End-User License Agreement (EULA)

Last updated: 04/04/2020

Please read this End-User License Agreement ("Agreement") carefully before using The eDrum Workshop expansion programming, audio samples, documentation and updates provided to you by The eDrum Workshop (collectively the "Product"). By purchasing a Product from The eDrum Workshop, you consent to the terms of this Agreement.

License

The eDrum Workshop grants you an exclusive, non-transferable, non-sub licensable limited right to download and use the Product solely for your personal, non-commercial use on a single computer and/or compatible drum module.

Restrictions

You agree not to, and you will not permit others to:

license, copy, reproduce, resell, rent, distribute, transmit, host, translate (into any language, computer or natural), or otherwise commercially exploit the Product or make the Product available to any third party. The eDrum Workshop reserves all rights in the Product not expressly granted herein, including ownership and proprietary rights.

License restrictions: You may not reproduce or distribute the Product. You may not copy the Product to any media, server or location for distribution or reproduction. You may not attempt to derive the source code of the product in any way, including but not limited to decompiling, disassembling or reverse-engineering. You may not sublicense or transfer the rights to the Product, including but not limited to renting, leasing or lending. The restrictions contained herein apply to any and all updates provided by The eDrum Workshop.

Limitation of Liability

In no event shall The eDrum Workshop be held liable to you or any third party for any costs or damages arising directly or indirectly from the use of the Product, including but not limited to actual, incidental, consequential or special damages, or for any loss of revenue, profits or data arising in any manner from any action or cause related to this Agreement or the Product.

You acknowledge that you have read this Agreement and understand that, by purchasing and/or using the Product, you agree to be bound by its terms and conditions.

The eDrum Workshop products are the Intellectual Property of The eDrum Workshop.

Thank you for downloading this collection

from The eDrum Workshop!



BEFORE PROCEEDING, PLEASE REFER TO THE ROLAND TD-50X MANUAL(S) TO FAMILIARISE YOURSELF WITH SD CARD SETUP

SD CARD Formatting instructions can be found **on page 29** of your *TD-50X Quick Start Manual* or page or **page 56** of the *TD-50X Reference Manual*.

Please create a backup of your module data before commencing. Instructions for this can be found **on page 28** of your *TD-50X Quick Start Manual* or **page 53** of the *TD-50X Reference Manual*. This will create the correct file structure on your SD card for the TD-50X to read.

These kits are ONLY for the Roland TD-50X module. Common troubleshooting can be found on page 10.

If you would prefer a video demonstration of the kit loading process, you can watch now on The eDrum Workshop's YouTube channel - https://www.youtube.com/watch?v=wwsyN3qGkYY

Contents

End License User Agreement (EULA)	1
Introduction & Contents	2
Loading the Kit Files (.TD0) to Your SD Card	3
Loading the Kits to Your TD-50X Module	4
Kit and Pad Copy Functions to Customise Your Setup	5
Memory Management	6
Collection Notes from Luke	7
Individual Kit Notes from Luke	8
Common Troubleshooting	9

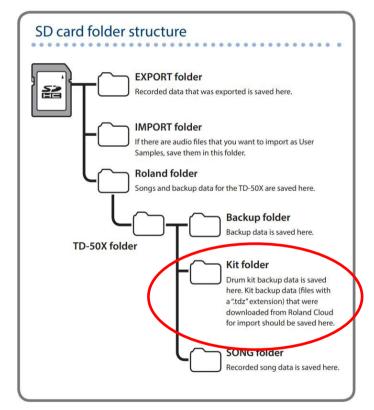
Loading the Kit Files (.TD0) to Your SD Card

The kit files (.TD0 file) for Famous Vol. 1 start at kit number 110 (KIT-110.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 format, otherwise the TD-50X 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 110 - 119 on your SD Card, **it is advised** to leave these as is. Some operating systems may hide the .TD0 filename extension.

Within your downloaded "eDW Bark182 TD-50-50X" folder, there will be two subfolders, named **TD-50** and **TD-50X**. For your TD-50X module, you must use the files contained within the **TD-50X** folder **only**.

- 1) Unzip the *eDW Bark182 TD-50-50X.zip* file to a location on your computer and open the **TD-50X** folder contained
- 2) Insert the SD Card into your computer's reader
- 3) Open the Roland > TD-50X > Kit folder on your SD card
- **4)** Copy or drag the KIT-110.TD0 and KIT-111.TDO files from the **TD-50X** folder on your computer to the **Kit** folder on the SD Card
- **5)** Safely remove the SD card from your computer when finished



You can now load the kits to your module. See page 4 below.

