

# Roland

# V-Drums Tutor

## DT-1

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Be sure to read this first.

This chapter explains how to install the V-Drums Tutor software and correctly set it up.

After reading this chapter about basic operations, you'll be prepared to take full advantage of the V-Drums Tutor.

Refer to this chapter if you have problems installing or using the V-Drums Tutor.

Getting Ready

Application Guide

Troubleshooting

For the following languages, a PDF version of this manual can be found on the CD-ROM.

**Deutsch, Français, Italiano, Español, Português, Nederlands**



# Roland

# “Practicing drums can be more enjoyable!”

There are two main enjoyment principles in being able to play a musical instrument:

1. Performing in public.
2. Enjoying your personal development of musical skills through practice.

Everyone knows that “practice makes perfect.”

This software was created to help make your musical skills develop in a more enjoyable manner.

Let the V-Drums Tutor help you become a better drummer!



# What Can Be Done with the V-Drums Tutor

The V-Drums Tutor is a drumming practice software designed to be used with Roland V-Drums, making your practice time simple, enjoyable, challenging and effective.

## Learn how to play drums!

### Listen to playing examples!

The V-Drums Tutor contains built-in songs covering a wide range of styles, from basic exercise patterns to songs with backing tracks. Beginners can start practicing immediately as the V-Drums Tutor respects all musical levels.

### Learning with visuals!

There are two types of screens — “Notation” and “Game.”

The “notation screen” shows a ball that bounces with the tempo, as well as the graphics of each pad that is hit, which will light up at the timing when played. In the “game screen,” blocks scroll downward at the timing of each pad played, so even if you can not read drum notation, you’ll find a practice challenge as if you were simply playing a game.

## Evaluate your playing!

The V-Drums Tutor is able to evaluate the timing of your playing, and can display “O” and “X” symbols on the drum notation screen to show how you’re doing, timing wise. This visual feature automatically helps you to progress because you can see your mistakes. The game screen also provides a numerical score of your performance.

## Practice the way that suits you!

When playing with the built-in songs, the V-Drums Tutor allows you to change the tempo, or practice with a specific region repeatedly. You can also choose a variety of playback methods, such as listening to only the drum part, or listening to only the backing track without the drum part (i.e., karaoke for drumming).

The built-in songs cover a range of musical levels from beginner to intermediate.

Notation Screen



Game Screen



Play Panel



# Getting Ready

Start by installing the software.

## **Log in as a user with administrative privileges when you perform the installation!**

You must install this software while logged in as a user with administrative privileges. Once you've installed the software, it can be used even by users who do not have administrative privileges.

**\* For more about administrative privileges, ask the system administrator of the computer you're using.**

## **Close all system monitoring software before installing!**

If anti-virus programs or other system monitoring software is installed on your computer, you must shut down all such software until the installation is completed. Don't forget to close applications that might not be shown in the Windows taskbar or the Mac OS dock.

You'll be installing the software by performing the following steps.

### **First: Check the Required Items**

### **Step 1: Connect the Computer to the V-Drums**

### **Step 2: Install V-Drums Tutor**

### **Step 3: Start-up Settings**

## First: Check the Required Items

You'll need the following items in order to use the V-Drums Tutor, which not included in the V-Drums Tutor package. You'll need to obtain them separately.

### V-Drums set

**\* For details on V-Drums models supported by this software, please refer to <http://www.roland.com/>.**



### Computer

Check the package of this product for the operating requirements.



### **If using a V-Drums module that has a USB COMPUTER port**

#### USB cable (AB type)

If your V-Drums set has a USB COMPUTER port, use a USB cable to connect the V-Drums to your computer.



### **If using a V-Drums module that doesn't have a USB COMPUTER port**

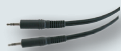
#### USB MIDI interface (such as the Roland UM-ONE)

Use a USB MIDI interface (such as the **Roland UM-ONE**) to connect the MIDI OUT connector of your V-Drums to your computer.



#### Audio cable

Connect your computer's audio output to the MIX IN jack of your V-Drums (make sure you use the correct cable, which in most cases is a mini-stereo jack for the computer side, and depending on your V-Drums module, either a mini-stereo jack or standard 1/4" stereo jack).



