

End-User License Agreement (EULA)

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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-27 REFERENCE MANUAL TO FAMILIARISE YOURSELF WITH SD CARD SETUP

SD CARD Formatting instructions can be found on **page 25** of your *TD-27 Quick Start Manual v2* or **page 51** of the *TD-27 Reference Manual v2*. This will create the correct file structure on your SD card for the TD-27.

Please create a backup of your module data before commencing. Instructions for this can be found on **page 6** of this manual.

*These kits are ONLY for the Roland TD-27 module running system program version 2.00 or above.
Common troubleshooting can be found on **page 9**.*

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Before You Begin - Software Update

UPDATE TO TD-27 MODULE SYSTEM VERSION 2.00

This kit or kit collection from The eDrum Workshop was created on a Roland TD-27 running system program version 2.00. Due to this, you will not be able to load these kits on a TD-27 module that is running a previous program version. The update, which is free from Roland, adds new features, more pad compatibility and fixes bugs. 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-27kv/updates_drivers/

The link above is provided for your convenience only. The eDrum Workshop cannot accept any liability for any loss or damage resulting from any updates provided by Roland support or for any changes to the content of the supplied link above. Please see Roland's instructions and END USER LICENSE AGREEMENT of their download files for more information.

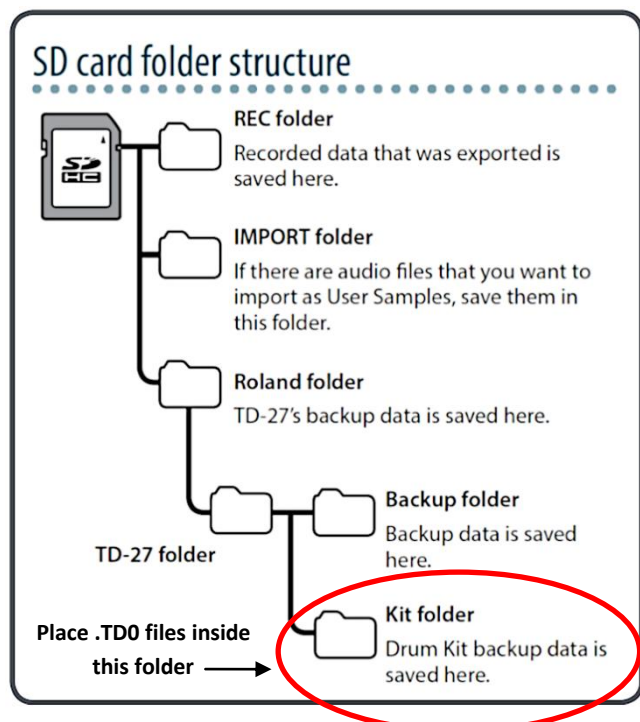
Loading the Kit Files (.TD0) to Your SD Card

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=8wK5hN-ReQE>

The kit files (.TD0 file) for the Famous: METAL Collection start at kit number 160 (KIT-160.TD0) - this is to prevent clashes with any 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.

Note: You can rename these ".TD0" files if you wish to prevent scrolling all the way up to this number, but they must remain in the *KIT-XXX.TD0 (T D ZERO)* format, otherwise the TD-27 cannot read them. Only the numbers can be changed, not the .TD0 extension or the "KIT-" part of the filename. Unless you have other kits saved to slots 160 upwards on your SD Card, **it is advised** to leave these as is.

- 1) Unzip the *eDW Seven-X TD-27.zip* file to a location on your computer
- 2) Insert the SD Card into your computer's reader
- 3) Open the **Roland > TD-27 > Kit** folder
- 4) Copy or drag the **KIT-160.TD0** and **KIT-161.TD0** files from the unzipped folder on your computer to the **Kit** folder on the SD Card
- 5) Safely remove the SD card from your computer when finished



Loading the Kits to Your TD-27 Module

Please note: This collection takes up approximately **2%** of the user sample memory of a TD-27 module. Please ensure you have enough user sample memory free to import the samples contained. See **Memory Management** on [page 6](#) and the **Common Troubleshooting solutions** on [page 9](#) for more information.

