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Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 24)).

Let's Learn About Drums

Drum Set Elements

Here are some basic terms related to drum sets.

Bass drum/Kick Pedal

Played with a kick pedal, it's the largest drum in the kit.

Snare drum

The snare drum is the main "voice" of a drum kit.

Hi-hat/Hi-hat pedal

An acoustic hi-hat uses 2 cymbals mounted on a hi-hat stand. Pressing the hi-hat pedal opens and closes it.

* TD-02KV (example) uses a single pad.

Tom (Tom 1, Tom 2)

These are usually mounted above the bass drum.

Floor tom (Tom 3)

Sometimes called a bass tom. It either stands on its own legs or is mounted on a stand.

Ride cymbal

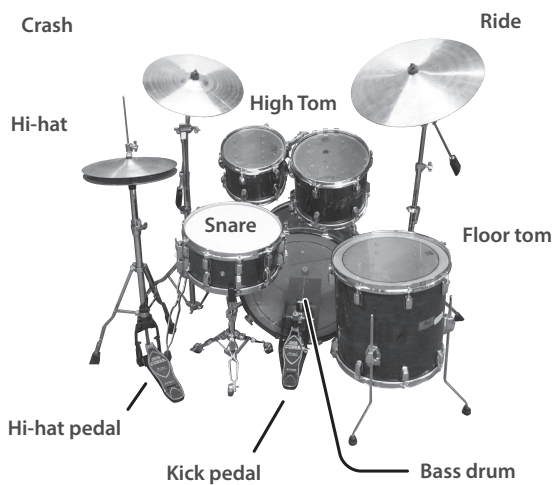
The ride cymbal is principle elements in keeping time. Usually mounted on the right side of the drum kit.

Crash cymbal

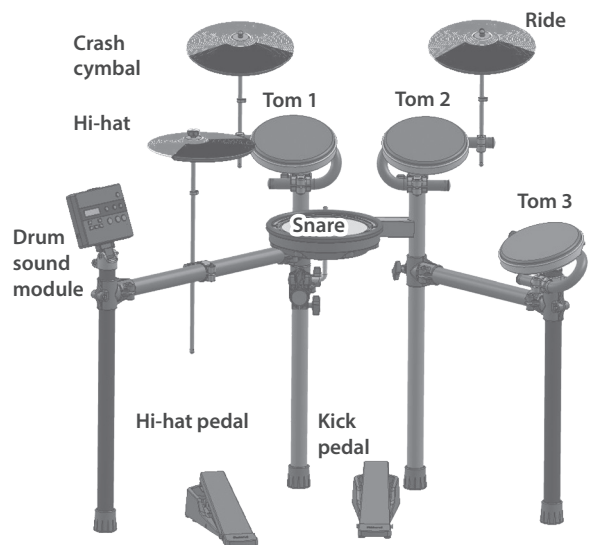
Smaller than the ride, the crash cymbal is mainly used for accents.

* In the TD-02KV (example), this is the same size as the ride.

Acoustic drum



Example: TD-02KV



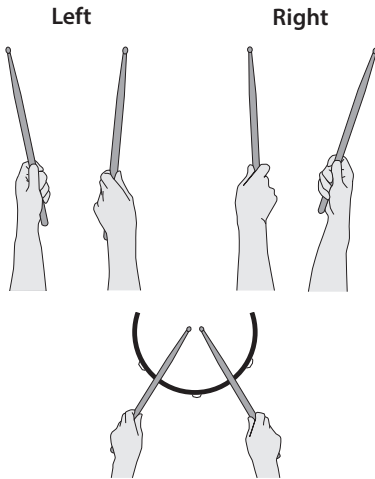
The Basics of Playing

Drums are played using both hands and both feet.

Here we explain how to hold the sticks, strike the drums, and use the pedal.

Holding the sticks

The most common way to hold the sticks is called the "matched grip" as shown in the illustrations below.

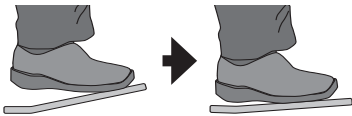


Using the kick pedal

The kick pedal can be pressed in either of two ways: "heel up" or "heel down".

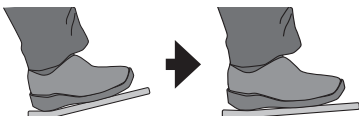
Heel up

In this method, your heel floats above the pedal. With your heel off the pedal, lower your entire foot to push down the pedal. This method applies the full weight of your leg to the pedal, making it easier for you to produce a stronger sound than the heel down method. This is often used in rock and pop.



Heel down

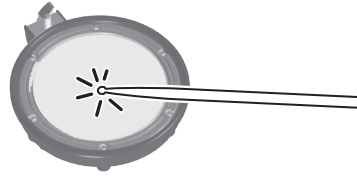
In this method, the entire bottom of your foot from heel to toe stays in contact with the pedal. Use your ankle joint to make your toes push down the pedal. This method allows more precise control of the volume, and is often used in jazz and bossa nova.



Using the snare

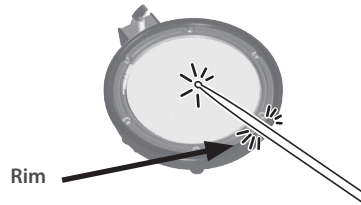
Head shot

Hit only the head of the pad. This is the most common method to play the snare.



Rim shot (TD-02KV only)

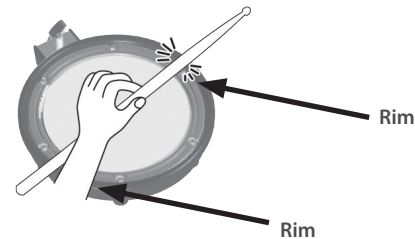
Strike the head and the rim together. This will give you a different sound (a rim tone) from head shots.



Cross-stick technique (TD-02KV only)

Only strike the rim of the pad.

The sound you hear when you strike the rim of the snare changes depending on how hard you strike it. Strike the rim softly for a cross stick sound, and strike the rim hard for a rim shot sound.



→ When playing cross stick, set XStickSens (p. 14) to anything other than "OFF".

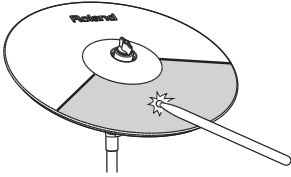
* To play the cross stick, be sure that you only strike the rim of the pad. If you're resting your hand on the head, cross stick playing technique might not be possible.

* This is effective only for a pad that is connected to the "SN" connector of the dedicated connection cable.

Using the cymbals

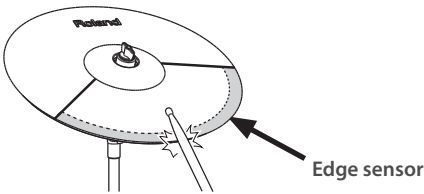
Bow shot

The most common method, playing the middle area of the cymbal.



Edge shot

This playing method involves striking the edge with the shoulder of the stick. (Hit the edge sensor position as shown in the illustration.)

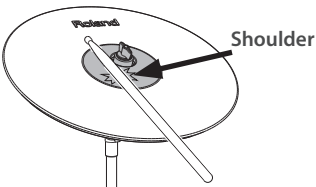


* Bow shots and edge shots can also be played on the hi-hat.

Bell Shot (ride only)

This playing method involves striking the bell of the cymbal.

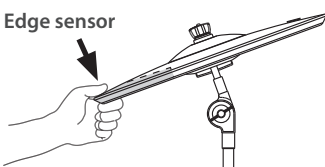
- * Use a pad that supports the ride three-way trigger.
- * Set the CR2Usage setting (p. 15) to "RDB".
- * Strike the bell somewhat strongly with the shoulder of the stick.



