



V31

Reference Manual

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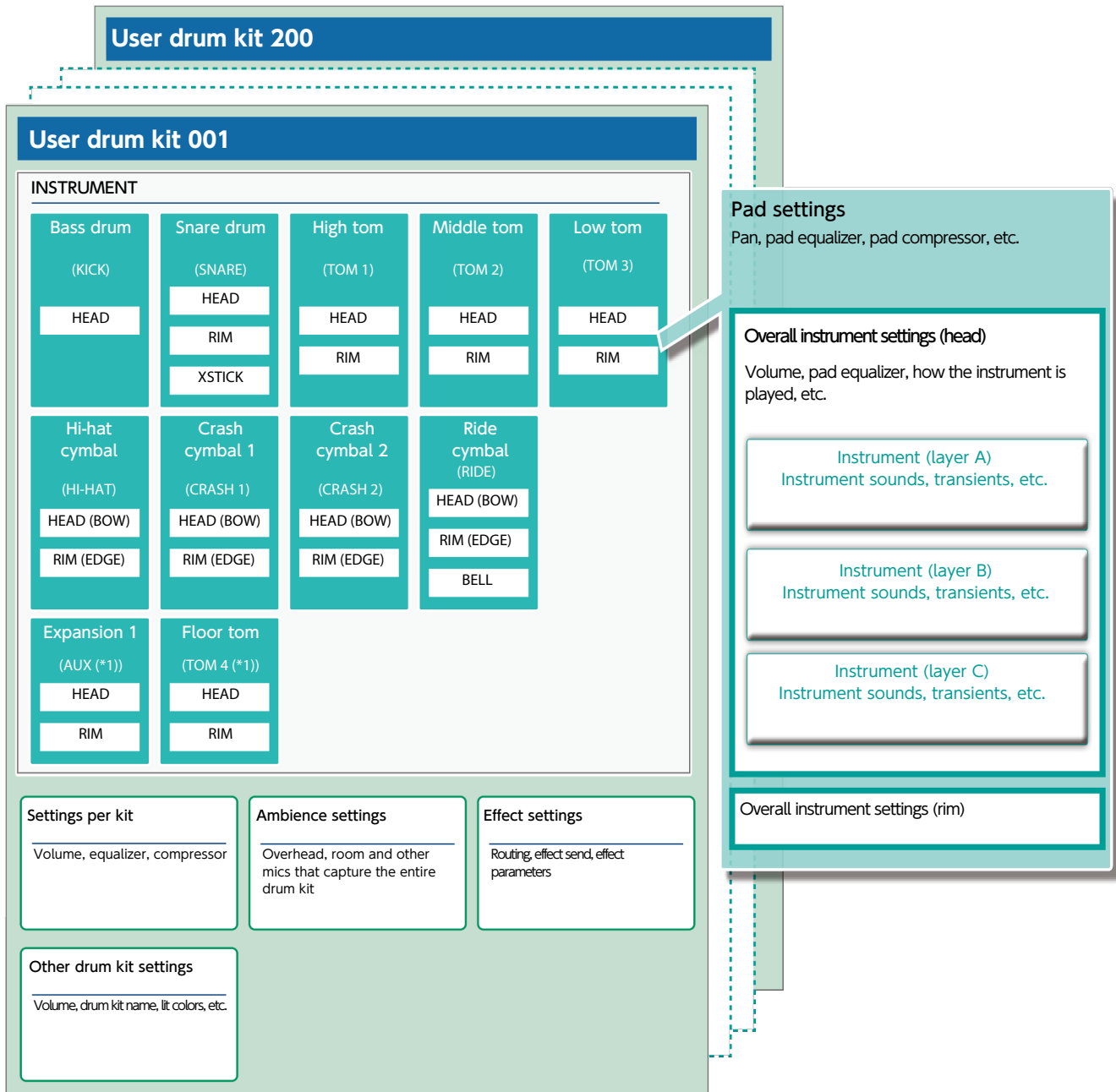
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Getting ready

Overview of the V31

Drum kits and instruments

On the V31, the sounds that play when you strike each pad are called “instruments”. A set of sounds (instruments) allocated to the respective pads is called a “drum kit”.



MEMO

- When you change a drum kit setting, the changed setting is saved automatically.
- For details on a drum kit’s parameter structure, refer to “Data List” (Roland website).

*1 : You can’t use AUX and TOM4 at the same time. You can set which one is played for the pads connected to the TRIGGER IN jacks (AUX/TOM4).

→ “Configuring the TRIGGER IN jacks (AUX/TOM4) (p. 158)”

Instruments

The snare drum, kick drum and other instrument sounds are referred to as “instruments”.

You can allocate different instruments to the head, rim and other parts of each pad. Up to three instruments (layers A–C) can be layered and played at the same time for each pad.

Create the sound you like by modifying the settings of each instrument. With the instruments, you can recreate the changes in sound from different depths of drum shells, add transient effects and change the sound in other ways.

→ [“Editing Instruments \(INSTRUMENT\) \(p. 72\)”](#)

In addition to the presets (built-in sounds), the following instruments can be played.

- Instrument Expansions and Kit Pack instruments that are loaded into the V31 slots.
 - [“Instrument Expansion \(p. 5\)”](#)
- Audio files created on a computer or other device (user sample function)
 - [“Importing and playing audio files \(USER SAMPLE\) \(p. 118\)”](#)

Settings per kit

You can adjust the volume, volume change (kit compressor) and sound quality (kit equalizer) for each kit.

Ambience

“Ambience” is an effect that recreates the reverberations of a performance space.

You can adjust the overhead mic sound (which picks up the overall sound of the drum kit), the room ambience and the reverb (room type and size, reverberation sound, etc.).

Ambience can be applied individually for each drum kit. You can also set how much effect is applied for each pad.

→ [“Recreating the reverberations of a performance location \(AMBIENCE\) \(p. 87\)”](#)

Effects

You can apply a variety of effects to each pad.

Also, you can configure the effects assigned to the bus (the signal path that the audio is sent through) and the routing (the order in which the effects are connected).

→ [“Adding effects \(BUS FX\) \(p. 92\)”](#)

Instrument Expansion

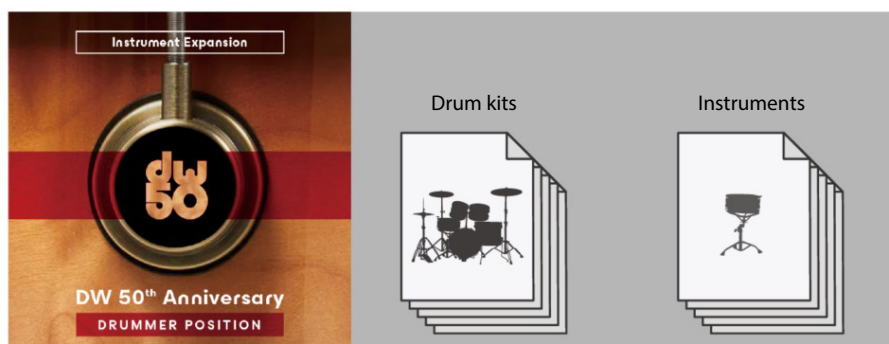
In addition to the built-in preset instruments and drum kits, Roland also offers Instrument Expansions.

An Instrument Expansion is a package containing multiple drum kits, along with advanced modeled sounds called “instruments” that include sample waveforms.

The following Instrument Expansions are available from Roland Cloud.

- Famous drums such as DW
- Sounds from past V-Drums flagship models
- Sounds created in collaboration with artists

Instrument Expansion



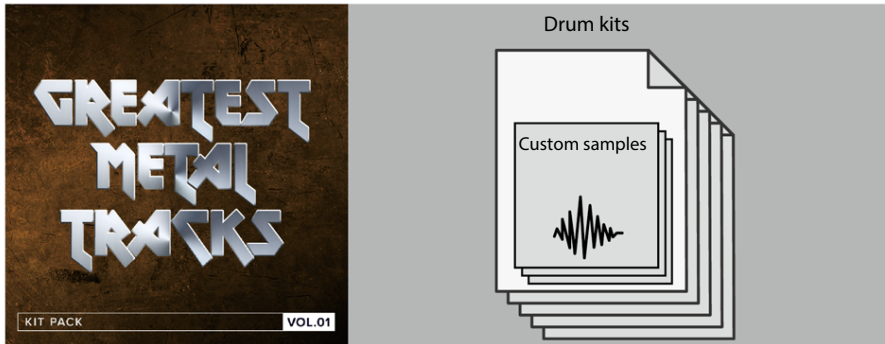
Kit Packs

Kit Packs are drum kit packages completed by pro drummers using custom samples that were created by audio engineers.

The following Kit Packs are available from Roland Cloud.

- Drum kits that recreate famous songs from rock, pop and other genres

Kit Packs

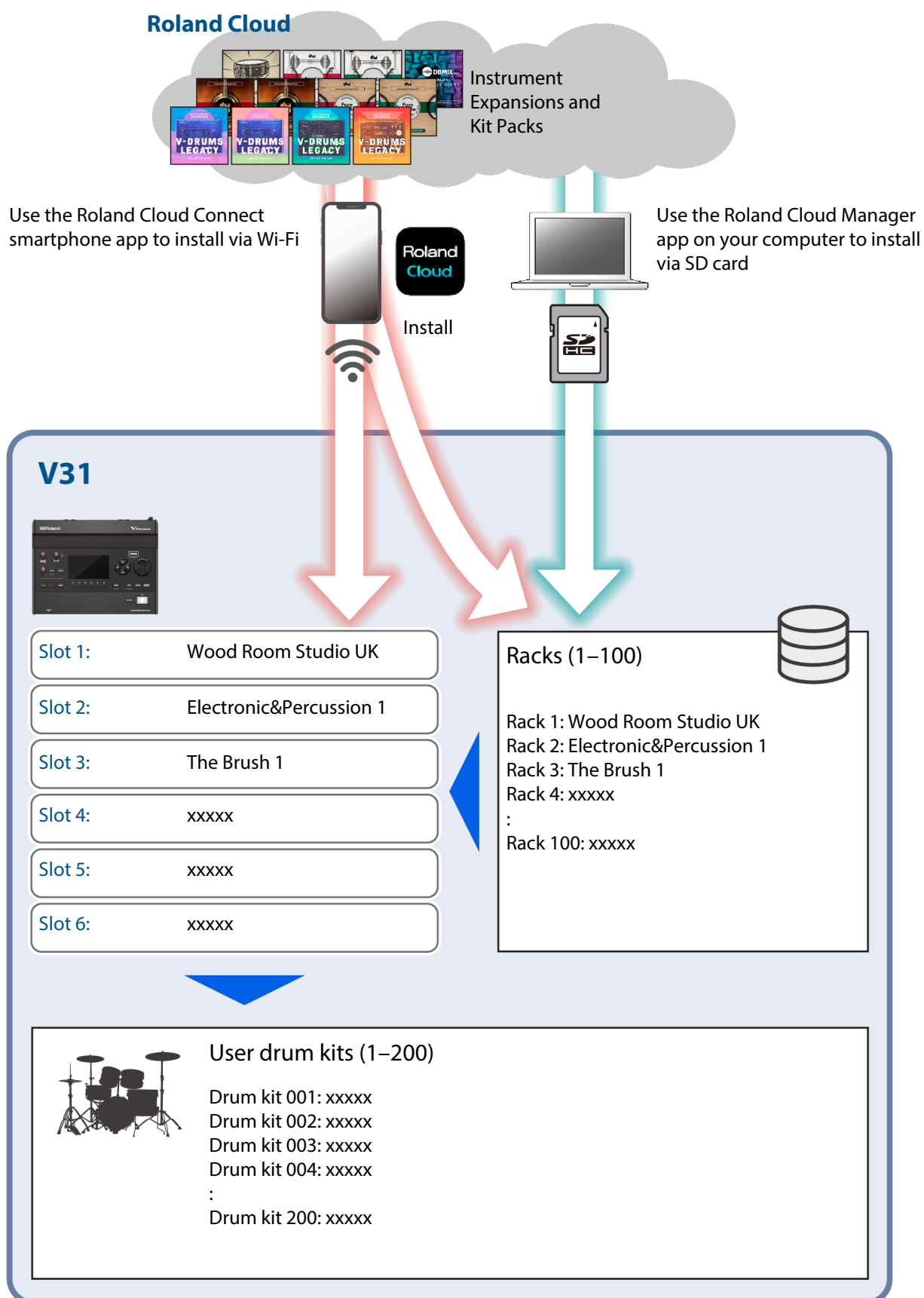


- * Kit Packs are Roland's own reproductions of specific drum sounds.
There is no partnership or licensing agreement between Roland and the owners of the songs.

Racks and slots

Various Instrument Expansions and Kit Packs are available from Roland Cloud.

Use the Roland Cloud Connect smartphone app or the Roland Cloud Manager app for your computer to install these Instrument Expansions and Kit Packs from Roland into the "racks" of the V31, and then load them into the slots.

**MEMO**

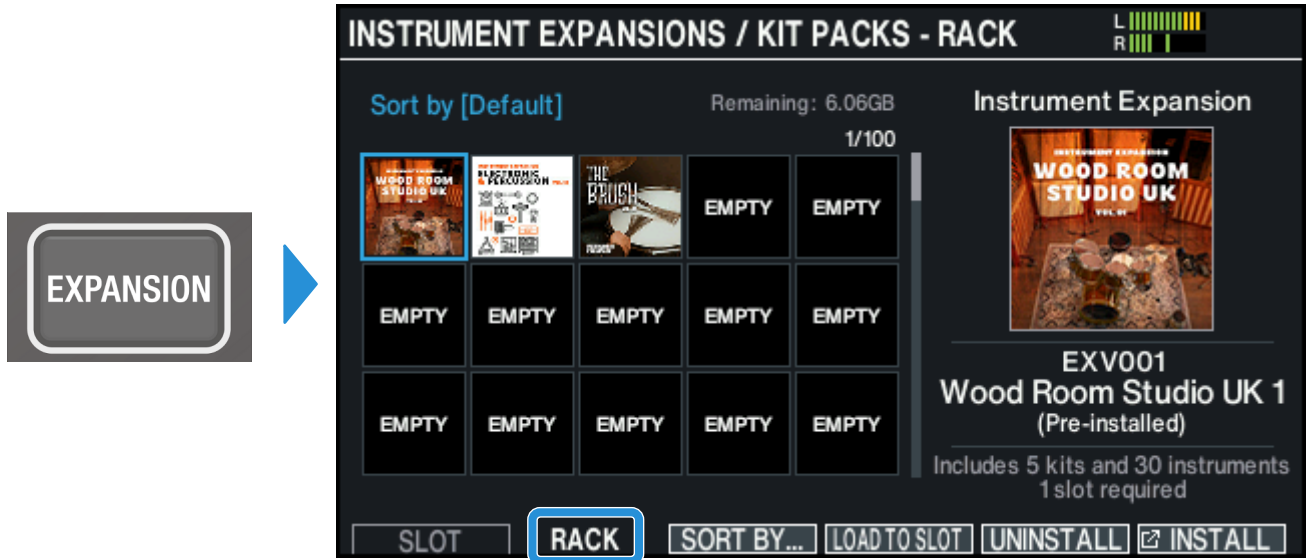
- See the “Roland Cloud Connect Setup Guide” (separate document) for how to install Instrument Expansions via the Roland Cloud Connect smartphone app.

Getting ready

- See the “Roland Cloud User’s Guide” (Roland website) for how to install Instrument Expansions via the Roland Cloud Manager app on your computer.

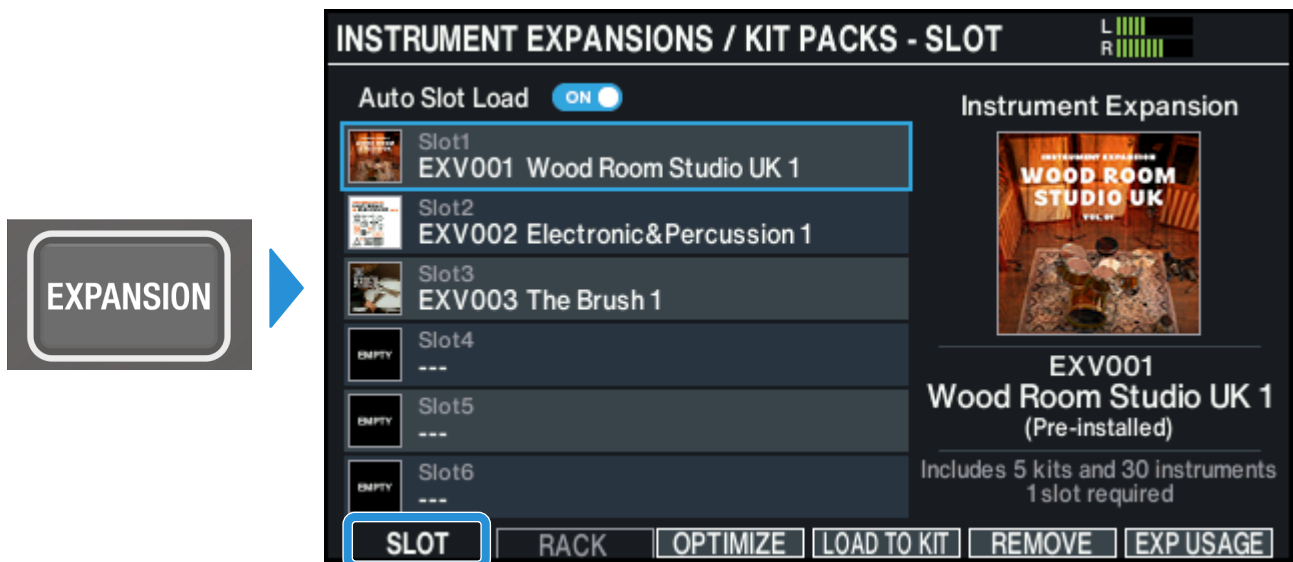
Racks (1–100)

A “rack” is a storage area that lets you install up to 100 Instrument Expansions and Kit Packs.



Slots (1–6)

You can play the Instrument Expansions and Kit Packs that you’ve installed in a rack by loading them into a slot. You can load a maximum of six Instrument Expansions/Kit Packs into slots 1–6.



MEMO

Racks and slots 1–3 contain factory preloaded Instrument Expansions.

→ “Loading Instrument Expansions/Kit Packs in a rack into a slot (LOAD TO SLOT) (p. 113)”

User drum kits (001–200)

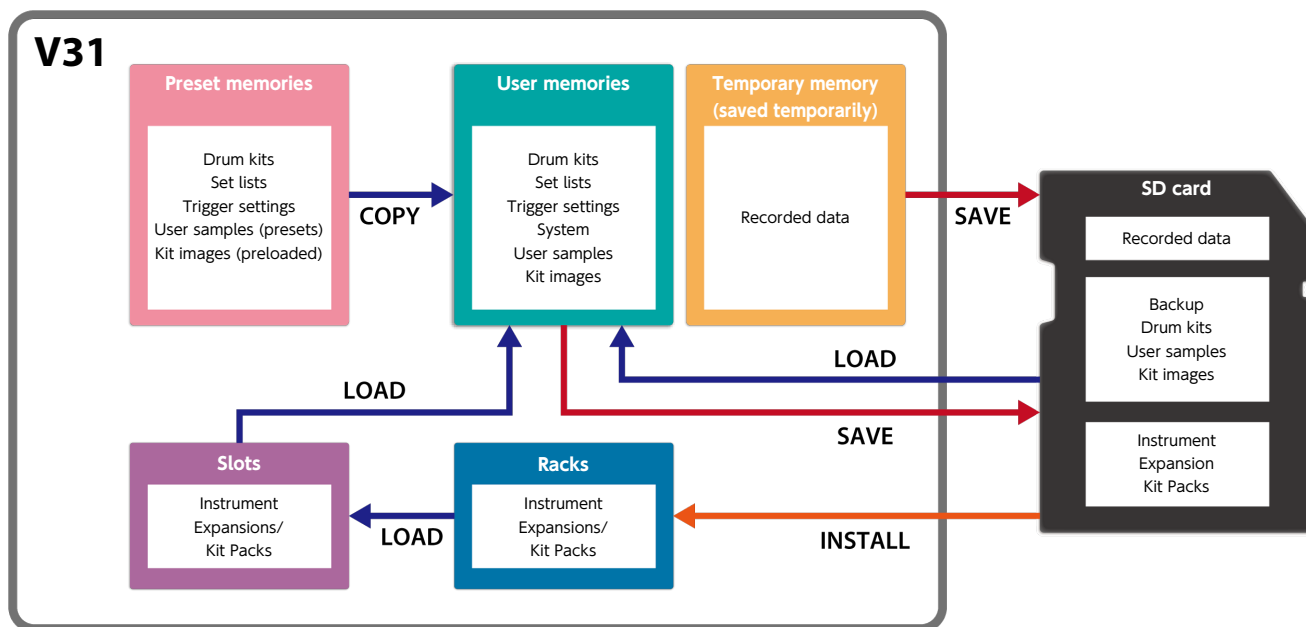
By loading the drum kits in the Instrument Expansions/Kit Packs that are already in slots 1–6 into user drum kits 001–200, you can quickly call up and play the kits with the [KIT] button or by selecting from the kit list.

* You can overwrite the factory preset drum kits to save your own kit data. If you want to recall the factory preset drum kits, you can reload the drum kits all at once, or kit by kit.

For details, refer to “Restoring the factory settings (p. 219)” and “Restoring the drum kit to factory settings (p. 221)”.

Memories

The settings for drum kits, triggers and so on are saved in “memories”.



Preset memories

This is where the factory settings are saved.

You can copy the preset memory data to a user memory and restore it to the factory settings.

→ “Restoring the factory settings (p. 219)”

The following settings are saved in preset memory.

- Drum kits (p. 26)
- Set lists (p. 143)
- Trigger settings (p. 148)
- User samples (p. 118) (presets)
- Kit images (p. 104) (preloaded)

* User samples (presets) cannot be copied. By executing a factory reset, you can return the user samples in user memory to their factory-set state.

User memories

The settings saved in user memory that are used when editing or playing.

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

→ “Backing up your data (BACKUP) (p. 195)”

The following settings are saved in user memory.

- Drum kits (p. 26)
- Set lists (p. 143)
- Trigger settings (p. 148)
- System
- User samples (p. 118)
- Kit images

Getting ready

Temporary memory (saved temporarily)

The data (one song) recorded on the V31 is held in the unit's temporary memory.

You can save the recorded data in temporary memory to an SD card, or export it as an audio file (WAV) or SMF to an SD card.

* When you turn off the power, the data recorded in temporary memory is erased.

→ "Recording as SMF (DRUM REC) (p. 58)"

→ "Recording audio (AUDIO REC) (p. 60)"

→ "Exporting the DRUM REC recorded data to an SD card (SONG EXPORT) (p. 66)"

Racks and slots

These are areas in memory for storing the Instrument Expansions and Kit Packs.

→ "Configuring the Instrument Expansions/Kit Packs (p. 112)"

SD card

The settings saved in user memory can be saved as a set on an SD card, allowing you to save (back up) up to 99 sets.

Separately from backups, 999 drum kits can also be saved.

Also, you can directly record what you play on the V31 to the SD card.

Further, the SD card is used for importing user samples, images to be used as kit images, and Instrument Expansions that you have downloaded using the Roland Cloud Manager computer app, all into the V31.

MEMO

- The data that is saved on an SD card can be loaded into user memory, or copied. For details, refer to "Backing up to an SD card (SAVE) (p. 195)".
- For details on the folder structure of an SD card, refer to "SD card folder structure (p. 195)".

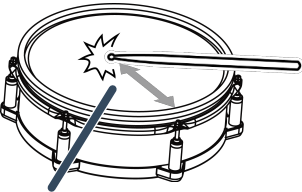
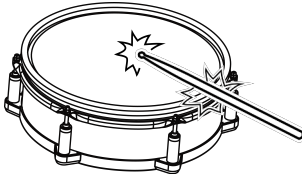
Performance techniques

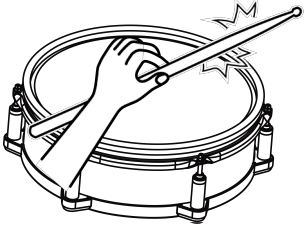
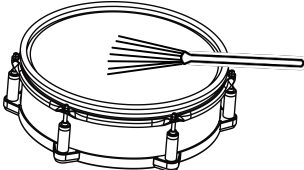
As with an acoustic drum kit, the V31 supports a variety of playing techniques.

NOTE

- Use wood or plastic sticks. Using carbon or metal sticks might make the sensors malfunction.
- Use nylon brushes. Using metal brushes might make the sensors malfunction or scratch the pad.

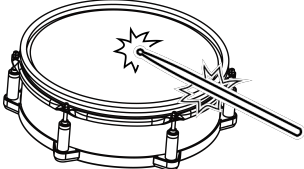
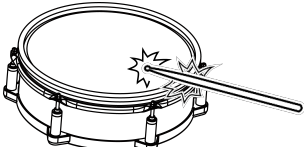
Pads

<p>Head shot</p>  <p>Tone changes depending on strike point</p>	<p>Strike the head of the pad.</p> <p>With certain snare drum sounds or pads (such as the PD-12P), the tone changes naturally as you move the strike point from the center of the head toward the rim.</p>
<p>Rim shot</p> 	<p>Strike the head and the rim together.</p> <p>This gives you a different sound (a rim tone) from head shots.</p>

<p>Cross stick</p> 	<p>Strike the rim only—do not touch the head.</p> <p>The sounds differ depending on your playing technique. For example, you can hear a rim sound when playing a rim shot, or a cross-stick sound when playing with a cross-stick technique.</p> <p>Connect a rim shot pad (such as the PD-12P) to the “SN” cable, or connect a digitally-connected pad that supports the cross stick technique (such as the PD-14DSX or PD-140DS), and assign it to the snare.</p> <p>For the PD-14DSX or PD-140DS, strike the rim while placing your hand on the head.</p>
<p>Playing with brushes</p> 	<p>You can use brushes to scrape the head (brush sweep).</p> <p>Either connect a pad (such as a PD-12P) with a mesh head to “SN” of the dedicated connection cable, or connect a pad (such as the PD-14DSX or PD-140DS) that supports digital connection and assign it to the snare.</p> <p>* For drum kits on which the snare brush sound is assigned, you can use the brush sweep technique when Brush Switch is “ON”. → “Configuring various drum kit-related settings (KIT OPTIONS) (p. 95)”</p>

Changing the tone according to the nuances of the rim shot

With certain snare sounds and pads (such as the PD-12P), the nuance of the sound changes when you slightly change how you play the rim shots.

<p>Normal rim shot (Open rim shot)</p> 	<p>Strike the center of the head and the rim at the same time.</p>
<p>Shallow rim shot</p> 	<p>Strike the head near the rim and the rim itself at the same time.</p> <p>The tom sound does not support the use of the shallow rim shot technique.</p>

Using the strainer (PD-14DSX)

For snares with a strainer (throw-off) lever (the PD-14DSX), operate the strainer lever to “attach” the snare wires to the snare (bottom side; ON) or to “detach” them (OFF) for a specific snare sound.

The volume of the operating sound changes according to how fast you operate the lever. Aside from the snare wire operation, you can also assign functions to the strainer for controlling effects and so on.

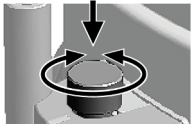


You can assign a variety of functions to the strainer, such as turning the strainer knob to adjust the tension of the snare wires, or pressing the knob to play or stop a song.

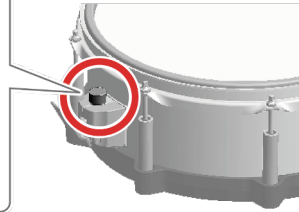
Getting ready

Strainer knob

Press (switch)



Turn (knob)



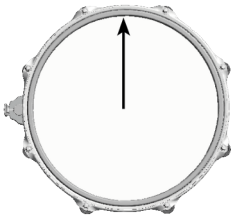
→ For details, refer to “[Configuring the strainer \(p. 98\)](#)”.

How strike points are detected on digital drums

For digitally connected pads, the unit detects the position at which you strike the pad (positional sensing).

On the snare drum, the sound changes according to the strike position, such as when striking the center of the pad face versus the edge, or the right side versus the left side.

Center versus edge of pad face

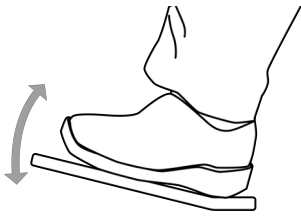


Position struck on pad face



Hi-hat

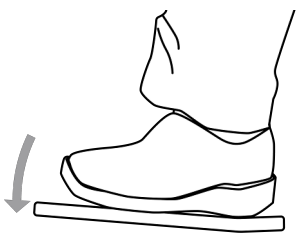
Open/closed



The hi-hat tone changes continuously from open to closed in response to how far the hi-hat stand pedal is pressed.

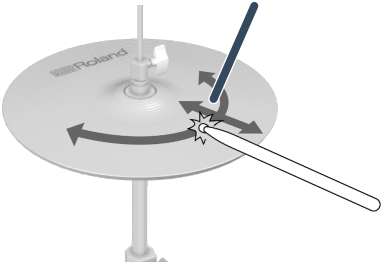
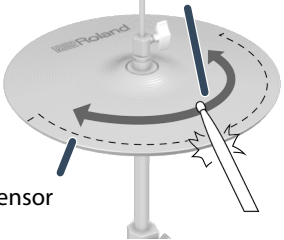
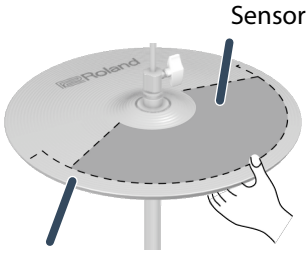
You can also play a foot-close sound by pressing the pedal, or a foot-splash sound by pressing the pedal and then immediately opening it.

Pressure
(VH-14D, VH-13)

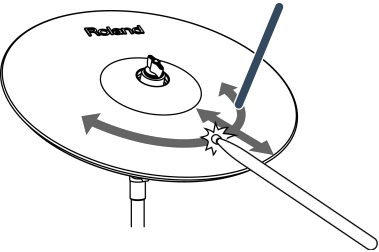


When you strike the hi-hat while pressing on the pedal with the hi-hat closed, the closed hi-hat tone changes in response to how hard you press down on the pedal.

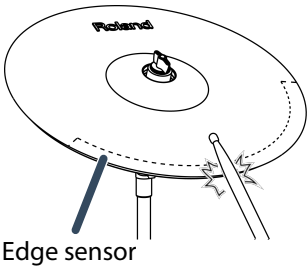
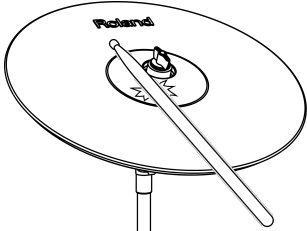
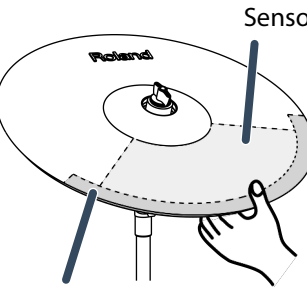
The VH-11, VH-10, FD-9 and FD-8 do not respond to pressure.

<p>Bow shot</p> <p>Nuance changes depending on the strike location</p> 	<p>This is the technique used when striking the surface of the top cymbal. It corresponds to the sound of the "head side" of the connected trigger input. If you are using a pad that distinguishes between where you strike it (such as the VH-14D), the nuances of certain hi-hat sounds change depending on where you strike the bow.</p>
<p>Edge shot</p> <p>Nuance changes depending on the strike location</p>  <p>Edge sensor</p>	<p>This technique involves striking the edge of the top cymbal with the shoulder of the stick. When the edge sensor position is struck as shown in the illustration, the "rim side" sound of the connected trigger input is triggered. Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound. Strike as shown in the illustration. If you are using a pad that distinguishes between where you strike it (such as the VH-14D), the nuances of the sound change with some hi-hat sounds, depending on where you strike the edge.</p>
<p>Choke</p>  <p>Sensor</p> <p>Edge sensor</p>	<p>If you use your hand to choke (grasp) the edge sensor after striking the hi-hat cymbal, the sound stops. On the VH-14D, the sound stops if you place your hand on (mute) the sensor detection area. When you strike the cymbal in the choked or muted state, a shorter sound plays.</p>

Cymbal

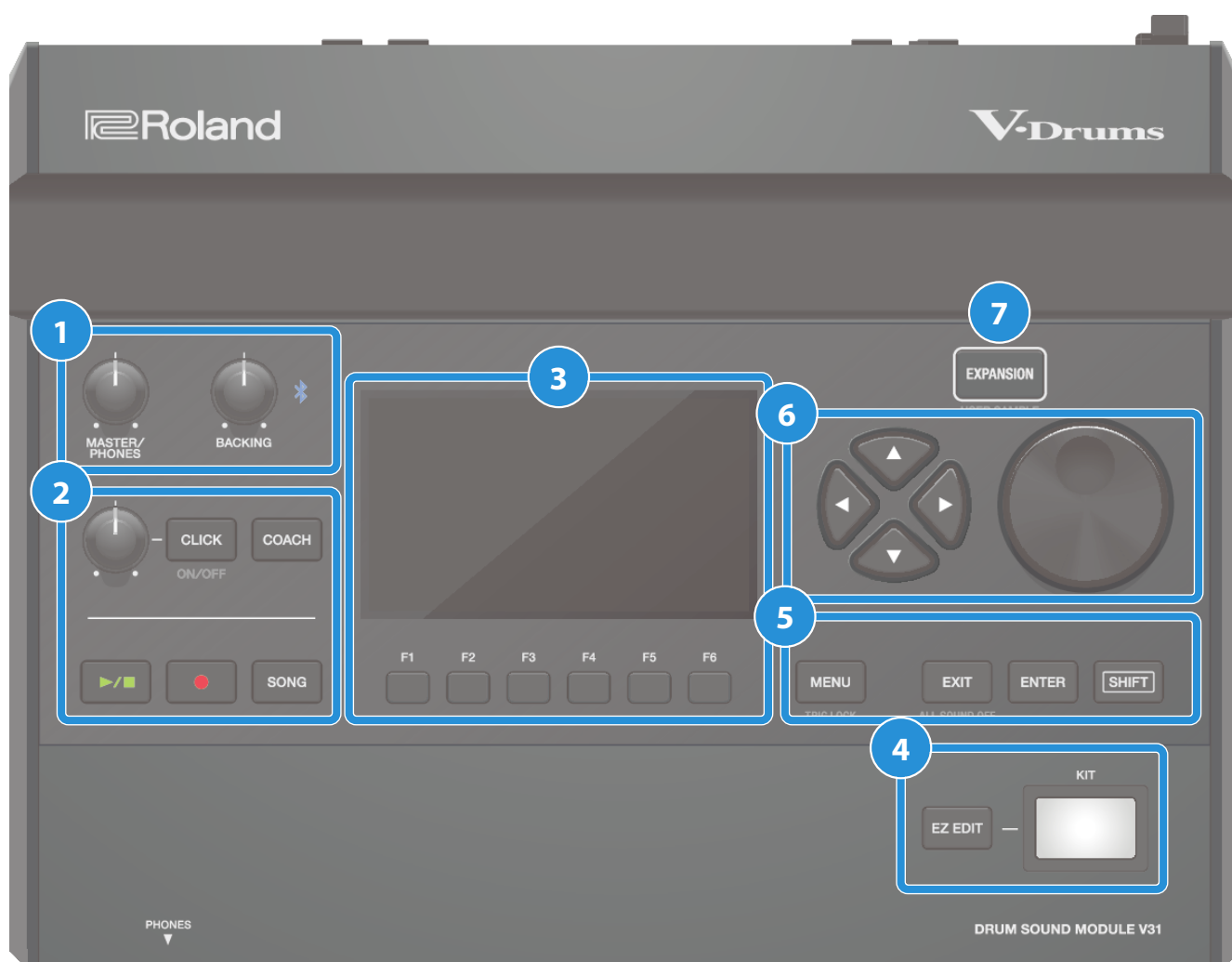
<p>Bow shot</p> <p>Nuance changes depending on the strike location</p> 	<p>This is the most common method of playing the cymbal. It corresponds to the sound of the "head side" of the connected trigger input. For certain ride sounds, the tonal nuance changes depending on where you strike the bow.</p>
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Getting ready

<p>Edge shot</p>  <p>Edge sensor</p>	<p>This playing method involves striking the edge of the cymbal with the shoulder of the stick. When the edge sensor position is struck as shown in the illustration, the "rim side" sound of the connected trigger input is triggered.</p> <p>Striking directly on the edge (i.e., exactly from the side) will not produce the correct sound. Strike as shown in the illustration.</p> <p>If you are using a pad that distinguishes between where you strike it (such as the CY-18DR), the nuances of the sound change depending on where you strike the edge.</p>
<p>Bell shot</p> 	<p>This playing method involves striking the bell of the cymbal. When the bell area shown in the illustration is struck, the bell sound is heard.</p> <p>Either connect a pad that supports ride three-way triggering (such as the CY-14R-T) to "RD" and "RDB" of the dedicated connection cable, or connect a pad that supports digital connection and lets you play bell shots (such as the CY-18DR), and assign it to the ride.</p>
<p>Choke</p>  <p>Sensor</p> <p>Edge sensor</p>	<p>If you use your hand to choke (grasp) the edge sensor after striking the cymbal, the sound stops (mute).</p> <p>On the CY-18DR, placing your hand on the sensor also stops the sound.</p> <p>When you strike the cymbal in the choked or muted state, a shorter sound plays.</p>

Panel descriptions

Top panel



Number	Item	Explanation
1	[MASTER/PHONES] knob	Adjusts the volume of signal output from the MASTER OUT jacks and the PHONES jack. MEMO You can set the output volume of the MASTER OUT jacks to a fixed volume. → "Audio output assignments (OUTPUT) (p. 211)"
	[BACKING] knob	Adjusts the volume of the song (audio file), the audio input from the MIX IN (stereo) jack and the volume of the Bluetooth® audio. * It does not affect the drum performance sound of the built-in songs or the recorded drum sounds.
	⌘ (Bluetooth) indicator	Lights up when the unit is successfully paired via Bluetooth. → "Playing along with a song from your smartphone (p. 45)"

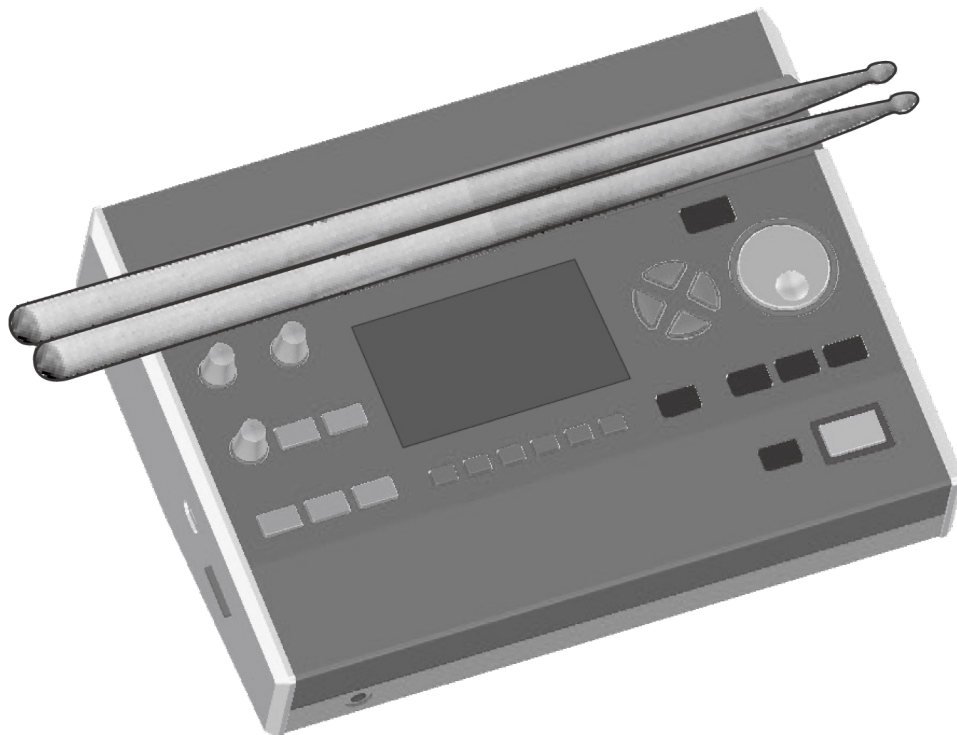
Getting ready

Number	Item	Explanation
2	[CLICK] knob	Adjusts the click volume.
	[CLICK] button	Lets you play the click sound and make tempo or click-related settings. Further, you can turn the click on/off by holding down the [SHIFT] button and pressing the [CLICK] button.
	[COACH] button	Press this button to practice in coach mode. → "Practicing in coach mode (p. 34)" This helps improve your speed control, accuracy and endurance.
	[▶/■] button	Plays/stops the song or recorded data. → "Playing along with a song (p. 45)"
	[●] button	The unit enters recording mode. → "Recording your performance (p. 58)"
	[SONG] button	Shows the SONG screen. Press this when you want to play back a song or recorded data, or to make song-related settings. → "Playing along with the songs on the V31 (p. 48)"
3	[F1]–[F6] buttons (function buttons)	The function of these buttons changes depending on what is shown in the display. This sets the functions shown in the lower part of the display.
	Display	Shows various information according to the operation.
4	[EZ EDIT] button	EZ EDIT lets you easily edit the drum kits. → "Easily editing a drum kit (EZ EDIT) (p. 68)"
	[KIT] button	The KIT screen appears. → "About the KIT screen (p. 26)"
5	[MENU] button	The MENU screen appears. Also, if you press the [MENU] button while holding down the [SHIFT] button, striking the pads does not switch between the pads to be set (trigger lock). This is useful if you're playing a phrase while you set the pads.
	[EXIT] button	Press this once to return to the next-higher-level screen. When you press this several times in a row, the display eventually returns to the KIT screen. Also, when you press the [EXIT] button while holding down the [SHIFT] button, this stops (mutes) all of the sounds that are playing (ALL SOUND OFF (*1)). This is useful when you want to stop several loop phrases all at once. *1 : The effect reverberation, the song and the click do not stop.
	[ENTER] button	Press this button to confirm a value or operation.
	[SHIFT] button	This is used in conjunction with other buttons. The function of other buttons changes while you are holding down this button.
6	[▼] [▲] [◀] [▶] buttons (cursor buttons)	These buttons move the cursor.
	Dial	This is used for editing the drum kits and the settings. You can also turn the dial while holding down the [SHIFT] button to make the values change in larger increments.
7	[EXPANSION] button	Use this button to configure the Instrument Expansions (drum kit and instrument packages) as well as the Kit Packs (drum kit and custom sample packages) that you've installed on the V31 from Roland Cloud. → "Removing an Instrument Expansion/Kit Pack assignment (REMOVE) (p. 115)" Press the [EXPANSION] button while holding down the [SHIFT] button to use the User Sample function. → "Importing and playing audio files (USER SAMPLE) (p. 118)"

Placing the drum sticks in the stick tray

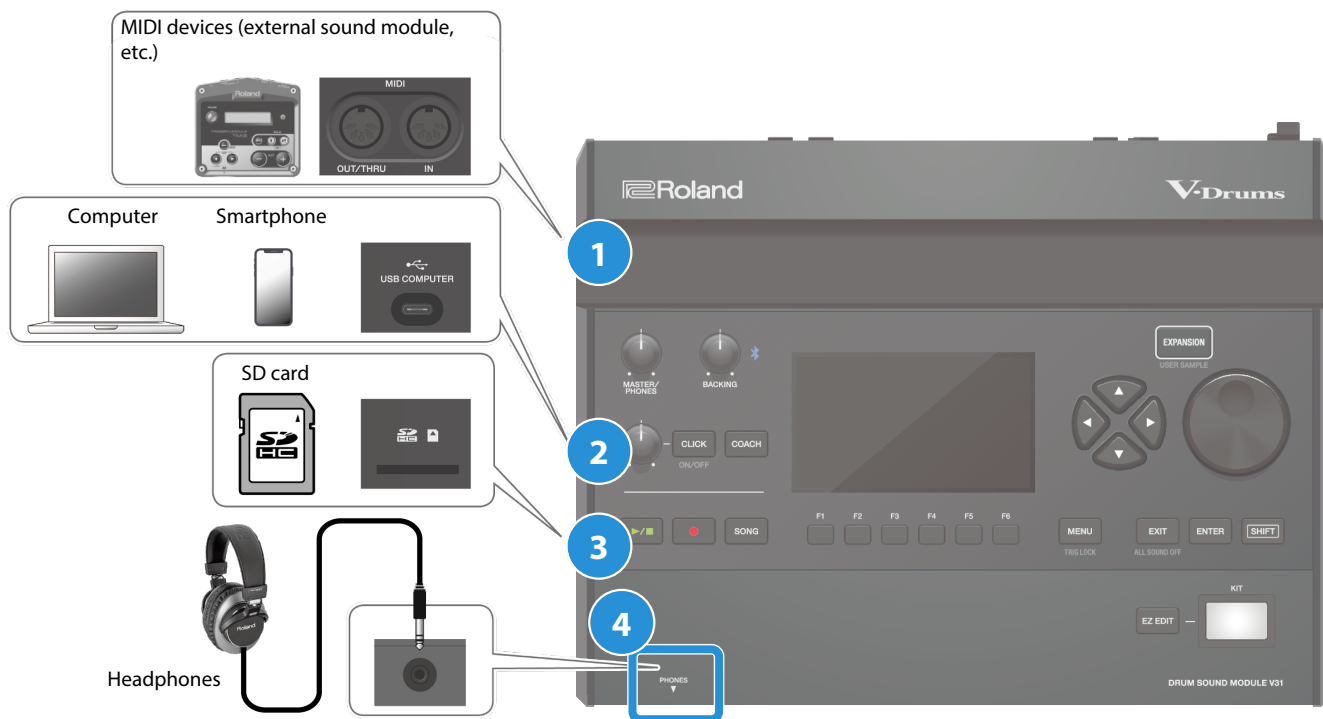
You can place your drum sticks in the stick tray on the top panel.

