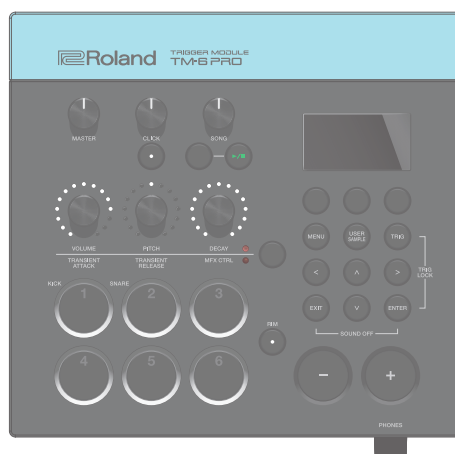


TRIGGER MODULE TM-6 PRO

Reference Manual



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Flow of Operations

Connections

Power supply

AC adaptor



OUTPUT jacks/PHONES jack

Speaker/
Mixer/
Headphones



TRIGGER IN jacks/HH CTRL jack

Acoustic drum trigger/
V pad/
Hi-hat control pedal



page 8

page 11

* Subsequently in this manual, acoustic drum triggers and pads are collectively called "drum triggers."

Trigger settings

Specifying the type of drum trigger

Trigger type

page 14

Adjust sensitivity if mis-triggering occurs

Minimum sensitivity
(Threshold)

page 16

Adjust balance between strike strength and the sound's loudness

Sensitivity

page 16

Perform

Selecting a kit

[-] [+] buttons

page 10

Playing with backing tracks (audio files)

[SONG] button

page 21

Sounding a click tone

[CLICK] button

page 20

Edit

Assigning instruments

Instrument editing

page 24

Sound modify

Sound modify knobs

page 26

Importing a WAV file

Importing user samples

page 29

Playing user samples

Assigning user samples to instruments

page 30

Specifying the function quickly

Shortcut list

page 10

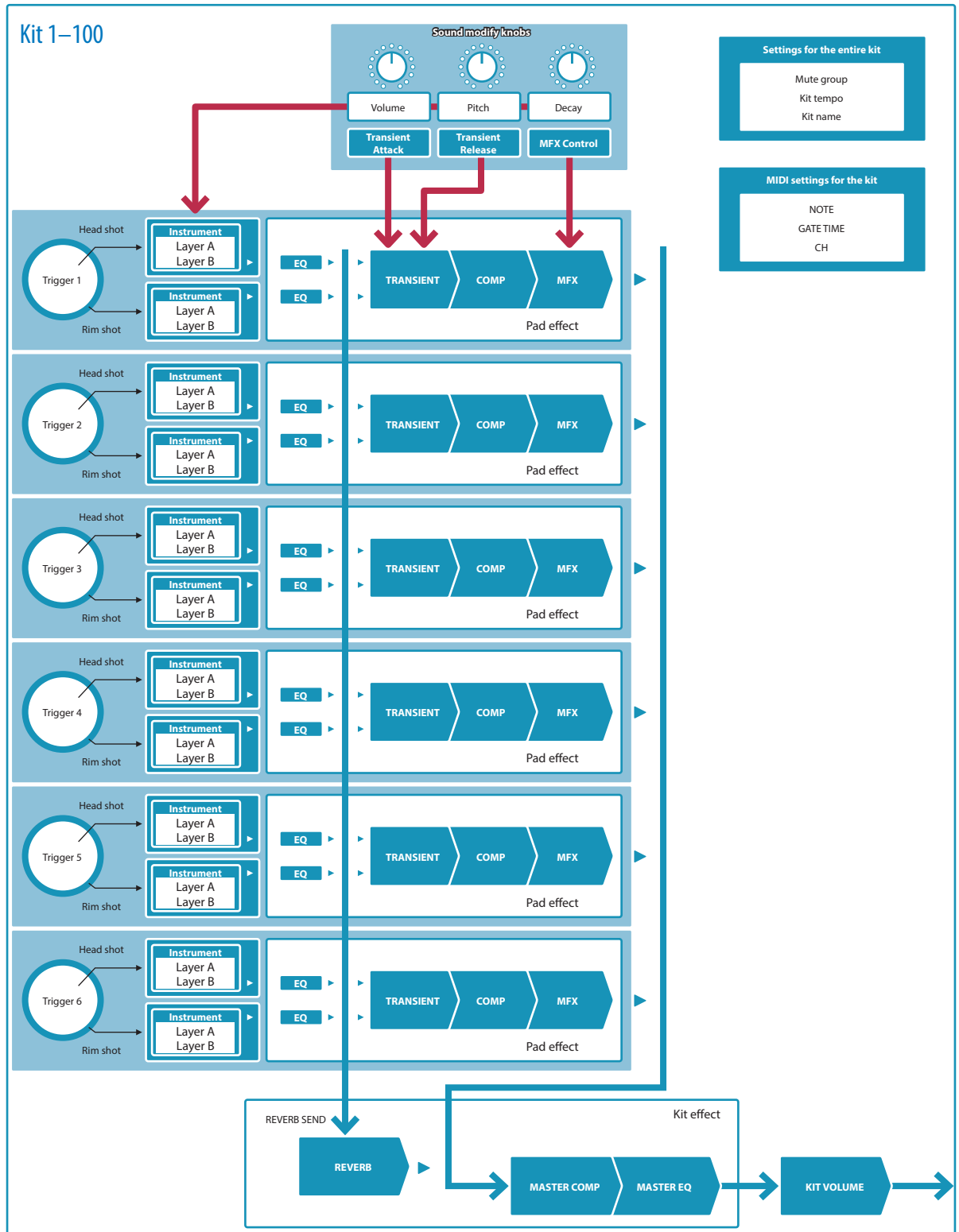
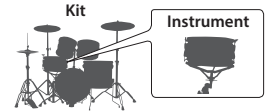
Backing up data

Backing up to SD card

page 39

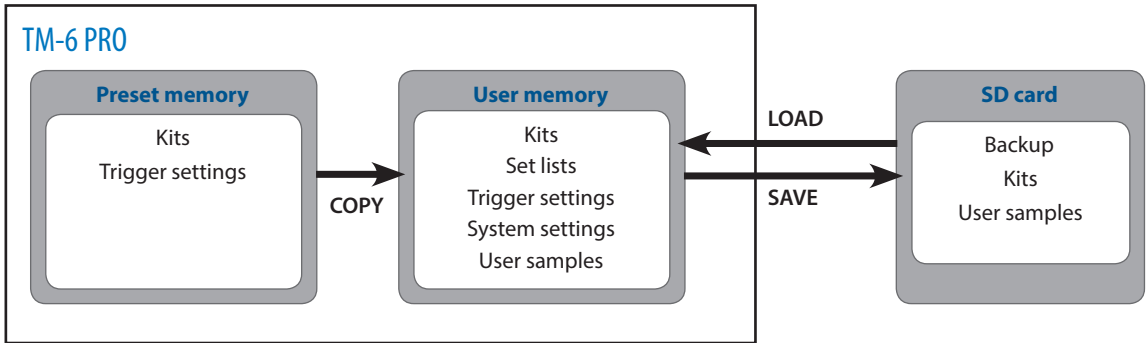
Kits and Instruments

On the TM-6 PRO, the sound that you hear when you strike a connected drum trigger is called an “instrument” (INST). A set of instruments assigned to the various triggers is called a “kit.”



About Memory

The area in which settings such as kits and trigger settings are stored is called “memory.”



Preset memory

The factory settings are stored in preset memory.

You can restore the factory settings by copying preset memory data (Kits, Trigger settings) to user memory (p. 33, p. 45).

User memory

This area stores your edits and performance settings.

Data from SD card or preset memory can also be loaded or copied into this area (p. 33).

The following settings are saved in user memory.

- Kits (p. 20)
- Set lists (p. 34)
- Trigger settings (p. 14)
- System settings (p. 38)
- User samples (p. 29)

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, you can save 999 individual kits.

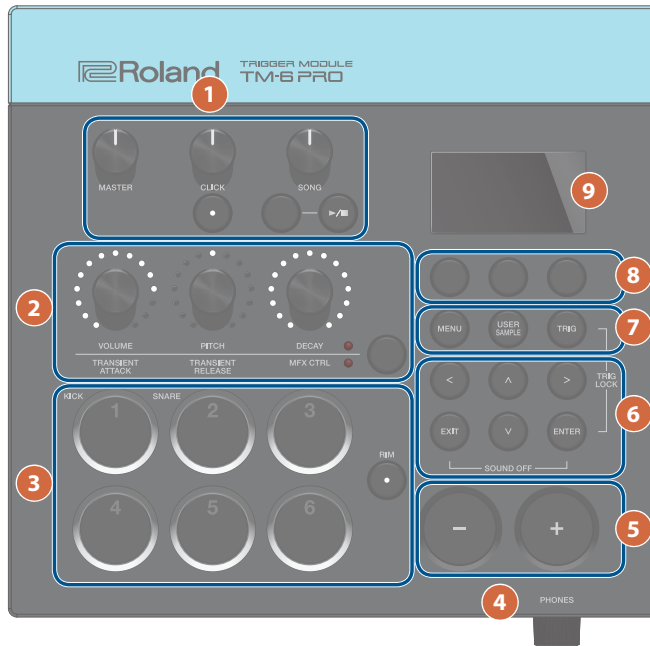
MEMO

- The data that is saved on an SD card can be loaded into user memory, or copied. For details, refer to “Copying Settings (Copy)” (p. 33).
- For details on the folder structure of an SD card, refer to “SD card folder structure” (p. 36).


Getting Ready

Panel Descriptions

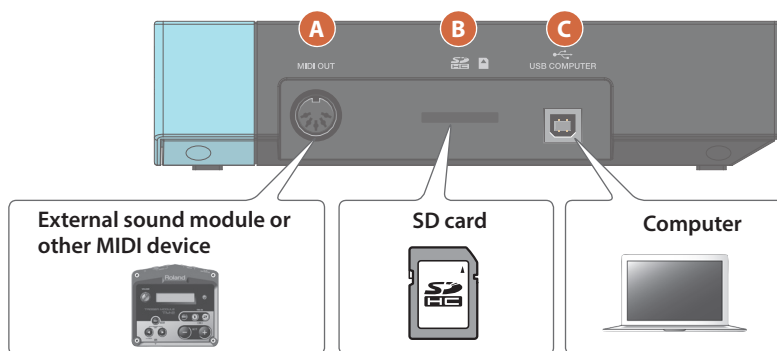
Top Panel



#	Controller	Explanation	Page
1	[MASTER] knob	Adjusts the volume of the MASTER OUT jacks.	-
	[CLICK] knob	Adjusts the volume of the click. This can also adjust the volume of the click track (p. 22).	p. 20
	[CLICK] button	Accesses the CLICK screen. Here you can make click-related settings such as tempo.	
	[SONG] knob	Adjusts the volume of the song.	p. 21
	[SONG] button	Accesses the SONG screen. Here you can make song-related settings.	
	[▶/■] button	Plays/stops an internal demo song or a song (audio file) on an SD card. If the song has a click track, the click track plays simultaneously.	
2	Sound modify button	Selects the group of parameters that is adjusted by the sound modify knobs.	p. 26
	Sound modify knobs	Adjust the parameters of the group selected by the sound modify button.	
3	Trigger buttons	You can use these buttons to check the sound of the instrument that is assigned to each trigger. They are lit or blinking depending on the state of the performance or settings.	p. 15
	[RIM] button	If you press the [RIM] button to make it light, the rim is selected, allowing you to specify an instrument for the rim or to play the rim instrument by pressing its trigger button.	p. 15
4	[PHONES] knob	Adjusts the volume of the headphones connected to the PHONES jack.	-
5	[-] [+] buttons	Use these buttons to switch kits or to edit values.	p. 10

#	Controller	Explanation	Page
	[^] [v] [←] [→] buttons (cursor buttons)	Move the cursor.	–
6	[EXIT] button	Press this once to return to the next higher screen level. If you press it repeatedly, you'll eventually return to the KIT screen.	–
	[ENTER] button	Press this to confirm a value or execute an operation. By holding down the [ENTER] button and pressing another button, you can make settings for a variety of functions.	p. 10
	[MENU] button	Allows you to make settings for functions that affect the entire TM-6 PRO, such as instrument or effect settings.	p. 37
7	[USER SAMPLE] button	Press this to make settings for the user sample function. By using the user sample function, audio files that you created on your computer can be loaded via an SD card into the TM-6 PRO and played as instruments.	p. 29
	[TRIG] button	Lets you make trigger parameter settings.	p. 14
8	Function buttons	These buttons change their function depending on the indication in the display. You can use these to switch between the tabs that are shown in the lower part of the display, and to make function settings.	 p. 10
9	Display	This shows various information depending on the operation.	–

Side Panel



#	Connector	Explanation	Page
A	MIDI OUT jack	Use these connectors to connect an external sound module or other MIDI device. You can specify a MIDI channel and note number, and use MIDI messages to control an external MIDI device.	→ PDF
B	SD card slot	Insert a commercially available SD card (SDHC cards (up to 32 GB) are supported). You can store songs or TM-6 PRO data on the SD card. You can also use an SD card to load user samples or play back songs (audio files). * The first time you use an SD card, you must initialize (format) the SD card on TM-6 PRO (p. 40). * Never turn off the power or remove the SD cards while the screen indicates "Processing..."	–
C	USB COMPUTER port	Use a USB cable to connect the TM-6 PRO to your computer. This allows you to use DAW software to record the TM-6 PRO's performance as audio or as MIDI.	p. 41

Rear Panel (Connect Your Equipment)

FOOT SW jack

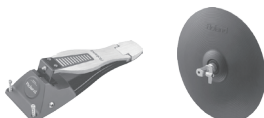
You can connect a footswitch (sold separately: BOSS FS-5U, FS-6) here and use it to control various things (p. 43).



HH CTRL jack

By using this in conjunction with the TRIGGER IN 6 jack you can play open/closed hi-hat sounds.

