



Roland TR-606 Software Rhythm Composer Owner's Manual

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Roland

Software Rhythm Composer
TR-606
Owner's Manual



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Introduction

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

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Screen Structure

Main window

This area shows various knobs and buttons that you can use to edit the sound.

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

[HELP] button
Displays help.

[ABOUT] button
Displays information about TR-606 Software Rhythm Composer.

[A]–[H] button
Switch the variation (A–H) that plays.
To make a multiple selection, hold down the Shift key.
The currently playing variation button blinks.
• If the currently playing variation differs between instruments, the blinking variation is the variation that is currently playing for the instrument selected by the [INSTRUMENT] knob.

[POSITION LOCK TO DAW] button
Specifies whether TR-606's pattern playback is synchronized with the DAW's transport (play, stop, playback position).
If this is on, TR-606's pattern plays/stops in synchronization with the DAW's play/stop operation.
Turn this off if you want to play TR-606 from a DAW track.

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

[SCALE] selector
Selects the note length of each step.
1: 16th note, 2: 32nd note, 3: 8th note triplet, 4: 16th note triplet

[FUNCTION] button
Selects the function of the instrument pads.
• If you want to play sounds, set the INST line to white characters.
• If you want to select a variation (A–H), set the PATTERN line to white characters.

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

[INSTRUMENT] knob
Selects the instruments shown below.
• [A]–[H] buttons (blinking indicates currently playing)
• [LAST STEP] knob
• [OUTPUT] button
• Instrument pads

[LAST STEP] knob
Specifies the length of the pattern for the instrument selected by the [INSTRUMENT] knob.

[LIST] button
Displays the Memory Select window.

Display (upper line)
Shows the selected pattern name.

Level meter
Shows the output level.

Display (lower line)
Shows the selected kit name.

[▲] [▼] buttons
Recall the previous or next pattern or kit.

[WRITE] button
Saves the pattern or kit.

[PANEL] button
Shows/hides detailed parameters for the sound engine (p. 4).

[VOLUME] knob
Adjusts the volume.

[OUTPUT] button
Selects either MAIN or SUB as the output for the instrument selected by the [INSTRUMENT] knob.
The same setting can be made via OPTION - Sub Output.

[EDIT] button
Displays the edit window.

Zoom
Drag the bottom-right corner of the window to resize (zoom).
Zoom = 100%

Instrument pads
The function of these pads depends on the [FUNCTION] button.
• Use the pads to play the sound engine and audition the sounds.
• The pads indicated by white characters play at the normal volume, and the pads indicated by gray characters play at a soft volume.
• Use the pads to switch the variation (A–H) that plays.
• If you use the instrument pads to switch variations, the variation switches immediately without waiting for the next measure.
• After you use the instrument pads to switch variations, it is no longer possible to use the [VARIATION] button to switch until you stop playback.
• The eight buttons at the right are not operable.

During pattern playback, the playback steps for the instrument selected by the [INSTRUMENT] knob are lit. When the pattern is stopped, these are lit by performance data from your DAW.
When you operate the [INSTRUMENT] knob, the pattern of the selected instrument is shown for a limited time.

Detailed sound engine parameters

This screen shows the detailed parameters for the sound engine.

pattern plays.

What Is a “KIT”?

The 7 instruments are collectively called a “kit.”

The pattern plays the instruments of the currently selected kit.

What Is a “Bank”?

A “bank” is a set of 128 patterns and kits.