Choking a cymbal

Choking (pinching) the cymbal's edge with the hand immediately after hitting the cymbal will mute or choke the sound, just like with a real cymbal.

- * The Choke function only works when you grasp in the area (where the edge sensor is) as shown in the illustration. If you do otherwise, it will not work.



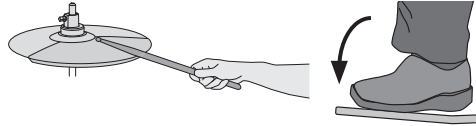
Using the hi-hat

In an acoustic drum set, the hi-hat consists of two cymbals placed facing each other vertically on a hi-hat stand.

When you press the pedal, the two cymbals will come together (closed). When you release the pedal, the two cymbals will separate (opened).

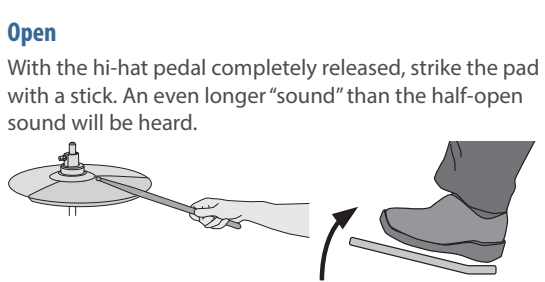
Closed

With the hi-hat pedal pressed firmly, strike the pad with a stick. A short "chick" sound will be heard.



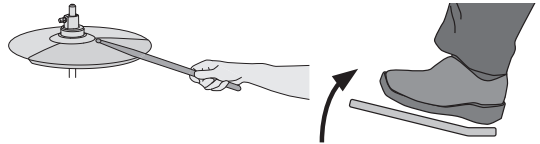
Half-open

With the hi-hat pedal pressed gently, strike the pad with a stick. A slightly longer "swish" sound will be heard.



Open

With the hi-hat pedal completely released, strike the pad with a stick. An even longer "sound" than the half-open sound will be heard.



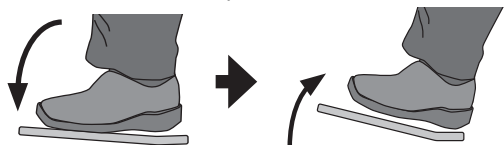
Foot closed

Just press the pedal without using a stick. This sound will be softer and shorter than the closed sound played with a stick. Useful for keeping time with this tight sound.



Foot splash

Press and immediately release the pedal without using a stick. This is equivalent to momentarily clashing the two cymbals of an acoustic hi-hat. It produces a "splash" sound that is softer than the open strike.



Quick Start

Panel Descriptions

Display

This shows various information depending on the operation.

A short time after you turn on the power, the DRUM KIT screen (basic screen) appears.

→ "Selecting a Drum Kit" (p. 7)

[M] (metronome) button

Allows you to sound the metronome, or to make settings for the tempo or beat. The button will blink in time with the metronome.

You can also hold down the [ENTER] button and press the [M] (METRONOME) button to turn the metronome on/off without switching screens.

→ "Playing with the Metronome" (p. 7)

[P] (Power) button

Turns the power on/off.

→ "Turning the Power On/Off" (p. 6)

[◀] [▶] buttons

Access the previous/next page of the screen.

[EXIT] button

Cancels an operation. Alternatively, returns to the previous screen.

[MENU] button

Press this button when you want to practice in coach mode (p. 8), or when you want to edit the detailed settings (p. 14) of this unit.

[ENTER] button

Confirms an operation or value. Alternatively, proceeds to the next screen.

[K] (DRUM KIT) button

Accesses the basic screen where you can select drum set sounds (drum kits).

You can also press this to return to the basic screen from another screen.

→ "Selecting a Drum Kit" (p. 7)

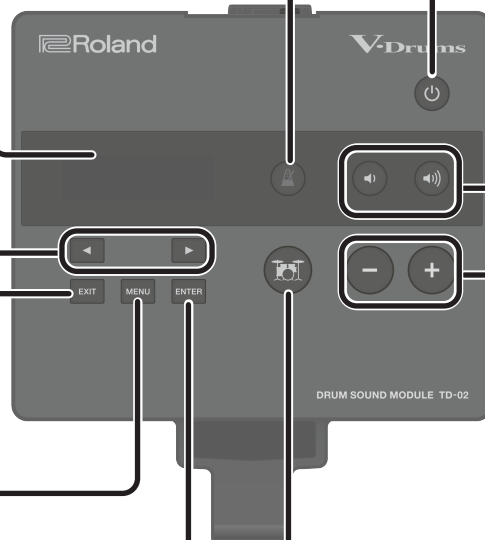
[V] [V] (VOLUME) button

Adjust the volume in 30 levels.

[−] [+] buttons

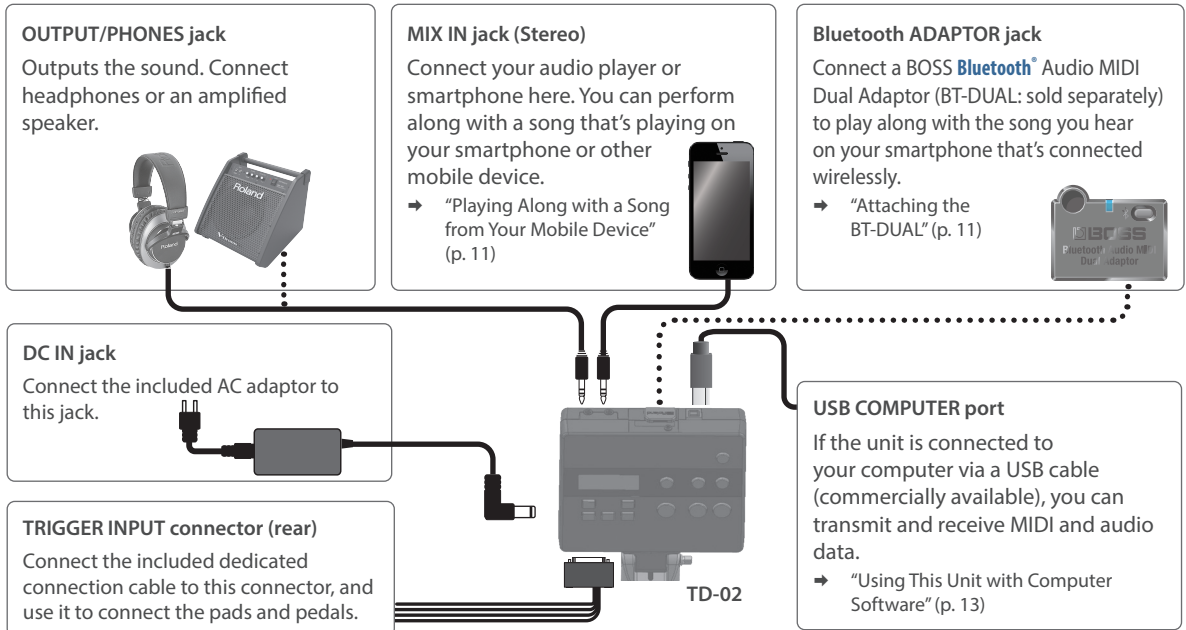
Use these buttons to switch between drum kits and change values. If you press one of these buttons while holding down the other one, the value changes more quickly up/down.

Hold down the [ENTER] button and press the [−] [+] buttons to make the value increase or decrease in larger steps.