This is useful when you want to put your sticks somewhere while operating this unit.



* Do not place anything other than drum sticks (for example, a smartphone or tablet) in the stick tray, as it might fall off.

Side panel and front panel



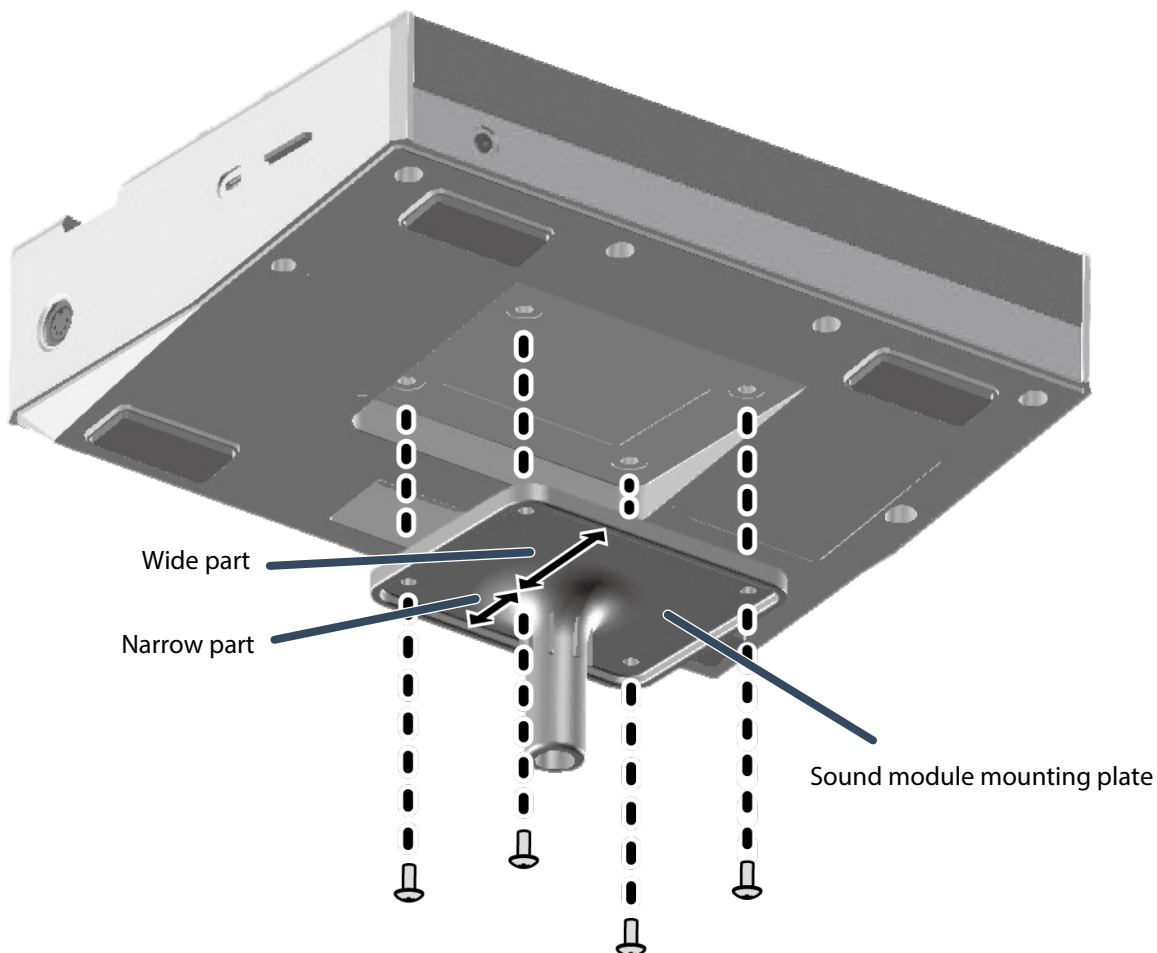
Number	Item	Explanation
1	MIDI connectors	Connect these to external MIDI devices such as an external sound module.

Getting ready

Number	Item	Explanation
2	USB COMPUTER port	<p>Connect your computer or smartphone to the V31 with a USB cable. You can use DAW software to record what you play on the V31 as audio or MIDI data, or you can use the V31 to hear sound that's played back from your computer.</p> <p>→ "Using this unit with a computer or smartphone app (p. 128)"</p> <p>You can use the "V31 Editor" app to edit drum kits on your computer.</p> <p>→ "Using the "V31 Editor" app on your computer (p. 129)"</p> <p>* Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.</p>
3	SD card slot	<p>Insert a commercially available SD card (SDHC cards with up to 32 GB capacity) are supported.</p> <p>You can save the songs and data from the V31 to an SD card. You can also use an SD card to import user samples and export the songs that you recorded, among other uses.</p> <p>Before using an SD card for the first time, you must format it on this unit.</p> <p>→ "Formatting an SD card (p. 194)"</p> <p>* Never turn off the power or remove the SD cards while the screen indicates "Processing...".</p> <p>* Some memory card types or memory cards from some manufacturers may not record or play back properly on the unit.</p>
4	PHONES jack	<p>Connect your headphones here.</p> <p>Even if headphones are connected, sound is still output from the output jacks.</p>

Bottom panel

Mounting onto a drum stand



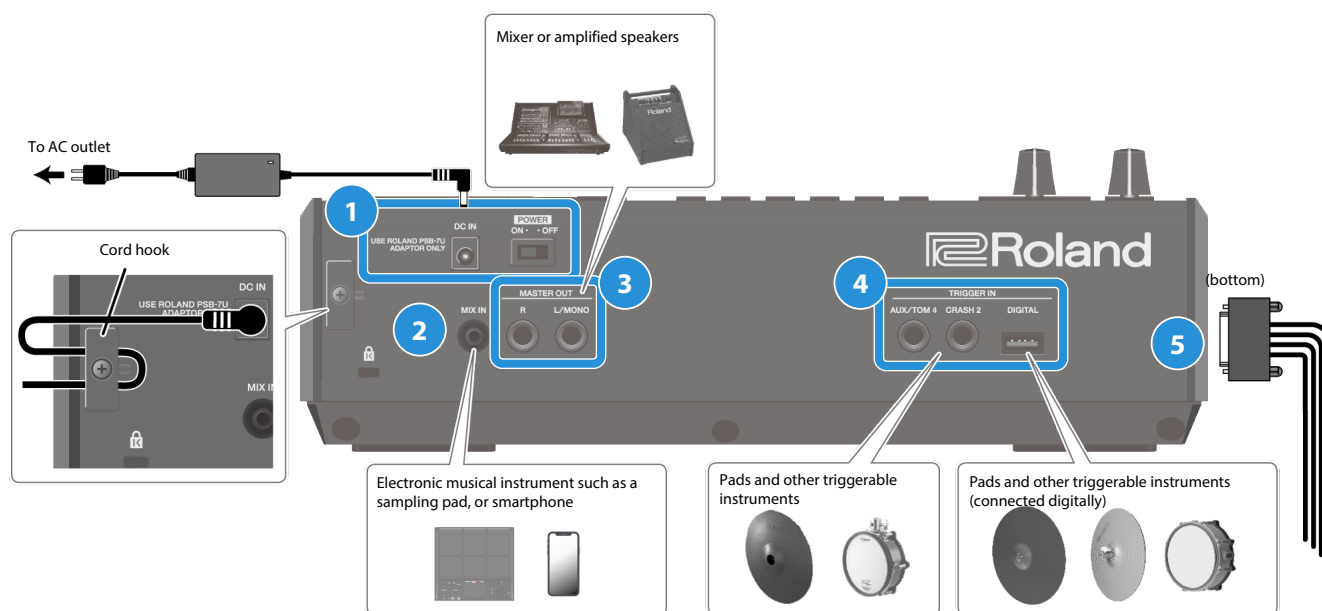
Use the included sound module mounting plate to attach the V31 to the drum stand.

Use the screws at the bottom of the V31 to mount the sound module as shown in the illustration.

- * Use a Phillips screwdriver of the appropriate size for each screw (#2).
- * Do not use screws other than those on the bottom of the V31. Using improper screws may cause the unit to malfunction.
- * The All-Purpose Clamp (APC Series, sold separately) cannot be used to mount the V31.
- * When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
- * When attaching the mounting pipe, take care not to get your fingers pinched between the movable part and the unit. In places where small children are present, make sure that an adult provides supervision and guidance.


Rear panel (connecting your equipment)

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



Number	Item	Explanation
1	[POWER] switch	Turns the power on/off.
	DC IN jack	Connect the included AC adaptor to this jack. * Use the cord hook to secure the cord of the AC adaptor as shown in the illustration.
2	MIX IN jack	Connect an electronic musical instrument such as a sampling pad, or a smartphone here.
3	MASTER OUT jacks	Connect these to your amplified speakers, mixer, recording equipment and similar devices.
		To output in mono, connect only the L/MONO jack of the MASTER OUT.

Getting ready

Number	Item	Explanation
4	TRIGGER IN jacks	<p>You can add more pads, which are sold separately.</p> <p>AUX/TOM 4 Connect to these jacks when adding more pads.</p> <p>CRASH 2 Connect a crash cymbal pad here.</p> <p>DIGITAL Connect pads that support digital connections (such as the PD-14DSX, CY-18DR or VH-14D). You can also use the separately sold DWe DrumLink™ hub to connect the pads wirelessly.</p>  <p>→ "Using DWe pads with the V31 (p. 176)"</p>
5	TRIGGER INPUT connector (bottom)	Connect the included dedicated connection cable to this connector, and use it to connect the pads and pedals. Pads and pedals are sold separately.

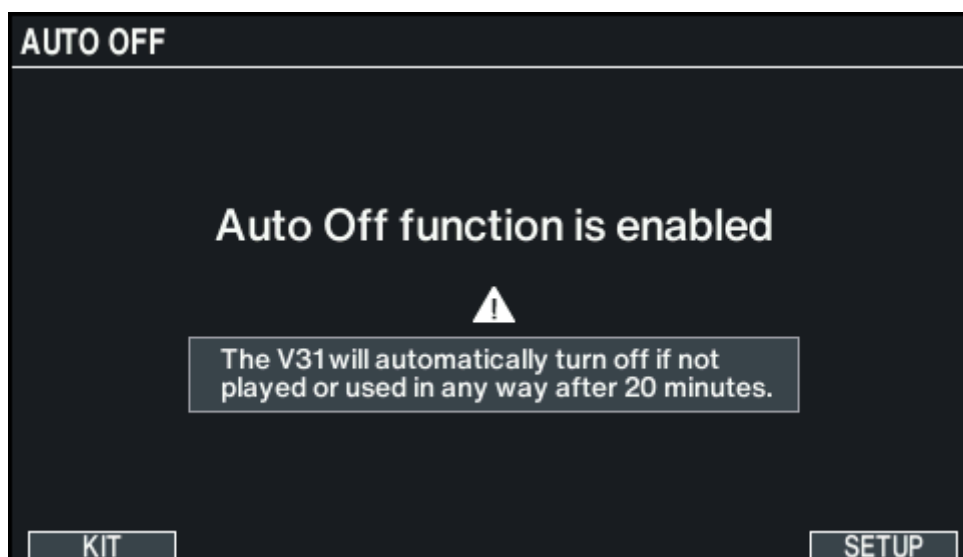
Turning the power on/off

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

Turning the power on

- 1 Turn the volume of the V31 and the connected devices all the way down.
- 2 Turn the [POWER] switch of the V31 to the "ON" setting.

When you turn the unit on, the following screen appears.



MEMO

- If the Auto Off function is set to "OFF", this screen doesn't appear.

- To change the Auto Off function settings, press the [F6] (SETUP) button.
→ "Making the power automatically turn off after a time (AUTO OFF) (p. 21)"

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

4 Turn on the connected devices and adjust the volume.

Turning the power off

NOTE

Settings that you edit on the V31 are saved when you turn off the unit. Be sure to turn off the unit by turning the [POWER] switch to "OFF".

1 Turn the volume of the V31 and the connected devices all the way down.

2 Turn off the connected devices.

3 Turn the [POWER] switch of the V31 to the "OFF" setting.

The message "Please wait. Now saving..." is shown, and the power turns off once the settings are saved.

Making the power automatically turn off after a time (AUTO OFF)

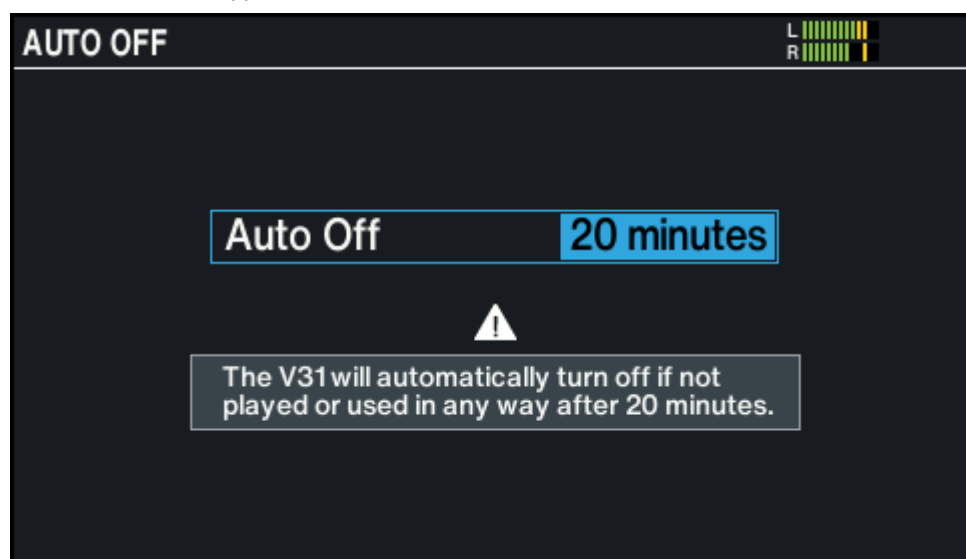
The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

- If you don't want the unit to turn off automatically, turn this setting off. Note that when the setting is turned off, the unit may consume more power.
- You can simply turn the power back on after it has turned off automatically.

1 Press the [MENU] button.

2 Use the cursor buttons to select "SYSTEM" → "AUTO OFF", and press the [ENTER] button.

The AUTO OFF screen appears.



3 Use the dial to set the AUTO OFF function.

Getting ready

Value	Explanation
OFF	The power does not turn off automatically.
20 minutes (factory setting)	Turns the power off automatically when no pad has been struck and no operation performed within the specified time (20 minutes or 4 hours).
4 hours	

MEMO

A confirmation message appears if you select a value besides "20 minutes". Select "OK" and press the [ENTER] button.

4 Press the [KIT] button to return to the KIT screen.

MEMO

If you set the Auto Off function to "20 minutes" or "4 hours", the remaining time before the unit turns off is shown either 10 minutes (for the "20 minutes" setting) or 30 minutes (for the "4 hours" setting) before the unit turns off.

Configuring the hi-hat

If you're using a V-hi-hat (such as a VH-10), adjust the offset on the V31.

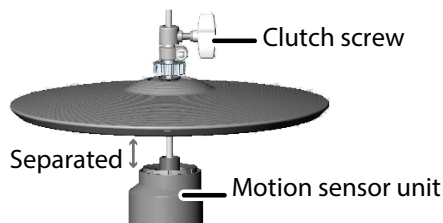
This is necessary to correctly detect open/close operations and pedal movement.

Example: settings for the VH-10

MEMO

Refer to the owner's manual of each product for how to adjust the offset of other V-hi-hats, such as the VH-14D.

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



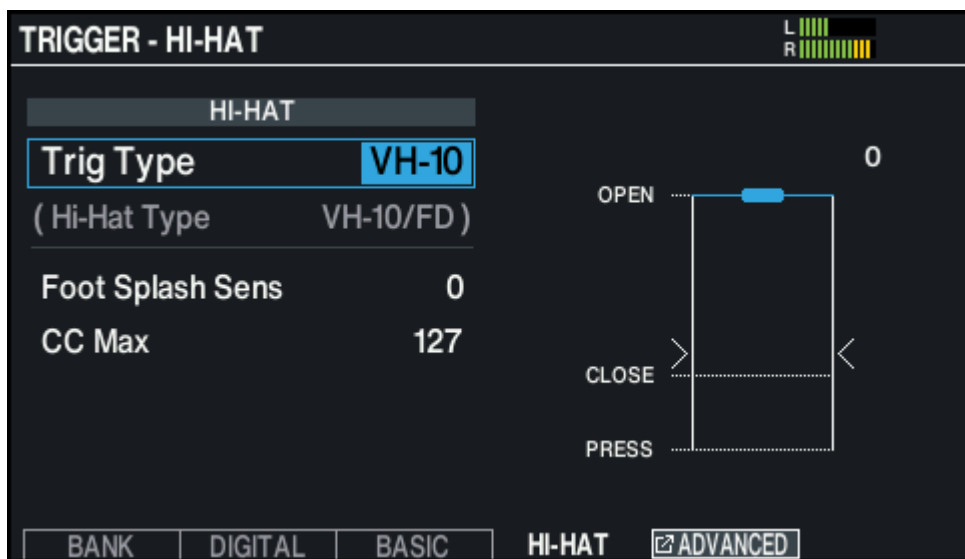
2 Loosen the clutch screw of the VH-10 so that the hi-hat rests naturally on the motion sensor unit.

3 Press the [MENU] button.

4 Use the cursor buttons to select "SYSTEM" → "TRIGGER", and press the [ENTER] button.

5 Press the [F4] (HI-HAT) button.

The TRIGGER - HI-HAT screen appears.

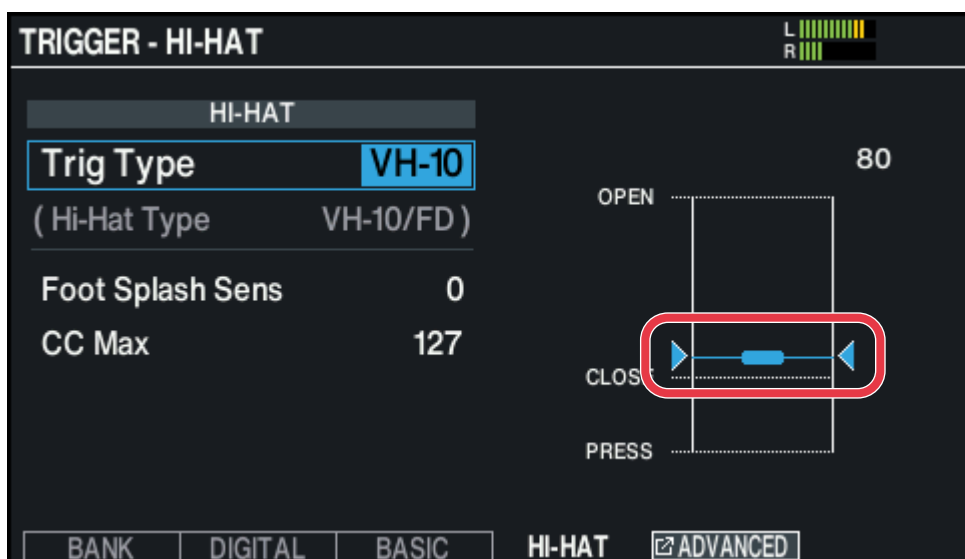
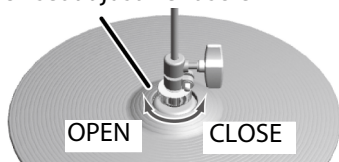


6 Use the dial to set the Trig Type to "VH-10".

7 While reading the meter displayed on the right side of the screen, adjust the offset with the VH-10's offset adjustment screw.

Adjust the offset so that the ► ◀ marks appear on the meter.

Offset adjustment screw



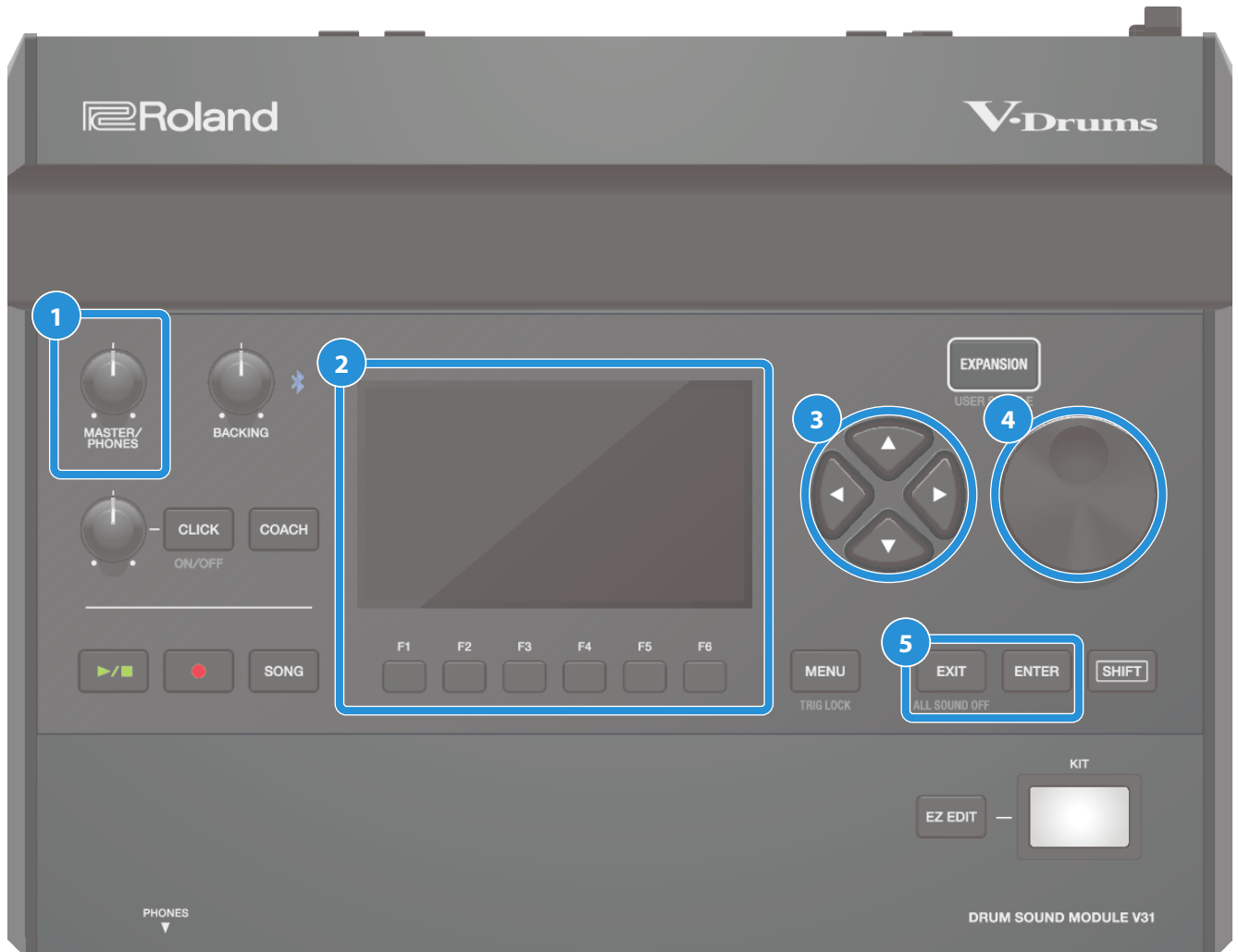
8 Tighten the clutch screw at a position where the hi-hat sways naturally when struck.

9 Press the [KIT] button to return to the KIT screen.

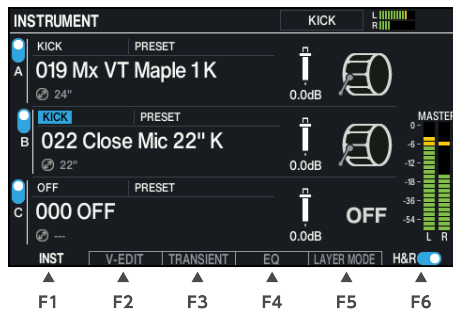
Make detailed adjustments to the parameters as necessary.

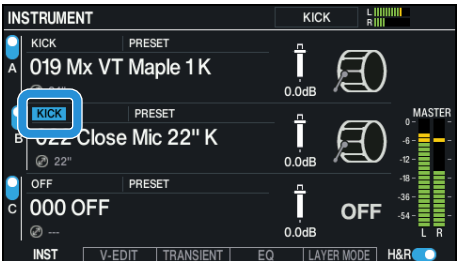
→“Data List” (Roland website)

Basic operations



Number	Operation	Explanation
1	Adjusting the overall volume ([MASTER]/[PHONES] knob)	Use the [MASTER]/[PHONES] knob to adjust the volume output from the MASTER OUT jack and the headphone volume.
2	Switching between tabs and setting the functions ([F1]–[F6] buttons)	You can use the [F1]–[F6] buttons to switch between the tabs shown in the lower part of the display, or to set the functions shown in the lower part of the display.



Number	Operation	Explanation
3	Moving the cursor (cursor buttons)	<p>The cursor highlights the area of the screen where you can change the settings. If there are multiple items on the screen, press the cursor buttons to move the cursor to the item you want to set.</p>  <p>The screenshot shows a software interface titled 'INSTRUMENT' with three channels labeled A, B, and C. Channel A is '019 Mx VT Maple 1 K', channel B is '022 Close Mic 22" K', and channel C is '000 OFF'. Each channel has a 'PRESET' label and a volume knob set to '0.0dB'. A blue box highlights the 'KICK' button on channel A. At the bottom, there are buttons for 'INST', 'V-EDIT', 'TRANSIENT', 'EQ', 'LAYER MODE', and 'H&R'.</p>
4	Changing values (dial)	Use the dial to edit the value highlighted by the cursor. Hold down the [SHIFT] button while using these controls to change the value in larger increments.
5	Returning to the previous screen ([EXIT] button)	Press the [EXIT] button to return to the previous screen.
	Confirming an operation ([ENTER] button)	Use this to confirm a value, execute an operation or to view a list.

Selecting a drum kit

1 Press the [KIT] button.

The KIT screen appears.



2 Use the dial to select a drum kit.

About the KIT screen

This is the main screen for the V31, which appears when you press the [KIT] button.



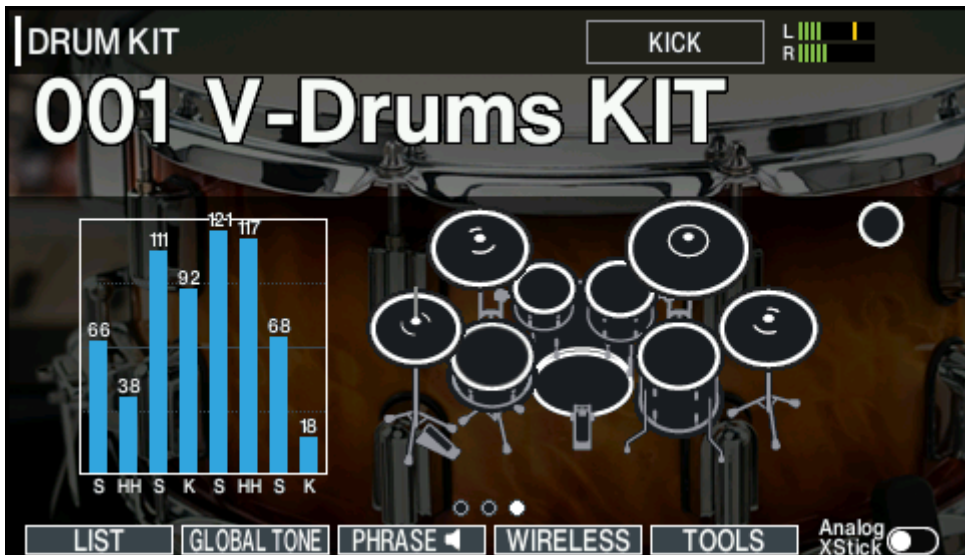
Number	Item	Explanation
1	Current time	Shown when connected via Wi-Fi
2	Favorite icon	Shown only if a drum kit registered as a favorite is selected. → "Registering/recalling your favorite drum kits (p. 53)"

Number	Item	Explanation
3	Tempo	Shown when the kit tempo is "ON"
4	Brush icon	Shown when the Brush Switch is "ON"
5	User sample icon	Shown when a drum kit that uses user samples is selected → "Importing and playing audio files (USER SAMPLE) (p. 118)"
6	Expansion icon	Shown when a drum kit is selected that uses an instrument from an Instrument Expansion → "Instrument Expansion (p. 5)"
7	Currently selected pad	
8	MASTER OUT output volume	
9	Bluetooth icon	Shown when connected via Bluetooth
	Wi-Fi icon	Shown when connected via Wi-Fi
10	Drum kit number	
11	Drum kit name	

MEMO

On the KIT screen, press the [◀] [▶] buttons to display the output volume or the trigger signal level meter on the KIT screen.





Functions you can control from the KIT screen

You can use the [F1]–[F6] buttons on the KIT screen to access the functions shown at the bottom of the display.

Button	Explanation
[F1] (LIST) button	Lets you select a drum kit from the list.
[F2] (GLOBAL TONE) button	This lets you adjust the ambience and equalizer that's applied to all drum kits.
[F3] (PHRASE) button	Plays the phrase of the currently selected drum kit, letting you check the sound.
[F4] (WIRELESS) button	Lets you check and edit the on/off state of the wireless connections (Bluetooth and Wi-Fi).
[F5] (TOOLS) button	Lets you access useful functions like copying drum kits, backup and so forth.
[F6] (Analog XStick) switch	Sets whether to play the cross stick sound (ON) or not (OFF) from an analog pad, when a digitally-connected pad (snare) is not connected.

Checking the drum kit sound (kit phrase)

Press the [F3] (PHRASE) button on the KIT screen to play and check the phrase (kit phrase) of the currently selected drum kit.

To stop the phrase, press the [F3] (PHRASE) button.

You can specify a kit phrase for each drum kit.

→ "Playing a phrase with the currently selected drum kit (KIT PHRASE) (p. 106)"

Selecting a drum kit from the list

On the KIT screen, press the [F1] (LIST) button to display the KIT LIST window, and select a drum kit from the list.



Loading drum kits from Instrument Expansions and Kit Packs

Slots 1–3 contain factory preloaded Instrument Expansions.

Here's how to import a drum kit from an Instrument Expansion.

The drum kits in the Kit Packs can also be loaded using the same steps.

1 Press the [EXPANSION] button.

MEMO

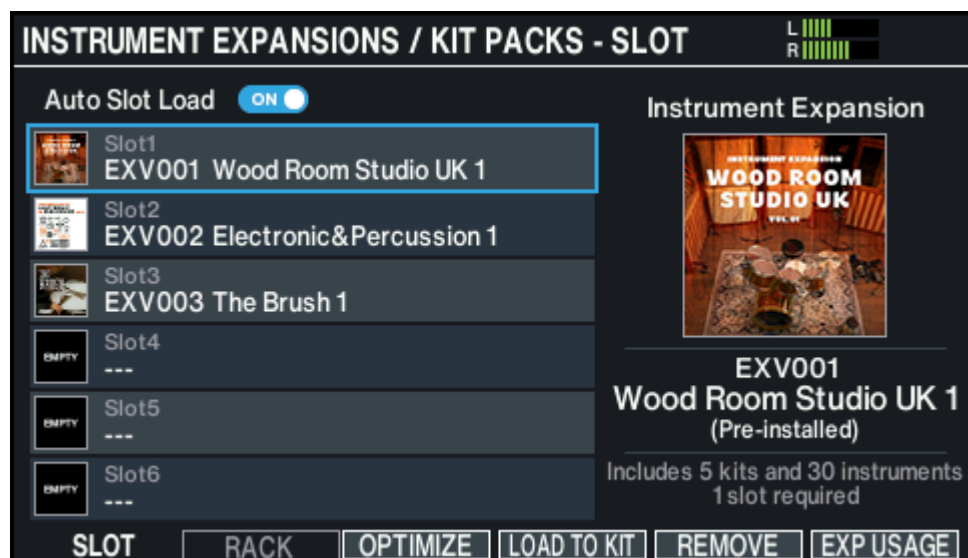
The first time you do this, the Roland Cloud introductory screen appears. Follow the steps in the “Roland Cloud Connect Setup Guide” (separate document) to connect to Roland Cloud.

Press the [F6] (SKIP) button if you want to configure this later.

* If you press the [F1] button, this screen is not shown again. If you want to return to the screen, press the [F5] button on the INSTRUMENT EXPANSIONS/KIT PACKS screen while holding down the [SHIFT] button.

2 Press the [F1] (SLOT) button.

The INSTRUMENT EXPANSIONS / KIT PACKS - SLOT screen appears.



- 3** Move the cursor to the Instrument Expansion that you want to load, and press the [F4] (LOAD TO KIT) button.



Press the [F5] (PREVIEW) button to check the sound of a drum kit before you load it.

- 4** Move the cursor to the drum kit of the Instrument Expansion that you want to load, and press the [F6] (LOAD) button.



MEMO

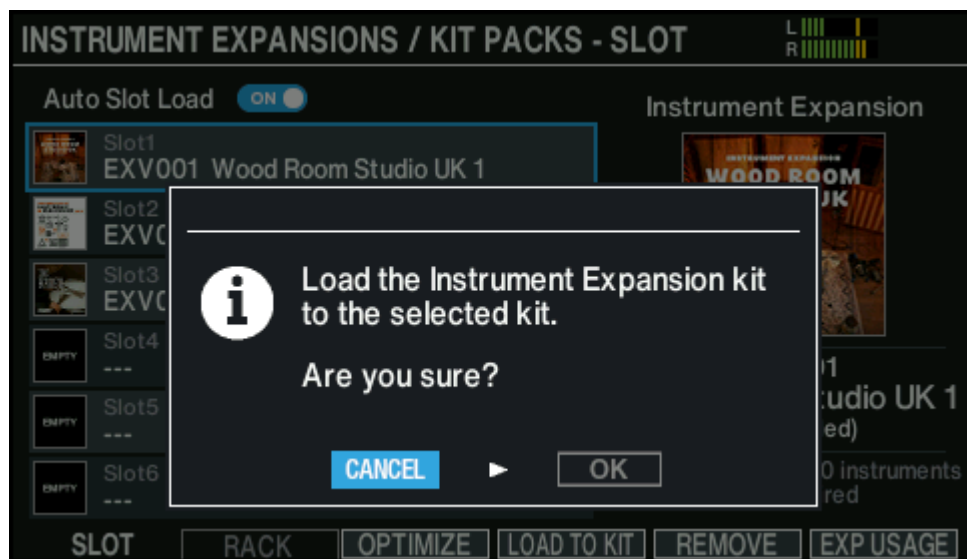
Press the [F3] (LOAD ALL) button to load all of the drum kits included in the Instrument Expansions and Kit Packs.

* This function is available from Ver.2.00.

- 5** Use the dial to select the load destination drum kit.

6 Press the [F6] (LOAD) button.

A confirmation message appears.



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

This loads the drum kit.

MEMO

See the "Roland Cloud Connect Setup Guide" for how to install Instrument Expansions from Roland Cloud.

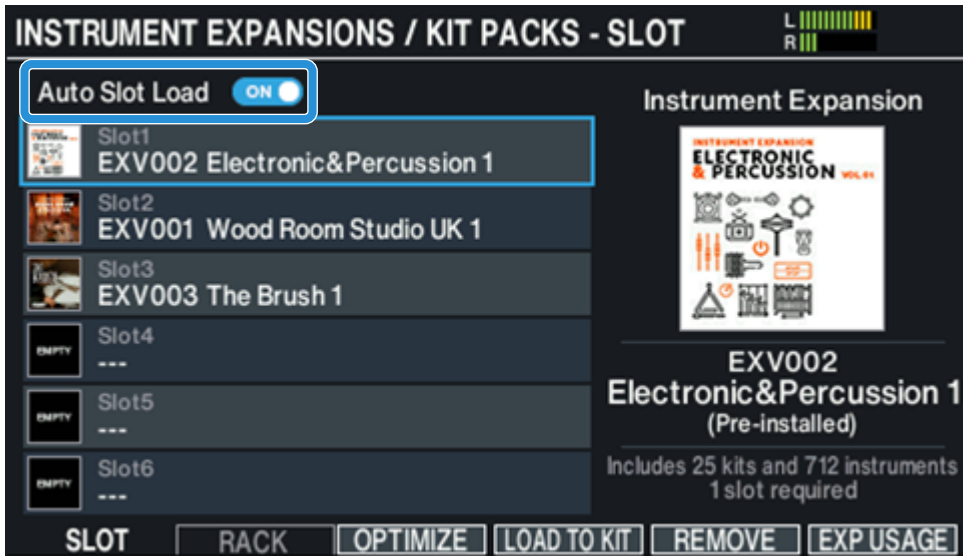
Automatically loading Instrument Expansions and Kit Packs into the slots (Auto Slot Load)

This function is available from Ver.2.00.

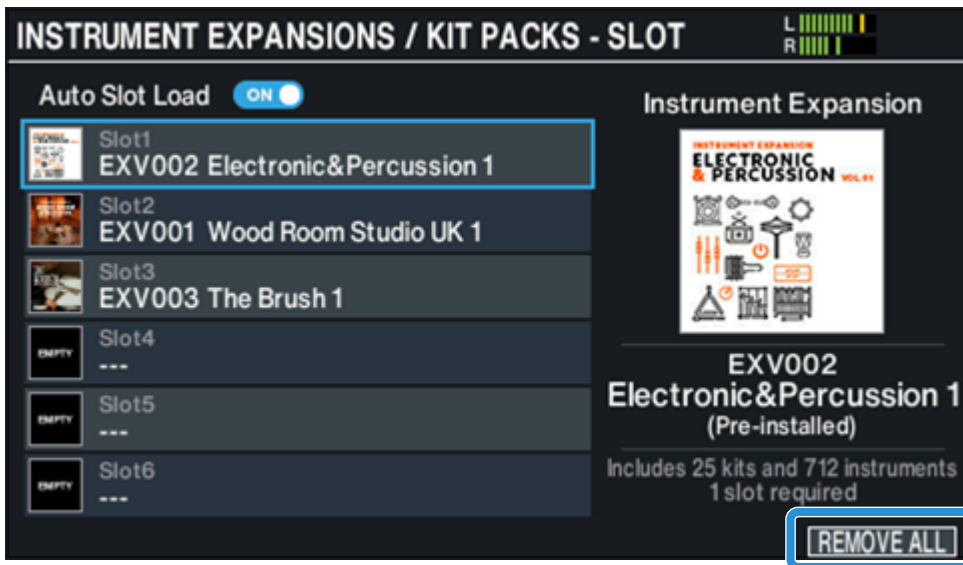
This function automatically loads the Instrument Expansions and Kit Packs used in the drum kits into the slots when you switch drum kits. This is useful when you want to change the Instrument Expansions and Kit Packs used for each drum kit.



- You can switch the Auto Slot Load mode on and off in the INSTRUMENT EXPANSIONS / KIT PACKS - SLOT screen.



- When Instrument Expansions and Kit Packs are being loaded into the slots, any instruments that are producing a sound will be silenced. Hitting the pad will not trigger any sound until loading is complete.
- The Auto Slot Load mode is set to “ON” by factory default. If you update to Ver.2.00, this is set to “ON”.
- When Auto Slot Load mode is “ON”, the time to switch between the drum kits take longer because the Instrument Expansions and Kit Packs are being loaded into the slots. When the Auto Slot Load mode is “OFF”, the Instrument Expansions and Kit Packs used in the drum kits are not automatically loaded into the slots. If you don’t want to extend the drum kit switching time, set the Auto Slot Load mode to “OFF”.
- If you want to clear all of the slots, select “REMOVE ALL” by holding down the [SHIFT] button and pressing the [F6] button in the INSTRUMENT EXPANSIONS / KIT PACKS - SLOT screen.



Stopping all currently played sounds (ALL SOUND OFF)

Stops the currently sounding drum performance sound, the sound of the kit phrase that’s playing back, or the user sample (p. 118) playback.

* The effect reverberation, the song and the click do not stop.

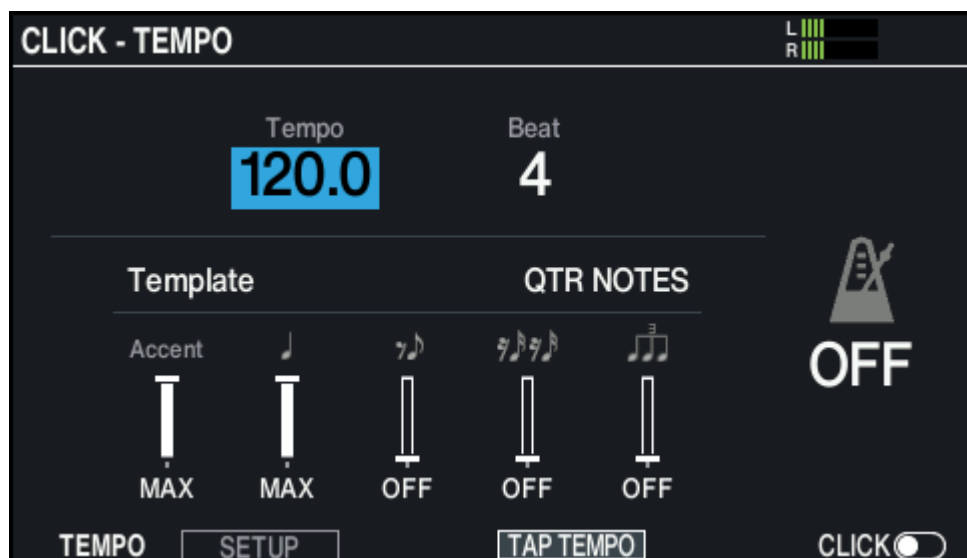
- 1 To stop a sound that’s still playing, hold down the [SHIFT] button and press the [EXIT] button.

Using the Click

Turning the click on/off

1 Press the [CLICK] button.

The CLICK screen appears.



2 Press the [F6] button.

The click sounds.

To adjust the volume of the click, turn the [CLICK] knob.

3 Press the [F6] button once again.

The click stops.

MEMO

- You can also turn the click on/off by holding down the [SHIFT] button and pressing the [CLICK] button.
- You can also output the click only to headphones.
→ "Audio output assignments (OUTPUT) (p. 211)"

Adjusting the tempo

* This tempo is common for the V31 overall.