Loading the Kits to Your TD-50X Module

Please note: This kit collection takes up approximately **1%** of the user sample memory of a TD-50X 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-50X module and turn it on
- 2) Press the [SD CARD] button on top right of the module
- 3) Press [PAGE DOWN], then use the [RIGHT] arrow to highlight "1 KIT LOAD" and press [ENTER]

Ensure that the [TDZ] switch in the top right corner (activated with the [F4] button) is not turned on.

4) Go to the line labelled "*SD Card*" and scroll **right** until "110 Bark182 A" shows (or the kit # you chose if you changed the .TDO filename)



Tip - holding down [SHIFT] while scrolling will scroll in increments of 10 rather than single files, which will make this process much quicker

5) 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 directory, as all kits in this pack contain user samples. This should be checked by default when you select the eDW kits, 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 some instruments not sounding or playing correctly

- **6)** Press **[DOWN]** to go to the line labelled "*User*" and scroll to 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 get 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 "111 Bark182 B"
- **10)** Upon completion, press the **[KIT]** button to return to your kits and 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 your kit, 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) Hold down the [SHIFT] button and press the [SD CARD] button to open the COPY MENU
- 2) Ensure that you are on the first page using the [PAGE UP] button and press either [F1] or [ENTER] to select PAD INST
- 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 don't overwrite a kit you wish to keep)
- 5) Hit [F5] to COPY the kit you will be prompted to confirm your choice, press [RIGHT] then [ENTER] to confirm

Pad Exchange

- 1) Hold down the [SHIFT] button and press the [SD CARD] button to open the COPY MENU
- 2) Ensure that you are on the first page using the [PAGE UP] button and press either [F2] or RIGHT then [ENTER] to select PAD INST
- 3) On the first line, scroll to the desired kit if required, then press [RIGHT] and scroll to the first pad you would like to swap (eg. TOM1)
- **4)** Press **[DOWN]** then repeat step 4 for the second pad that you wish to swap with
- 5) Hit [F4] to EXCHANGE the pads. You will be prompted to confirm your choice, press [RIGHT] then [ENTER] to confirm
- 6) Repeat these steps for any other pads you would like to exchange

Pad Copy

- 1) Hold down the [SHIFT] button and press the [SD CARD] button to open the COPY MENU
- 2) Ensure that you are on the first page using the [PAGE UP] button and press either [F2] or [RIGHT] then [ENTER] to select PAD INST
- On the first line, scroll to the desired kit if required, then press [RIGHT] and scroll to the first pad you would like to copy (eg. TOM1)
- 4) Press [DOWN] then repeat step 4 for the destination pad
- 5) Hit [F5] to COPY the source pad to the destination. You will be prompted to confirm your choice, press [RIGHT] then [ENTER] to confirm
- 6) Repeat these steps for any other pads you would like to copy





3 TOM1

11 AUX1

Memory Management

When fully loaded, the kits in this collection take up a portion of the User Sample memory on the TD-50X module (approx. **1%** in total across both .TD0 files contained). Because of 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 **2%** of the User Sample memory remaining. You can check this by following these steps -

Check User Sample Memory

- 1) Hold down the [SHIFT] button and press the [SETUP] button to access the USER SAMPLE menu
- 2) Ensure you are on the first page by pressing [PAGE UP] then press [F2] or [RIGHT] then [ENTER] to access the SAMPLE LIST
- 3) Look in the top right hand corner for the "REMAIN %" and ensure that it is 2% 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 -

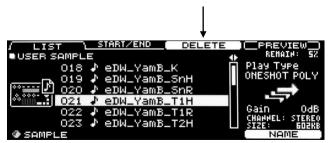
Full module backup

- 1) Ensure that your SD card is correctly inserted into the module
- 2) Press the [SD CARD] button
- 3) Ensure that you are on the first page by using the [PAGE UP] button, then press [F1] or [ENTER] to select SAVE
- **4)** To save all user samples with your backup, ensure that the *With User Sample* box is checked
- 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) Press the [F4] button to assign a memorable name to the backup (see pg. 25 of the TD-50X Quick Start Manual 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 your choice, press [RIGHT] then [ENTER] to confirm

You can now delete any user samples you do not wish to keep from the **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) Hold down the [SHIFT] button and press the [SETUP] button to access the USER SAMPLE menu
- 2) Ensure you are on the first page by pressing [PAGE UP] then press [F2] or RIGHT then [ENTER] to access the SAMPLE LIST
- 3) Highlight the user sample you wish to delete and press [F5] DELETE. You will be prompted to confirm, press [RIGHT] then [ENTER] to confirm



Collection notes from Luke

Each kit has a unique set of user samples on the 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_ - identifies that this is a sample from The eDrum Workshop

KitName - identifies which kit the sample belongs to

_H or **_R** - distinguishes between "head" or "rim" 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.*

Each of these kits has its own unique level of overhead and room ambience, tailored to the style that the kit was based on. The recommended position for the AMBIENCE fader is 0dB on *all kits* when using headphones. Pushing up to +6dB will create more ambience and emphasise the overhead microphone mix. Going down to -6dB and below will make the kit much more dry and dull the overhead mix. You can also increase or decrease just the **Room** or **Overheads** ambience separately by changing the corresponding *dB* value on the **AMBIENCE** menu.