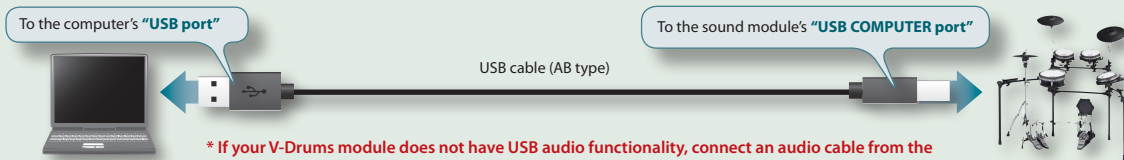
**\* To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.**

## Step 1: Connect the Computer to the V-Drums

The method of connecting to your computer depends on the V-Drums model you're using. Connect the computer to the module of your V-Drums as shown in the illustration below.

**\* Before you make connections, the USB driver for your V-Drums or your USB MIDI interface must be installed.**

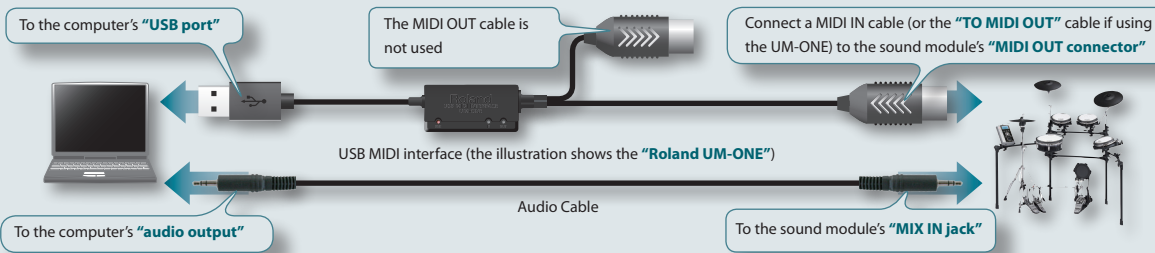
### If using a V-Drums module that has a USB COMPUTER port



\* If your V-Drums module does not have USB audio functionality, connect an audio cable from the computer's "audio output" to the "MIX IN jack" of the V-Drums sound module.

\* For details on USB function of each V-Drums, refer to <http://www.roland.com/>.

### If using a V-Drums module that doesn't have a USB COMPUTER port (TD-20, TD-12, TD-9, TD-4, HD-3, HD-1, etc.)



## Step 2: Install the V-Drums Tutor

Install the V-Drums Tutor in your computer.

1. Insert the “**V-Drums Tutor DT-1**” CD-ROM into the CD-ROM drive.
2. On the CD-ROM, double-click the installer located in the “**Install**” folder.

### Windows users

Double-click “**Setup.exe**.”



Setup.exe

### Mac OS users

Double-click “**V-Drums Tutor DT-1 Installer.mpkg**.”



V-Drums Tutor DT-1 Installer.mpkg

3. Follow the on-screen instructions to install the software.
4. When you are asked to enter the serial number, type the serial number printed on the back cover of this manual.

The serial number consists of seven alphanumeric characters, a hyphen, and seven more alphanumeric characters (xxxxxxx-xxxxxxx). You must also enter the hyphen.

**\* If you're using Windows and a user account control confirmation message is displayed, click [Allow] (or [Yes]).**

## Step 3: Start-up Settings

Now you can start up the V-Drums Tutor.

### Start Up the V-Drums Tutor



V-Drums Tutor DT-1

### Windows users

From the “**Start**” menu, choose “**All Programs**”– “**V-Drums Tutor DT-1**”– “**V-Drums Tutor DT-1**” to start it up.

### Mac OS users

In the “**Applications**” folder, choose “**Roland**”– “**V-Drums Tutor DT-1**”– “**V-Drums Tutor DT-1**” to start it up.

If the software does not start up, or if an error message is displayed, refer to the “**Troubleshooting**” section “**Problems when starting up**” (p. 22).

## Settings for the connected equipment

After you've started up the V-Drums Tutor, you'll need to make settings for the connected equipment.

\* The following port names will not appear if you have not installed the USB driver for the V-Drums or for your USB MIDI interface. If this is the case, exit V-Drums Tutor, re-install the USB driver, and then re-start the V-Drums Tutor with your USB device connected.