Connecting External Equipment

- * To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
- * Be careful not to get your fingers pinched by the movable parts when you operate the drum sound module holder. If using this in a location where children are present, be sure to provide adult supervision or guidance.



Turning the Power On/Off

Turning the Power On

1. Connect headphones or amplified speakers to the TD-02.

- * If amplified speakers are connected, minimize the volume of the amplified speakers.
- * To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

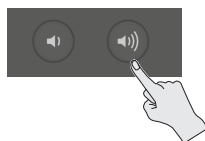
2. Press the [⏻] (POWER) button.

The power to the TD-02 is turned on.



3. If amplified speakers are connected, turn on the power of the amplified speakers, and adjust the volume.

4. Use the [◀] [▶] (VOLUME) buttons on the unit to adjust the volume.



Turning the Power Off

1. If amplified speakers are connected to the unit, minimize the volume of amplified speakers and turn off their power.

2. Long-press the [⏻] (POWER) button on the unit.

The power to the TD-02 is turned off.

- * You must turn off the power by long-pressing the [⏻] (POWER) button. The settings are not saved if the power supply is disconnected due to the power cord getting pulled out.

Using the Auto Off Function

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. 19).

NOTE

- Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep.
- To restore power, turn the power on again.

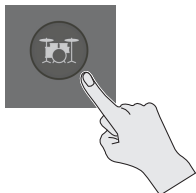
Playing

Playing drums is not only fun, but just about anyone can easily start playing — they make sound when you simply hit them! Let's start playing drums using the wide variety of built-in sounds.

Selecting a Drum Kit

A drum kit consists of sounds assigned to each pad.

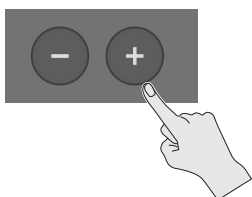
1. Press the **[DRUM KIT]** button.



The DRUM KIT screen appears.



2. Use the **[-] [+]** buttons to select a drum kit.



→ "Drum Kit List" (p. 21)

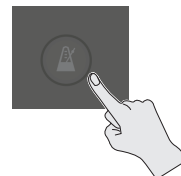
3. Play the drums by striking the pads.

Playing with the Metronome

Here's how you can play the drums while listening to the metronome.

1. Press the **[METRONOME]** button.

The metronome turns on, and the button blinks in time with the metronome tempo.



MEMO

You can also hold down the **[ENTER]** button and press the **[METRONOME]** button to turn the metronome on/off without switching screens.

2. Press the **[METRONOME]** button again to stop the metronome.

Changing how the metronome sounds

1. In the metronome screen, use the **[◀] [▶]** buttons to select the item (parameter) that you want to set.
2. Use the **[-] [+]** buttons to edit the value.

Parameter	Value	Explanation
ON/OFF	ON, OFF	Turns the metronome on/off.
Tempo	20–260 (bpm)	Sets the tempo.
Level	-INF+6.0 dB	Sets the volume.
Beat	1–9 (beat)	Sets the number of beats per measure.
Rhythm	♪ (half note)	Sets the interval of the metronome.
	♪ (quarter notes)	
	♪ (eighth notes)	
	♪ ₃ (eighth note triplets)	
	♪ (sixteenth notes)	
Pan	L30–CENTER–R30	Sets the stereo position.
Sound	TYPE1–TYPE15	Sets the sound of the metronome.
LED Sync	ON, OFF	Specifies whether the [METRONOME] button blinks in time with the metronome (ON) or does not blink (OFF).

3. Press the **[DRUM KIT]** button to return to the DRUM KIT screen.

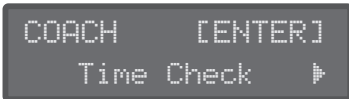
Practicing in Coach Mode (COACH)

This unit provides a “coach mode” that helps you to use your practice time most effectively. It contains four menus: TIME CHECK, QUIET COUNT, AUTO UP/DOWN, and CHANGE UP. You can use these menus to improve your skills in speed control, precision, endurance, and timing.

Selecting a Practice Menu

1. Press the [MENU] button.
2. Use the [◀] [▶] buttons to select “COACH”, and press the [ENTER] button.
3. Use the [◀] [▶] buttons to select the practice menu, and press the [ENTER] button.

For details on the contents of the practice menu, refer to the next section.



Correctly Playing in Time with the Beat (TIME CHECK)

This lets you practice drumming in accurate time along with the metronome.

1. In the TIME CHECK screen, press the [ENTER] button.
A two-measure count-in is played when you start.

MEMO

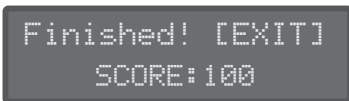
If you decide to stop mid-way through practice, press the [EXIT] button.

2. Strike the pad in time with the metronome.
The display will indicate whether your pad strikes match the beat sounded by the metronome.



This ends when the specified time has elapsed, and the strike timing is evaluated.

- * If the indicator is on the left side of the brackets, your strike timing is too early; and if the indicator is on the right side, your strike timing is too late.



- * If the tempo of your strikes is significantly inaccurate, it may be impossible to precisely determine the amount of inaccuracy.

MEMO

You can change the metronome tempo by pressing the [-] [+] buttons while you practice.

3. Press the [EXIT] button to finish.

TIME CHECK settings

Lets you change the pads that are evaluated and the number of measures that are scored.

1. In the TIME CHECK screen, use the [◀] [▶] buttons to select the item (parameter) that you want to set.
2. Use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Score		Specifies whether the score will be shown in the screen.
	OFF	Your performance will not be scored. Only the timing will be checked.
	4, 8, 16, 32 (measures)	The score will be shown in the screen. You can also specify the number of measures you'll practice before being scored.
Grade		Specifies the strictness of scoring.
	EASY	Normal
	HARD	Timing will be checked more strictly.
PAD	KIK, SNR, TOM, HH, RID, CYM	Selects the pads that are used in the evaluation.
Tempo	20–260 (bpm)	Specifies the tempo.

3. Press the [DK] (DRUM KIT) button to return to the DRUM KIT screen.

Developing Internal Timing Sense (QUIET COUNT)

This lets you practice keeping the tempo with your body.

The metronome plays for the first several measures, but is quiet for the next several measures. This metronome on-off cycle repeats until you stop the metronome.

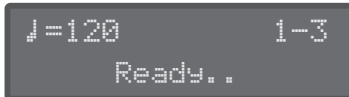
1. In the QUIET COUNT screen, press the [ENTER] button.

MEMO

If you decide to stop mid-way through practice, press the [EXIT] button.

2. Strike the pad in time with the metronome.

The metronome plays during the first several measures. When you reach the last measure during which the metronome will sound, the screen will indicate "Ready.."



When the metronome stops sounding, the screen indication will change to "QUIET!!" Continue striking the pads during this time.



The strike timing is evaluated following the QUIET interval.



MEMO

You can change the metronome tempo by pressing the [-] [+] buttons while you practice.

3. Press the [EXIT] button to finish.

QUIET COUNT settings

You can specify the number of measures in which the metronome will sound and the number of measures in which it will not sound.

1. In the QUIET COUNT screen, use the [◀] [▶] buttons to select the item (parameter) that you want to set.
2. Use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Measures	2, 4, 8, 16 (Measures)	Specify the length (measures) of the interval for which the metronome will alternate between "Sounding" and "Quiet".
Quiet		Of the measures specified by "Measures", this setting specifies the length of the measures that will be "Quiet"
	RANDOM	The length of the QUIET interval will randomly change each time.
	1, 2, 4	Specifies the length (number of measures) of the QUIET interval. * This setting cannot be longer than half of the "Measures" value.
Tempo	20-260 (bpm)	Specifies the tempo.

