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At a glance

✓	✗
Recorded music, recorded performance audio and video, other "finished" recordings where individual audio samples cannot be extracted	Extracting individual audio files or samples to distribute, share, sell or reuse in another format than which it was sold
Live performances	Selling, loaning, sharing or distributing the Product files in any way

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Thank you for downloading this collection
from The eDrum Workshop!



BEFORE PROCEEDING, PLEASE REFER TO THE ROLAND TD-17 REFERENCE MANUAL TO FAMILIARISE YOURSELF WITH SD CARD SETUP

SD CARD Formatting instructions can be found on **page 22** of your *TD-17 Owner's Manual*. This will create the correct file structure on your SD card for the TD-17 to read.

Please create a backup of your module data before commencing. Instructions for this can be found on **page 21** of your *TD-17 Owner's Manual* or **page 6** of this manual.

*These kits are ONLY for the Roland TD-17 module version 2.00 or above.
Common troubleshooting support can be found on **page 10**.*

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UPDATE TO TD-17 MODULE SYSTEM VERSION 2.00 OR ABOVE

This kit or kit collection from The eDrum Workshop was created on a Roland TD-17 running system program version 2.00. Due to this, you may not be able to load these kits on a TD-17 module that is running a previous program version. The update, which is free from Roland, fixes some bugs and adds additional pad compatibility. Please update your module by following the link below and carefully following all instructions given on the Roland pages.

https://www.roland.com/global/support/by_product/td-17/updates_drivers/

The eDrum Workshop cannot accept any liability for any loss or damage resulting from any updates provided by Roland support. Please see their instructions and END USER LICENSE AGREEMENT for the download files for more information.

Before You Begin - Kit Variations for "AUX" Instruments

Due to the varying setups and requests of many customers, this collection has been designed with three configurations to cover the most common AUX pad setups. To give you the choice of installing a pack which more closely aligns with your personal pad setup, **three versions of the kit files** are included in separate folders -

AUX Pad Cymbal

AUX Pad Tom

Split Pads

If you would prefer to have a cymbal assigned to the AUX input with 3 toms (T1 – T3), copy the .TDO files inside the "***AUX Pad Cymbal***" folder to your SD card.

If you would prefer to have a fourth tom located on the AUX input with no additional cymbals, copy the .TDO files inside the "***AUX Pad Tom***" folder to your SD card.

If you would prefer to have additional cymbals on the rims of Toms 1 - 3 with Tom 4 on the AUX input, copy the .TDO files inside the "***Split Pads***" folder to your SD card.

If you do not have a pad plugged into the AUX pad input, you can select any set of files to install. However, you may want to choose the files based on any upgrades you have planned for the future (eg. additional toms or cymbals). The instrument assignments of each set of files also differ.

Note: AUX instrument assignments can be found on **pages 8 & 9** of this manual with detailed settings found in the accompanying ***Pad Setups & Settings*** PDF file.

Loading multiple sets of kits is *not recommended*. Doing so may use up double the user sample memory if you do not deselect the "With User Sample " check box. There is also a possibility that the samples may not line up with the correct kits or pads on both versions and may need to be reassigned manually. **Choosing your preferred version based on how you use your pad setup is recommended.**

The installation guide on the next pages will direct you through the steps to install your chosen setup.

Loading the Kit Files (.TD0) to Your SD Card

If you would prefer a video demonstration of the kit loading process, you can watch now on The eDrum Workshop YouTube channel here - <https://www.youtube.com/watch?v=c6C6YR2Dpcw>

The kit files (.TD0 file) for the Famous: METAL Collection start at kit number 152 (KIT-152.TD0) - this is to prevent clashes with any other previously purchased eDW kit packs or those from other vendors. You must scroll up to this kit number or higher when importing to find these kits.