1 From the CLICK screen, select "Tempo", and use the dial to change the tempo.


MEMO

- Turn the dial while holding down the [SHIFT] button to change the values in decimal points.
- You can specify the tempo by pressing the [F4] (TAP TEMPO) button at the desired timing (tap tempo).
- You can specify a tempo for each drum kit.
→ "Configuring various drum kit-related settings (KIT OPTIONS) (p. 95)"

Changing the beat (time signature) settings

1 From the CLICK screen, select "Beat", and use the dial to change the beat (time signature).

Performing

Parameter	Value	Explanation
Tempo	20.0–260.0	Tempo
Beat	1–9	Number of beats per measure
Template	QTR NOTES, 8TH NOTES, UPBEATS, 16TH NOTES, 3 OVER 2, 8TH NOTE TRIPLETS	You can select the volume for each click timing from the templates.
Accent, 	OFF, 1–9, MAX	Volume for each click timing

Editing the click settings

- 1 On the CLICK screen, press the [F2] (SETUP) button.
- 2 Use the cursor [▼][▲] buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
SOUND		
Sound	METRONOME, CLICK, VOICE, BEEP 1, BEEP 2, TEK CLICK, STICKS, CLAVES, WOOD BLOCK, COWBELL, AGOGO, TRIANGLE, TAMBOURINE, MARACAS, CABASA	Selects the metronome's sound.
Level	-INF–+6.0dB	Adjusts the click volume.
Pan	L30–CENTER–R30	Adjusts the stereo location of the click.
OTHERS		
LED Reference	OFF, ON	Specifies whether the [CLICK] button blinks in time with the click (ON) or does not blink (OFF).
Tap Pad Switch	OFF, ON	You can specify the tempo by striking the pad specified by Tap Pad or by pressing a button (Tap Tempo).
Tap Pad	KICK–AUX RIM	Select the pad or button that can be struck or pressed to set the tap tempo.

Practicing in coach mode

This unit provides a practice mode called “coach mode”, which is designed to make your practice as effective as possible. This mode is suitable for training your speed control, accuracy and endurance, and helps you to develop good timing. Coach mode has several parameters that you can adjust, so that you can practice according to your level.

Playing accurately along with phrases (PHRASE TRAINER)

This is a mode where you practice playing exactly along with the phrase. The V31 includes a variety of phrases that you can use for practice.

- 1 Press the [COACH] button.
- 2 Use the cursor buttons or the dial to select “PHRASE TRAINER” and press the [ENTER] button.

3 Select the phrase to practice.

Select a category: press the [◀] [▶] buttons or the [F1] (CATEGORY) button

Select a phrase: press the [▼] [▲] buttons or use the dial

Category	Explanation
Exercises	Phrases suitable for practicing the basics.
Grooves & Fills	These phrases are suitable for practicing rhythm patterns and fills.

MEMO

- You can press the [F4] (PREVIEW) button to preview the selected phrase.
- By pressing the [F3] (SETUP) button, you can select which drum kit to play the phrase on, and which marks are used to show the results.
- Press the [F5] (CLICK) button to make click settings.
→ "Using the Click (p. 33)"

4 Press the [F6] (START) button.

The score of the phrase is shown.

The screenshot shows a digital drum practice interface. At the top, it says "Single Strokes" with a "1-1" pattern and a tempo of "120.0". Below this, there are two staves of music. The first staff is labeled "1" and the second "3". Both staves show a sequence of notes with "R" and "L" markers above them, indicating right and left hand strokes. The interface includes a "PLAY" button, "LOOP" and "DEMO" toggle buttons, and "TARGET" and "EXIT" buttons.

MEMO

- When playback is stopped, press the [F2] (LOOP) button to turn playback on and practice the phrase repeatedly (loop play).
- To play a demo of the phrase during playback, press the [F3] (DEMO) button to turn it on. The pads you play are muted during demo playback.
- Press the [F5] (TARGET) button to select the pad to practice on.
- You can use the dial to change the practice tempo.

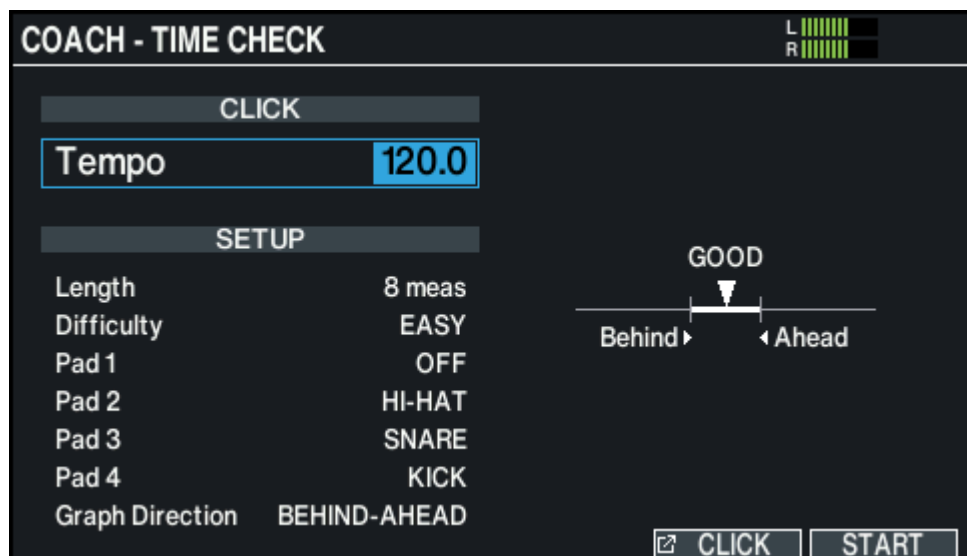
5 Press the [F1] (▶ PLAY) button to start recording.

MEMO

- To stop during practice, press the [F1] (■ STOP) button.
- You can also play/stop using the [▶/■] button.

2 Use the cursor buttons or the dial to select "TIME CHECK" and press the [ENTER] button.

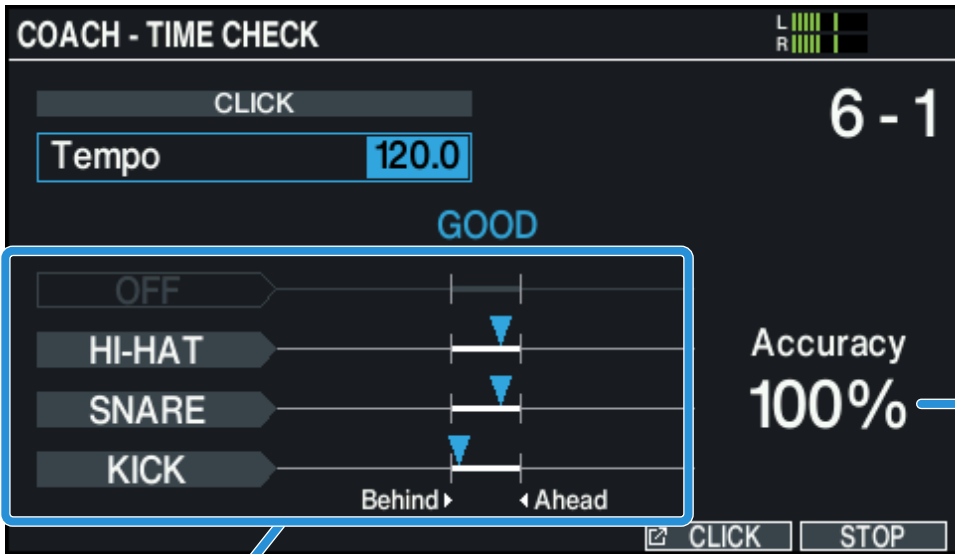
The COACH - TIME CHECK screen appears.



3 Use the dial to change the tempo.

4 Press the [F6] (START) button to start.

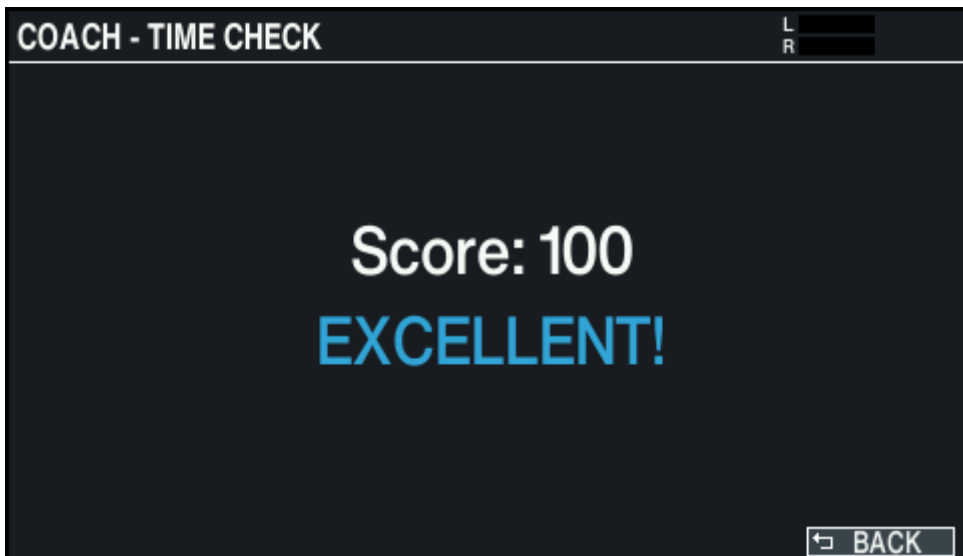
5 Play the pad in time with the click.



The percentage of your strikes that were played with accurate timing is displayed as a “%” value.

The screen shows whether your playing matches the beat of the click.
Behind: Behind the beat
Ahead: Ahead of the beat

After the click stops, the result of how accurately you played the phrase is shown.



MEMO

To stop during practice, press the [F6] (STOP) button.

6 Press the [F6] (BACK) button to finish.

TIME CHECK settings (SETUP)

Use these settings to change the pads you practice on, the number of measures for practice and so forth.

Parameter	Value	Explanation
Length	4, 8, 16, 32 meas, INF	Specifies the number of measures to practice. When set to "INF", the practice does not stop until you press the [F6] (STOP) button.
Difficulty	Sets the baseline for scoring.	
	EASY	The standard level
	HARD	The timing is checked more strictly.
Pad 1-4	Selects the type of pad used for practice. You can set up to four types.	
Graph Direction	BEHIND-AHEAD	The left side of the timing graph is shown as BEHIND (late).
	AHEAD-BEHIND	The left side of the timing graph is shown as AHEAD (early).

MEMO

Press the [F5] (CLICK) button to make click settings.
→ "Using the Click (p. 33)"

Developing a physical sense of tempo (QUIET COUNT)

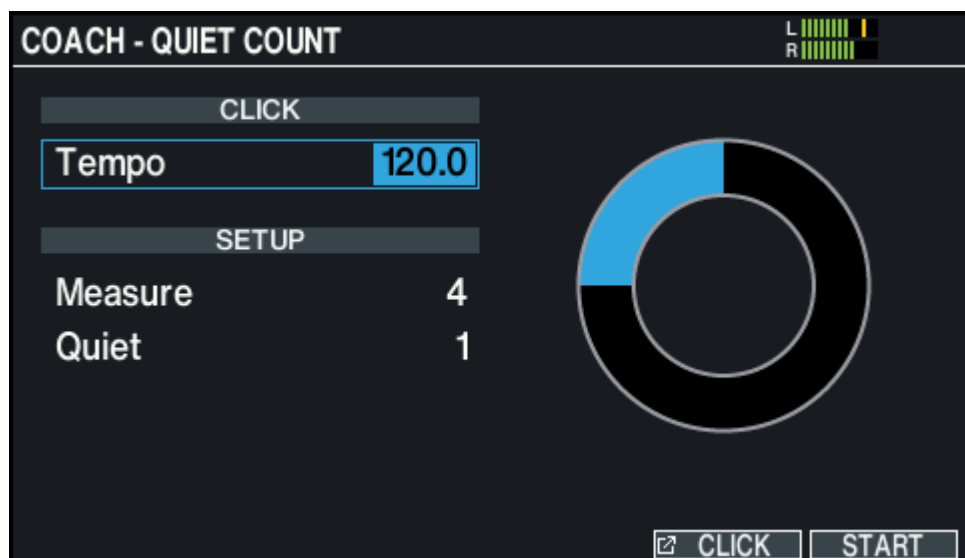
This mode lets you practice maintaining the tempo.

For the first several measures, the click plays at the specified volume, but for the next several measures the click does not play. This cycle of several measures continues until you stop it.

1 Press the [COACH] button.

2 Use the cursor buttons or the dial to select "QUIET COUNT" and press the [ENTER] button.

The COACH - QUIET COUNT screen appears.

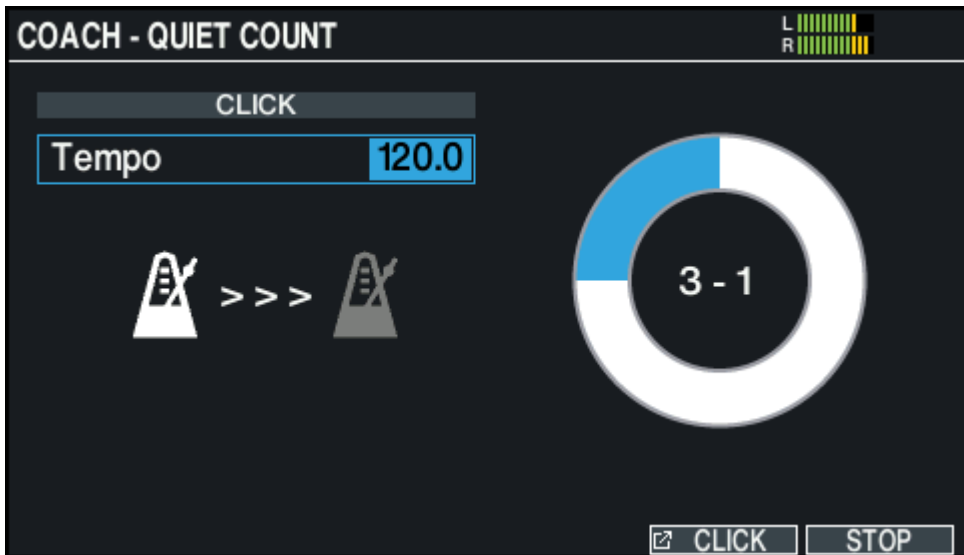



3 Use the dial to change the tempo.

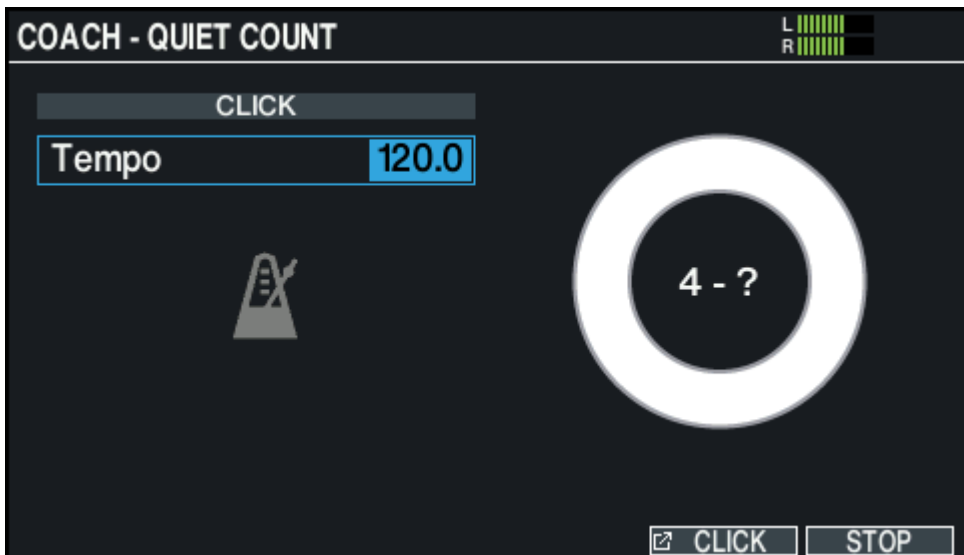
4 Press the [F6] (START) button to start.

5 Strike the pad in time with the click.

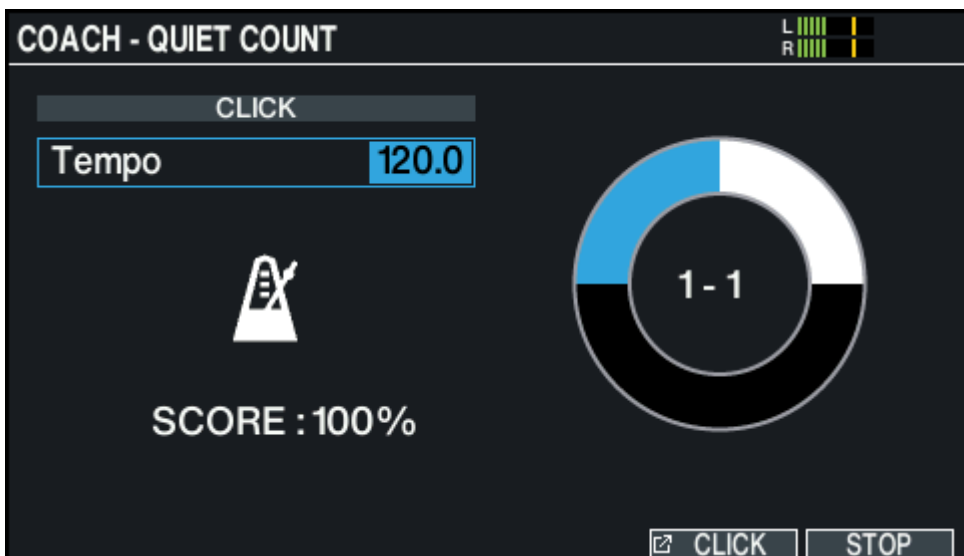
- For the first few bars, "A" is displayed on the screen and a click is heard. When you reach the last measure during which the click plays, the "A >>> A" icon is shown onscreen.



- When the click stops playing, the screen indication changes to “”. Continue striking the pads during this time.



- After the Quiet region, the proportion of your strikes that were played at an accurate tempo are shown as a “%”.



6 Press the [F6] (STOP) button to finish.

QUIET COUNT settings (SETUP)

You can change the number of measures and so on that you use for practice.

Parameter	Value	Explanation
Measures	2, 4, 8, 16 (Measures)	Specifies the length (measures) of the interval for which the click 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 randomly changes 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.

MEMO

Press the [F5] (CLICK) button to make click settings.

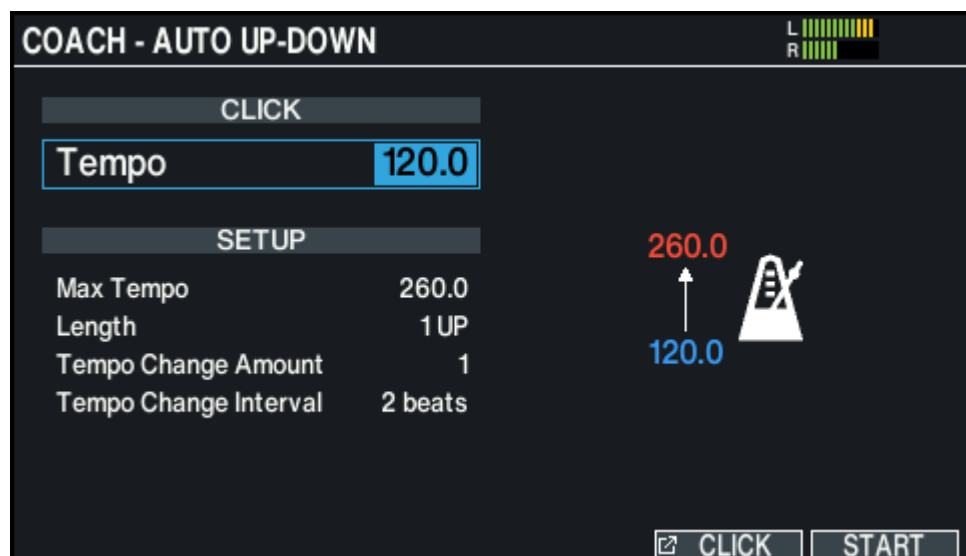
→ "Using the Click (p. 33)"

Playing along with a changing tempo (AUTO UP/DOWN)

This mode lets you practice playing along with a changing tempo.

- 1 Press the [COACH] button.
- 2 Use the cursor buttons or the dial to select "AUTO UP/DOWN" and press the [ENTER] button.

The COACH - AUTO UP/DOWN screen appears.

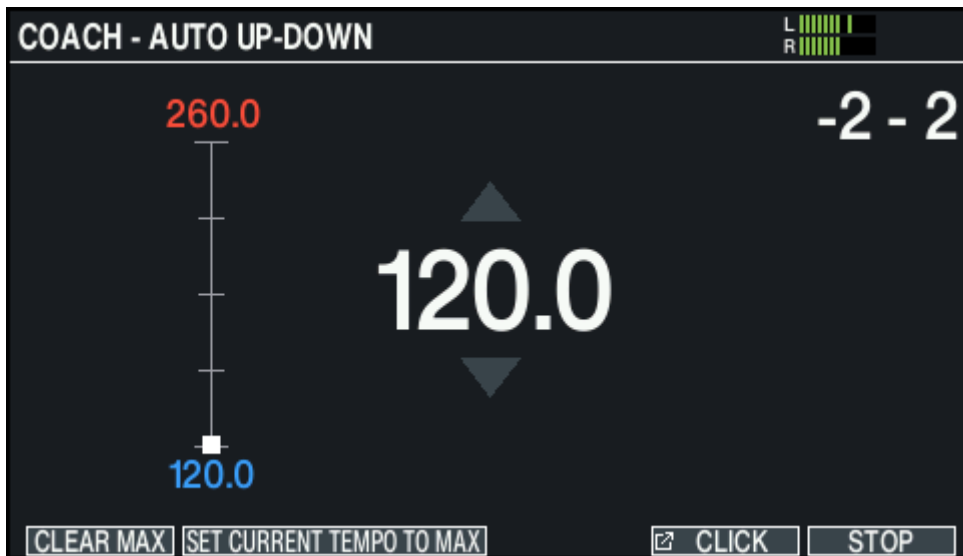


- 3 Use the dial to set the tempo (start tempo) at the start of practice.
- 4 Press the [F6] (START) button to start.

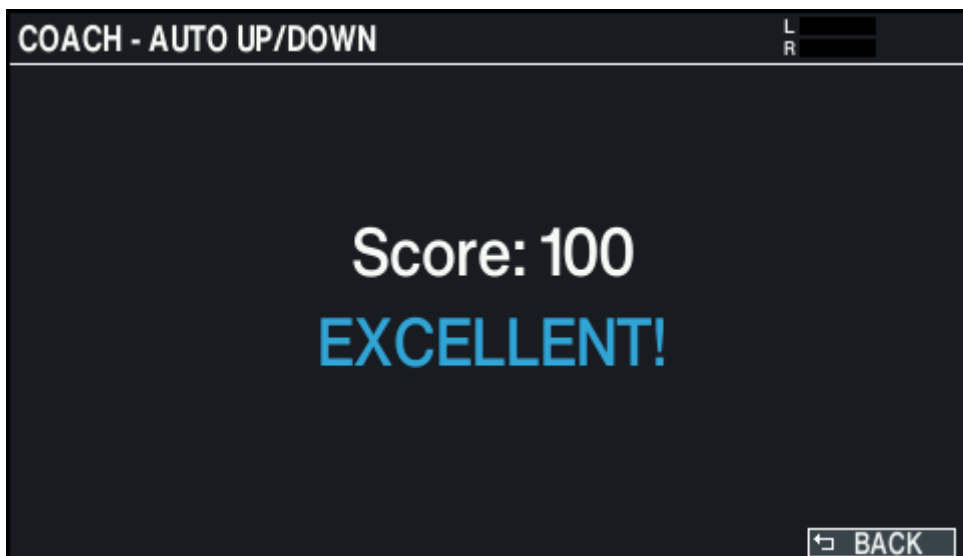
5 Play the pads in time with the changing tempo.

The tempo changes between the start tempo and the maximum tempo, according to the Length setting.

→ "AUTO UP/DOWN settings (SETUP) (p. 42)"



After the practice ends, the result of how accurately you played the pads is shown.



MEMO

- To stop during practice, press the [F6] (STOP) button.
- You can set the maximum tempo while hearing the change in tempo. Press the [F1] (CLEAR MAX) button to start practicing with the maximum tempo of 260.0 (maximum), then press the [F2] (SET CURRENT TEMPO TO MAX) button when the desired maximum tempo is reached.

6 Press the [F6] (BACK) button to finish.

AUTO UP/DOWN settings (SETUP)

You can change the number of measures and so on that you use for practice.

Parameter	Value	Explanation
Max Tempo	20.0–260.0	The maximum tempo. * You cannot set a value lower than the start tempo.

Parameter	Value	Explanation
Length	Sets how the tempo changes.	
	1UP	The tempo changes from start tempo to maximum tempo.
	1UP-DOWN	The tempo changes from start tempo to maximum tempo, and then back to the start tempo.
	3UP-DOWN	The tempo changes from start tempo to maximum tempo and then back to the start tempo, and repeats this three times.
	INF	The tempo changes from start tempo to maximum tempo and then back to the start tempo, and repeats this until the [F6] (STOP) button is pressed.
Tempo Change Amount	1, 4, 5, 8, 10, 20	Sets the amount by which the tempo changes.
Tempo Change Interval	2 beats, 1, 2, 4, 8, 16 meas	Sets the interval at which the tempo changes.

MEMO

Press the [F5] (CLICK) button to make click settings.

→ “Using the Click (p. 33)”

Playing at a fixed velocity (STROKE MONITOR)

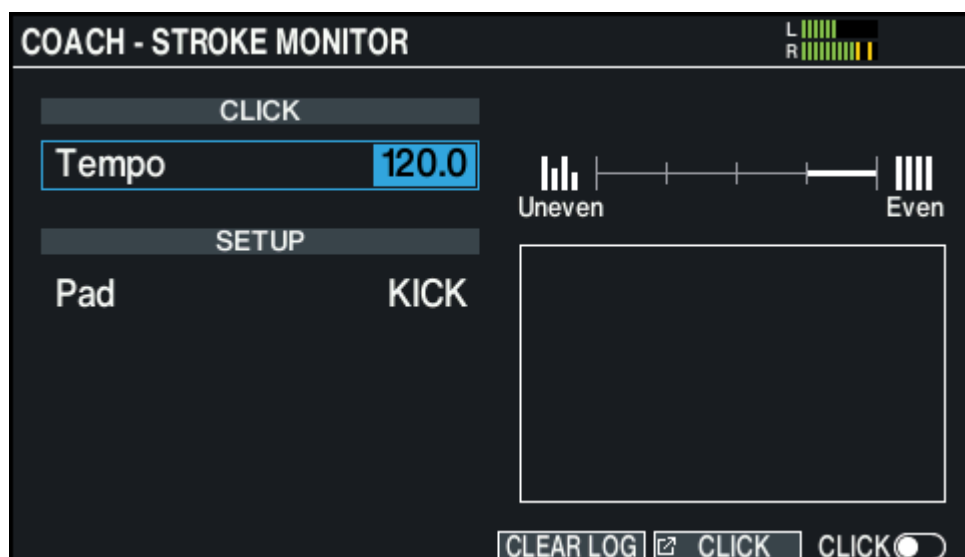
This mode lets you practice playing the pads at a constant velocity, by checking how hard you strike the pads.

Use this when you want to check the difference in how hard you play with your left and right hands, or the difference in how hard you play twin pedals with your left foot and right foot.

1 Press the [COACH] button.

2 Use the cursor buttons or the dial to select “STROKE MONITOR” and press the [ENTER] button.

The COACH - STROKE MONITOR screen appears.



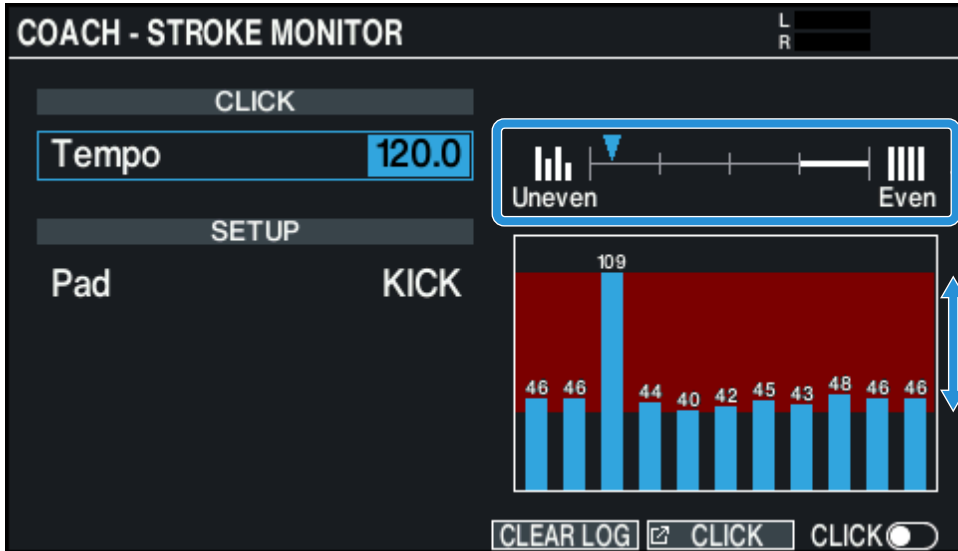
3 Use the cursor buttons and the dial to change the practice settings.

Parameter	Value	Explanation
Tempo	20.0–260.0	Specifies the click tempo. If you want a click to sound, press the [F6] (CLICK) button.
Pad	Selects the pad used for practice.	

MEMO

Press the [F5] (CLICK) button to make click settings.
→ "Using the Click (p. 33)"

4 Strike the pad so that you maintain about the same velocity.



MEMO

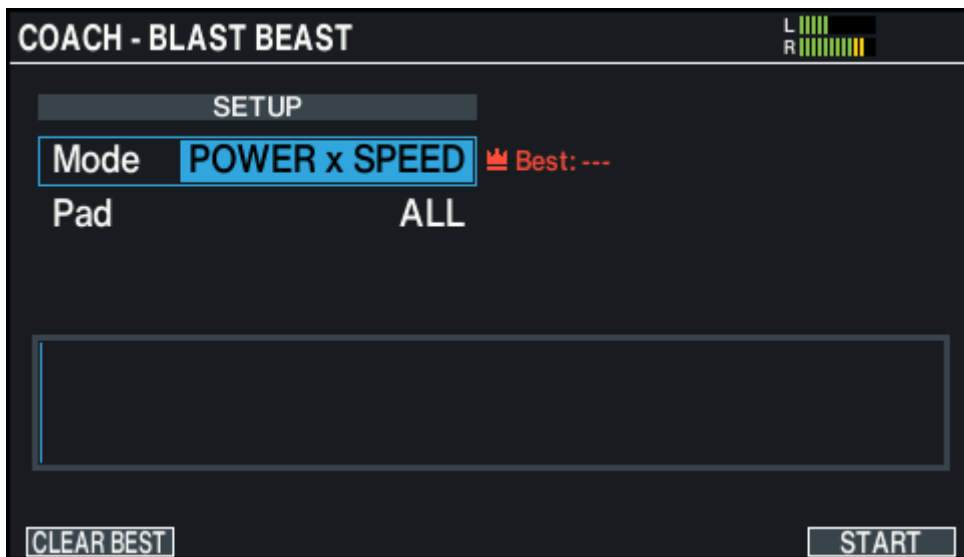
You can clear the display by pressing the [F4] (CLEAR LOG) button.

Playing hard and fast (BLAST BEAST)

This mode lets you strike the pads as hard as possible and as fast as you can within 10 seconds, and then check how much you played.

- 1 Press the [COACH] button.
- 2 Use the cursor buttons or the dial to select "BLAST BEAST" and press the [ENTER] button.

The COACH - BLAST BEAST screen appears.



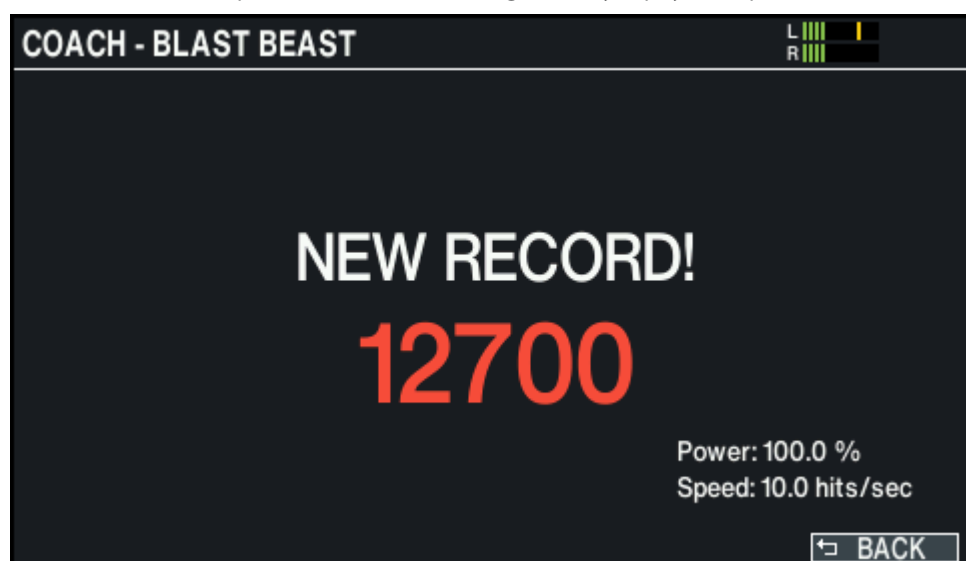
3 Use the cursor buttons and the dial to change the practice settings.

Parameter	Value	Explanation
Mode	This selects the practice mode.	
	POWER x SPEED	Practices the velocity (power) and speed with which you strike the pad.
	SPEED	Practices the speed with which you strike the pad.
Pad	Selects the pad used for practice.	

4 Press the [F6] (START) button to start practicing.

5 Play the pad as hard and fast as you can for 10 seconds.

After 10 seconds has elapsed, the result of how strong and fast you played the pad is shown.



MEMO

- To stop during practice, press the [F6] (STOP) button.
- You can clear (erase) the past high score by pressing the [F1] (CLEAR BEST) button.

Playing along with a song

You can enjoy playing the drums along with songs played back on your smartphone, or with songs that can be played back on this unit.

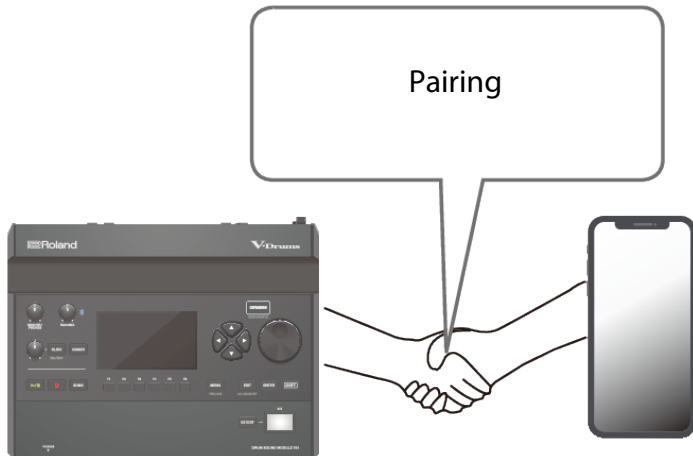
Playing along with a song from your smartphone

You can play along with a song on your smartphone that plays through this unit.

Connecting to a smartphone via Bluetooth

In order to connect your smartphone wirelessly to this unit via Bluetooth, you'll need to "pair" by registering it in your smartphone so that the two devices can authenticate with each other.

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

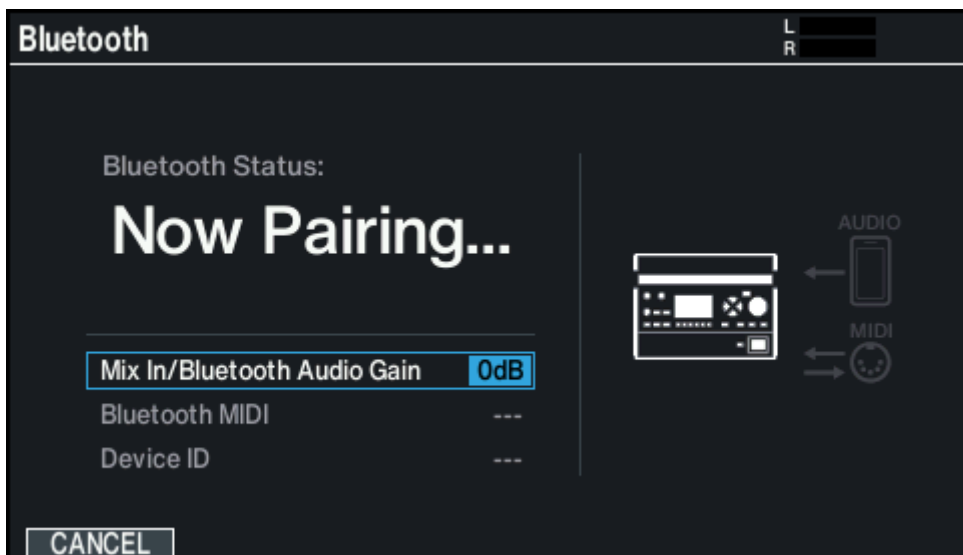


* Once a smartphone has been paired with this unit, there is no need to pair it again. Refer to the steps in [“Connecting an already-paired smartphone \(p. 47\)”](#).

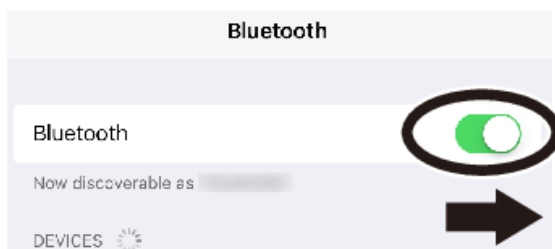
Registering the smartphone (pairing)

- 1 Place the smartphone that you want to connect near the V31.**
Press the [MENU] button.
- 2 Use the cursor buttons to select “SYSTEM” → “Bluetooth”, and press the [ENTER] button.**
- 3 Press the [F6] (Bluetooth) button to turn Bluetooth Switch “ON”.**
- 4 Press the [F1] (PAIRING) button.**

The display indicates “Now Pairing...”, and the V31 waits for a response from the mobile device.



5 In your smartphone's settings, turn Bluetooth on.



6 Tap "V31 AUDIO" that appears in the Bluetooth "DEVICES" list on your smartphone.

This pairs the unit with the smartphone. When pairing is completed, a display like the following appears.

Smartphone	"V31 AUDIO" is added to the "My devices" area, and shown as "Connected".
V31	The screen indicates "Connected (AUDIO)".

7 Press the [KIT] button to return to the KIT screen.

Connecting an already-paired smartphone

1 In your smartphone's settings, turn Bluetooth on.

The smartphone and this unit are connected via Bluetooth.

* If the above step does not establish a connection, tap "V31 AUDIO" as shown in the "DEVICES" field on the smartphone.

Playing back songs from your smartphone

When you play back a song on your smartphone, you hear the sound from the headphones or amplified speakers that are connected to this unit.

To adjust the song's volume, use the [BACKING] knob on this unit, the MIX IN/Bluetooth Audio Gain parameter, or adjust the volume on your smartphone.

From the Bluetooth screen, you can control the song that's playing on your smartphone using this unit.

Controller	Function
[F2] (◀) button	Move to beginning of song or previous song
[F3] (▶/■) button	Play/stop a song
[F4] (▶) button	Go to next song

* Some smartphones and music playback apps may not let you control the song from the V31.

MEMO

- The song played back on your smartphone can be recorded along with the sound of your performance on the V31.
- Connect your smartphone to the MIX IN (stereo) jack to hear the songs playing on your smartphone while you play the sounds on this unit.

Using Bluetooth MIDI

Here's how to make settings for transmitting and receiving MIDI data between the V31 and the mobile device.

1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “Bluetooth”, and press the [ENTER] button.

3 Move the cursor to “Bluetooth MIDI”, and turn the dial to “ON”.

4 Turn on the Bluetooth function of the mobile device.

5 On the settings screen or your music app, select “V31 MIDI” and connect.

For details, refer to the owner’s manual of your music app.

* If you connect to “V31 MIDI” from the Bluetooth screen of your mobile device, the connection may not work correctly.

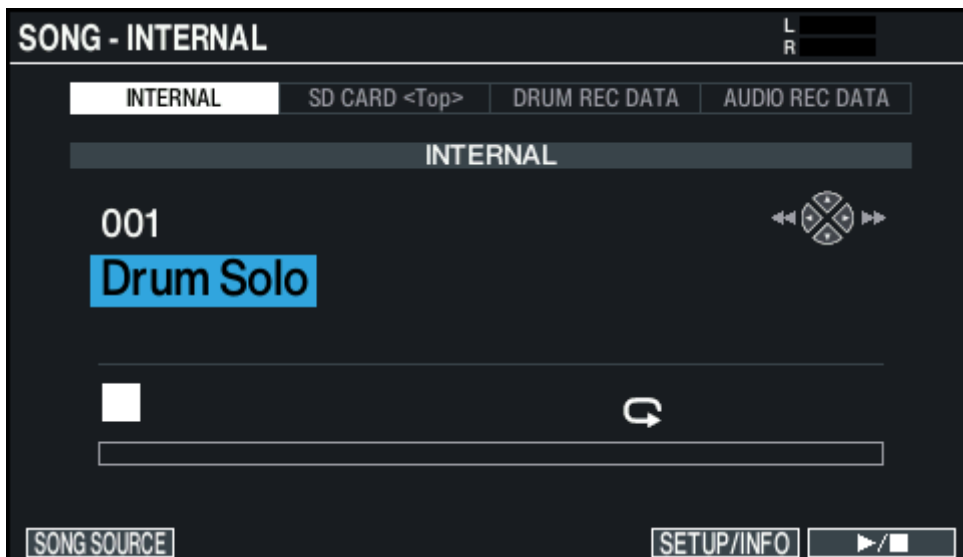
Playing along with the songs on the V31

This unit features songs in a variety of genres.

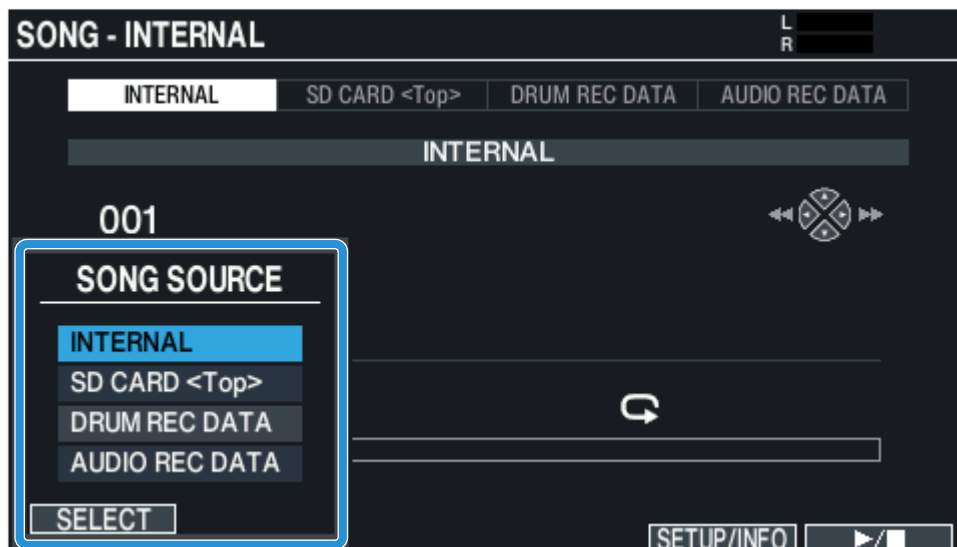
Some of the built-in songs are provided as audio data, and others are MIDI data recordings of drum performances. You can also play audio files (WAV/MP3) stored on an SD card as songs.