3. Press the [DR] (DRUM KIT) button to return to the DRUM KIT screen.

Playing Along with a Changing Tempo (AUTO UP/DOWN)

Use this feature to improve your drumming endurance. The metronome tempo gradually increases and decreases. The tempo will increase in steps for each beat until the metronome reaches the upper limit; then the tempo will continue slowing down in steps until it reaches the initial tempo. This cycle will repeat.

1. In the AUTO UP/DOWN screen, press the [ENTER] button.

A two-measure count-in is played when you start.

MEMO

If you decide to stop mid-way through practice, press the [EXIT] button.

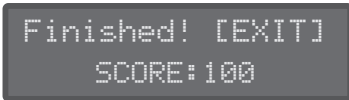
Practicing in Coach Mode (COACH)

2. Strike the pad in time with the metronome.

The remaining time is shown in the lower right of the screen.



- * You cannot change the current tempo when using Auto Up/Down.
- * The current tempo value will be the lower tempo limit. This ends when the specified time has elapsed, and the strike timing is evaluated.



3. Press the [EXIT] button to finish.

AUTO UP/DOWN settings

Here you can specify the duration of your practice time, and set the upper and lower tempo limits.

1. In the AUTO UP/DOWN screen, use the [◀][▶] buttons to select the item (parameter) that you want to set.
2. Use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Duration	Specifies the time.	
	1, 3, 5, 10, 15 MIN	Selects the duration (minutes) of practice.
MaxTempo	21-260 (bpm)	Specifies the upper tempo limit. * This can only be set to a value higher than the current tempo.
Tempo	20-260 (bpm)	Specifies the lower tempo limit.

3. Press the [🥁] (DRUM KIT) button to return to the DRUM KIT screen.

Playing Along with a Changing Rhythm (CHANGE UP)

The rhythm type will change every two measures. Starting from half notes, the note values will gradually become shorter, and will then return to half notes; this change in rhythms will be repeated.

1. In the CHANGE UP screen, press the [ENTER] button.

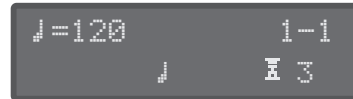
A two-measure count-in is played when you start.

MEMO

If you decide to stop mid-way through practice, press the [EXIT] button.

2. Strike the pad in time with the metronome.

During practice, the screen shows the tempo and the rhythm type. The remaining time is shown in the lower right of the screen.



This ends when the specified time has elapsed, and the strike timing is evaluated.



MEMO

You can change the metronome tempo by pressing the [-] [+] buttons while you practice.

3. Press the [EXIT] button to finish.

CHANGE UP settings

Here's how to specify the duration of your practice time and the tempo.

1. In the CHANGE UP screen, use the [◀][▶] buttons to select the item (parameter) that you want to set.
2. Use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Duration	Specifies the time.	
	1, 3, 5, 10, 15 MIN	Selects the duration (minutes) of practice.
Tempo	20-260 (bpm)	Specifies the tempo.

3. Press the [🥁] (DRUM KIT) button to return to the DRUM KIT screen.

Playing Along with a Song from Your Mobile Device

You can enjoy playing the drums along with the songs that play on your smartphone, tablet or other mobile device.

Connecting via a Cable to the MIX IN Jack

1. Connect a stereo mini-plug cable (commercially available) from your mobile device to the MIX IN jack of this unit (p. 6).
2. Play back the music on your mobile device.
3. Use your mobile device to adjust the song playback volume.

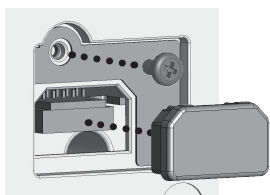
Connecting Wirelessly via Bluetooth

Attaching the BT-DUAL

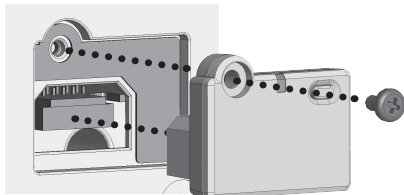
To play back music wirelessly on your mobile device, attach the BT-DUAL (sold separately) to this unit.

* Note that this unit does not feature Bluetooth functionality on its own. The BT-DUAL (sold separately) must be attached to use Bluetooth.

1. Power down this unit and unplug the AC adaptor from the power outlet.
2. Remove the cover and the screw from the Bluetooth ADAPTOR jack on the top panel.



3. Attach the BT-DUAL and fasten the screw that you removed in step 2 in place.



NOTE

- Be sure to use only the screw that was originally mounted on the Bluetooth ADAPTOR jack. If you use a different screw, the unit may malfunction.
- Do not touch the circuitry or the jacks.
- After you have attached the BT-DUAL, check again whether it is properly installed.
- To remove the BT-DUAL, turn off the power.

Listening to Sound via Wireless Connection with a Mobile Device

Bluetooth® audio functionality

You can play back music or music video content on a mobile device with Bluetooth audio functionality, and listen to the content on this unit.

Registering a Mobile Device (Pairing)

In order to connect your mobile device wirelessly to this instrument via Bluetooth, you must "pair" them by registering this instrument on your mobile device so that the two devices can authenticate with each other.



As an example, we explain how to make settings for an iPhone.

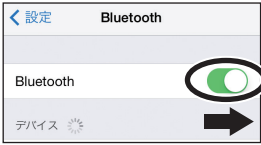
- * Once a mobile device has been paired with this unit, there is no need to perform pairing again. Refer to "Connecting an Already-Paired Mobile Device" (p. 12).
- * Some mobile devices may not connect.

1. Turn on the power of this unit.
2. Place the mobile device that you want to connect nearby this unit.
3. Hold down the pairing button on the BT-DUAL until the Bluetooth indicator blinks rapidly.

Bluetooth indicator



4. Turn on the Bluetooth function of the mobile device.



NOTE

Do not tap “TD-02 MIDI” shown in the Bluetooth settings of the mobile device. If you tapped this, temporarily cancel the device registration, and perform the procedure again from step 1.

MEMO

This explanation uses the iPhone as an example. For details, refer to the owner’s manual of your mobile device.

5. Tap “TD-02 AUDIO”, shown on the Bluetooth device screen of your mobile device.

This pairs the BT-DUAL with your mobile device. When pairing succeeds, “TD-02 Audio” is added to the list of “Paired Devices” on your mobile device.

- * If you don’t complete the pairing within a certain time, the Bluetooth indicator goes dark and the unit exits pairing standby mode.

Playing music on the mobile device

NOTE

Since playback might be extremely loud, lower the volume on your mobile device in advance.

1. Play a song on your mobile device.

You should hear the sound from the headphones or amplified speakers that are connected to this unit.

MEMO

Use your mobile device to adjust the song playback volume.

Connecting an Already-Paired Mobile Device

1. With the BT-DUAL’s Bluetooth indicator off, press the pairing button.
2. Turn on the Bluetooth function of the mobile device.

This unit and your mobile device are connected wirelessly.

- * If the above step does not establish a connection, tap “TD-02 AUDIO” in the “Devices” list on your mobile device.
- * To disconnect, press the pairing button on the BT-DUAL to make the Bluetooth indicator go dark, or turn off the mobile device’s Bluetooth function.

Disabling Bluetooth Functionality

If you want to disconnect the Bluetooth connection between the BT-DUAL and your mobile device, disable Bluetooth functionality.

