA) button.
2. Turn the [R1] knob to select the recorded data to delete.
3. Press the PAGE [DOWN] button.
4. Press the [F3] (DELETE) button.  
A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

5. Select "OK," and press the [ENTER] button.  
The recorded data is now deleted.

## Naming Your Recorded Data

Here's how to edit the names of the recorded data.

1. In the SONG screen (p. 18), press the [F3] (REC DATA) button.
2. Turn the [R1] knob to select the recorded data.
3. Press the PAGE [DOWN] button.
4. Press the [F4] (NAME) button.  
The SONG NAME screen appears.

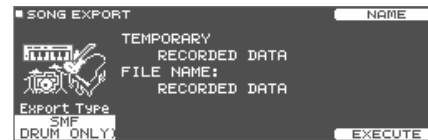


5. Edit the name (p. 36).  
You can use up to 16 characters for the song name.
6. Press the [F5] (EXIT) button to exit the SONG NAME screen.

## Exporting the Recorded Data to an SD Card (SONG EXPORT)

You can export the data you've recorded and stored on this unit or on an SD card as an audio file (WAV) or SMF to the SD card.

1. In the SONG screen (p. 18), press the [F3] (REC DATA) button.
2. Turn the [R1] knob to select the recorded data.
3. Press the [F4] (EXPORT) button.  
The SONG EXPORT screen appears.




4. Turn the [R1] knob to select the export type.

Indication	Explanation
SMF (DRUM ONLY)	Exports the drum performance to SMF format.
WAV (DRUM ONLY)	Exports the drum performance to an audio file.
WAV (DRUM+SONG)	Exports the drum performance and song audio to an audio file. * You can't select for data that was recorded using the "DRUM only" setting.
ALL (WAV+SMF)	<b>For data recorded as "DRUM only"</b> Exports the drum performance to both an audio file and an SMF. <b>For data recorded as "with SONG"</b> Exports the drum performance as an audio file and as an SMF, and also exports the drum performance and song audio as an audio file.

### MEMO

Press the [F4] (NAME) button to add a name to the file for export.

5. Turn the [R2] or [R3] knobs to make the export setting (only when exporting an audio file).

Parameter	Explanation
Export Gain	Press the [▶/■] button to play back a preview of the recorded data (the export results). Adjust the audio file volume while checking the output level meters. Positive values increase the volume. 
Post Export Time	The tail end of the sound may get chopped off when you export an audio file. If this happens, increase this value to prevent this problem.

\* The sound used for exporting audio files is the sound output from the MASTER OUT jacks. Certain sounds may not be included in the export, depending on the routing (p. 59) settings.

## 6. Press the [F5] (EXECUTE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

## 7. Select "OK," and press the [ENTER] button.

The export begins.

Exported data is saved in the "EXPORT" folder (p. 53).

### NOTE

Never do any of the following things while data is being exported. Doing so may cause your recorded data to be lost.

- Turning the power off
- Removing the SD card
- Playing the pads

### MEMO

- If export data exists with the same filename, the message "Overwrite it?" appears. Select "OK" and press the [ENTER] button to overwrite. Select "CANCEL" and press the [ENTER] button to cancel. Change the filename and try exporting again.
- To cancel the export while in progress, press the [F4] (ABORT) button.
- When you save your drum performance in SMF format, the note numbers corresponding to the MIDI settings for the drum kit or in SETUP are outputted. For details, refer to "Data List" (PDF).

## Connecting and Recording to Your Computer

You can connect this unit to your computer and record 32 channels of multi-track audio onto your DAW software, or record your performance as MIDI data.

➔ For details, refer to "Connecting to Your Computer" (p. 43).

# Customizing the Kits

## Saving your settings

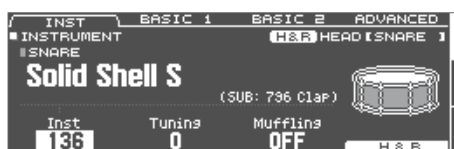
Since the TD-50X automatically saves the values that you edit, you don't need to do anything in particular to save your settings. Settings are also saved when you turn off the power.

## Editing Instruments (INSTRUMENT)

Here we'll set the snare drum, kick drum and other instrument sounds.  
 ➔ For details on the parameters that can be edited, refer to "Data List" (PDF).

### 1. Press the [INSTRUMENT] button.

The INSTRUMENT screen appears.



### 2. Select the pad to configure (p. 29).

### 3. Use the PAGE [UP] [DOWN] and function buttons to select the item to set.

\* The parameters that you can edit differ depending on the pad or instrument.

### 4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

#### MEMO

For some parameters, you can also use the [R1]–[R3] knobs to edit the settings.

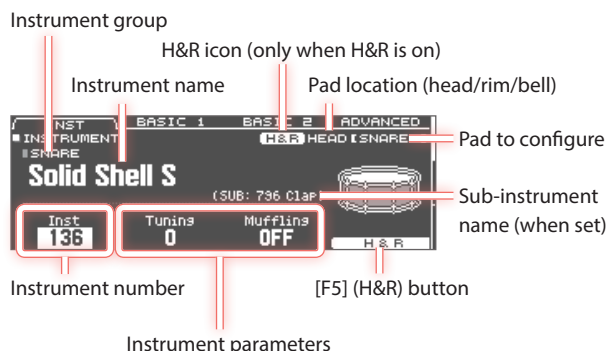
### 5. Press the [KIT] button to return to the DRUM KIT screen.

#### Reference

- In screens where the [F5] (H & R) button is shown, you can individually edit the parameters for each place you strike, such as the head and the rim.  
 ➔ For details, refer to "Data List" (PDF).
- You can layer two instruments together, or switch between them according to how hard you play (SUB INSTRUMENT).  
 ➔ For details, refer to "Layering Instruments (SUB INSTRUMENT)" (p. 30).

## Selecting the Instruments

1. Press the [INSTRUMENT] button.
2. Press the PAGE [UP] button several times to display the INSTRUMENT screen.
3. Press the [F1] (INST) button.

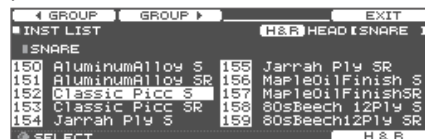


### 4. Select the pad to configure (p. 29).

### 5. Turn the [R1] knob to select an instrument.

#### MEMO

When the cursor is on the instrument number or instrument group, press the [ENTER] button to show the instrument list.



### 6. Press the [KIT] button to return to the DRUM KIT screen.

➔ For the instruments that can be selected, refer to "Data List" (PDF).

## Selecting an instrument for each area you strike ([F5] (H&R) button)

On screens where the [F5] (H&R) button is shown, you can choose whether instruments for areas such as the head and rim are selected together as a set (ON) or independently (OFF).

[F5] (H&R) button	Explanation
ON	<p>Instruments for areas such as the head and rim are selected as a set.</p> <p>The recommended instruments that are appropriate for the selected instrument are selected as a set.</p> <ul style="list-style-type: none"> <li>* If the same parameter exists within the instruments that are selected as a set, it is automatically set to the same value.</li> <li>* Depending on the instrument, the same instrument might be selected for all areas such as the head and rim.</li> </ul>
OFF	<p>Instruments are selected individually for each area you strike, such as the head and rim.</p>

## Selecting the Pad to Set

### Selecting by striking the pad

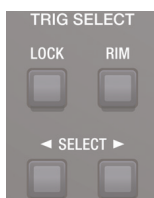
To edit the settings for a pad, strike that pad to select it.  
To select the rim of a pad, strike the rim.

### Selecting a pad with the SELECT [◀] [▶] buttons

You can also use the SELECT [◀] [▶] buttons to select the pad (trigger input number) you want to set.

When using a pad that supports rim playing, use the [RIM] button to select whether to set the head or the rim. For pads that support three-way triggering, this switches between the head, rim and bell.

The [RIM] button lights when the rim or bell is selected.



### Preventing the currently edited pad from changing (Trigger Lock)

If you want to audition your performance sounds while you set the instruments, you can specify that the currently edited pad does not change even if you strike another pad.

#### 1. Press the [LOCK] button to make it light.

This locks the pad you set.

- \* The pad remains locked even if you use MIDI messages to switch pads.

#### 2. To unlock, press the [LOCK] button, which makes the button go dark.

#### MEMO

Even when the [LOCK] button is lit, you can press the SELECT [◀] [▶] buttons to switch the pad to set.

## Previewing the Pad Sounds ([PREVIEW] Button)

Press the [PREVIEW] button to hear the sound of the currently-selected pad.

Pressing the button harder makes the volume louder. You can also specify a fixed volume. For details, refer to "Data List" (PDF).

#### MEMO

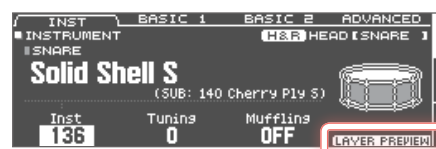
- Press the [PREVIEW] button while holding down the [SHIFT] button to hear different kinds of sounds (such as the sound of playing a snare drum closer to the rim, shallow rim shots, closed hi-hats and so on), depending on the currently-selected pad and instrument combination.
- If you use the SELECT [◀] [▶] buttons to select a trigger input number, you can still hear sound even when the TD-50X is not connected to a pad.

## Listening Only to the Currently-Selected Instrument (LAYER PREVIEW)

With the TD-50X, you can create layered sounds by stacking an instrument (main instrument) with a sub-instrument. The currently-selected layer can be previewed temporarily.

#### 1. On the INSTRUMENT screen, hold down the [SHIFT] button while pressing [F5] (LAYER PREVIEW).

[F5] (LAYER PREVIEW) blinks, and only the main instrument shown in the INSTRUMENT screen sounds (the sub-instrument does not sound).



#### MEMO

- The [F5] button controls the LAYER PREVIEW function while the [SHIFT] button is held down.
- All pads play the main instrument (no sub-instruments produce sound) while "LAYER PREVIEW" is blinking.

#### 2. To end LAYER PREVIEW, press the [EXIT] button or the [F5] button.

LAYER PREVIEW also ends when you switch to a different screen.



### Adjusting the Attack and Release (TRANSIENT)

You can adjust parameters such as the attack and release (the transients) for each instrument.

\* You may not be able to configure these for certain instrument or user sample settings.

1. Press the [INSTRUMENT] button.
2. Select the pad to configure.
3. Press the PAGE [UP] [DOWN] buttons to display page 2 (TRANSIENT).



4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

\* You can also edit the parameters with the [R1]–[R3] knobs.

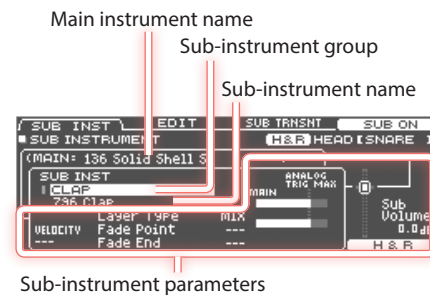
Parameter	Value	Explanation
[F4] button	OFF, TRANSIENT ON	Turns the transient effect on/off.
Type	PRESET, TYPE 1–4	This lets you set the effects when the transient is applied to the user sample. (For the built-in tones, “(PRESET)” is shown—these cannot be edited.)
Attack Time	1–10	Time over which the attack changes
Attack Depth	-100–+100	Adjustment for the attack
Attack Type	NORMAL, WIDE 1, WIDE 2	For the NORMAL setting, the transient attack effect is always applied. For the WIDE 1/2 setting, the attack effect becomes weaker when you strike the pad more softly. This is effective if you want an increasingly stronger attack when striking the pads harder.
Release Depth	-100–+100	Adjustment of the release
Gain	-12.0–+6.0dB	Volume following transient adjustment

### Layering Instruments (SUB INSTRUMENT)

You can layer the main instrument with a sub-instrument so that they are heard together. You can also switch between two instruments according to the force of your strike, or vary the balance between them.

1. Press the [INSTRUMENT] button.
2. Select the pad to configure (p. 29).
3. Press the PAGE [DOWN] button to display page 3 (SUB INSTRUMENT).
4. Press the [F1] (SUB INST) button.

The SUB INSTRUMENT screen appears.



#### Selecting the sub-instrument

5. Move the cursor to the sub-instrument or the sub-instrument group, and use the [-] [+] buttons or the dial to select a sub-instrument.

#### Turning the sub-instrument on/off

6. Press the [F4] button to turn the sub-instrument on/off.

## Listening Only to the Currently-Selected Instrument (LAYER PREVIEW)

You can temporarily listen to only the currently-selected layer (or sub-instrument in this case).

### 1. On the INSTRUMENT screen, hold down the [SHIFT] button while pressing [F5] (LAYER PREVIEW).

All pads play their sub-instruments only (no main instruments produce sound) while [F5] "LAYER PREVIEW" is blinking.



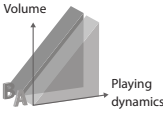
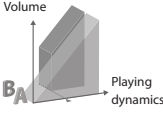
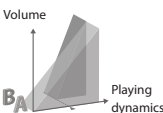
#### MEMO

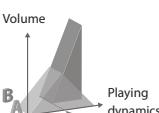
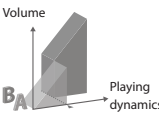
- The [F5] button controls the LAYER PREVIEW function while the [SHIFT] button is held down.
  - All pads play their sub-instruments only (no main instruments produce sound) while "LAYER PREVIEW" is blinking.
- ### 2. To end LAYER PREVIEW, press the [EXIT] button or the [F5] button.

LAYER PREVIEW also ends when you switch to a different screen.

## Configuring the sub-instrument

### 3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

Parameter	Explanation
	Sets how the sub-instrument sounds.
<b>MIX</b> 	The main instrument (A) and sub-instrument (B) always sound together as a layer.
<b>FADE1</b> 	The sub-instrument (B) is added as a layer only if the strike is stronger than "Fade Point."
<b>FADE2</b> 	If the strike is stronger than "Fade Point," the sub-instrument (B) is added as a layer according to the strength of that strike. The main instrument (A) and sub-instrument (B) are the same volume at the Fade End point.

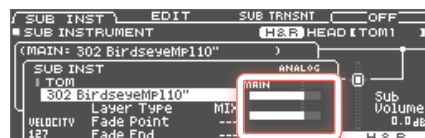
<b>Layer Type</b>	<b>XFADE</b> Volume 	This basically works the same as FADE2, but the main instrument (A) sounds quieter when you strike the pad stronger than the Fade Point up to Fade End.
	<b>SWITCH</b> Volume 	Strikes weaker than "Fade Point" sound the main instrument (A), and strikes stronger than "Fade Point" switch to sound the sub-instrument (B).
<b>Fade Point (*1)</b>	Specifies the force of the strike at which the sub-instrument begins to be sounded. If this is "1," the sub-instrument is sounded by a strike of any force. If this is "127" ("127+32" for a pad that supports digital connection), the sub-instrument is sounded only by the strongest strike. * This is not available if Layer Type is "MIX."	
<b>Fade End (*1)</b>	Sets the fade or crossfade range when the Layer Type is "FADE2" or "XFADE."	
<b>Sub Volume</b>	-INF--+6.0dB	Adjusts the sub-instrument volume.