1 Press the [SONG] button.

The SONG screen appears.

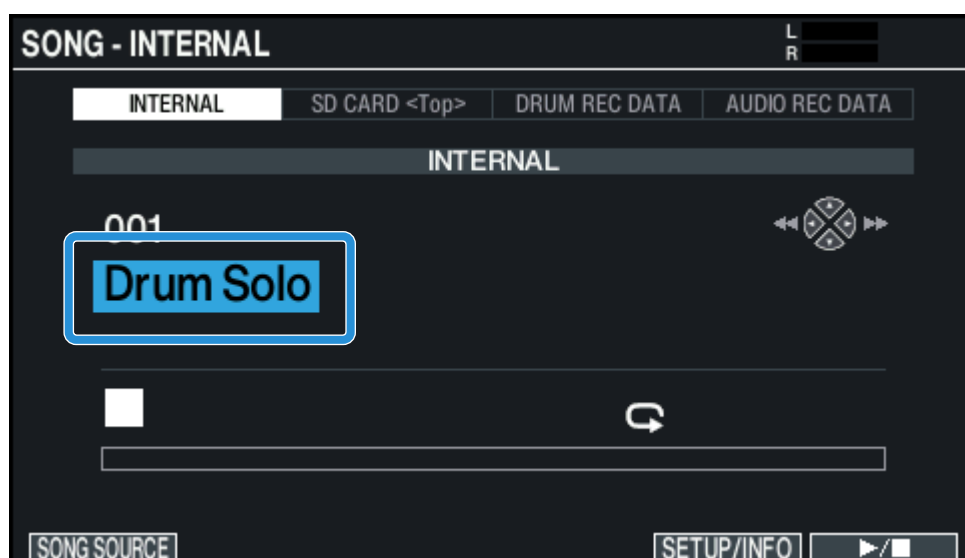


- 2** Press the [F1] (SONG SOURCE) button to show the SONG SOURCE list, and press the [F1] (SELECT) button to select the type of song you want to play back.



Song type	Explanation
INTERNAL	Built-in songs
SD CARD<Top>	Songs stored on SD card
DRUM REC DATA	Songs for drum performance data recorded on this unit
AUDIO REC DATA	Songs recorded on this unit as audio data

- 3** Move the cursor to the song, and use the dial to select the song.



- 4** Press the [▶/■] button.

The selected song plays.

MEMO

You can also play/stop using the [F6] (▶/■) button.

Performing

Controller	Function
[▶/■] button, [F6] (▶/■) button	Plays/stops the song (*1)
[SHIFT] button + [◀] button	Returns to the beginning of the song (*1)
[SHIFT] button + [▶] button	Moves to the end of the song (*1)
[◀] button	Rewinds the song (*1)
[▶] button	Fast-forwards the song (*1)
Dial	Fast-forwards/rewinds the song (*1, *2)
[BACKING] knob	Adjusts the song (audio file) volume (*3)

*1 : Depending on the type of song, this might be disabled.

*2 : Only enabled when the cursor is on the seek bar (the bar that shows the playback position).

*3 : It does not affect the drum performance sound of the built-in songs or the recorded drum sounds.

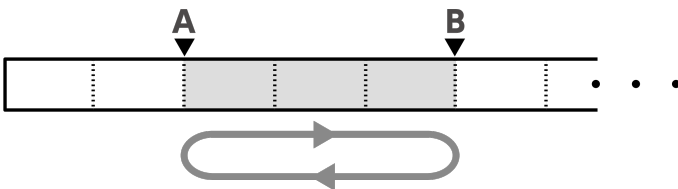
MEMO

- You can repeatedly play back an entire song or just one part.
- You can make the click sound in time with the song by outputting an audio file on the SD card as a click track.
→ “Playing back an audio file as a click (Click Track) (p. 52)”

Repeatedly playing a specified region (A-B repeat)

You can make a certain part of a song repeat.

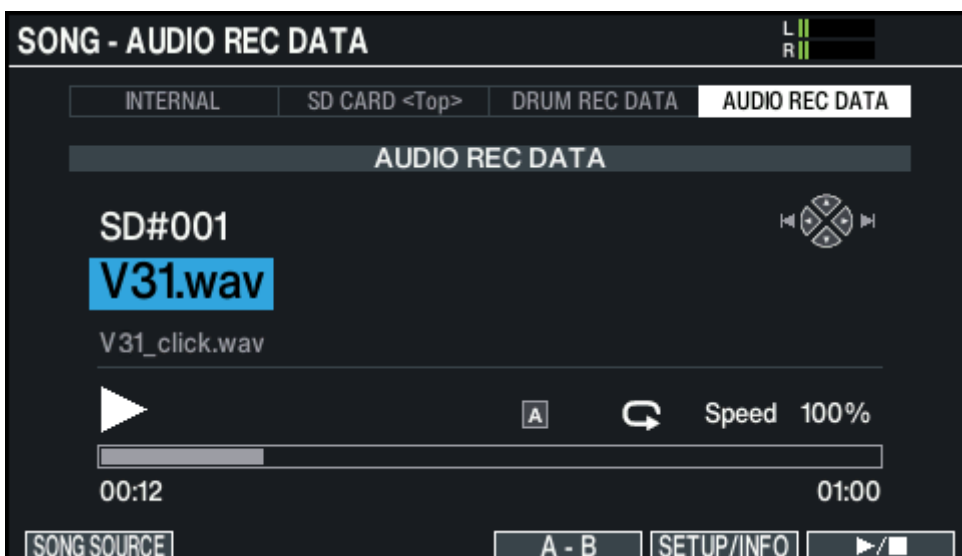
* You cannot set A-B repeat for the built-in songs of the drum performances, or for the songs of the recorded drum performance data (DRUM REC DATA).



1 Select a song to play back.

2 In the SONG screen, press the [F4] (A-B) button at the location where you want to start repeating.

The character “A” appears.

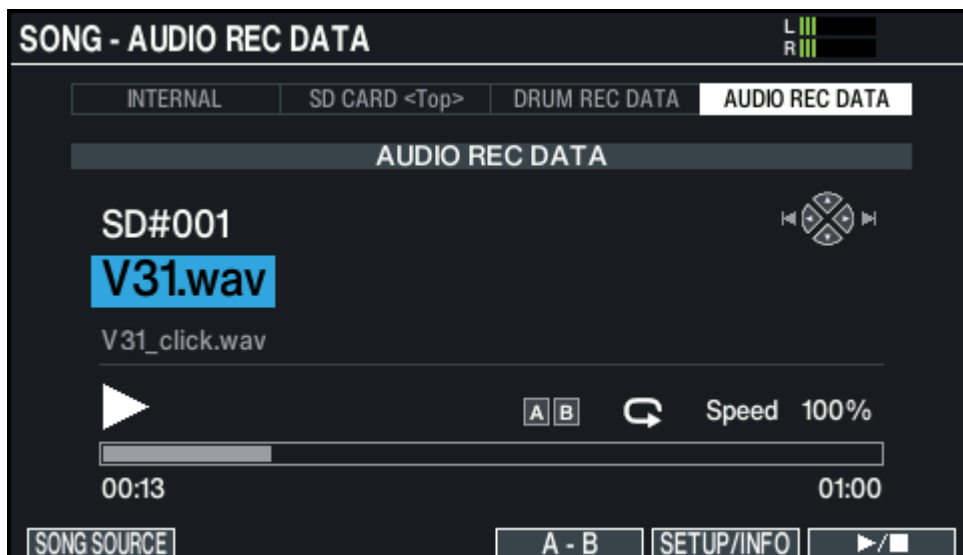


MEMO

You can use the [◀] (◀◀) / [▶] (▶▶) buttons to move backward or forward in five-second steps. Hold down a button to rewind or fast-forward.

3 At the location where you want to stop repeating, press the [F4] (A-B) button.

The character "B" appears, and the region of the song between "A" and "B" plays repeatedly.



During repeat playback, press the [F4] (A-B) button to return to normal playback.

Editing the settings and viewing the information for each song

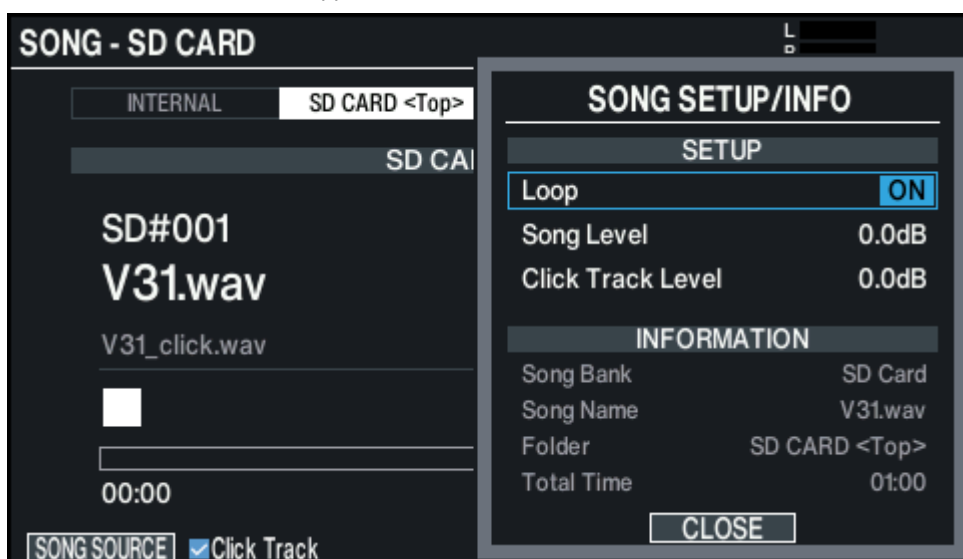
You can set the song volume and method of playback. You can also view the song information.

1 Select a song on the SONG screen.

→ "Playing along with the songs on the V31 (p. 48)"

2 Press the [F5] (SETUP/INFO) button.

The SONG SETUP/INFO window appears.



Parameter	Value	Explanation
SETUP		

Performing

Parameter	Value	Explanation
Loop	OFF	The song plays back only once and then stops.
	ON	The song plays repeatedly.
Song Level	-INF~+12.0dB	Volume of the song
Click Track Level		Volume of the click track * Only if there is a click track corresponding to the song
INFORMATION		
Song Bank	Song save location (temporary area in internal storage, or SD card)	
Song Name	Song name	
Folder	Song save location on SD card	
Total Time	Song playback time * This is not shown for songs containing only a drum performance.	

3 Press the [F5] (CLOSE) button.

When saving audio files from your computer to an SD card

Audio files can be played back from the top directory (root) of the SD card.

- * You can save up to 200 song files in a single folder.
- * Keep the song length within one hour per file.

MEMO

For details, refer to “SD card folder structure (p. 195)”.

Audio files that can be played on the V31

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

- * File names or folder names that contain more than 16 characters are not shown correctly. Also, file/folder names with double-byte characters are not supported.

Playing back an audio file as a click (Click Track)

You can use an audio file (WAV file) separate from the song for the click, and play it back as a click track instead of using the click sound.

Since the click track plays simultaneously with the song, this is useful when you want to play a click sound along with the songs you like.

- * To play back a click track, you must prepare a song as well as an audio file to use for the click, both in WAV format. MP3 files are not supported.

Getting the click track audio file ready

1 Have ready an audio file (WAV file) to play back as the click track.

2 On your computer, edit the filename of the file that you prepared in step 1.

Specify “song file name+_Click” as the name of the audio file to play as the click track.

Example:

To play the click track along with a song named “V31.wav”, specify “V31_Click.wav” as the name of the click audio file.

3 Save the click audio file in the same root (topmost) directory as the song that's on the SD card.

In the case of the example, save "V31.wav" and "V31_Click.wav" in the root directory.

Playing the click track along with the song

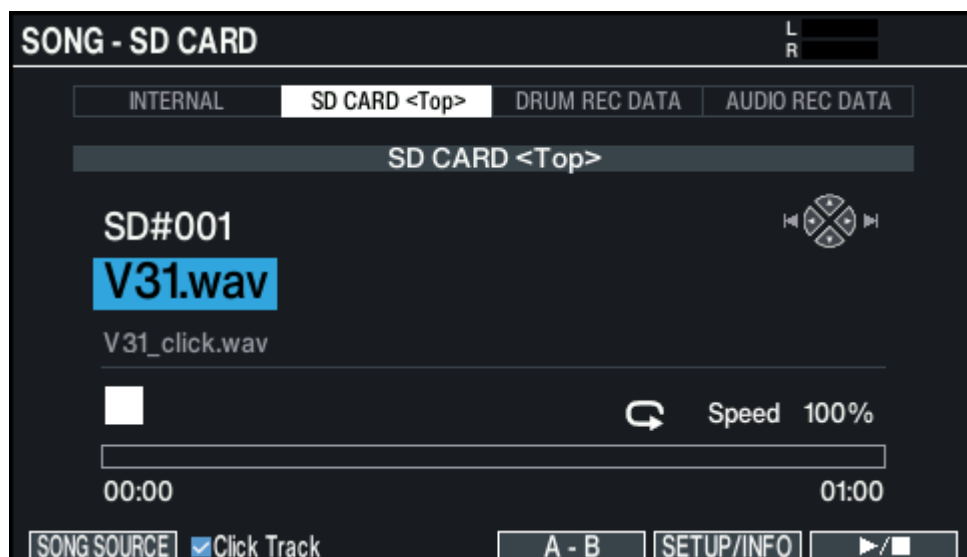
1 On the SONG screen, press the [F1] (SONG SOURCE) button and select "SD CARD<Top>" for the SONG SOURCE.

→ "Playing along with the songs on the V31 (p. 48)"

2 Use the dial to select the song that you want to play back together with the click track.

In the example above, select the song "V31.wav".

3 Press the [F2] button and select the "Click Track" check box.



4 Press the [▶/■] button.

The click track plays back together with the song.

To adjust the click track volume, turn the [CLICK] knob.

MEMO

- To mute the click track, press the [F2] button and deselect the "Click Track" check box.
- You can also output the click track only to headphones.
→ "Audio output assignments (OUTPUT) (p. 211)"

Registering/recalling your favorite drum kits

You can register your favorite drum kits and recall them instantly.

Registering a drum kit as a favorite

1 On the KIT screen (p. 26), press the [F1] (LIST) button.

The KIT LIST window appears.

2 Use the cursor [▼] [▲] buttons or the dial to move the cursor to the drum kit you want to register.

3 Press the [F2] (★) button.

A star (★) appears next to the drum kit name. The drum kit is now registered as a favorite.



MEMO

To deregister a favorited drum kit, press the [F2] (★) button to hide the “★” mark.

Recalling a registered drum kit

1 On the KIT screen (p. 26), press the [F1] (LIST) button.

2 Press the [F4] (▶ ALL ★) button.

A list of drum kits registered as favorites is shown.



3 Use the cursor [▼] [▲] buttons or the dial to select a drum kit.

4 Press the [KIT] button to return to the KIT screen.

Preventing accidental operation of the buttons (safety mode)

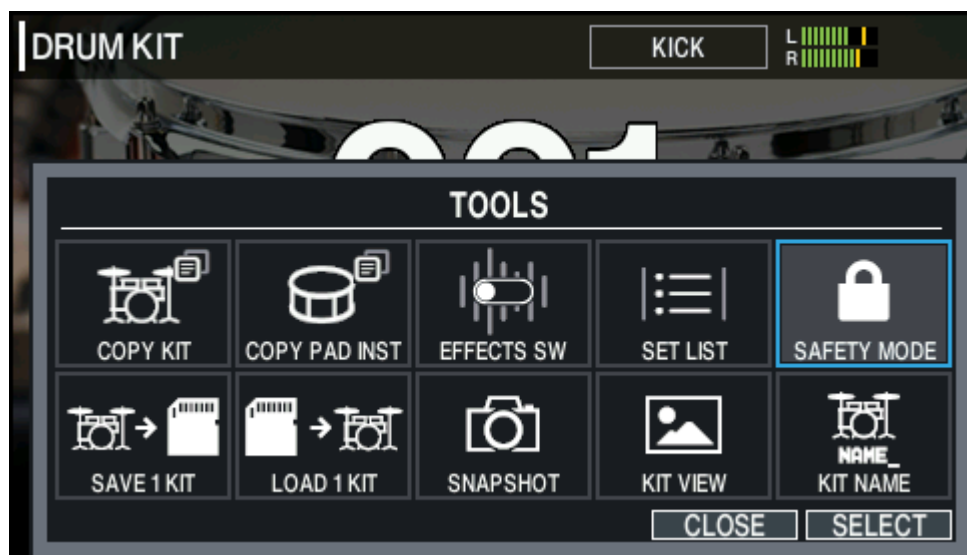
You can disable the buttons to prevent them from being accidentally operated (safety mode).

This disables any functions other than the specific functions you use when playing live. This also disables wireless functionality (Wi-Fi, Bluetooth).

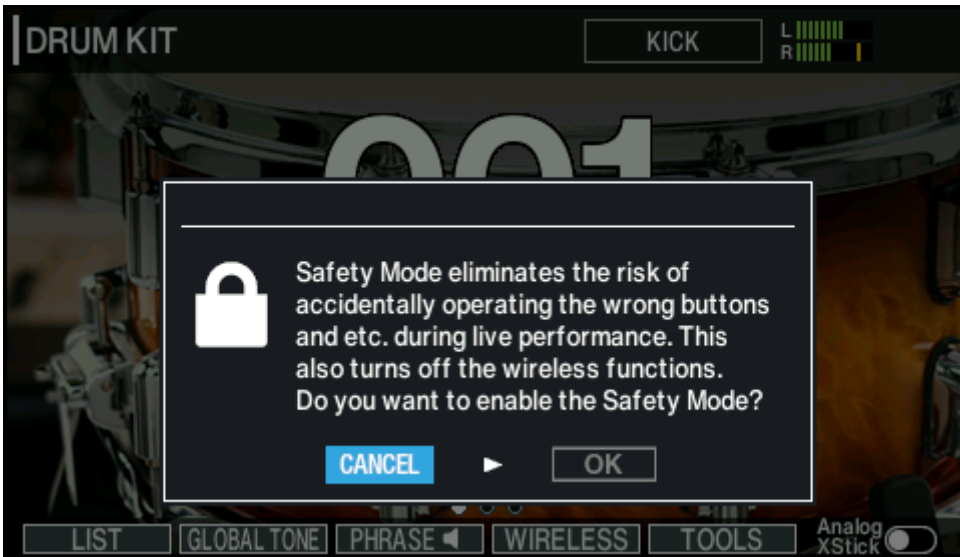
1 On the KIT screen (p. 26), press the [F5] (TOOLS) button.

You can also skip to step 3 by pressing the [KIT] button while holding down the [SHIFT] button.

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



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



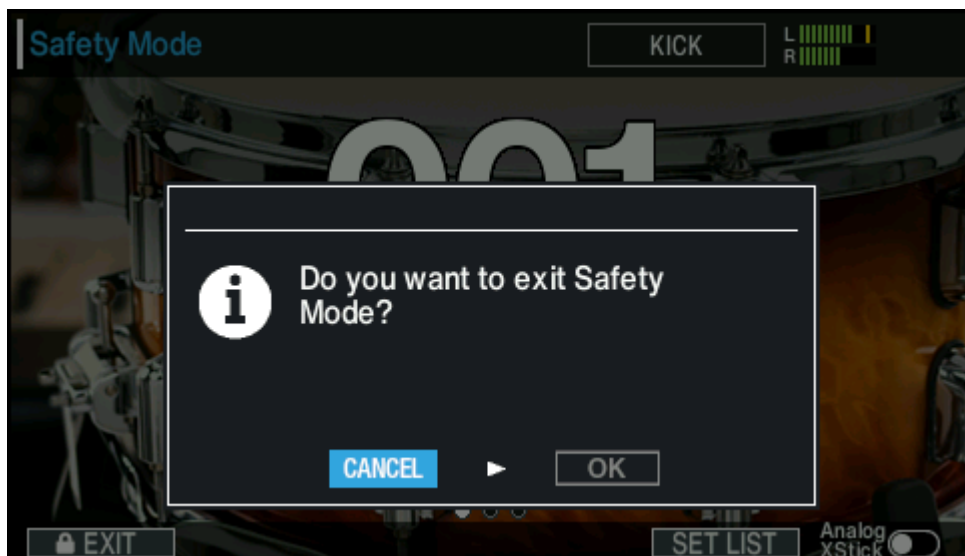
The following screen appears when safety mode is on.



Disabling safety mode

1 Press the [F1] (EXIT) button.

You can also press the [KIT] button while holding down the [SHIFT] button.



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

Operations available in safety mode

- Switching between drum kits
- Turning the set list on/off and switching between set lists
- Using the knob to adjust the volume
- ALL SOUND OFF
- Turning the click on/off (pressing the [SHIFT] + [CLICK] button shortcut)
- Operating the PD-14DSX strainer lever
- Some PD-14DSX strainer switch/knob operations

Strainer SW Func parameters

- OFF
- DISPLAY STRAINER KNOB FUNC
- CLICK PLAY/STOP
- ALL SOUND OFF

Strainer Knob Func parameters

- No functions are available.

Recording

Recording your performance

You can easily record your own performance and play it back.

Types of recording

There are two types of recording on this unit, as follows.

DRUM REC	Records as SMF data (MIDI).
AUDIO REC	Records as audio data (WAV).

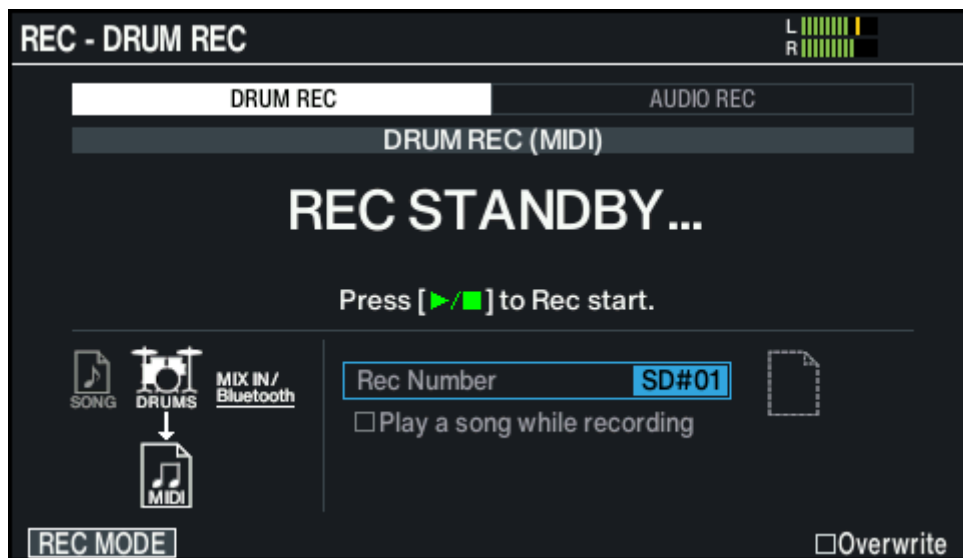
* When recording to an SD card, make sure that the SD card is inserted.

Recording as SMF (DRUM REC)

Here's how to record what you play as SMF data (MIDI).

1 Press the [●] button.

The REC screen appears, and the unit enters record-standby mode.

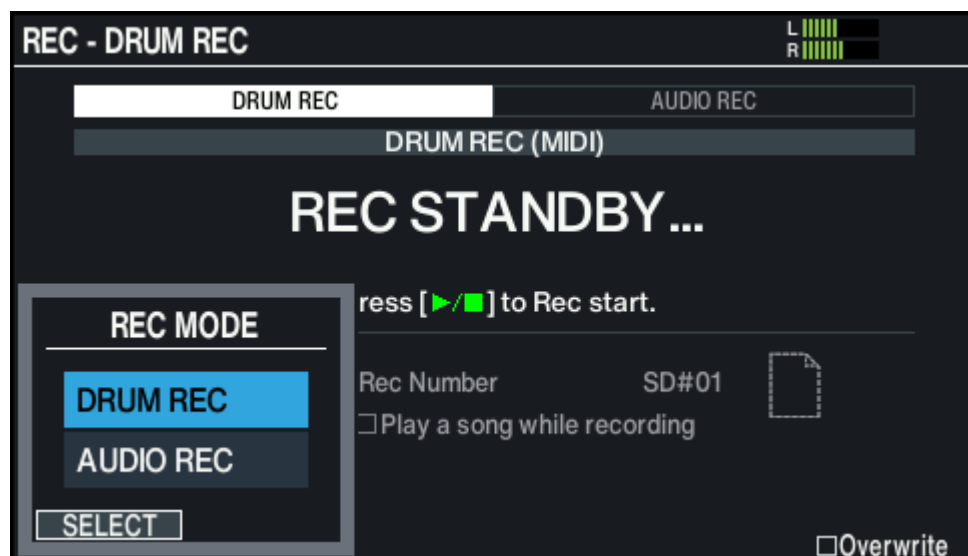


MEMO

If you want to record along with the click, make the click play.

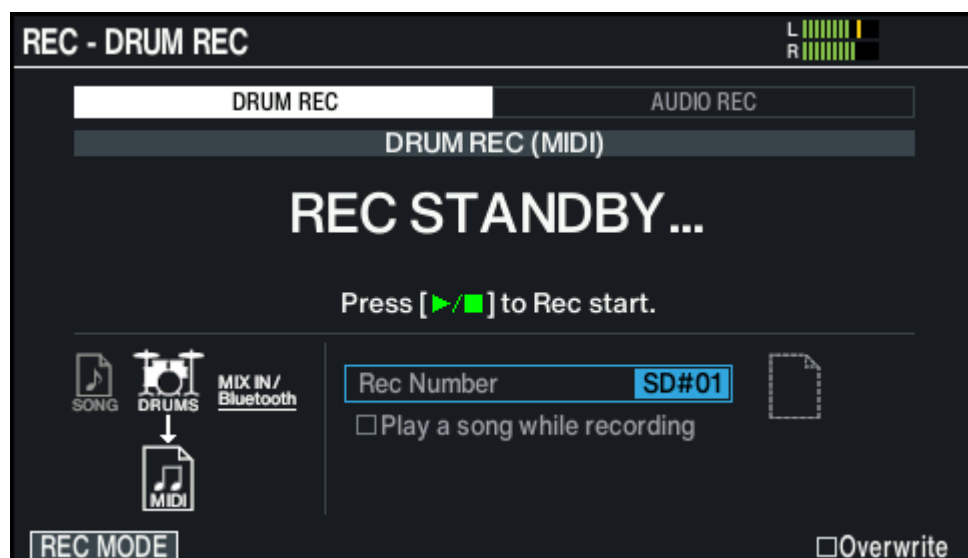
→ "Using the Click (p. 33)"

- 2 Press the [F1] (REC MODE) button to show the REC MODE window.



- 3 Use the cursor [▼] [▲] buttons or the dial to select "DRUM REC", and press the [F1] (SELECT) button.

The REC - DRUM REC screen appears.



- 4 Use the cursor buttons and the dial to change the recording settings.

Parameter	Value	Explanation
Rec Number	TEMPORARY	Records to temporary memory on this unit (one song).
	SD#01-99	Records to an SD card (up to 99 songs). This cannot be selected if you have not inserted an SD card into the V31.

NOTE

Recorded data saved to the temporary area on this unit is erased once you turn off the power. Export any important data or settings to your SD card before you do this.

→ "Exporting the DRUM REC recorded data to an SD card (SONG EXPORT) (p. 66)"

Recording

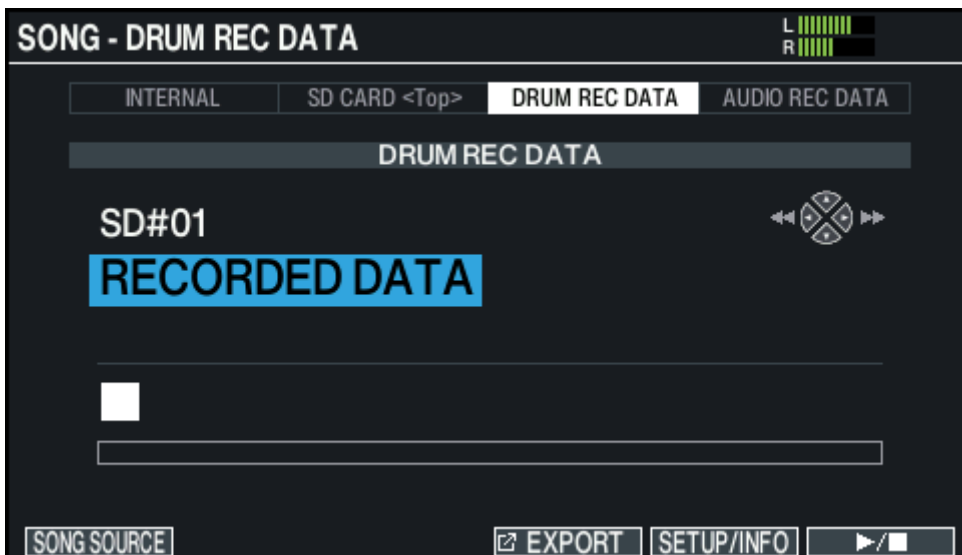
MEMO

If you don't mind overwriting your previously recorded data, press the [F6] (Overwrite) button to select the "Overwrite" check box. Deselecting the check box helps prevent you from accidentally overwriting the recorded data.

5 Press the [▶/■] button to start recording.

6 Press the [▶/■] button to stop recording.

The SONG - DRUM REC DATA screen appears.



7 Press the [▶/■] button to start playback.

The recorded performance plays back.

MEMO

You can use the dial to select different songs that are recorded.

8 Press the [▶/■] button to end playback.

MEMO

- You can export the data you recorded.
 - "Exporting the DRUM REC recorded data to an SD card (SONG EXPORT) (p. 66)"
- You can also record your drum playing along with a song.
 - "Recording your performance along with a song (p. 64)"

Recording audio (AUDIO REC)

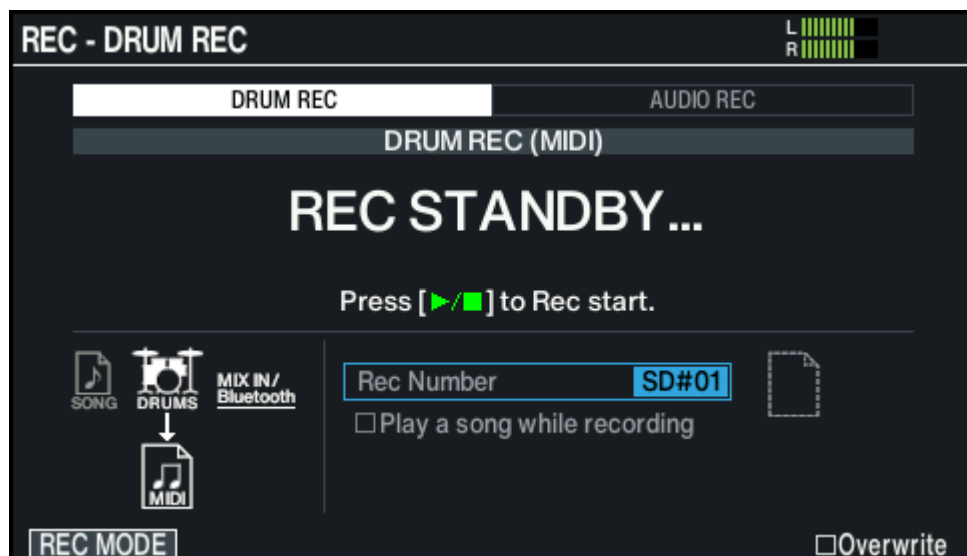
Here's how to record your performance as audio data (WAV).

NOTE

When recording in AUDIO REC mode, the recorded data is erased once you exit the AUDIO REC PLAYBACK screen after recording is finished. Before you proceed, you should save any important data to your SD card.

1 Press the [●] button.

The REC screen appears, and the unit enters record-standby mode.

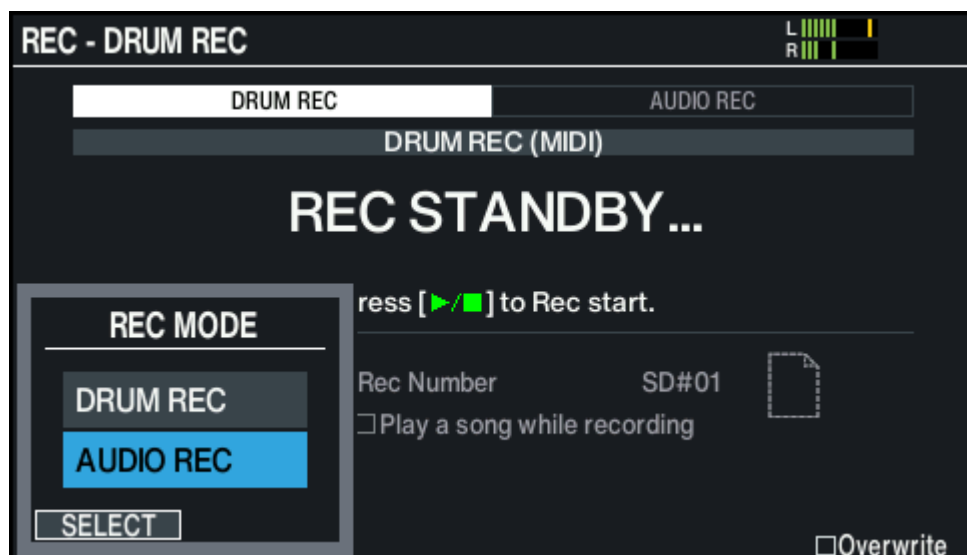


MEMO

If you want to record along with the click, make the click play.

→ "Using the Click (p. 33)"

2 Press the [F1] (REC MODE) button to show the REC MODE window.



3 Use the cursor [▼] [▲] buttons or the dial to select “AUDIO REC”, and press the [F1] (SELECT) button.

The REC - AUDIO REC screen appears.



4 Use the cursor buttons and the dial to change the recording settings.

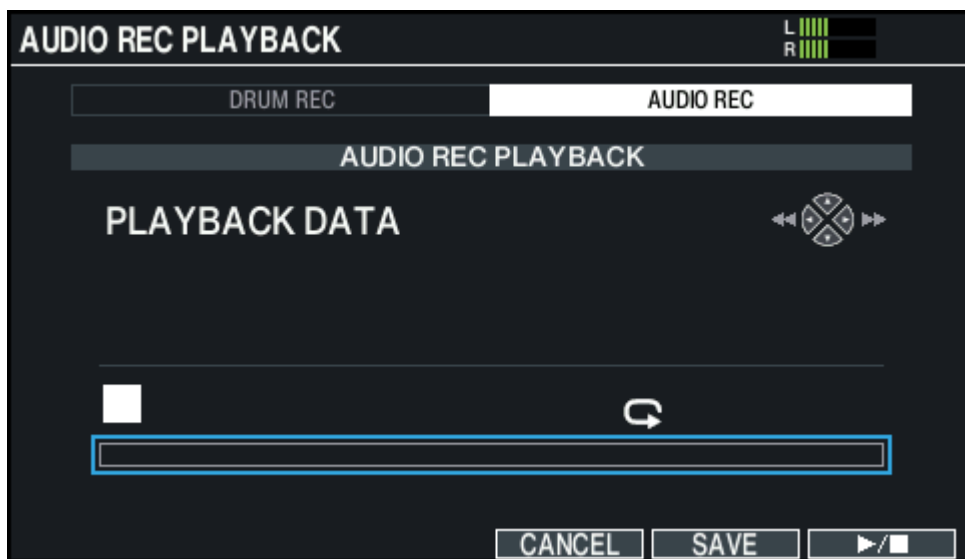
Parameter	Value	Explanation
Rec Number (*1)	TEMPORARY	Records to temporary memory on this unit. Up to approximately one minute can be recorded. * This is selected when an SD card is not inserted in the V31.
	SD#001–200	Records to an SD card. Up to approximately 60 minutes can be recorded. * This is selected when an SD card is inserted in the V31.
Rec Target	ALL	The input audio from the MIX IN (STEREO) jack and the playback audio from a smartphone connected via Bluetooth is recorded, in addition to your drum playing.
	DRUMS ONLY	Only your drum playing is recorded.
Rec Gain	-24--+24 dB	Adjusts the recording level. Before you start recording, make adjustments while checking the level meter.

*1: Rec Number is set automatically.

5 Press the [▶/■] button to start recording.

6 Press the [▶/■] button to stop recording.

The AUDIO REC PLAYBACK screen appears.



7 Press the [▶/■] button to start playback.

The recorded performance plays back.

8 Press the [▶/■] button to end playback.

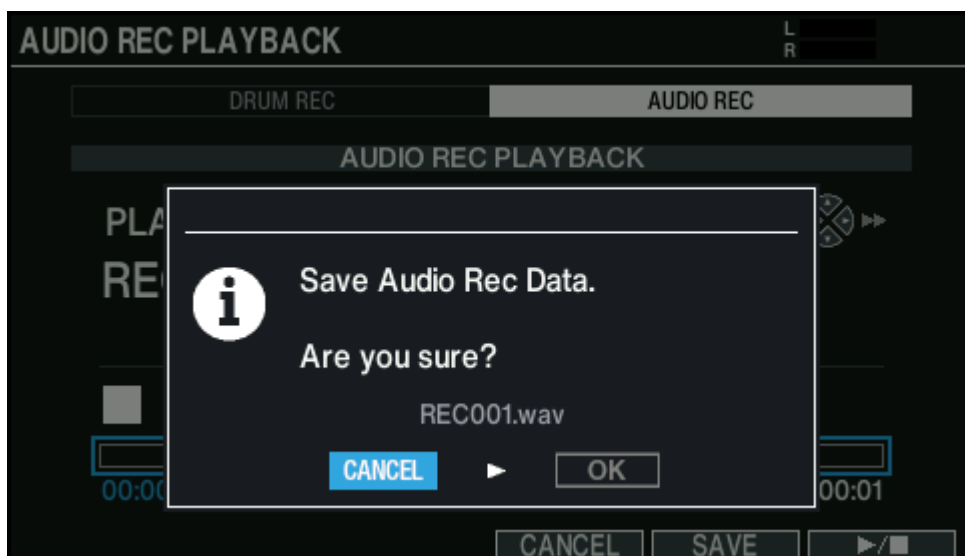
MEMO

You can also play/stop using the [F6] (▶/■) button.

If you don't want to save the recorded data, press the [F4] (CANCEL) button to exit recording.

9 To save the recorded data, press the [F5] (SAVE) button.

A confirmation message appears.



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

10 Select "OK" and press the [ENTER] button.

This saves the recorded data to the SD card.

MEMO

You can also record your drum playing along with a song.

→ "Recording your performance along with a song (p. 64)"

Recording your performance along with a song

You can record your drum playing along with a song in audio data format.

Recording with DRUM REC

1 Select a song recorded as audio data.

→ "Playing along with the songs on the V31 (p. 48)"

* The word "(AUDIO)" is added to the end of the song name for the built-in song (INTERNAL) audio data.

2 Press the [●] button.

The REC screen appears, and the unit enters record-standby mode.

3 Select "DRUM REC" for the recording type.

→ "Recording as SMF (DRUM REC) (p. 58)"

4 Use the cursor buttons or the dial to select the "Play a song while recording" check box.

5 Press the [▶/■] button to start recording.

The song starts playing at the same time that recording begins.

6 Press the [▶/■] button to stop recording.

7 Play back your recorded performance.

* When you've recorded along with a song with the [click track \(p. 52\)](#) and then play back what you've recorded, the click track does not play back.

8 Press the [▶/■] button to end playback.

9 Export the song as necessary.

→ "Exporting the DRUM REC recorded data to an SD card (SONG EXPORT) (p. 66)"

Recording with AUDIO REC

1 Select a song recorded as audio data.

→ "Playing along with the songs on the V31 (p. 48)"

* The word "(AUDIO)" is added to the end of the song name for the built-in song (INTERNAL) audio data.

2 Press the [●] button.

The REC screen appears, and the unit enters record-standby mode.

3 Select "AUDIO REC" for the recording type.

→ "Recording audio (AUDIO REC) (p. 60)"

4 Set Rec Target to "ALL".**5** Use the cursor buttons or the dial to select the "Play and record a song" check box.**6** Press the [▶/■] button to start recording.

The song starts playing at the same time that recording begins.

7 Press the [▶/■] button to stop recording.**8** Play back your recorded performance.

* When you've recorded along with a song with the [click track](#) (p. 52) and then play back what you've recorded, the click track does not play back.

9 Press the [▶/■] button to end playback.**10** Save the song to the SD card as necessary.

→ "Recording audio (AUDIO REC) (p. 60)"

Naming the DRUM REC recorded data

Edit the name of the data you recorded with DRUM REC.

1 Select a song on the SONG screen.

→ "Playing along with the songs on the V31 (p. 48)"

2 Press the [F5] (SETUP/INFO) button.**3** Press the [F6] (RENAME) button.

The DRUM REC DATA NAME window appears.

**4** Edit the name.

You can input up to 16 characters for the name of the recorded data.

→ "Renaming the drum kit (KIT NAME) (p. 101)"

5 Press the [F6] (CLOSE) button to exit the DRUM REC DATA NAME window.

6 Press the [F5] (CLOSE) button to exit the SONG SETUP/INFO window.

Exporting the DRUM REC recorded data to an SD card (SONG EXPORT)

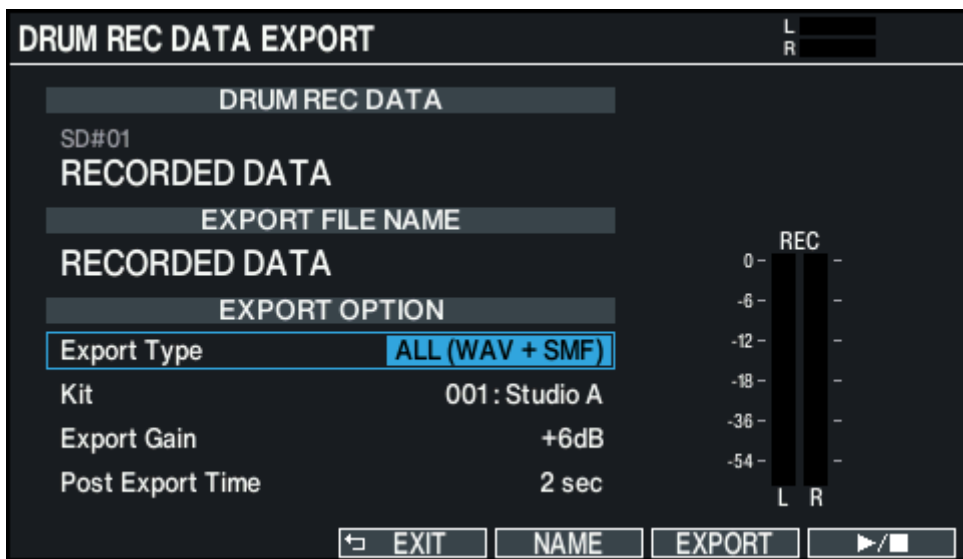
You can export the data you've recorded with DRUM REC to an SD card as an audio file (WAV) or SMF.

1 Select a song on the SONG screen.

→ "Playing along with the songs on the V31 (p. 48)"

2 Press the [F4] (EXPORT) button.

The DRUM REC DATA EXPORT screen appears.