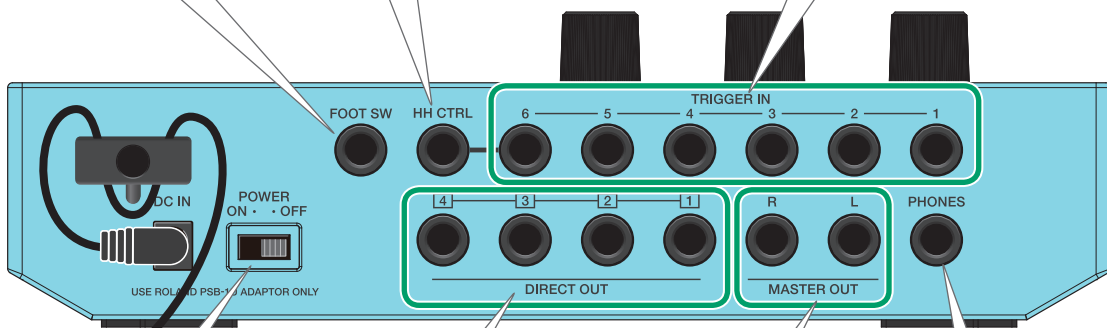
* Only instruments of the hi-hat category support this.



TRIGGER IN 1–6 jacks

You can connect acoustic drum triggers (sold separately: RT series), bar trigger pads (sold separately: BT-1), or pads (sold separately: PD/PDX series) etc. to these jacks (p. 11).

To make connections, use the cable that's included with each trigger or pad.



[POWER] switch

Press this switch to turn it on/off (p. 10).

DIRECT OUT 1–4 jacks

Connect these jacks to your mixer, etc.

The Output Assign ([MENU] button → SYS → Output Assign) settings specify the DIRECT OUT 1–4 jack from which each instrument is output (p. 38).



MASTER OUT jack

These jacks output the sound. Connect them to amplified speakers or a mixer.

If you're connecting to an amp that has mono input, set the Master Mono Sw ([MENU] button → SYS → Output Assign (SETUP tab)) appropriately (p. 38).



PHONES jack

Connect your headphones here.

Even if headphones are connected, sound is output from the various output jacks.

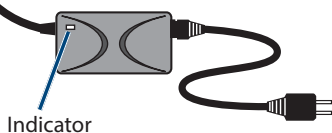


DC IN jack

Connect the included AC adaptor here.

* Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

* Use the cord hook to secure the cord of the AC adaptor as shown in the illustration.



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

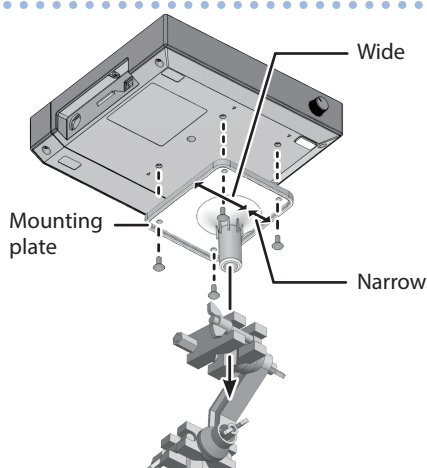
Mounting the TM-6 PRO on the Stand

By using an all purpose clamp (sold separately: APC-33), you can attach the TM-6 PRO to a hi-hat stand or cymbal stand.

You can also attach it to a pad stand (sold separately: PDS-10).

- * Do not use any screws except those that are included with the TM-6 PRO. Using other screws might cause malfunctions.
- * 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.

Mounting the TM-6 PRO on the all purpose clamp

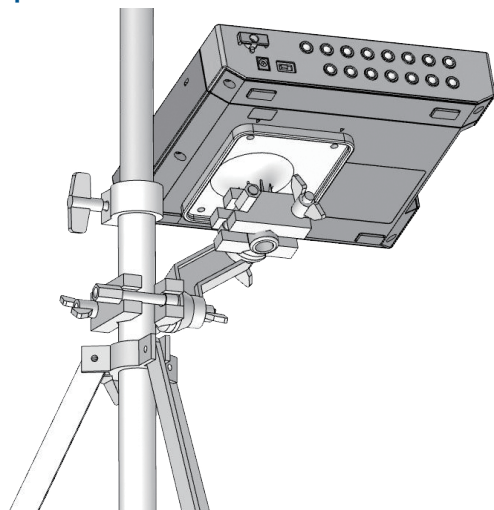


- * You must install the mounting plate in the orientation that's shown in the illustration. If the orientation is incorrect, it will contact the stand and cannot be attached.

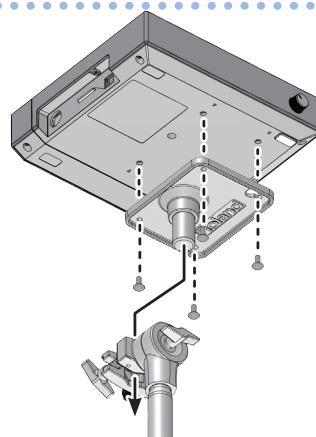
MEMO

The all purpose clamp can be attached to a pipe with a diameter in the range 10.5–28.6 mm.

Example of attachment to stand



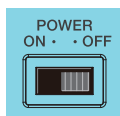
Mounting the TM-6 PRO on the pad stand



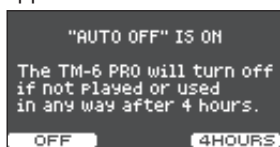
Turning the Power On/Off

Turning the power on

1. Minimize the volume of the TM-6 PRO and the amplified speakers.
2. Turn on the rear panel [POWER] switch.



When you turn the TM-6 PRO on, the following screen appears.



In this screen you can enable or disable the Auto Off function.

Button	Explanation
[F1] (OFF) button	The power does not turn off automatically.
[F3] (4 HOURS) button	When four hours have elapsed without any drum trigger 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.

3. Power-on the amplified speakers, and adjust the volume.

Turning the power off

1. Minimize the volume of the TM-6 PRO and the connected devices.
2. Turn off the power to the connected devices.
3. Turn off the rear panel [POWER] switch.

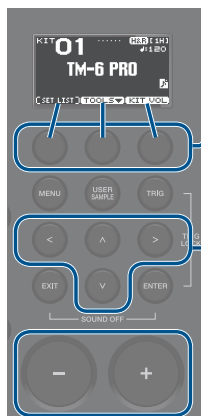
The screen indicates "Shutting Down" and after a time the power turns off.

MEMO

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 (p. 44).
- * 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.

Basic Operation



Switching and setting functions (function buttons)

Use these buttons to switch between tabs shown in the bottom of the display, or to make function settings.

Moving the cursor (cursor buttons)

Cursor refers to the highlighted characters indicating an on screen parameter that can be set. When there is more than one possibility within the screen, use the cursor buttons to move it.

MEMO

If you hold down the cursor button of one direction and then press the cursor button of the opposite direction, the cursor moves more quickly.

Editing a value ([$-$] [$+$] buttons)

To edit the value that's highlighted by the cursor, use the [$-$] [$+$] buttons.

If you operate these while holding down the [ENTER] button, the value changes more quickly.

MEMO

If you hold down the [$+$] button and press the [$-$] button, the value will increase rapidly. If you hold down the [$-$] button and press the [$+$] button, the value will decrease rapidly.









Shortcut List ([ENTER] Button)

You can specify a variety of functions on/off by holding down the [ENTER] button and pressing another button.

Operation	Function
[ENTER] + [$-$] [$+$]	Changes the value in larger steps.
[ENTER] + [TRIG]	Trigger lock (p. 15)
[ENTER] + [EXIT]	All sound off Stops the currently-playing drum performance sound or user sample (p. 29). * The reverberation of the effect, and the song and click do not stop.
[ENTER] + [CLICK]	Turns the click on/off (p. 20)
[ENTER] + [MENU]	Moves to the INST screen (p. 24)
[ENTER] + sound modify button	Sound modify lock (p. 27)

Drum Triggers That Can Be Connected

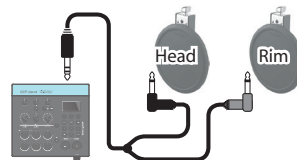
The TM-6 PRO supports a variety of drum triggers.

Drum trigger	Explanation
RT series	 <p>This is attached to an acoustic drum for use. It lets you layer various sounds of the TM-6 PRO onto the sound of an acoustic drum, or add depth to the sound.</p>
KD series	 <p>This is a kick pad. This is played with your foot. A commercially available kick pedal is required.</p>
KT series	 <p>This is a kick pedal. It is played with your foot.</p>
BT-1	 <p>This is a compact pad that is played with sticks.</p>
PD/PDX series	 <p>This is a pad. It responds to head shots and rim shots that you play.</p>
VH-10, VH-11	 <p>This is a hi-hat pad. It responds to open/close, bow shots, and edge shots that you play. A commercially available hi-hat stand is required.</p>
FD series	 <p>This is a hi-hat pedal. When this is used in conjunction with a pad, such as the CY series, you can continuously vary the sound of the hi-hat from open to closed. * This supports only instruments of the hi-hat category.</p>
CY series	 <p>This is a cymbal pad. It responds to bow shots and edge shots that you play.</p>

Connecting two drum triggers to one TRIGGER IN jack

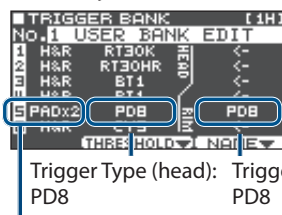
By using a connection cable (sold separately: 1/4" stereo phone plug ↔ 1/4" phone plug x 2) you can connect two drum triggers to one TRIGGER IN jack. The head and rim sounds of the single TRIGGER IN jack are played by separate drum triggers.

- * With this connection, sound is not triggered when you strike the rim of either drum trigger.



1. Press the [TRIG] button.
2. Use the cursor buttons to select "BANK," and then press the [ENTER] button.
The TRIGGER BANK screen appears.
3. Select the drum trigger that you want to edit (p. 15).
You can also use the cursor buttons to select a drum trigger.
4. Use the [-] [+] buttons to specify the input type and trigger type.

Example) When connecting two PD-8 triggers to the TRIGGER IN 5 jack, make the following settings.



Trigger Type (head): PDB
Trigger Type (rim): PDB

Input type: PADx2

- * If two drum triggers are connected to one TRIGGER IN jack, trigger type "BT1" will not work correctly. If you want to use a BT-1 trigger, select type "BT1 SENS."

5. Press the [EXIT] button several times to return to the KIT screen.

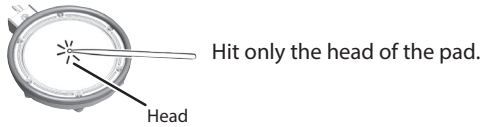
About Performance Techniques

The drum triggers that can be connected to the TM-6 PRO respond to a variety of performance techniques.

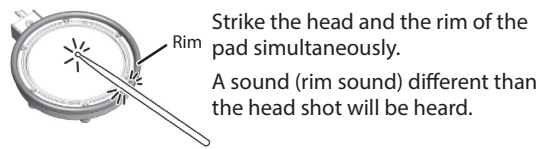
Pad (PD/PDX series)

Playing method	Explanation
----------------	-------------

Head shot



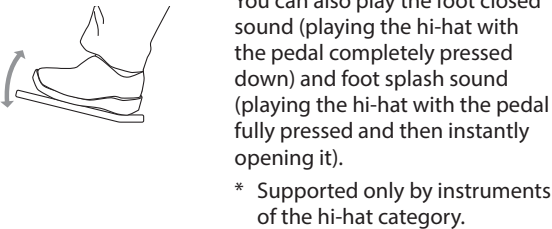
Rim shot



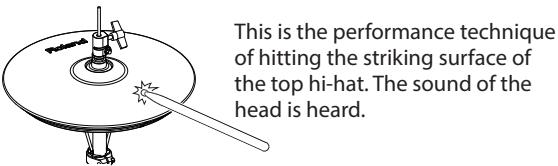
Hi-hat (VH-10, VH-11)

Playing method	Explanation
----------------	-------------

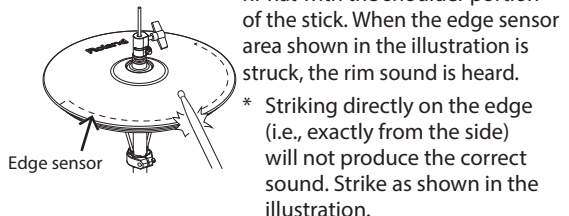
Open/closed



Bow shot



Edge shot

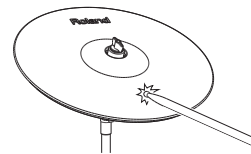


* Do not strike the bottom of the top hi-hat, and do not strike the bottom hi-hat. Doing so will cause malfunctions.

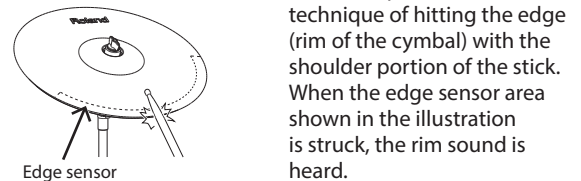
Cymbal (CY series)

Playing method	Explanation
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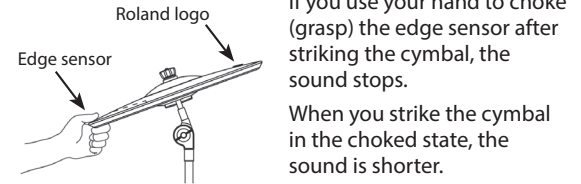
Bow shot



Edge shot



Choke play

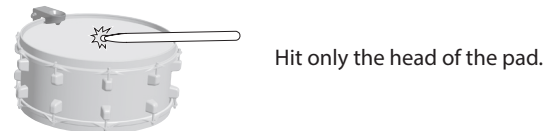


* The three-way triggers of the CY-15R and CY-13R are not supported.

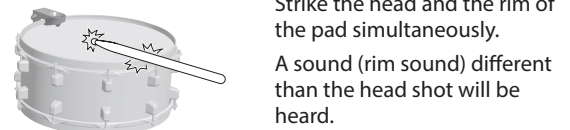
Acoustic drum trigger (RT series)

Playing method	Explanation
----------------	-------------

Head shot



Rim shot *1

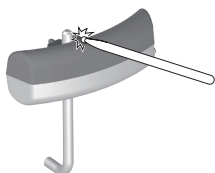


*1: Only dual-trigger acoustic drum triggers are supported.

Bar trigger pad (BT-1)

Playing method



Explanation



Hit the striking surface.

Footswitches That Can Be Connected

You can use a footswitch to switch between kits or set lists. The following footswitches (sold separately) are supported.

Footswitch	Explanation
FS-5U 	<p>One or two of these footswitches can be connected.</p> <p>By using the appropriate connection cable (sold separately: stereo phone plug ↔ phone plug x 2), two FS-5U footswitches can be connected.</p>
FS-6 	<p>This integrates two footswitches into a single unit.</p>

Reference

For details, refer to “Assigning Functions to Foot Switches or Drum Triggers” (p. 43).