(\*1) The Fade Point cannot be set higher than the Fade End.

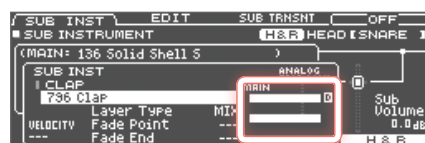
#### MEMO

The indication for the Layer Type changes for pads connected to a TRIGGER IN jack and for pads that are connected digitally.

#### Pads connected to a TRIGGER IN jack



#### Pads connected digitally



#### Reference

For other settings, refer to "Data List" (PDF).

### 4. Press the [KIT] button to return to the DRUM KIT screen.

## Recreating the Reverberations of a Performance Location (AMBIENCE)

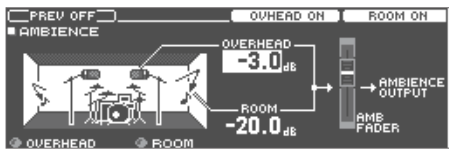
This feature recreates the sound of the overhead mic that captures sound from the entire kit, as well as the reverberation and sound of the place where the drums are played (ambience).

You can adjust the overhead mic sound, the room type and size (room ambience), reverb and so on to achieve an even more natural and lifelike drum sound.

➔ For details on the parameters that can be edited, refer to “Data List” (PDF).

### 1. Press the [AMBIENCE] button.

The AMBIENCE screen appears.



### 2. Edit the ambience settings.

### 3. Press the [KIT] button to return to the DRUM KIT screen.

## Turning ambience on/off

### 1. Press the [AMBIENCE] button.

### 2. Press the PAGE [UP] button several times to display the AMBIENCE screen.

### 3. Press the [F3] and [F4] buttons to turn the ambience settings on/off.

Button	Explanation
[F1] button	Temporarily outputs only the ambience sound (the overhead and room sounds) to the master outs and headphones. Press the [F1] button once more or switch screens to cancel.
[F3] button	Turns the overhead on/off.
[F4] button	Turns the room ambience and reverb on/off.

### MEMO

You can copy the ambience settings (p. 45).

## Editing the Mixer (MIXER)

With the mixer function, you can set the volume for each pad and add various effects to the sounds.

➔ For details on the parameters that can be edited, refer to “Data List” (PDF).

### 1. Press the [MIXER] button.

The mixer setting screen appears.

### 2. Select the pad to configure (p. 29).

### 3. Edit the mixer settings.

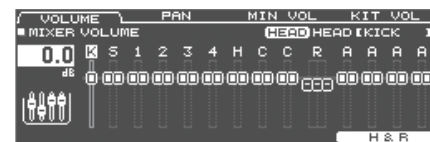
### 4. Press the [KIT] button to return to the DRUM KIT screen.

## Setting the Volume and Pan for Each Pad

Here's how to adjust the volume, pan (stereo position) and other settings for each pad.

### 1. Press the [MIXER] button.

### 2. Press the PAGE [UP] button to display page 1 (MIXER VOLUME).



### 3. Press a button from [F1] (VOLUME) to [F4] (KIT VOL) to select the item you want to edit.

### 4. Select the pad to configure (p. 29).

You can also select using the cursor buttons.

### 5. Use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
<b>[F1] (VOLUME) button</b>		
Volume	-INF+6.0dB	Volume of each pad
<b>[F2] (PAN) button</b>		
Pan	L30-CTR (CENTER)-R30	Stereo position of each pad
<b>[F3] (MIN VOL) button</b>		
Pad Minimum Volume (*1)	0-15	Minimum volume of each pad This lets you increase the volume of the softest hits while preserving the volume of the strongest hits. This can make it easier to hear ghost notes on the snare or legato notes on the ride cymbal.

Parameter	Value	Explanation
Pad Maximum Volume (*1)	-5-0	<p>Maximum volume of each pad</p> <p>This lets you decrease the volume of the strongest hits while preserving their nuances.</p> <p>Use this to keep the volume down while still maintaining the nuances of the strongest hits.</p> <p>* This is available only for pads that support digital connection and for input from the MIDI IN connector.</p>
<b>[F4] (KIT VOL) button</b>		
Kit (Kit Volume)		Drum kit volume
Pedal HH (Pedal HI-HAT Volume)	-INF-+6.0dB	Pedal hi-hat volume
XStick (XStick Volume)		Cross-stick volume
HH Op/Cl Balance	-5-+5	<p>Balance between open and close volume</p> <p>Lower values decrease the volume of the hi-hat when played while open, relative to the volume when played while closed. Higher values increase the volume of the hi-hat when played while open, relative to the volume when played while closed.</p>

(\*1) Press the cursor [▲] [▼] buttons to switch between selecting "Pad Minimum Volume" or "Pad Maximum Volume."

**MEMO**

- Pressing the [F5] (H & R) button to switch this on lets you make simultaneous settings, such as both the head and the rim.
- You can set the "Kit Volume" on the KIT SETTINGS screen (VOLUME tab) as well.
- The MIXER VOLUME and MIXER PAN settings can be copied (p. 45).

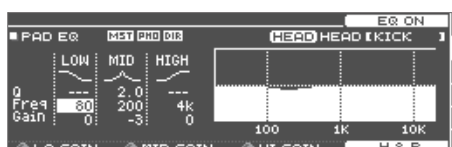
**Applying Effects**

Use the effects to change the volume (pad compressor) and tonal character (pad equalizer) for each pad, or to set a maximum of three effects to apply to the drum kit sound (multi-effects).

➔ For details on the parameters that can be edited, refer to "Data List" (PDF).

1. Press the [MIXER] button.
2. Press the PAGE [UP] [DOWN] buttons to display the settings screen.

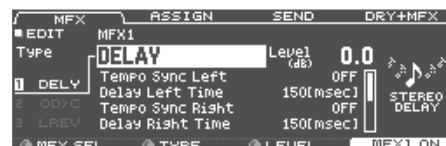
**PAD EQ screen (pad equalizer)**



**PAD COMP screen (pad compressor)**



**MFx1-3 (multi-effect)**



**3. Edit the effect settings.**

**Turning the effects on/off**

1. Press the [MIXER] button.
2. Press the PAGE [UP] [DOWN] buttons to display the settings screen.
3. Press the function buttons to turn the effects on/off.

Screen	Button	Explanation
PAD EQ screen	[F4] button	Turns the pad equalizer on/off.
PAD COMP screen	[F4] button	Turns the pad compressor on/off.
MFx1-3 screen	[F5] button	Turns on/off multi-effects 1-3 selected by the [R1] knob.

**MEMO**

You can copy the settings for the pad equalizer, pad compressor and multi-effect (p. 45).

## Adjusting the Overall Sound of the Drum Kit (MASTER COMP/MASTER EQ)

This shows you how to configure the stereo compressor/limiter (master comp) that is applied at the final stage of the master output, as well as the four-band parametric equalizer (master EQ).

- \* The master compressor and master EQ effects are not applied to sound coming from the DIRECT OUT jacks.
- \* If Master Out is set to "DIRECT" using the routing function (p. 59), the master comp/master EQ effects are not applied to the sound coming from the MASTER OUT jacks.

### Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

### What the master comp is used for

- When used as a compressor, this allows you to raise the overall loudness of the drums by compressing brief peaks in the sound. This lets the sound project better, without being buried in the mix by the other instruments.
- When used as a comp-limiter, this lets you increase the recording level while limiting the maximum input to the recording device.
- If you're using a small monitor amp, you can use this effect as a limiter so that the peaks of the drum sound are limited, making the sound less likely to distort.
- By mixing both the dry and compressed sounds, you can make the sound come to the forefront while still preserving the dynamics (parallel compression).

### What the master EQ is used for

- You can use four bands (LOW/MID1/MID2/HIGH) of boost/cut to adjust the sound.
- You can also use this to compensate the tonal character when using master comp.
- You can also adjust the tonal characters for the phase nearest and farthest left/right separately (MID/SIDE).

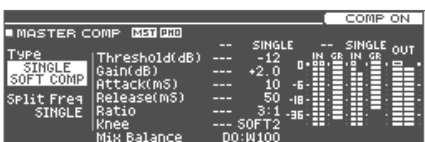
## Turning the master compressor/master EQ on/off

1. Press the [MIXER] button.
2. Press the PAGE [UP] [DOWN] buttons to display the settings screen.
3. Press the function buttons to turn the effects on/off.

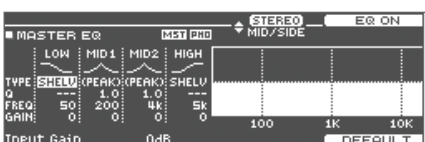
Screen	Button	Explanation
MASTER COMP screen	[F4] button	Turns the master comp on/off.
MASTER EQ screen	[F4] button	Turns the master EQ on/off.

1. Press the [MIXER] button.
2. Press the PAGE [UP] [DOWN] buttons to display the settings screen.

### MASTER COMP screen



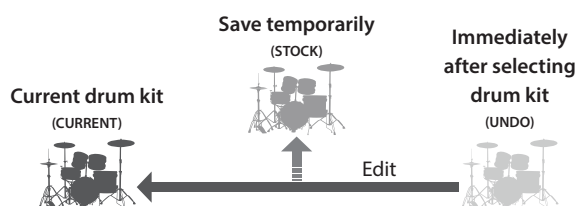
### MASTER EQ screen



3. Edit the effect settings.

## Comparing with or Reverting to the Unedited Drum Kit (SNAPSHOT)

You can temporarily save the currently-edited drum kit, and compare it with the current settings or revert back to it (Snapshot).



### 1. Select the drum kit that you want to edit.

When you select a drum kit, the data of the selected drum kit is stored in "UNDO."

### 2. When you want to temporarily save the drum kit settings that you're editing, press the [SNAPSHOT] button.

The SNAPSHOT screen appears, and the current drum kit (CURRENT) is selected.



### 3. Press the [F5] (SAVE) button.

The current drum kit settings are saved in STOCK.

#### MEMO

Press the [SNAPSHOT] button while holding down the [SHIFT] button to save the current drum kit settings in STOCK without switching to the SNAPSHOT screen.

### 4. Press the [EXIT] button to exit the SNAPSHOT screen, and edit the drum kit.

\* When you switch drum kits, the settings saved in STOCK are deleted.

### 5. Press the [SNAPSHOT] button.

### 6. Use the [F1]–[F3] buttons to switch between the saved drum kits, and play them to compare.

Button	Explanation
[F1] (CURRENT) button	Current drum kit settings
[F2] (STOCK) button	Drum kit settings saved in STOCK
[F3] (UNDO) button	Settings immediately after selecting the drum kit

### 7. To restore the current drum kit settings to the STOCK settings or to the settings just after selecting the drum kit, press the [F2] or [F3] button and select the drum kit settings to restore.

If you want to continue with the current drum kit settings, press the [KIT] button to return to the DRUM KIT screen.

### 8. Press the [F4] (RESTORE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

### 9. Select "OK," and press the [ENTER] button.

The current drum kit settings return to the settings of the drum kit that you selected in step 7.

### 10. Press the [KIT] button to return to the DRUM KIT screen.

### Editing a Drum Kit (MENU)

This shows how to set the drum kit volume, the illumination colors for the controllers and so on.

- ➔ For details on the parameters that can be edited, refer to “Controlling the Changes in the Sound” (p. 38) and “Data List” (PDF).

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.

The menu screen appears.



2. Edit the drum kit settings.
3. Press the [KIT] button to return to the DRUM KIT screen.

### Setting the Volume

Here's how to set the drum kit volume.

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [UP] button to display the topmost page.  
The KIT SETTINGS screen appears.
3. Press the [F1] (VOLUME) button.



4. Use the [-] [+] buttons or the dial to edit the value.

Value	-INF~+6.0dB
-------	-------------

### Setting the Illumination Colors for the [KIT] Button and Knobs

For each drum kit, you can change the illumination color of the [KIT] button and knobs.

This helps to distinguish between drum kits. For example, you could assign different colors to drum kits of different genres, or use the color as a guide when editing instruments.

1. In the KIT SETTINGS screen, press the [F2] (COLOR) button.



2. Use the cursor buttons to select the illumination color.

Value	1-10
-------	------

### Changing a Drum Kit Name

Here's how to rename the currently selected drum kit.

1. In the KIT SETTINGS screen, press the [F4] (NAME) button.

The KIT NAME screen appears.



2. Edit the name.

You can enter a kit name (upper line) of up to 12 characters, and a sub-name (lower line) of up to 16 characters.

Controller	Explanation
Cursor buttons	Move the cursor to the character that you want to change.
[-] [+] buttons, dial	Edits the character.
[R1] (ABC) knob	Selects upper case input.
[R2] (abc) knob	Selects lower case input.
[R3] (123) knob	Selects numerical input.
[F2] (FONT CHANGE) button	Each time you press this, the appearance (font) of the kit name (top row) on the DRUM KIT screen changes (p. 37).
[F3] (INSERT) button	Inserts a space at the cursor location.
[F4] (DELETE) button	Deletes the character at the cursor location.

3. Press the [F5] (EXIT) button to exit the KIT NAME screen.



## Playing with Brushes

You can specify whether you're performing with sticks or with brushes.

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [UP] [DOWN] buttons to display page 2 (KIT SETTINGS 2).
3. Press the [F1] (BRUSH) button.
4. Use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Brush Switch	OFF	When performing with sticks
	ON	When performing with brushes

If Brush Switch is "ON," the brush icon is shown in the DRUM KIT screen.



### MEMO

Brush performance is available in the following cases.

- Select an instrument that supports brush performance, and assign it to the head of the snare.
- When you connect a mesh pad to the TRIGGER IN jack (SNARE), or connect a pad that supports digital connection to a DIGITAL TRIGGER IN port, and set assign to "SNARE."

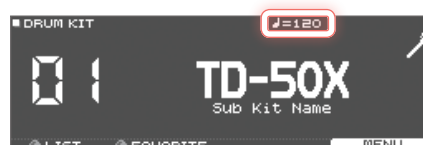
## Setting a Tempo for Each Drum Kit

When you select a drum kit, the tempo you specify here is automatically applied.

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [UP] [DOWN] buttons to display page 2 (KIT SETTINGS 2).
3. Press the [F2] (TEMPO) button.
4. Use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Kit Tempo	OFF	Uses a common tempo (p. 17) for the TD-50X overall. The tempo does not change when you switch drum kits.
	ON	Sets a tempo for each drum kit. When you select a drum kit whose Kit Tempo setting is "ON," the tempo of that drum kit is applied to the current tempo.
Tempo	20-260	Tempo specified for each drum kit

If you select a drum kit whose Kit Tempo is "ON," the tempo is shown in the DRUM KIT screen.



If the tempo of an individual drum kit is set differently than the overall tempo of the TD-50X, an "\*" is shown before the tempo.

## Setting a Font for Each Kit

You can set how the kit names (on the top row) shown on the DRUM KIT screen look (the font used).

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [UP] [DOWN] buttons to display page 2 (KIT SETTINGS 2).
3. Press the [F3] (FONT) button.
4. Use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Kit Font	DEFAULT, TYPE 1-5	Font specified for each drum kit

## Controlling the Changes in the Sound

You can use a pedal to change the pitch, or to adjust the tone based on the pad position.