3 Use the cursor [▼] [▲] buttons to select a parameter, and use the dial to edit the value.

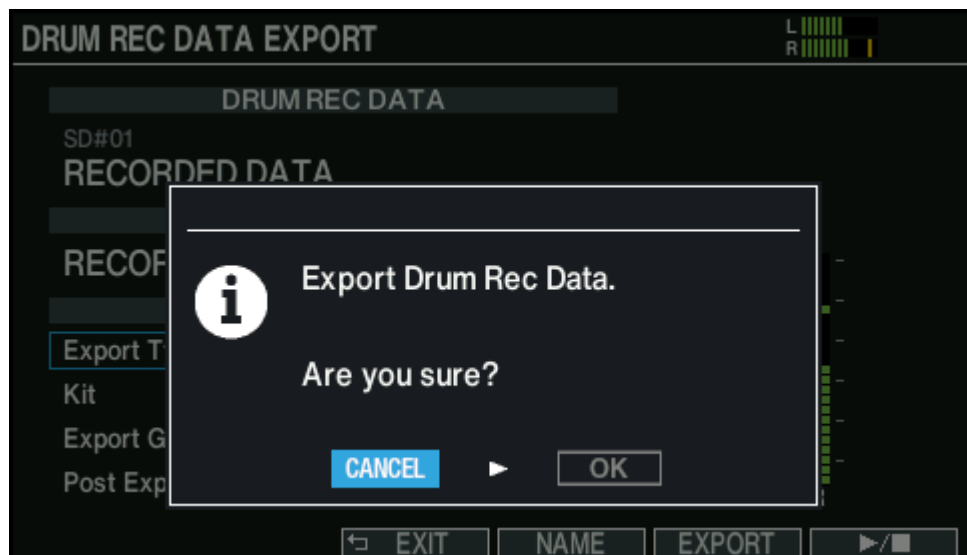
Parameter	Value	Explanation
Export Type	SMF	Exports the drum performance to SMF format.
	WAV (Drums)	Exports the drum performance to an audio file.
	WAV (Drums with song)	Exports the drum performance and song audio to an audio file. * You can't select for data that was recorded using the "DRUMS ONLY" setting.
	SMF + WAV	Exports the drum performance to both an audio file and an SMF.
Kit	001–200	An audio file is exported using the selected drum kit sound.
Export Gain	0–+24dB	Press the [F6] (▶/■) button to play back a preview of the recorded data (the export results). Adjust the audio file volume while checking the output level meters. Positive values increase the volume.
Post Export Time	0–10 sec	The tail end of the sound may get chopped off when you export an audio file. If this happens, increase this value to prevent this problem.

MEMO

Press the [F4] (NAME) button to add a name to the file for export.

4 Press the [F5] (EXPORT) button.

A confirmation message appears.



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

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

The export begins.

Exported data is saved in the "EXPORT" folder.

NOTE

Never do any of the following things while data is being exported. Doing so may cause your recorded data to be lost.

- Turning the power off
- Removing the SD card
- Playing the pads

MEMO

- If export data exists with the same filename, the message "Duplicate file name! / Overwrite?" appears. Select "OK" and press the [ENTER] button to overwrite. Select "CANCEL" and press the [ENTER] button to cancel. Change the filename and try exporting again.
- To cancel the export while in progress, press the [F6] (CANCEL) button.
- When you save your drum performance in SMF format, the note numbers corresponding to the MIDI settings for the drum kit or in SETUP are outputted.
For details, refer to "Data List" (Roland website).

Connecting and recording to your computer

You can connect this unit to your computer and record 30 channels of multi-track audio onto your DAW software, or record your performance as MIDI data.

→ For details, refer to "Using this unit with a computer or smartphone app (p. 128)".

Customizing the drum kits

The V31 lets you shape your sounds in a wide variety of ways, from customizing the sound of the drum itself by changing the head type or shell depth, to adjusting the reverberation.

Saving the settings

Since the V31 automatically saves the values that you change, there's no need to perform a specific operation to save your settings. Settings are also saved when you turn off the power.

MEMO

- You can temporarily save the drum kit you're now editing, and compare it with the current settings while editing.
→ "Comparing with or reverting to the unedited drum kit (SNAPSHOT) (p. 125)"
- If you want to restore your edited drum kit to its original state, see "Restoring the drum kit to factory settings (p. 221)".

Easily editing a drum kit (EZ EDIT)

On the V31, you can use EZ EDIT to easily adjust the instruments.

EZ EDIT automatically adjusts the rim settings to match the head settings.

Selecting the instruments

Here's how to configure the snare drum, kick drum and other instrument sounds.

MEMO

You can layer up to three instruments (layers A–C) per pad (each trigger such as the head, rim and so forth) on the V31.

→For the instruments that can be selected, refer to "Data List" (Roland website).

1 Press the [EZ EDIT] button.

2 Press the [F1] (INST) button.

The EZ EDIT - INSTRUMENT screen appears.



3 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

4 Press the cursor buttons to move the cursor to the instrument.

5 Use the dial to select an instrument.

MEMO

- You can also press the [ENTER] button to select an instrument from the list.
- Press the [F6] (UNDO) button to return to the settings you had when you first accessed the screen.

6 Press the [KIT] button to return to the KIT screen.

Selecting the pad to set

Selecting by striking the pad

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

To select the rim of a pad, strike the rim.

Select pad by holding down the [ENTER] button and pressing the [◀] [▶] buttons

You can also select the pad to configure by holding down the [ENTER] button and pressing the [◀] [▶] buttons.

MEMO

- If you press the [MENU] button while holding down the [SHIFT] button, striking the pads does not switch between the pads to be set. This is useful if you want to play a phrase while configuring the pads (trigger lock).
- You can't individually edit the head and the rim with EZ EDIT. Use [KIT EDIT \(p. 71\)](#) or the like to make individual settings for the head/rim, for more detailed editing of the drum kit. In any mode other than EZ EDIT, you can use the [▼] [▲] buttons while holding down the [ENTER] button to select the head/rim for the pad.

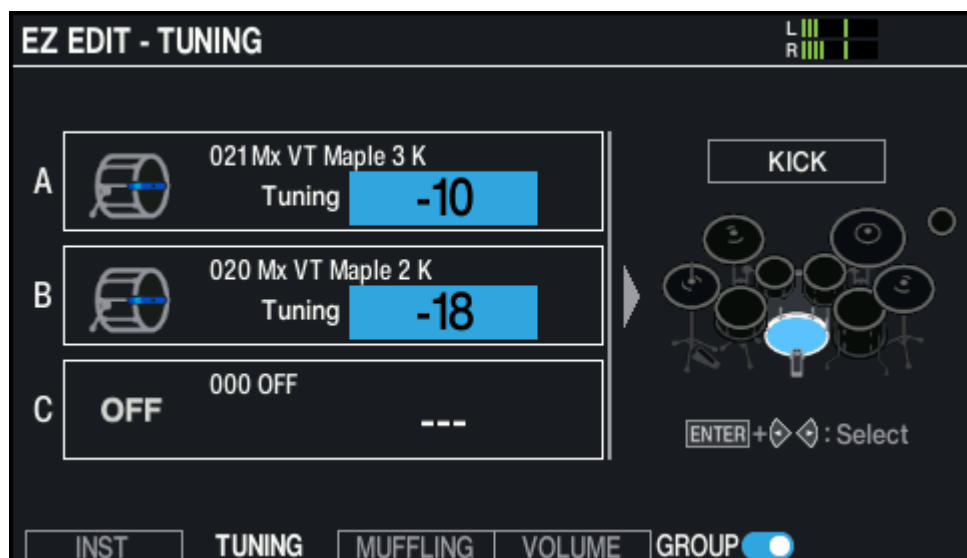
Tuning

You can tune the heads and choose the size of the cymbals.

1 Press the [EZ EDIT] button.

2 Press the [F2] (TUNING) button.

The EZ EDIT - TUNING screen appears.



3 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

4 Use the dial to change the value.

MEMO

- By pressing the [F5] (GROUP) button, you can set the instruments (layers A–C) either as a set (on) or individually (off).
- Press the [F6] (UNDO) button to return to the settings you had when you first accessed the screen.

5 Press the [KIT] button to return to the KIT screen.

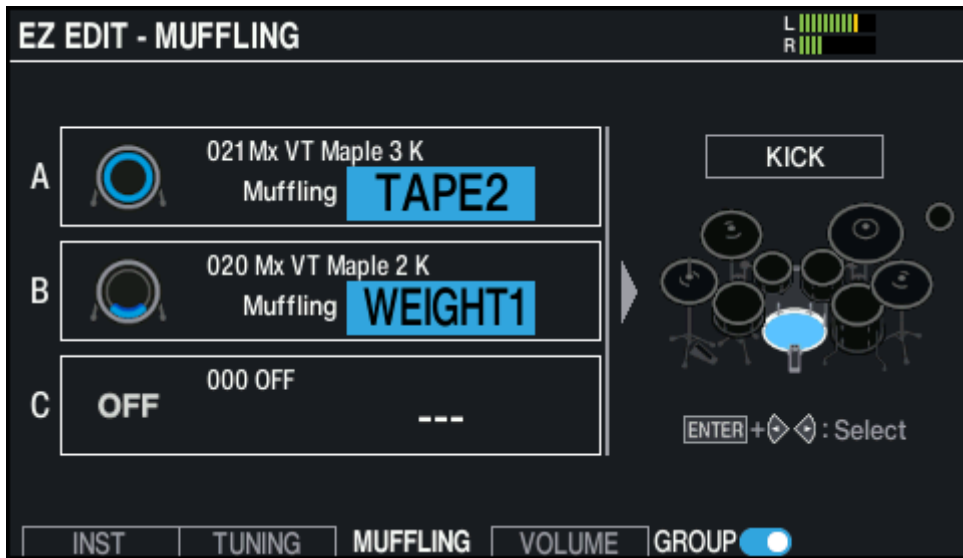
Muffling (mute) settings

You can configure how to muffle (mute) the pads.

1 Press the [EZ EDIT] button.

2 Press the [F3] (MUFLING) button.

The EZ EDIT - MUFLING screen appears.



3 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

4 Use the dial to change the value.

MEMO

- By pressing the [F5] (GROUP) button, you can set the instruments (layers A–C) either as a set (on) or individually (off).
- Press the [F6] (UNDO) button to return to the settings you had when you first accessed the screen.

5 Press the [KIT] button to return to the KIT screen.

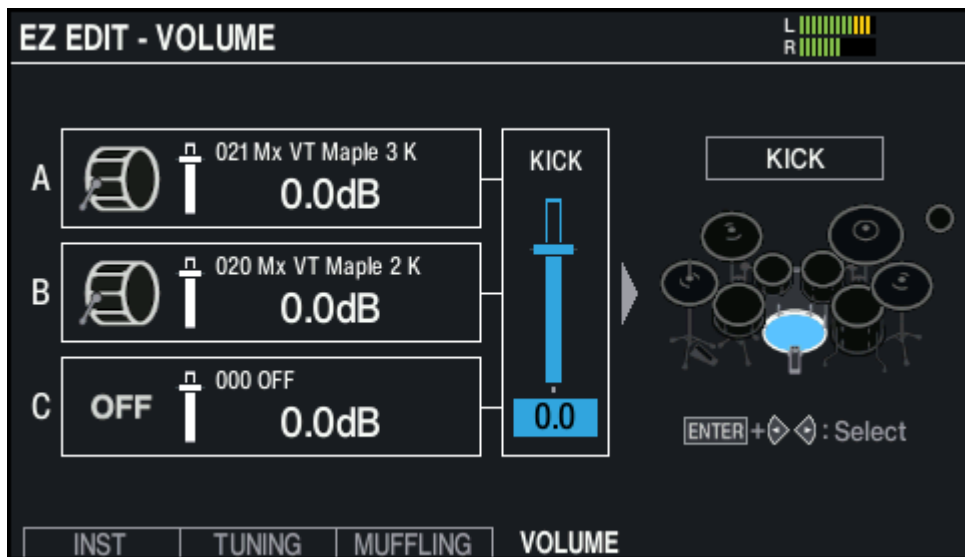
Adjusting the volume of an instrument or pad

Here’s how to adjust the volume of an instrument or pad.

1 Press the [EZ EDIT] button.

2 Press the [F4] (VOLUME) button.

The EZ EDIT - VOLUME screen appears.



3 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

MEMO

Press the [F6] (UNDO) button to return to the settings you had when you first accessed the screen.

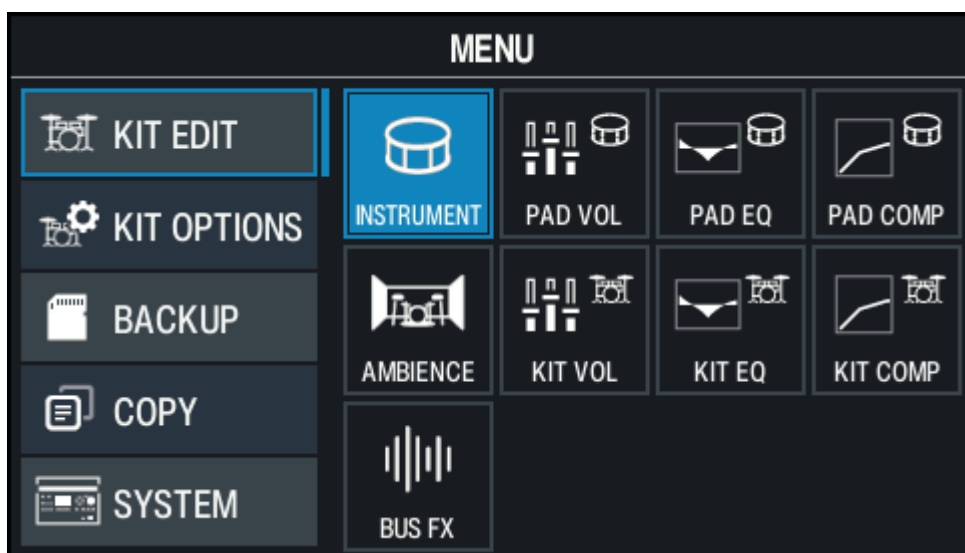
Making detailed edits to a drum kit (KIT EDIT)

You can make detailed edits to a drum kit, such as setting the volume for each instrument and pad and so forth.

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

1 Press the [MENU] button.

2 Use the cursor button to select "KIT EDIT".



3 Use the cursor buttons or the dial to select the menu that you want to edit, and press the [ENTER] button.

Menu	Explanation
INSTRUMENT	Edits the instruments.
PAD VOL	Sets the volume and pan (stereo position) for each pad.
PAD EQ	Adjusts the tonal character (pad equalizer) for each pad.
PAD COMP	This sets the changes in volume or dynamics (pad compressor) of each pad.
AMBIENCE	Simulates the reverberation and resonance of the location in which you're playing the drums.
KIT VOL	Sets the volume of the drum kit, the hi-hat and so on.
KIT EQ	Sets the tonal character (kit equalizer) for the entire drum kit, on a kit-by-kit basis.
KIT COMP	Sets the volume changes (kit compressor) for the entire drum kit, on a kit-by-kit basis.
BUS FX	Lets you apply a variety of effects to each pad.

4 Edit the settings according to the selected menu.

5 Press the [KIT] button to return to the KIT screen.

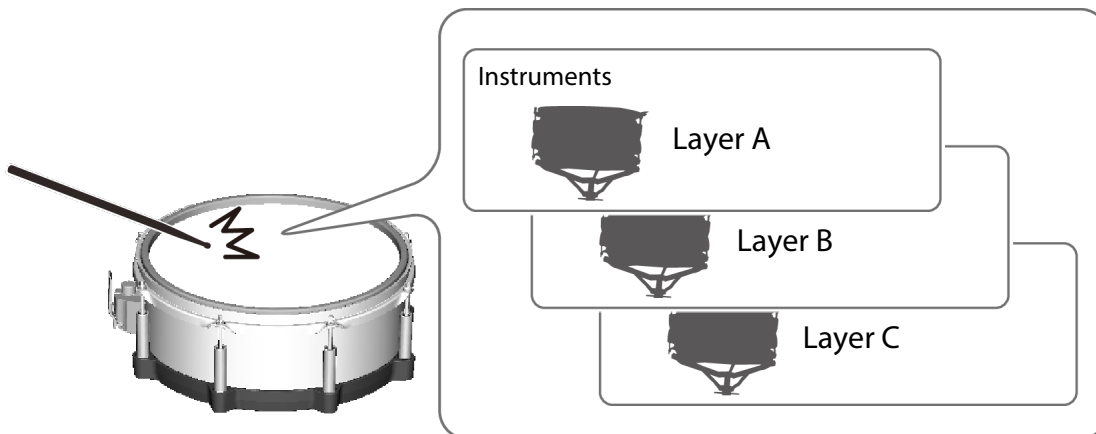
Editing Instruments (INSTRUMENT)

This shows you how to edit the snare drum, kick drum and other instrument sounds.

You can layer up to three instruments (layers A–C) per pad (each trigger such as the head, rim and so forth) on the V31.

The instrument settings (instrument selection, V-EDIT, transient and EQ) can be edited for each layer.

→ “Layering the instruments (layer) (p. 80)”



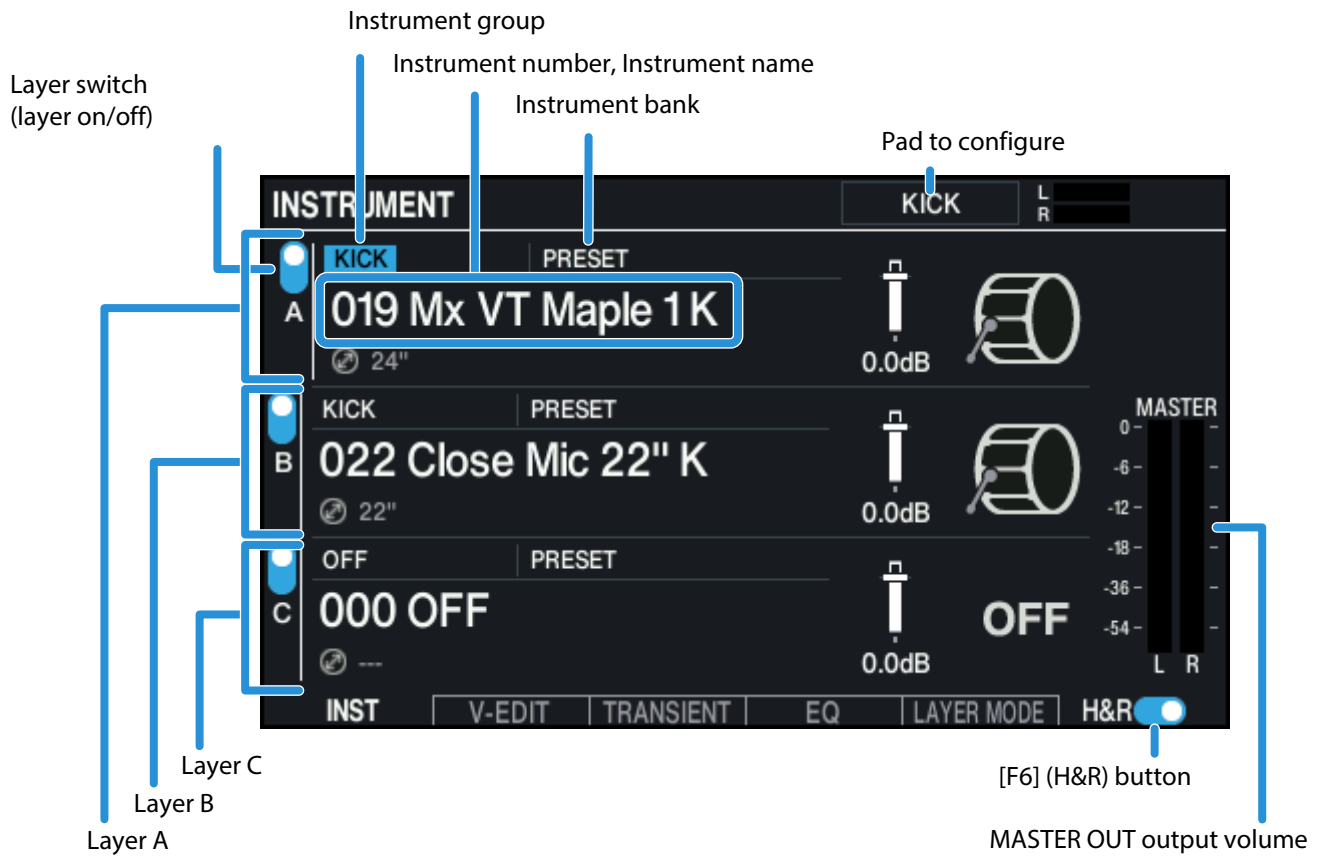
Selecting the instruments

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT EDIT” → “INSTRUMENT”, and press the [ENTER] button.

3 Press the [F1] (INST) button.

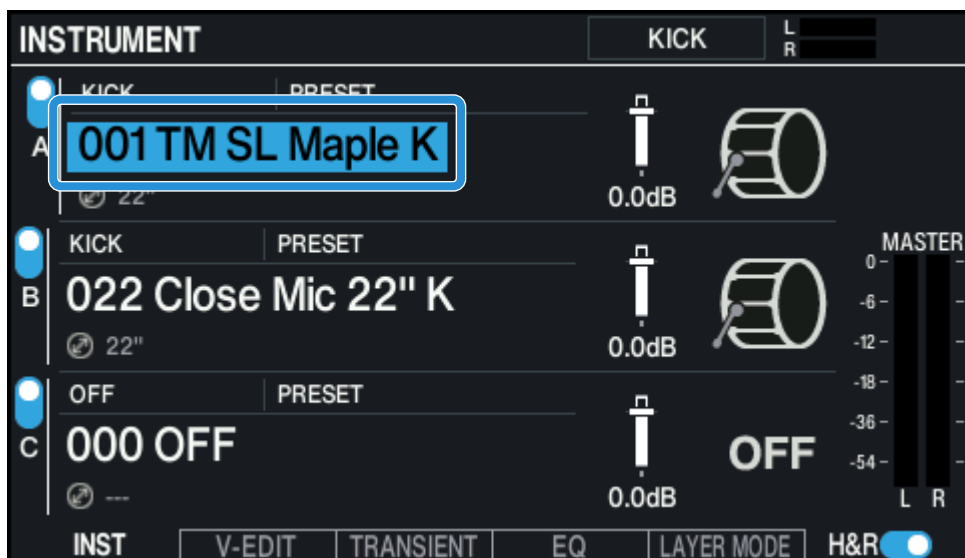
The INSTRUMENT screen appears.



4 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

5 Press the cursor buttons to move the cursor to the instrument.



6 Use the dial to select an instrument.

* If the layer switch for the instrument you want to play is off, turn the layer switch on.

→ “Layering the instruments (layer) (p. 80)”

MEMO

- You can also press the [ENTER] button to select an instrument from the list.
- You can layer two instruments together, or switch between them according to how hard you play.
→ “Configuring how the layers play (LAYER MODE) (p. 81)”
- You can also select instruments from the instrument groups.
- For the instruments that can be selected, refer to “Data List” (Roland website).
- By pressing the F4 (EXP INFO) button while holding down the [SHIFT] button, you can check whether the instruments in the Instrument Expansion/Kit Pack are being used.

7 Press the [KIT] button to return to the KIT screen.

Selecting an instrument for each area you strike ([F6] (H&R) button)

You can use the [F6] (H&R) button to choose whether instruments for areas such as the head and rim are selected together as a set (ON) or independently (OFF).

[F6] (H&R) button	Explanation
ON	Instruments for areas such as the head and rim are selected as a set. The recommended instruments that are appropriate for the selected instrument are selected as a set. * If the same parameter exists within the instruments that are selected as a set, it is automatically set to the same value. * Depending on the instrument, the same instrument might be selected for all areas such as the head and rim.
OFF	Instruments are selected individually for each area you strike, such as the head and rim.

Selectable instruments

You can select instruments from the following categories (instrument banks).

- Presets (built into this unit)
- Instrument Expansion
- [User samples \(p. 118\)](#)

The instrument bank for the instrument you selected is shown on the INSTRUMENT screen.

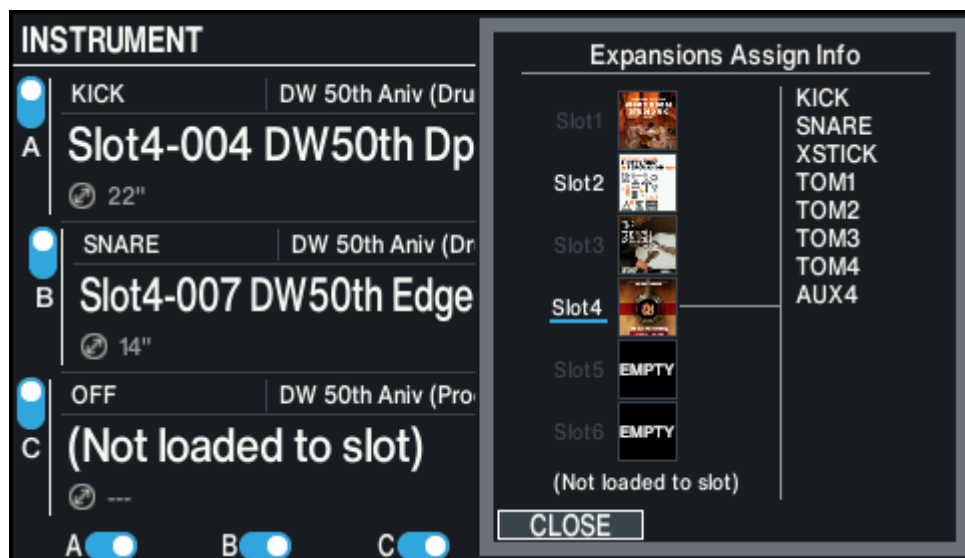


Checking whether the instruments included in an Instrument Expansion or Kit Pack are being used

You can check whether the instruments included in the Instrument Expansion or Kit Pack are being used in the selected kit. This is useful when swapping between slots.

- 1 Access the INSTRUMENT screen (p. 68).
- 2 Hold down the [SHIFT] button and press the [4] (EXP INFO) button.

The Expansions Assign Info window opens.

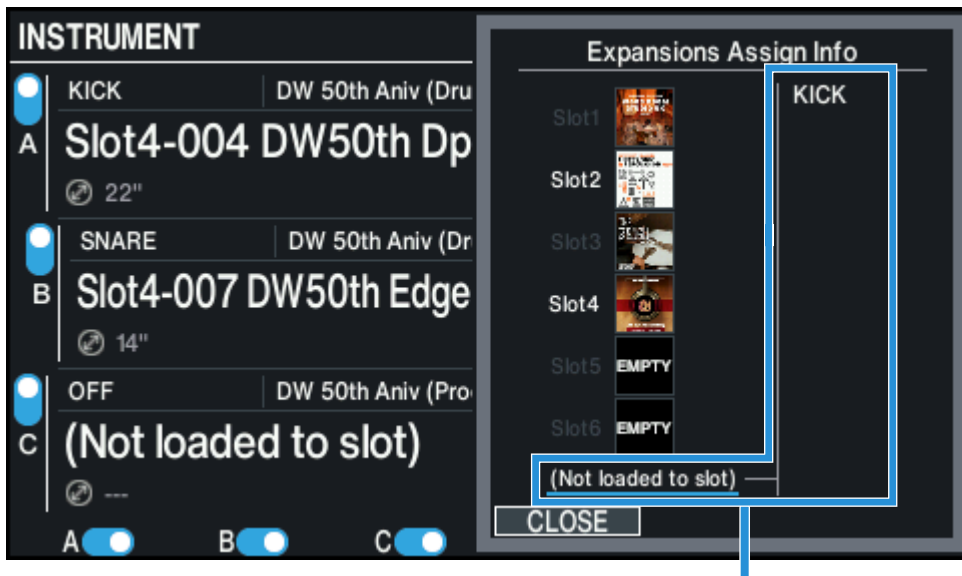


- 3 Use the cursor [▼] [▲] buttons or the dial to select the slot you want to check, or select "Not loaded to slot".

The Instrument Expansions/Kit Packs assigned to slots 1–6 are shown. The unused slots in the current kit are grayed out.



List of pads to which instruments are assigned (slot 4 shown in the illustration)



This space lets you see which pads are using instruments in an Instrument Expansion/ Kit Pack, which are installed in a rack but not assigned to a slot. (If nothing is shown here, no instruments are applicable.)
 In this example, you can see that the instrument that has been removed from the slot is assigned to the kick.

Editing instruments in detail (V-EDIT)

V-EDIT lets you create drum sounds in the same way as you would with acoustic drums, such as by choosing and tuning the heads, muffling (muting) the sound and so on.

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

- 1 On the **INSTRUMENT** screen (p. 72), press the **[F2]** (**V-EDIT**) button.

The INSTRUMENT - V-EDIT screen appears.



2 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

MEMO

- Press the cursor [▼] [▲] buttons several times to move to the layer to set. You can also press the cursor [▼] [▲] buttons while holding down the [SHIFT] button to jump to the layer you want to set.
- Press the [F4] (RESET V-EDIT) button while holding down the [SHIFT] button to restore the V-EDIT settings of the selected layer to their default values.

4 Press the [KIT] button to return to the KIT screen.

Adjusting the attack and release (TRANSIENT)

You can adjust parameters such as the attack and release (the transients) for each instrument.

* You may not be able to configure these for certain instrument or user sample settings.

1 On the INSTRUMENT screen (p. 72), press the [F3] (TRANSIENT) button.

The INSTRUMENT - TRANSIENT screen appears.



2 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
Transient Switch	OFF, ON	Turns the transient effect on/off.
Type	(Preset), Type 1–4	This lets you set the effects when the transient is applied to a user sample (For the built-in sounds, “(Preset)” is shown—these cannot be edited).
Attack Time	1–10	Time over which the attack changes
Attack Depth	-100–+100	Adjustment for the attack

Parameter	Value	Explanation
Attack Type	NORMAL, WIDE 1, WIDE 2	For the "NORMAL" setting, the transient attack effect is always applied. For the "WIDE 1" or "WIDE 2" setting, the attack effect becomes weaker when you strike the pad more softly. This is effective if you want an increasingly stronger attack when striking the pads harder.
Release Depth	-100--+100	Adjustment of the release
Gain	-12.0--+6.0dB	Volume following transient adjustment

MEMO

Press the [F4] (Transient) button while holding down the [SHIFT] button to turn the transient of the currently selected layer on/off.

4 Press the [KIT] button to return to the KIT screen.

Adjusting the tonal character of an instrument (EQ)

Here's how to adjust the equalization (tonal character) for an instrument.

1 On the INSTRUMENT screen (p. 72), press the [F4] (EQ) button.

The INSTRUMENT - EQ screen appears.



2 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
EQ Switch	OFF, ON	Turns the equalizer on/off.
LOW Freq	20-1k (Hz)	Center frequency of the low range
LOW Gain	-24--+24 dB	Amount of boost/cut for the low range
MID Freq	20-16k (Hz)	Center frequency of the mid range

Customizing the drum kits

Parameter	Value	Explanation
MID Q	0.5–16.0	Width of the frequency range Higher values make the bandwidth narrower.
MID Gain	-24→+24 dB	Amount of boost/cut for the mid range
HIGH Freq	1k–16k (Hz)	Center frequency of the high range
HIGH Gain	-24→+24 dB	Amount of boost/cut for the high range

MEMO

Press the [F4] (EQ) button while holding down the [SHIFT] button to turn the equalizer on/off for the selected layer.

4 Press the [KIT] button to return to the KIT screen.

Layering the instruments (layer)

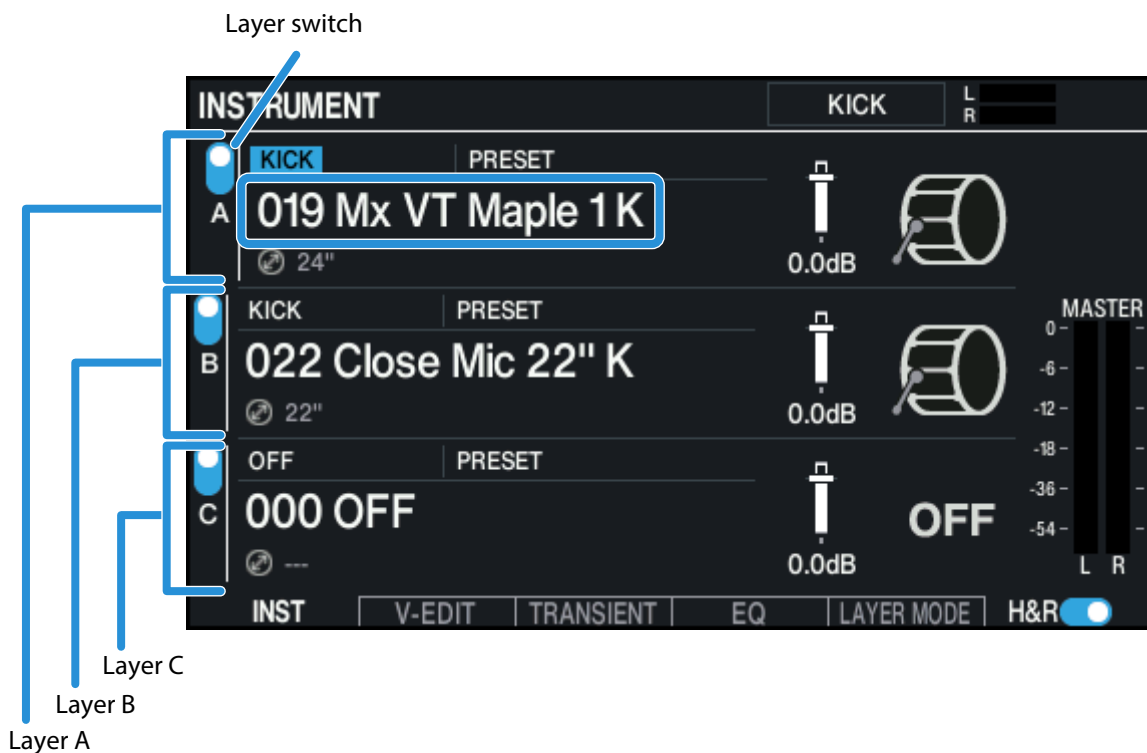
You can layer up to three instruments (layers A–C) per pad (each trigger such as the head, rim and so forth).

1 Access the INSTRUMENT screen (p. 72).

2 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

3 Press the cursor buttons to move the cursor to the instruments for layers A–C.



4 Use the dial to select an instrument.

5 Move the cursor to the layer switch and use the dial to toggle the switch on/off.

MEMO

On each INSTRUMENT screen, press one of the [F1] (A)–[F3] (C) buttons while holding down the [SHIFT] button to turn each layer on/off.

Configuring how the layers play (LAYER MODE)

You can also switch between layers according to the force of your strike, or vary the balance between them.

1 On the INSTRUMENT screen (p. 72), press the [F5] (LAYER MODE) button.

The INSTRUMENT - LAYER MODE screen appears.



2 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
Layer Mode	MIX	Plays the instruments of layers together for which the layer switch is on.
	VELOCITY	Sets how the instruments for each layer respond to velocity.
	HI-HAT (*1)	Instrument layer A plays when you trigger an open hi-hat, layer B plays when you trigger a closed hi-hat, and the instrument for layer C plays when you trigger a foot close.
When Layer Mode = VELOCITY		
Fade In Sens (*2)	0–127	Sets the change in volume according to how hard you strike the pad, when the instrument begins to play.
Velocity Lower (*2)	1–127	Specifies the force of the strike at which the instrument begins to sound.
Velocity Upper (*2)	1–127	Specifies the force of the strike from which the instrument stops playing.
Fade Out Sens (*2)	0–127	When you play with a force equal or greater than the setting, the instrument gets quieter according to the Velocity Upper setting.

Customizing the drum kits

Parameter	Value	Explanation
Dynamics	FADE	Makes the instrument sound according to how hard you play.
	FIXED	When you play with a force equal to or greater than the "Threshold" setting, the instrument plays at the same volume regardless of how hard you play.
Threshold	1-127	Sets how hard you must strike the pads to make the sound start playing, when Dynamics is set to "FIXED".

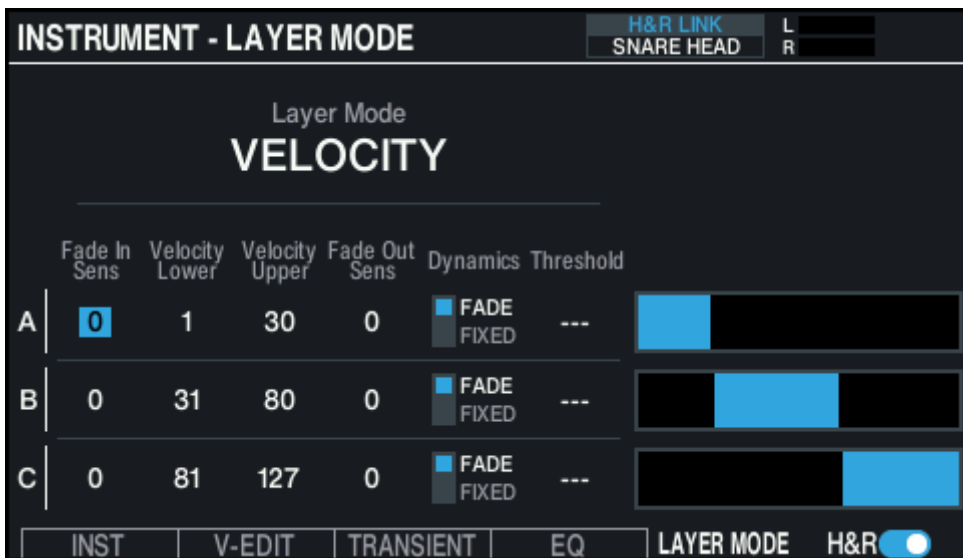
*1: This is enabled when the pad to set is the hi-hat, and when the instrument is set to SYNTH WAVE or USER SAMPLE (Play Type = ONE SHOT).

*2: This is enabled when Dynamics is set to "FADE".

4 Press the [KIT] button to return to the KIT screen.

Example of LAYER MODE settings

This setting switches between layers A→B→C in that order, according to how hard you strike the pad.



Copying/exchanging layer settings (LAYER COPY)

You can copy or exchange the layer settings to or with another pad (the triggers such as the head, rim and so on).

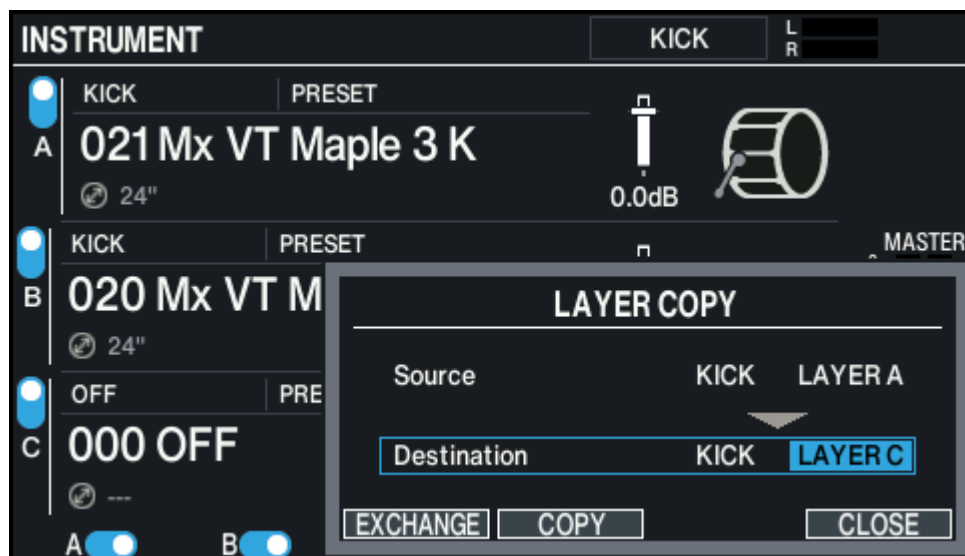
1 Access the INSTRUMENT screen (p. 72).

2 Hold down the [SHIFT] button and press the [F6] (LAYER COPY) button.

The LAYER COPY window appears.



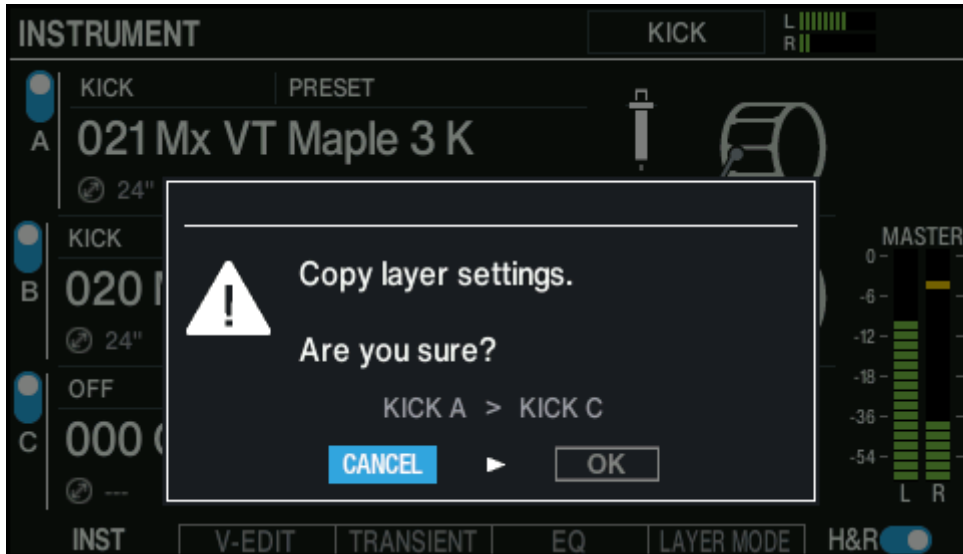
3 Use the cursor buttons and the dial to configure the copy/exchange settings.



4 To copy, press the [F4] (COPY) button; and to exchange, press the [F3] (EXCHANGE) button.

A confirmation message appears.

Example: copying settings



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

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

The layer is copied or exchanged.

Setting the pad volume and pan (PAD VOL)

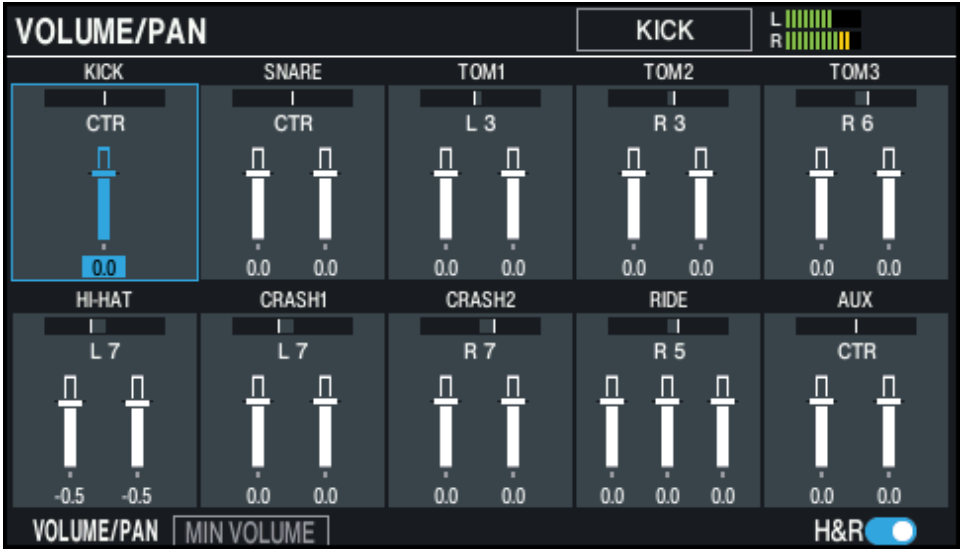
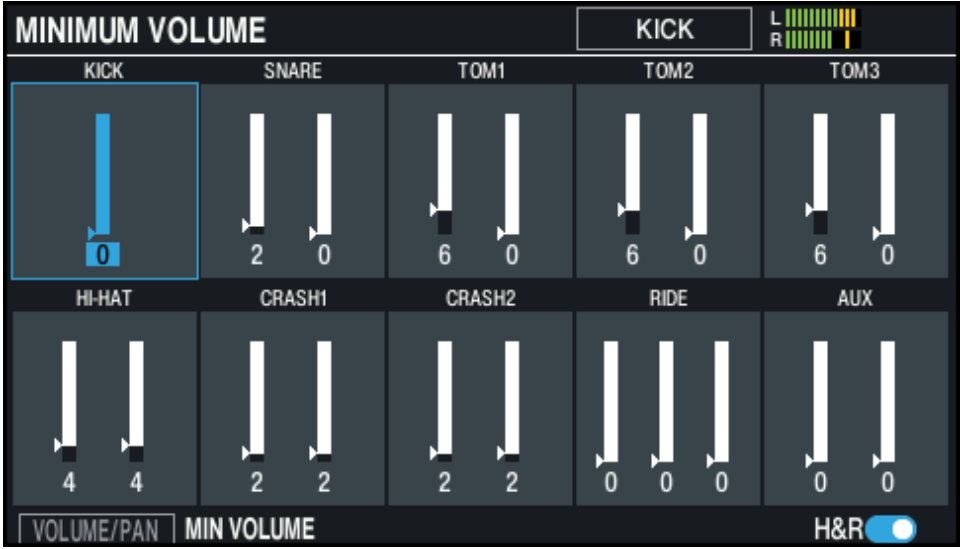
Here's how to set the volume and pan (stereo position) for each pad.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select "KIT EDIT" → "PAD VOL", and press the [ENTER] button.