- 1) Unzip the *eDW Famous Metal TD-17.zip* file to a location on your computer
- 2) Insert the SD Card into your computer's reader
- 3) Open the **Roland > TD-17 > Kit** folder
- 4) Within your unzipped "*eDW Famous Metal TD-17*" folder, open the appropriate folder for your chosen pad configuration -

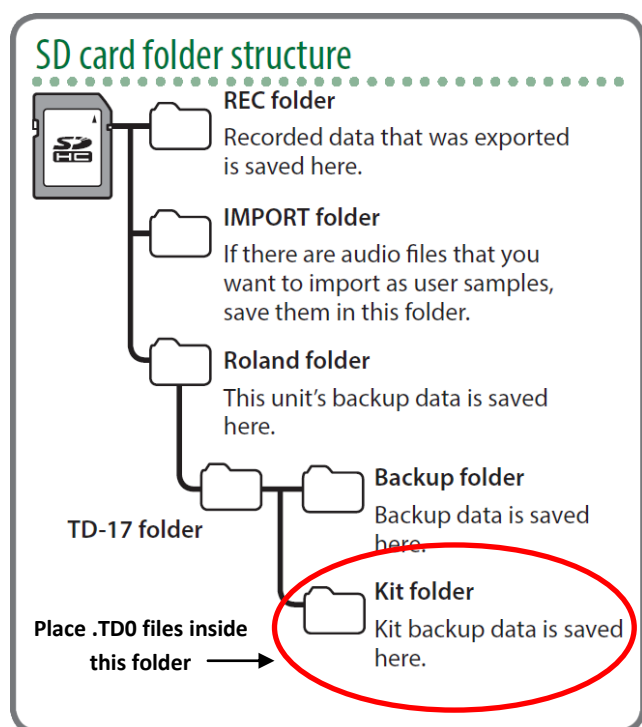
AUX Pad Cymbal

AUX Pad Tom

Split Pads

and *copy or drag* the KIT-152.TD0 to KIT-161.TD0 files to the **Kit** folder on the SD Card

- 5) Safely remove the SD card from your computer when finished



Note: You can rename the ".TD0" files if you wish to prevent scrolling as far, but they must remain in the *KIT-XXX.TD0* format, otherwise the TD-17 cannot read them. Only the numbers can be changed, not the .TD0 (T D Zero) extension or the "KIT-" part of the filename. Unless you have other kits saved to slots 152 upwards on your SD Card, **it is advised** to leave these as they are.

Loading the Kits to Your TD-17 Module

Note: This collection takes up approximately **31%** of the User Sample memory of a TD-17 module. Please ensure that you have enough user sample memory free to import the samples contained. See the **Memory Management on page 6** or **Common Troubleshooting solutions on page 10** for more information.

- 1) Insert your SD Card into the TD-17 module and turn it on
- 2) Press the **[OTHER]** button on the right of the module
- 3) Press the **[DOWN]** arrow three times then use the left function **[F1]** button to select **SAVE/LOAD**
- 4) Use the middle function button **[F2]** to select the **LOAD** menu

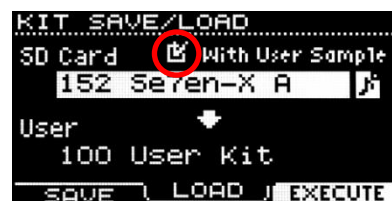
- 5) Press the **[DOWN]** arrow to select the kit number and scroll to kit "152 Se7en-X A" using the dial

If you do not see the name of the kit as well as the kit number on the SD Card line, you may be on the *wrong kit number*, the files may not be *in the correct folder* or there may be an issue with your SD card



- 6) Ensure that the "With User Sample" box above the "SD Card" line is checked

If you cannot check this box, you may be on the *wrong kit number* or the *files may be in the wrong folder*, as all kits in this pack contain user samples. This should be checked by default when you select the correct kit number, but if not, use the UP arrow to highlight it and use the dial to check the box. Importing these kits without the user samples will result in some instruments not sounding or playing correctly



- 7) Press **[DOWN]** and select which kit slot to load this kit to (from 1 - 100) with the dial. Ideally, *select an empty or "User Kit" slot*, unless you are happy to replace an existing kit
- 8) Press the right function button **[F3]** to **EXECUTE**. This will prompt a message - "Load 1 Kit from SD Card. Are you sure?" - push the **[ENTER]** button to load the kit
- 9) There will be a "✓Completed!" message when it has finished loading
- 10) Repeat steps **2)** to **8)** again for kits "153 Se7en-X B" to "161 MetalLiquor B"
- 11) Upon completion, it will automatically take you to the last kit you loaded - scroll to the kit you would like to play first!

Your kits should now be ready to use!