### Reference

For details on the parameters that can be edited, refer to “Data List” (PDF).

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [UP] [DOWN] buttons to display page 3 (KIT PAD CTRL).
3. Press a button from [F1] (PEDAL BEND) to [F4] (MUTE GRP) to select the item to edit.

Button	Explanation
[F1] (PEDAL BEND) button	Specifies the amount of pitch change that occurs according to how deeply you press the hi-hat pedal.
[F2] (POSITION) button (*1)	Turns on/off tonal changes that occur depending on your strike location or the nuances of your rim shots.
[F3] (POS AREA) button (*1)	Specifies the striking area for the head or rim.
[F4] (MUTE GRP) button	Mutes the sound of a specific pad when you strike a pad (mute group).

(\*1) This supports the following trigger inputs.

- SNARE
- TOM1-4
- HI-HAT (only when a VH-14D is assigned to the hi-hat trigger input)
- The bow (head) of RIDE
- AUX1-4

\* This may not have any effect, depending on the pad that is connected or the instrument selected.

4. Select the pad to configure (p. 29).
5. Use the [-] [+] buttons or the dial to edit the value.

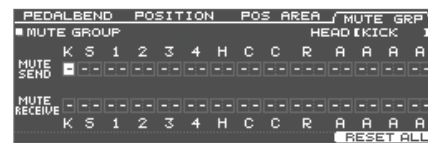
## Muting the sound of a specific pad when you strike a pad (MUTE GROUP)

When you set a mute group and strike a pad in that group, the other pads in the same mute group are muted (silenced).

For example, you can assign user samples for the instruments of each pad, and configure the mute group so that you can switch between these user samples by striking different pads.

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [UP] [DOWN] buttons to display page 3 (KIT PAD CTRL).
3. Press the [F4] (MUTE GRP) button.

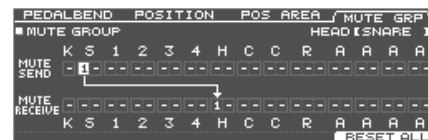
The MUTE GROUP screen appears.



4. Select the pad to configure (p. 29).  
You can also select using the cursor buttons.
5. Use the cursor buttons, the [-] [+] buttons or the dial to make mute group settings.

Parameter	Value	Explanation
MUTE SEND	- (OFF), 1-8	Specify the mute group number. When you strike the pad of the number specified in MUTE SEND, the sound of the pad assigned to the same number in MUTE RECEIVE is muted.
MUTE RECEIVE		* Even if you specify the same number in MUTE SEND and MUTE RECEIVE for the same location (e.g., head or rim) of the same pad, muting does not occur.

When you specify a mute group, an arrow indicates the pads that are muted when you strike the currently selected pad, and the pads that when struck will mute the currently selected pad.



### MEMO

To clear all mute groups, press the [F5] (RESET ALL) button.

## Making MIDI Transmit/Receive Settings for Each Pad

You can specify the MIDI data that is transmitted or received when you strike a pad.

### Reference

For details on the parameters that can be edited, refer to “Data List” (PDF).

1. In the DRUM KIT screen (p. 16), press the [F5] (MENU) button.
2. Press the PAGE [DOWN] button to display page 4 (KIT PAD MIDI).
3. Press the [F1] (NOTE)–[F3] (MIDI CH) buttons to select the item you want to edit.

Button	Explanation
[F1] (NOTE) button	MIDI note number transmitted and received by each pad
[F2] (GATE) button	Duration of the note transmitted by each pad
[F3] (MIDI CH) button	MIDI channel used to transmit or receive note messages for each pad

4. Select the pad to configure (p. 29).
5. Use the [-] [+] buttons or the dial to edit the value.

### MEMO

To return to the default values, press the [F5] (DEFAULT) button.

- \* To play a pad from an external MIDI device, the incoming message must match the MIDI note number and MIDI channel setting of the desired pad.

## Importing and Playing Audio Files (USER SAMPLE)

Audio files that you created on your computer can be imported from an SD card into the TD-50X, and played as instruments (User Sample function). You can adjust the sound of a user sample and apply effects to it in the same way as for other Instruments.

### Audio files that can be loaded by the TD-50X

	WAV file
Format (extension)	WAV (.wav)
Sampling frequency	44.1 kHz
Bit rate	16, 24-bit
Length	Maximum 180 seconds

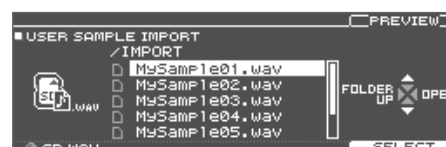
- \* File names or folder names that contain more than 16 characters are not shown correctly. Files and folders using double-byte characters are also not supported.

## Importing an Audio File (IMPORT)

Here’s how to import an audio file into the TD-50X as a user sample.

1. Insert an SD card into the TD-50X (p. 10).
2. Hold down the [SHIFT] button and press the [SETUP] button.
3. Press the PAGE [UP] button to display the topmost page.
4. Press the [F1] (IMPORT) button.

The USER SAMPLE IMPORT screen appears.



### Selecting a file on the SD card

Cursor buttons	Function
[▲] button	Moves cursor (up)
[▼] button	Moves cursor (down)
[◀] button	Exits the folder
[▶] button	Enters the folder

### MEMO

- You can press the [F4] (PREVIEW) button to play back the selected audio file.
- You might find it handy to save the audio files you import to the “IMPORT” folder on the SD card.

**5. Use the cursor buttons to select an audio file, and press the [F5] (SELECT) button.**

The USER SAMPLE IMPORT (DESTINATION) screen appears.



**6. Use the cursor buttons to select the import-destination number, and press the [F5] (IMPORT) button.**

If you select a number in which data already exists, the message “User Sample Exists!” appears. Select a number that contains no data.

**7. Press the [F5] (IMPORT) button.**

A confirmation message appears.



If you decide to cancel, select “CANCEL” and press the [ENTER] button.

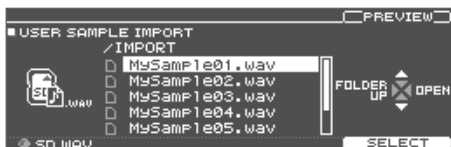
**8. Select “OK,” and press the [ENTER] button.**

The audio file is imported.

**Bulk Import of Audio Files Within a Folder (IMPORT ALL)**

1. Insert an SD card into the TD-50X (p. 10).
2. Hold down the [SHIFT] button and press the [SETUP] button.
3. Press the PAGE [UP] button to display the topmost page.
4. Press the [F1] (IMPORT) button.

The USER SAMPLE IMPORT screen appears.



**5. Use the cursor buttons to select an audio file, and press the [F1] (IMPORT ALL) button.**



The name of the folder for bulk import and the first number of the import destination are shown.

\* If there is already one or more user samples within the import destination range, the message “User Sample Exists! Not Enough Space to Import All” is displayed. Confirm that there are no existing samples in the range, and then select a number.

**6. Press the [F5] (IMPORT) button.**

A confirmation message appears.



If you decide to cancel, select “CANCEL” and press the [ENTER] button.

**7. Select “OK,” and press the [ENTER] button.**

The audio file is imported.

**Assigning a User Sample to an Instrument and Playing It**

1. Press the [INSTRUMENT] button.
2. Press the PAGE [UP] button several times to display the INSTRUMENT screen.
3. Press the [F1] (INST) button.



4. Select the pad to configure (p. 29).
5. Move the cursor to the Instrument category, and use the [-] [+] buttons or the dial to select “USER SAMPLE.”



6. Turn the [R1] knob to select a user sample.
  7. Press the [KIT] button to return to the DRUM KIT screen.
- When you strike a pad to which the user sample is assigned, you hear that user sample.

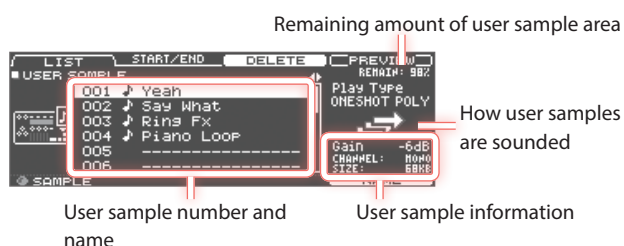
**MEMO**

- You can adjust the sound of a user sample and apply effects to it in the same way as for other Instruments.
  - ➔ “Editing Instruments (INSTRUMENT)” (p. 28)
  - ➔ “Applying Effects” (p. 33)
- You can also assign a user sample to a sub-instrument.

## Listing the User Samples

Here's how to view a list of all user samples that have been imported. You can audition the sound, specify looping, and edit the name.

1. Hold down the [SHIFT] button and press the [SETUP] button.
2. Press the PAGE [UP] button to display page 1 (USER SAMPLE).
3. Press the [F2] (SAMPLE LIST) button.  
The USER SAMPLE screen appears.



4. Turn the [R1] knob to select a user sample.

### MEMO

You can press the [F4] (PREVIEW) button to play back the selected user sample. If you press the [F4] (PREVIEW) button once again during playback, the playback stops.

## Specifying How the User Sample Is Sounded

You can specify how the user sample plays when you strike a pad: only once, or continue repeating.

1. From the user sample list, select the user sample for which you want to make the setting.
2. Use the cursor [▶] button to move the cursor to "Play Type," and use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Play Type	ONE SHOT MONO	When you strike the pad, the currently-heard sound is silenced before the new sound is heard. Notes do not overlap.
	ONE SHOT POLY	When you strike the pad repeatedly, the sounds of the notes are heard overlapping.
	LOOP ALT	The user sample plays repeatedly (loop). Each time you strike the pad, the sound alternately plays or stops.
Gain	-12--+12dB	Adjusts the user sample volume.

### MEMO

To stop user samples from sounding, use the ALL SOUND OFF (p. 17) function.

## Specifying the Sounded Region of a User Sample

You can specify the region of a user sample that is actually sounded.

1. From the user sample list, select the user sample for which you want to make the setting.
2. Press the [F2] (START/END) button.



3. Use the [R1]–[R3] knobs to edit the values.

Knob	Parameter	Explanation
[R1] knob	Zoom	Zooms the waveform display in or out. You can zoom in/out horizontally by turning the [R1] knob or holding down the [SHIFT] button and pressing the cursor [◀] [▶] buttons. To zoom in/out vertically, turn the [R1] knob or press the cursor [▲] [▼] buttons while holding down the [SHIFT] button.
[R2] knob	Start	Adjusts the start point (the location at which the user sample starts playing).
[R3] knob	End	Adjusts the end point (the location at which the user sample stops playing).

## Deleting a User Sample

Here's how to delete a user sample.

1. From the user sample list, select the user sample that you want to delete.
2. Press the [F3] (DELETE) button.  
A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

3. Select "OK," and press the [ENTER] button.  
The user sample is deleted.

### Renaming a User Sample

Here's how to rename a user sample.

1. From the user sample list, select the user sample that you want to edit.
2. Press the [F5] (NAME) button.
3. Edit the name (p. 36).
4. Press the [F5] (EXIT) button to exit the SAMPLE NAME screen.

### Organizing User Samples

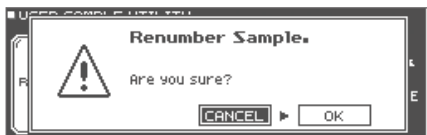
Here's how to renumber the user sample numbers or optimize the user sample area.

1. Hold down the [SHIFT] button and press the [SETUP] button.
2. Press the PAGE [DOWN] button to display page 2 (USER SAMPLE UTILITY).



3. Press a button from [F1] (RENUMBER) to [F3] (DELETE ALL) to select the function.

A confirmation message appears.  
Example) If you select RENUMBER



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

#### Button/Explanation

##### [F1] (RENUMBER) button

#### Renumbering user samples to eliminate blanks (RENUMBER)

If you repeatedly import and delete user samples, the numbers will become discontinuous.

This function lets you shift (renumber) the user samples forward to remove any blank sample memories. The user sample assignments for drum kits are also updated so that they will sound correctly.

\* If you executed RENUMBER, and then load previously-saved backup data or kit backup data (that does not include user samples), the user samples assigned to the drum kit will no longer be correctly reproduced.

#### Button/Explanation

##### [F2] (OPTIMIZE) button

#### Optimizing the user sample area (OPTIMIZE)

If you repeatedly import and delete user samples, the user sample area might become fragmented, reducing the number of user samples that can be loaded.

This function optimizes the area so that user samples can be loaded.

#### NOTE

- Be sure to back up before executing this (p. 53).
- This process might take more than an hour in some cases (This will vary depending on the number and size of the user samples).
- Never turn off the power while this operation is in progress. If you do so, the user samples might be lost.
- In some cases, optimizing might not produce results.

##### [F3] (DELETE ALL) button

#### Deleting all user samples (DELETE ALL)

This deletes all user samples in user memory.

#### NOTE

All user samples used in drum kits are also deleted. Pads to which a user sample is assigned will no longer produce sound.

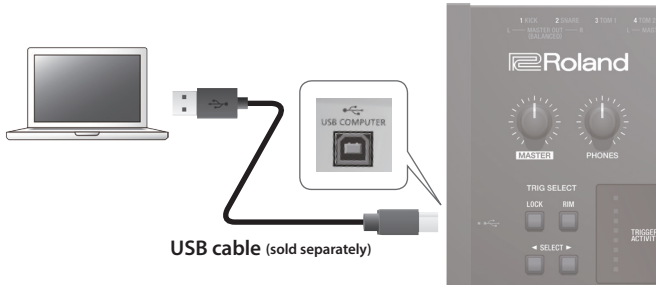
4. Select "OK," and press the [ENTER] button.

The selected function is executed.

# Using the Utilities

## Connecting to Your Computer

You can connect this unit to your computer and record 32 channels of multi-track audio onto your DAW software, or record your performance as MIDI data. You can also play back audio from the computer and listen to it through the TD-50X.



### NOTE

- This might not work correctly for some models of computer. Refer to the Roland website for details on the operating systems that are supported.
- A USB cable is not included. You can purchase one from the dealer where you purchased the TD-50X.
- Use a USB 2.0 cable.
- Use a USB port on your computer that supports USB2.0 Hi-Speed.

## Installing/Setting Up the USB Driver

### Installing the USB driver

The USB driver is software that transfers data between your computer software and the TD-50X.

In order to transmit and receive audio as USB audio, the USB driver must be installed.

### MEMO

- Before installing the USB driver, change the USB driver settings on the TD-50X to “VENDOR.”
- For details on downloading and installing the USB driver, refer to the Roland website.

<https://www.roland.com/support/>

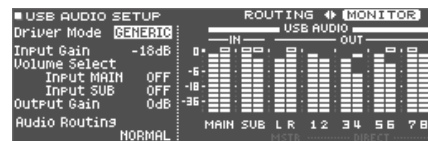
- It may take a while to finish the USB driver settings.

### Specifying the USB driver

Here's how to switch between the TD-50X's dedicated USB driver and the driver provided by your operating system.