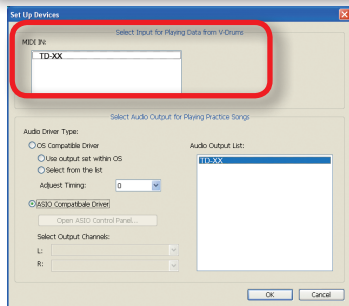
1. From the menu, choose "Setup" – "Set Up Devices..."
2. Make the setting for: "MIDI IN: "

### If you've connected the V-Drums via a USB cable

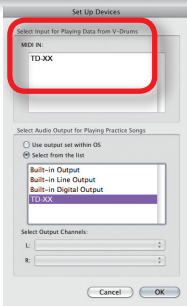
MIDI Input	The V-Drums port name (e.g., "TD-XX")
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### If you've connected a USB MIDI interface (UM-ONE)

MIDI Input	The interface port name (e.g., "UM-ONE")
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Windows users

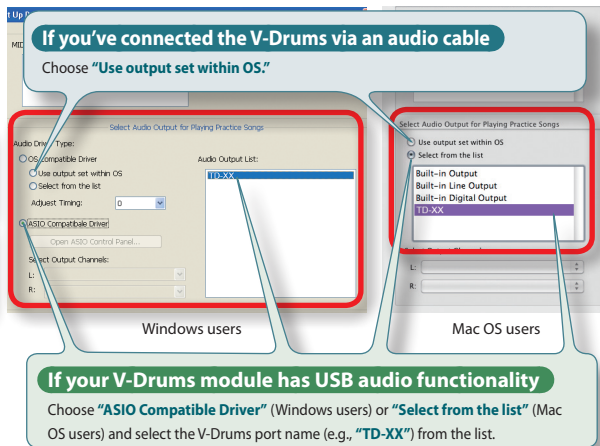


Mac OS users

3. Specify the "Select Audio Output for Playing Practice Songs" setting.

Specify the device (e.g., sound card) that will play the audio. By default, the sound will be heard from the audio output specified by your operating system. Make the following settings.

\* For details, refer to the V-Drums Tutor "Help" menu.



**If you've connected the V-Drums via an audio cable**  
Choose "Use output set within OS."

**Windows users**  
Select "ASIO Compatible Driver" and "TD-XX" in the Audio Output List.

**Mac OS users**  
Select "Use output set within OS" and "TD-XX" in the Audio Output List.

**If your V-Drums module has USB audio functionality**  
Choose "ASIO Compatible Driver" (Windows users) or "Select from the list" (Mac OS users) and select the V-Drums port name (e.g., "TD-XX") from the list.

4. Click the [OK] button.

When you've finished the above settings, you are ready to start using the V-Drums Tutor.

Refer to "Application Guide" (p. 8).

# Application Guide

Let's start practicing! The built-in songs are categorized as either **"songs"** or **"exercise patterns."**

By choosing songs or patterns that are appropriate to your playing level, you'll be able to improve your playing skills effectively.

## Workflow for improvement

For details, refer to "Listening to the Built-in Songs" (p. 12).

### A beginner?

#### Try our a simple 8-beat rhythm!

If you are a beginner on the drums, learning the 8-beat rhythm is a good place to start.

Songs 1–9 in the **"Exercise pattern"** list are patterns for practicing 8-beat. Practice song numbers 1 through 9 in order.

### Just want to have fun?

#### Enjoy playing!

After you've learned the basic 8-beat, choose a song from the **"Song"** list that's appropriate for your level, and start practicing.

Use the Repeat function (p. 16) to practice the song repeatedly.

### Want to improve you basic skills?

#### Using the "Exercise patterns"!

Start from song number 10 of the **"Exercise patterns"** to challenge yourself.

Each of these **"Exercise patterns"** is a short, one measure pattern. Use the Repeat function to practice it repeatedly.



## The basic cycle of practicing

The basic practice cycle is the same for a song at any level. The explanation in this “Application Guide” also follows the four-step cycle shown below.

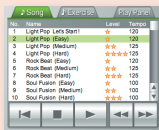


# 1

### Listen carefully to the song!

Start by listening to the example performance of the built-in song.

The built-in songs cover a range of levels from beginner to intermediate, so choose a song that's appropriate for your own level.



“Listening to the Built-in Songs” (p. 12)

# 2

### Watch the guide

The drum notation screen shows a ball that bounces with the tempo as a guide, and each pad graphic will light up with the timing that the corresponding pad should be played.

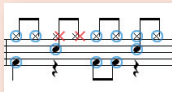


“Watch as the Songs Play Back” (p. 14)

# 4

### Check

When you play your pads, a “O” appears on hits that match the timing of the song, and a “X” appears where your timing was incorrect.



When you've learned to play the song correctly, move on to the next song! Or try playing the same song at a slower or faster tempo.