Memory Management

When fully loaded, the kits in this collection take up approximately **31%** of the TD-17 User Sample memory. *If you would like to install all of the kits, check that you have **at least 32%** of the User Sample memory remaining before installing to ensure that the installation is successful. You can check this by following these steps -*

Check User Sample Memory

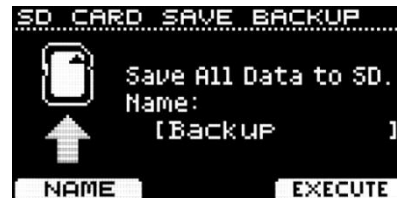
- 1) Press the **[USER SAMPLE]** button on the right of the module
- 2) Look in the top right hand corner for the **"REMAIN: %"** and ensure that it is **32%** or greater



If you do not have sufficient memory available, you can choose to install only some of the kits or you can delete some user samples. Before deleting user samples, it is recommended to **create a full backup** of your module data on to your SD card -

Full module backup

- 1) Ensure that your SD card is correctly inserted into the module
- 2) Press the **[SETUP]** button, followed by the **[DOWN]** arrow to highlight "SD Card" and press **[ENTER]** or **[F3]** to access the SD Card menu
- 3) Ensure that you are on the first line labelled "Save Backup" and press **[ENTER]** or **[F3]** to access the SD Card Save Backup menu
- 4) Ensure that the *With User Sample* box is checked using the dial
- 5) Press **[DOWN]** and select a bank number to save your backup to - use a free slot to avoid overwriting a previous backup
- 6) Press the **[F3] NEXT** button to progress to the next screen
- 7) Press the **[F1]** button to assign a memorable name to the backup (*see pg. 18 of the TD-17 Owner's Manual for more information on the name editing process*), then press **[F3] OK** to return to the save screen
- 8) Press **[F3]** to **EXECUTE** your backup - you will be prompted to confirm your choice, press **[ENTER]** to confirm



You can now delete any user samples you do not wish to keep from the **USER SAMPLE** menu to make space, knowing that you can **[LOAD]** the previous backup if any mistakes are made or you wish to restore the previous settings. *Overwriting a kit that contains user samples will not delete the associated samples, they must be deleted manually if you want to remove them.*

Deleting User Samples

- 1) Press **[USER SAMPLE]** to access the User Sample menu and use the dial to highlight the sample you wish to delete
- 2) Press the **[F2] MENU** button, then use the dial or **[DOWN]** arrow button to highlight "Delete" and press **[ENTER]** or **[F3]**
- 3) On the next screen, check the sample name at the top is correct, then press **[F3] EXECUTE**. You will be prompted "Are you sure?" - press **[ENTER]** to confirm



Collection Notes from Luke

Each kit has a unique set of user samples on the KICK and SNARE head & rim zones. User samples can make an instrument a little more prone to the "machine gun" effect that electronic drums can be known for, however if you try turning off the user samples, you will notice how much extra life they bring to the kits. A lot of care and attention has been put into how the samples are utilised with the fade curves and different layered sounds to create the most natural playing experience possible.

The user samples are named with this convention -

eDW_Se7enA_SnH

eDW_ - identifies that this is a sample from The eDrum Workshop

[Kit] - identifies which kit the sample belongs to

_[Inst]H or _[Inst]R - distinguishes the instrument type (**K/Sn**) and "head" or "rim" zone samples.

Note: If you load a kit multiple times from your SD card, it may import the samples again each time. To avoid this taking up additional space on your module, you can delete the duplicate samples and re-assign the first copy of them onto the newly loaded kits.*

This collection has been primarily designed to be played at home with headphones. If you do use these kits live at a gig, I would recommend bringing down the Ambience dial - either completely off, or to a reasonably low level. Both **AMBIENCE** and **REVERB** are used on these kits and are controlled via the Ambience dial, though each can be turned off independently in the **[OTHER]** menu. Additional ambience can quickly make things sound muddy when coming through a speaker system, especially in a large room. This may also apply in varying degrees to running your kit through amplification at home or in a rehearsal room, such as through a drum amp or a PA speaker or monitor.

The new **KIT COMP** effect is used on these kits. Compression adds excitement and impact to the overall sound, but it does also slightly change the way the dynamics of the pads react. If you find these kits too different dynamically to other kits you use, you can press **[OTHER] > [DOWN] > KIT COMP [F1]** then press the right-hand button **[F3]** to uncheck the **ON** box which turns the compressor **OFF**. Please note that this will change the overall character of the kits quite dramatically.