1. In the **SETUP MENU 1** screen (p. 57), press the **[F2] (USB AUDIO)** button.

The **USB AUDIO SETUP** screen appears.



2. Move the cursor to **Driver Mode**, and use the **[-] [+]** buttons or the dial to edit the value.

Parameter	Value	Explanation
Driver Mode	GENERIC	Uses the driver provided by the operating system. Operation is limited to USB MIDI.
	VENDOR	Uses the TD-50X's dedicated driver provided by Roland. USB MIDI and USB audio can be used.

3. **Connect the USB cable.**

If you've already connected this unit to the computer via USB cable, unplug the USB cable and reconnect it.



## Configuring the Output for USB Audio

You can set the output destination of the USB audio that is output from the USB COMPUTER port.

The USB audio output can be recorded on your computer. For example, you can do a 32-channel multitrack recording in your DAW software.

\* The LO CUT and ATT (OUTPUT ROUTING (p. 59)) effects are not applied to the USB audio output. For details on other parameters, refer to “Data List” (PDF).

### MEMO

For details on settings in your DAW software, refer to the owner’s manual of the DAW software you’re using.

## Setting the output destination for USB audio

You can select from a total of 32 channels for the USB audio output destination, including those listed below.

- MASTER OUT and DIRECT OUT jacks (settings in common with the output settings)
- Direct output from each pad (AUX 1/2/3/4 are set together) KICK, SNARE, TOM1, TOM2, TOM3, TOM4, HI-HAT, CRASH1, CRASH2, RIDE, AUX1/2/3/4

### Reference

For more about output destination settings, refer to “Audio Output Assignments (OUTPUT)” (p. 57).

### USB audio output destination settings

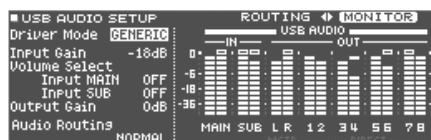
Ch1-2	MASTER	Ch9	DIRECT 7	Ch21-22	TOM4	*
Ch3	DIRECT 1	Ch10	DIRECT 8	Ch23-24	HI-HAT	*
Ch4	DIRECT 2	Ch11-12	KICK	Ch25-26	CRASH1	*
Ch5	DIRECT 3	Ch13-14	SNARE	Ch27-28	CRASH2	*
Ch6	DIRECT 4	Ch15-16	TOM1	Ch29-30	RIDE	*
Ch7	DIRECT 5	Ch17-18	TOM2	Ch31-32	AUX 1/2/3/4	*
Ch8	DIRECT 6	Ch19-20	TOM3			

\* Only ASIO is supported for Windows users.

## Adjusting the USB audio output level

1. In the SETUP MENU 1 screen (p. 57), press the [F2] (USB AUDIO) button.

The USB AUDIO SETUP screen appears.



2. Move the cursor to Output Gain, and use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Output Gain	-24--+24dB	Adjusts the output level This applies to all USB audio output that is sent from the USB COMPUTER port.

## Specifying the Input for USB Audio

Here’s how to specify the USB audio input that is input to the USB COMPUTER port.

This allows audio that is played back by the computer to be heard from the TD-50X.

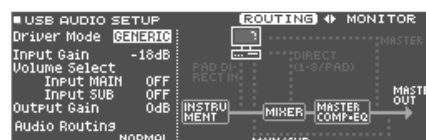
### USB audio input destination settings

Ch1-2	MAIN	Ch13-14	TOM3	*	Ch25-26	AUX1	*
Ch3-4	SUB	Ch15-16	TOM4	*	Ch27-28	AUX2	*
Ch5-6	KICK	Ch17-18	HI-HAT	*	Ch29-30	AUX3	*
Ch7-8	SNARE	Ch19-20	CRASH1	*	Ch31-32	AUX4	*
Ch9-10	TOM1	Ch21-22	CRASH2	*			
Ch11-12	TOM2	Ch23-24	RIDE	*			

\* Only ASIO is supported for Windows users.

1. In the SETUP MENU 1 screen (p. 57), press the [F2] (USB AUDIO) button.

The USB AUDIO SETUP screen appears.



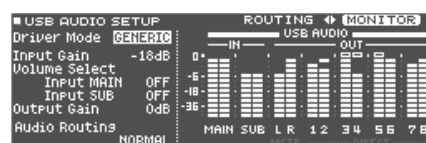
2. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Input Gain	-36--+12dB	Adjusts the input level This applies to the USB audio inputs (Input MAIN, SUB) that are input from the USB COMPUTER port.
Volume Select Input MAIN, SUB	OFF	These parameters set which knobs adjust the input volume for USB audio (Input MAIN, SUB). The knobs are not used to adjust the volume.
	SONG	The [SONG] knob is used to adjust the volume.
	CLICK	The [CLICK] knob is used to adjust the volume.

[F3]: Checks the USB audio routing.



[F4]: Shows the USB AUDIO level meter.



### MEMO

For the USB audio input sound, you can choose from INPUT MAIN and INPUT SUB as the output destination (p. 57).

## Configuring the Routing for USB Audio (Audio Routing)

This shows you how to configure the routing for the USB audio input/output.

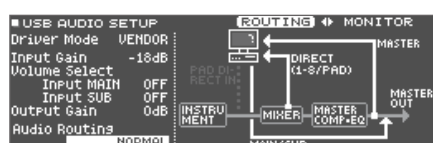
Use this to directly input the sound from your computer to the pads of the TD-50X, or to limit the sounds sent from the TD-50X to your computer.

The standard setting is "NORMAL."

### MEMO

This is enabled when the Driver Mode is "VENDOR."

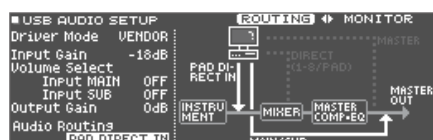
#### NORMAL



TD-50X → computer: MASTER OUT, DIRECT OUT 1-8, direct output of each pad

PC → TD-50X: MAIN, SUB

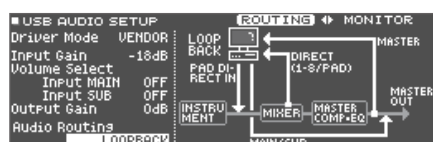
#### PAD DIRECT IN



TD-50X → computer: All USB audio output from the TD-50X is muted.

Computer → TD-50X: MAIN, SUB, direct input to each pad

#### LOOPBACK



TD-50X → computer: MASTER OUT, DIRECT OUT 1-8, direct output of each pad

Computer → TD-50X: MAIN, SUB, direct input to each pad

\* A dialog box appears when you use the "LOOPBACK" setting.

### NOTE

When using the loopback setting, the USB audio input and output may connect directly and inadvertently produce a very loud sound, depending on the settings of your computer and the TD-50X. For this reason, use caution with this setting.

#### Audio routing I/O chart

	Audio Routing		
	NORMAL	PAD DIRECT IN	LOOPBACK
<b>TD-50X → PC</b>			
MASTER OUT	✓	Muted	✓
DIRECT OUT	✓	Muted	✓
Direct output of each pad	✓	Muted	✓
<b>PC → TD-50X</b>			
INPUT MAIN/SUB	✓	✓	✓
PAD DIRECT IN	Muted	✓	✓

## Copying Settings (COPY)

With the TD-50X, you can copy the respective settings within memory or to an SD card. You can also swap the copy source and destination settings.

### NOTE

When you execute a copy operation, the contents of the copy-destination are overwritten. If the destination contains settings that you want to keep, back them up to an SD card (p. 53).

#### 1. Hold down the [SHIFT] button and press the [SD CARD] button.

The COPY MENU screen appears.



#### 2. Use the PAGE [UP] [DOWN] and function buttons to select the copy menu.

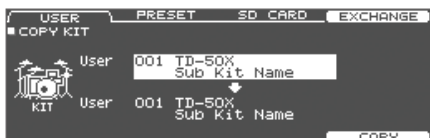
Copy menu	Explanation
<b>COPY MENU 1</b>	
KIT	Copies the drum kit (p. 45).
PAD INST	Copies the pad instruments (p. 28).
INST SET	Copies multiple instruments as a set.
SET LIST	Copies the set lists (p. 47).
<b>COPY MENU 2</b>	
VOLUME	Copies the MIXER VOLUME (p. 32) settings.
PAN	Copies the MIXER PAN (p. 32) settings.
AMBIENCE	Copies the ambience (p. 32) settings.
MFX	Copies the multi-effect (p. 33) settings.
<b>COPY MENU 3</b>	
TRIGGER	Copies the trigger (p. 49) settings.
REC DATA	Copies recorded data (p. 25) to the SD card. You cannot swap the copy source and destination.

#### 3. Copy the settings according to the menu item that you selected.

Example 1: Copying a drum kit (KIT)

1. In the SETUP MENU 1 screen, press the [F1] (KIT) button.

The COPY KIT screen appears.

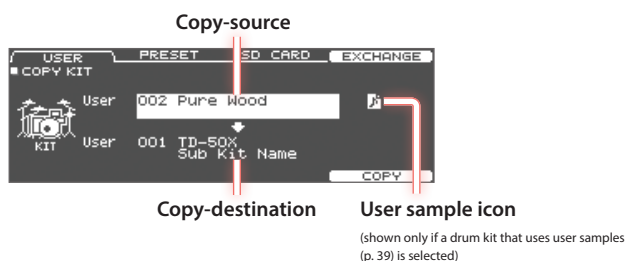


2. Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item you want to edit.

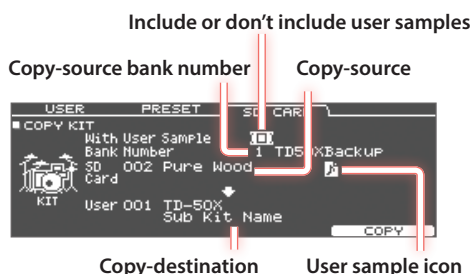
Button	Explanation
[F1] (USER) button	Copies from user memory. Only if the copy-source is user, you can exchange the copy-source and copy-destination.
[F2] (PRESET) button	Copies drum kits of preset memory. Choose this if you want to return to the factory-set kit settings. * User samples that are assigned to a factory-set kit cannot be copied.
[F3] (SD CARD) button	Copies drum kits from backup data saved on an SD card.

3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to make the copy settings.

USER, PRESET



SD CARD



\* If you are copying backup data that does not include user samples, you can't select the "With User Sample" check box.

4. Press the [F5] (COPY) button.

By pressing the [F4] (EXCHANGE) button you can exchange user memories (USER only).

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

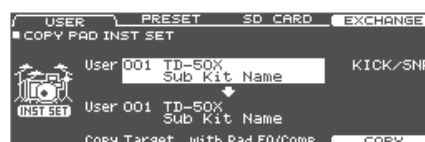
5. Select "OK," and press the [ENTER] button.

The drum kit is copied.

Example 2: Copy multiple instruments as a set (INST SET)

1. In the COPY MENU 1 screen (p. 45), press the [F3] (INST SET) button.

The COPY PAD INST SET screen appears.

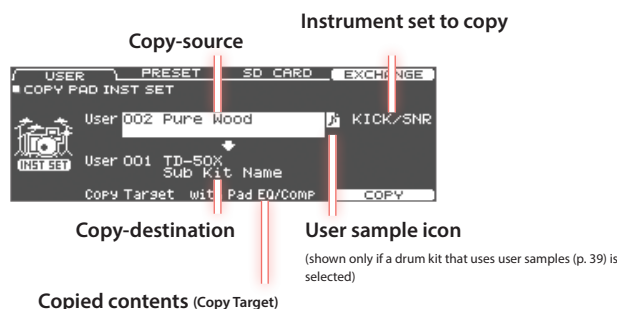


2. Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item you want to edit.

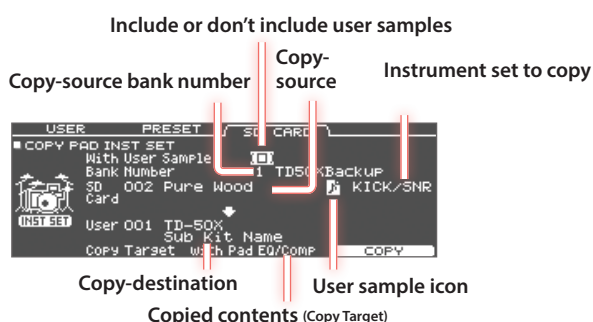
Button	Explanation
[F1] (USER) button	Copies from user memory. Only if the copy-source is user, you can exchange the copy-source and copy-destination.
[F2] (PRESET) button	Copies instruments of preset memory. Choose this if you want to return to the factory-set kit settings. * User samples that are assigned to a factory-set kit cannot be copied.
[F3] (SD CARD) button	Copies instruments from backup data saved on an SD card.

3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to make the copy settings.

USER, PRESET



### SD CARD



\* If you are copying backup data that does not include user samples, you can't select the "With User Sample" check box.

### Instrument set to copy

Value	Explanation
KICK/SNR	Copies the KICK and SNARE.
TOMS 1-4	Copies TOM1-4.
CYM SET	Copies the HI-HAT, CRASH1, 2 and RIDE.
AUX 1-4	Copies AUX1-4.

### Copied contents (Copy Target)

Setting	Explanation
with Pad EQ/Comp	Copies all pad-related settings (such as Instrument, V-EDIT, volume, ambience send and Pad EQ/Comp).
Inst/VEdit Only	Pad settings other than Pad EQ/Comp are copied, such as the Instrument settings (e.g., Instrument, V-EDIT), volume and ambience send.
Pad EQ/Comp Only	Of the pad settings, only the pad equalizer and pad compressor settings (p. 33) are copied.

#### 4. Press the [F5] (COPY) button.

By pressing the [F4] (EXCHANGE) button you can exchange user memories (USER only).

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

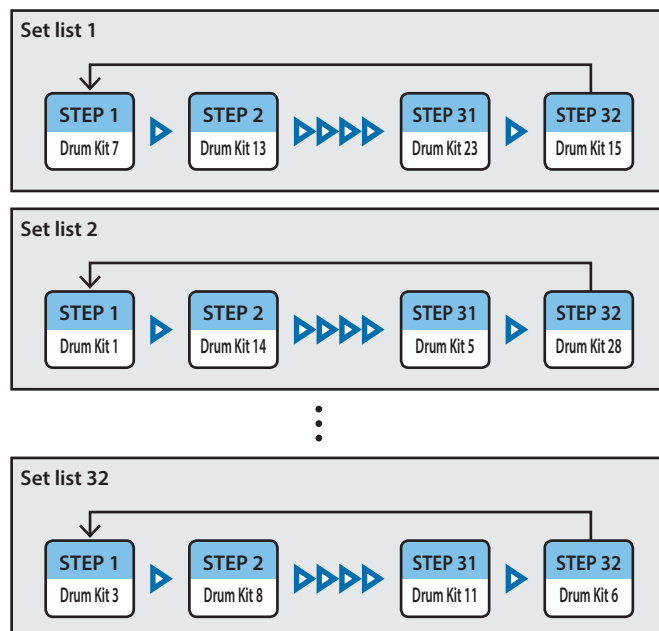
#### 5. Select "OK," and press the [ENTER] button.

The instrument is copied.