1. Press the pairing button on the BT-DUAL.
The Bluetooth indicator goes dark.

Using This Unit with a Computer or Mobile Device App

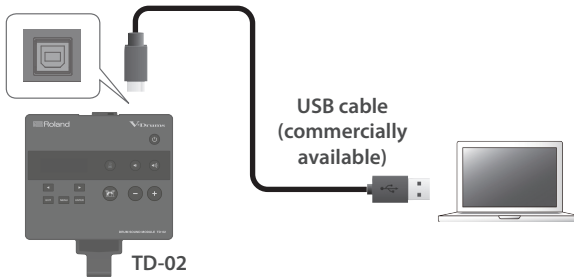
Using This Unit with Computer Software

Connect this unit to your computer with a USB cable (commercially available) to transmit and receive MIDI and audio data between them.

- * A USB cable is not included. Use a USB port on your computer that supports USB2.0 Hi-Speed.
- * Do not use a USB cable that is designed only for charging. Charge-only cables cannot transmit data.

In order to transmit and receive audio as USB AUDIO, the USB driver must be installed.

The USB driver is software that transfers data between this unit and the software on your computer, such as a DAW.



MEMO

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

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

Specifying the USB Driver

Here's how to switch between this unit's dedicated USB driver and the driver provided by your operating system.

→ For details, see "USBDrv" in "System Settings" (p. 19).

Using This Unit with a Mobile Device App

You can connect this unit with an app on your smartphone or other mobile device that supports Bluetooth MIDI (such as GarageBand).

As an example, we explain how to make settings for an iPhone.

Connecting to the App

Here are the settings to make in order to use an app on your mobile device.

- * Make the connection from the app's settings, not from your mobile device's Bluetooth settings.

1. Turn on the power of this unit.
2. Place the mobile device that you want to connect nearby this unit.
3. Turn on the Bluetooth function of the mobile device.



- * When Bluetooth audio is connected, the Bluetooth indicator on the BT-DUAL lights up. Note that the unit has not finished connecting with the app at this time.

4. Start the app on your smartphone.
5. In the app's settings, connect to TD-02 MIDI.

NOTE

Do not tap "TD-02 MIDI" shown in the Bluetooth settings of the mobile device.

6. Press the [DRUM KIT] (DRUM KIT) button to return to the DRUM KIT screen.

English

日本語

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Configuring the Detailed Settings

Here's how to configure the detailed settings on this unit, such as adjusting the pad sensitivity, MIDI settings and performing a factory reset.

Menu

Display mode	Explanation	Page
COACH	Lets you practice in coach mode.	p. 8
PAD	These are settings for ensuring that this unit correctly processes the signals from the pads. Here you can adjust the balance (sensitivity) between the force of a strike on a pad and the resulting volume.	p. 14
MIDI	Make MIDI settings.	p. 19
SYSTEM	These settings are for this unit's power supply, volume, display, and USB COMPUTER port input/output.	
VERSION	Shows this unit's program version.	p. 20
FACTORY RESET	Returns this unit to its factory-set state.	

Making Pad Settings

These are settings for ensuring that this unit correctly processes the signals from the pads. Here you can adjust the balance (sensitivity) between the force of a strike on a pad and the resulting volume.

1. Press the [MENU] button.
2. Use the [◀] [▶] buttons to select "PAD", and press the [ENTER] button.

The PAD screen appears.



3. Strike the pad that you want to make settings.
4. Use the [◀] [▶] buttons to select an item (parameter) that you want to edit, and use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Type	→ "PAD Type list" (p. 15)	Specify the pad type. You'll need to make these settings if you expand the pads of your drum set or if you connect pads of a different type. * When you specify the PAD type, the parameters such as Threshold, ADVANCED (with the exception of certain parameters such as XtlkCancel) are set to optimal values. These values are only general guidelines; you can make fine adjustments as appropriate according to how you attach the pad and how you use it.
Sens	1–32	Adjusts the balance (sensitivity) between pad striking strength and volume. Increasing this value increases the sensitivity, so that even soft strikes on the pad are sounded at high volume. Decreasing this value decreases the sensitivity, so that even strong strikes on the pad play softly.
Threshold	0–31	Adjusts the minimum sensitivity of the pad. This setting allows a trigger signal to be received only when the pad is above a determined force level (threshold). This can be used to prevent a pad from sounding because of vibrations from other pads. Check this by gradually increasing the value while playing the pad. If a soft strike on the pad fails to make a sound, slightly lower this value. Repeat this to obtain the ideal setting.
XStickSens	OFF, 1–10	Specifies the strength of the strike at which the cross-stick sound and the rim shot sound are switched. Increasing this value causes the cross-stick sound to be heard even for a softer rim shot. If this is "OFF", the rim shot sound is heard even when you play a cross-stick strike. * The cross-stick technique can only be used on pads that support rim shots.

Parameter	Value	Explanation
CR2Usage	CR2	If you want to expand the drum set, use the CR2 connector of the dedicated connection cable as CR2. * For an example of expanding the drum set, refer to "Expanding your drum set" (p. 16).
	RDB	If you want to expand the drum set, use the CR2 connector of the dedicated connection cable as RIDE BELL.
FootSpSens	-10~+10	Adjusts the amount of how easy to make the foot splash. Adjust this if the foot splash is triggering unintentionally when you're using a hi-hat pedal other than the one that was included.
VH Set	-	When using a VH-10 or VH-11 hi-hat, adjust the offset on this unit. This is necessary in order to correctly detect open/close operations and pedal movement. For details on the settings, refer to "Adjusting the Offset of the Hi-Hat (VH-10/VH-11)" (p. 16).
ADVANCED	→ "Making detailed settings in ADVANCED" (p. 17)	Moves to a screen where you can make more detailed adjustments for the pad.

5. Press the [DRUM KIT] (DRUM KIT) button to return to the DRUM KIT screen.

PAD Type list

Used Pad	Type	Rim shot	Bell hit	Choke
KD-A22	KDA22	-	-	-
KD-200	KD200	-	-	-
KD-180L	KD180L	-	-	-
KD-140	KD140	-	-	-
KD-120	KD120	-	-	-
KD-85	KD85	-	-	-
KD-10	KD10	-	-	-
KD-9	KD9	-	-	-
KD-8	KD8	-	-	-
KD-7	KD7	-	-	-
KT-10	KT10	-	-	-
KT-9	KT9	-	-	-
KT-1	KT1	-	-	-
PDA120L	PDA120L	✓	-	-
PDA100L	PDA100L	✓	-	-
PD-128	PD128	✓	-	-
PD-125X	PD125X	✓	-	-
PD-125	PD125	✓	-	-
PD-108	PD108	✓	-	-
PD-105X	PD105X	✓	-	-
PD-105	PD105	✓	-	-
PD-85	PD85	✓	-	-
PDX-100	PDX100	✓	-	-
PDX-12	PDX12	✓	-	-
PDX-8	PDX8	✓	-	-
PDX-6	PDX6	✓	-	-
PD-8	PD8	✓	-	✓
PD-4	PD4	-	-	-
VH-11	VH11	✓	-	✓

Used Pad	Type	Rim shot	Bell hit	Choke
VH-10	VH10	✓	-	✓
CY-16R-T	CY16RT	✓	✓	✓
CY-15R	CY15R	✓	✓	✓
CY-14C-T	CY14CT	✓	-	✓
CY-14R-T	CY14RT	✓	✓	✓
CY-14C	CY14C	✓	-	✓
CY-13R	CY13R	✓	✓	✓
CY-12C-T	CY12CT	✓	-	✓
CY-12C	CY12C	✓	-	✓
CY-12R/C	CY12R/C	✓	✓	✓
CY-8	CY8	✓	-	✓
CY-5	CY5	✓	-	✓
BT-1	BT1	-	-	-
	BT1 SENS *1	-	-	-
RT-30K	RT30K	-	-	-
RT-30HR	RT30HR	✓	-	-
RT-30H	RT30H SN *2	-	-	-
	RT30H TM *3	-	-	-
RT-10K	RT10K	-	-	-
RT-10S	RT10S	✓	-	-
RT-10T	RT10T	-	-	-

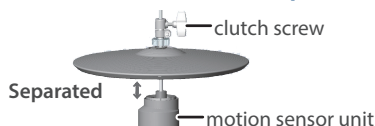
*1: When using the BT-1, it is possible to further increase the sensitivity for soft strikes, but this increases the possibility of unwanted triggering by vibration from the surroundings.