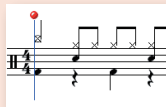
“Checking Your Accuracy” (p. 19)

# 3

### Play

While listening to the song, play along on the drums.

The ball will bounce once for each beat. Play the V-Drums in rhythm with the bouncing ball.



“Playing Along With the Built-in Songs” (p. 18)

## Notation screen

When you start up V-Drums Tutor, the drum notation screen will appear. In this screen, you can watch the bouncing ball while you play the drums as indicated by the notes.

### Screen tabs

Use these tabs to switch between the “Notation screen” and the “Game screen” (p. 15).

### Drum notation

This shows the drum notation for the currently selected song.

In the drum notation screen, the results of your actual playing are indicated by “O” and “X” symbols on the notation.

### Pads

While the song plays, symbols will appear on the pads that are sounding. Play the drum pads as indicated by the symbols that appear.

By clicking pads, you can choose the pads that will play back.

### Dynamics

This graph shows the dynamic (strength) with which you play the pads.

Use the tabs above to switch between “Pads” and “Dynamics.”

V-Drums Tutor Roland

2: Light Pop (Easy) Measure 1 / 30

Notation Game

Pads Dynamics

All Drums Kick+Snare

Hi-Hat Snare Kick Tom 1 Tom 2 Tom 3 Crash Ride

Song Exercise Play Panel

No.	Name	Level	Tempo
1	Light Pop Let's Start!	★	120
2	Light Pop (Easy)	★★	120
3	Light Pop (Medium)	★★★	125
4	Light Pop (Hard)	★★★★	125
5	Rock Beat (Easy)	★	120
6	Rock Beat (Medium)	★★	125
7	Rock Beat (Hard)	★★★	125
8	Soul Fusion (Easy)	★	100
9	Soul Fusion (Medium)	★★	100
10	Soul Fusion (Hard)	★★★	100

Clear

The graph indicates the dynamic of each strike.

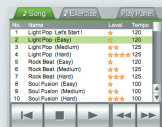
Clears the graph display.



## Song/Exercise pattern list

Here you can select a song/exercise pattern.

For details, refer to next page.



## Play panel

Here are the song playback controls.

Use the tabs above to switch between the "Song" / "Exercise Patterns" / "Play Panel."

Indicates the tempo.

Use the [▲][▼] buttons to change the tempo.

Mutes the drum part, so that only the other musical parts will play back (karaoke for drums).

Plays back only the drum part.

Returns to the original tempo specified for the song.

Metronome on/off control.

Inserts a count before playback begins.

Activates repeat playback. If the [A] and [B] buttons are on, the specified region will play back repeatedly.

Back to the beginning

Stop

Play

Rewind/Fast-forward (1 measure at a time)



## 1

## Listening to the Built-in Songs

Now let's try actually using the V-Drums Tutor. Start by listening to your chosen song.

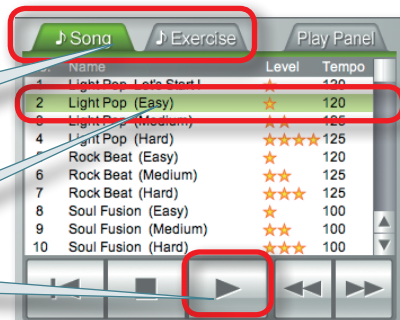
### 1. In the [Song]/[Exercise] tab, choose "Song" or "Exercise Pattern."

If you click the [Song] tab, a list of songs will appear.

If you click the [Exercise] tab, a list of exercise patterns will appear.

### 2. In the song list, click one of the built-in songs.

### 3. Click the [Play] button to play back the song.



### About the built-in songs

The built-in songs are divided into "Songs" and "Exercise Patterns."

Songs are classified according to their difficulty; shown in the table at right, and the level is shown in the Level column of the song list.

#### A beginner?

Start by using "Exercise Patterns" numbers 1–9 to learn how to play a basic 8-beat pattern.

#### Just want to have fun?

Start with a "Song" that's appropriate for your level. Use the Repeat function (p. 16) to practice the song repeatedly.

#### Want to improve your playing skills?

Start with "Exercise Pattern" song number 10, and work to improve your skill. Changing the tempo will also give you more challenges.

Level	Explanation
★	Easy (for complete beginners)
★★	Medium (for beginners)
★★★	Hard (for beginners or intermediate players)
★★★★	Hard (for intermediate players)

## Songs

You can enjoy practicing drums along with a variety of musical styles.