## Recalling Drum Kits Successively (SET LIST)

You can specify an order in which drum kits are recalled in 32 steps (step 1 through step 32). Such an order is called a "set list," and you can create 32 set lists.

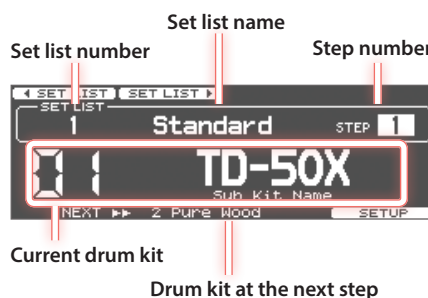
You can create a set list for the order in which you use drum kits in a live performance, and then instantly recall the drum kit that you'll use next.



## Creating a Set List

#### 1. Press the [SET LIST] button to make it light.

The SET LIST screen appears, and set list turns on.

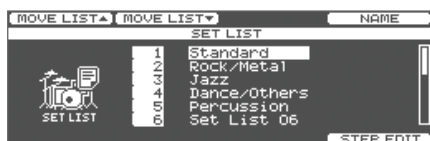


Button	Explanation
[F1] (◀ SET LIST) button	Selects a set list.
[F2] (SET LIST ▶) button	
[F5] (SETUP) button	Creates, edits or renames the set list.

## Swapping or renaming set lists

### 2. Press the [F5] (SETUP) button.

The setup screen appears.

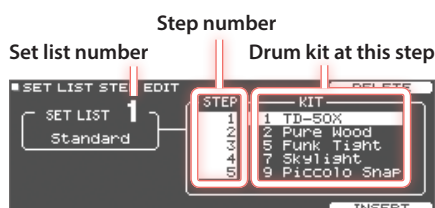


Button	Explanation
[F1] (MOVE LIST ▲) button	Changes the order of the set list at the cursor position.
[F2] (MOVE LIST ▼) button	
[F4] (NAME) button	Renames the set list at the cursor position (p. 36).
[F5] (STEP EDIT) button	Edits the steps of the set list at the cursor position.



## Editing the set list steps

### 3. Press the [F5] (STEP EDIT) button.

The SETLIST STEP EDIT screen appears.



### 4. Use the cursor buttons to select each step, and use the [-] [+] buttons or the dial to edit the settings.

Button	Explanation
[F4] (DELETE) button	The drum kit at the cursor position is deleted, and steps after this point are moved forward one place. 
[F5] (INSERT) button	The same kit is inserted at the cursor position, and steps after this point are moved backward one place. 

#### MEMO

If the set list is empty, move the cursor to "END" and use the [-] [+] buttons or the dial to specify a drum kit.

### 5. Press the [KIT] button to return to the SET LIST screen.

## Using Set Lists

### Selecting the set lists

#### 1. Press the [SET LIST] button to make it light.

The set list turns on.



#### 2. Press the [F1] (◀ SET LIST) button or [F2] (SET LIST ▶) button to select the set list that you want to use.

### Switching between drum kits

- Use the [-] [+] buttons or the dial to recall the drum kits in the order of the steps you specified.
- When you've finished playing, press the [KIT] button or the [EXIT] button. The [SET LIST] button goes dark.

The set list function turns off.

#### MEMO

- You can assign the appropriate function to a footswitch or pad, and use it to recall set lists or drum kits. For details, refer to "Assigning Functions to Footswitches or Pads (CONTROL)" (p. 60).
- If the volumes set for each kit vary considerably, press the [MIXER] button to adjust (p. 32) the Kit Volume (the volume for the overall kit).

# Settings

## Trigger Settings

Here's how to make trigger settings so that the signals from the pads can be accurately processed by the TD-50X.

### Specifying the Pad Type

You can specify the type of pad (trigger type) used by the trigger bank for each trigger input.

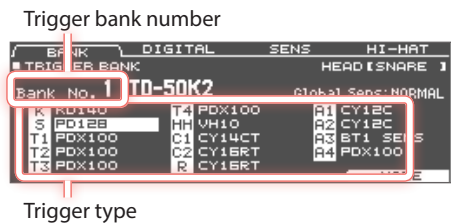
#### Trigger type

The trigger type is a collection of various trigger parameters, adjusted to values that are appropriate for each pad. In order to make the optimal settings for the pad that's being used for each trigger input, specify the model (type) of pad that's connected.

#### Trigger bank

A trigger bank contains an entire set of settings for 14 triggers.

1. Press the [TRIGGER] button.
  2. Press the PAGE [UP] button several times to display the topmost page.
  3. Press the [F1] (BANK) button.
- The TRIGGER BANK screen appears.



4. Select the pad to configure (p. 29).
- You can also select using the cursor buttons.

Pads	Explanation
K	KICK
S	SNARE
T1-4	TOM1-4
HH	HI-HAT
C1,2	CRASH1, 2
R	RIDE
A1-4	AUX1-4

#### MEMO

You can adjust the overall pad sensitivity for each trigger bank (p. 50).

5. Use the [-] [+] buttons or the dial to specify the trigger type.

\* You can't change the trigger type of a trigger input that's assigned to a pad that supports a digital connection.

#### MEMO

When you specify the trigger type, the trigger parameters (with the exception of certain parameters such as crosstalk cancellation) are set to optimal values. These values are only general guidelines; you

can make fine adjustments as appropriate according to how you attach the pad and how you use it.  
For details, refer to "Data List" (PDF).

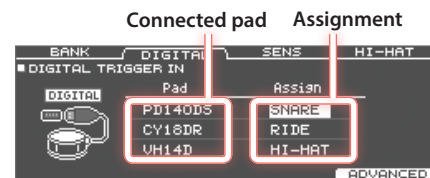
### Making Settings for Digitally-Connected Pads

The first time that you connect a pad that supports digital connection to a DIGITAL TRIGGER IN port, you'll follow the screens that appear, and specify the trigger input to which the connected pad is assigned (p. 12).

The following explains how to change the assigned destinations (assignments) after you make the settings.

- \* If you assign the same trigger input used by a pad connected to a TRIGGER IN jack, the pad that's connected to that TRIGGER IN jack does not output sound.
- \* When you execute a factory reset, the connection history and settings of digitally-connected pads are initialized.

1. Press the [TRIGGER] button.
  2. Press the PAGE [UP] button to display page 1 (TRIG BASIC).
  3. Press the [F2] (DIGITAL) button.
- The DIGITAL TRIGGER IN screen appears.



4. Use the cursor buttons to select the pad that you want to specify, and use the [-] [+] buttons or the dial to specify the assignment.
- You can also select a pad by striking it.  
If you don't want to assign the pad to any trigger input, choose "N/A."
- \* You can't specify multiple instances of the same assignment.



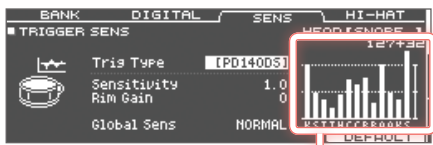
### Adjusting the Sensitivity of Individual Pads

Because the following settings are automatically set to the appropriate values for each pad when you specify the trigger type (p. 49), there is normally no need for you to edit them.

You can edit these settings if you want to make finer adjustments, or if you want to use an acoustic drum trigger.

1. Press the [TRIGGER] button.
2. Press the PAGE [UP] button several times to display the topmost page.
3. Press the [F3] (SENS) button.

The TRIGGER SENS screen appears.



Velocity meter  
(Indicates the force (velocity) of the strike.)

Indication	Explanation	Indication	Explanation
K	KICK	C	CRASH 1, 2
S	SNARE	R	RIDE
T	TOM1-4	A	AUX1-4
H	HI-HAT		

4. Select the pad to configure (p. 29).
5. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Sensitivity	1.0-32.0	You can adjust the sensitivity of the pads to accommodate your personal playing style. Increasing this value increases the sensitivity, so that even soft strikes on the pad are sounded at high volume. Decreasing this value decreases the sensitivity, so that even strong strikes on the pad are sounded at low volume.
Rim Gain	0-3.2	Adjusts the balance between the force of striking the rim or edge and the loudness of the sound. If you increase this value, even soft strikes on the rim are sounded at high volume. If you decrease this value, even strong strikes on the rim are sounded at low volume. This is available for pads that support rim shots.

Parameter	Value	Explanation
Global Sens	LOW, NORMAL, HIGH	Adjusts the sensitivity of all pads as a whole for the entire drum kit. For a broader range of dynamic control, select "LOW." To play with a light touch, select "HIGH." This setting is enabled for each trigger bank.

#### MEMO

- To return to the default values, press the [F5] (DEFAULT) button. Trigger parameters (with the exception of certain parameters such as crosstalk cancellation) are set to the default value. For details, refer to "Data List" (PDF).
- Velocity is displayed with a maximum of 127 for pads that are connected to a TRIGGER IN port, or with a maximum of 127+32 (when MIDI CONTROL HI-Reso Velocity is "ON") for pads that support HI-Reso Velocity and are digitally connected to a DIGITAL TRIGGER IN port. For details, refer to "Data List" (PDF).

### Making Hi-Hat Settings

If you are using a V hi-hat, adjust the offset on the TD-50X.

This is necessary in order to correctly detect open/close operations and pedal movement.

#### Reference

- For details on how to adjust the offset, refer to "Making Hi-Hat Settings" (p. 13).
- Make detailed adjustments to the parameters as necessary. For details, refer to "Data List" (PDF).

### Making Detailed Trigger Settings

Because the following settings are automatically set to the appropriate values for each pad when you specify the trigger type (p. 49), there is normally no need for you to edit them.

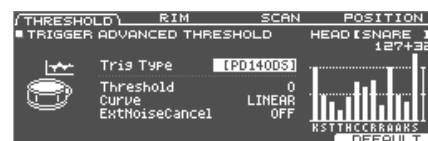
You only need to make these settings when you want finer control over the detailed pad sensitivity settings, signal detection, strike point detection and so on.

#### Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

1. Press the [TRIGGER] button.
2. Press the PAGE [UP] [DOWN] buttons to display page 2 (TRIG ADVANCED).

The TRIGGER ADVANCED screen is shown.





3. Press a button from [F1] (THRESHOLD) to [F4] (POSITION) to select the item you want to edit.

Button	Explanation
[F1] (THRESHOLD) button	Configures the detailed settings for the pad sensitivity.
[F2] (RIM) button	Configures the detailed rim shot settings.
[F3] (SCAN) button	Configures the detailed trigger signal detection settings.
[F4] (POSITION) button	Configures the detailed strike point detection settings.

4. Select the pad to configure (p. 29).
5. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

**MEMO**

To return to the default values, press the [F5] (DEFAULT) button. Trigger parameters (with the exception of certain parameters such as crosstalk cancellation) are set to the default value. For details, refer to “Data List” (PDF).

### Making Detailed Settings for Digitally-Connected Pads

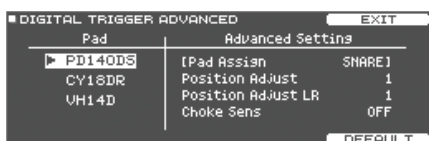
The first time that you connect a pad that supports digital connection, the following settings are automatically set to values that are optimal for each pad, so it is normally not necessary to specify them. Edit these settings if you want to make more detailed adjustments.

**Reference**

For details on the parameters that can be edited, refer to “Data List” (PDF).

1. In the DIGITAL TRIGGER IN screen (p. 49), press the [F5] (ADVANCED) button.

The DIGITAL TRIGGER ADVANCED screen appears.



2. To select the pad for which to make settings, either strike that pad or press the cursor buttons.
3. Use the cursor [▶] button to move the cursor to the Advanced Setting parameters.
4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

\* The parameters that you can edit will differ depending on the pad.

**MEMO**

To return to the default values, press the [F5] (DEFAULT) button. Trigger parameters (with the exception of certain parameters such as crosstalk cancellation) are set to the default value. For details, refer to “Data List” (PDF).

### Viewing Trigger Information for Each Pad

You can view realtime information that shows the force (velocity) with which each pad is struck, how far the hi-hat is open, and the strike position on the snare, ride cymbal, toms, and AUX.

**MEMO**

Performance data received via the MIDI IN connector is also displayed.

1. Press the [TRIGGER] button.
2. Press the PAGE [DOWN] button to display page 3 (TRIG MONITOR).
3. Press the [F1] (TRIG) button.

The TRIGGER MONITOR screen appears.



Velocity meter  
(Indicates the force (velocity) of the strike.)

Indication	Explanation	Indication	Explanation
K	KICK	C	CRASH 1, 2
S	SNARE	R	RIDE
1-4	TOM1-4	A	AUX1-4
H	HI-HAT		

4. Strike the pads.

The meter indications in the screen will move in realtime, allowing you to view the following information.

Indication	Explanation
HI-HAT	Shows how far the hi-hat is open. The indicator will move toward “OPEN” as the hi-hat opens, and toward “PRESS” as it closes.
POSITION	If the pad supports strike point detection, the strike point for the pad is shown. Also, when the VH-14D is connected, the left/right strike points for the cymbals are shown. The indicator moves toward “LEFT” as the strike moves closer to the left side of the pad, and toward “RIGHT” as the strike moves closer to the right side of the pad.
CHOKE	The “CHOKE” icon appears when the cymbal is choked. The CHOKE icon appears when you use the choke technique on a pad that supports choking.

## Eliminate Crosstalk Between Pads (Crosstalk Cancellation)

If two pads are attached to the same stand, the vibration from one struck pad may cause the other pad to sound without your intention. This is called “crosstalk.” Crosstalk cancellation is a setting that prevents this type of crosstalk.

- \* When the unit is shipped from the factory, it is set for optimal operation with the separately sold drum stand (MDS series, DCS series, or DBS series), so you will not normally need to change the settings. Crosstalk cancellation needs to be set in the following cases:
  - When using a pad configuration not found in the trigger bank (p. 49) settings
  - When using a drum stand other than the drum stand sold separately for this unit (MDS, DCS or DBS Series)
  - When using a drum trigger (sold separately).
- \* In some cases, the acoustic sound from an acoustic drum or from a monitor speaker might cause a pad to be triggered. In such cases, adjusting the crosstalk cancellation settings will not solve the problem. Pay attention to the following considerations when setting up your equipment.
  - Set up the pads at a distance from the speakers
  - Angle the pads, placing them where they are less likely to be affected by the sound
  - Increase the Threshold value of the pad
    - ➔ “Data List” (PDF)

### Tips on configuring the pads

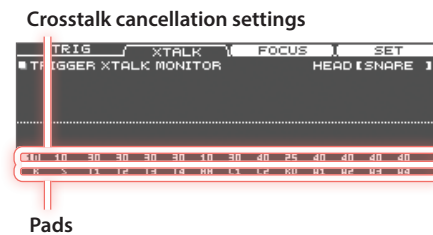
You can prevent crosstalk by positioning the pads in a way that minimizes their susceptibility to an external source of vibration. Before you make crosstalk cancellation settings, pay attention to the following considerations when setting up your equipment.

- Don't place pads in contact with each other.
- If attaching multiple pads to the same stand, increase the distance between them.
- Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the stand.