3 Press the function buttons to access the respective settings screens.

Screen	Explanation
VOLUME/PAN screen	<p>Sets the volume and pan for each pad.</p> 
MINIMUM VOLUME screen	<p>Sets the minimum volume of each pad.</p> 

4 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

You can also select using the cursor buttons.

5 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
VOLUME/PAN screen		
Volume	-INF+6.0dB	Volume of each pad
Pan	L30-CTR (CENTER)-R30	Stereo position of each pad
MINIMUM VOLUME screen		

Customizing the drum kits

Parameter	Value	Explanation
Min Volume	0-15	Minimum volume of each pad This brings up the volume of the softest hits while maintaining the volume on the strongest hits. This can make it easier to hear ghost notes on the snare or legato notes on the ride cymbal.

6 Press the [KIT] button to return to the KIT screen.

MEMO

- Pressing the [F6] (H & R) button to switch this “ON” lets you make simultaneous settings, such as both the head and the rim.
- The VOLUME/PAN settings can be copied.
→ “Copying settings (COPY) (p. 135)”

Adjusting the tonal character of each pad (PAD EQ)

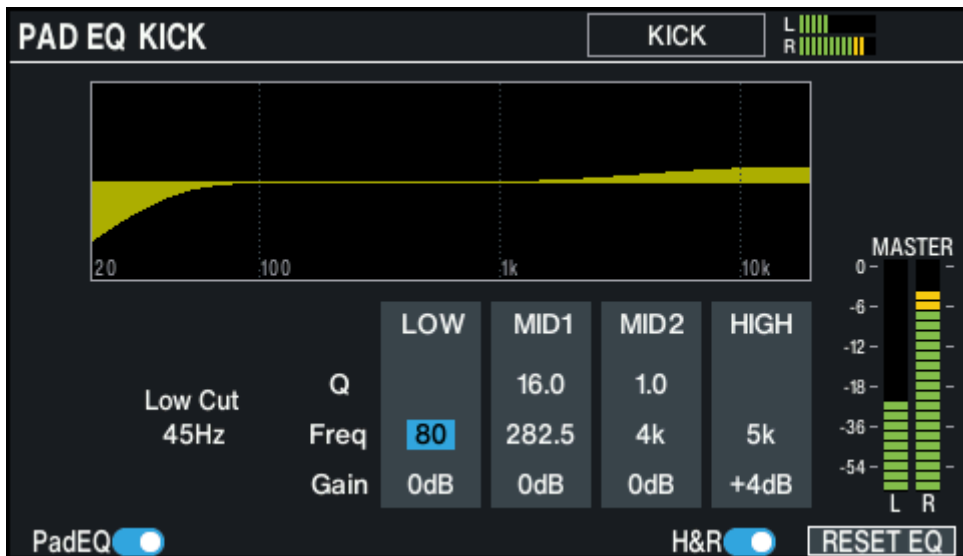
Here’s how to adjust the tonal character (pad equalizer) for each pad.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT EDIT” → “PAD EQ”, and press the [ENTER] button.

The PAD EQ screen appears.



3 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

4 Press the [F1] (PadEQ) button to switch the pad equalizer on/off.

5 Change the pad equalizer settings.

You can configure the settings for the head and rim separately.

MEMO

Press the [F6] (RESET EQ) button to restore the equalizer settings to their default values.

6 Press the [KIT] button to return to the KIT screen.

Adjusting the volume change of each pad (PAD COMP)

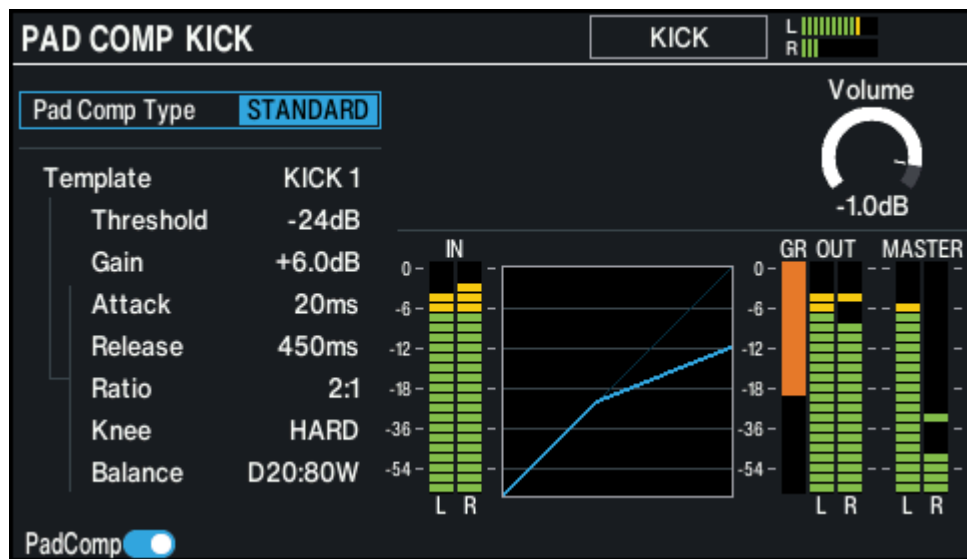
This sets the changes in volume or dynamics (pad compressor) of each pad.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT EDIT” → “PAD COMP”, and press the [ENTER] button.

The PAD COMP screen appears.



3 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

4 Press the [F1] (PadComp) button to switch the pad compressor on/off.

5 Edit the pad compressor settings.

6 Press the [KIT] button to return to the KIT screen.

Recreating the reverberations of a performance location (AMBIENCE)

This feature recreates the ambience, meaning the sound heard from the overhead mic that picks up sounds from the entire drum kit, how the drums reverberate depending on where they are played and how the drums sound.

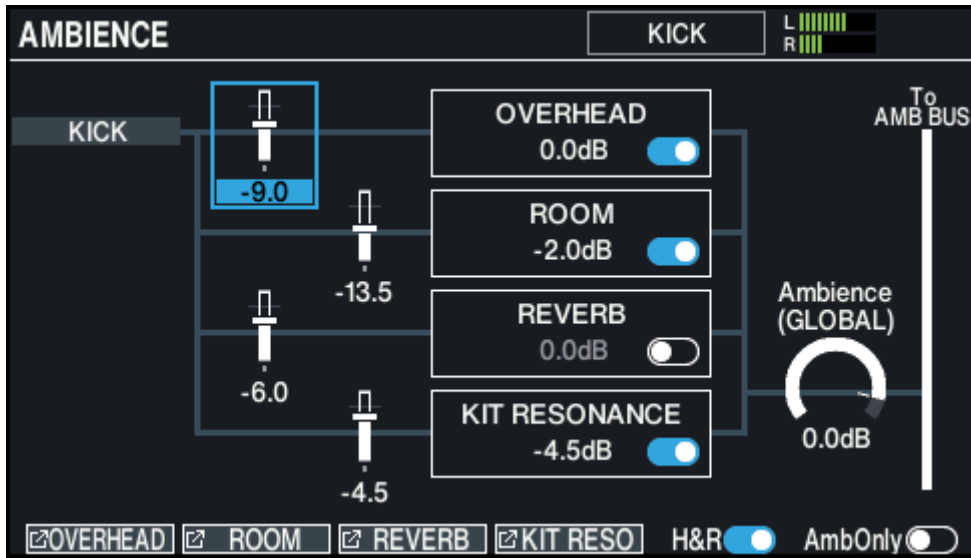
You can obtain a more natural and present drum sound by adjusting the overhead mic sound, the type of room and its size (room ambience), the reverberation (reverb) and so forth.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT EDIT” → “AMBIENCE”, and press the [ENTER] button.


The AMBIENCE screen appears.



MEMO

Press the [F6] (AmbOnly) button to turn it ON to hear only the ambience.

3 Press the function buttons to access the respective settings screens.

Screen	Explanation
OVERHEAD - MIC screen	<p>Configures the overhead mic.</p> 

Screen	Explanation
<p>ROOM screen</p>	<p>Configures the room ambience.</p>
<p>REVERB screen</p>	<p>Configures the reverb.</p>
<p>KIT RESONANCE screen</p>	<p>Sets the amount of resonance for the entire drum kit.</p>

4 Edit the ambience settings.

5 On the respective screens, switch the ambience on/off.

MEMO

When the [F6] button is shown on the respective ambience screens, you can hear only the sound on the screen you're currently configuring.

6 Press the [KIT] button to return to the KIT screen.

Setting the drum kit volume (KIT VOL)

Here's how to set the volume of the drum kit, the hi-hat and so on.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select "KIT EDIT" → "KIT VOL", and press the [ENTER] button.

The KIT VOLUME screen appears.



3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
Kit Volume	-INF--+6.0dB	Drum kit volume
Closed-Pedal Volume		Pedal hi-hat volume
XStick Volume		Cross-stick volume
Snare Buzz Volume (*1)		Snare resonance volume
Strainer Throw Volume		Volume of the sound that's heard when the strainer lever is raised or lowered
HH Open/Close Balance	-5--+5	Balance between open and close volume Lower values decrease the volume of the hi-hat when played while open, relative to the volume when played while closed. Higher values increase the volume of the hi-hat when played while open, relative to the volume when played while closed.

Parameter	Value	Explanation
[F5] (KIT -) button		Switches between drum kits to set.
[F6] (KIT +) button		This is useful when you want to check the volume for each drum kit.

*1: Enabled when the Buzz Switch of **SNARE BUZZ** (p. 98) is "ON".

4 Press the [KIT] button to return to the KIT screen.

Adjusting the tonal character of the drum kit (KIT EQ)

Here are the steps for setting the tonal character (kit equalizer) for the entire drum kit, on a kit-by-kit basis.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select "KIT EDIT" → "KIT EQ" and press the [ENTER] button.

The KIT EQ screen appears.



3 Press the [F1] (KitEQ) button to switch the kit equalizer on/off.

4 Edit the kit equalizer settings.

MEMO

Press the [F6] (RESET EQ) button to restore the equalizer settings to their default values.

5 Press the [KIT] button to return to the KIT screen.

Adjusting the changes in volume of a drum kit (KIT COMP)

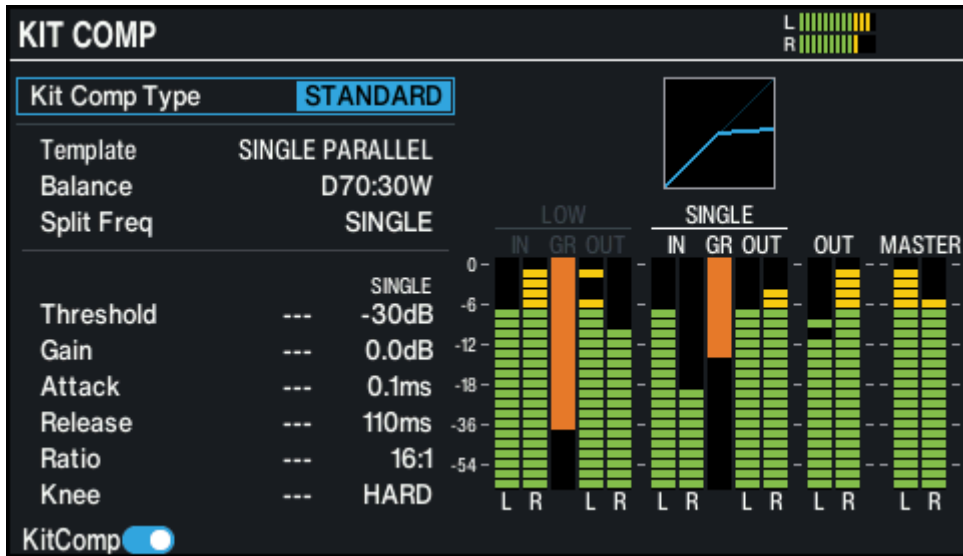
Here's how to set the volume changes (kit compressor) for the entire drum kit, on a kit-by-kit basis.

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

1 Press the [MENU] button.

- 2 Use the cursor buttons to select “KIT EDIT” → “KIT COMP”, and press the [ENTER] button.

The KIT COMP screen appears.



- 3 Press the [F1] (KitComp) button to switch the kit compressor on/off.

- 4 Edit the kit compressor settings.

- 5 Press the [KIT] button to return to the KIT screen.

Adding effects (BUS FX)

You can apply a variety of effects to each pad.

BUS FX lets you configure the effects assigned to the bus (the signal path that the audio is sent through) and the routing (the order in which the effects are connected).

There are four buses (BUS A–D), and you can set two effects (FX1, FX2) for each bus.

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

- 1 Press the [MENU] button.
- 2 Use the cursor buttons to select “KIT EDIT” → “BUS FX”, and press the [ENTER] button.
- 3 Press the function buttons to access the respective settings screens.

Screen	Explanation
<p>ROUTING screen</p>	<p>Configures the pad or bus routing.</p> 
<p>PAD ASSIGN screen</p>	<p>Configures the routing for each pad in list format.</p> 
<p>PAD SEND screen</p>	<p>Configures the bus effect send amount for each pad.</p> 

Screen	Explanation
<p>FX EDIT screen</p>	<p>Configures the FX1/FX2 effects for BUS-A through D.</p> 
<p>SIDE CHAIN screen</p>	<p>Configures the side chain.</p> 
<p>BUS REVERB screen</p>	<p>Configures the reverb that is applied to the bus.</p> 

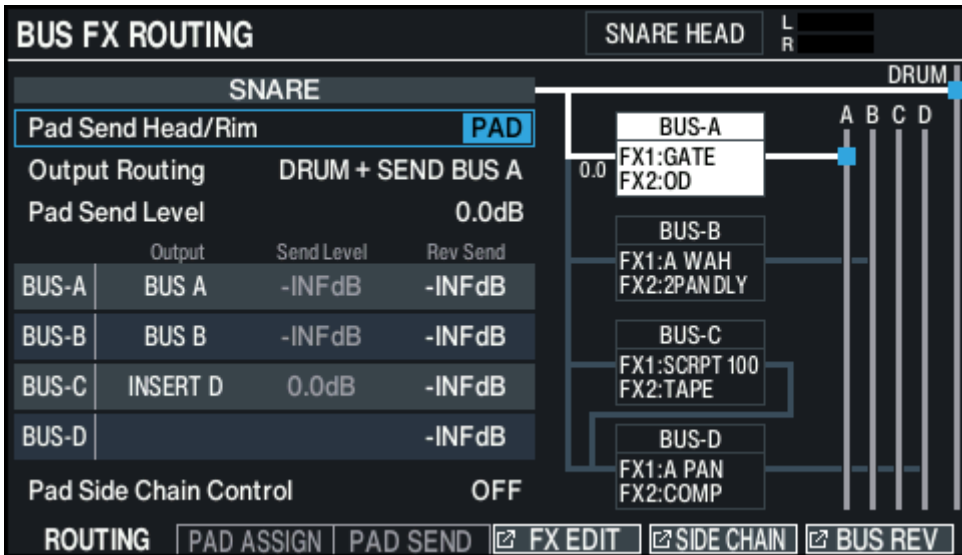
4 Edit the effect settings.

5 Press the [KIT] button to return to the KIT screen.

Example of routing settings

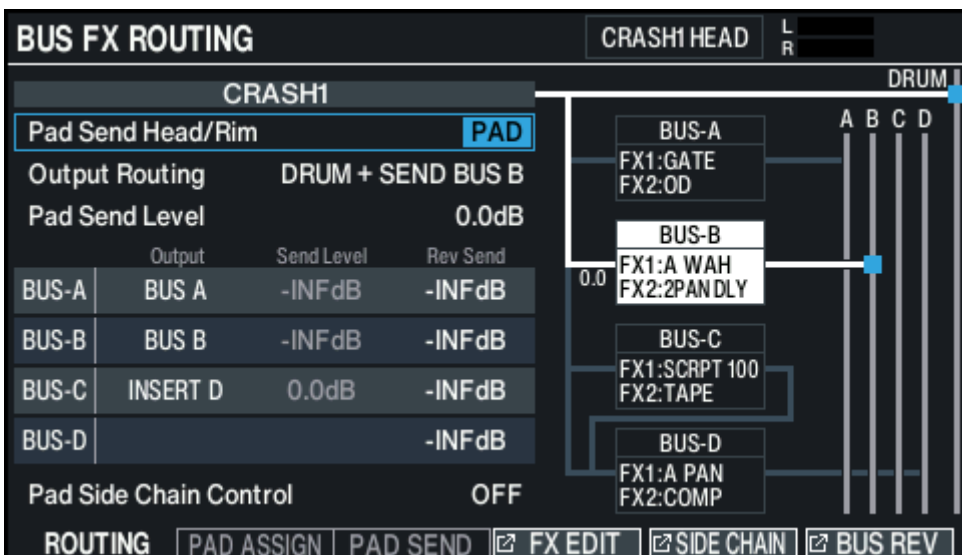
Example 1: GATE → OVERDRIVE

This inputs the sound with gate applied to the overdrive. This lets you apply distortion to only the sound that passes through the gate. When applied to the kick or snare, you can apply distortion to only the sounds that you play with considerable force.



Example 2: AUTO WAH → 2TAP PAN DELAY

This produces a characteristic delay sound, by inputting the sound to which wah is applied into the delay.



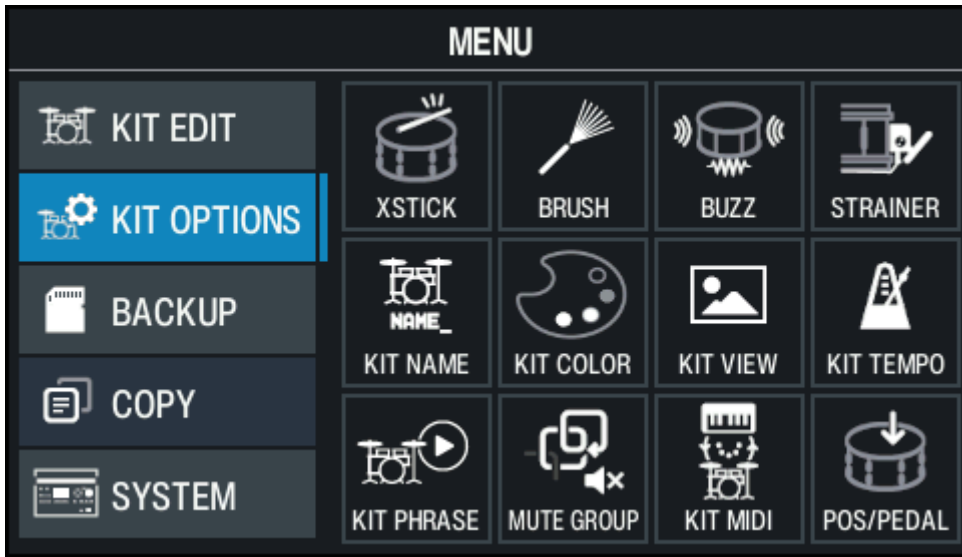
Configuring various drum kit-related settings (KIT OPTIONS)

Here's where you can configure the various drum kit-related settings such as the drum kit name, the controller LED color and so on.

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

1 Press the [MENU] button.

2 Use the cursor button to select “KIT OPTIONS”.



3 Use the cursor buttons or the dial to select the menu that you want to edit, and press the [ENTER] button.

Menu	Explanation
XSTICK	Sets the cross-stick volume.
BRUSH	Configures the brush.
BUZZ	Sets the resonance that’s applied to the snare.
STRAINER	Configures the strainer settings.
KIT NAME	Edits the name of the drum kit.
KIT COLOR	Sets the LED color for the [KIT] button.
KIT VIEW	Configures the background and text size for the KIT screen.
KIT TEMPO	Sets the drum kit tempo.
KIT PHRASE	Plays the phrase of the currently selected drum kit, letting you check the sound.
MUTE GROUP	Sets the mute group.
KIT MIDI	Configures the MIDI-related settings for the drum kit.
POS/PEDAL	Adjusts the on/off setting for the change in sound according to the strike point or rim shot; the strike point area; and the amount that the pitch changes according to how hard you press the hi-hat pedal.

Edit the settings according to the selected menu.

4 Edit the drum kit settings.

5 Press the [KIT] button to return to the KIT screen.

Configuring the cross stick (XSTICK)

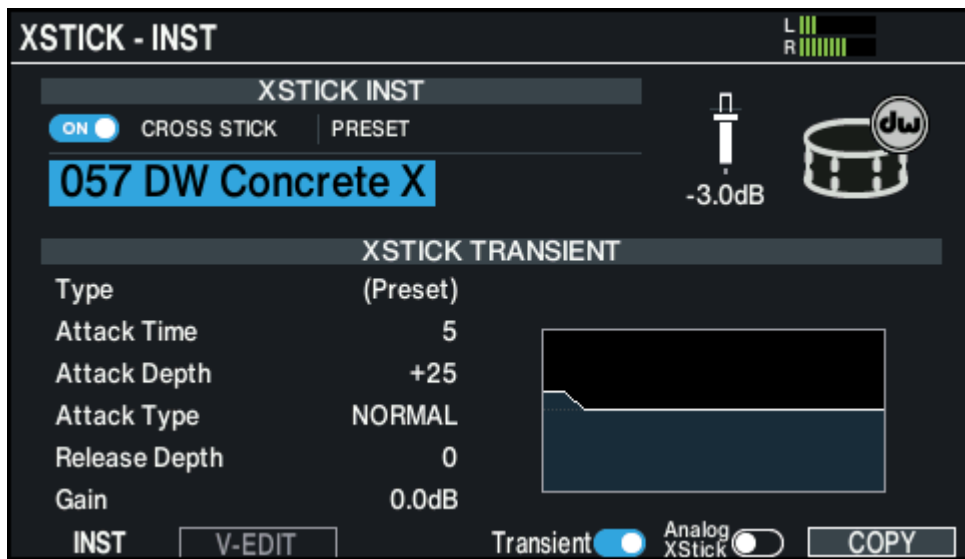
Here’s how to configure the sound of the cross stick on the instrument where you play with a cross stick technique.

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

1 Press the [MENU] button.

- 2 Use the cursor buttons to select “KIT OPTIONS” → “XSTICK”, and press the [ENTER] button.

The XSTICK - INST screen appears.



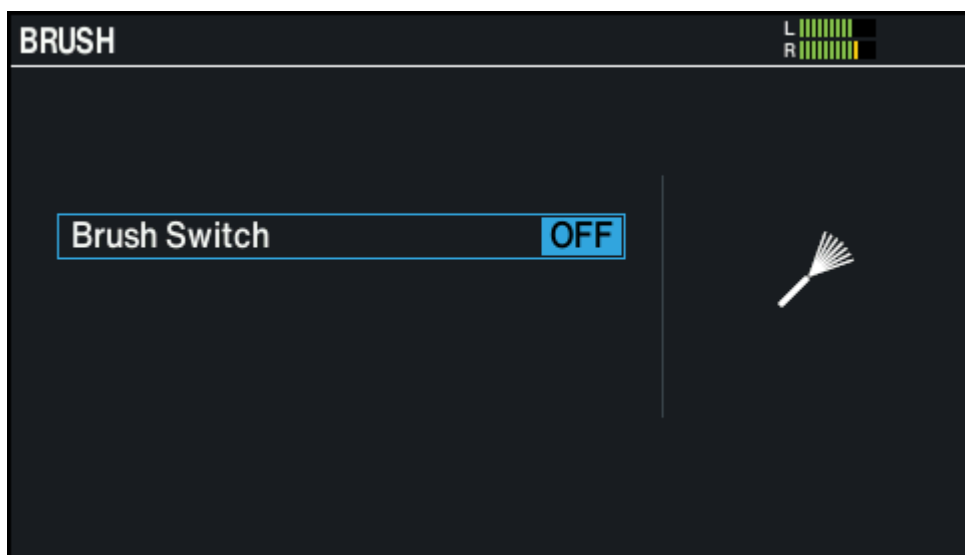
- 3 Move the cursor to the instrument, and use the dial to select the instrument.
- 4 Use the cursor buttons to select a parameter, and use the dial to edit the value.
- 5 Press the [KIT] button to return to the KIT screen.

Setting the brushes (BRUSH)

You can specify whether you're performing with sticks or with brushes.

- 1 Press the [MENU] button.
- 2 Use the cursor buttons to select “KIT OPTIONS” → “BRUSH”, and press the [ENTER] button.

The BRUSH screen appears.



- 3 Use the dial to switch between on/off.

4 Press the [KIT] button to return to the KIT screen.

Configuring the resonance of the snare (BUZZ)

Here's how to set the sound of the snare resonating when you strike a pad.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select "KIT OPTIONS" → "BUZZ", and press the [ENTER] button.

The SNARE BUZZ screen appears.



3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

4 Press the [KIT] button to return to the KIT screen.

Configuring the strainer

Operate the strainer (throw-off) lever on the PD-14DSX to "attach" the snare wires to the snare (bottom side; ON) or to "detach" them (OFF) for a specific snare sound.

The volume of the operating sound changes according to how fast you operate the lever. Aside from the snare wire operation, you can also assign functions to the strainer for controlling effects and so on.

You can assign a variety of functions to the strainer, such as turning the strainer knob to adjust the tension of the snare wires, or pressing the knob to play or stop a song.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select "KIT OPTIONS" → "STRAINER", and press the [ENTER] button.

3 Press the function buttons to access the respective settings screens.

Screen	Explanation
<p>STRAINER - LEVER screen</p>	<p>Configures the settings for operating the strainer lever.</p> 
<p>STRAINER - SWITCH/KNOB screen</p>	<p>Configures the settings for operating the strainer knob.</p> 
<p>STRAINER - FX CONTROL screen</p>	<p>Configures the effect that's assigned for controlling effects using the strainer lever (FX CONTROL).</p> 

4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

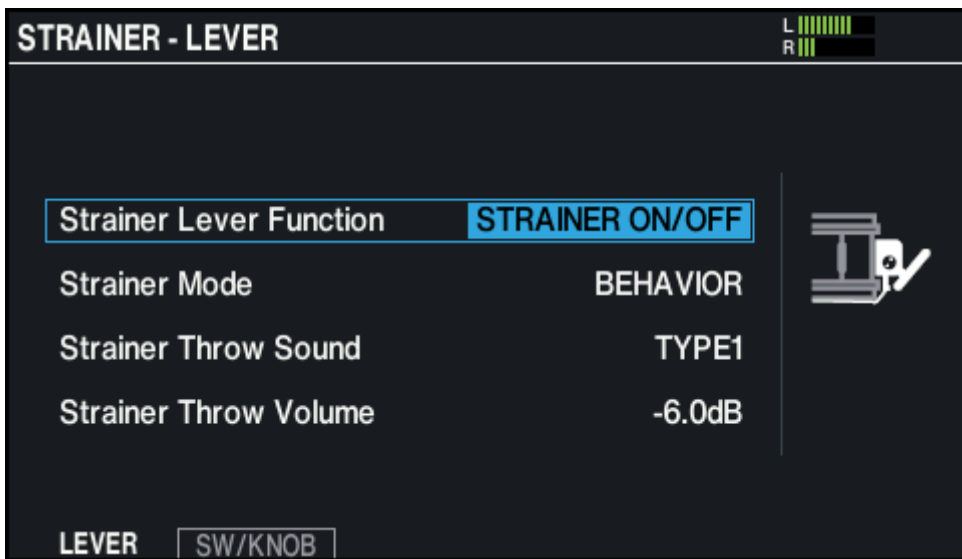
5 Press the [KIT] button to return to the KIT screen.

Configuring the effect control

1 Access the STRAINER screen (p. 98).

2 Press the [F1] (LEVER) button.

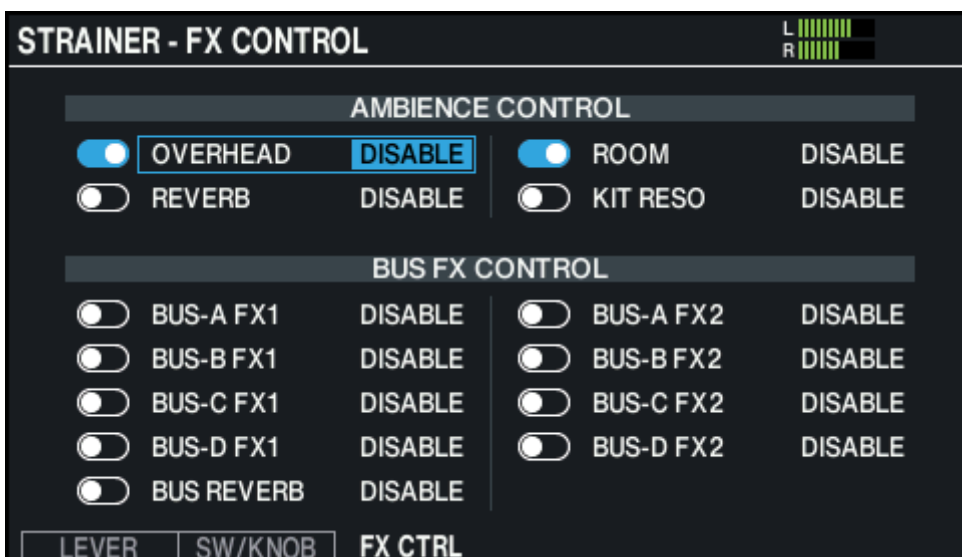
The STRAINER - LEVER screen appears.



3 Move the cursor to Strainer Lever Function, and use the dial to select "FX CONTROL".

4 Press the [F3] (FX CTRL) button.

The STRAINER - FX CONTROL screen appears.



MEMO

The switches indicate the on/off status for the current effect.

5 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Value	Explanation
DISABLE	No effect is controlled.
LEVER ON	The effect turns ON when the strainer lever is set to the ON position.
LEVER OFF	The effect turns ON when the strainer lever is set to the OFF position.

Effects that can be controlled

Parameter	Explanation
AMBIENCE CONTROL	
OVERHEAD	Overhead mic
ROOM	Room ambience
REVERB	Reverb
KIT RESO	Kit resonance
BUS FX CONTROL	
BUS-A FX1	BUS-A FX1 effect
BUS-A FX2	BUS-A FX2 effect
BUS-B FX1	BUS-B FX1 effect
BUS-B FX2	BUS-B FX2 effect
BUS-C FX1	BUS-C FX1 effect
BUS-C FX2	BUS-C FX2 effect
BUS-D FX1	BUS-D FX1 effect
BUS-D FX2	BUS-D FX2 effect
BUS REVERB	Reverb applied to the bus

6 Press the [KIT] button to return to the KIT screen.

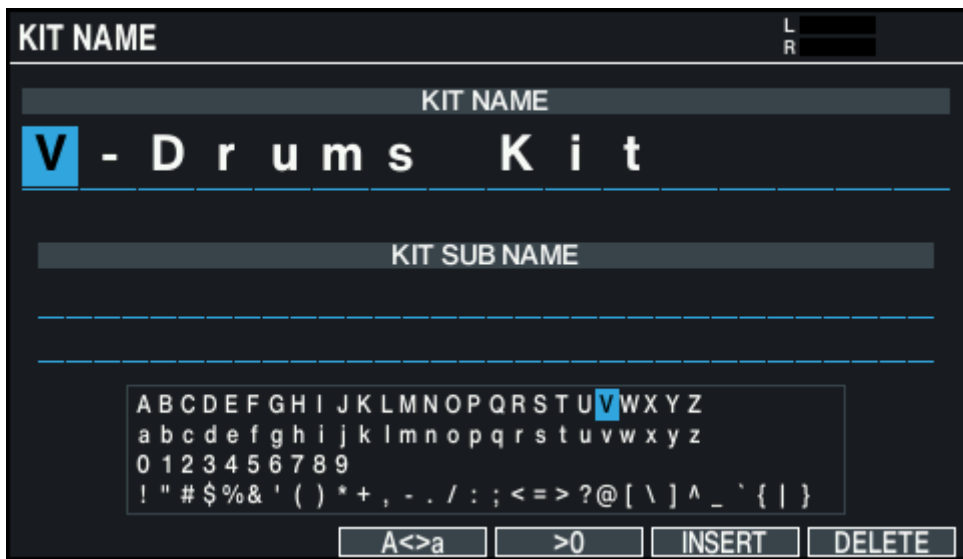
Renaming the drum kit (KIT NAME)

Here's how to rename the currently selected drum kit.

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT OPTIONS” → “KIT NAME”, and press the [ENTER] button.

The KIT NAME screen appears.



3 Edit the name.

You can enter a kit name (upper line) of up to 16 characters, and a sub-name (lower line) of up to 64 characters.

Controller	Explanation
Cursor buttons	Moves the cursor to the character that you want to change.
Dial	Edits the character.
[F3] (A<>a) button	Toggles between uppercase/lowercase.
[F4] (>0) button	Selects numerical input.
[F5] (INSERT) button	Inserts a space at the cursor position.
[F6] (DELETE) button	Deletes the character at the cursor position.

4 Press the [KIT] button to return to the KIT screen.

Setting the colors for the buttons (KIT COLOR)

You can change the [KIT] button and strainer indicator LED colors for each drum kit.

This helps to distinguish between drum kits. For example, you could assign different colors to drum kits of different genres, or use the color as a guide when editing instruments.

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT OPTIONS” → “KIT COLOR”, and press the [ENTER] button.

The KIT COLOR screen appears.



3 Use the dial to select the LED color.

MEMO

Select “11:CUSTOM” to adjust the RGB values for setting a custom LED color.

4 Press the [KIT] button to return to the KIT screen.

Setting the background and text size for the KIT screen (KIT VIEW)

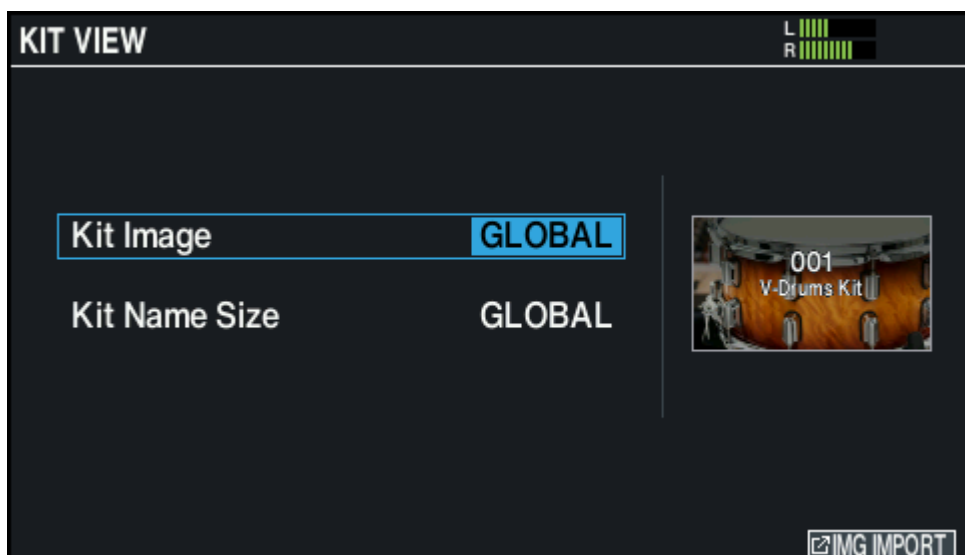
Configures the background and text size for the KIT screen.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT OPTIONS” → “KIT VIEW”, and press the [ENTER] button.

The KIT VIEW screen appears.



3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

4 Press the [KIT] button to return to the KIT screen.

Using a custom background image for the KIT screen (kit image)

You can import an image to use as the background image for the KIT screen of the V31. This is useful when you want to make your own drum kit easier to select. The background image can be imported via an SD card or the V31 Editor.

MEMO

Image file format that can be imported: .png

* PNG files saved in interlaced format cannot be used.

1 Save the image file you want to use as the background to an SD card.

2 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

3 Access the KIT VIEW screen (p. 103).

4 Move the cursor to Kit Image, and use the dial to select "ON".

MEMO

When this is set to "GLOBAL", the settings made in OPTION→KIT VIEW (GLOBAL) for the common kit image for the V31 overall are used.

→ "Other settings (OPTION) (p. 215)"

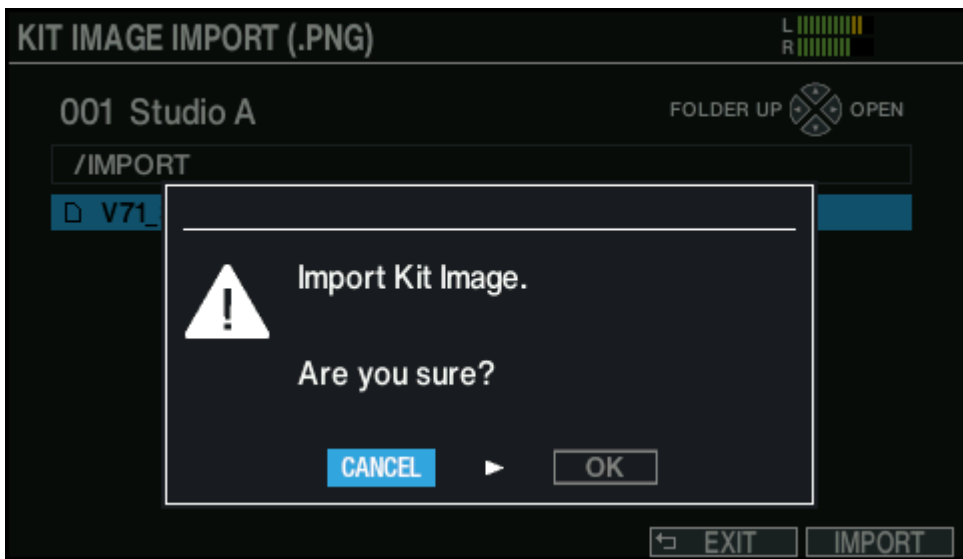
5 Press the [F6] (IMG IMPORT) button.

Use the cursor buttons to select an image file, and press the [F6] (IMPORT) button.

Cursor buttons	Function
[▲] button	Moves cursor (up)
[▼] button	Moves cursor (down)
[◀] button	Closes (exits) the folder
[▶] button	Opens (enters) the folder

6 Press the [F6] (IMPORT) button.

A confirmation message appears.



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

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

The image file is imported.

8 Press the [KIT] button to return to the KIT screen.

Using a common tempo for the entire V31 (KIT TEMPO)

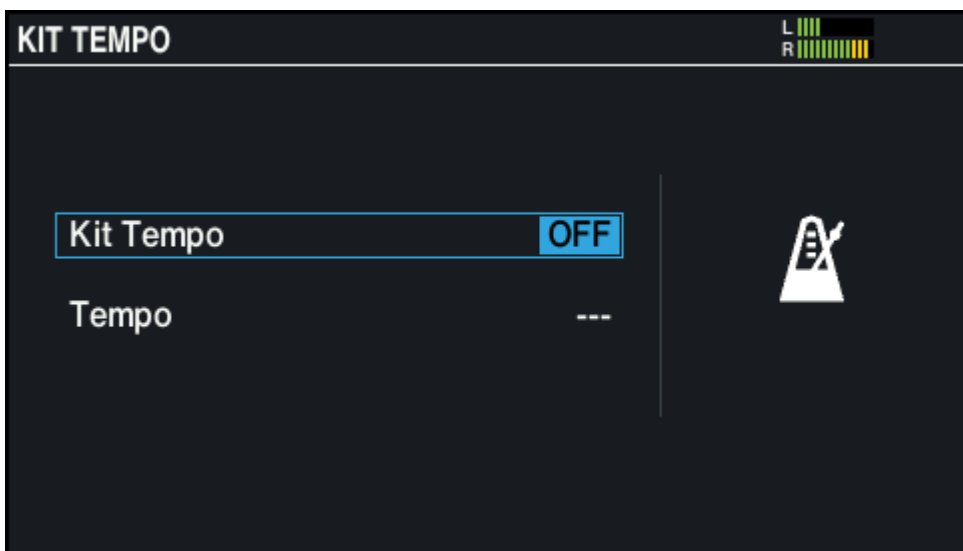
When you select a drum kit, the tempo you specify here is automatically applied.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select "KIT OPTIONS" → "KIT TEMPO", and press the [ENTER] button.

The KIT TEMPO screen appears.



3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

4 Press the [KIT] button to return to the KIT screen.

Playing a phrase with the currently selected drum kit (KIT PHRASE)

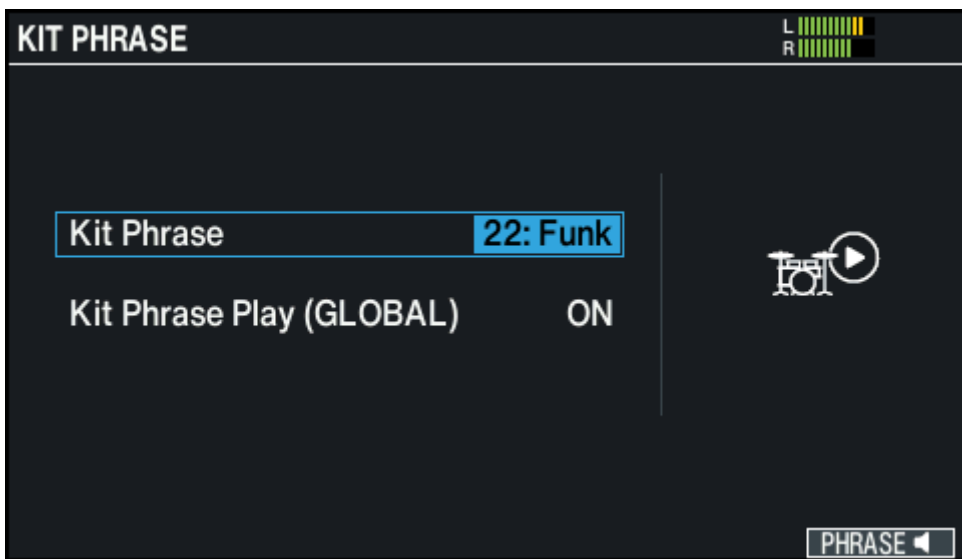
Plays the phrase of the currently selected drum kit, letting you check the sound.

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT OPTIONS” → “KIT PHRASE”, and press the [ENTER] button.

The KIT PHRASE screen appears.



3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

4 Press the [KIT] button to return to the KIT screen.

Muting the sound of a specific pad when you strike a pad (MUTE GROUP)

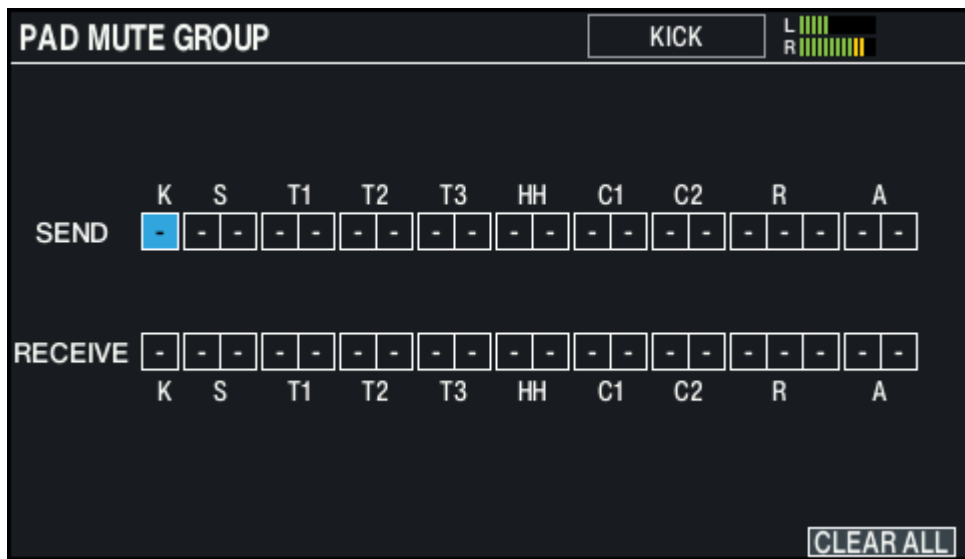
Mute group settings let you specify that when you strike a pad, other pads in the same mute group are muted (silenced).