Trigger Settings (TRIG)

Basic Procedure for Trigger Settings

Here's how to make trigger settings so that the signals from the drum triggers can be accurately processed by the TM-6 PRO.

Reference

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

1. Press the [TRIG] button.

The TRIGGER SETUP screen appears.



2. Use cursor buttons to select the menu item for the settings that you want to make, and then press the [ENTER] button.

Menu	Explanation
BANK	Specify the type of each drum trigger. These settings can be collectively saved in a trigger bank.
PARAM	Specify settings such as the drum trigger's minimum sensitivity (Threshold) (p. 16).
HI-HAT	Make hi-hat settings (p. 17).
XTALK	Prevent unintended triggering caused by the vibration of another drum trigger (crosstalk cancel).
MONITOR	View the trigger response and history of each drum trigger.
LOCK	Make trigger lock settings (p. 15).

3. Edit the settings of the menu that you selected.

4. Press the [EXIT] button several times to return to the KIT screen.

Specifying the Drum Trigger Type

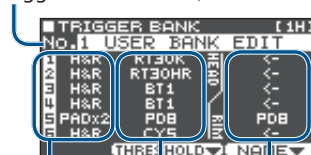
You can specify the type of drum trigger (trigger type) used by each trigger input of the trigger bank.

1. Press the [TRIG] button.

2. Use the cursor buttons to select "BANK," and then press the [ENTER] button.

The TRIGGER BANK screen appears.

Trigger bank number, name



Trigger type (head) Trigger type (rim)

Trigger input number, Input type

H&R	When connecting one drum trigger to one TRIGGER IN jack (normal setting) The head and the rim share the same trigger type. Also, the trigger type is shown as "H&R" for the rim.
PADx2	When connecting two drum triggers to one TRIGGER IN jack (p. 11) Specify the trigger type for the head and for the rim.

Button	Explanation
[F2] (THRESHOLD) button	Moves to a screen for adjusting the drum trigger's minimum sensitivity (p. 16).
[F3] (NAME) button	Edits the name of the trigger bank.

3. Move the cursor to the trigger bank number, and use the [-] [+] button to select a trigger bank.

Trigger type

The trigger type is a collection of various trigger parameters, adjusted to values that are appropriate for each drum trigger. To obtain the optimal settings for the drum trigger used with each trigger input, specify the model (trigger type) of drum trigger that's connected.

- * When you change the trigger type, related parameters such as Threshold and Sensitivity (except for crosstalk cancel) change their value appropriately for the trigger type.
- * "BT-1 SENS" is a trigger type that allows you to enhance the sensitivity with respect to weaker strikes when using a BT-1. However, with this type there is a greater likelihood that false triggering will occur as the result of surrounding vibrations. For this reason, "BT-1" should be selected when performing phrase playback and the like. However, if two drum triggers are connected to one TRIGGER IN jack, you should select "BT1 SENS." The triggers will not work correctly with the "BT-1" setting.
- * "PAD1," "PAD2," and "PAD3" are for generic pads.

Trigger bank

A trigger bank contains an entire set of settings for six triggers. You can create eight trigger banks.

- Select the drum trigger that you want to edit.
You can also use the cursor buttons to select this.
- Press the [-] [+] buttons to specify the trigger type.
- Press the [EXIT] button several times to return to the KIT screen.

Choosing a drum trigger to edit

Choosing by hitting a drum trigger

To edit the settings for a drum trigger, strike that drum trigger to select it.

To select the rim of a drum trigger, strike the rim.

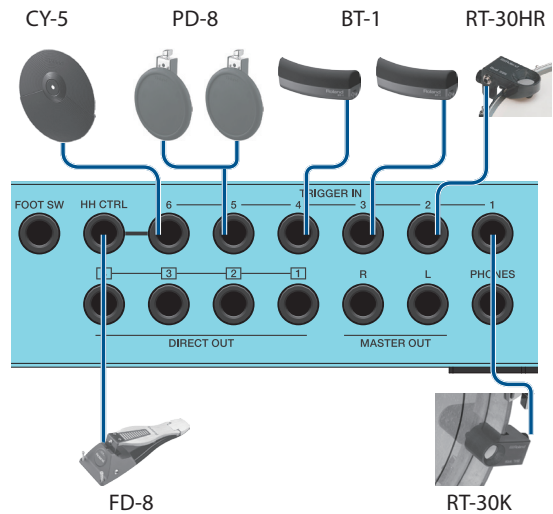
Using the trigger buttons to choose a drum trigger

You can also use the trigger buttons to select the drum trigger (trigger input number) for editing.

If you press the [RIM] button to make it light, the rim side of the drum trigger is selected.

If the rim side is selected, the [RIM] button is lit.

Example drum trigger connections and settings



TRIGGER BANK screen (p. 14)



Preventing the Drum Trigger Chosen for Editing from Being Switched (Trig Lock)

You can prevent the drum trigger chosen for editing from being switched even if you strike a different drum trigger. This "trigger lock" function is convenient when you want to edit the settings in the context of a phrase that you're playing.

- In the TRIGGER SETUP screen (p. 14), select "LOCK" and press the [ENTER] button.
- Use the [-] [+] buttons to specify "LOCK."



When trigger lock is enabled, the currently selected trigger input number blinks. You can also change the drum trigger chosen for editing by pressing a trigger button.

- Press the [EXIT] button several times to return to the KIT screen.

MEMO

You can also turn on trigger lock by holding down the [ENTER] button and pressing the [TRIG] button.

Jack	Input		Trigger type
	#	Type	
TRIGGER IN 1	1	H&R	RT30K
TRIGGER IN 2	2	H&R	RT30HR
TRIGGER IN 3	3	H&R	BT1
TRIGGER IN 4	4	H&R	BT1
TRIGGER IN 5 (*1)	5	PADx2	PD8 (Head), PD8 (Rim)
TRIGGER IN 6	6	H&R	CY5
HH CTRL (*2)	-	-	-

*1: In the above example of drum trigger connections and settings, the TRIGGER IN 5 jack's input type is set to "PADx2," and two drum triggers are connected to one TRIGGER IN jack. In this case, connect the appropriate connection cable (stereo phone plug ↔ phone plugs x2: sold separately) to the TRIGGER IN 5 jack.

*2: This supports only instruments of the hi-hat category.

Adjusting the Drum Trigger's Minimum Sensitivity (Threshold)

Here's how to make settings so that the trigger signal is detected only when you strike the trigger with a certain force or greater.

Preventing unwanted triggering from the environment

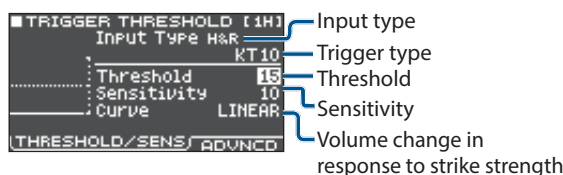
In some cases, a drum trigger might respond to live sound from acoustic drums or to sound from the monitor speakers. Either raise the drum trigger's Threshold value, or make the following changes to your setup.

- Move the drum trigger farther away from the speakers
- Angle the drum trigger, and set it in a location that is less affected by the sound

Since the TM-6 PRO is intended for use on stage, the drum trigger's Threshold value is set relatively high by default. If you want to give priority to expression of soft strikes, lower the Threshold value while staying above the level at which unwanted triggering occurs.

1. In the TRIGGER SETUP screen (p. 14), select "PARAM" and press the [ENTER] button.
2. Press the [F1] or [F2] (THRESHOLD/SENS) button.

The TRIGGER THRESHOLD screen appears.



3. Select the drum trigger that you want to edit (p. 15).
4. Use cursor buttons to select "Threshold," and use the [-] [+] buttons to adjust the sensitivity.

Parameter	Explanation
Threshold	<p>Increase this value if the drum trigger is unwantedly triggered by ambient vibration. If this value is too high, soft strikes will not produce sound. You should set this to the lowest value that will not cause unintended triggering.</p> <p>In the illustration, 'B' will trigger a sound, but 'A' and 'C' will not.</p>

5. Press the [EXIT] button several times to return to the KIT screen.

Adjusting the Drum Trigger's Sensitivity (Sensitivity)

Here's how to adjust the drum trigger's sensitivity to specify the balance between the force of your strike and the loudness of the sound.

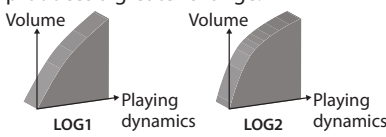
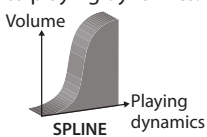
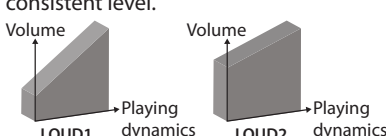
1. In the TRIGGER SETUP screen (p. 14), select "PARAM" and press the [ENTER] button.
2. Press the [F1] or [F2] (THRESHOLD/SENS) button.
3. Select the drum trigger that you want to edit (p. 15).
4. Use cursor buttons to select "Sensitivity," and use the [-] [+] buttons to adjust the sensitivity.
5. Press the [EXIT] button several times to return to the KIT screen.

Adjusting How Volume Responds to Changes in Striking Force

Here's how to adjust the way in which the volume changes as you vary the force with which you strike the drum trigger.

1. In the TRIGGER SETUP screen (p. 14), select "PARAM" and press the [ENTER] button.
2. Press the [F1] or [F2] (THRESHOLD/SENS) button.
3. Select the drum trigger that you want to edit (p. 15).
4. Use cursor buttons to select "Curve," and use the [-] [+] buttons to specify the setting.

Parameter	Explanation
LINEAR	<p>The standard setting. This produces the most natural correspondence between playing dynamics and volume change.</p>
EXP1, EXP2	<p>Compared to "LINEAR," strong dynamics produce a greater change.</p>

Parameter	Explanation
LOG1, LOG2	Compared to "LINEAR," a soft playing produces a greater change. 
SPLINE	Extreme changes are made in response to playing dynamics. 
LOUD, LOUD2	Very little dynamic response, making it easy to maintain strong volume levels. In cases such as when using RT series triggers, this lets you play at a consistent level. 

5. Press the [EXIT] button several times to return to the KIT screen.

Detailed Trigger Settings

Edit these settings only when you need to make detailed adjustments such as fine adjustment of the drum trigger sensitivity or signal detection.

Normally there is no need to make these settings.

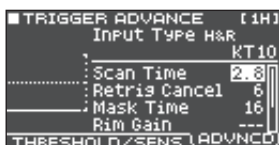
Reference

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

1. In the TRIGGER SETUP screen (p. 14), select "PARAM" and press the [ENTER] button.

2. Press the [F3] (ADVNC) button.

The TRIGGER ADVANCE screen appears.



3. Select the drum trigger that you want to edit (p. 15).
4. Use cursor buttons to select a parameter, and use the [-] [+] buttons to edit the value.
5. Press the [EXIT] button several times to return to the KIT screen.

Making Hi-hat Settings

If you're using a VH-10 or VH-11 V-hi-hat (subsequently called a "VH"), adjust the offset on the TM-6 PRO.

This adjustment is required in order to correctly detect open, close, and pedal operations.

Before you continue, you must set the trigger type to "VH-10" or "VH-11" (p. 14).

1. After making the hi-hat settings, release your foot from the pedal, and while keeping your foot off the pedal, turn on the power of the TM-6 PRO.
2. Loosen the clutch screw and let the hi-hat rest naturally on the motion sensor unit.
3. In the TRIGGER SETUP screen (p. 14), select "HI-HAT" and press the [ENTER] button.
4. While reading the meter displayed on the right side of the TM-6 PRO's screen, adjust the offset with the VH's offset adjustment screw.

Adjust the offset so that the  appear in the meter.



5. As necessary, use the cursor buttons to select a parameter and use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Foot Splash Sens	-10--+10	Amount of how easy to make the foot splash
CC Max	90, 127	Amount of control change that is transmitted in stepping the hi-hat pedal down completely. * There's no need to change this setting if you're performed only with the TM-6 PRO and the drum trigger.

6. Press the [EXIT] button several times to return to the KIT screen.

Eliminate Crosstalk Between Drum Triggers (Crosstalk Cancellation)

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

* In some cases, the acoustic sound from an acoustic drum or from a monitor speaker might cause a drum trigger 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 drum triggers at a distance from the speakers
- Angle the drum triggers, placing them where they are less likely to be affected by the sound
- Increase the Threshold value of the drum trigger (p. 16)

Tips for positioning the drum triggers

You can prevent crosstalk by positioning the drum triggers in a way that minimizes their susceptibility to an external source of vibration.

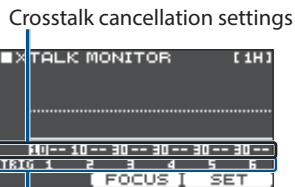
Before you adjust the crosstalk cancellation settings, please note the following points when setting up your system.

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

Example) If the sound of trigger input 2 is heard when you strike the drum trigger of trigger input 1

1. In the TRIGGER SETUP screen (p. 14), select “XTALK” and press the [ENTER] button.

The XTALK MONITOR screen appears.



Trigger input number

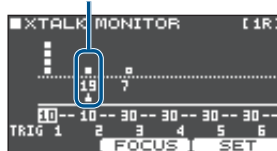
2. Strike the drum trigger of trigger input 1.

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

The illustration below shows that when you struck the drum trigger of trigger input 1 (TRIG 1), the drum triggers of trigger input 2 (TRIG 2) and trigger input 3 (TRIG 3) detected the vibration.

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

Crosstalk occurring



Drum triggers detecting vibration	Explanation
Trigger input 2 (TRIG 2)	Crosstalk is occurring. By adjusting the crosstalk cancellation value, you can prevent the sound from being triggered.
Trigger input 3 (TRIG 3)	Will not sound, because crosstalk cancellation is active.

3. Press the [F2] (FOCUS) button to move the cursor to TRIG 2.



If crosstalk is occurring for multiple drum triggers, each press of the [F2] (FOCUS) button will move the cursor to another drum trigger that is experiencing crosstalk.

4. Press the [F3] (SET) button.

In this case, the value is automatically set to “19,” which is the minimum value that can cancel triggering for trigger input 2.

Value	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 to edit the value.

5. Repeat steps 3 and 4 to make crosstalk cancellation settings.

MEMO

You can also use the cursor buttons and [-] [+] buttons to make crosstalk cancellation settings manually.