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

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

Edit Window



Parameter	Value/Explanation
EDIT VARIATION SELECT buttons	A–H: Select the variation that you want to edit. CURRENT: Select the currently playing variation.
[SCALE] button	Selects the scale. The scale changes each time you press the button. The vertical stripes that are the background of the step buttons are spaced at quarter-note intervals.
[LAST STEP] button	Specifies the length of the pattern. You can set this individually for each instrument.
[WEAK] button	Turn this on to enter weak beats.
[FLAM] button	Turn this on to enter a flam.
FLAM TYPE	Sets the flam interval for each pattern. Click the text “TYPE.” TYPE1: 0 msec TYPE2–9: Specify a spacing of 20–48 msec in 4 msec units.
[SUB STEP] button	Turn this on to enter sub steps. By entering sub steps, you can divide a step into repeated beats.
SUB STEP TYPE	Sets the type of the sub step to input. Click the text “TYPE.” * You can input different types of sub steps for each step button. TYPE1: Duplets TYPE2: Triplets TYPE3: Quadruplets
TOTAL ACCENT–BASS DRUM	The total accents and instrument names are shown. When the pattern length (LAST STEP) differs depending on the instrument, an instrument name is outlined in red and that instrument’s accents will match the TOTAL ACCENT’s accented steps during playback. The instrument outlined in red can be switched by clicking other instrument.
Variation indicator	This indicates the variation A–H that is playing for each instrument. Even if different instruments have a different LAST STEP setting, and the variations being played do not match, this shows the currently playing variation for each instrument.
[M] (mute) / [S] (solo) button	Specify mute/solo settings for each instrument (solo has priority).
[SHUFFLE] slider	Specifies the amount of shuffle (rhythmic bounce) for each instrument. If this is set to the far right, the [SHUFFLE] knob in the main window has the maximum effect. When this is set to the center, there is no effect. If this is set to the far left, the [SHUFFLE] knob in the main window has the maximum effect in the opposite direction.
Step buttons	These buttons set how the sounds play for each step. These buttons light up white as the respective instruments play during playback. TOTAL ACCENT Sets whether the instrument plays or not. CYMBAL–BASS DRUM When the step buttons are lit, the instrument plays.

Specifying the Pattern Length (LAST STEP)

1. Click the [LAST STEP] button

The [LAST STEP] button blinks purple.

The default is 16 steps.

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

Inputting Steps

1. For each instrument, input steps by making the step buttons lit or unlit.

Lit steps produce sound; unlit steps are silent.

Inputting the Total Accent (TOTAL ACCENT)

The top row of step buttons are for inputting the total accent.

1. Make the button light for each step at which you want to apply an accent.

An accented note is heard for all instruments that sound at a step whose total accent button is lit.

MEMO

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

Inputting Weak Beats

1. Click the [WEAK] button.

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

2. Turn on the steps that you want to play as weak beats.

The steps for which you input a weak beat are lit dimly.

MEMO

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

Specifying a Flam

1. Click the [FLAM] button.

The [FLAM] button is lit yellow, allowing you to enter flams.

Click "FLAM TYPE" to select the flam spacing.

2. Turn on the steps at which you want to play a flam.

You can enter flams in combination with weak beats.

MEMO

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

Inputting Sub Steps

1. Click the [SUB STEP] button.

The [SUB STEP] button is lit, allowing you to enter sub steps.

Click "SUB STEP TYPE" to select the sub step type.

Depending on the sub step type, this is lit light blue (duplets), green (triplets), or dark blue (quadruplets).

2. Turn on the steps at which you want to play a sub step.

You can enter sub steps in combination with weak beats.

MEMO

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

Editing a Variation

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



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

Editing an Instrument

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



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

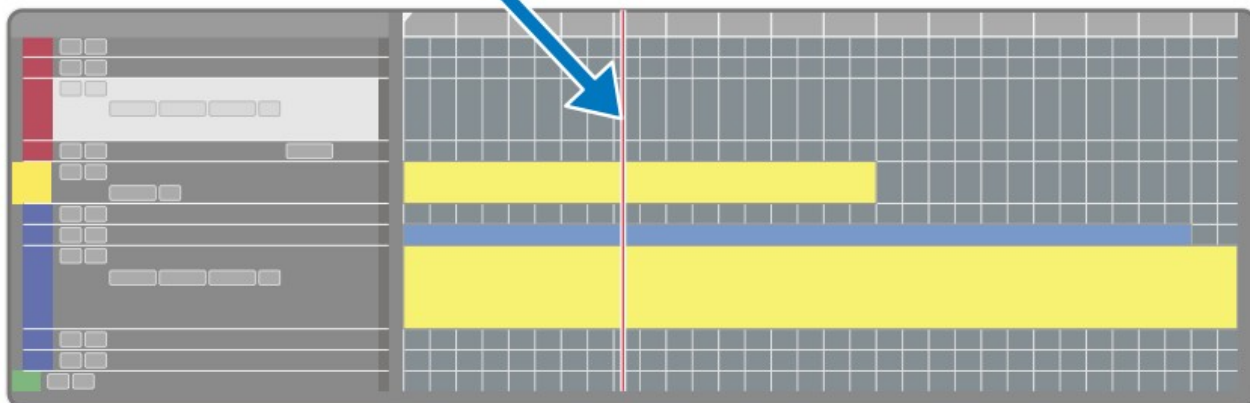
Placing a Pattern in a DAW Track

Performance data from the variation [A]–[H] buttons can be placed in a track of your DAW, either as MIDI or audio data.