- 1) Insert your SD Card into the TD-27 module and turn it on
- 2) Press the **[SYSTEM]** button on the right hand side of the module and navigate across to the **SD CARD** option, using **[ENTER]** to access the menu
- 3) Navigate down to the **"1 KIT LOAD"** option and press **[ENTER]**

Ensure that the **[TDZ]** switch in the bottom left corner (activated with the **[F1]** button) is turned off

- 4) Press down to highlight the line labelled "SD Card" and **SCROLL to the right** until "160 Se7en-X A Evil City" shows



If you do not see the name of the kit alongside the kit number on the **SD Card** line, the module has not read the kit file. 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. Please check these before proceeding

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



This box can only be checked if the module can read the kit file from the *Kit* folder and you can see the kit name on the **SD Card** line. It should be checked by default as all kits in this pack contain user samples. If the box is not checked, use the UP arrow to highlight it and use the dial to check the box. Importing these kits without the user samples will result some instruments not sounding or playing correctly. If you cannot check this box, see notes for *step 4*).

- 6) Go down to the line labelled "User" and select which kit slot to load this kit to (from 1 - 100). Ideally, select an empty or "User Kit" slot, unless you are happy to replace an existing kit
- 7) Press **[F5]** to **LOAD** the kit. You will see the prompt *"Clear Selected Kit and Load 1 Kit from SD Card. Are you sure?"*, press right to select **OK** and press **[ENTER]**
- 8) There will be a **"✓Completed!"** message when it has finished.
- 9) Repeat steps **2)** to **8)** again for kit "161 Se7en-X B"
- 10) Upon the loading of each kit, the module will return to the DRUM KIT page on the most recently loaded kit. Scroll to the required kit number if necessary

Your kits should now be ready to use!

Kit and Pad Copy Functions to Customise Your Setup

Watch The eDrum Workshop's COPY MENU video tutorial [here](#).

If you wish to make any changes to any of these kits, it is recommended to create a duplicate of that kit first so that you will retain an "original" version of the kit that you can recall if mistakes are made. You can do this quickly with the **KIT COPY** menu.

Note: Do not reload the kit from the SD card to do this as it may load all of the samples again, taking up unnecessary space on your module.

Kit Copy

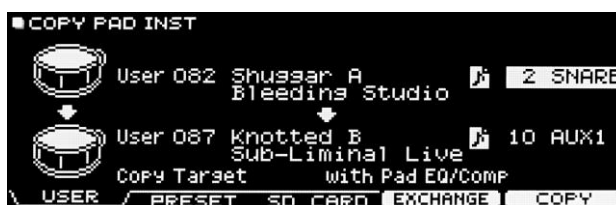
- 1) Press the [KIT EDIT] button, then [F5] to access **OTHER**, navigate right to the **COPY** icon and hit [ENTER]
- 2) Ensure that **COPY KIT** is highlighted and press [ENTER]
- 3) On the first *User* line, scroll to the kit you wish to make a copy of, if required
- 4) On the second *User* line, scroll to the kit number that you would like to create the copy on (Ideally, use a free "User Kit" slot so that you do not overwrite a kit you wish to keep)
- 5) Press [F5] to **COPY** the kit - you will be prompted to confirm your choice, press **RIGHT** then [ENTER] to confirm



If you would like to swap any of the pads from these kits around, you can use the **PAD EXCHANGE** option within the **COPY** menu, outlined below.