The **Equalizer MFX** is used on these kits to replicate a "Master EQ" effect, giving the overall sound of each kit more body and an altered character. If you would like to turn this off, press **[OTHER] > MFX [F3]** then press **[F3]** to uncheck the **ON** box, turning the FX **OFF**. Please note that this will change the character of the kits.

The volume of these kits may be different to that of the stock kits. If you want to volume match these kits to the ones already in your module, you can open up the **[OTHER]** settings, press the **[DOWN]** arrow and select the **VOLUME** setting with **[F1]**. In this menu, you can turn the "Kit Volume" up or down to taste on either these kits or the other kits you use on your module.

The "XStick Volume" (cross-stick) and "Pedal HH Volume" (hi-hat foot pedal) may have been changed in the **[OTHER] > VOLUME** menu to more closely match the production style. If these are not to your liking, you can adjust them to taste in this menu.

*Please see **page 15** of the TD-17 User Manual for instructions on how to assign user samples.

Note: Make sure to disable the H&R (head and rim) button when reassigning samples so that you can set the head and rim samples independently of each other where appropriate - denoted by "H" and "R" in the filenames.

Kit Notes from Luke

All samples contained in the *Famous: METAL* collection were recorded by Luke (*The eDrum Workshop*) and producer James Routh (*StarStuff Music*) at *Rock Hard Studios* in Lancashire, England.

Note: These kits are not affiliated with or endorsed by any artists or bands referenced below. They were created with unique samples & combinations of internal module sounds and are purely inspired by sounds from the reference records.

Detailed auxiliary instrument settings can be found in the accompanying **Pad Setups & Settings PDF**.

Se7en-X - A (Evil City) & B (Rockin' Hail)

These kits are inspired by two popular albums by *Avenged Sevenfold*. **Se7en-X A** is a tight, punchy kit with a high-tuned snare, clicky kick, rounded toms and a small studio ambience. **Se7en-X B** is a bombastic rock kit with a chunky kick and snare and big, rockin' ambience.

Auxiliary Pad Assignments

Pad Input	Aux Pad Cymbal	AUX Pad Tom	Split Pads
AUX	China	Tom 4	Tom 4
Tom 1 Rim	Tom 1 Rim	Tom 1 Rim	Splash
Tom 2 Rim	Tom 2 Rim	Tom 2 Rim	China
Tom 3 Rim	Tom 3 Rim	Tom 3 Rim	Crash 3

Shuggar A (Bleeding Studio) & B (Huge Live)

These kits are inspired by the most popular *Meshuggah* track with two variations. **Shuggar A** is a faithful homage with a pingy snare, intensely tight kick, low toms, bright cymbals and a tight studio production style. **Shuggar B** is a livelier take on this iconic sound with a more "open" kick drum and live "arena" ambience.

Auxiliary Pad Assignments

Pad Input	Aux Pad Cymbal	AUX Pad Tom	Split Pads
AUX	China	Tom 4	Tom 4
Tom 1 Rim	Tom 1 Rim	Tom 1 Rim	Crash FX Cymbal
Tom 2 Rim	Tom 2 Rim	Tom 2 Rim	China
Tom 3 Rim	Tom 3 Rim	Tom 3 Rim	Crash 3

DivineLamb A (2000s Ashes) & B (Modern Momento)

These kits reference two albums by *Lamb Of God*. **DivineLamb A** contains a signature high-tuned snare, a powerful kick, thuddy toms, a diverse cymbal selection and a wet studio ambience. **DivineLamb B** takes a modern, "produced" approach with extra punch and low end, capped off with a more focused ambience.

Auxiliary Pad Assignments

Pad Input	Aux Pad Cymbal	AUX Pad Tom	Split Pads
AUX	China	Tom 4	Tom 4
Tom 1 Rim	Tom 1 Rim	Tom 1 Rim	Splash
Tom 2 Rim	Tom 2 Rim	Tom 2 Rim	China
Tom 3 Rim	Tom 3 Rim	Tom 3 Rim	Crash 3

Knotted A (Studio '99) & B (Sub-Liminal Live)

These kits reference two pivotal *Slipknot* albums. **Knotted A** has an old-school, wild feel with a ringy snare, slappy kick drum, thumping toms and a medium sized studio ambience whereas **Knotted B** takes a live “stadium” approach to an iconic album sound.