6. Press the [EXIT] button several times to return to the KIT screen.

Viewing Trigger Information for Drum Trigger

You can view realtime information that shows the force (velocity) with which each drum trigger is struck, how far the hi-hat is open.

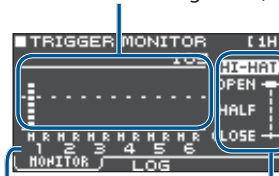
1. In the TRIGGER SETUP screen (p. 14), select “MONITOR” and press the [ENTER] button.

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

The TRIGGER MONITOR screen appears.

Velocity meter

Indicates the striking force (velocity) for each trigger



Trigger input number

Hi-hat open/close status

3. Strike the drum triggers.

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

[F1] (MONITOR) button

Display	Explanation
Velocity meter	Shows the striking force (velocity).
HI-HAT	Shows how far the hi-hat is open. The indicator will move toward “OPEN” as the hi-hat opens, and toward “CLOSE” as it closes.

[F2] (LOG) button



Shows the velocity of each successive trigger strike.

Display	Explanation
Velocity meter	Shows a record of the velocity.
[F3] (CLEAR) button	Clears the record of velocity.

4. Press the [EXIT] button several times to return to the KIT screen.

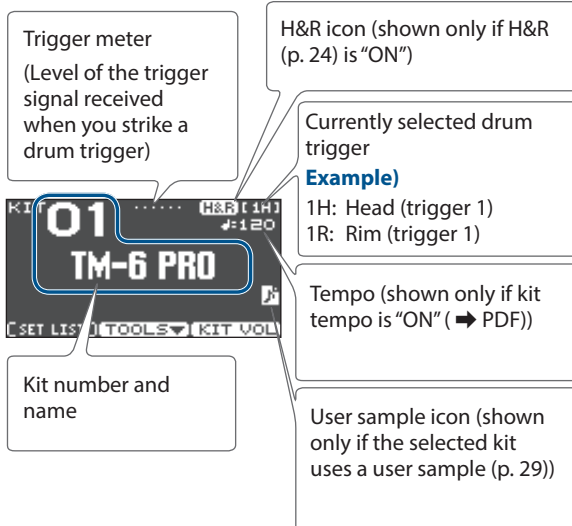
Performing

Selecting a Kit

1. Press the [EXIT] button several times to access the KIT screen.
2. Press the [-] [+] buttons to select a kit.

About the KIT screen

This screen is the basic screen of the TM-6 PRO; it appears when you turn on the power.



[F1] (SETLIST) button

By pressing the [F1] (SETLIST) button, you can recall kits in the order in which you registered them in a set list. Press the [F1] (SETLIST) button once again to return to the KIT screen.

For details, refer to "Recalling Kits Successively (SET LIST)" (p. 34).

[F2] (TOOLS) button

This button accesses the following kit-related settings. For details, refer to "Convenient Functions" (p. 33).

Undo	Returns changes that you made to a kit or instrument to the state immediately after the kit was selected.
Copy	Copies the settings of a kit or drum trigger.
SETLIST Edit	Edit a set list.
1KIT Save	Backs-up the settings of a kit to an SD card.
1KIT Load	Loads 1 kit backup settings that were saved to an SD card.

[F3] (KIT VOL) button

This lets you adjust the volume of the kit or hi-hat while watching a level meter (p. 27).

Playing with the Click

Turning the click on/off

1. Press the [CLICK] button.

The CLICK screen appears.



2. Press the [F3] (CLICK) button.

The click sounds.

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

3. Press the [F3] (CLICK) button once again.

The click stops.

MEMO

- You can also turn the click on/off by holding down the [ENTER] button and pressing the [CLICK] button.
- The click is output only to the headphones (by default), but you are free to specify the output destination. For details, refer to "Audio Output Assignments" (p. 38).

Changing the tempo

1. In the CLICK screen (TEMPO tab), press the [-] [+] buttons to adjust the tempo.

MEMO

- You can specify the tempo by striking a drum trigger or pressing a trigger button at the desired timing interval (tap tempo) (SETUP tab → Tap Sw, Tap Pad).
- If the Sync Mode (→ PDF) is set to "EXTERNAL," the tempo is shown as "USB." In this case, you can't change the tempo.

Changing the beat unit

1. Access the CLICK screen (SETUP tab).
2. Use cursor buttons to select "Beat," and use the [-] [+] buttons to change the time signature setting.

MEMO

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

Performing Along with a Song

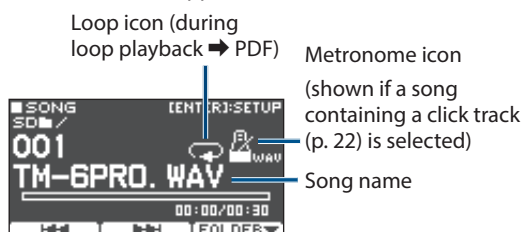
You can play back an audio file (WAV/MP3) of backing tracks etc. from an SD card.

Here's how to perform along with a song.

1. Insert an SD card into the TM-6 PRO (p. 7).

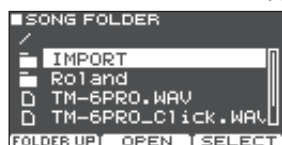
2. Press the [SONG] button.

The SONG screen appears.



3. Press the [F3] (FOLDER) button.

The SONG FOLDER screen appears.



4. Select an audio file, and press the [F3] (SELECT) button or the [ENTER] button.

Button	Function
[^] [v] buttons	Moves cursor
[F1] (FOLDER UP) button/ [<] button	Exits a folder
[F2] (OPEN) button/ [>] button	Enters a folder
[F3] (SELECT) button/ [ENTER] button	Specifies a file

5. Press the [▶/■] button.

The selected song plays.

Operations during playback

Controller	Function
[▶/■] button	Play/stop the song
[^] button	Move to the beginning of the song
[v] button	Move to the end of the song
[<] button	Rewind five seconds
[>] button	Fast-forward five seconds
[F1] (◀◀) button	Move to the previous song (long-press the button: rewind the song)
[F2] (▶▶) button	Move to the next song (long-press the button: fast-forward the song)
[-] [+] buttons	Move to the previous/next song
[SONG] knob	Adjust the volume of the song (audio file)
[CLICK] knob (*1)	Adjust the volume of the click track (p. 22)
[ENTER] button	Make various settings related to song playback, such as specifying the volume of the song or click track, or making the song play repeatedly (loop playback) (p. 22).

*1: By outputting an audio file from an SD card as a click track, you can make a click sound along with a song (p. 22).

When transferring files from your computer to an SD card

You can also play back audio files that are saved within a folder, not only at the root (top level) of the SD card.

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

Reference

For details, refer to "SD card folder structure" (p. 36).

Audio files that can be played by the TM-6 PRO

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

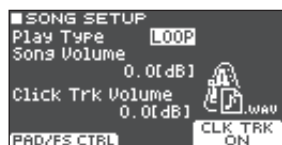
- * File names or folder names that contain more than 15 characters are not shown correctly. Files and folders using double-byte characters are also not supported.

Changing the Settings of Each Song

Here's how to specify the volume of the song and the click track, and how they play back.

1. Select a song (p. 21).
2. Press the [ENTER] button.

The SONG SETUP screen appears.



3. Use the cursor buttons, [-] [+] buttons, and function buttons to make settings for the song.

Parameter	Value	Explanation
Play Type	ONE SHOT	Play back only once and then stop.
	LOOP	Play repeatedly.
Song Volume		Song volume
Click Trk Volume	-INF--+6.0 [dB]	Click track volume Only if there is a click track corresponding to the song

Button	Explanation
[F1] (PAD/FS CTRL) button	You can assign a footswitch or drum trigger to execute functions such as song play/stop (p. 43).
[F3] (CLK TRK ON) button	Turn click track playback on/off. * Only if there is a corresponding click track for the song

4. Press the [EXIT] button to return to the SONG screen.

Playing an Audio File as a Click (Click Track)

Separately from the song, you can prepare an audio file (WAV file) and play it back as a click (click track).

Since the click track can play simultaneously with the song, it's convenient when you want a desired click sound to play back along with the song.

- * To play back a click track, you must prepare a song and a click audio file in WAV format. MP3 files are not supported.

MEMO

The internal demo songs provide a click track.

Preparing a click track audio file

1. Prepare the audio file (WAV file) that you want to play as a song and the audio file (WAV file) that you want to play as a click track.

Use commercially available DAW software etc. to create a click track that matches the tempo of your song.

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 that you want to play as the click track.

Example

If you want the click track to play back along with a song named "TM-6PRO.wav" then you would specify "TM-6PRO_Click.wav" as the name of the click audio file.

3. Save the audio file of the song and the audio file of the click track in the same level of the SD card.

In the case of the example, save "TM-6PRO.wav" and "TM-6PRO_Click.wav" in the same level.

Playing back the click track along with the song

1. In the SONG screen (p. 21), select the song that you want to play back together with the click track.

In the case of the example, select the song "TM-6PRO.wav".



2. Press the [▶/■] button.

The click track plays together with the song playback.
To adjust the volume of the click track, turn the [CLICK] knob.

In the case of the example, you can use the [SONG] knob to adjust the volume of "TM-6PRO.wav" and use the [CLICK] knob to adjust the volume of "TM-6PRO_Click.wav".

MEMO

The click track is output only to the headphones (by default), but you are free to specify the output destination. For details, refer to "Audio Output Assignments" (p. 38).

Playing an Internal Demo Song

The TM-6 PRO contains built-in demo songs.

The internal demo songs also provide a click track.

* The internal demo songs cannot be played back if an SD card is inserted in the TM-6 PRO.

1. Remove the SD card from the SD card slot (p. 7).
2. Press the [SONG] button.
The SONG screen appears.
3. Use the [-] [+] buttons to select a demo song.
4. Press the [▶/■] button.
The selected demo song plays.

Editing

Saving the settings

On the TM-6 PRO, your edits are saved automatically, so you don't have to perform any operation to save the settings.

Settings are also saved when you turn off the power.

Selecting and Editing an Instrument

Here's how to select the instrument that's sounded by a drum trigger.

1. Press the [MENU] button.

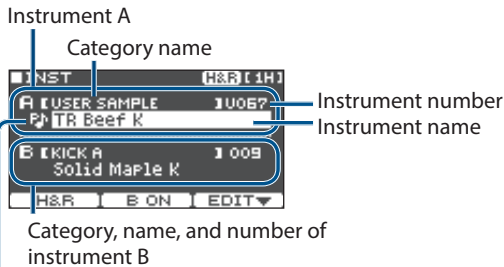
The MENU screen appears.

2. Use the cursor buttons to select "INST," and then press the [ENTER] button.

The INST screen appears.

3. Select the drum trigger that you want to edit (p. 15).

4. Use the cursor buttons, [-] [+] buttons, or function buttons to select an instrument.



Category, name, and number of instrument B

Play type icon (p. 31)

Button	Explanation
[F1] (H&R) button	<p>"ON": The instruments for the head and rim are selected as a set. The recommended instruments are selected as a set, according to the instrument that you select.</p> <p>"OFF": You can independently specify the instrument for different strike locations, such as the head and the rim.</p>
[F2] (B ON/OFF) button	<p>If this is "ON," instrument B is sounded in addition to the usual instrument A. This lets you layer the two instruments, or switch between them depending on the force of your strike.</p>
[F3] (EDIT) button	<p>This lets you make detailed settings for the instrument.</p> <p>The instrument parameters can be edited independently for instruments A and B.</p>

MEMO

- You can also access the INST screen by holding down the [ENTER] button and pressing the [MENU] button.
- For details on the parameters that can be edited, refer to "Data List" (PDF).
- Audio files that you created using your computer can be loaded via an SD card into the TM-6 PRO, and played as an instrument (p. 29).

5. Press the [EXIT] button several times to return to the KIT screen.

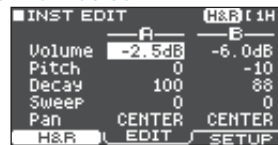
Making detailed instrument settings

In the INST screen, you can press the [F3] (EDIT) button and make settings for instruments A and B to specify the volume of each and how they will be played.

Reference

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

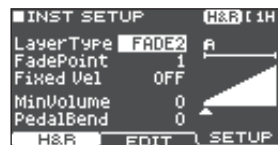
INST EDIT screen



MEMO

- You can use the sound modify knobs to adjust the Volume, Pitch, and Decay (p. 26). The sound modify knobs adjust the parameters for both instruments A and B simultaneously.
- In the INST EDIT screen, you can adjust instruments A and B independently by holding down the [ENTER] button and turning the sound modify knobs (Volume, Pitch, and Decay of the layer that's currently selected by the cursor). At this time, the sound modify indicator blinks.

INST SETUP screen



MEMO

- By varying the strength of the strike, you can layer the sounds of instruments A and B or switch between them (LayerType).
- Using Fixed Velocity
This makes the instrument sound at a fixed velocity regardless of the strength of your strike. This is also convenient if you've assigned a phrase to a user sample and want it to play at a fixed volume.
- Using Minimum Volume
This lets you increase the volume of soft strikes while maintaining the volume of strong strikes. You can use this to improve the audibility of a snare's ghost notes or a ride cymbal's legato notes.

Applying Effects to Each Drum Trigger (Pad Effect)

You can apply the following effects to each drum trigger.

Effect	Explanation
PAD EQ	Separate three-band equalizers for the head and for the rim
PAD TRANSIENT	Level control of the attack and release
PAD COMP	Single band compressor
PAD MFX	Multi-effect

Reference

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

1. Press the [MENU] button.

The MENU screen appears.

2. Use the cursor buttons to select “PAD-FX,” and then press the [ENTER] button.

The PAD EFFECT screen appears.



3. Use the cursor buttons to select the pad effect that you want to edit, and press the [ENTER] button.

The pad effect editing screen appears.

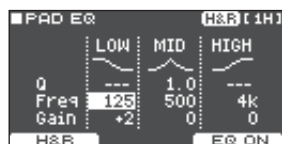
4. Edit the effect settings.

5. Press the [EXIT] button several times to return to the KIT screen.

Example) PAD EQ settings

1. In the PAD EFFECT screen (p. 25), select “EQ” and press the [ENTER] button.

The PAD EQ screen appears.