For example, you can assign user samples for the instruments of each pad, and configure the mute group so that you can switch between these user samples by striking different pads.

1 Press the [MENU] button.

2 Use the cursor buttons to select “KIT OPTIONS” → “MUTE GROUP”, and press the [ENTER] button.

The PAD MUTE GROUP screen appears.



3 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

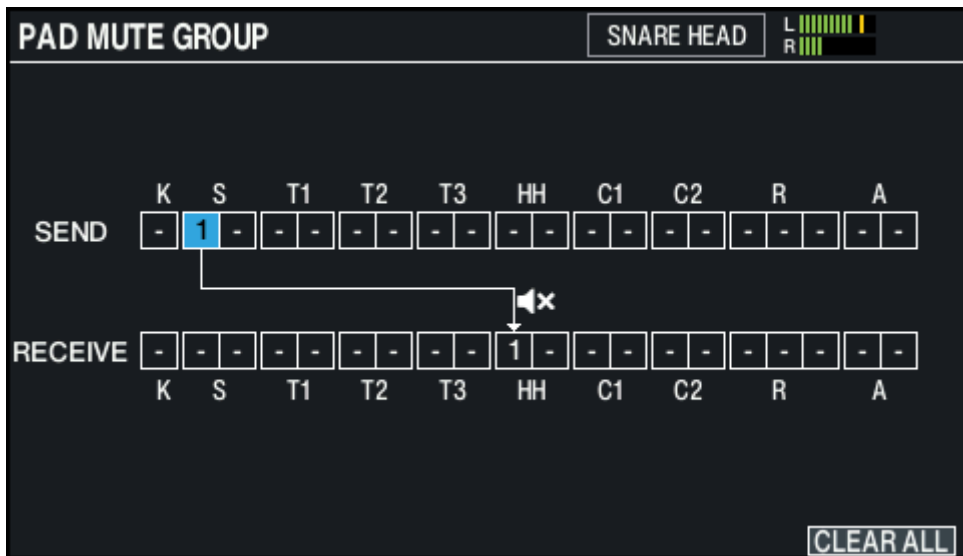
You can also select using the cursor buttons.

4 Use the cursor buttons or the dial to configure the mute group settings.

Customizing the drum kits

Parameter	Value	Explanation
SEND	– (OFF), 1–8	<p>These parameters specify the mute group number.</p> <p>When you strike the pad of the number specified in SEND, the sound of the pad assigned to the same number in RECEIVE is muted.</p> <p>* The pads are not muted even if you specify the same trigger (the pad or strike point) for both SEND and RECEIVE.</p>
RECEIVE		

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



MEMO

To clear all mute groups, press the [F6] (CLEAR ALL) button.

5 Press the [KIT] button to return to the KIT screen.

Making MIDI transmit/receive settings for each pad (KIT MIDI)

You can specify the MIDI data that is transmitted or received when you strike a pad.

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

- 1 Press the [MENU] button.
- 2 Use the cursor buttons to select “KIT OPTIONS” → “KIT MIDI”, and press the [ENTER] button.
- 3 Press the function buttons to access the respective settings screens.

Screen	Explanation
<p>KIT MIDI - NOTE NO. screen</p>	<p>Sets the MIDI note number transmitted and received by each pad.</p> 
<p>KIT MIDI - GATE TIME screen</p>	<p>Sets the duration of the notes transmitted by each pad.</p> 
<p>KIT MIDI - CHANNEL screen</p>	<p>Sets the MIDI channel used to transmit or receive note messages for each pad.</p> 

4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

MEMO

To return to the default values, press the [F6] (DEFAULT) button.

* To play a pad from an external MIDI device, the incoming message must match the MIDI note number and MIDI channel setting of the desired pad.

5 Press the [KIT] button to return to the KIT screen.

Controlling tonal change (POS/PEDAL)

You can use a pedal to change the pitch, or to adjust the tone based on the pad position.

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

1 Press the [MENU] button.

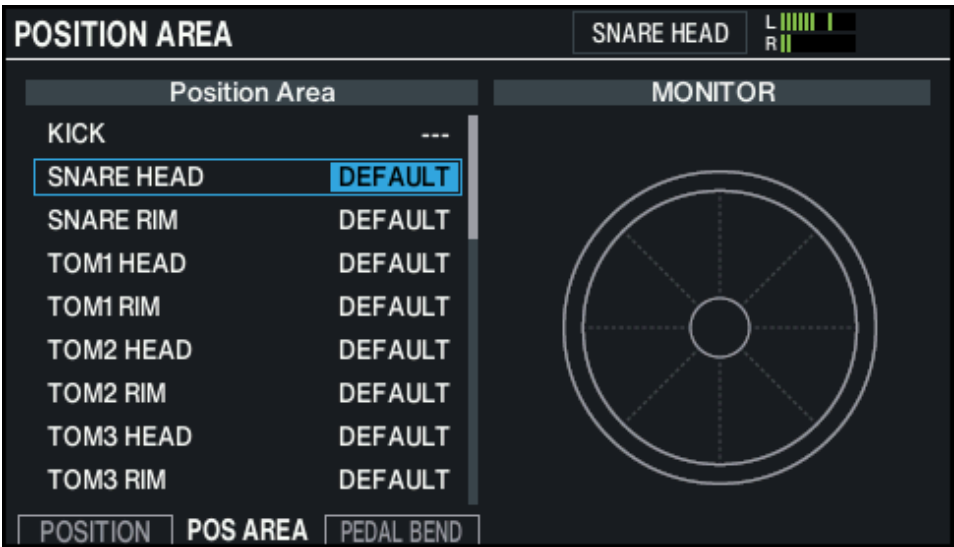
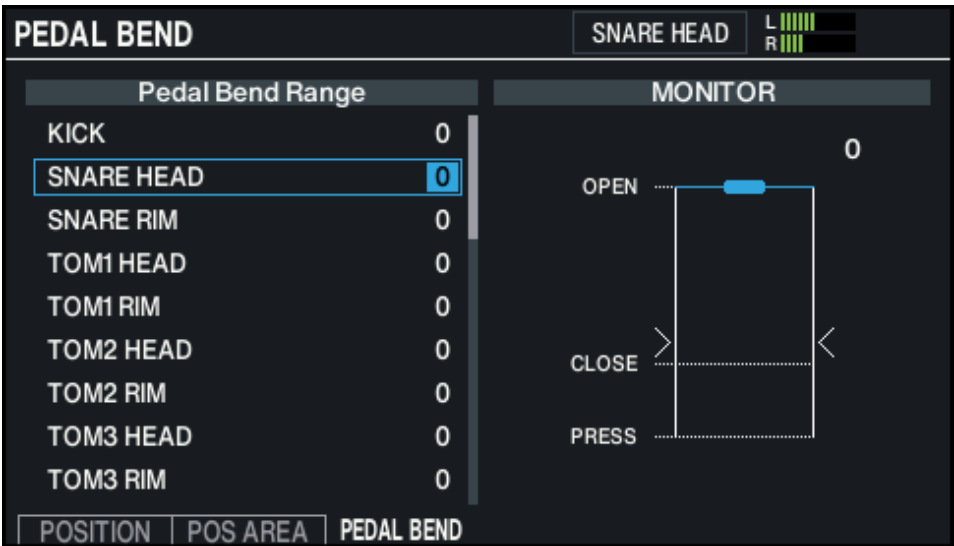
2 Use the cursor buttons to select “KIT OPTIONS” → “POS/PEDAL”, and press the [ENTER] button.

3 Press the function buttons to access the respective settings screens.

Screen	Explanation
PAD POSITION screen (*1)	Turns on/off tonal changes that occur depending on your strike location or the nuances of your rim shots.

The screenshot shows the 'PAD POSITION' screen with the following settings:

Position Control	MONITOR
KICK ---	MONITOR
SNARE HEAD ON	
SNARE RIM OFF	
TOM1 HEAD ON	
TOM1 RIM ON	
TOM2 HEAD ON	
TOM2 RIM ON	
TOM3 HEAD ON	
TOM3 RIM ON	
POSITION POS AREA PEDAL BEND	

Screen	Explanation
<p>POSITION AREA screen (*1)</p>	<p>Sets the strike area for the head, rim and so on.</p> 
<p>PEDAL BEND screen</p>	<p>Specifies the amount of pitch change that occurs according to how deeply you press the hi-hat pedal.</p> 

*1: This supports the following trigger inputs.

- SNARE
- TOM1-3
- HI-HAT (only when a VH-14D is assigned to the hi-hat trigger input)
- Bow (head) of RIDE, edge (rim)
- AUX

* This may not have any effect, depending on the pad that is connected or the instrument selected.

4 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

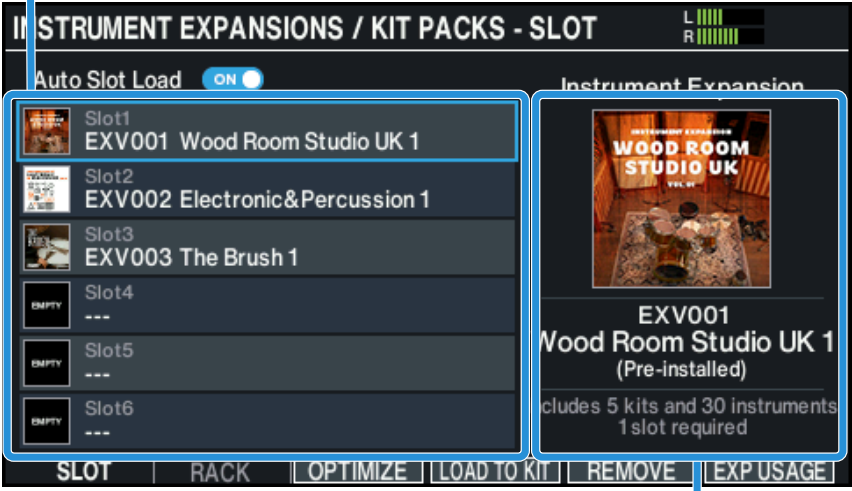
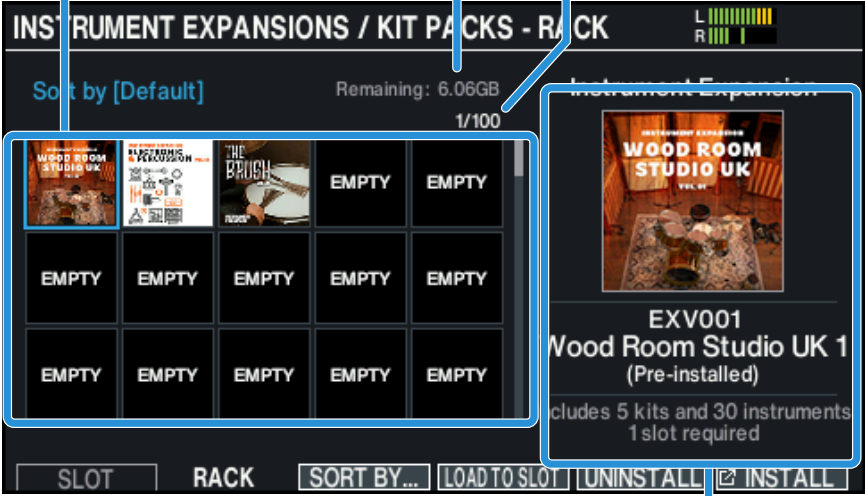
5 Use the cursor buttons to select a parameter, and use the dial to edit the value.

6 Press the [KIT] button to return to the KIT screen.

Configuring the Instrument Expansions/Kit Packs

Here's how to configure the Instrument Expansions (drum kit and instrument packages) as well as the Kit Packs (drum kit and custom sample packages) that you've installed from Roland Cloud.

- 1 Press the [EXPANSION] button.
- 2 Press the function buttons to access the respective settings screens.

Screen	Explanation
<p>SLOT screen</p>	<p>Use this screen to manage the Instrument Expansions/Kit Packs assigned to slots 1–6.</p> <p>Instrument Expansions/Kit Packs for the slots</p>  <p>Information for the selected Instrument Expansion/Kit Pack</p>
<p>RACK screen</p>	<p>Use this screen to manage the Instrument Expansions/Kit Packs that you install from Roland Cloud.</p> <p>Instrument Expansions and Kit Packs for the rack</p> <p>Capacity remaining in rack storage area Number within rack</p>  <p>Information for the selected Instrument Expansion/Kit Pack</p>

- 3 Edit the settings for the Instrument Expansions/Kit Packs.

- 4 Press the [KIT] button to return to the KIT screen.

Importing drum kits and instruments from Roland Cloud

You can use one of the following two methods to install Instrument Expansions (drum kit and instrument packages) and Kit Packs (drum kit and custom sample packages) from Roland Cloud into the V31.

- Install by connecting the V31 to the “Roland Cloud Connect” smartphone app via Wi-Fi
 - ➔ Refer to the “Roland Cloud Connect Setup Guide” (separate document).
- Save the Instrument Expansion/Kit Pack from the “Roland Cloud Manager” app on your computer to an SD card, and install via SD card
 - ➔ Refer to the “Roland Cloud Connect Setup Guide” (Roland website).

Loading Instrument Expansions/Kit Packs in a rack into a slot (LOAD TO SLOT)

This shows how to load an Instrument Expansion/Kit Pack installed in the rack into a slot.

Here’s how to import a drum kit from an Instrument Expansion.

The drum kits in the Kit Packs can also be loaded using the same steps.

1 On the RACK screen (p. 8), select the Instrument Expansion to load into a slot.

* Instrument Expansions already loaded into a slot can’t be loaded into a different slot.

2 Press the [F4] (LOAD TO SLOT) button.

The LOAD TO SLOT window appears.



If you decide to cancel, press the [F4] (CLOSE) button.

3 Use the dial to select the load destination slot, and press the [F6] (LOAD) button.

This loads the Instrument Expansion.

* When you select a slot in which a different Instrument Expansion has already been loaded, a confirmation screen is shown. Select “OK” and press the [ENTER] button to overwrite.

* You can’t load a single Instrument Expansion into multiple slots. If an Instrument Expansion is already loaded into a different slot, the slot number that’s loaded is shown.

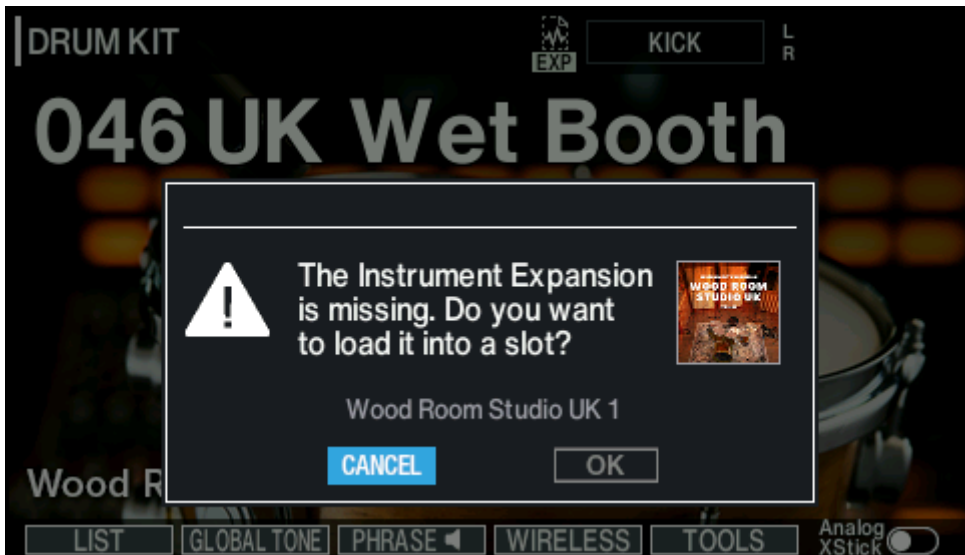
4 Press the [ENTER] button to finish the operation.

Loading Instrument Expansions/Kit Packs that are missing from a drum kit

If an Instrument Expansion/Kit Pack is missing from a drum kit, the following confirmation screen appears when you strike the pad or play a kit phrase.

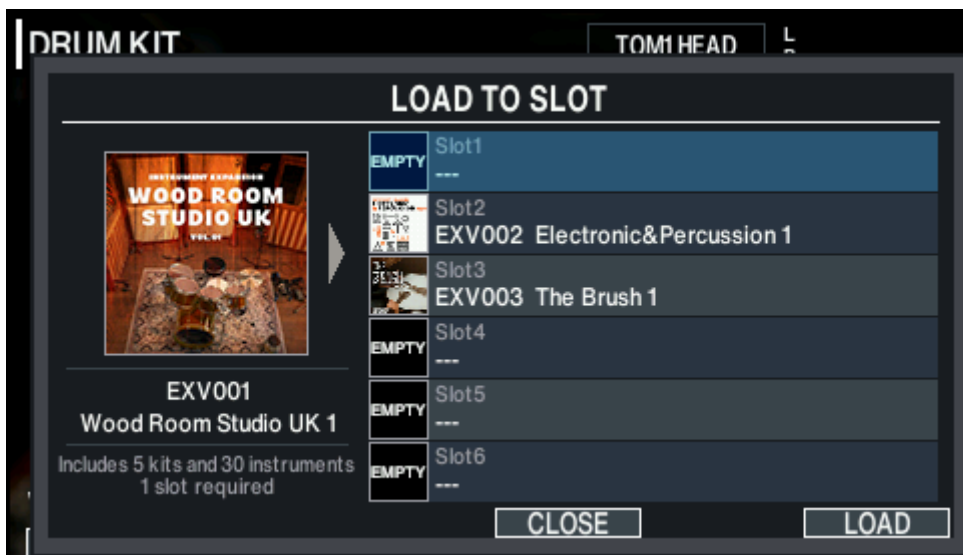
The confirmation screen shows the names of the Instrument Expansions and/or Kit Packs that are missing.

Reload the Instrument Expansions/Kit Packs as necessary.



1 Select "OK" and press the [ENTER] button.

The LOAD TO SLOT window appears.

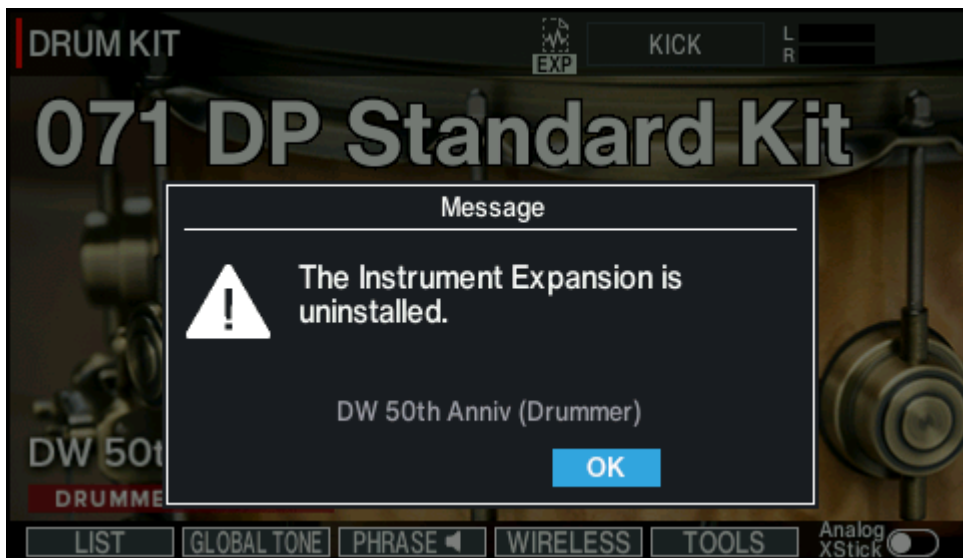


2 Use the dial to select the load destination slot, and press the [F6] (LOAD) button.

The expansion icon on the KIT screen changes from blinking to steadily lit when all missing Instrument Expansions/Kit Packs in the drum kit are loaded into the slot.

MEMO

If the Instrument Expansions/Kit Packs necessary for a drum kit have been uninstalled from the rack, you can't restore them simply by operating the V31. You can use Roland Cloud Connect if you have a membership (subscription), or Roland Cloud Manager if you have a Lifetime Key (purchased license) to reinstall the necessary Instrument Expansions/Kit Packs into the rack, and then load them into the slots.



Removing an Instrument Expansion/Kit Pack assignment (REMOVE)

This shows how to remove an Instrument Expansion/Kit Pack loaded into a slot.

The explanation here shows the steps for removing an Instrument Expansion.

The drum kits in the Kit Packs can also be removed using the same steps.

NOTE

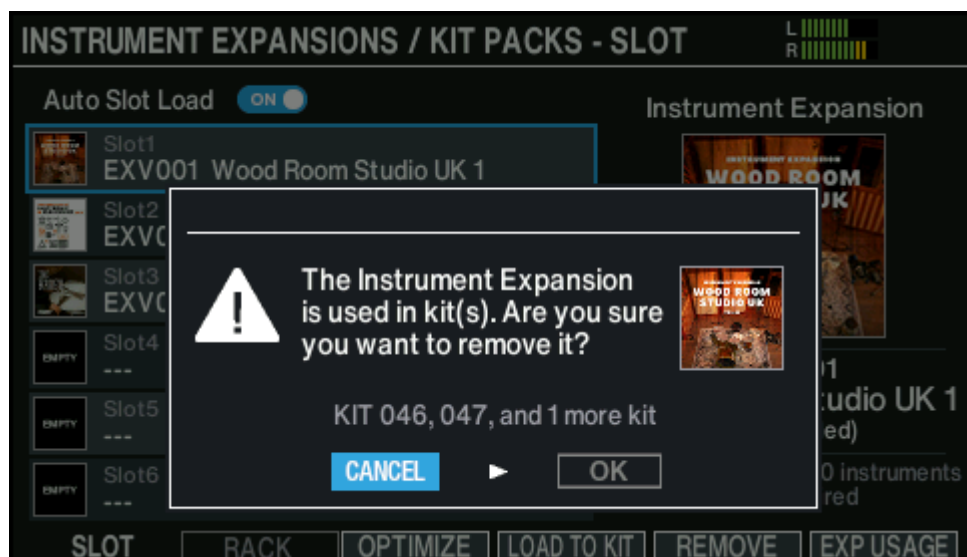
When you remove an Instrument Expansion or Kit Pack, the drum kits that include that Instrument Expansion or Kit Pack can no longer be correctly recreated.

To recreate the drum kit, reload the necessary Instrument Expansions/Kit Packs again into the slots.

1 On the **SLOT** screen (p. 8), select the **Instrument Expansion to remove from the slot**.

2 Press the **[F5] (REMOVE)** button.

A confirmation message appears.



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

3 Select "OK" and press the [ENTER] button.

This removes the Instrument Expansion from the slot.

4 Press the [ENTER] button to finish the operation.

Viewing the kits that use Instrument Expansions/Kit Packs

This is useful for checking which kits are affected if you swap the Instrument Expansions/Kit Packs in a slot.

1 On the SLOT screen (p. 8), press the [F6] (EXP USAGE) button.

The kits that use the Instrument Expansions/Kit Packs assigned to the respective slots are shown as a list.

Press the [▶] button to move the cursor to the kit list and then press the [F5] (SELECT) button to switch between kits.



Optimizing the slot area (OPTIMIZE)

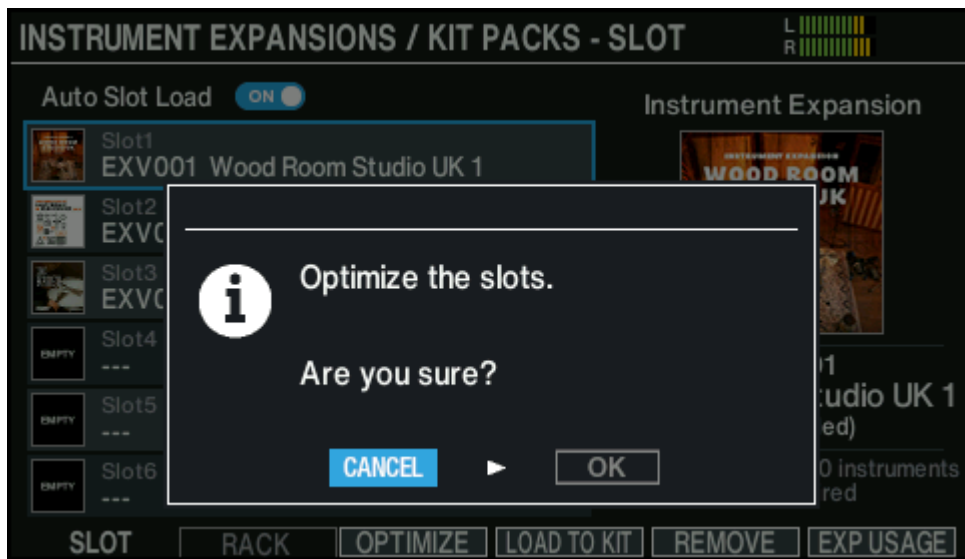
The slot area may become fragmented as you repeatedly load and remove Instrument Expansions/Kit Packs, which could reduce the number of Instrument Expansions/Kit Packs that can be imported.

You can use this function to optimize the area, so that you can load Instrument Expansions and Kit Packs again.

* In some cases, optimizing might not produce results.

1 On the **SLOT** screen (p. 8), press the **[F3] (OPTIMIZE)** button.

A confirmation message appears.



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

2 Select **"OK"** and press the **[ENTER]** button.

This optimizes the slot area.

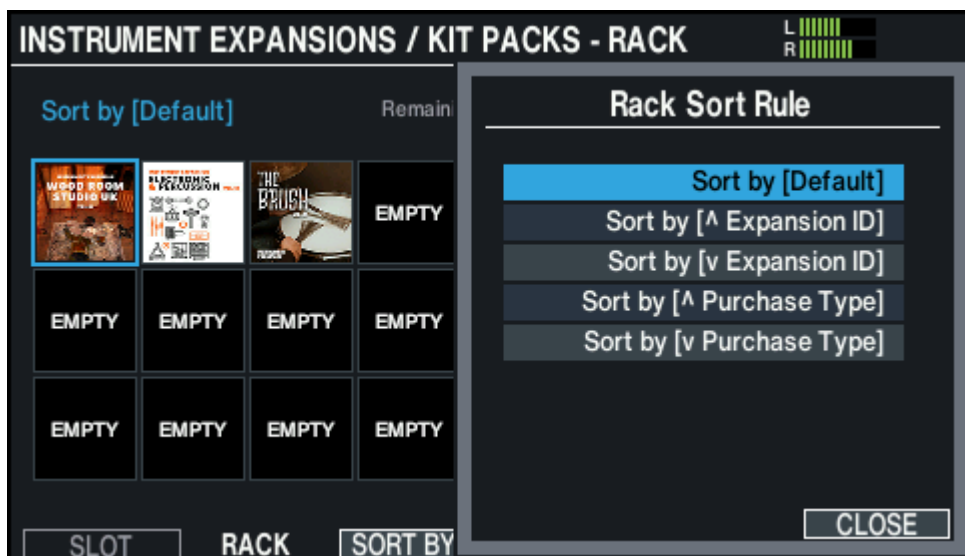
Sorting the Instrument Expansions/Kit Packs (SORT BY...)

You can change the order in which the Instrument Expansions/Kit Packs shown on the **RACK** screen are shown.

* The sort order settings are not saved in user memory.

1 On the **RACK** screen (p. 8), press the **[F3] (SORT BY...)** button.

The Rack Sort Rule window appears.



2 Use the cursor buttons or the dial to choose the sort order.

Value	Explanation
Default	Sorts by rack number.

Customizing the drum kits

Value	Explanation
^ Expansion ID	Sorts by Expansion ID (ascending).
v Expansion ID	Sorts by Expansion ID (descending).
^ Purchase Type	Sorts by Instrument Expansion/Kit Pack purchase type (preinstalled → Lifetime Key → subscription).
v Purchase Type	Sorts by Instrument Expansion/Kit Pack purchase type (subscription → Lifetime Key → preinstalled).

3 Press the [F6] (CLOSE) button to return to the RACK screen.

Uninstalling Instrument Expansions/Kit Packs (UNINSTALL)

This shows how to uninstall Instrument Expansions/Kit Packs that are installed in the rack.

* You can't uninstall the Instrument Expansions that were preinstalled when the unit was shipped from the factory.

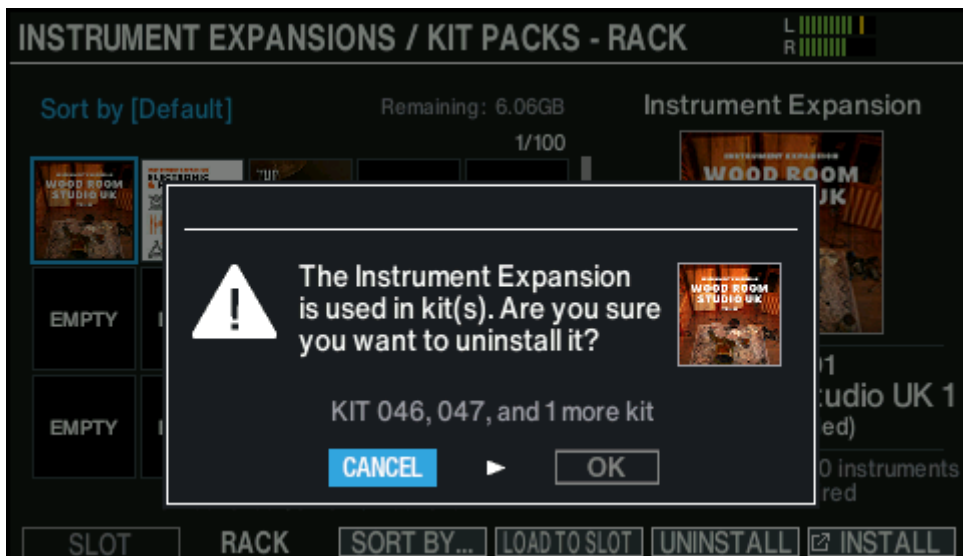
NOTE

When you uninstall an Instrument Expansion/Kit Pack, the drum kits that include that Instrument Expansion/Kit Pack can no longer be correctly recreated.

1 On the RACK screen (p. 8), select the Instrument Expansion/Kit Pack to uninstall.

2 Press the [F5] (UNINSTALL) button.

A confirmation message appears.



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

3 Select "OK" and press the [ENTER] button.

The Instrument Expansion/Kit Pack is uninstalled from the rack.

4 Press the [ENTER] button to finish the operation.

Importing and playing audio files (USER SAMPLE)

Audio files that you created on your computer can be imported from an SD card into the V31 and played as instruments (with the User Sample function). You can adjust the sound of a user sample and apply effects to it in the same way as with other instruments.

Audio files that can be loaded into the V31

	WAV
Format (extension)	WAV (.wav)
Sample rate	44.1, 48, 96 kHz
Bit rate	16, 24 or 32 bits
Time	Maximum 180 seconds

* File names or folder names that contain more than 16 characters are not shown correctly. Also, file/folder names with double-byte characters are not supported.

Importing an audio file

Here's how to import an audio file into the V31 as a user sample.

1 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

2 Hold down the [SHIFT] button and press the [EXPANSION] button.

The USER SAMPLE LIST screen appears.

User sample number and name

Remaining amount of user sample area

How user samples are sounded

Volume of user samples

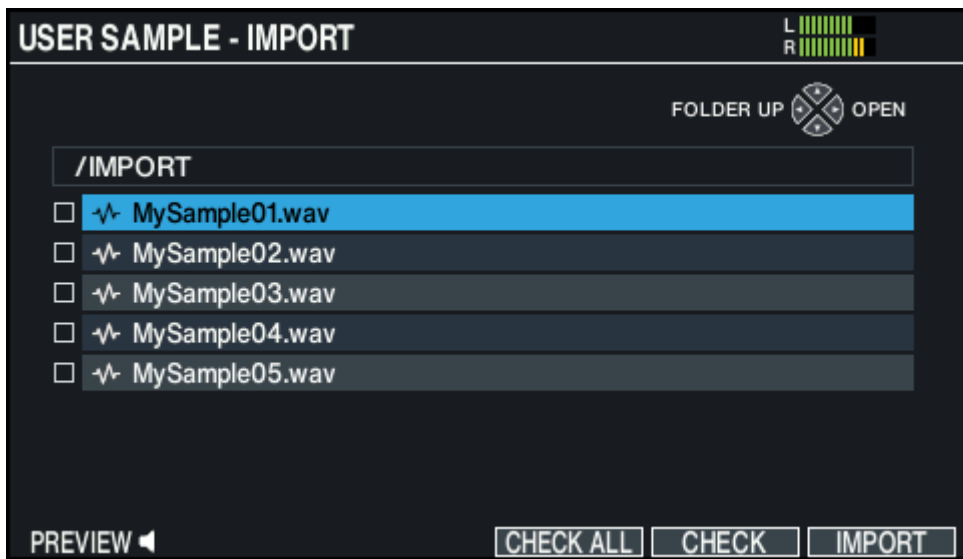
PROPERTY
Channel STEREO
Size 344KB

User sample information

Play (preview) the currently selected user sample

3 Use the cursor buttons to select the import destination number, and press the [F6] (IMPORT) button.

The USER SAMPLE IMPORT screen appears.



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

4 Use the cursor buttons to select an audio file, and press the [F6] (IMPORT) button.

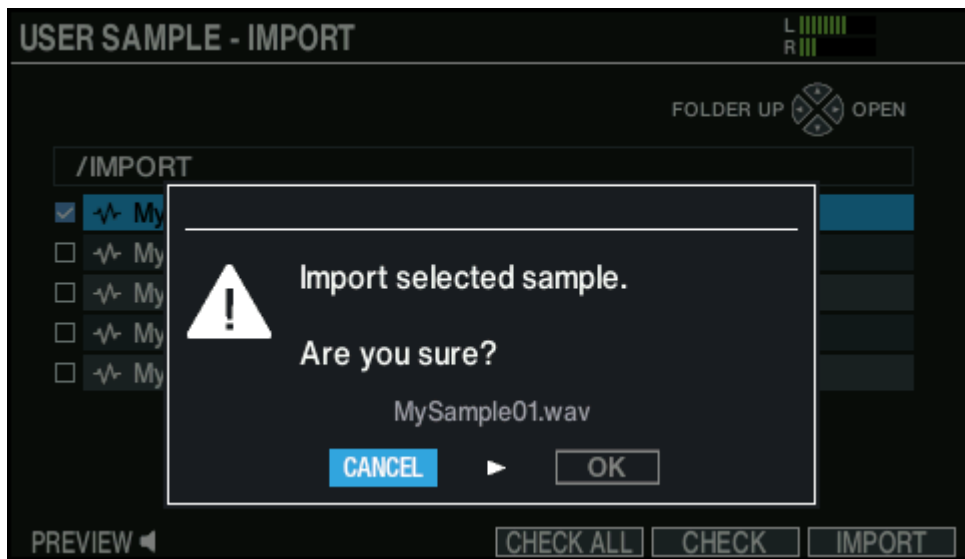
Cursor buttons	Function
[▲] button	Moves cursor (up)
[▼] button	Moves cursor (down)
[◀] button	Closes (exits) the folder
[▶] button	Opens (enters) the folder

MEMO

- You can press the [F1] (PREVIEW) button to preview the selected audio file. Only 44.1 kHz files (16/24-bit) can be previewed.
- You can import all audio files at once that you selected with a check mark using the [F5] (CHECK) button. Press the [F4] (CHECK ALL) button to select all audio files at once in a folder.

5 Press the [F6] (IMPORT) button.

A confirmation message appears.



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

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

The audio file is imported.

Assigning a user sample to an instrument and playing it

1 Press the [EZ EDIT] button.

2 Press the [F1] (INST) button.

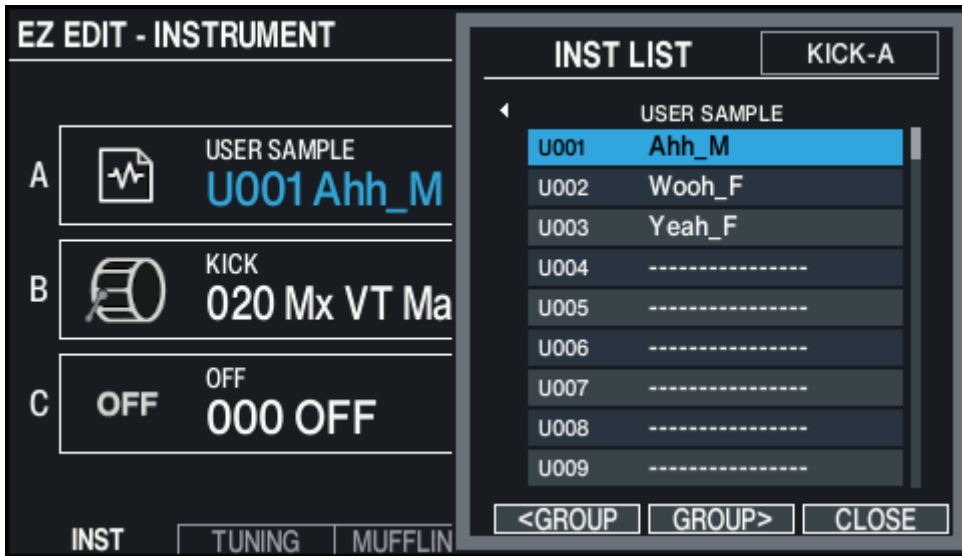
3 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

4 Press the [F5] (LIST) button.

The INST LIST window appears.

- 5** Use the [F5] (GROUP>) button to select the “USER SAMPLE” instrument group, and use the cursor [▼][▲] buttons to select the user sample.



- 6** Press the [F6] (CLOSE) button.

- 7** Press the [KIT] button to return to the KIT screen.

When you strike the pad to which the user sample is assigned, you hear that user sample.

Specifying how the user sample is sounded

You can specify how the user sample plays when you strike a pad: only once, or continue repeating.

- 1** Select the user sample to set in the **USER SAMPLE LIST** screen (p. 119).
- 2** Use the cursor buttons to move the cursor to **Play Type** or **Sample Gain**, and use the dial to edit the value.

Parameter	Value	Explanation
Play Type	ONESHOT MONO	When you strike the pad, the currently-heard sound is silenced before the new sound is heard. Notes do not overlap.
	ONESHOT POLY	When you strike the pad repeatedly, the sounds of the notes are heard overlapping.
	LOOP ALT	The user sample plays repeatedly (loop). Each time you strike the pad, the sound alternately plays or stops.
Sample Gain	-12--+12dB	Adjusts the user sample volume.

MEMO

To stop user samples from sounding, use the ALL SOUND OFF function.

→ “Stopping all currently played sounds (ALL SOUND OFF) (p. 32)”

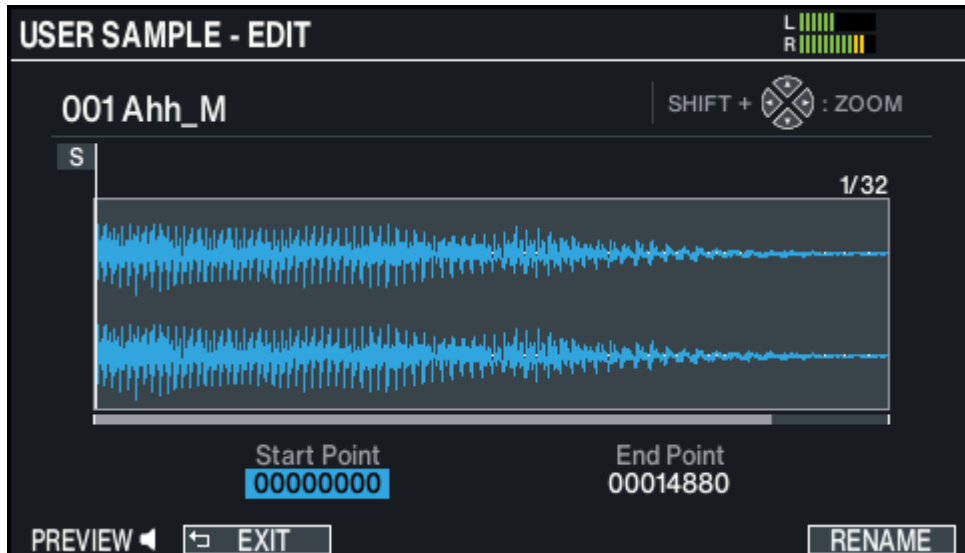
Editing a user sample (EDIT)

You can edit the region within which a user sample can be played, along with its name.

1 Select the user sample to set in the **USER SAMPLE LIST** screen (p. 119).

2 Press the [F2] (EDIT) button.

The USER SAMPLE - EDIT screen appears.



3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Explanation
ZOOM	Zooms the waveform display in or out. You can zoom-in/out on the horizontal axis by holding down the [SHIFT] button and pressing the cursor [◀] [▶] buttons. You can zoom-in/out on the vertical axis by holding down the [SHIFT] button and pressing the cursor [▲] [▼] buttons.
Start Point	Adjusts the start point (the location at which the user sample starts playing).
End Point	Adjusts the end point (the location at which the user sample stops playing).
RENAME	Press the [F6] (RENAME) button to edit the name of the user sample.

MEMO

You can press the [F1] (PREVIEW) button to preview the user sample you're currently editing.

Organizing user samples

Here's how to renumber the user sample numbers or optimize the user sample area.

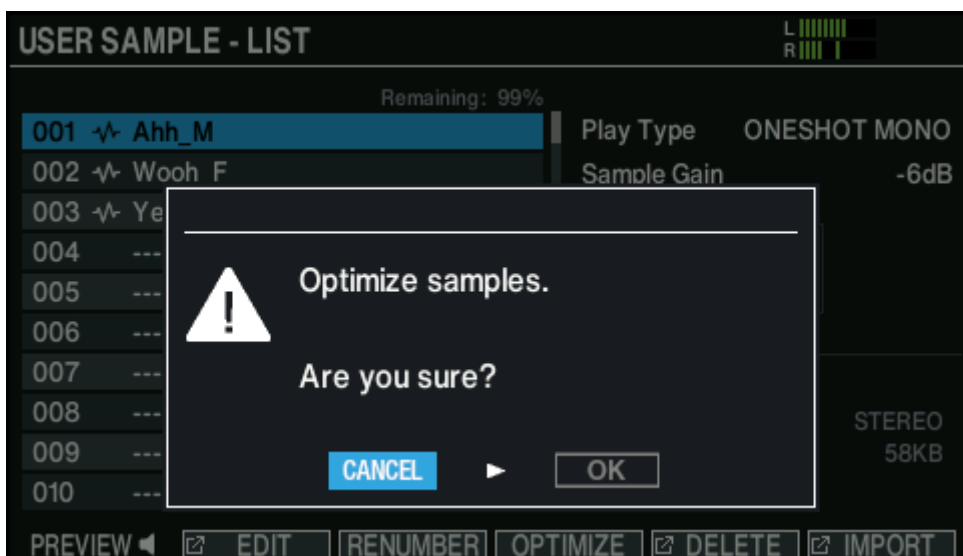
1 On the **USER SAMPLE LIST** screen (p. 119), press the function buttons to access the respective settings screens.