In some cases, the same song contains drum patterns of different levels of difficulty, so you can choose the level that's appropriate for you.

## Exercise patterns

These let you practice hand/foot coordination and stick-work. They are also recommended as a warm-up before working on the songs.

Each is a short practice pattern of one measure, so use the Repeat function to practice it repeatedly.



No.	Level	Song title	Advice
1–9	★	8-Beat 1–9	This is a practice pattern for learning 8-beat rhythms. Practice songs 1–9 in order. The 8-beat rhythm is the very basic aspect of drum playing, and should be mastered before you proceed.
10–12	★★– ★★★	Drill Unison 1–2, Drill Independence	These help you develop independence skills between your hands and feet.
13–15		Drill Kick 1–3	These help you practice and develop foot control skills.
16–18		Drill Accent 1–3	These help you practice by using accents at various timings.
19		Drill Change Up	This is for practicing at a steady tempo while the notes change. Focus on maintaining a consistent striking force.
20–21		Drill Auto Up Down 1–2	By gradually raising and lowering the tempo, these exercises build endurance.
22–57	★★– ★★★★	R xxx Basic	These are basic practices selected from the world-renowned rudiments collection. Try to hit L/R accurately as you practice. Try setting it so it repeats, and practice it numerous times.
		R xxx Vari 1	These are arrangements of basic rhythms that should help to advance your practice. Be sure to practice using the correct hand (L/R). If you want to practice only the snare, click the snare shown in the pad area (p. 17).
		R xxx Vari 2	These are the same rhythms as Basic, but with a larger number of pads to employ during practice.
		R xxx Vari 3	These are the Basic rhythm patterns, as applied to actual drumming. As you practice, imagine that you're performing a song.

## Watch as the Songs Play Back

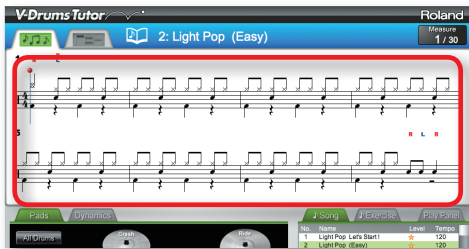
As the song plays back, you'll see a symbol light up on the surface of the pads that are sounding.

Watch how the bouncing ball follows the notes, and see which pad should be played at each timing interval.

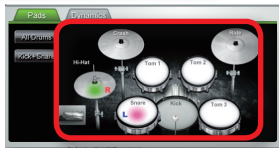
## Learn the timing at which to play the pads

The explanation here is for when using the drum notation screen. If you're not comfortable with drum notation, you can practice using the "Game screen" (p. 15).

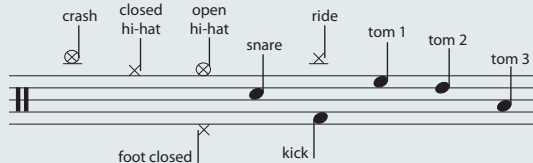
1. Follow the bouncing ball and the moving vertical line in the drum notation area to learn the timing at which to play the pads.



2. Watch how each pad in the pad area lights up, and while listening to the sound, see which pad should be played.



## Reading drum notation

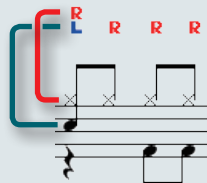


- Play the closed hi-hat by striking the hi-hat pad with the hi-hat pedal depressed.
- Play the open hi-hat by striking the hi-hat pad with the hi-hat pedal released.
- Play the foot closed sound by briskly depressing the hi-hat pedal.
- The ">" symbol denotes an accent. Try to add more emphasis when striking it.
- L stands for the left hand, R stands for the right hand; you should strike the corresponding pad.



Wherever an **R** and **L** are aligned vertically, one on top of the other, it means that there are two corresponding notes, as shown in the illustration.

In the example illustrated here, you would play the high-hat with your right hand, and play the snare with your left hand.