Auxiliary Pad Assignments

Pad Input	Aux Pad Cymbal	AUX Pad Tom	Split Pads
AUX	China	Tom 4	Tom 4
Tom 1 Rim	Tom 1 Rim	Tom 1 Rim	Splash
Tom 2 Rim	Tom 2 Rim	Tom 2 Rim	China
Tom 3 Rim	Tom 3 Rim	Tom 3 Rim	Crash 3

Metalliquor A (90s Ambience) & B (Angry)

These kits reference two distinct eras of the band *Metallica*. **Metalliquor A** combines a powerful kick, explosive snare, thunderous toms and brilliant cymbals with a huge ambience and 90s-style thrash production. **Metalliquor B** contains a unique ringing snare, aggressive kick and toms and more trashy cymbals with a garage-style ambience.

Auxiliary Pad Assignments

Pad Input	Aux Pad Cymbal	AUX Pad Tom	Split Pads
AUX	China	Tom 4	Tom 4
Tom 1 Rim	Tom 1 Rim	Tom 1 Rim	China
Tom 2 Rim	Tom 2 Rim	Tom 2 Rim	China
Tom 3 Rim	Tom 3 Rim	Tom 3 Rim	Crash 3

Enjoy playing!

Common Troubleshooting

Make sure to select LOAD [F2] from the SAVE/LOAD menu, not the SAVE option to import the kits! Using the wrong function will override the kit on your SD card. Reload the kits to your SD card if this happens.

I don't see The eDrum Workshop kits in the SAVE/LOAD page - When the kits are correctly added to the SD card, you will see the name of the kits at the correct kit slot on the SD card line of your module (eg. 152 Se7en-X A). If you see no kit name, ensure that the SD card has been formatted to the module's standard, as described earlier in this guide. Then, ensure the kits are placed in the correct folder on your SD card (**Roland > TD-17 > Kit**). Do not change the .TD0 (T D Zero) file type or the formatting of the file names - they must be in the **KIT-XXX.TD0** format. Check that your SD card is working correctly with other module functions (such as the backup options) to ensure it is not a problem with your SD card.

Remember - The kits in the Famous: METAL collection start from kit numbers 152 onwards. This is to avoid conflicts of file names and kit numbers with other backups you have made or kits you have purchased elsewhere. You **must scroll up** to this number to find the kits using the dial.

I get the message "User Sample Memory Full" when loading - As these kits contain User Samples for some sounds, you must have enough room to import these when loading the kits. Ensure there is space on your module by going to the **USER SAMPLE** menu and checking the **REMAIN: %** in the top right corner. You can delete other user samples from this screen - see [page 6](#) of this guide for more details.

The kits sound weak or weird, not like the demos - Make sure that the "With User Sample" box is **checked** when importing the kits - these kits rely heavily on the added tone and punch given by the user samples. Without them, the snares will sound very different as only the instrument parameters will have been loaded. You can reload the kits from your SD card if necessary.

If the box appears like this and *cannot be checked*, you may be on the wrong kit number - make sure to scroll up to at least kit "152 Se7en-X A". If you do not see this name at kit 152, check your SD card is compatible and that you have copied the files correctly to the right directory (see [page 4](#)).

I changed some settings and now I get strange behaviour on the rim zone - Some kits may have different settings for the head and rim zones, such as different "Fade" parameters, EQ or other settings. When making edits to the **INST SUB** functions, use the **H&R** setting [F1] to swap between editing both zones together or independent zone edits. When editing pads that have different instruments or samples on head and rim zones, it is recommended to turn **H&R** editing off so that you do not accidentally change the wrong instrument or swap it to something else. If you struggle to return the kits to their original sounds, delete their User Samples and reload them from the SD card (see [page 6](#) and [page 5](#)).

It sounds like the samples are "cutting off" whilst playing - Ensure that the samples are in **ONESHOT POLY** play type on the **USER SAMPLE > MENU [F2] > Play Type** screen. The samples should import on the **ONESHOT POLY** mode automatically when you install the kits - however, if you see **ONESHOT MONO** or **LOOP ALT** as the *Play Type* of your sample, use the dial to swap to the correct setting. The **ONESHOT MONO** setting will cause the sample to end and restart with every consecutive hit and the **LOOP ALT** setting will cause the sample to start on one hit and end on another if it has not already ended. These will cause unwanted interruptions in the sounding of your samples.