Kits:

1:808, 2:909, 3:808 (Kick mit langen Decay/Congas/Cowbell)

Rolls:

Instplay + Inst [12–15] / oder 2 + Inst [1–11]

For 32nd note rolls hold down [8th] [16th] and [Vari 1]

For 64th note rolls hold down [8th] [16th] [Vari 1] and [Vari 2]

Accent:

Press TR-REC. Press STEP in beside Accent Level.

Press pad(s) for step you want the accent to appear - they turn red. Adjust level.

Ghost-Notes:

Inst [1–11] +Step [1–16]

Panning:

Drum Select:inst + Upper Instrument-Keys + Tempo

Pattern Lock:

PTN-Select + Tempo

Pattern Copy:

Press and hold PTN SELECT and press button you want to copy.

Lights flash, now press the button you want patter to copy to. Done.

Instrument-Volume (internal)

Drum Select:Kit + Tempo regler (saved per Kit)

FX to Instruments:

Drum Select:Kit + Reverb/Delay-Step + Upper Instrument-Keys (green is routed through fx) + Step in Sequencer for Triggering

FX-Presets:

Drum Select:Inst + Reverb/Delay-Step+1-8

Delay:

- 1 single delay
- 2 pong delay (Left>Right>L>R...)
- 3 single delay
- 4 pong delay (Left>Right>L>R...)
- 5 reverse delay
- 6 pong reverse delay (Right>Left>R>L...)
- 7 not a delay rather a Fuzz Metalised

Reverb:

?

Recording FX

In order to capture the Scatter effect, Accent, Reverb, or Delay, you'll need to use the Mix L and R channels.

USB-Channels:

- 1.Mix Out L
- 2.Mix Out R
- 3.Bass Drum
- 4.Snare Drum
- 5.Low Tom
- 6.Mid Tom
- 7.High Tom
- 8.Rim Shot
- 9.Hand Clap
- 10.Closed Hihat
- 11.Open Hihat
- 12.Crash Cymbal
- 13.Ride Cymbal
- 14.External In

Save patterns with the DAW - just record them via midi effects and "scatter" only show up on ch. 1-2, not the usb individual outs.

Select delay algo 2, set time at about 30%, feedback at 100%.

Play any pattern or beat into it, then stop. The delay will carry on feedbacking, but not like any of the other algos. It generates a evolving, shifting, panning soundscape almost completely unrelated to the original delayed source! Changing the delay time knob or the tempo can sometimes knock it right back in volume and intensity, but it usually comes back on its own. Love it!

Screensaver off

Power up while holding PTN Select, hold Depth and select 2 on scatter to dim the buttons

Changing the color style of the step-lights,

while being in the "under the hood mode" (settings):

Keep the [DEPTH] button pushed and now turn the [SCATTER] knob.

There is not only a dimmed mode but completely other color styles of the step-lights.

Midi-Channel

Boot-Mode, holding "Pattern Select" to enter this MIDI assign mode.

The display will show what MIDI channel the TR-8 is sending and receiving data on.

This can be changed to whatever MIDI channel you want so you can incorporate the TR-8 into your own MIDI setup.

MIDI clock source [1]

Boot-Mode, Steptaste 16 on: midi-clock precise, Off: slight drift

12. MIDI implementation of effect via note messages

C0 = ACCENT PATTERN ALL ON/OFF

D0 = REVERB PATTERN ALL ON/OFF

E0 = DELEY PATTERN ALL ON/OFF

F0 = EXT.IN PATTERN ALL ON/OFF

G0 = ACCENT PATTERN ALL MUTE

A0 = REVERB PATTERN ALL MUTE

B0 = DELEY PATTERN ALL MUTE

C1 = EXT.IN PATTERN ALL MUTE

Lit (AUTO) If MIDI clock is being input to the MIDI IN connector or the USB port, the TR-8's tempo will automatically synchronize to MIDI clock (default). If MIDI clock is being simultaneously input from the MIDI IN connector and from the USB port, the USB port takes priority.

Unlit (INTERNAL) The TR-8 operates at the tempo specified on the unit itself. Choose the "INTERNAL" setting if you don't want to synchronize to an external device.

MIDI through [2]

Lit (ON) Specifies whether data received from the MIDI IN connector will be retransmitted from the MIDI OUT connector (ON: default) or Unlit (OFF) will not be retransmitted (OFF).

BOOST mode [3]

Lit (ON) Boosts the output level of the MIX OUT jacks. Unlit (OFF)

EXTERNAL IN select [4]

Lit (STEREO) Specifies whether the audio input from the EXTERNAL IN jacks Unlit (MONO) will be stereo (default setting) or mono x 2.

Scatter only while on is pushed:

Boot-mode (powering while holding "Pattern Select"), Step 5 on/off