## Game screen

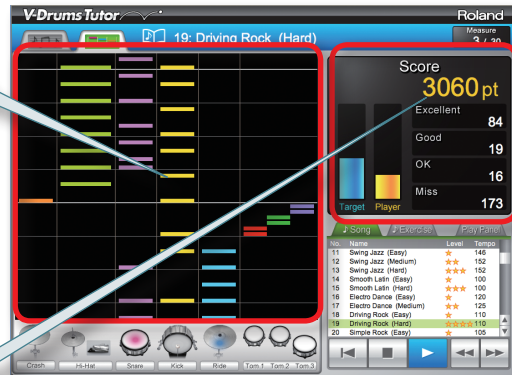
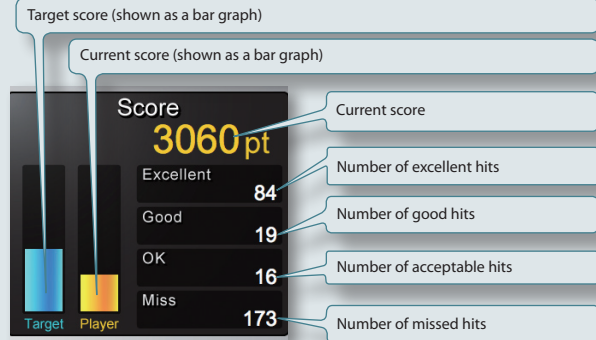
In the game screen, blocks scroll down from above to indicate the timing at which each pad should be played. Even if you're not comfortable with drum notation, you can actually practice by using this game approach. The basic operation is the same as described in "Notation screen" (p. 10).

### Blocks

The horizontal lines in this area are the bar line and the beats. When playback begins, the screen will scroll downward from above. At the moment that a block reaches the very bottom of the screen, play the corresponding drum.

### Score

This indicates the resulting score of your playing, and is calculated according to your timing accuracy.



### When the score will be cleared

- When you click the **[Stop]** button after stopping playback
- When you press the **[DELETE]** key on your computer after stopping playback
- When you click the **[Play]** button after stopping playback
- When you select a different song etc...

## Repeat settings

Use the Repeat settings when you want to repeatedly play a song or just a portion of a song.

### MEMO

- If you want to repeatedly play an exercise pattern from the beginning to the end, simply turn on only the **[Repeat]** button.
- In the case of a song, you'll want to use the **[A][B]** buttons to repeatedly play just a section of the song while you practice.

## Using the **[Repeat]** button to play repeatedly

This setting will repeatedly play the song from beginning to end.



1. In the Play panel, click the **[Repeat]** button.

The button will light, and the Repeat function will turn on.

## Using the **[A][B]** buttons to repeat a section of the song

This setting lets you specify the section that will be repeated. The section between A and B will play repeatedly.



1. Specify the location at which the repeat will start.

**1-1.** Click the **[Fast-forward]** button to move to the location at which you want the repeat to start.

**1-2.** Click the Repeat **[A]** button.

The button will light; the repeat start location has been set.

A repeat "A" marker will appear at the specified location on the notation in the notation screen.

2. Specify the location at which the repeat will end.

As you did in step 1, click the Repeat **[B]** button to specify the repeat end location.

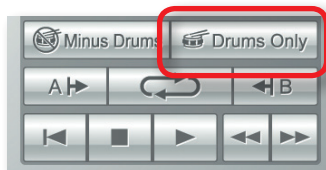
3. Click the **[Repeat]** button.

The button will light, and the Repeat function will turn on.



## Playing back just the drum part

If you want to just listen to the drum part while practicing, you can mute the accompaniment so only the sound of the drum part will be heard.

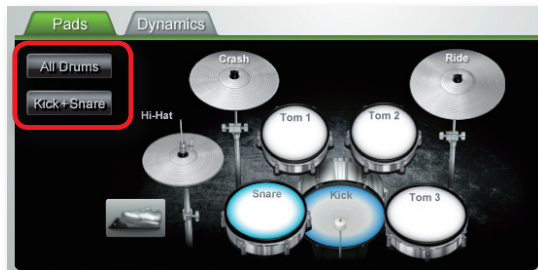


1. Click the **[Drums Only]** button.

The button will light, and the Drum Only function will turn on.

## Playing back individual pads

If you want to listen to specific sounds from the kit, you can choose the pads that will play back. For example, you can select just the kick and snare.



1. In the pad area, click the pad(s) that you want to play back.

The pad(s) you clicked will be shown as selected.

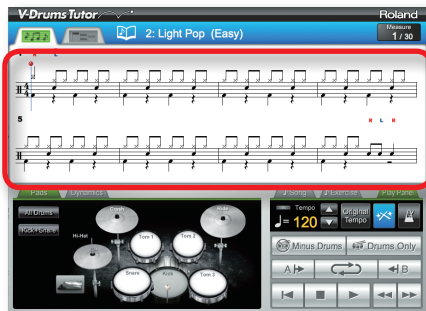
### MEMO

- To de-select a pad, click it once again.
- You can select multiple pads if desired.
- The **[All Drums]** button selects all pads, and the **[Kick+Snare]** button selects only the kick and snare.