- If you plan to use these kits live using the master outputs, it is recommended to turn off the **Room** ambience and retain the **Overheads** ambience, using the ambience fader to control the Overheads level if necessary. Room ambience can make a live mix sound "muddy" when added to the acoustics of a real room. You can find how to do this from **page 32** of your *Roland TD-50X Reference Manual*.
- If you plan to use these kits live using the direct outputs, there may be differences in the mix of each instrument because the **Overheads**, **Master EQ and Master Compression** do not get routed with each instrument. You may want to send the **Overheads** on their own direct output to add to the mix as desired. Alternatively, you could route the overheads with other instruments (eg. your cymbals) to mimic an acoustic kit setup. You can find out more about output routing from **page 57** of your *Roland TD-50X Reference Manual*.

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 open up the **[F5] MENU** page and use the **[R1]** knob or rotary dial to adjust the "Kit Volume" up or down on either these kits or the other kits you use on your module.

The *Pedal HH Volume* (hi-hat foot pedal "chick") has been adjusted to match the style of the kits. If this is not to your liking, you can adjust it in the HI-HAT [INSTRUMENT] settings, under the *ADVANCED* tab.

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.

^{*}Please see **page 26** of your TD-50X Quick Start Manual (or **page 40** of the TD-50X Reference Manual) for instructions relating to assigning user samples.

Individual kit notes from Luke

Bark182 A & B

These kits are primarily influenced by Travis Barker's sound on the self-titled "blink-182" album.

The two variations of this kit are based on different end-goals. **Bark182 A** uses a sample layer on the snare and rim to achieve a more "popping" snare tone that is in line with Travis' usual heavy-hitting style. **Bark182 B** uses two stock snare sounds layered to create a more ringing snare tone as you move towards the edge of the head. This allows you to create more tonal ghost notes, inspired by the high-tuned snare on the song "*Down*". Both snares contain the same tuning of overtone that helps cut through a mix more readily.

Both kits utilise a "studio" style of ambience.

The snare samples from these kits were sampled by myself and the in-house engineer at Yaeger Music and Arts Studios in Lancashire, England. They are a *DW Collectors 14x5* maple snare (Bark182 A) and a *Pork Pie* 13x7 Rosewood over Zebrawood maple snare (Bark182 B), post-produced to "pop" with sampled overtones added on top.

Auxiliary pad setup		
Aux 1 Aux 2 Aux 3 Aux 4	Cowbell (modelled after the cowbell from "Feeling This") Splash cymbal China cymbal Crash 3	
Enjoy playing!		

Common troubleshooting below.

Common Troubleshooting

Make sure you are using the 1 KIT LOAD function and NOT the 1 KIT 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 1 KIT LOAD page — When the kits are correctly installed, you will see the name of the kits at the correct kit slot on the SD card line (eg. 110 Bark182 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 directories on your SD card (Roland > TD-50X > Kits). Do not change the .TD0 file type or the formatting of the file names - they must be in the KIT-XXX.TD0 format. Some operating systems may hide the .TD0 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 Vol. 1 kits start from kit numbers **110** 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 - you can use the **[SHIFT]** button when scrolling to scroll in increments of 10 instead of increments of 1.

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 (\square) and *cannot be checked*, you may be on the wrong kit number - make sure to scroll up to at least kit "110 Bark 182 A". If you do not see **this name** at **kit 110**, check your SD card is compatible and has copied the files correctly to the right directory.

I get the message "User Sample Memory Full" when loading - As these kits use user samples for many sounds, you must have enough room to import these when loading the kits. This collection, when loaded entirely, uses approximately 1% of the TD-50X's sample memory. Ensure there is space on your module by going to the USER SAMPLE page and checking the SAMPLE LIST - in the top right of this page, there is a "REMAIN:" indicator that displays how much room is left in %. You can delete other user samples from this page with the [F3] button.

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 these kits - the rim zone fade in velocity is much higher up than the head zone. When making edits to the SUB INSTRUMENT functions, use the H&R setting [F5] to swap between editing both zones together or independent zone edits. When editing things like the pitch, 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, delete the associate 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 > 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 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. These will cause unwanted interruptions in the sounding of your samples.