*2: Select this if you attach an RT-30H to the snare.

*3: Select this if you attach an RT-30H to a tom.

Adjusting the Offset of the Hi-Hat (VH-10/VH-11)

1. With the hi-hat completely separated from the motion sensor unit, power-on the unit.

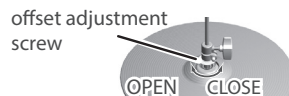


2. Loosen the clutch screw and let the hi-hat rest naturally on the motion sensor unit.
3. Press the [MENU] button.
4. Use the [◀] [▶] buttons to select "PAD", and press the [ENTER] button.
5. Strike the hi-hat to select the pad.
6. Use the [◀] [▶] buttons to select "Type", and use the [-] [+] buttons to select the hi-hat you're using (VH-10 or VH-11).



7. Use the [◀] [▶] buttons to select "VH Set", and press the [ENTER] button.

8. If the screen indicates "Turn screw L", turn the offset adjustment screw counter-clockwise. If the screen indicates "Turn screw R", turn it clockwise.



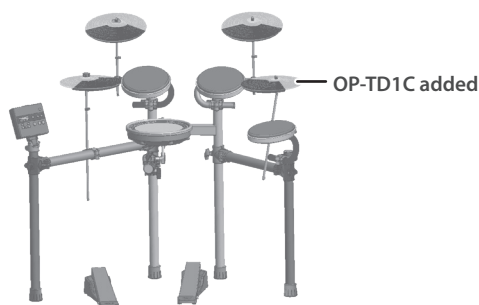
When the value shown in the lower left of the screen is approximately 80 and the "OK!" indication appears, the adjustment is complete.

9. Fasten the clutch screw so that the hi-hat opens to the amount you prefer.
10. Press the [DK] (DRUM KIT) button to return to the DRUM KIT screen.

Expanding your drum set

Adding a crash cymbal

This example shows the settings to make when a cymbal set (OP-TD1C, sold separately) is added as the "Crash Cymbal 2" (CR2) on the TD-02K/TD-02KV.



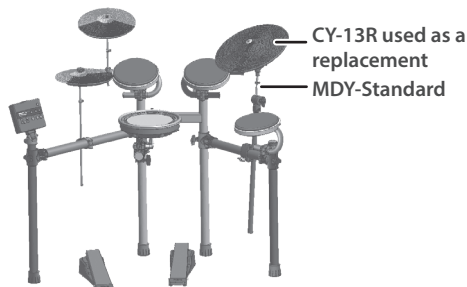
OP-TD1C settings

1. Connect "CR2" of the dedicated connection cable to the CY-5 that you added.
2. Set the CR2's PAD Type to "CY5", and set "CR2Usage" to "CR2".

➔ For details, refer to "Making Pad Settings" (p. 14). This completes settings.

Using a CY-13R in place of the ride cymbal (CY-5)

On the TD-02K/TD-02KV, you can use a CY-13R (sold separately) in place of the ride cymbal (CY-5). This example shows the settings when using a cymbal mount (MDY-Standard).

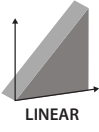
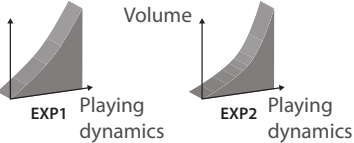
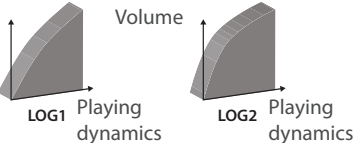
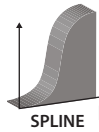
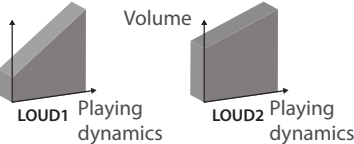


RIDE (CY-13R) settings

1. Connect "RD" on the dedicated connection cable to the BOW/EDGE OUTPUT jack on the CY-13R, and connect "CR2" on the dedicated connection cable to the BELL OUTPUT jack.
2. Set the RD's PAD Type to "CY13R", and set CR2Usage to "RDB".

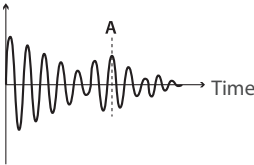
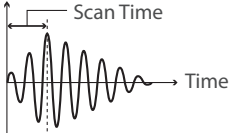
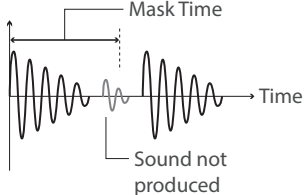
➔ For details, refer to "Making Pad Settings" (p. 14). This completes settings.

Making detailed settings in ADVANCED

Parameter	Value	Explanation
Curve		Volume change in response to pad strike strength
	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>
	LOG1, LOG2	 <p>Compared to "LINEAR", a soft playing produces a greater change.</p>
	SPLINE	 <p>Extreme changes are made in response to playing dynamics.</p>
	LOUD1, LOUD2	 <p>Very little dynamic response, making it easy to maintain strong volume levels. If you're using a drum trigger as an external pad, these settings will produce reliable triggering.</p>
RimGain *1	0-3.2	Adjusts the balance between the force of striking the rim or edge and the loudness of the sound. If you increase this value, even soft strikes on the rim play at high volume. If you decrease this value, even strong strikes on the rim play at low volume.
H/R Adjust *1	0-80	<p>This setting specifies how easy it is to play a head shot or rim shot. If the rim sound is heard when you play a head shot, increase this value. If the head sound is heard when you play a rim shot, decrease this value.</p> <p>MEMO</p> <p>If the rim shot sound is heard when you play a head shot, or if a head shot sound is heard when you play a rim shot, make small changes to the H/R Adjust values while you continue trying out the results.</p> <p>Extreme changes to the values will cause the wrong sound to be heard when you strike the pad, for example producing the rim shot sound when you play a head shot.</p>

*1: For some PAD Type settings, this cannot be specified.