2. Select the drum trigger that you want to edit (p. 15).

3. Press the [F3] (EQ ON/OFF) button to switch the effect on/off.

4. Use the cursor buttons and the [-] [+] buttons to edit the settings.

You can edit the LOW (low frequency), MID (mid frequency), and HIGH (high frequency) ranges individually.

Parameter	Explanation
Q (MID only)	Width of the frequency band Higher values make the width narrower.
Freq	Center frequency
Gain	Amount of boost or cut
[F1] (H&R) button	Specifies whether the head and rim are edited together as a set or edited individually (p. 24).

5. Press the [EXIT] button several times to return to the KIT screen.

Applying Effects to the Entire Kit (Kit Effect)

You can apply the following effects to the entire kit.

Effect	Explanation
REVERB	Reverb
MASTER COMP	Master compressor
MASTER EQ	Master equalizer

* The master compressor and equalizer effect is not applied to the DIRECT OUT jacks.

* If the Output Assign (p. 38) setting Master Out is set to “DIRECT,” the master compressor and master equalizer effects are not applied to the sound that’s output from the MASTER OUT jacks.

Reference

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

Using the master compressor

- 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.

Using the master equalizer

- This lets you adjust the tonal character by boosting or cutting each of the four bands (LOW/MID1/MID2/HIGH).
- You can also use this to make compensations in the tone when using the master compressor.

1. Press the [MENU] button.

The MENU screen appears.

2. Use the cursor buttons to select “KIT-FX,” and then press the [ENTER] button.

The KIT EFFECT screen appears.



3. Use the cursor buttons to select the kit effect that you want to edit, and press the [ENTER] button.

The kit effect editing screen appears.

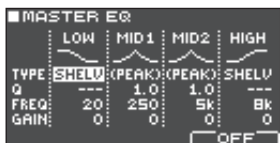
4. Edit the effect settings.

5. Press the [EXIT] button several times to return to the KIT screen.

MASTER EQ settings

1. In the KIT EFFECT screen (p. 26), select “MASTER EQ” and press the [ENTER] button.

The MASTER EQ screen appears.



2. Press the [F3] (EQ ON/OFF) button to switch the effect on/off.

3. Use the cursor buttons and the [-] [+] buttons to edit the settings.

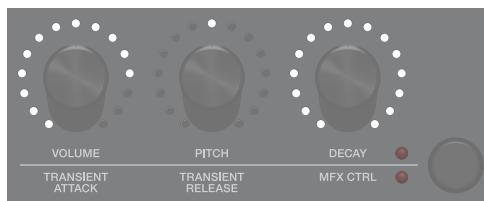
You can edit the LOW (low frequency), MID1 (mid frequency), MID2 (mid frequency), and HIGH (high frequency) ranges individually.

Parameter	Explanation
TYPE (LOW and HIGH only)	How the equalizer is applied
Q	Width of the frequency band Higher values make the width narrower.
FREQ	Center frequency
GAIN	Amount of boost or cut

4. Press the [EXIT] button several times to return to the KIT screen.

Using the Sound Modify Knobs

You can use the sound modify knobs to adjust the parameters of the instrument or the pad effect.



1. Select the drum trigger that you want to edit (p. 15).
2. Press the sound modify button to select the parameters that you want to edit.

Instrument parameters (upper indicator is lit)

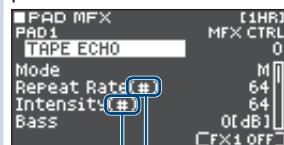
Parameter	Explanation
Volume	Volume of the instrument
Pitch	Pitch of the instrument
Decay	Length of the instrument's decay

MEMO

- The sound modify knobs adjust the parameters for both instruments A and B simultaneously.
- In the INST EDIT screen (p. 24), you can edit instruments A and B individually by holding down the [ENTER] button and turning a sound modify knob.

Pad effect parameters (lower indicator is lit)

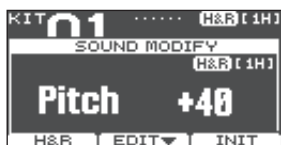
Parameter	Explanation
Transient Attack	Attack adjustment This lets you emphasize or reduce the attack portion.
Transient Release	Release adjustment This lets you emphasize or reduce the release portion.
MFX Control	Multi-effect control The parameter that is controlled depends on the multi-effect that is selected. The PAD MFX screen shows the parameters that can be controlled.



Parameters indicated by “(#)”

3. Turn a sound modify knob to edit the parameter.

The value of the parameter you're editing is shown in a popup.



While the popup is shown, you can press a function button to edit the settings of the instrument.

Example) Pitch

Button	Explanation
[F1] (H&R) button	Specifies whether the head and rim are edited together as a set or edited individually (p. 24).
[F2] (EDIT) button	Moves to a screen for making detailed edits to the instrument parameters.
[F3] (INIT) button	Returns the Pitch setting to its initial value "0."

MEMO

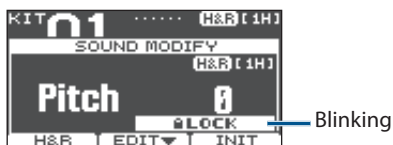
- The parameters that you can edit here can also be edited from the instrument or pad effect editing screen.
- While the popup is shown, you can press the [EXIT] button to dismiss the popup.

Disabling the sound modify knobs (sound modify lock)

To prevent parameter values from changing even if you inadvertently touch the sound modify knobs, such as during a live performance, you can lock the knobs (sound modify lock).

Hold down the [ENTER] button and press the sound modify button to turn the sound modify lock function on or off.

If you turn a sound modify knob while this is locked, the current parameter value is shown.



Reference

You can also set the sound modify lock function from MENU. For details, refer to "Other Settings" (p. 44).

Editing a Kit

Here you can make settings such as the kit's overall volume and the kit name.

Reference

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

Editing the Kit's Volume

Here's how to set the volume of the kit.

MEMO

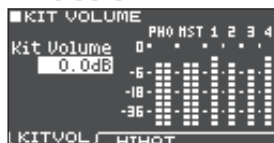
From the KIT screen, you can also access the KIT VOLUME screen by pressing the [F3] (KIT VOL) button.

1. Press the [MENU] button.
The MENU screen appears.
2. Use the cursor buttons to select "KIT COMMON," and then press the [ENTER] button.

The KIT COMMON screen appears.



3. Use the cursor buttons to select "KIT VOLUME," and then press the [ENTER] button.
4. In the KIT VOLUME screen (KITVOL tab), use the [-] [+] buttons to change the value.



Adjust this so that each output does not exceed clip level (0 dB) when you strike the drum trigger.

Value -INF+6.0 dB

5. Press the [EXIT] button several times to return to the KIT screen.

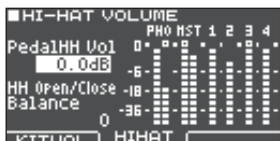
MEMO

From the KIT screen, you can also move to the KIT VOLUME screen by pressing the [F3] (KIT VOL) button.

Editing the Hi-Hat's Volume

Here's how to set the volume of the hi-hat.

1. In the **KIT COMMON** screen (p. 27), select **"KIT VOLUME"** and press the **[ENTER]** button.
2. In the **HI-HAT VOLUME** screen (HIHAT tab), use the cursor buttons and the **[-] [+]** buttons to edit the values.



Strike the hi-hat, and adjust its volume balance relative to the other outputs.

Parameter	Value	Explanation
PedalHH Vol	-INF+ +6.0dB	Volume of pedal hi-hat
HH Open/ Close Balance	-5--+5	Open/close volume balance

3. Press the **[EXIT]** button several times to return to the **KIT** screen.

MEMO

From the **KIT** screen, you can also move to the **HI-HAT VOLUME** screen by pressing the **[F3]** (**KIT VOL**) button.

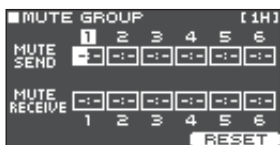
Muting the Sound of a Specific Drum Trigger When You Strike a Drum Trigger (Mute Group)

Mute group settings let you specify that when you strike a drum trigger, other drum triggers in the same mute group are muted (silenced).

For example, you could assign user samples to the instruments of each drum trigger, and make mute group settings so that you can switch between user samples by striking different drum triggers.

1. In the **KIT COMMON** screen (p. 27), select **"MUTE GROUP"** and press the **[ENTER]** button.

The **MUTE GROUP** screen appears.



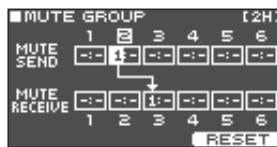
2. Select the drum trigger that you want to edit (p. 15).

You can also use the cursor buttons to select a drum trigger.

3. Use the cursor buttons and the **[-] [+]** buttons to make mute group settings.

Parameter	Value	Explanation
MUTE SEND		Specify the mute group number. When you strike the drum trigger of the number specified in MUTE SEND, the sound of the drum trigger assigned to the same number in MUTE RECEIVE is muted.
MUTE RECEIVE	- (OFF), 1-8	* 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 drum trigger, muting does not occur.

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



MEMO

To clear all mute groups, press the **[F3]** (**RESET**) button.

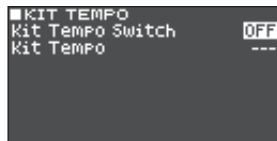
4. Press the **[EXIT]** button several times to return to the **KIT** screen.

Specifying the Tempo for Each Kit (Kit Tempo)

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

1. In the **KIT COMMON** screen (p. 27), select **"KIT TEMPO"** and press the **[ENTER]** button.

The **KIT TEMPO** screen appears.



2. Use the cursor buttons and the [-] [+] buttons to edit the settings.

Parameter	Value	Explanation
Kit Tempo Switch	OFF	Use a common tempo for the entire TM-6 PRO (p. 20). The tempo does not change when you switch kits.
	ON	Use the tempo specified by each kit. This lets you specify the click tempo and the tempo of tempo-synchronized effects individually for each kit.
Kit Tempo	20-260	Kit tempo

3. Press the [EXIT] button several times to return to the KIT screen.

MEMO

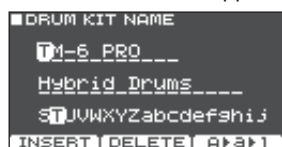
If kit tempo is "ON," and the tempo you specify in the CLICK screen is different than the kit tempo, the tempo in the KIT screen is indicated as "*" (* : 1 2 0).

Renaming the Kit

Here's how to rename the currently selected kit.

1. Access the KIT COMMON screen (p. 27).
2. Use the cursor buttons to select "KIT NAME," and then press the [ENTER] button.

The KIT NAME screen appears.



3. Edit the name.

You can enter a kit name (upper line) of up to 11 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	Change the character.
[F1] (INSERT) button	Insert a space at the cursor location.
[F2] (DELETE) button	Delete the character at the cursor location.
[F3] (A ▶ a ▶ 1) button	Move to the first uppercase character, lowercase character, or numeral.

4. Press the [EXIT] button several times to return to the KIT screen.

Importing and Playing Audio Files (USER SAMPLE)

Audio files that you created on your computer can be imported from an SD card into the TM-6 PRO, and played as instruments (user sample function). You can edit the sound of a user sample or apply effects to it in the same way as other instruments.

Audio files that can be loaded by the TM-6 PRO

WAV	
Format (extension)	WAV (.wav)
Sampling frequency	44.1 kHz
Bit rate	16, 24-bit
Time (for each file)	Maximum 180 seconds
Number of files	Maximum 1,000 files
Total length of sound (maximum)	Mono: 48 minutes Stereo: 24 minutes

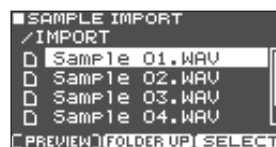
* File names or folder names that contain more than 15 characters are not shown correctly. Files and folders using double-byte characters are also not supported.

Importing an Audio File

Here's how you can import an audio file into the TM-6 PRO as a user sample.

1. Insert an SD card into the TM-6 PRO (p. 7).
2. Press the [USER SAMPLE] button.
3. Use the cursor buttons to select "IMPORT," and then press the [ENTER] button.

The SAMPLE IMPORT screen appears.



4. Select an audio file, and press the [F3] (SELECT) button or the [ENTER] button.

Button	Function
[^] [v] buttons	Moves cursor
[<] [>] buttons	Enters a folder/Exits a folder
[F1] (PREVIEW) button	Plays back the selected audio file.
[F2] (FOLDER UP) button	Exits a folder
[F3] (SELECT) button/ [ENTER] button	Enters a folder/Specifies a file

5. Use the cursor buttons to select the import-destination number, and press the [F3] (IMPORT) button.

A confirmation message appears.

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

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

6. Select "OK" and then press the [ENTER] button.

The audio file is imported.

- * Never turn off the power while the screen indicates "Processing..."

Importing all audio files of a folder at once

Here's how all audio files in a folder can be imported as user samples in a single operation.

- 1. Insert an SD card into the TM-6 PRO (p. 7).**
- 2. Access the SAMPLE IMPORT screen (p. 29).**
- 3. Select one of the audio files in the folder that you want to import, and press the [F3] (SELECT) button or the [ENTER] button.**
- 4. Use the cursor buttons to select the starting number of the import-destination, and press the [F2] (IMPORT ALL) button.**

The screen shows the name of the folder to be imported entirely and the starting number of the import-destination.

- * If the import-destination region contains even one user sample, the message "User Sample Exists! Not Enough Space to Import All." appears. When selecting a number, verify that the region does not contain a user sample.

5. Press the [F3] (EXECUTE) button.

A confirmation message appears.

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

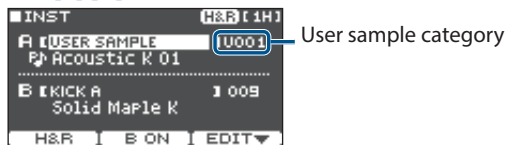
6. Select "OK" and then press the [ENTER] button.

The audio files are imported.

- * Never turn off the power while the screen indicates "Processing..."

Assigning a User Sample to an Instrument and Playing It

- 1. Press the [MENU] button.**
- 2. Use the cursor buttons to select "INST," and then press the [ENTER] button.**
- 3. Select the drum trigger to which you want to assign an instrument (p. 15).**
- 4. Move the cursor to the instrument category of the layer that you want to assign, and use the [-] [+] buttons to select "USER SAMPLE."**



- 5. Move the cursor to the instrument name, and use the [-] [+] buttons to select a user sample.**



- 6. Press the [EXIT] button several times to return to the KIT screen.**

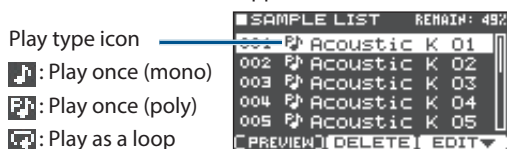
When you strike the drum trigger to which the user sample is assigned, the user sample is heard.