Example) Crash 1 is triggered when you strike the Tom 1 pad

1. Press the [TRIGGER] button.
2. Press the PAGE [DOWN] button to display page 3 (TRIG MONITOR).
3. Press the [F2] (XTALK) button.

The TRIGGER XTALK MONITOR screen appears.

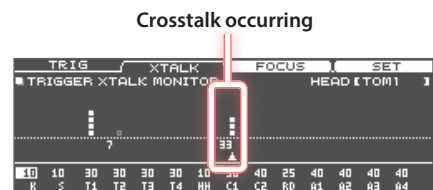


4. Strike the tom 1 (T1) pad.

The crosstalk detection status is shown in the TRIGGER XTALK MONITOR screen.

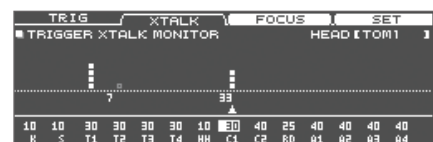
The illustration below indicates that tom 2 (T2) and crash 1 (C1) detected vibration when tom 1 (T1) was struck.

A “▲” symbol is shown for pads that are experiencing crosstalk.



Pads detecting vibration	Explanation
Tom 2 (T2)	Will not sound, because crosstalk cancellation is active.
Crash 1 (C1)	Crosstalk is occurring. By adjusting the crosstalk cancellation value, you can prevent the sound from being triggered.

5. Press the [F3] (FOCUS) button to move the cursor to C1.



If crosstalk is occurring for multiple pads, each press of the [F3] (FOCUS) button will move the cursor to another pad that is experiencing crosstalk.

## 6. Press the [F4] (SET) button.

In this case, the value is automatically set to “33,” which is the minimum value that can cancel triggering for crash 1.

Setting	Explanation
0–80	Strength of crosstalk cancellation

\* The value will not exceed 40 when you set crosstalk cancellation automatically. If you need to set this value above 40, use the [-] [+] buttons or the dial to edit the value.

## 7. Repeat steps 5 and 6 to make crosstalk cancellation settings.

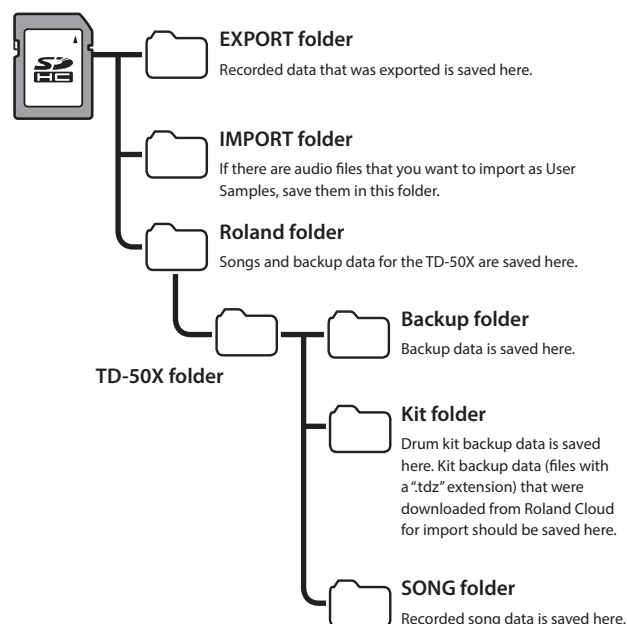
### MEMO

You can also use the cursor [◀] [▶] buttons, the [-] [+] buttons, or the dial to make crosstalk cancellation settings manually.

## Backing Up Data

All settings stored in the TD-50X can be saved (backed up) to an SD card, or restored (loaded) into the TD-50X.

### SD card folder structure

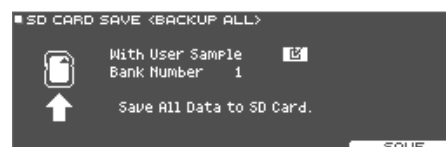


## Backing Up to an SD Card

Here's how to save all settings that are stored in the TD-50X (up to 99 sets).

1. Insert an SD card into the TD-50X (p. 10).
2. Press the [SD CARD] button.
3. Press the PAGE [UP] button several times to display the SD CARD BACKUP ALL screen.
4. Press the [F1] (SAVE) button.

The SD CARD SAVE <BACKUP ALL> screen appears.



5. Use the cursor buttons to select a parameter, and use the [-] [+] buttons to configure the backup.

Parameter	Explanation
With User Sample	Selects whether user samples are also backed up.
Bank Number	Selects the backup number.

## Settings

- \* If you back up user samples as well, it may take several minutes to save the data depending on the size of the user samples. If you don't back up user samples, and you then delete user samples or renumber them, the kit won't be reproduced correctly even if you load the backup.

### 6. Press the [F5] (SAVE) button.

#### MEMO

If you want to assign a name to the backup data, press the [F4] (NAME) button and assign a name (p. 36).

### 7. Press the [F5] (EXECUTE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

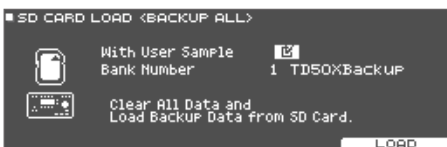
### 8. Select "OK," and press the [ENTER] button.

The backup data is saved on the SD card.

## Loading Backup Data from an SD Card

Here's how backup data that was saved on an SD card can be loaded into the TD-50X.

1. Insert an SD card into the TD-50X (p. 10).
2. Press the [SD CARD] button.
3. Press the PAGE [UP] button several times to display the SD CARD BACKUP ALL screen.
4. Press the [F2] (LOAD) button.  
The SD CARD LOAD <BACKUP ALL> screen appears.



### 5. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to load the data.

Parameter	Explanation
With User Sample	Selects whether user samples are also loaded.
Bank Number	Selects the backup number.

- \* When you load user samples, the user samples included in the backup data are overwritten onto the user samples in user memory. Depending on the size of the user samples, it might take ten minutes or more to load the data.
- \* If you are loading backup data that does not include user samples, you can't select the "With User Sample" check box.

### 6. Press the [F5] (LOAD) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

### 7. Select "OK," and press the [ENTER] button.

The backup data is loaded from the SD card.

## Backing Up Drum Kit to an SD Card (1 KIT SAVE)

Here's how settings of an individual drum kit stored in the TD-50X can be backed up to an SD card (up to 999 drum kits).

1. Insert an SD card into the TD-50X (p. 10).
2. Press the [SD CARD] button.
3. Press the PAGE [UP] [DOWN] buttons to display page 2 (SD CARD BACKUP 1KIT).
4. Press the [F1] (1KIT SAVE) button.  
The SD CARD SAVE <1KIT> screen appears.



#### User sample icon

(shown only if a drum kit that uses user samples (p. 39) is selected)

### 5. Use the cursor buttons to select a parameter, and use the [-] [+] buttons to configure the backup.

Parameter	Explanation
With User Sample	Selects whether the user samples assigned to the drum kit are also backed up.
User	Select the drum kit that you want to back up.
SD Card	Selects the backup number.

- \* If you back up user samples as well, it may take several minutes to save the data depending on the size of the user samples. If you do not back up user samples, loading the kit backup data will not correctly reproduce the drum kit if you have deleted user samples from the unit after making the backup or if you have renumbered them.

### 6. Press the [F5] (SAVE) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

## 7. Select "OK," and press the [ENTER] button.

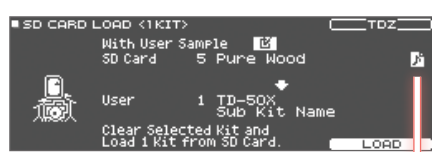
The kit backup data is saved on the SD card.

## Loading Kit Backup Data from an SD Card (1 KIT LOAD)

This shows how to load kit backup data that is saved on the SD card or downloaded from the Roland Cloud into the TD-50X.

1. Insert an SD card into the TD-50X (p. 10).
2. Press the [SD CARD] button.
3. Press the PAGE [UP] [DOWN] buttons to display page 2 (SD CARD BACKUP 1KIT).
4. Press the [F2] (1KIT LOAD) button.

The SD CARD LOAD <1KIT> screen appears.



### User sample icon

(shown only if a drum kit that uses user samples (p. 39) is selected)

## 5. Select the type of data to load.

To load kit backup data that was saved to this unit, press the [F4] (TDZ) button to make it go dark.

To load kit backup data downloaded from Roland Cloud, press the [F4] (TDZ) button to make it light.

## 6. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to load the data.

Parameter	Explanation
With User Sample	Selects whether the user samples saved together with the drum kit are loaded.
SD Card	Selects the backup number.
User	Selects the load-destination drum kit.

- \* When you load user samples, new user samples are created even if the same user samples already exist. The newly created user samples are automatically assigned to the loaded drum kit.
- \* In order to load user samples, there must be sufficient free space for the user samples.
- \* If you are loading the kit backup data that does not include user samples, you can't select the "With User Sample" check box.

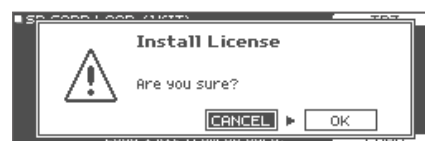
## 7. Press the [F5] (LOAD) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

- \* The license data for the kit backup data is saved to this unit the first time you load the kit backup data downloaded from Roland Cloud. A confirmation message appears if the license data has not been saved to this unit.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

- \* You cannot load kit backup data downloaded from Roland Cloud if its license data differs from the license data saved to this unit. In this case, delete the license data saved on this unit and try loading it again (p. 62).



## 8. Select "OK," and press the [ENTER] button.

The backup data is loaded from the SD card.

## Deleting Backup Data from an SD Card (DELETE/1 KIT DELETE)

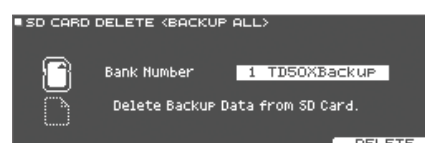
Here's how to delete unneeded backup data (including user samples) from an SD card.

1. Insert an SD card into the TD-50X (p. 10).
2. Press the [SD CARD] button.
3. Use the PAGE [UP] [DOWN] and function buttons to select the backup menu.

Backup menu	Explanation
DELETE (page 1 (SD CARD BACKUP ALL))	Deletes the backup data.
1 KIT DELETE (page 2 (SD CARD BACKUP 1KIT))	Deletes the kit backup data.

The SD CARD DELETE screen appears.

### Example) When using DELETE



4. Make deletion settings.

Parameter	Explanation
Bank Number (when using DELETE)	Selects the backup number that you want to delete.
SD Card (when using 1 KIT DELETE)	Selects the kit backup number that you want to delete.

5. Press the [F5] (DELETE) button.

A confirmation message appears.

Example) When using DELETE



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

6. Select "OK," and press the [ENTER] button.

The backup data is deleted from the SD card.

## Using a Connected Computer to Manage the SD Card

You can connect this unit to a computer via USB in storage mode to manage the contents of an SD card that you've inserted into the TD-50X.

1. Make sure that a USB cable is not yet connected between the computer and the TD-50X.

If a cable is still connected, quit any apps that are using the TD-50X, safely eject the device from your computer and then unplug the USB cable.

2. Insert an SD card into the TD-50X (p. 10).

3. Press the [SD CARD] button.

4. Press the PAGE [DOWN] button to display page 3 (SD CARD UTILIT).

5. Press the [F1] (STORAGE) button.

6. Press the [F5] (START) button.

The unit enters storage mode.

7. Plug in the USB cable, and connect it to your computer.

8. To quit, safely eject this unit from your computer, and then unplug the USB cable.

## Checking the Usage Status of an SD Card (INFO)

Here's how to check the number of settings that are saved on the SD card.

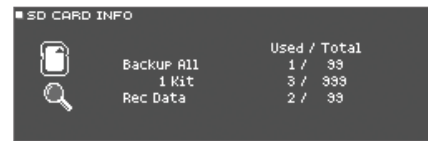
1. Insert an SD card into the TD-50X (p. 10).

2. Press the [SD CARD] button.

3. Press the PAGE [DOWN] button to display page 3 (SD CARD UTILITY).

4. Press the [F2] (INFO) button.

The SD CARD INFO screen appears.



Parameter	Explanation
Backup All	Number of saved backup data
1 Kit	Number of saved kit backup data
Rec Data	How many recorded data files are saved

5. Press the [KIT] button to return to the DRUM KIT screen.

## Formatting an SD Card (FORMAT)

Here's how to format an SD card.

- \* Before using an SD card for the first time with the TD-50X, you must format the SD card.

**NOTE**

When you format an SD card, all data on the SD card is erased. Before initializing, back up any important data to your computer that is saved on your SD card.

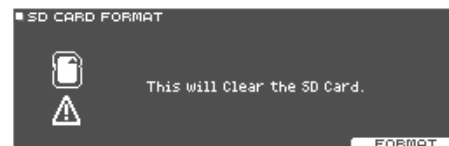
1. Insert an SD card into the TD-50X (p. 10).

2. Press the [SD CARD] button.

3. Press the PAGE [DOWN] button several times to display the SD CARD UTILITY screen.

4. Press the [F4] (FORMAT) button.

The SD CARD FORMAT screen appears.



5. Press the [F5] (FORMAT) button.

A confirmation message appears.



If you decide to cancel, select "CANCEL" and press the [ENTER] button.

6. Select "OK," and press the [ENTER] button.

The SD card is initialized.

**NOTE**

Never turn off the power or remove the SD card while the SD card is being initialized.



## Making Overall Settings for the TD-50X (SETUP)

The settings below are common to the entire TD-50X, such as specifying the output destination of the TD-50X and configuring the footswitch assignments.

### 1. Press the [SETUP] button.

The SETUP MENU screen appears.



### 2. Use the PAGE [UP] [DOWN] and function buttons to select the setup menu for the settings you want to make.

Menu	Explanation
<b>SETUP MENU 1</b>	
OUTPUT	Specifies the output destination of the sounds (p. 57).
USB AUDIO	Makes the USB audio settings (p. 43).
OPTION	Configures the preview button, MIX IN jacks, the display and so on (p. 60).
CONTROL	Assigns functions to the footswitches and pads (p. 60).
<b>SETUP MENU 2</b>	
MIDI	Configures the MIDI settings (p. 61).
AUTO OFF	Configures the AUTO OFF settings (p. 13).
INFO	Used for checking how much memory is free on this unit, as well as the program version (p. 61).
<b>SETUP MENU 3</b>	
FACTORY RESET	Returns the unit to its factory settings (p. 62).

### 3. Edit the settings of the selected menu.

## Audio Output Assignments (OUTPUT)

Here's how to assign the audio outputs from the MASTER OUT jacks, DIRECT OUT jacks, and PHONES jacks.

### MEMO

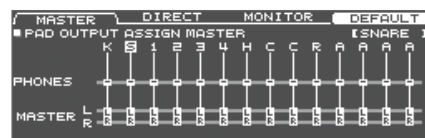
For the USB audio settings (p. 43), the MASTER and DIRECT 1–8 jacks share the same settings with the output settings from the MASTER OUT and DIRECT OUT jacks.