Configuring the Detailed Settings

Parameter	Value	Explanation
Retrg Cancel	1-16	<p>Detecting trigger signal attenuation (Retrigger Cancel)</p> <p>When you strike a snare drum etc. to which a commercially available drum trigger is attached, there might be cases in which the waveform is misshapen, causing another trigger to unintendedly occur at point "A" in the following illustration (retriggering).</p>  <p>This occurs in particular at the decaying edge of the waveform. Retrigger Cancel detects such distortion and prevents retriggering from occurring.</p> <p>While repeatedly striking the pad, raise the "Retrigger Cancel" value until retriggering no longer occurs.</p> <p>Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the pad is repeatedly struck quickly. Set this to the lowest value possible while still ensuring that there is no retriggering.</p> <p>MEMO</p> <p>You can also eliminate this problem of retriggering with the Mask Time setting. Mask Time does not detect trigger signals if they occur within the specified amount of time after the previous trigger signal was received. Retrigger Cancel detects the decay of the trigger signal level, and triggers the sound after internally determining which trigger signals were actually generated when the head was struck, while weeding out the other false trigger signals that should not trigger a sound.</p>
XtlkCancel	0-80	<p>If more than one pad (or acoustic drum to which a drum trigger is attached) is mounted on the same stand, you can use this setting to prevent the vibrations caused by striking a pad from producing unintentional triggering (crosstalk) for a different pad (or drum trigger). For example, if pad B unintendedly sounds when you strike pad A, increase the XtlkCancel value of pad B until crosstalk no longer occurs. If this value is raised excessively, the sound of pad B will tend to drop out when pad A and pad B are struck simultaneously.</p>
ScanTime	0-4.0 ms	<p>Trigger signal detection time (Scan Time)</p> <p>Since the rise time of the trigger signal waveform may differ slightly depending on the characteristics of each pad or acoustic drum trigger (drum pickup), you may notice that identical hits (velocity) may produce sound at different volumes. If this occurs, you can adjust the "Scan Time" so that your way of playing can be detected more precisely.</p>  <p>While repeatedly hitting the pad at a constant force, gradually raise the Scan Time value from 0 msec, until the resulting volume stabilizes at the loudest level. At this setting, try both soft and loud strikes, and make sure that the volume changes appropriately.</p> <p>* As the value is set higher, the time it takes for the sound to be played increases. Set this to as low as possible.</p>
MaskTime	0-64 ms	<p>Double triggering prevention (Mask Time)</p> <p>When playing a kick trigger, the beater can bounce back and hit the head a second time immediately after the intended note—with acoustic drums sometimes the beater stays against the head—this causes a single hit to "double trigger" (two sounds instead of one). The Mask Time setting helps to prevent this. Once a pad is hit, any additional trigger signals occurring within the specified Mask Time are ignored.</p>  <p>Adjust the Mask Time value while playing the pad.</p> <p>When using a kick trigger, try to let the beater bounce back and hit the head very quickly, then raise the "Mask Time" value until there are no more sounds made by the beater rebound.</p> <p>Increasing this value makes it more likely that a note played in rapid succession will drop out. Set this to as low a value as possible.</p> <p>MEMO</p> <p>If two or more sounds are being produced when you strike the head just once, adjust Retrigger Cancel.</p>

MIDI Settings

Make MIDI settings.

1. Press the [MENU] button.
2. Use the [◀] [▶] buttons to select “MIDI”, and press the [ENTER] button.
3. Use the [◀] [▶] buttons to select the item (parameter) that you want to edit, and use the [-] [+] buttons to change the value.

Parameter	Value	Explanation
Channel	1–16 Ch	Transmit and receive channel.
Tx/Rx Sw	OFF, ON	Turns the transmitting and receiving MIDI messages on/off.
ProgChg Tx	OFF, ON	Turns program change transmission on/off
ProgChg Rx	OFF, ON	Turns program change reception on/off
Local Ctrl	OFF, ON	Sets whether to transmit the performance data from the pads to the sound module of this instrument (ON to transmit, OFF to disable). This should normally be set to “ON”. When this is “OFF”, the performance data from the pads is disconnected from the sound module.
Choke Shot	OFF, ON	Switches support for the performance technique of striking a pad while choking it. If this is “ON”, striking a pad while choking it immediately mutes the sound after it begins. If this is “OFF”, the sound is not muted immediately even if you strike a pad while choking it.
Device ID	17–32	Device ID setting The setting described here is necessary only when you wish to transmit separate data to two or more TD-02 units at the same time. Do not change this setting in any other case.
TxEidtData	OFF, ON	Specifies whether changes in the TD-02’s settings are transmitted as system exclusive messages (ON) or not transmitted (OFF).
SysEx Rx	OFF, ON	Specifies whether system exclusive messages are received (ON) or not received (OFF).
NOTE NO.	–	Specifies the MIDI note number that is transmitted or received when you strike a pad.

4. Press the [DRUM KIT] (DRUM KIT) button to return to the DRUM KIT screen.

System Settings

These settings are for this unit’s power supply, volume, display, and USB COMPUTER port input/output.

1. Press the [MENU] button.
2. Use the [◀] [▶] buttons to select “SYSTEM”, and press the [ENTER] button.
3. Use the [◀] [▶] buttons to select the item (parameter) that you want to edit, and use the [-] [+] buttons to change the value.

Parameter	Value	Explanation
LCDContrast	1–16	Adjusts the brightness of the display.
USB In	-36→+12 dB	Adjusts the input level of the USB audio that is input via the USB COMPUTER port.
USB Out	-24→+24 dB	Adjusts the output level of the USB audio that is output via the USB COMPUTER port.
USBDrv	GENERIC, VENDOR	Changes the USB driver mode. Specify “GENERIC” if you want to use the generic driver provided by the operating system, or “VENDOR” if you want to use the dedicated driver on this unit that’s provided by Roland. * If you change this setting, it takes effect when this unit’s power is turned off and on again.
Earplugs	OFF, ON	If this is “ON”, the volume of your drum performance is decreased. To protect your hearing from high volume, such as when children are using this unit, we recommend that you turn this “ON”.
BT ID	OFF, 1–99	Specifies the number that’s appended to this unit’s device name as shown in a Bluetooth-connected app. If you own multiple units of the same instrument, this makes it easier to distinguish between them. * If you change this setting, it takes effect when this unit’s power is turned off and on again.
AutoOff	OFF, 10MINS, 30MINS, 4HOURS	Turns the power off automatically when no pad has been struck and no operation performed within the specified time (10 minutes, 30 minutes, 4 hours). If this is “OFF”, the power does not turn off automatically.

4. Press the [DRUM KIT] (DRUM KIT) button to return to the DRUM KIT screen.

Viewing Version Information

Shows this unit's program version.

If a new system program becomes available, it can be used to update your instrument. For details, refer to the following URL.

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

Enter the model name → refer to "Updater and Driver".

1. Press the [MENU] button.
2. Use the [◀] [▶] buttons to select "VERSION", and press the [ENTER] button.
This unit's version information is shown.
3. Press the [🔊] (DRUM KIT) button to return to the DRUM KIT screen.

Restoring the Factory Settings

This restores the settings stored in this unit to their factory default values. This is called a "factory reset".

NOTE

When you execute this operation, all data and settings in this unit are lost.

If you execute a factory reset while the BT-DUAL is ON, the information for any registered mobile devices is deleted. If you are using Bluetooth to connect wirelessly, reregister your mobile device (p. 11).

1. Press the [MENU] button.
2. Use the [◀] [▶] buttons to select "FACTORY RESET", and press the [ENTER] button.

A confirmation message appears.

A screenshot of a monochrome LCD screen displaying the text "Sure? CANCEL/OK" on the first line and "[EXIT] / [ENTER]" on the second line.

If you decide to cancel, press the [EXIT] button.

3. press the [ENTER] button.

When the factory reset is completed, the message "Completed!" is shown.

A screenshot of a monochrome LCD screen displaying the text "Completed!" in a simple font.