Viewing a List of User Samples

Here's how to view a list of all currently-loaded user samples.

1. Press the [USER SAMPLE] button.
2. Use the cursor buttons to select "LIST," and then press the [ENTER] button.

The SAMPLE LIST screen appears.



Play type icon
 [M]: Play once (mono)
 [P]: Play once (poly)
 [L]: Play as a loop

Button	Explanation
[F1] (PREVIEW) button	Plays the selected user sample. To stop playback, press the [F1] (PREVIEW) button once again during playback.
[F2] (DELETE) button	Deletes the selected user sample.
[F3] (EDIT) button	Lets you edit the user sample (e.g., play/stop position settings, playback method (play type)).

MEMO

You can use the cursor [<] [>] buttons to move the cursor in larger steps.

Editing a User Sample

You can specify settings such as the position at which a user sample plays and stops, and how playback occurs (play type).

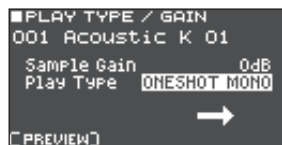
Specifying how the user sample is sounded

You can specify how the user sample is sounded when you strike a drum trigger, for example whether it sounds only once or repeatedly.

You can also adjust the volume of a user sample.

1. From the user sample list, select the user sample for which you want to make the setting (p. 31).
2. Press the [F3] (EDIT) button.
3. Use the cursor buttons to select "Play Type/ Gain," and then press the [ENTER] button.

The PLAY TYPE/GAIN screen appears.



Parameter	Value	Explanation
Sample Gain	-12~+12 [dB]	Adjusts the volume of a user sample.
Play Type	ONESHOT MONO	When you strike the drum trigger, the currently-heard sound is silenced before the new sound is heard. Notes do not overlap (mono).
	ONESHOT POLY	When you strike the drum trigger repeatedly, the sounds of the notes are heard overlapping (poly).
	LOOP ALT	The user sample plays repeatedly (loop). Each time you strike the drum trigger, the sound alternately plays or stops.
[F1] (PREVIEW) button		Plays the user sample with the current settings. During playback, press the [F1] (PREVIEW) button once again to stop.

4. Use the cursor buttons and the [-] [+] buttons to edit the settings.

MEMO

You can also use all sound off (p. 10) to stop the sound of a user sample that is "stuck" in the playing state.

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 (p. 31).
2. Press the [F3] (EDIT) button.
3. Use the cursor buttons to select "Adjust Start/End" and then press the [ENTER] button.

The START/END screen appears.



4. Use the cursor buttons and the [-] [+] buttons to edit the settings.

Parameter	Explanation
ZOOM	Zooms the waveform display in or out. By holding down the [ENTER] button and using the cursor [<] [>] buttons, you can zoom-in/out for the horizontal axis. Use the [^] [v] buttons to zoom-in/out for the vertical axis.
START	Adjusts the start point (the location at which the user sample starts playing). The amount by which the value changes will differ according to the ZOOM ratio of the horizontal axis.
END	Adjusts the end point (the location at which the user sample stops playing). The amount by which the value changes will differ according to the ZOOM ratio of the horizontal axis.
[F1] (PREVIEW) button	Plays the user sample with the current settings. During playback, press the [F1] (PREVIEW) button once again to stop.

MEMO

By holding down the [ENTER] button and using the [-] [+] buttons, you can change the start point and end point positions in larger steps.

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 rename (p. 31).
2. Press the [F3] (EDIT) button.
3. Use the cursor buttons to select "Rename," and then press the [ENTER] button.
4. Edit the name (p. 29).
5. Press the [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. Press the [USER SAMPLE] button.
2. Use the cursor buttons to select "UTIL," and then press the [ENTER] button.

The USER SAMPLE UTILITY screen appears.



3. Use cursor buttons to select the function, and then press the [ENTER] button.

A confirmation message appears.

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

Packing user sample numbers forward (Renumber)

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

This function lets you pack the user samples forward. The user sample assignments for kits are also updated so that they will sound correctly.

If you execute Renumber, the user samples that are assigned to kits will no longer be correctly reproduced if you load previously-saved backup data (that does not include user samples).

* 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 kit will no longer be correctly reproduced.

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. 39).
- 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.

Deleting all user samples (Delete All)

All user samples in the user memory are deleted.

NOTE

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

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

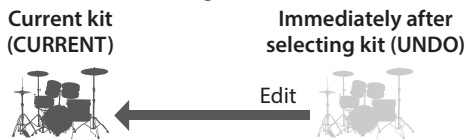
The selected function is executed.

5. Press the [EXIT] button several times to return to the KIT screen.

Convenient Functions

Comparing or Returning to the Unedited Kit (Undo)

You can listen to the difference between the current settings and the settings just after the kit was selected, or return to the unedited settings (Undo).



1. **Select the kit that you want to edit.**
When you select a kit, the data of the selected kit is saved in UNDO.
2. **Edit the kit.**
3. **In the KIT screen (p. 20), press the [F2] (TOOLS) button.**
4. **Use the cursor buttons to select “Undo” and then press the [ENTER] button.**

The UNDO screen appears.



Comparing the sound

Use the cursor buttons to switch between the kits while you perform, and listen to the difference.

Parameter	Explanation
CURRENT	Current kit settings
UNDO	Settings immediately after selecting the kit

Keeping the current kit settings unchanged

Press the [EXIT] button several times to return to the KIT screen.

Returning to the settings just after the kit was selected

Proceed as follows.

5. **Select “UNDO” and then press the [F3] (RESTORE) button.**
A confirmation message appears.
If you decide to cancel, select “CANCEL” and press the [ENTER] button.
6. **Select “OK” and then press the [ENTER] button.**
The current kit settings return to the settings of just after the kit was selected.
7. **Press the [EXIT] button several times to return to the KIT screen.**

Copying Settings (Copy)

The TM-6 PRO lets you copy various types of settings from internal memory or from an SD card.

You can also exchange settings between the copy-source and copy-destination.

NOTE

When you execute a copy, the content at the copy-destination is overwritten. If you want to keep those settings, back them up to an SD card beforehand (p. 39).

1. **In the KIT screen (p. 20), press the [F2] (TOOLS) button.**
2. **Use the cursor buttons to select “Copy” and then press the [ENTER] button.**

The COPY screen appears.



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

Copy menu	Explanation
KIT	Copy a kit.
PAD	Copy the settings of a pad, such as instrument assignments and pad effect settings.
TRIGGER	Copy a trigger bank.

4. **Copy the settings according to the menu item that you selected.**

Example) Copying a kit (KIT)

1. **In the COPY screen, select “KIT” and press the [ENTER] button.**

The COPY KIT screen appears.



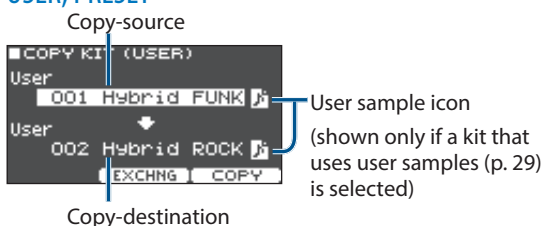
2. **Use the cursor buttons to select the memory that you want to copy, and press the [ENTER] button.**

Parameter	Explanation
USER	Copies from user memory. Only if the copy-source is user, you can exchange the copy-source and copy-destination.

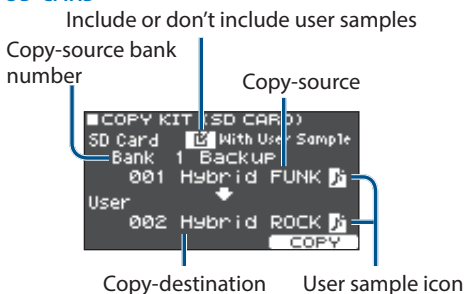
Parameter	Explanation
PRESET	Copies kits of preset memory. Choose this if you want to return to the factory-set kit settings. * User samples that are assigned to a factory-set kit cannot be copied.
SD CARD	Copies kits from backup data saved on an SD card.

3. Use cursor buttons to select the parameters, and use the [-] [+] buttons to specify 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 [F3] (COPY) button.

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

MEMO

By pressing the [F2] (EXCHANGE) button you can exchange user memories (USER only).

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

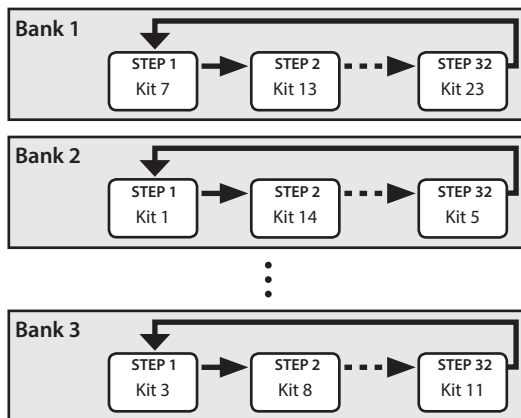
The kit is copied.

6. Press the [EXIT] button several times to return to the KIT screen.

Recalling Kits Successively (SET LIST)

You can specify an order in which 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 kits in a live performance, and then instantly recall the kit that you'll use next.



Creating a Set List

- 1. In the KIT screen (p. 20), press the [F2] (TOOLS) button.**
- 2. Use the cursor buttons to select "SET LIST Edit," and then press the [ENTER] button.**

The SET LIST screen appears.



Exchanging set lists

Button	Explanation
[F1] (MOVE UP) button	Changes the order of the set list at the cursor position.
[F2] (MOVE DOWN) button	Changes the order of the set list at the cursor position.
[F3] (EDIT) button	Edits the steps of the set list at the cursor position.

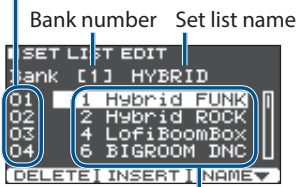
Editing the steps of a set list

- 3. Use the cursor buttons to select the set list that you want to edit.**

4. Press the [F3] (EDIT) button.

The SET LIST EDIT screen appears.

Step number



Kit at this step

5. Use the cursor buttons and the [-] [+] buttons to change the kit at each step.

Button	Explanation
[F1] (DELETE) button	Step at the cursor position is deleted, and steps after this point are moved forward one place.
[F2] (INSERT) button	The same kit is inserted at the cursor position, and steps after this point are moved backward one place. <p>MEMO If the set list is empty, press the [F2] (INSERT) button to insert a kit.</p>
[F3] (NAME) button	Renames the set list.

6. Press the [EXIT] button several times to return to the KIT screen.

Using Set Lists

Selecting a bank

1. In the KIT screen (p. 20), press the [F1] (SET LIST) button.

The set list function turns on.

Current kit



Step number

Bank number Set list name

2. Press the [F2] (◀BANK#) button or [F3] (BANK#▶) button to select the bank that you want to use.

Switching kits

1. Use the [-] [+] buttons to select kits in the order of the specified steps.

2. When you've finished playing, press the [F1] (SET LIST) button.

The set list function turns off.

MEMO

- You can assign the appropriate function to a footswitch or drum trigger, and use it to recall set lists or kits. For details, refer to "Assigning Functions to Foot Switches or Drum Triggers" (p. 43).
- If the volumes of each kit are not consistent with each other, adjust the Kit Volume (overall volume of the entire kit) (p. 27).

Backing Up Kit to an SD Card (1 Kit Save)

Here's how settings of an individual kit stored in the TM-6 PRO can be backed up to an SD card (up to 999 kits).

1. Insert an SD card into the TM-6 PRO (p. 7).

2. In the KIT screen (p. 20), press the [F2] (TOOLS) button.

3. Use the cursor buttons to select "1 KIT Save," and then press the [ENTER] button.

The 1KIT SAVE screen appears.



User sample icon

(shown only if a kit that uses user samples (p. 29) is selected)

4. Make backup settings.

Parameter	Explanation
With User Sample	Select whether the user samples assigned to the kit are also backed up.
User	Select the kit that you want to back up.
SD Card	Select 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 kit if you have deleted user samples from the TM-6 PRO after making the backup or if you have renumbered them.

5. Press the [F3] (EXECUTE) button.

A confirmation message appears.

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

6. Select "OK" and then press the [ENTER] button.

The kit backup data is saved on the SD card.

7. Press the [EXIT] button several times to return to the KIT screen.

6. Select "OK" and then press the [ENTER] button.

The kit backup data is loaded from the SD card.

7. Press the [EXIT] button several times to return to the KIT screen.

Loading Kit Backup Data from an SD Card (1 Kit Load)

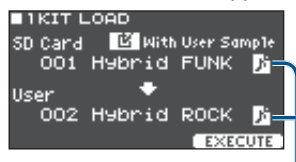
Here's how kit backup data that was saved on an SD card can be loaded into the TM-6 PRO.

1. Insert an SD card into the TM-6 PRO (p. 7).

2. In the KIT screen (p. 20), press the [F2] (TOOLS) button.

3. Use the cursor buttons to select "1 KIT Load," and then press the [ENTER] button.

The 1KIT LOAD screen appears.



User sample icon

(shown only if a kit that uses user samples (p. 29)) is selected)

4. Make load settings.

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

* In order to load user samples, there must be sufficient free space for the user samples.

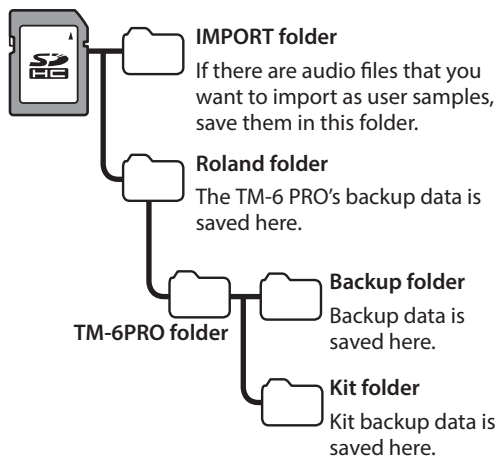
* If you are loading the kit backup data that does not include user samples, you can't select the "With User Sample" check box.

5. Press the [F3] (EXECUTE) button.

A confirmation message appears.

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

SD card folder structure



Settings (MENU)

Basic Procedure for Settings

Here's how to make overall settings for the TM-6 PRO, and for individual instruments and effects.