## 3

## Playing Along With the Built-in Songs

First, try playing the drums while you listen to the song play back. The bouncing ball will bounce once for each beat. Play the V-Drums in rhythm with the song.



1. Select the song that you want to practice with.
2. Click the **[Play]** button to start playback.
3. Play the V-Drums while you listening to the song.
4. The screen will show **"O"** and **"X"** symbols in realtime to indicate the results of your playing.

You can see your score by switching to the **"Game screen"** (p. 15) at this time.

## Changing the tempo

Sometimes it is better to practice at a slower tempo, and then gradually increase the tempo as you become more familiar with the music.

Use the Play panel to adjust the tempo.



The tempo field shows the tempo value that's specified for the currently selected song.

1. Use the **[▲]****[▼]** buttons to change the tempo of the currently selected song.

### MEMO

- If you click the **[Original Tempo]** button, the tempo is reset to the original tempo of the song.
- By double-clicking on the numerical tempo value, you can use your computer's keyboard to directly enter a numerical tempo value.

## Performing with the drum part muted

Here's how to mute the drum part so that you can play along with the other parts (i.e., karaoke for drumming).



### 1. Click the [Minus Drums] button.

The button will light, and the Minus Drums function will be on.

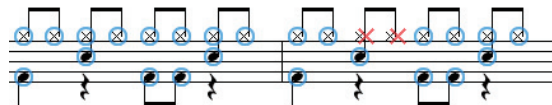
### 2. Click the [Play] button to start playback.

Only the accompaniment will be heard during playback.

## 4

## Checking Your Accuracy

As you play the V-Drums while the song plays, the results of your performance will appear on the screen as shown below.



When you play the pads of the V-Drums, a "O" appears, indicating where your timing is correct, and a "X" appears where your timing is off.

### When the performance results will be cleared

The performance results (O X indications) will be cleared in the following conditions.

- When you click the [Stop] button after stopping playback
- When you press the [DELETE] key on your computer after stopping playback
- When you click the [Play] button after stopping playback
- When you select a different song  
etc...

This completes our basic explanations. Now you are ready to start practicing the drums!

For more details on operations, refer to the V-Drums Tutor "Help" menu.

## Shortcut Key List

V-Drums Tutor's operations can also be performed from your computer keyboard.

Key	Action
SPACE	Start/stop playback
DELETE	Stop playback Clear the score and performance result
ENTER	Return the playback location to the beginning
←/→	Rewind/Fast-forward
W	Enter the measure number at which to begin playback
V	Switch between the Drum Notation and Game screens
S	Switch between the Song list/Exercise list/Play panel
P	Switch between the Pad/Dynamics graph area
U	Show/hide the performance results (O X)
E	Clear the dynamics graph

Key	Action
↑/↓	(Song list/Exercise list) Select a song (Play panel) Increase/decrease the tempo value
G	(Play panel) Return the tempo to its original value
T	(Play panel) Allow the tempo value to be entered
L	Open Song (Standard MIDI File)
R	Turns the Repeat function on/off
A	Set/clear the Repeat A marker
B	Set/clear the Repeat B marker
C	Turn the Count-in function on/off
M	Turn the Metronome function on/off
O	Turn the Minus Drums function on/off
D	Turn the Drums Only function on/off

Key	Action
F	Select all pads of the drum part
K	Select only the kick and snare of the drum part
1	Turn the hi-hat Solo on/off
2	Turn the snare Solo on/off
3	Turn the kick Solo on/off
4	Turn the tom 1 Solo on/off
5	Turn the tom 2 Solo on/off
6	Turn the tom 3 Solo on/off
7	Turn the crash Solo on/off
8	Turn the ride Solo on/off

### MEMO

When using the Game Screen, keys 1–6 are assigned to the pads of the Pad Area starting at the left, and keys 7–8 have no function.

## Loading your own Standard MIDI File

From the menu, choose

**"File"–"Open Song (Standard MIDI File)."**

## Standard MIDI File formats


- Format: 0 or 1
- Number of measures: 999 or fewer
- Number of events: 99,999 or fewer
- Resolution: 24 TPQN or higher

**\* V-Drums Tutor displays MIDI channel 10 for the drum notation. The [Drums Only] and [Minus Drums] functions is also MIDI channel 10.**

**\* Notes (note numbers) that cannot be played on the V-Drums are not shown in the drum notation or game screen (for details, refer to V-Drums Tutor's "Help" menu). Notes with velocity values below 20 or notes created on a MIDI channel other than channel 10 will not be shown either.**

## IMPORTANT NOTES

### Handling CD-ROMs

- DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result. 
- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.