Drum Kit List

No.	Kit Name
1	Acoustic Jam
2	Home Studio
3	Big Rock
4	Rock Star
5	Classic Rock
6	Metal Beast
7	Funky
8	Funk Soul
9	Jazz Lounge
10	Jazz Legend
11	Pop Club
12	Hyper Attack
13	Stadium
14	House Party
15	Electronic
16	Percussion

English

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Deutsch

Français

Italiano

Español

Português

Nederlands

Troubleshooting

Problem	Items to Check	Action	Page
Troubles with sound			
No sound/ insufficient volume	Is this unit correctly connected to the amplified speaker or headphones?	Connect amplified speakers or headphones to this unit's OUTPUT/PHONES jack.	p. 6
		If you're connecting an amplified speaker, connect to the amplified speaker's input jack.	–
	Is the dedicated connection cable correctly connected to the TRIGGER INPUT connector located on the back of this unit?	Check the connections.	"Setup Guide"
	Could an audio cable of headphones or amplified speaker be broken?	Replace the cable.	–
	If sound is not output from the amplified speaker that's connected, is sound outputted when you connect headphones?	If sound is being output, either the connection cable of the amplified speaker is broken, or there is a malfunction in the amplified speaker that's connected. Check the connected device and cable.	–
	Could the instrument's volume be lowered?	Adjust the level appropriately.	–
	Could the volume of the connected amplified speaker be lowered?		
Could the volume be lowered on the mobile device that's connected to the MIX IN jack or via Bluetooth?			
A specific pad does not sound	Are the cables correctly connected to each pad and pedal?	Connect the appropriately labeled cable to each pad.	"Setup Guide"
	Could the pad sensitivity be lowered?	Adjust the pad sensitivity (Sens).	p. 14
	If you expanded the pads or replaced a pad with a different type of pad, is the pad type specified correctly?	Adjust the pad type.	
No sound when you press the kick pedal	Is the cable labeled KIK connected to the kick pad?	Check the connections.	"Setup Guide"
No sound when you press the hi-hat pedal	Is the cable labeled HHC connected to the hi-hat pedal?		
The sound of another pad is also heard when you strike the pad.	If multiple pads are attached to the same stand, the vibrations when you strike one pad can be transmitted to another pad, causing it to sound inadvertently.	<p>Note the following points, and make changes to the attached positions.</p> <ul style="list-style-type: none"> • Separate the pads so that they do not touch each other. • Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the stand. <p>In some cases, sound from a monitor speaker might cause unintended triggering.</p> <ul style="list-style-type: none"> • Set up the pads at a distance from the speakers • Angle the pads, placing them where they are less likely to be affected by the sound • Increase the pad's minimum sensitivity value (Threshold) (p. 14) 	–
Two or more notes are sounded when you strike once	Is the pad fastened to the stand?	Fasten the pad firmly to the stand. Also set the RetrigCancel parameter.	p. 18
Sounds do not play reliably	Are the snare and tom pad mesh heads (the snare of the TD-02KV) tensioned evenly?	Adjust the mesh head tension (the snare of the TD-02KV). Use a drum key to adjust the pad's tuning bolts. Slightly higher tension is good for proper triggering.	"Setup Guide"

Problems with USB			
Can't communicate with a computer	Is the USB cable properly connected?	Check the connections.	p. 13
	In order to transmit and receive audio as USB AUDIO, the USB driver must be installed.	Install the USB driver on your computer.	p. 13
	Are you using a cable that supports USB 2.0?	The product cannot be used with cables that support 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. 19
Troubles with MIDI			
No sound from an external MIDI device	Is the MIDI channel set correctly?	Set the MIDI channels of this unit and the external MIDI device to the same setting.	p. 19
	Has the note number been set properly?	Set the pad's "MIDI NOTE NO."	p. 19

Problems with Bluetooth functionality

Problem	What to check and do		Page
"TD-02" does not show up in the Bluetooth device list on my mobile device	The Bluetooth function might be turned off (disabled).	The Bluetooth function is enabled when you press the BT-DUAL's pairing button. Bluetooth Audio: A device named "TD-02 Audio" appears. Connected to an app: A device named "TD-02 MIDI" appears. You can check this in the settings of your Bluetooth MIDI compatible app (such as GarageBand).	-
Can't connect to Bluetooth audio	If "TD-02 AUDIO" is shown in the Bluetooth device list on your mobile device	Temporarily deregister (unpair) the "TD-02 AUDIO" device in the mobile device's Bluetooth settings. Turn Bluetooth off and then on, and try pairing again.	-
	If "TD-02 AUDIO" is not shown in the Bluetooth device list of your mobile device	Turn the mobile device's Bluetooth function off and then on again, and initiate pairing on this unit to reconnect.	-
Can't connect to the app	After unpairing the "TD-02 MIDI" that is registered on the mobile device, turn the mobile device's Bluetooth function off and then on again, and reconnect it from within the app's settings.		-
In your mobile device's Bluetooth setting screen, you tap "TD-02 MIDI" but can't connect to the app	Make the connection from the settings within the app, not from your mobile device's Bluetooth settings.		-
You pressed the BT-DUAL's pairing button, but can't connect to the app	You cannot connect simply by press the pairing button on the BT-DUAL. In the Bluetooth settings of your mobile device, turn the Bluetooth function on, and then connect from the settings within the app.		-
Can't connect to a paired mobile device	If the connection fails immediately after it is established, temporarily turning the mobile device's Bluetooth switch off and then on again may fix the connection.		-
Can't execute pairing between a smartphone and one of the TD-02 of multiple units	If you are pairing with your smartphone in a location where there is more than one TD-02, you can assign an ID to each one. When you specify a BT ID, the specified number is appended to the device name that is shown on your smartphone. (Example; "TD-02 AUDIO 1" "TD-02 MIDI 1", etc.)	[MENU] → [◀▶] "SYSTEM" → [ENTER] → [◀▶] "BT ID" → [🔍] (DRUM KIT) * If you change the BT ID, the change takes effect when the TD-02's power is turned off and on again.	-

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USING THE UNIT SAFELY

WARNING

Concerning the Auto Off function

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.



Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.



WARNING

Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.



Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.



- Included Parts
Cymbal nut
- Removable Parts
Screws, Bolts, Bluetooth ADAPTOR jack's cover, CR2 plug's cap

IMPORTANT NOTES

About the Power Supply

- Place the AC adaptor so that the side with text is downward.

Repairs and Data

- Before sending the unit away for repairs, be sure to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Functional replacement parts for this unit (meaning the parts necessary to keep the unit working) are kept by Roland for six years after the unit goes out of production. This period of time is considered as the warranty period during which repairs can be accepted. Note that we may still be able to conduct repairs after this period depending on what has malfunctioned. Please consult with the dealer where you purchased the product, or with a Roland customer service center.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, be sure to write down the needed information.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- This instrument is designed to minimize the extraneous sounds produced when it's played. However, since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow these sounds to become a nuisance others nearby.
- Do not use connection cables that contain a built-in resistor.

Intellectual Property Right

- 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.
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Main Specifications

Drum Kits	16
Display	16 characters x 2 lines LCD (with backlight)
Power Supply	AC adaptor
Current Draw	200 mA
Dimensions	145 (W) x 34 (D) x 165 (H) mm
Weight (excluding AC adaptor)	320 g
Accessories	Setup Guide Leaflet "USING THE UNIT SAFELY" AC adaptor Dedicated connection cable Drum key
Options (sold separately)	Additional crash cymbal (Crash 2): OP-TD1C Personal drum monitor: PM series V-Drums accessory package: DAP-2X V-Drums mat: TDM series Noise eater: NE series Snare (for the TD-02K): PDX-6, PDX-8* Kick: KD series Bluetooth® Audio MIDI Dual Adaptor (Model BT-DUAL) * A MDH-Standard is required to mount the PDX-6 or the PDX-8 on the TD-02K.

* 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.

NOTE

Note that the TD-02 does not offer **Bluetooth®** functionality. You'll need to attach the Boss Bluetooth® Audio MIDI Dual Adaptor (BT-DUAL, sold separately) to use Bluetooth.



Roland Service Centers and Distributors

When you need repair service, access this URL and find your nearest Roland Service Center or authorized Roland distributor in your country.

<https://roland.cm/service>



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