Reference

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

1. Press the [MENU] button.

The MENU screen appears.



2. Use cursor buttons to select the menu item for the settings that you want to make, and then press the [ENTER] button.

Menu	Explanation
INST	Make instrument settings (p. 24).
PAD-FX	Make pad effect settings (p. 25).
KIT-FX	Make kit effect settings.
KIT COMMON	Make kit settings (p. 27).
MIDI	Make MIDI settings for the kit or for the entire TM-6 PRO.
SYS	Make settings for the entire TM-6 PRO.

3. Edit the settings of the menu that you selected.

4. Press the [EXIT] button several times to return to the KIT screen.

MIDI Settings

Making MIDI Transmit/Receive Settings for Each Kit

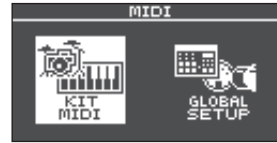
You can specify how MIDI messages are transmitted and received for drum trigger strikes.

Reference

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

1. In the MENU screen (p. 37), select "MIDI" and press the [ENTER] button.

The MIDI screen appears.



2. Use the cursor buttons to select "KIT MIDI," and then press the [ENTER] button.

3. Use the [F1] (NOTE)–[F3] (CH) buttons to select the item that you want to edit.

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

4. Select the drum trigger that you want to edit (p. 15).

You can also use the cursor buttons to select a drum trigger.

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

* In order to play a drum trigger from an external MIDI device, the MIDI note number and MIDI channel of the drum trigger that you want to play must match the incoming note number and channel.

MIDI Settings for the Entire TM-6 PRO

Here you can make MIDI settings for the entire TM-6 PRO.

Reference

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

1. In the MENU screen (p. 37), select "MIDI" and press the [ENTER] button.

2. Use the cursor buttons to select "GLOBAL SETUP," and then press the [ENTER] button.

3. Use the [F1] (BASIC)–[F3] (PRGCHG) button buttons to select the item that you want to edit.

Button	Explanation
[F1] (BASIC) button	Makes basic MIDI settings such as specifying the channel on which the TM-6 PRO transmits and receives MIDI data.

Button	Explanation
[F2] (CTRL) button	Here you can make settings for the MIDI messages that are transmitted or received to indicate the depth to which the hi-hat pedal is pressed, and settings for MIDI synchronization.
[F3] (PRGCHG) button	Lets you freely specify the correspondence between kits and the program changes that are transmitted and received.

- Use cursor buttons to select a parameter, and use the [-] [+] buttons to edit the value.
- Press the [EXIT] button several times to return to the KIT screen.

Settings for the Entire TM-6 PRO

Here's how to make settings that apply to the entire TM-6 PRO, such as output destination assignments or footswitch assignments.

- Press the [MENU] button.
The MENU screen appears.
- Use the cursor buttons to select "SYS," and then press the [ENTER] button.
The SYSTEM screen appears.



- Use cursor buttons to select the item for the settings that you want to make, and then press the [ENTER] button.

Menu	Explanation
Output Assign	Specifies the output destination of the sounds.
SD Card	Saves (backs up) settings from the TM-6 PRO to an SD card, or loads backed-up settings from an SD card into the TM-6 PRO.
USB Setup	Makes settings for the USB driver and USB audio (p. 41).
Control Setup	Assigns functions to the footswitch and drum triggers (p. 43).
Options	Makes settings for the display and for sound modify lock (p. 44).
Auto Off	Makes AUTO OFF settings (p. 44).
System Info	Displays information about the TM-6 PRO itself, such as the program version (p. 45).
Factory Reset	Returns the TM-6 PRO to its factory settings (p. 45).

- Edit the settings of the menu that you selected.
- Press the [EXIT] button several times to return to the KIT screen.

Audio Output Assignments

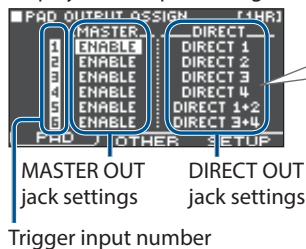
Here's how to specify the output destination (MASTER OUT jacks, DIRECT OUT jacks, PHONES jack) of the sound.

MEMO

- The output destination setting for USB audio (p. 42) is shared with the output destination setting of the MASTER OUT jacks and the DIRECT OUT jacks.
- For details on the parameters that can be edited, refer to "Data List" (PDF).

- In the SYSTEM screen, select "Output Assign" and press the [ENTER] button.

Displays the output settings screen.



If you select DIRECT1, the sound is output in mono to DIRECT1.
If you select DIRECT 1+2, the L-channel is output to DIRECT1 and the R-channel is output to DIRECT 2.

- Use the cursor buttons, [-] [+] buttons, and function buttons to make output settings.

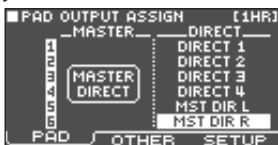
Button	Explanation
[F1] (PAD) button	Specifies the output destination of each drum trigger's sound.
[F2] (OTHER) button	Specifies the output destination of the reverb (kit effect), song, and click (including the click track).
[F3] (SETUP) button	Specifies the output level etc. of each output jack.

- Press the [EXIT] button several times to return to the KIT screen.

Using the MASTER OUT jacks as DIRECT OUT jacks

1. In the OUTPUT SETUP screen (SETUP tab), set the Master Direct Sw to "DIRECT."
2. In PAD OUTPUT ASSIGN (PAD tab), specify the output.

Example) Outputting the sound of trigger input 5 (TRIG 5) to the MASTER OUT L jack, and outputting the sound of trigger input 6 (TRIG 6) to the MASTER OUT R jack



MEMO

- The master compressor and Master equalizer effects are not applied to the output from the MASTER OUT jacks (the setting of the [MASTER] knob is applied). This setting also applies to the output via USB audio to your computer.
- The PHONES jacks output the sound processed by the master compressor and Master equalizer.

Backing Up Data

All settings stored in the TM-6 PRO can be saved (backed up) to an SD card, or restored (loaded) into the TM-6 PRO.

MEMO

You can also back up and load individual kits. For details, refer to "Backing Up Kit to an SD Card (1 Kit Save)" (p. 35), "Loading Kit Backup Data from an SD Card (1 Kit Load)" (p. 36).

Backing up to SD card

Here's how to save all settings that are stored in the TM-6 PRO (up to 99 sets).

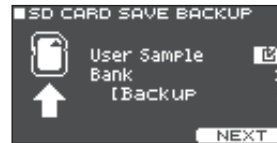
1. Insert an SD card into the TM-6 PRO (p. 7).
2. In the SYSTEM screen (p. 38), select "SD Card" and press the [ENTER] button.

The SD CARD screen appears.



3. Use the cursor buttons to select "Save Backup," and then press the [ENTER] button.

The SD CARD SAVE BACKUP screen appears.



4. Make backup settings.

Parameter	Explanation
User Sample	Choose whether already-imported user samples will also be backed up.
Bank	Select 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 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.

5. Press the [F3] (NEXT) button.

MEMO

If you want to edit a name to the backup data, press the [F1] (NAME) button and assign a name (p. 29).

6. Press the [F3] (EXECUTE) button.

A confirmation message appears.

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

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

The settings are saved in the SD card.

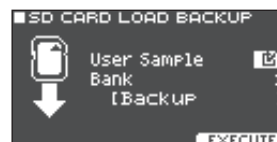
8. Press the [EXIT] button several times to return to the KIT screen.

Loading backup data from an SD card

Here's how backup data that was saved on an SD card can be loaded into the TM-6 PRO.

1. Insert an SD card into the TM-6 PRO (p. 7).
2. In the SYSTEM screen (p. 38), select "SD Card" and press the [ENTER] button.
The SD CARD screen appears.
3. Use the cursor buttons to select "Load Backup," and then press the [ENTER] button.

The SD CARD LOAD BACKUP screen appears.



4. Make load settings.

Parameter	Explanation
User Sample	Choose whether user samples will also be loaded.
Bank	Select the backup number.

* If you load user samples, the user samples in the TM-6 PRO are overwritten by the user samples that are included in the backup data. Also, depending on the size of the user samples, it might take several minutes to load the data.

5. Press the [F3] (EXECUTE) button.

A confirmation message appears.

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

6. Select "OK" and then press the [ENTER] button.

The backup data is loaded from the SD card.

7. Press the [EXIT] button several times to return to the KIT screen.

Deleting backup data from an SD card

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

1. Insert an SD card into the TM-6 PRO (p. 7).

2. In the SYSTEM screen (p. 38), select "SD Card" and press the [ENTER] button.

The SD CARD screen appears.

3. Use the cursor buttons to select "Delete," and then press the [ENTER] button.

The SD CARD DELETE screen appears.



4. Use the function buttons and the [-] [+] buttons to select the data that you want to delete.

Button	Explanation
[F1] (BACKUP) button	Deletes backup data.
[F2] (1 KIT) button	Deletes kit backup data.

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

5. Press the [F3] (EXECUTE) button.

A confirmation message appears.

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

6. Select "OK" and then press the [ENTER] button.

The backup data is deleted from the SD card.

7. Press the [EXIT] button several times to return to the KIT screen.

Checking the usage status of an SD card

Here's how to check the number of settings that are saved on the SD card.

1. Insert an SD card into the TM-6 PRO (p. 7).

2. In the SYSTEM screen (p. 38), select "SD Card" and press the [ENTER] button.

The SD CARD screen appears.

3. Use the cursor buttons to select "SD Card Info," and then press the [ENTER] button.

The SD CARD INFO screen appears.

Parameter	Explanation
Backup All	Number of saved backup data
Backup 1 Kit	Number of saved kit backup data

Parameter	Explanation
Backup All	Number of saved backup data
Backup 1 Kit	Number of saved kit backup data

4. Press the [EXIT] button several times to return to the KIT screen.

Formatting an SD card

Here's how to initialize (format) an SD card.

* Before using an SD card for the first time, you must use the TM-6 PRO to initialize (format) the card.

NOTE

When you initialize an SD card, all data on the SD card is erased.

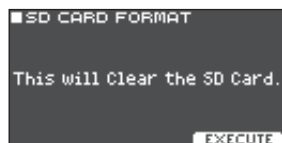
1. Insert an SD card into the TM-6 PRO (p. 7).

2. In the SYSTEM screen (p. 38), select "SD Card" and press the [ENTER] button.

The SD CARD screen appears.

3. Use the cursor buttons to select “SD Card Format,” and then press the [ENTER] button.

The SD CARD FORMAT screen appears.



4. Press the [F3] (EXECUTE) button.

A confirmation message appears.

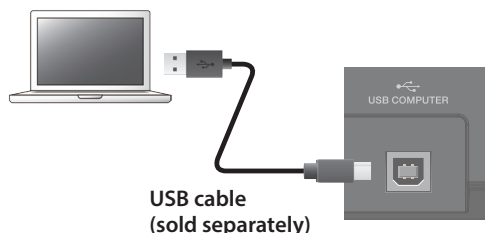
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

5. Select “OK” and then press the [ENTER] button.

The SD card will be formatted.

Connecting to a Computer for Playback

You can connect the TM-6 PRO to a computer, and record audio or MIDI.



NOTE

- For some types of computer, this might not work correctly. 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 TM-6 PRO.
- Use a USB 2.0 cable.
- Your computer’s USB port must support USB 2.0 Hi-Speed.

USB Driver Installation and Settings

The USB driver is software that transfers data between the TM-6 PRO and your computer software.

In order to transmit and receive audio as USB AUDIO, you must install the USB driver.

Installing the USB driver

For details on downloading and installing the USB driver, refer to the Roland website.

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

MEMO

Before you install the USB driver, change the TM-6 PRO’s USB driver setting to “VENDOR.”

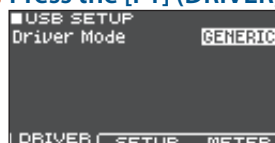
Changing the USB driver setting

Here’s how to switch between the TM-6 PRO’s dedicated USB driver and the driver provided by your operating system.

1. In the SYSTEM screen (p. 38), select “USB Setup” and press the [ENTER] button.

The USB SETUP screen appears.

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



3. Press the [-] [+] buttons to change the value.

Parameter	Value	Explanation
Driver Mode	GENERIC	Use the driver provided by the operating system. Operation is limited to USB MIDI.
	VENDOR	Use the TM-6 PRO’s dedicated driver provided by Roland. USB MIDI and USB audio can be used.

MEMO

When you change the USB driver setting, the following message appears.



The USB driver setting becomes effective when you turn the unit off and then on again.

4. Turn the power off, and then on again.

Specifying the Output for USB Audio

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

Eight channels from the USB audio output can be multi-track recorded into a DAW on your computer.

MEMO

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

Specifying the output destination for USB audio

The sound that is output to each channel of USB audio corresponds to the output jacks of the TM-6 PRO module. This means that sound is output to each USB audio channel according to the settings of the PAD OUTPUT ASSIGN screen (p. 38).

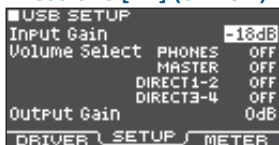
USB channel	Corresponding output jack
Ch1	PHONES OUT (L)
Ch2	PHONES OUT (R)
Ch3	MASTER OUT L
Ch4	MASTER OUT R
Ch5	DIRECT OUT 1
Ch6	DIRECT OUT 2
Ch7	DIRECT OUT 3
Ch8	DIRECT OUT 4

Adjusting the USB audio output level

1. In the SYSTEM screen (p. 38), select "USB Setup" and press the [ENTER] button.

The USB SETUP screen appears.

2. Press the [F2] (SETUP) button.



3. Move the cursor to Output Gain, and use the [-] [+] buttons to change 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.

4. Press the [EXIT] button several times to return to the KIT screen.

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 TM-6 PRO.

MEMO

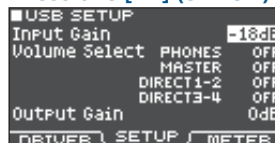
The sound of each USB audio channel is also output from the corresponding output jack of the TM-6 PRO module.

USB channel	Corresponding output jack
Ch1	PHONES OUT (L)
Ch2	PHONES OUT (R)
Ch3	MASTER OUT L
Ch4	MASTER OUT R
Ch5	DIRECT OUT 1
Ch6	DIRECT OUT 2
Ch7	DIRECT OUT 3
Ch8	DIRECT OUT 4

1. In the SYSTEM screen (p. 38), select "USB Setup" and press the [ENTER] button.

The USB SETUP screen appears.