Use the [OPTION] button to choose whether you're placing MIDI data or audio data.



Drag and drop



DAW Multi-Out Support

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

The output assignment for each instrument is as follows.

Output	Instrument
Main out	Mix
Sub out 1	BASS DRUM
Sub out 2	SNARE DRUM
Sub out 3	L.TOM
Sub out 4	H.TOM
Sub out 5	C.HIHAT
Sub out 6	O.HIHAT
Sub out 7	CYMBAL

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

How Note Numbers Select Sounds or Variations

Note numbers received by TR-606 Software Rhythm Composer select the following sounds or variations.

Note number	Sound/Function
24–31	Variation Select A–H
32	Start step sequencer
33	Stop step sequencer
35, 36	BASS DRUM
38, 40	SNARE DRUM
42, 44	C.HIHAT
46	O.HIHAT
45, 47	L.TOM
49	CYMBAL
48, 50	H.TOM

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

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

About CC (Control Change)

TR-606 Software Rhythm Composer receives the following CC messages.

CC#	Parameter
7	VOLUME
9	SHUFFLE
20	BASS DRUM TUNE
21	BASS DRUM ATTACK
23	BASS DRUM DECAY
24	BASS DRUM LEVEL
25	SNARE DRUM TUNE
26	SNARE DRUM SNAPPY
28	SNARE DRUM DECAY
29	SNARE DRUM LEVEL
52	L.H.TOM TUNE
53	L.H.TOM DECAY
54	L.H.TOM LEVEL
71	ACCENT
80	O.C.HIHAT TUNE
81	O.C.HIHAT DECAY
82	O.C.HIHAT LEVEL
83	CYMBAL TUNE
84	CYMBAL DECAY
85	CYMBAL LEVEL

‘Patterns/Kits and Banks

1. Click the [LIST] button.

The Memory Select window opens.

[NEW] button
Creates a new empty bank.

[DELETE] button
Deletes the selected bank.

[LOAD] button
Loads a bank from a file.

[SAVE] button
Exports a bank as a file.

The screenshot shows a software interface with a 'BANK' tab on the left containing buttons for NEW, DELETE, LOAD, and SAVE. The main area is divided into 'PATTERN' and 'KIT' columns, each with a list of memory slots (001-022 for patterns, 033-086 for kits). A 'BANK' dropdown menu is at the top left. A status bar at the bottom contains an 'i' symbol, a zoom slider set to 100%, and buttons for WRITE, RENAME, and READ. Callouts provide detailed explanations for these elements.

The selected memory is highlighted.

Switches between patterns and kits.

[WRITE] button
Saves the edited pattern/kit as a memory in the bank.

[RENAME] button
Renames the selected memory.

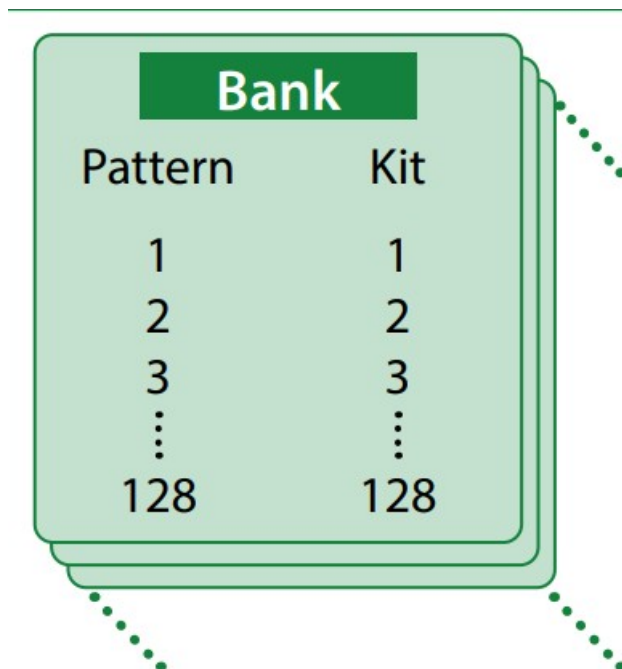
[READ] button
Loads a memory from a bank.