### Additional Precautions

- Unfortunately, it may be impossible to restore the contents of data that was stored hard disk once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- In the interest of product improvement, the specifications and/or contents of this package are subject to change without prior notice.
- The explanations in this manual include illustrations that depict what should typically be shown by the display.  
Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.
- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation and/or Atelier Vision Corporation.  
Purchasers of this product are permitted to utilize said content for the creating, performing, recording and distributing original musical works.  
Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.
- Roland and V-Drums are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.
- The screen shots in this document are used in compliance with the guidelines of the Microsoft Corporation.
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# Troubleshooting

If you experience a problem, read this chapter first. It contains information that will help you solve problems. If the material in this chapter does not help you solve the problem, try accessing the Roland website. It might provide more recent information (<http://www.roland.com/>).

**\* For help regarding operations in Windows or Mac OS, refer to the documentation supplied with your computer or operating system.**

Problem	Item to check	Action
<b>Problems when installing V-Drums Tutor</b>		
Can't install V-Drums Tutor	Did you check the user privileges with which you logged on to Windows?	You must log on to Windows using one of the following user names. <ul style="list-style-type: none"><li>• A user name belonging to the Administrators group, such as Administrator</li><li>• A user name whose account type is computer administrator</li></ul> <b>* For details, consult the system administrator of your computer.</b>
	Could other software or background software (such as anti-virus programs) be running?	Installation might not occur correctly if other software is running. Be sure to close all other software before installation.
<b>Problems when starting up</b>		
Can't start up V-Drums Tutor	Could a large number of applications be running?	It may be that there is insufficient memory to start up another application. Close other applications before starting this application. If an error is still displayed, try restarting your computer.
<b>Problems when using the software</b>		
No sound	Is the power on?	Check the power switches of your speakers or playback system, and of your sound module.
	Have you made the correct settings in "Setup" – "Set Up Devices..."?	Check the settings described in " <b>3. Specify the "Select Audio Output for Playing Practice Songs" setting.</b> " (p. 7).

Problem	Item to check	Action
No sound	(If connecting via a USB MIDI interface) Is your computer's audio output connected to the MIX IN jack of your kit?	The sound of V-Drums Tutor comes FROM your computer. In order to hear it mixed together with your drums, the computer audio output must be connected to the MIX IN jack of your V-Drums module using an audio cable (p. 5).
V-Drums Tutor does not respond when you strike the V-Drums	(If connecting the V-Drums module via a USB cable) Is the V-Drums connected correctly?	Make sure that the V-Drums is connected to your computer's USB connector (p. 5). Reinstall the V-Drums driver.
	(If connecting via a USB MIDI interface) Is the USB MIDI interface connected correctly?	Make sure that the USB MIDI interface is connected to your computer's USB connector (p. 5). Reinstall the USB MIDI interface driver. Check the MIDI cable (MIDI IN and OUT) connections (p. 5).
	Are your computer's power conservation settings turned off?	If power conservation or power management functions are active on your computer, disable them. For details on how to do this, refer to your computer's documentation.
	Does your computer or USB hub have sufficient power supply capacity?	If you are using a notebook computer that is running on its battery, operation may be unreliable with some models of computer. If this is the case, connect the AC adaptor to your notebook computer.
<b>Problems when loading a MIDI file</b>		
Can't load a MIDI file	Have you specified a Standard MIDI File that can be loaded?	Make sure that the Standard MIDI File you specified meets the following conditions. <ul style="list-style-type: none"> <li>• Format: 0 or 1</li> <li>• Number of measures: 999 or fewer</li> <li>• Number of events: 99,999 or fewer</li> <li>• Resolution: 24 TPQN or higher</li> </ul>
Some notes are not shown in the drum notation or game screen	Could you be using notes that cannot be shown in the notation?	Notes (note numbers) that cannot be played on the V-Drums are not shown in the drum notation or game screen (for details, refer to V-Drums Tutor's "Help" menu). Notes with velocity values below 20 or notes created on a MIDI channel other than channel 10 will not be shown either.

## Serial Number

**\* You'll need this number in order to install this software. It cannot be reissued, so be sure to keep it in a safe place where it will not be lost.**

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