Pad Exchange

- 1) Press the **KIT EDIT** button and press [F5] to access **OTHER**
- 2) Navigate right to **COPY** and press [ENTER]
- 3) Navigate right to **COPY PAD** and press [ENTER]
- 4) Scroll to the desired kit, then press [RIGHT] and scroll to the first pad you would like to swap
- 5) Press [DOWN] then repeat step 4 for the second pad
- 6) Press [F4] to **EXCHANGE** the pads
- 7) Repeat these steps for any other pads you would like to exchange

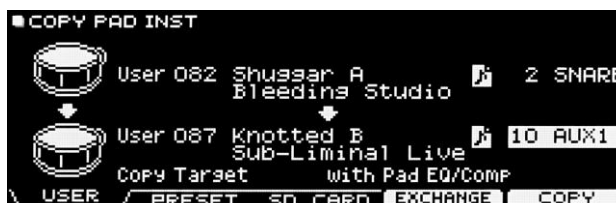


Note: Be sure not to accidentally hit "COPY" as this will replace one pad with another.

If you would like to replace any instrument with one from another kit, you can copy one using the process below. You can choose any pad or cymbal from any kit on your module or SD CARD.

Copy Pad

- 1) Press the **KIT EDIT** button and press [F5] to access **OTHER**
- 2) Navigate to **COPY** and press [ENTER]
- 3) Navigate to **COPY PAD** and press [ENTER]
- 4) Scroll to the desired kit, then press [RIGHT] and scroll to the pad you would like to copy
- 5) Press [DOWN] then repeat step 4 for the destination pad
- 6) Press [F5] to **COPY** the pad from the first selected kit to the second
- 7) Repeat these steps for any other pads you would like to copy or replace.



Memory Management

When fully loaded, the kits in this collection take up approximately **2%** of the User Sample memory on the TD-27 module across all .TDO files contained. Due to this, if you have many other presets by *The eDrum Workshop* or have imported some of your own user samples, you may start to run out of space. Before installing, check that you have at least **3%** of the User Sample memory remaining. You can check this by following these steps -

Check User Sample Memory

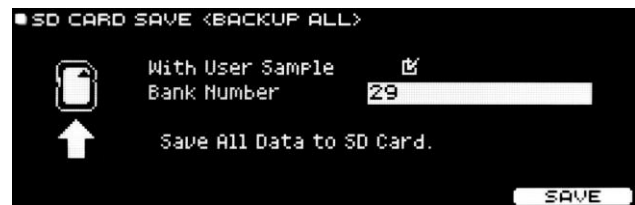
- 1) Press the [USER SAMPLE] button
- 2) Press [RIGHT] then [ENTER] to access the sample LIST
- 3) Look in the top right hand corner for the "REMAIN %" and ensure that it is **3%** or greater



If you do not have sufficient memory available to load these kits, you may need to delete some user samples. Before doing so, 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 [SYSTEM] button, then [RIGHT] and [ENTER] to access the SD CARD menu
- 3) Ensure that you have **SAVE** highlighted, then press [ENTER]
- 4) To save all user samples with your backup, ensure that the *With User Sample* box is checked with 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 [F5] **SAVE** button to progress to the next screen
- 7) Optionally, press the [F4] button to assign a memorable name to the *backup* (see pg. 40 of the TD-27 Reference Manual v2 for more information on the name editing process), then press [F5] to **EXIT** and return to the save screen
- 8) Press [F5] to **EXECUTE** your backup - you will be prompted to confirm, press [RIGHT] then [ENTER] to confirm



You can now delete any user samples you do not wish to keep from the User Sample LIST 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.