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

Zoom
Drag the bottom-right corner of the window to resize (zoom).

Bank

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



Changing to Other Bank

1. Click the Bank field.

The bank list window opens.

2. Click the bank that you want to recall.

By pressing the [▲] [▼] buttons located at the right of the bank field, you can switch to the next or previous bank.

Exporting the Bank

Here's how to export a bank as a file.

1. Click the [SAVE] button.

The file name input window opens.

2. Enter a file name and save.

The file is exported.

Importing a Bank

1. Click the [LOAD] button.

The file selection window opens.

2. Select a file and load it.

The bank is loaded.

Creating/Deleting a Bank

Creating a bank

Click the [NEW] button to create a new empty bank.

Deleting a bank

Here's how to delete the selected bank.

1. Select a bank as described in "Changing to Other Bank" (p. 10).
2. Click the [DELETE] button.

A confirmation message appears.

3. Click [OK] to delete the bank.

Renaming a Bank

1. Select a bank as described in “Changing to Other Bank” (p. 10).
2. At the left of the bank field, click [►] button.
3. Edit the name and press the Return (Enter) key.

Patterns and Kits

TR-606 Software Rhythm Composer manages 128 patterns and kits as one bank.

Loading a Pattern or Kit

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

1. Click the number of the memory that you want to load.
2. Click the [READ] button. Or press the Return (Enter) key.

The pattern or kit is loaded.

* You can also load a pattern or kit by double-clicking the pattern or kit number.

Saving a Pattern or Kit

Here's how an edited pattern or kit can be saved to a bank.

1. Click the number of the memory in which you want to save the sound.
2. Click the [WRITE] button.

The pattern or kit are saved in the bank.

Renaming a Pattern or Kit

1. Click the number of the memory that you want to rename.
2. Click the [RENAME] button.
3. Change the memory name. (Up to 16 letters)

MIDI Learn Function

Here's how to associate a MIDI control change with a sound parameter, so that the parameter can be controlled by that MIDI message.

Procedure



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

NOTE

You can't associate more than one MIDI control change with a single controller. Only the most recent setting is used.

Cancelling



1. Right-click the sound parameter controller (knob or slider).
2. Choose “Forget MIDI CC.”

Setting

Option

1. Click the [OPTION] button.
2. Select items.

A ✓ is shown for the selected item.

Item	Explanation
Initialize MIDI Control Mapping	Returns the MIDI control change mapping to its default state. “About CC (Control Change)” (p. 9)
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
Position Lock to DAW	Specifies whether TR-606’s pattern playback is synchronized to the DAW’s transport (play, stop, playback position). If this is on, TR-606’s pattern plays/stops in synchronization with the DAW’s play/stop operation. Turn this off if you are playing TR-606 from a track of the DAW.
Drag & Drop Pattern as MIDI	When you place variation performance data in your DAW, it is placed as MIDI data.
Drag & Drop Pattern as Audio	When you place variation performance data in your DAW, it is placed as audio data.
Optimize for Lower CPU Usage	Turn this ON if CPU usage is high, and clicks or pops occur.
Sub Output...	Specifies how each instrument is output from individual sub outputs rather than from the main output (stereo).
Send Pattern to TR-8S	Sends pattern data to the TR-8S. L.TOM is assigned to the MT track of the TR-8S.
Get Pattern from TR-8S	Receives pattern data from the TR-8S. The MT track of the TR-8S is assigned to L.TOM.
Setup...	Specifies MIDI settings used when sending or receiving data to or from the TR-8S. When the Setup screen appears, set MIDI CTRL Input: TR-8S CTRL MIDI CTRL Output: TR-8S CTRL Flip Scroll Direction: Inverts the direction of rotation when using the mouse wheel to edit a value (Only on Mac). The direction is inverted if Flip Scroll Direction is set to ON.
Authentication...	Performs user authentication for the TR-606 Software Rhythm Composer.





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