- In the SETUP MENU 1 screen, press the [F1] (OUTPUT) button.
- Use the PAGE [UP] [DOWN] and function buttons to select the function to set.

### Page 1 (PAD OUTPUT)

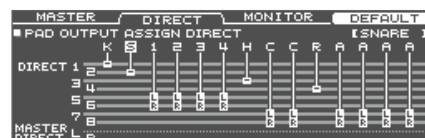
#### [F1] (MASTER) button

Specifies each pad's output assignments for the PHONES jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to "NORMAL").



#### [F2] (DIRECT) button

Specifies each pad's output assignments for the DIRECT OUT 1-8 jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to "DIRECT").



#### [F3] (MONITOR) button

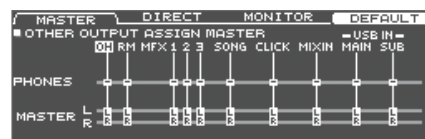
This lets you check the output volumes for each jack.



### Page 2 (OTHER OUTPUT)

#### [F1] (MASTER) button

Specifies the ambience and MFX output assignments for the PHONES jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to "NORMAL").



#### [F2] (DIRECT) button

Specifies the ambience and MFX output assignments for the DIRECT OUT 1-8 jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Out is set to "DIRECT").





**[F3] (MONITOR) button**

This lets you check the output volumes for each jack.



\* For details on the Master Out parameter for OUTPUT ROUTING, refer to “Data List” (PDF).

**3. Strike a pad or press the cursor buttons [◀] [▶] to select the pad or function that you want to configure.**

Indication	Explanation	Indication	Explanation
K	KICK	C	CRASH 1, 2
S	SNARE	R	RIDE
1-4	TOM 1-3	A	AUX 1-4
H	HI-HAT		

Indication	Explanation
OH	Overhead
RM	Room
MFX1-3	Multi-effect 1-3 (p. 33)
SONG	Song (p. 18)
CLICK	Click (p. 17) and song click track (p. 21) output
MIXIN	Sound that is input to the MIX IN jack (p. 18)
USB IN MAIN, SUB	Sound that is input to the USB COMPUTER port (p. 44)

**4. Use the cursor [▲] [▼] buttons, the [-] [+] buttons, or the dial to select the output destination.**

**MEMO**

To return to the default values, press the [F4] (DEFAULT) button. Also, when the [F2] (DIRECT) button is selected on page 1 (PAD OUTPUT) and you press the [F4] (DEFAULT) button, you can select the default values (factory default settings) and one more output setting (STEREO ALL).

To restore the settings to their default values (factory default settings), select “DEFAULT”; and to select one more output setting, use the cursor buttons to select “STEREO ALL” and then press the [F5] (RESET) button.



**5. Press the [KIT] button to return to the DRUM KIT screen.**

**Output destination setting examples**

Here are some examples of output destination settings.

**MEMO**

The MASTER OUT jacks (XLR type) and DIRECT OUT jacks (1/4-inch TRS phone type) are balanced outputs. The MASTER OUT jacks (1/4-inch TRS phone type) are unbalanced outputs (p. 11).

**Example 1: Default settings**

With these settings, all sound is output from the PHONES and MASTER OUT jacks for monitoring.

The sound from each pad is divided up and output to the DIRECT OUT 1-8 jacks, which signals are sent to your PA system.

Connector	Output setting	Example destination
PHONES	All	Monitor headphones
MASTER OUT	All	Drum monitor
DIRECT OUT 1	KICK	
DIRECT OUT 2	SNARE	
DIRECT OUT 3	HI-HAT	
DIRECT OUT 4	RIDE	
DIRECT OUT 5/6	TOM 1-4 (Stereo)	PA (external mixer)
DIRECT OUT 7/8	CRASH 1, 2, AUX1-4 (Stereo)	

**Example 2) Sending the same audio for monitoring and PA**

With these settings, the same sound will be output from the PHONES jacks, the MASTER OUT jacks, and the DIRECT OUT (7, 8) jacks.

The sound being monitored by the performer will be the same as the sound sent to the PA system.

\* The master compressor and master EQ effects are not applied to DIRECT OUT.

Connector	Output setting	Example destination
PHONES	All	Monitor headphones
MASTER OUT	All	Drum monitor
DIRECT OUT 1	-	-
DIRECT OUT 2	-	-
DIRECT OUT 3	-	-
DIRECT OUT 4	-	-
DIRECT OUT 5/6	-	-
DIRECT OUT 7/8	All	PA (external mixer)

### Example 3: Performing while listening to a click/guide track

With these settings, all sound is output to the PHONES jacks for monitoring.

By outputting CLICK (the click and song click track output) and USB IN SUB (the sound that is input to the USB COMPUTER port) only from headphones, only the player can hear the click or guide track while they perform.

Connector	Output setting	Example destination
PHONES	All CLICK and USB IN SUB are output only to PHONES	Monitor headphones
MASTER OUT	Output only SONG and USB IN MAIN	
DIRECT OUT 1	KICK	
DIRECT OUT 2	SNARE	
DIRECT OUT 3	HI-HAT	PA (external mixer)
DIRECT OUT 4	RIDE	
DIRECT OUT 5/6	TOM 1–4 (Stereo)	
DIRECT OUT 7/8	CRASH 1, 2, AUX1–4 (Stereo)	

### Configuring the detailed output routing

Here's how to make the detailed settings for output routing to the MASTER OUT jacks, DIRECT OUT jacks, and PHONES jacks.

#### Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

1. In the SETUP MENU 1 screen (p. 57), press the [F1] (OUTPUT) button.

2. Press the PAGE [DOWN] button to display page 3 (OUTPUT ROUTING).

The routing screen appears.



3. Press the [F1] (ROUTING)–[F3] (ATT) buttons to select the item that you want to edit.

Button	Explanation
[F1] (ROUTING) button	Specifies how the fader, pad equalizer/compressor, master out output and so on are applied or routed.

Button	Explanation
[F2] (LO CUT) button	Specifies whether the low-frequency region is cut from the output. The frequency setting is the same for each output.
[F3] (ATT) button	Specifies whether to apply an attenuator to the signal output from the DIRECT OUT jacks. When "Master Out" on the ROUTING tab is set to "DIRECT," this is enabled for the MASTER OUT jacks as well. For details on the Master Out parameters, refer to "Data List" (PDF).

#### MEMO

- To return to the default values, press the [F4] (DEFAULT) button.
- The LO CUT and ATT settings have no effect on USB audio output.

4. Press the [KIT] button to return to the DRUM KIT screen.

### Routing parameter setting examples

Parameter	Explanation
Fader to Direct	<p><b>When turned "OFF"</b></p> <ul style="list-style-type: none"> <li>The panel faders have no effect on the output from the DIRECT OUT jacks. When the OUTPUT ROUTING Master Out setting is "DIRECT," the panel faders have no effect on the output from the MASTER OUT jacks. The panel faders are always enabled for the PHONES jack output, regardless of the Fader to Direct setting.</li> <li>This lets the player adjust their monitoring sound balance using the faders at hand, apart from the sound balance that is adjusted on the PA system.</li> </ul>
PadEq/Comp to Direct	<p><b>When turned "OFF"</b></p> <ul style="list-style-type: none"> <li>The output from the DIRECT OUT jacks bypasses the pad equalizer and pad compressor. The output from the MASTER OUT jacks bypasses the pad equalizer and pad compressor if the OUTPUT ROUTING Master Out setting is "DIRECT."</li> <li>While the equalizer and compressor for each pad are adjusted at the PA, the performer can perform with the sound processed by the pad equalizer and pad compressor of each drum kit.</li> </ul>
PadComp to Phones	<p><b>When turned "OFF"</b></p> <ul style="list-style-type: none"> <li>The pad compressor does not apply to the output from the PHONES jacks.</li> <li>With settings such as shown in output destination setting example 2 (p. 58), you can hear the sound with full dynamics in your monitor headphones as you perform, yet use the pad compressor to reduce the dynamics for the drum monitor and the PA.</li> </ul>

Parameter	Explanation
Master Out	<p>With the "DIRECT" setting</p> <ul style="list-style-type: none"> <li>The master compressor and master EQ effects are not applied to the output from the MASTER OUT jacks, allowing you to use the MASTER OUT jacks as DIRECT OUT jacks (the setting of the [MASTER] knob is applied). This setting also applies to the output via USB audio to your computer.</li> <li>The PHONES jacks output the sound processed by the master compressor and master EQ.</li> <li>If you want the output of the MASTER OUT jacks to be output as direct output, assign the output to MASTER DIRECT in the PAD OUTPUT screen (DIRECT tab) and the OTHER OUTPUT screen (DIRECT tab).</li> </ul>

**Reference**

For other settings, refer to "Data List" (PDF).

**Assigning Functions to Footswitches or Pads (CONTROL)**

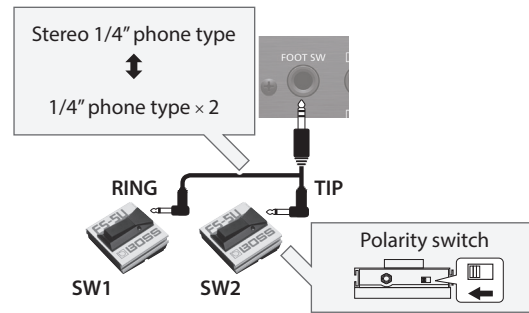
Footswitches (BOSS FS-5U, FS-6; sold separately) or pads that are connected to the TD-50X can be assigned to control functions such as switching drum kits or switching set lists.

**Reference**

For details on the parameters that can be edited, refer to "Data List" (PDF).

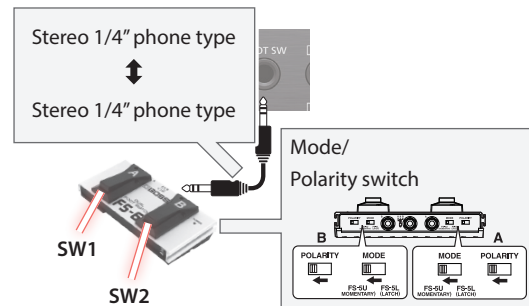
**Assigning a function to a footswitch**

**Connecting an FS-5U**

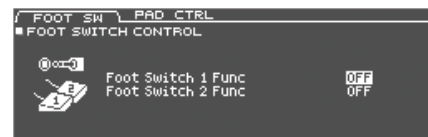


- \* If you use a mono cable to connect a single FS-5U, it will operate as SW 2.
- \* The FS-5L cannot be used.

**Connecting an FS-6**



1. In the SETUP MENU 1 screen (p. 57), press the [F4] (CONTROL) button.
2. Press the [F1] (FOOT SW) button. FOOT SWITCH CONTROL screen appears.



3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

**MEMO**

If you want to switch between drum kits in the set list (p. 47) with a footswitch, set the footswitch's assigned function to "KIT# DEC" or "KIT# INC," and press the [SET LIST] button to make it light. (Make the set list settings in advance.)

4. Press the [KIT] button to return to the DRUM KIT screen.

**Other Settings (OPTION)**

These settings are for the [PREVIEW] button, MIX IN jacks, the display and so on.

**Reference**

For details on the parameters that can be edited, refer to "Data List" (PDF).

1. In the SETUP MENU 1 screen (p. 57), press the [F3] (OPTION) button.

The option settings screen appears.



2. Press the [F1] (PREVIEW)–[F4] (CUSTOMIZE) buttons to select the item you want to edit.

Button	Explanation
[F1] (PREVIEW) button	Sets how the sound plays when you press the [PREVIEW] button.
[F2] (MIX IN) button	Configures the MIX IN jack.
[F3](LCD) button	Adjusts the display contrast.
[F4] (CUSTOMIZE) button	Toggles the display of the guide that appears momentarily when you switch pages, and edits the order in which parameters are displayed on the INSTRUMENT screen.

3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.
4. Press the [KIT] button to return to the DRUM KIT screen.

## Assigning functions to pads

You can assign a function to a pad that's connected to TRIGGER IN jacks 13/AUX3 and 14/AUX4, or to a pad that supports digital connection and is assigned to AUX3/4.

1. In the **SETUP MENU 1** screen (p. 57), press the **[F4] (CONTROL)** button.
2. Press the **[F2] (PAD CTRL)** button.

The PAD SWITCH CONTROL screen appears.



3. Use the cursor buttons to select a parameter, and use the **[-] [+]** buttons or the dial to edit the value.

### MEMO

- If you don't want sound to be produced when you strike the pad, set the AUX3 and AUX4 volumes to "0" in MIXER VOLUME (p. 32). You can also press the **[INSTRUMENT]** button and set the instruments for AUX3 and AUX4 to "OFF" (p. 28).
  - If you want to switch drum kits in the set list (p. 47) with a pad, set the pad's assigned function to "KIT# DEC" or "KIT# INC," and then press the **[SET LIST]** button to make it light. (Make the set list settings in advance.)
4. Press the **[KIT]** button to return to the DRUM KIT screen.

## MIDI Settings (MIDI)

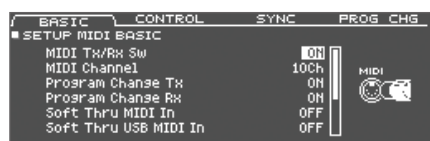
Here's how to make the overall MIDI-related settings for the TD-50X.

### Reference

For details on the parameters that can be edited, refer to "Data List" (PDF).

1. In the **SETUP MENU 2** screen (p. 57), press the **[F1] (MIDI)** button.

The MIDI screen appears.



2. Press the **[F1] (BASIC)**–**[F4] (PROG CHG)** buttons to select the item that you want to edit.

Button	Explanation
<b>[F1] (BASIC) button</b>	Makes basic MIDI settings such as specifying the channel on which the TD-50X transmits and receives MIDI data.
<b>[F2] (CONTROL) button</b>	Specifies the MIDI messages that are transmitted or received to indicate the pad striking location or the position of the hi-hat pedal.
<b>[F3] (SYNC) button</b>	Specifies settings related to MIDI synchronization.

Button	Explanation
<b>[F4] (PROG CHG) button</b>	You can freely configure how the drum kits correspond with the program change messages that are transmitted and received.

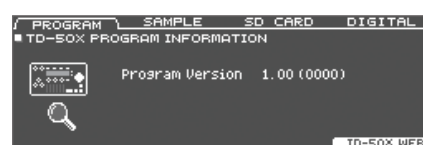
3. Use the cursor buttons to select a parameter, and use the **[-] [+]** buttons or the dial to edit the value.
4. Press the **[KIT]** button to return to the DRUM KIT screen.

## Viewing Information for the TD-50X Itself (INFO)

Shows information about the TD-50X itself, such as the program version.

1. In the **SETUP MENU 2** screen (p. 57), press the **[F3] (INFO)** button.

The information screen appears.



2. Press a **[F1] (PROGRAM)**–**[F4] (DIGITAL)** button to select the item that you want to display.

Button	Explanation
<b>[F1] (PROGRAM) button</b>	Displays the program version.
<b>[F2] (SAMPLE) button</b>	Displays the number of loaded user samples and the remaining amount of space for user samples in user memory.
<b>[F3] (SD CARD) button</b>	Displays how many backup data, kit backup data and recorded data files are saved on the SD card.
<b>[F4] (DIGITAL) button</b>	Displays the program version of the digital connection compatible pads that are connected to the TD-50X. The FUNC button of the selected pad is blinking.