Deleting User Samples

- 1) Press the [USER SAMPLE] button to access the menu
- 2) Press [RIGHT] then [ENTER] to access the sample LIST
- 3) Highlight the user sample you wish to delete and press [F3] **DELETE**. You will be prompted to confirm, press [RIGHT] then [ENTER] to confirm



Collection Notes from Luke

These kits contain user samples on the KICK head and SNARE head & rim zones head and rim zones, depending on the files installed. 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

KitName - identifies which kit each 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.**

These kits have been primarily designed to sound best through headphones and have ambience levels to match the reference songs/records. If you are going to be using these kits in a live gig setting using the **MASTER L & R** outputs, it is recommended to turn off the ambience to send a "dry" signal to the PA. Artificial room or reverb settings will create a muddier sound when amplified in a large room. To turn off the ambience, press **KIT EDIT**, highlight the **ROOM** tab and use the **[F1]** function button on the left to turn **ROOM OFF**. This setting is saved per kit, so you may need to do this with each kit being used. If you know you will use these kits in a live setting often, I recommend using the **KIT COPY** function to duplicate your favoured kits and turn the **ROOM** setting off on each of these copies. If you are using the **DIRECT** outputs, you can choose not to route the ROOM channel to any of these outputs to avoid this.

The volume of these kits may be louder than that of the stock kits. If you want to volume match these kits to the ones already in your module, you can press **[F5]** to enter the **KIT VOL** setting from the **DRUM KIT** screen. Use the rotary dial to adjust the "Kit Volume" up or down 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) have also been changed to match the style of the kits. If these are not to your liking, you can adjust them on the **KIT VOL** setting page by pressing **[F5]** on the **DRUM KIT** screen.

*Please see **page 37** of the TD-27 Reference 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 - denoted by "H" and "R" in the filenames.

Individual 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.

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 setup

Aux 1	Splash cymbal
Aux 2	China cymbal
Aux 3	Tom 4 (Floor Tom 2)

Enjoy playing!

Common troubleshooting below.

Common Troubleshooting

I don't see The eDrum Workshop kits in the 1 KIT 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. *160 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-27 > Kit**). Do not change the *.TDO* file type or the formatting of the file names - they must be in the ***KIT-XXX.TDO*** format. Some operating systems may hide the *.TDO* filename extension. 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 eDW Famous: METAL Collection kits start from kit numbers 160 onwards*. This is to avoid conflicts of file names and kit numbers with other backups you have made, or other kits from The eDW or elsewhere. You must ***scroll up to this number*** to find the kits.

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.

I cannot check the "With User Sample" box - The "With User Sample" check box can only be checked if the module can "see" your files on the SD card. 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 "*160 Se7en-X A*" on the "SD card" line. If you do not see this name at kit 160, you may have an SD card issue or the files may be in the incorrect location. Check that your SD card is compatible and that you have copied the files correctly to the right directory - see ***page 3*** for details.

I get the message "User Sample Memory Full" when loading - As these kits have user samples for many sounds, you must have enough room to import these when loading the kits. When loaded entirely, this collection uses approximately **2%** of the TD-27's sample memory. Ensure there is space on your module by pressing **[USER SAMPLE]** and checking the **LIST**. In the top right of this page, there is a "REMAIN: %" indicator that displays how much room is left. You can delete other user samples from this screen - see ***page 6*** for details.

I changed some settings and now I get strange behaviour on the rim zone - The sample fades are set differently between the head and rim zones on snares of these kits - the rim zone fade in velocity is much higher up than the head zone. Some pads may have different instruments on the rim than on the head. When making edits to the **SUB INST** functions, use the **H&R** setting **[F5]** to swap between editing both zones together or independent zone edits. When editing things like the pitch of the snare, you might want to have **H&R** edit turned on to change the pitches of both samples, whereas when changing volume and fade options, it is recommended to turn **H&R** editing off. If you struggle to return the kits to their original sound, you can delete the associated samples and reload them from the SD card.

It sounds like the samples are "cutting off" whilst playing - Ensure that the samples are in **ONE SHOT POLY** play type on the **[USER SAMPLE] > LIST** screen. The samples should import on the **ONE SHOT POLY** mode automatically - however, if you see **ONE SHOT MONO** or **LOOP ALT** as the *Play Type* of your sample, press the **[RIGHT] ARROW** and use the dial to swap to the correct setting. The **ONE SHOT 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. Both will cause unwanted interruptions in the sounding of your samples.