2. Press the [F2] (SETUP) button.



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

Parameter	Value	Explanation
Input Gain	-36--+12dB	Adjusts the input level. This affects all USB audio inputs that are input via the USB COMPUTER port.
Volume Select	PHONES, MASTER, DIRECT1-2, DIRECT3-4	Specifies the knob that adjusts the input volume of USB audio (PHONES, MASTER, DIRECT1-2, DIRECT3-4).
	OFF	The volume is not adjusted by a knob.
	SONG	The [SONG] knob adjusts the volume.
	CLICK	The [CLICK] knob adjusts the volume.

4. Press the [EXIT] button several times to return to the KIT screen.

Checking the USB Audio Input/Output Levels

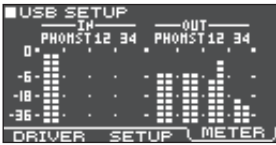
Here's how to check the input/output levels of the USB audio.

1. In the **SYSTEM** screen (p. 38), select **"USB Setup"** and press the **[ENTER]** button.

The USB SETUP screen appears.

2. Press the **[F2] (METER)** button.

The USB audio input/output levels are shown by the meter.



Display	USB channel	Jack
PHO	Ch1, 2	PHONES OUT (L/R)
MST	Ch3, 4	MASTER OUT L, R
1	Ch5	DIRECT OUT 1
2	Ch6	DIRECT OUT 2
3	Ch7	DIRECT OUT 3
4	Ch8	DIRECT OUT 4

3. Press the **[EXIT]** button several times to return to the **KIT** screen.

Assigning Functions to Foot Switches or Drum Triggers

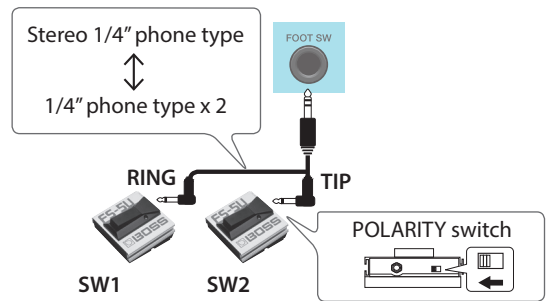
Foot switches (BOSS FS-5U, FS-6; sold separately) or drum triggers that are connected to the TM-6 PRO can be assigned to control functions such as switching kits or switching set lists.

Reference

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

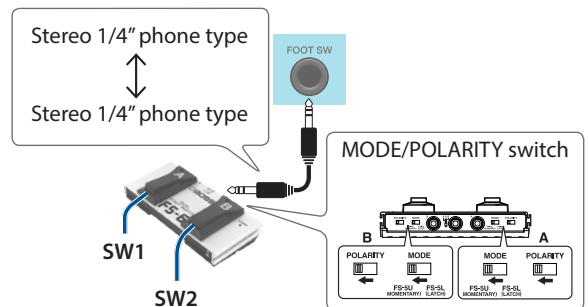
Assigning a function to a footswitch

Connecting an FS-5U



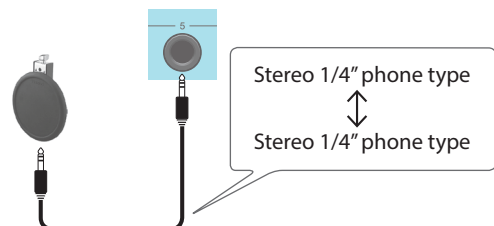
- * If you use a mono cable to connect a single FS-5U, it will operate as SW 2.
- * The FS-5L cannot be used.

Connecting an FS-6



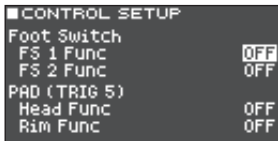
Assigning a function to a drum trigger

You can assign a function to the drum trigger that is connected to the TRIGGER IN 5 jack.



1. In the SYSTEM screen (p. 38), select “Control Setup” and press the [ENTER] button.

The CONTROL SETUP screen appears.



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

MEMO

- If you want to use a footswitch or drum trigger to switch kits in a set list (p. 34), specify the function as “KIT# DEC” or “KIT# INC,” and turn on the set list. (Make set list settings beforehand.)
- If you don’t want sound to play when you strike the drum trigger, select “OFF” for both instruments (A and B) of trigger input 5 (p. 24).
- The settings of Control Setup can also be made from the SONG SETUP screen (p. 22).

3. Press the [EXIT] button several times to return to the KIT screen.

Other Settings

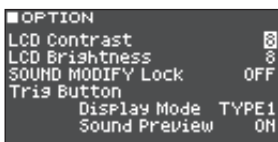
Here’s how to make settings such as for the display and for sound modify lock.

Reference

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

1. In the SYSTEM screen (p. 38), select “Options” and press the [ENTER] button.

The OPTION screen appears.



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

3. Press the [EXIT] button several times to return to the KIT screen.

Making the Power Automatically Turn off After a Time (Auto Off)

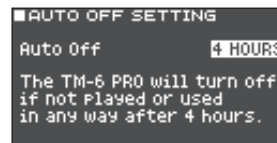
The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).

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. 10).

1. In the SYSTEM screen (p. 38), select “Auto Off” and press the [ENTER] button.

The AUTO OFF SETTING screen appears.



2. Press the [-] [+] buttons to specify the setting of the auto-off function.

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

3. Press the [EXIT] button several times to return to the KIT screen.

MEMO

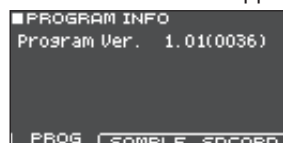
If the auto-off function is set to “4 HOURS,” the message “MESSAGE: AUTO OFF, The TM-6 PRO will turn off in 30 min.” will appear 30 minutes before turning the TM-6 PRO off.

Viewing Information for the TM-6 PRO Itself

Here's how to view information for the TM-6 PRO unit itself, such as its program version.

1. In the **SYSTEM** screen (p. 38), select “System Info” and press the **[ENTER]** button.

The information screen appears.



2. Press a **[F1] (PROG)**–**[F3] (SDCARD)** button to select the item that you want to edit.

Button	Explanation
[F1] (PROG) button	Displays the program version.
[F2] (SAMPLE) button	Displays the number of loaded user samples and the remaining amount of space for user samples in user memory.
[F3] (SDCARD) button	Displays the number of backup data and kit backup data that are saved on the SD card.

3. Press the **[EXIT]** button several times to return to the **KIT** screen.

Returning to the Factory Settings

The “Factory Reset” operation returns all data and settings stored in the TM-6 PRO to their factory-set condition.

NOTE

When you execute this operation, all data and settings in the TM-6 PRO will be lost. Before you proceed, you should save any important data and settings to your SD card (p. 39).

Returning to the factory settings including the user samples

Even if you execute a factory reset, deleted preload user samples and parameters for the user samples (p. 31) do not return to their factory-set condition.

Insert the SD card containing a backup of the factory-set data, and then load the data as described in “Loading backup data from an SD card” (p. 39).

You can download the factory-set data from the Roland website.

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

1. In the **SYSTEM** screen (p. 38), select “Factory Reset” and press the **[ENTER]** button.

The **FACTORY RESET** screen appears.



2. Press the **[F3] (FACTORY RESET)** button.

A confirmation message appears.

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

3. Select “OK” and then press the **[ENTER]** button.

The “Factory Reset” operation will be executed.

Error Messages

Message	Meaning	Action
Format SD Card Error!	Failed to format the SD card.	Insert an SD card correctly. Unlock the SD card.
Incorrect File!	The backup data or the kit backup data is damaged.	Do not use this data.
Length Too Long!	The audio file is too long, and cannot be imported.	Files longer than 180 seconds cannot be imported.
Length Too Short!	The audio file is too short, and cannot be imported.	In some cases, audio files shorter than one second cannot be imported.
MIDI Buffer Full!	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 TM-6 PRO.
MIDI Offline!	A MIDI cable or USB cable is disconnected (alternatively, communication with the external MIDI device was interrupted for some reason).	Make sure that the MIDI cable or USB cable is not disconnected or broken.
No Backup Data!	There is no backup data on the SD card.	–
No SD Card!	No SD card is in the SD card slot.	Insert an SD card correctly.
Sample Length Too Long!	The audio file is too long, and cannot be imported.	Files longer than 180 seconds cannot be imported.
Sample Length Too Short!	The audio file is too short, and cannot be imported.	In some cases, audio files shorter than one second cannot be imported.
SD Card is Locked!	The SD card is locked.	Unlock the SD card.
	The file attribute is read-only.	Clear the read-only attribute of the file.
SD Card is not connected!	No SD card is in the SD card slot.	Insert an SD card correctly.
SD Card Media Error!	The contents of SD card are damaged.	Copy the necessary data from the SD card, and then format the SD card on the TM-6 PRO (p. 40). If this does not solve the problem, try a different SD card.
SD Card Memory Full!	There are no empty space on the SD card.	Delete unneeded data (p. 40).
System Overload!	The TM-6 PRO's processing could not keep up.	Reduce the number of notes that play simultaneously.
Unsupported format!	The TM-6 PRO does not support this format.	Check whether this file format can be played (song (p. 21), user sample (p. 29)).
User Sample Does Not Exist!	User samples do not exist.	Select a location where user samples exist.
User Sample Exists!	User samples exist.	Delete the user samples, or select a vacant location.
User Sample Exist! Not Enough Space to Import All.	A user sample exists in the import-destination region.	When selecting a number, verify that the region does not contain a user sample.
User Sample Import Error!	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.
User Sample Memory Error!	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.
	An empty user sample is assigned (Only for 1 Kit Save).	You can't use 1 Kit Save for a kit to which empty user samples are assigned.
User Sample memory full!	There is no free user sample space.	Delete unneeded user sample (p. 31).

Troubleshooting

Problem	Items to check	Action	Page
Problems with sound			
A specific drum trigger does not sound	Are the cables correctly connected to each drum trigger and pedal?	Check the connections.	p. 8
	Could the instrument be "OFF"?	Assign an instrument.	p. 24
	Could the instrument's "Volume" be lowered?	Adjust the instrument's "Volume."	*1
	Are the output settings correct?	Check the settings for "Output Assign."	p. 38
	Could user samples have been deleted?	If you delete the user sample that's assigned to a drum trigger, it will not produce sound. Either load the user sample once again, or assign a different instrument.	p. 29
	Is the drum trigger's "trigger type" set correctly?	Set the drum trigger's "trigger type."	p. 14
Instrument B does not sound	Could instrument B be "OFF"?	Turn instrument B "ON."	p. 24
No sound/Insufficient volume	Is the product correctly connected to the external devices?	Check the connections.	p. 8
	Could the product's volume be lowered?	Adjust the volume to an appropriate level.	p. 6
	Could the volume of the connected amplified speaker be lowered?		-
	Have you made the correct input selection on your audio system?	Check your audio system.	-
	Could "Local Control" be "OFF"?	Set "Local Control" to "ON."	*1
Problems with SD card			
SD card is connected but not recognized/Data is not visible	Is the SD card formatted correctly?	Format the SD card on this product.	p. 40
Can't play MP3/WAV file	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. 21
Can't play or import an audio file	Is the audio file format correct?	Check the audio file format, file name, and file name extension.	p. 29
	Is the audio file in the correct location?	Check the location of the audio file.	p. 36
	Could a large number of audio files be in the folder?	Keep the number of audio files in a folder to 200 or fewer.	-
Problems with USB			
Can't communicate with a computer	Is the USB cable connected correctly?	Check the connections.	p. 7
	In order to transmit and receive audio as USB AUDIO, the USB driver must be installed.	Install the USB driver on your computer.	p. 41
	Are you using a cable that supports USB 2.0?	The product cannot be used the cable that supports 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. 41
Problems with MIDI			
No sound	Are the MIDI cables connected correctly?	Check the connections.	p. 7
	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 drum trigger's "Note No."	*1

* 1 Refer to "Data List" (PDF).

Main Specifications

Roland TM-6 PRO: Trigger Module

Kits	100
Instruments	Preset instruments: 268 Factory preloaded user samples: 500
Effects	Pad Equalizer: each pad (HEAD/RIM independently) Pad Transient: each pad (HEAD/RIM collectively) Pad Compressor: each pad (HEAD/RIM collectively) Pad Multi-Effects: 30 types, each pad (HEAD/RIM collectively) Reverb Type: 5 types Master Compressor Master Equalizer
User Sample	Number of user sample: Maximum 1,000 (includes factory preloaded 500 user samples) Sound Length (total): 48 minutes in mono, 24 minutes in stereo File formats that can be loaded: WAV (44.1 kHz, 16/24 bits)
Song Player	File format: WAV (44.1 kHz, 16/24 bits), MP3 (*1)
Display	Graphic LCD 128 x 64 dots
External Memory	SD card (SDHC supported)
Connectors	TRIGGER IN jack x 6: 1/4-inch TRS phone type PHONES jack: Stereo 1/4-inch phone type MASTER OUT jacks (L, R): 1/4-inch phone type DIRECT OUT jack x 4: 1/4-inch phone type HH CTRL jack: 1/4-inch phone type FOOT SW jack: 1/4-inch TRS phone type MIDI OUT connector USB COMPUTER port: USB B type (USB Hi-Speed AUDIO/MIDI) DC IN jack
Number of USB Audio Record/ Playback Channels	Sampling rate (Original): 44.1 kHz Sampling rate (with Sampling rate converter): 96 kHz, 48 kHz Record: 8 channels Playback: 8 channels
Power Supply	AC adaptor (DC 9 V)
Current Draw	453 mA
Dimensions	228 (W) x 233 (D) x 66 (H) mm 9 (W) x 9-3/16 (D) x 2-5/8 (H) inches
Weight	1.0 kg / 2 lbs 4 oz (excluding AC adaptor)
Accessories	AC adaptor Quick Start Leaflet "USING THE UNIT SAFELY" Screw x 4 (*2)

Options	Acoustic drum trigger: RT series Pads: PD series, PDX series, BT series Cymbals: CY series Kick: KD series Kick pedal: KT series Hi-hat: VH-11, VH-10 Hi-hat control pedal: FD series Footswitch : BOSS FS-5U, FS-6 Personal drum monitor: PM series Pad stand: PDS-10 All purpose clamp: APC-33 SD card
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*1: Audio files must be saved on an SD card.

*2: Used when attaching the mounting plate.

* 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.