3. Press the **[KIT]** button to return to the DRUM KIT screen.

### MEMO

Press the **[F5] (TD-50X WEB)** button to display a 2D code that you can scan with your smartphone for easy access to the TD-50X website and support page.

## Restoring the Factory Settings (FACTORY RESET)

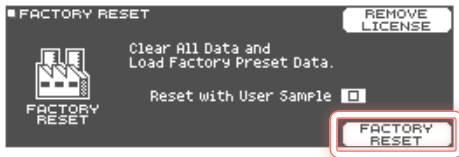
This restores the settings stored in the TD-50X to their factory default values. This is called a “factory reset.”

### NOTE

When you execute this operation, all data and settings in the TD-50X will be lost. Before you proceed, you should save any important data and settings to your SD card (p. 53).

1. In the **SETUP MENU** screen, press the **[F1] (FACTORY RESET)** button.

The **FACTORY RESET** screen appears.



### MEMO

If you want all user samples to also be returned to their factory-set state, use the [-] [+] buttons or the dial to add a check mark to “Reset with User Sample.” All user samples in user memory are overwritten by the factory-set data.

2. Press the **[F5] (FACTORY RESET)** button.

A confirmation message appears.



If you decide to cancel, select “CANCEL” and press the **[ENTER]** button.

3. Select “OK,” and press the **[ENTER]** button.

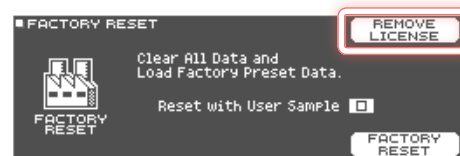
The factory reset is executed.

## Restoring All Settings (Including Roland Cloud License Data) to Factory Defaults

When you upgrade from a TD-50 to the TD-50X or load kit backup data from Roland Cloud into this unit, the Roland Cloud license data is saved on the TD-50X.

Restoring this unit as shown below resets all of this license and kit backup data that you loaded, as well as your user samples and everything else to the factory default settings.

1. In the **SETUP MENU 3** screen (p. 57), press the **[F1] (FACTORY RESET)** button.
2. In the **FACTORY RESET** screen, press the **[F4] (REMOVE LICENSE)** button.



The **FACTORY RESET (REMOVE LICENSE)** screen appears.

\* The check box on this screen cannot be deselected.

3. Press the **[F5] (FACTORY RESET)** button.

If you decide to cancel, select “CANCEL” and press the **[ENTER]** button.

4. Select “OK,” and press the **[ENTER]** button.

The factory reset is performed, and all Roland Cloud-related data stored on this unit is deleted.

## List of Displayed Messages

### Error Message List

Message	Meaning	Action
<b>Format SD Card Error!</b>	Failed to format the SD card.	Insert an SD card correctly. Unlock the SD card.
<b>Incorrect File!</b>	The backup data or the kit backup data is damaged.	Do not use this data.
<b>MIDI Buffer Full!</b>	A large amount of MIDI messages were received in a short time, and could not be processed completely.	Confirm that the external MIDI device is properly connected. If the problem persists, reduce the amount of MIDI messages sent to the TD-50X.
<b>MIDI Offline!</b>	A MIDI cable is disconnected (alternatively, communication with the external MIDI device was interrupted for some reason).	Check to make sure the MIDI cable has not been disconnected and that there is no short in the cable.
<b>No Backup Data!</b>	There is no backup data on the SD card.	–
<b>No Data!</b>	You attempted to export a song for which recorded data does not exist.	Export a song for which recorded data exists.
<b>No SD Card!</b>	No SD card is in the SD card slot.	Insert an SD card correctly.
<b>Rec Data Exists! Change Rec Number or Check Overwrite.</b>	Recorded data already exists.	Change the recording destination, or change the settings for overwriting recording data (p. 25).
<b>Rec Data Full!</b>	The storage capacity of the song recorder is full, and recording has stopped.	–
	Recording was stopped because the maximum number of sounds for a single song was exceeded.	–
<b>Rec Length Too Long!</b>	Recording stopped because the recording length limit was exceeded. (The recorder used on this unit records performance data in units of measures.)	Lower the tempo or increase the beat in the click settings when recording (p. 17).
		Try editing (rearranging) the song to make it shorter.
<b>Sample Length Too Long!</b>	The audio file is too long, and cannot be imported.	Files longer than 180 seconds cannot be imported.
<b>Sample Length Too Short!</b>	The audio file is too short, and cannot be imported.	In some cases, audio files shorter than one second cannot be imported.
<b>SD Card is Locked!</b>	The SD card is locked.	Unlock the SD card.
	The file attribute is read-only.	Check whether the file might be write-protected.
<b>SD Card is not connected!</b>	No SD card is in the SD card slot.	Insert an SD card correctly.
<b>SD Card Media Error!</b>	The data on the SD card is damaged.	Copy the necessary data from the SD card, and then format the SD card on the TD-50X (p. 56). If this does not solve the problem, try a different SD card.
	Failed to save recorded data.	Check the lock status of the SD card.
	Failed to export the song.	Check whether the file might be write-protected.
<b>SD Card Memory Full!</b>	There are no empty space on the SD card.	Delete unneeded data (p. 55).
<b>System Overload!</b>	The unit's processing could not keep up.	Reduce the number of notes that play simultaneously.
<b>Unsupported format!</b>	This unit does not support this format.	Check whether this file format can be played (song (p. 19), user sample (p. 39)).
<b>User Sample Does Not Exist!</b>	User samples do not exist.	Select a location where user samples exist.
<b>User Sample Exists!</b>	User samples exist.	Delete the user samples, or select a vacant location.
<b>User Sample Import Error!</b>	The audio data to be imported is damaged.	Do not use this audio data.
	The data on the SD card is damaged.	Do not use this SD card.
<b>User Sample Memory Error!</b>	The backup data or kit backup data including user samples is damaged.	Do not use this data.
	The data on the SD card is damaged.	Do not use this SD card.
	Empty user samples are assigned to a kit (Only for 1 KIT SAVE)	You can't use 1 KIT SAVE for a kit to which empty user samples are assigned.
<b>User Sample memory full!</b>	There is no free user sample space.	Delete unneeded user sample (p. 41).

## Appendix

Message	Meaning	Action
USB Offline!	The USB cable was disconnected (or USB communication was interrupted for some reason).	If you see this message but can't figure out why, check the USB cable to make sure it is connected properly, and that there isn't a short in the cable.
Change Audio Routing to LOOPBACK!	The audio routing has switched to loopback mode.	When using the loopback setting, the USB audio input and output may connect directly and inadvertently produce a very loud sound, depending on the settings of your computer and the TD-50X. For this reason, use caution with this setting.
Change Audio Routing to NORMAL!	The audio routing has switched to normal mode.	–
User Sample Unsupported format! TD-50X can import the file formatted 44.1kHz, 16or24bit .wav file.	This unit does not support this user sample format.	Save the sample in a format that this unit can recognize.
Incorrect License! Remove License.	The license data for the data you are loading does not match the license data currently stored in this unit.	Check whether the data you are loading is correct. Also, you can use the "Remove License" function to delete the license data already stored on this unit (p. 62). You cannot load different license data if license data is already saved in this unit.

## Other Messages

Message	Meaning	Action
USB Driver The modified settings will become effective after reconnect the USB cable.	The USB driver settings take effect when you unplug and reconnect the USB cable.	Unplug the USB cable and reconnect it.
XStick always effective	Cross-stick technique is always enabled.	–
XStick switch available	The cross-stick switch is enabled.	In the DRUM KIT screen, press the [F4] (XSTICK) button to switch between sounding or not sounding the cross-stick sound (p. 17).



## Troubleshooting

Problem	Items to check	Action	Page
<b>Problems with sound</b>			
<b>A specific pad does not sound</b>	Are the cables correctly connected to each pad and pedal?	Check the connections.	p. 11
	Could the Instrument be "OFF"?	Assign an Instrument.	p. 28
	Is the instrument's volume set too low?	Adjust the volume of the instrument.	p. 32 (*1)
	Have the settings for "OUTPUT" been made correctly?	Check the settings for "OUTPUT."	p. 57
	Is the fader set too low?	Adjust the fader.	p. 15
	Could user samples have been deleted?	If you delete the user sample that's assigned to a pad, it will not produce sound. Either load the user sample once again, or assign a different instrument.	p. 39
	Is the pad's "trigger type" set correctly?	Set the pad's "trigger type."	p. 49
	Is the connection cable correctly connected to the TRIGGER IN jack or the DIGITAL TRIGGER IN port?	Check the connections.	p. 11
<b>No sound/low volume</b>	Is the unit properly connected to other devices?	Check the connections.	p. 11
	Is the volume turned down on the unit?		p. 15
	Could the volume of the connected amplified speaker be lowered?	Adjust the volume to an appropriate level	-
	Has the audio system's input switch been set correctly?	Check your audio system.	-
	Is the volume of the device connected to the MIX IN jack too low?	Adjust the volume to an appropriate level.	-
	Is the input volume on this unit turned down too low?	Turn the [MIX IN] knob to adjust the levels appropriately.	p. 8
	Could the "Local Control" be "OFF"?	Set "Local Control" to "ON."	(*1)
<b>No sound when you strike a pad connected to a TRIGGER IN jack / Trigger does not respond</b>	If pads that are connected to the DIGITAL TRIGGER IN port are assigned to the same trigger input, the pads connected to the TRIGGER IN jack will not output sound.	Disconnect the pad connection cable from the DIGITAL TRIGGER IN port.	p. 11
<b>No sound when you strike a pad connected to a DIGITAL TRIGGER IN port / Trigger does not respond</b>	Is the trigger input set correctly?	After connecting the pad, specify the trigger input that it will play.	p. 11
	Could you be using carbon or metal sticks?	Use only wooden or plastic sticks. Using carbon or metal sticks may cause the sensors to malfunction.	-
	Could you be using metal brushes?	Use nylon brushes. Using metal brushes may cause the sensors to malfunction or damage the pads.	-
<b>Troubles with SD card</b>			
<b>SD card is connected but not recognized / Data is not visible</b>	Is the SD card formatted correctly?	Format the SD card on this product.	p. 56
<b>Can't play MP3/WAV file</b>	Does the product support the sampling frequency and bit rate of the MP3 file, or the sampling frequency and bit depth of the WAV file?	Use MP3/WAV files that the product supports.	p. 19
	Playback may be unable to keep up if you raise the playback speed of a high bit-rate of MP3.		-
<b>Can't correctly set the A-B repeat times</b>	When using an MP3 file, it might not be possible to play back the A-B repeat region correctly.		-
<b>Can't play or import an audio file</b>	Is the audio file format correct?	Check the audio file format, file name, and file name extension.	p. 39 p. 39
	Is the audio file in the correct location?	Check the location of the audio file.	p. 53
	Could a large number of audio files be in the folder?	Keep the number of audio files in a folder to 200 or fewer.	-

## Appendix

Problem	Items to check	Action	Page
<b>Problems with USB</b>			
<b>Can't communicate with a computer</b>	Is the USB cable connected correctly?	Check the connections.	p. 11
	In order to transmit and receive audio as USB audio, the USB driver must be installed.	Install the USB driver on your computer.	p. 43
	Are you using a cable that supports USB 2.0?	The product cannot be used with cables that support USB 3.0. Use the cable that supports USB 2.0.	–
	Have the settings for "Driver Mode" been made correctly?	Choose the setting that's appropriate for your situation.	p. 43
<b>Troubles with MIDI</b>			
<b>No sound</b>	Are the MIDI cables connected correctly?	Check the connections.	p. 11
	Is the MIDI channel set correctly?	Set the MIDI channels of the product and external MIDI device to the same setting.	(*1)
	Has the note number been set properly?	Set the pad's "NOTE NO."	(*1)

\* 1 Refer to "Data List" (PDF).

## Main Specifications

<b>Drum Kits</b>	100 (Preset: More than 50)		
<b>Instruments</b>	More than 900		
<b>Effect Types</b>	Pad Compressor: each pad Pad Equalizer: each pad Overhead Mic Simulator	Room/Reverb Multi-Effects: 3 systems, 38 types Master Compressor	Master Equalizer
<b>User Sample Import</b>	Number of User Sample: Maximum 500 (includes factory preloaded user samples) Sound Length (total): 24 minutes in mono, 12 minutes in stereo File formats that can be loaded: WAV (44.1 kHz, 16/24 bits)		
<b>Song Player (SD Card)</b>	Audio File: WAV (44.1 kHz, 16/24 bits), MP3		
<b>Recorder</b>	Recording Method: Realtime Maximum Note Storage: approx. 40,000 notes Export File Format: WAV (44.1 kHz, 16 bits), SMF		
<b>Display</b>	Graphic LCD 256 x 80 dots TRIGGER ACTIVITY Indicator (LED)		
<b>Faders</b>	8 (KICK, SNARE, TOMS, HI-HAT, CRASH, RIDE, AUX, AMBIENCE)		
<b>External Memory</b>	SD Card (SDHC supported)		
<b>Connectors</b>	TRIGGER IN jack x 14: 1/4-inch TRS phone type (Exclusion use with digital pad) DIGITAL TRIGGER IN port x 3: USB A type MASTER OUT (UNBALANCED) jacks (L/MONO, R): 1/4-inch phone type MASTER OUT (BALANCED) jacks (L, R): XLR type, balanced DIRECT OUT (BALANCED) jack x 8: 1/4-inch TRS phone type, balanced PHONES jack x 2: Stereo 1/4-inch phone type, Stereo miniature phone type MIX IN jack x 2: Stereo 1/4-inch phone type, Stereo miniature phone type MIDI (IN, OUT/THRU) connectors USB COMPUTER port: USB B type (USB Hi-Speed AUDIO/MIDI, Mass Storage Class) FOOT SW jack: 1/4-inch TRS phone type AC IN jack		
<b>Number of USB Audio Record/ Playback Channels</b>	Sampling Rate (Original): 44.1 kHz Sampling Rate (with Sampling rate converter): 96 kHz, 48 kHz Record: 32 channels Playback: 32 channels * USB Audio is required the using vender driver and switched vender mode.		
<b>Power Supply</b>	AC 117 V, AC 220 V, AC 230 V, AC 240 V		
<b>Power Consumption</b>	30 W		
<b>Dimensions</b>	330 (W) x 255 (D) x 118 (H) mm 13 (W) x 10-1/16 (D) x 4-11/16 (H) inches		
<b>Weight</b>	3.3 kg/7 lbs 5 oz		
<b>Accessories</b>	Quick Start Leaflet "Attaching the Ferrite Core" Power Cord Ferrite core (including Band for fastening the core)		
<b>Options (sold separately)</b>	Pad: PD series, PDX series, BT-1 Cymbal: CY series Kick: KD series, KT series Hi-Hat: VH series	Hi-Hat Control Pedal: FD series Acoustic Drum Trigger: RT series Footswitch: BOSS FS-5U, FS-6 Personal Drum Monitor: PM series	

\* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.