Customizing the drum kits

Button	Explanation
[F3] (RENUMBER) button	<p>Renumbering user samples to eliminate blanks (RENUMBER)</p> <p>If you repeatedly import and delete user samples, the numbers will become discontinuous. This function lets you shift (renumber) the user samples forward to remove any blank sample memories. The user sample assignments for drum kits are also updated so that they will sound correctly.</p> <p>* If you executed RENUMBER, and then load previously-saved backup data or kit backup data (that does not include user samples), the user samples assigned to the drum kit will no longer be correctly reproduced.</p>
[F4] (OPTIMIZE) button	<p>Optimizing the user sample area (OPTIMIZE)</p> <p>If you repeatedly import and delete user samples, the user sample area might become fragmented, reducing the number of user samples that can be loaded. This function optimizes the area so that user samples can be loaded.</p> <p>NOTE</p> <ul style="list-style-type: none"> • Be sure to back up your data before executing this function. <p>→ “Backing up your data (BACKUP) (p. 195)”</p> <ul style="list-style-type: none"> • This process might take more than an hour in some cases (depending on the number and size of the user samples). • Never turn off the power while this operation is in progress. If you turn off the power, your user samples might be lost. • In some cases, optimizing might not produce results.
[F5] (DELETE) button	<p>Deleting a user sample (DELETE)</p> <p>This deletes samples in user memory. Press the [F5] (CHECK) button to select the check boxes of the user samples you want to delete. Press the [F4] (CHECK ALL) button to select the check boxes of all user samples. Press the [F6] (DELETE) button to carry out the deletion.</p> <p>NOTE</p> <p>All user samples used in drum kits are also deleted. Pads to which a user sample is assigned will no longer produce sound.</p>

A confirmation message appears.

Example: when using OPTIMIZE



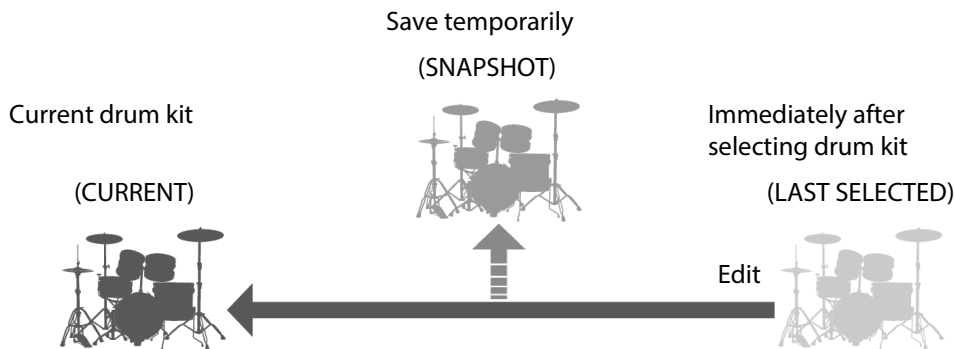
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

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

The selected function is executed.

Comparing with or reverting to the unedited drum kit (SNAPSHOT)

You can temporarily save the currently-edited drum kit, and compare it with the current settings or revert back to it (Snapshot).



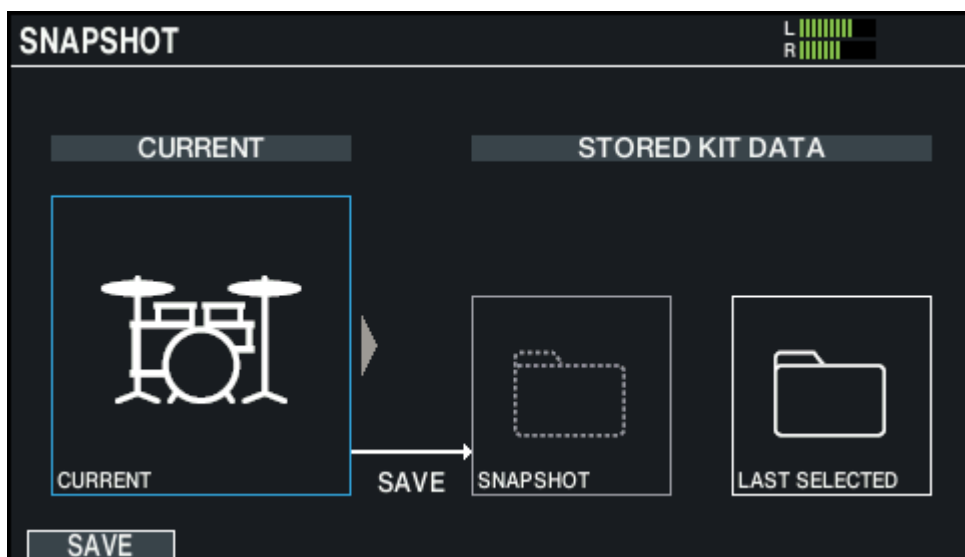
1 Select the drum kit that you want to edit.

When you select a drum kit, the data of the selected drum kit is stored in LAST SELECTED.

2 On the KIT screen (p. 26), press the [F5] (TOOLS) button.

3 Use the cursor buttons or the dial to select "SNAPSHOT", and press the [F6] (SELECT) button.

The SNAPSHOT screen appears.



4 Press the [F1] (SAVE) button.

The current drum kit settings are saved in SNAPSHOT.

5 Press the [EXIT] button to exit the SNAPSHOT screen, and edit the drum kit.

* When you switch drum kits, the settings saved in SNAPSHOT are deleted.

* The kit image can't be edited when using the snapshot function.

6 After editing, perform steps 2 and 3 to show the SNAPSHOT screen.

7 Use the cursor buttons or the dial to switch between the saved drum kits, and play them to compare.

Customizing the drum kits

Button	Explanation
CURRENT	Current drum kit settings
SNAPSHOT	Drum kit settings saved in SNAPSHOT
LAST SELECTED	Settings immediately after selecting the drum kit

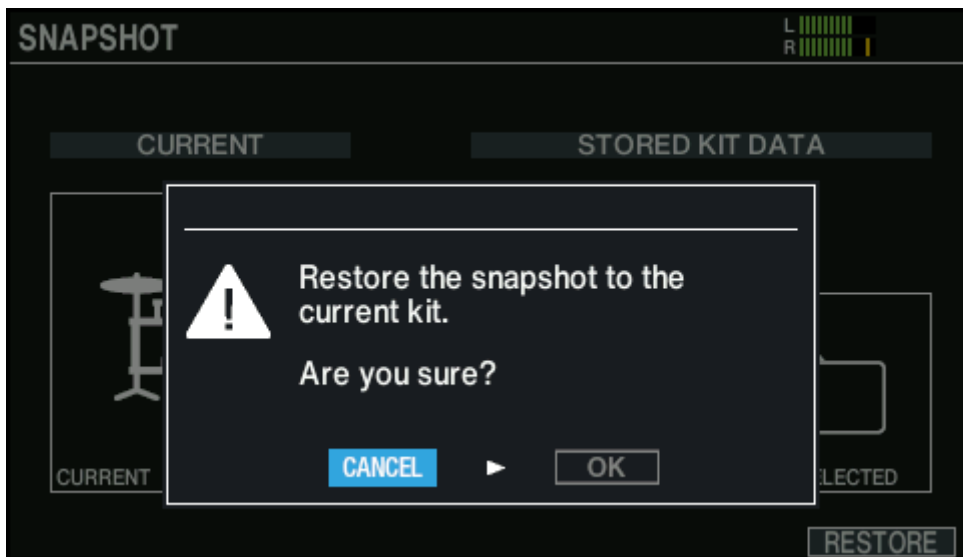
Restoring the current drum kit settings to a snapshot, or to the settings that were used right after selecting the drum kit

8 Use the cursor buttons or the dial to select the drum kit settings to restore.

Go to step 11 to keep the current drum kit settings as-is.

9 Press the [F6] (RESTORE) button.

A confirmation message appears.



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

10 Select "OK" and press the [ENTER] button.

The current drum kit settings return to the settings of the drum kit that you selected in step 8.

11 Press the [KIT] button to return to the DRUM KIT screen.

Using a virtual pad

In addition to the pads connected to the TRIGGER IN jacks, the V31 also has "virtual pads" that can play sounds when MIDI note numbers are received.

You can edit the virtual pad settings by showing the virtual pads on the screen.

MEMO

- The virtual pads are assigned to the AUX/TOM4 (*1) and AUX2–4 pads.
*1: When the [Trigger Input AUX/TOM4 Select \(p. 158\)](#) setting is "AUX", TOM4 is used as a virtual pad, and when the Trigger Input AUX/TOM4 Select setting is "TOM4", AUX is used as a virtual pad.
- You can set the MIDI note numbers in KIT MIDI.
→ ["Making MIDI transmit/receive settings for each pad \(KIT MIDI\) \(p. 108\)"](#)
- The parameters you set for the virtual pads are included in the kit backup data. This data can be read by the V71 and the V51.

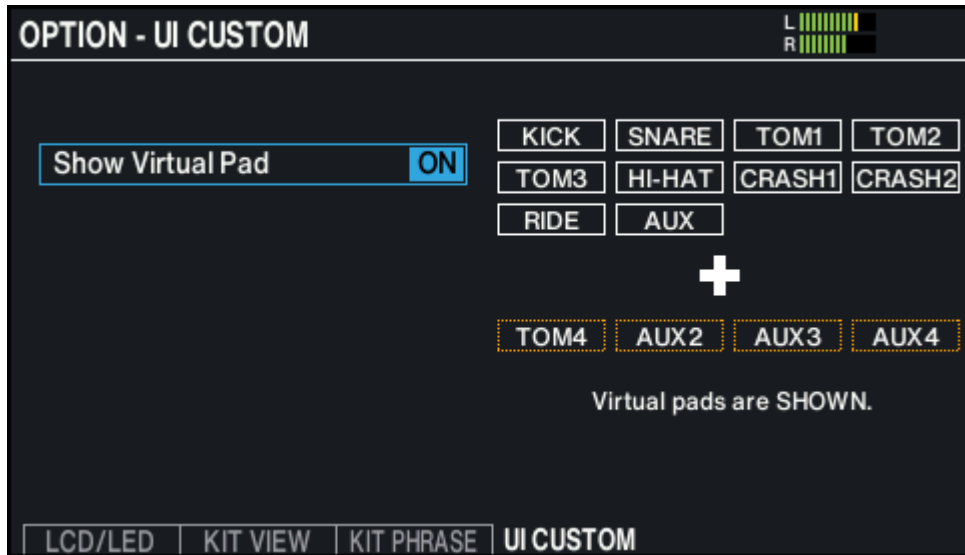
1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “OPTION”, and press the [ENTER] button.

The OPTION screen appears.

3 Press the [F4] (UI CUSTOM) button.

The OPTION - UI CUSTOM screen appears.



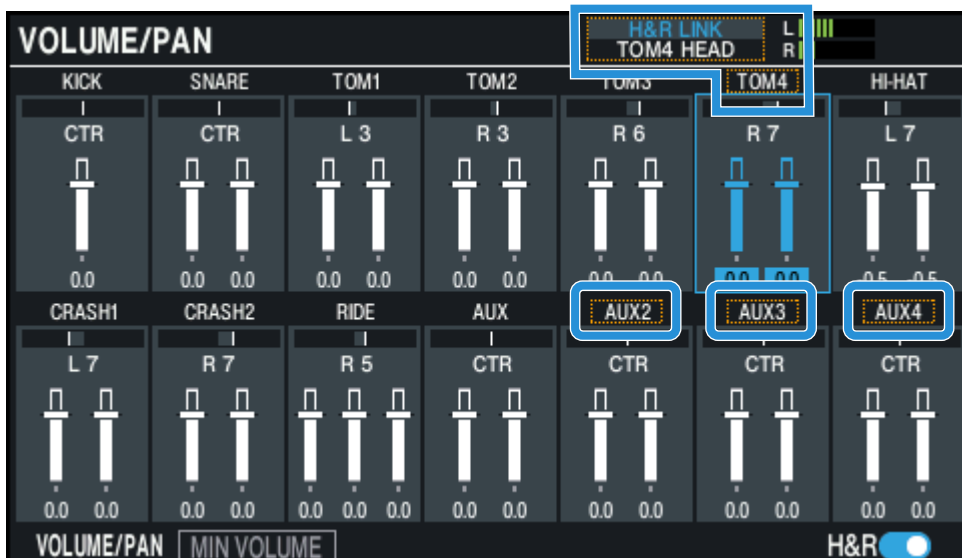
4 Use the dial to set the value to “ON”.

This activates the screen display of the virtual pads.

5 Use KIT EDIT to configure the virtual pads.

Example: VOLUME/PAN screen when the virtual pads are on

The virtual pads in each settings screen are indicated by an orange border.

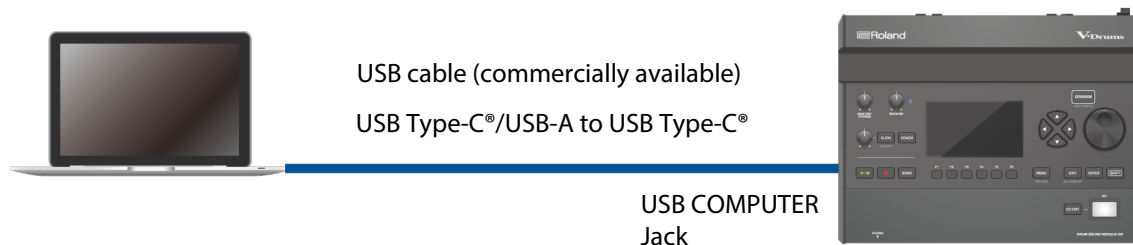


Using this unit with a computer or smartphone app

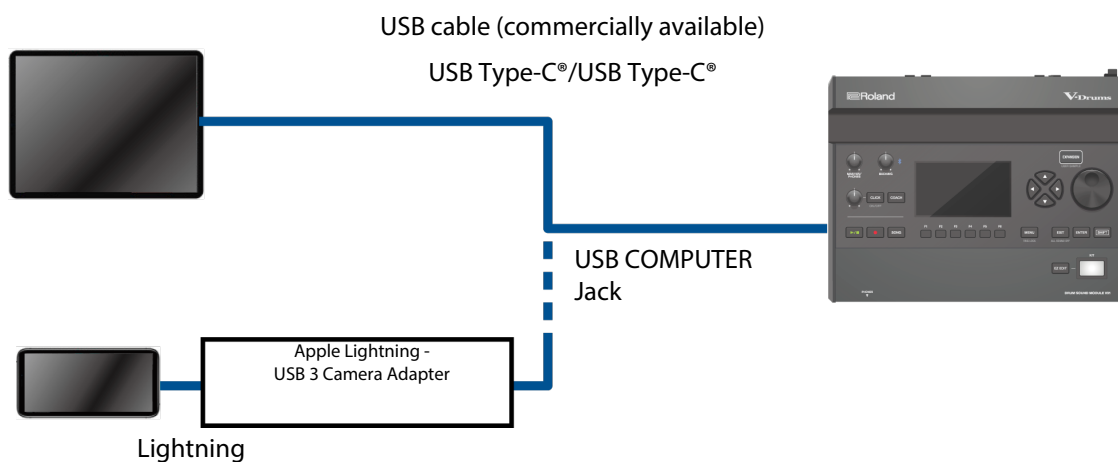
You can connect the V31 to your computer or smartphone to do the following things.

- Connect this unit to your computer (Windows/Mac) and record 30 channels of multitrack audio with your DAW software, or record your performance as MIDI data (VENDOR).
- You can directly exchange audio/MIDI data between this unit and your iPhone or iPad (GENERIC).

Connecting to a computer (Mac/Windows)



Connecting to an iPhone/iPad



* We have confirmed that audio noise may occur when connecting to certain Apple products featuring a Lightning connector using Apple's "Lightning to USB Camera Adapter".

This may be resolved by using the "Lightning to USB 3 Camera Adapter" instead.

For more details and for the latest support information, see "V31 Support Information".

* See the product information released by Apple for the differences between the "Lightning to USB Camera Adapter" and the "Lightning to USB 3 Camera Adapter".

NOTE

- This might not work correctly for some models of computer. Refer to the Roland website for details on the operating systems that are supported.
- A USB cable is not included. You can purchase one from the dealer where you purchased the V31.
- Use a USB 2.0 cable.
- Use a USB port on your computer that supports USB2.0 Hi-Speed.

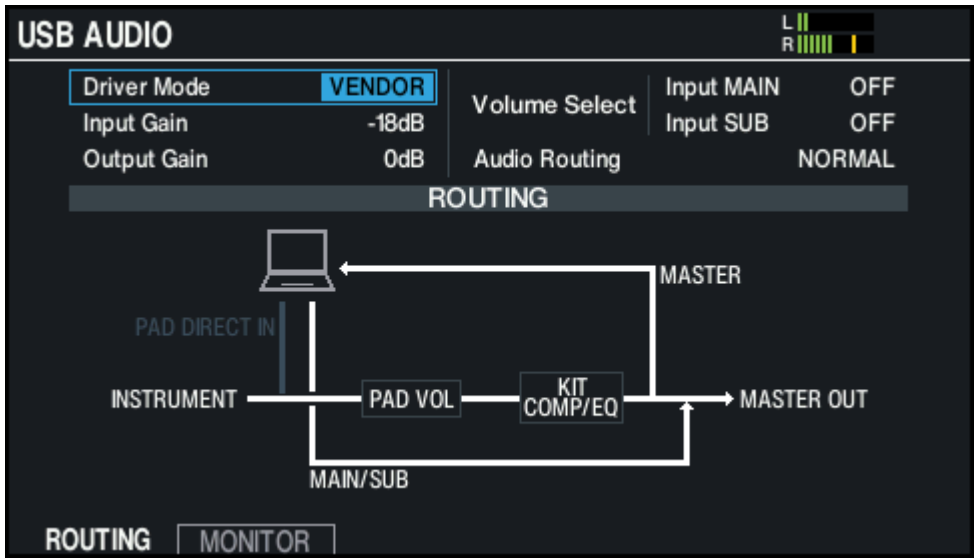
Configuring the USB driver

This shows how to switch between the dedicated USB driver for the V31 (VENDOR) and the OS standard driver (GENERIC).

- 1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “USB AUDIO”, and press the [ENTER] button.

The USB AUDIO screen appears.



3 Move the cursor to Driver Mode, and use the dial to change the value.

Parameter	Value	Explanation
Driver Mode	GENERIC	Uses the driver provided by the operating system. USB MIDI and USB audio (2 ch. recording and playback) can be used.
	VENDOR	Uses the V31’s dedicated driver provided by Roland. USB MIDI and USB audio (30 ch. recording and 32 ch. playback) can be used.

4 Turn the power off, then on again.

The setting takes effect when the unit is powered off and on again.

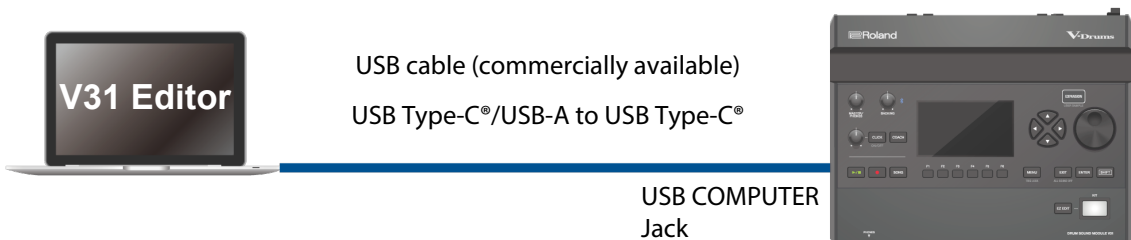
MEMO

For details on downloading and installing the USB driver, refer to the Roland website.
<https://www.roland.com/support/>

Using the “V31 Editor” app on your computer

You can use the “V31 Editor” app to edit the V31 kit parameters, import user samples, load kit images and so on with your computer (Windows/ Mac). This makes it more convenient to edit sounds by taking advantage of the computer’s larger display.

For details, refer to “V31 Editor Owner’s Manual” (Roland website).



Configuring the output for USB audio

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

The USB audio output can be recorded on your computer. For example, you can do a 30-channel multitrack recording in your DAW software.

* When using USB audio output, the low cut effect is not applied. For details on other parameters, refer to "Data List" (Roland website).

MEMO

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

Setting the output destination for USB audio

You can select from a total of 30 channels for the USB audio output destination, including those listed below.

- MASTER OUT jacks
- Direct output from each pad
- KICK, SNARE, TOM1, TOM2, TOM3, HI-HAT, CRASH1, CRASH2, RIDE, AUX

MEMO

For more about output destination settings, refer to "[Audio output assignments \(OUTPUT\) \(p. 211\)](#)".

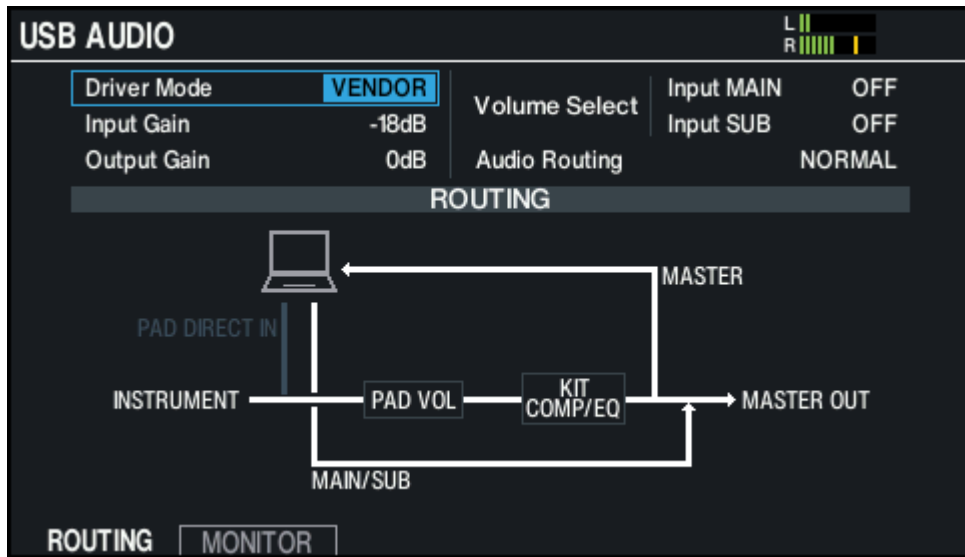
USB audio output destination settings

Ch1-2	MASTER
Ch3-4	KICK
Ch5-6	SNARE
Ch7-8	TOM1
Ch9-10	TOM2
Ch11-12	TOM3
Ch13-14	TOM4
Ch15-16	HI-HAT
Ch17-18	CRASH1
Ch19-20	CRASH2
Ch21-22	RIDE
Ch23-24	AUX1
Ch25-26	AUX2
Ch27-28	AUX3
Ch29-30	AUX4

Only ASIO is supported for Windows users.

Adjusting the USB audio output level

1 Access the USB AUDIO screen (p. 128).



2 Move the cursor to Output Gain, and use the dial to edit the value.

Parameter	Value	Explanation
Output Gain	-24--+24 dB	Adjusts the output level This applies to all USB audio output that is sent from the USB COMPUTER port.

Specifying the Input for USB Audio

Here's how to specify the USB audio input that is input to the USB COMPUTER port.

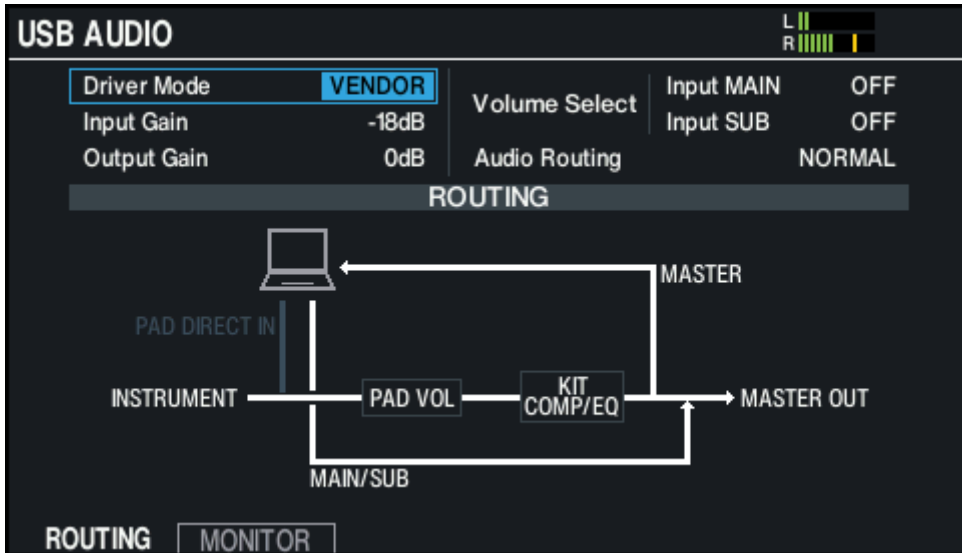
This allows audio that is played back by the computer to be heard from the V31.

USB audio input destination settings

Ch1-2	MAIN
Ch3-4	SUB
Ch5-6	KICK
Ch7-8	SNARE
Ch9-10	TOM1
Ch11-12	TOM2
Ch13-14	TOM3
Ch15-16	TOM4
Ch17-18	HI-HAT
Ch19-20	CRASH1
Ch21-22	CRASH2
Ch23-24	RIDE
Ch25-26	AUX1
Ch27-28	AUX2

Ch29-30	AUX3
Ch31-32	AUX4

1 Access the USB AUDIO screen (p. 128).

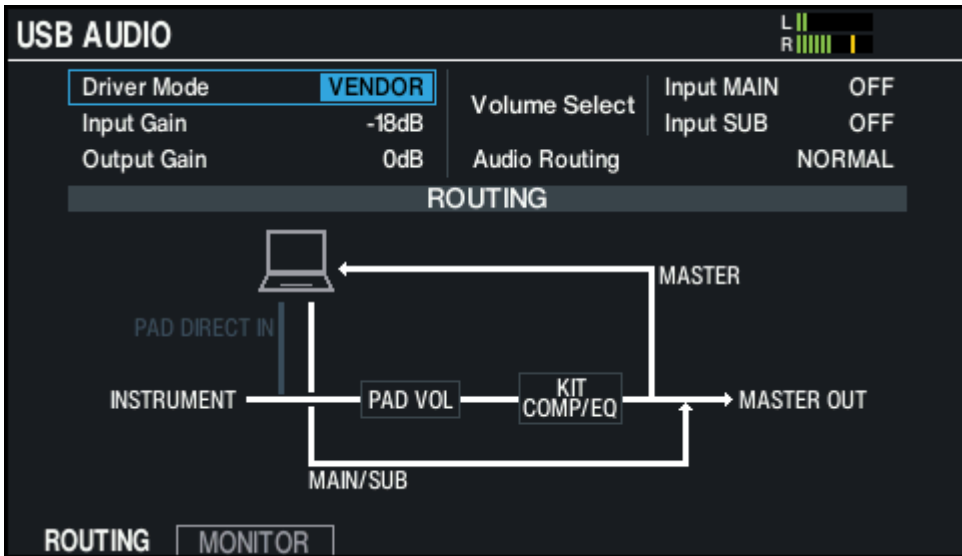


2 Use the cursor buttons to select a parameter, and use the dial to edit the value.

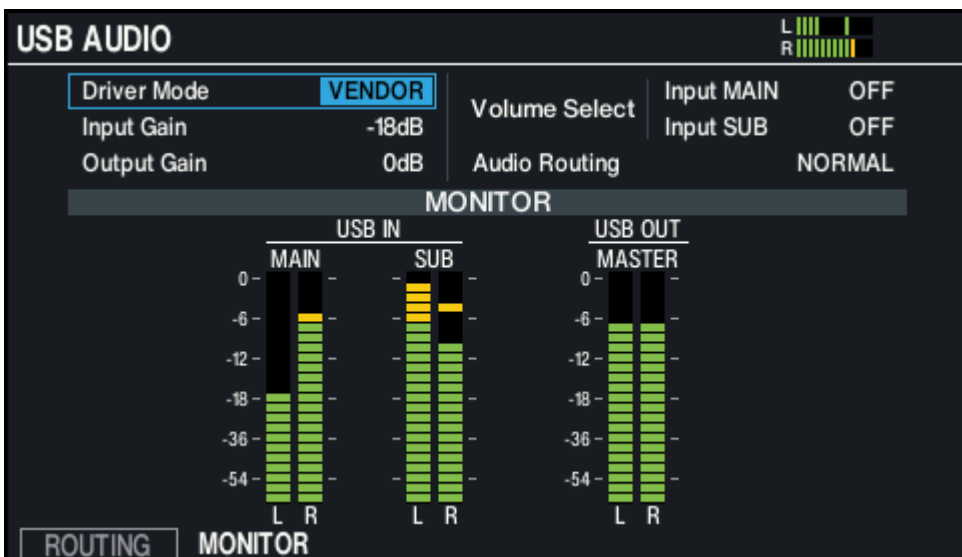
Parameter	Value	Explanation
Input Gain	-36--+12dB	Adjusts the input level

Parameter	Value	Explanation
Volume Select	These parameters set which knobs adjust the input volume for USB audio (Input MAIN, SUB).	
Input MAIN, Input SUB	OFF	The knobs are not used to adjust the volume.
	BACKING	The [BACKING] knob is used to adjust the volume.
	CLICK	The [CLICK] knob is used to adjust the volume.

[F1] (ROUTING): Checks the USB audio routing.



[F2] (MONITOR): Shows the USB AUDIO level meter.



MEMO

For the USB audio input sound, you can choose from INPUT MAIN and INPUT SUB as the output destination.

➔ “Audio output assignments (OUTPUT) (p. 211)”

Configuring the routing for USB audio (ROUTING)

This shows you how to configure the routing for the USB audio input/output.

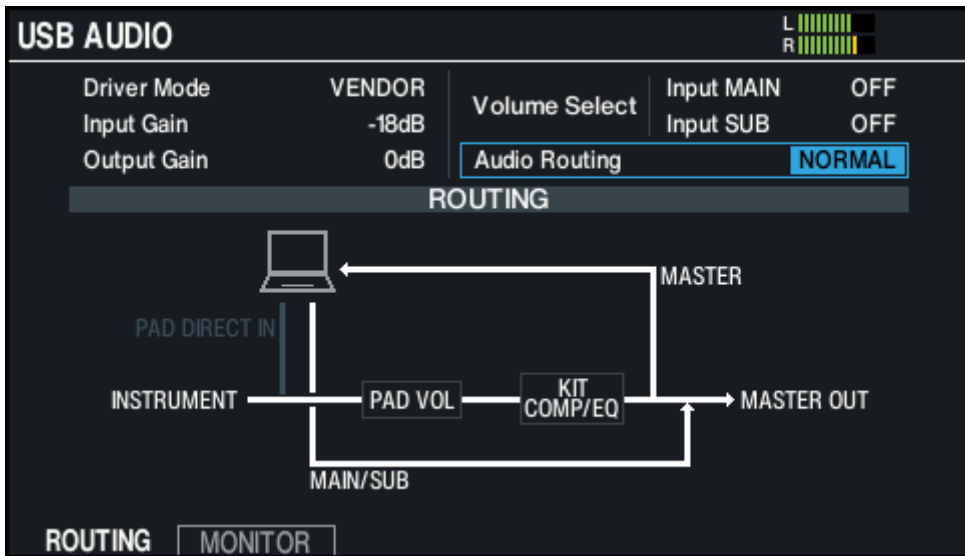
Use this to directly input the sound from your computer to the pads of the V31, or to limit the sounds sent from the V31 to your computer.

The standard setting is “NORMAL”.

MEMO

This is enabled when the Driver Mode is "VENDOR".

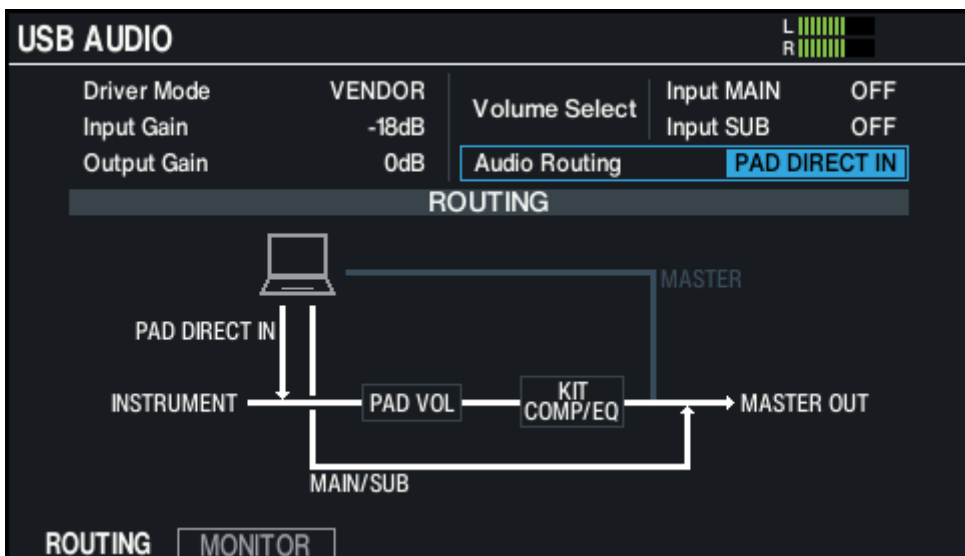
NORMAL



V31 → computer: MASTER OUT, direct output of each pad

Computer → V31: MAIN, SUB

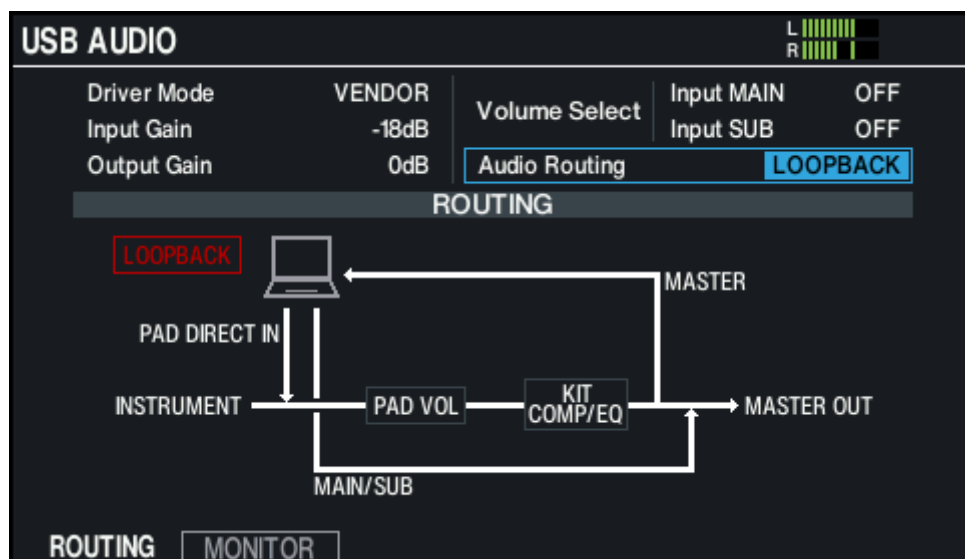
PAD DIRECT IN



V31 → computer: All USB audio output from the V31 is muted.

Computer → V31: MAIN, SUB, direct input to each pad

LOOPBACK



V31 → computer: MASTER OUT, direct output of each pad

Computer → V31: MAIN, SUB, direct input to each pad

* A dialog box appears when you use the “LOOPBACK” setting.

NOTE

Use caution with the LOOPBACK setting, as the USB audio input and output may be inadvertently connected depending on the settings of your computer, the DAW to which you’re connecting or the V31. This may result in a loud noise (loopback).

Audio routing I/O chart

	Audio Routing		
	NORMAL	PAD DIRECT IN	LOOPBACK
V31 → computer			
MASTER OUT	✓	Muted	✓
Direct output of each pad	✓	Muted	✓
Computer → V31			
INPUT MAIN/SUB	✓	✓	✓
PAD DIRECT IN	Muted	✓	✓

Copying settings (COPY)

With the V31, you can copy the respective settings within memory or to an SD card. You can also swap the copy source and destination settings.

NOTE

When you execute a copy operation, the contents of the copy-destination are overwritten. If the destination contains settings that you want to keep, back them up to an SD card.

→ “Backing up your data (BACKUP) (p. 195)”

1 Press the [MENU] button.

2 Use the cursor button to select “COPY”.

The COPY screen appears.



3 Use the cursor buttons or the dial to select the menu that you want to edit, and press the [ENTER] button.

Menu	Explanation
KIT	Copies the drum kit. → “Selecting a drum kit (p. 26)”
PAD INST	Copies the pad instruments. → “Editing Instruments (INSTRUMENT) (p. 72)”
INST SET	Copies multiple instruments as a set.
VOL/PAN	Copies the VOLUME/PAN settings. → “Setting the pad volume and pan (PAD VOL) (p. 84)”
AMBIENCE	Copies the ambience settings. → “Recreating the reverberations of a performance location (AMBIENCE) (p. 87)”
BUS FX	Copies the BUS FX settings. → “Adding effects (BUS FX) (p. 92)”
OUTPUT	Copies the output settings. → “Audio output assignments (OUTPUT) (p. 211)”
SET LIST	Copies the set lists. → “Recalling drum kits successively (SET LIST) (p. 143)”
TRIG BANK	Copies the trigger bank settings. → “Trigger settings (p. 148)”
TRIG PRM	Copies the trigger parameter settings. → “Adjusting the sensitivity for individual pads (p. 154)”

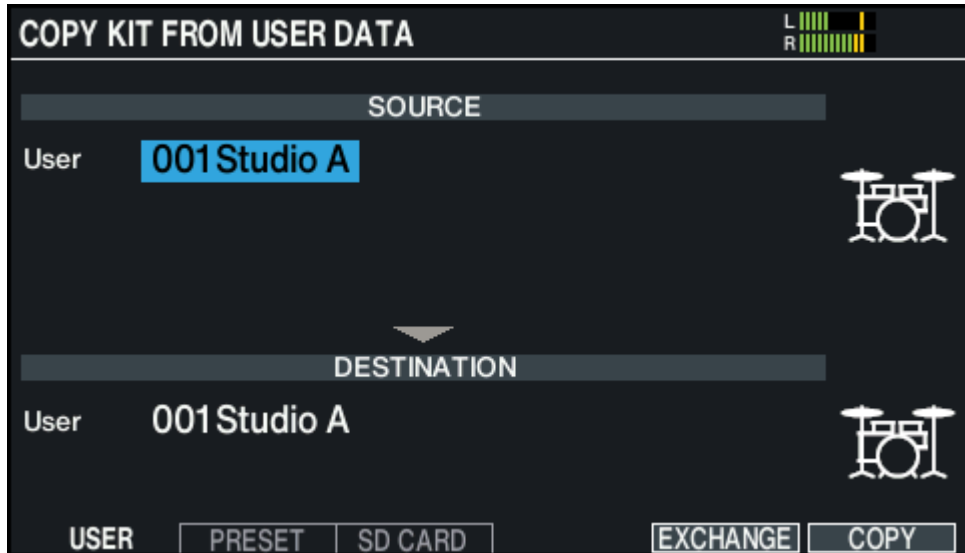
4 Copy the settings according to the menu item that you selected.

Example 1: Copying a drum kit (KIT)

1 Press the [MENU] button.

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

The COPY KIT screen appears.

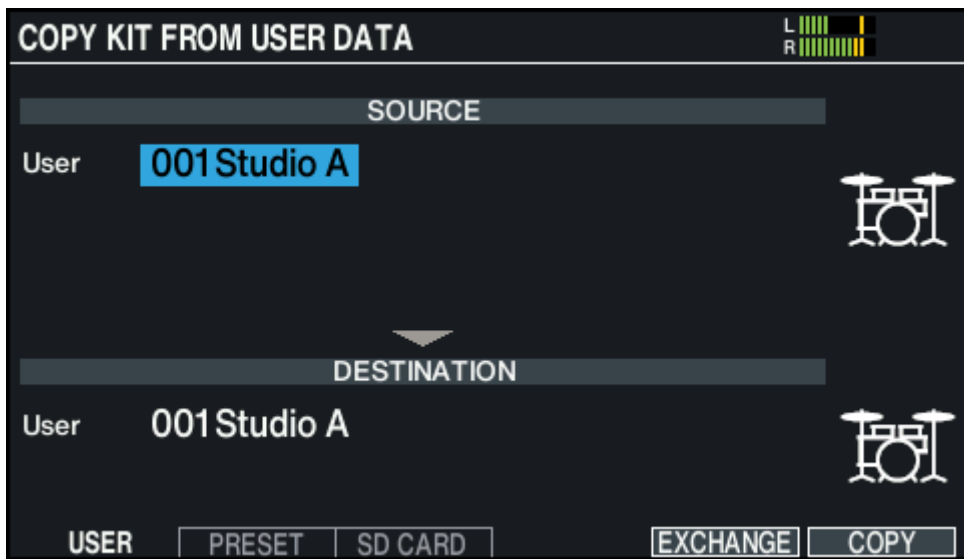


3 Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item you want to edit.

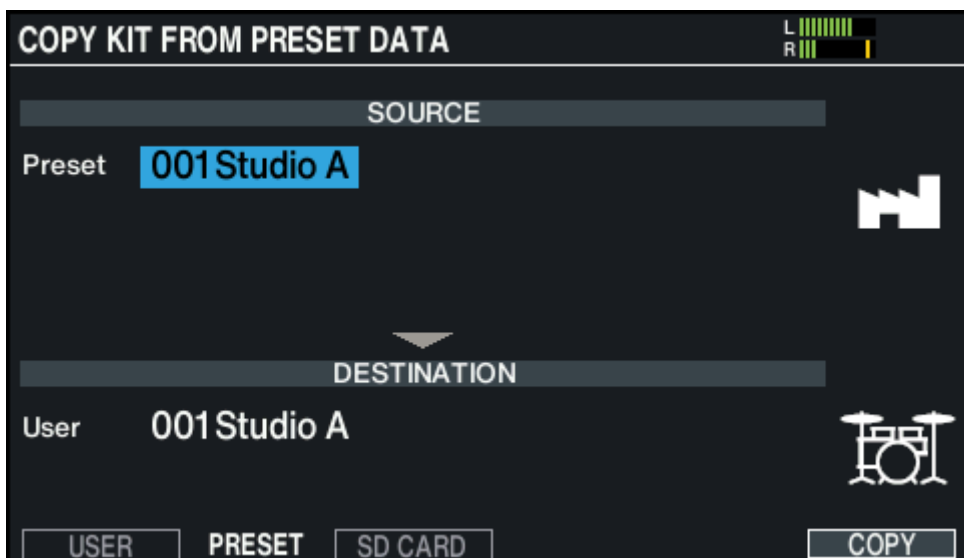
Button	Explanation
[F1] (USER) button	Copies from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in the User memory.
[F2] (PRESET) button	Copies drum kits of preset memory. Choose this if you want to return to the factory-set drum kit settings. * User samples that are assigned to a factory-set drum kit cannot be copied.
[F3] (SD CARD) button	Copies drum kits from backup data saved on an SD card.

4 Use the cursor buttons to select a parameter, and use the dial to make the copy settings.

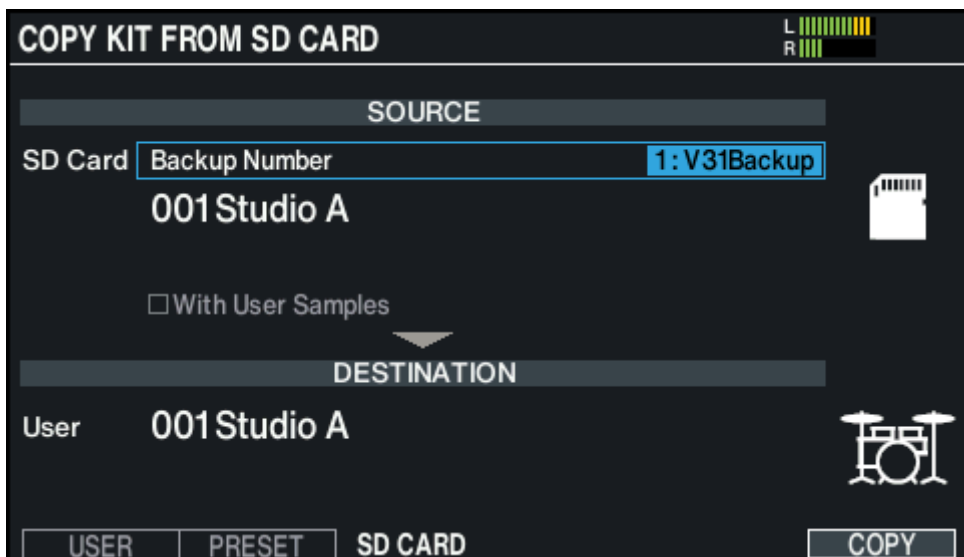
USER



PRESET



SD CARD



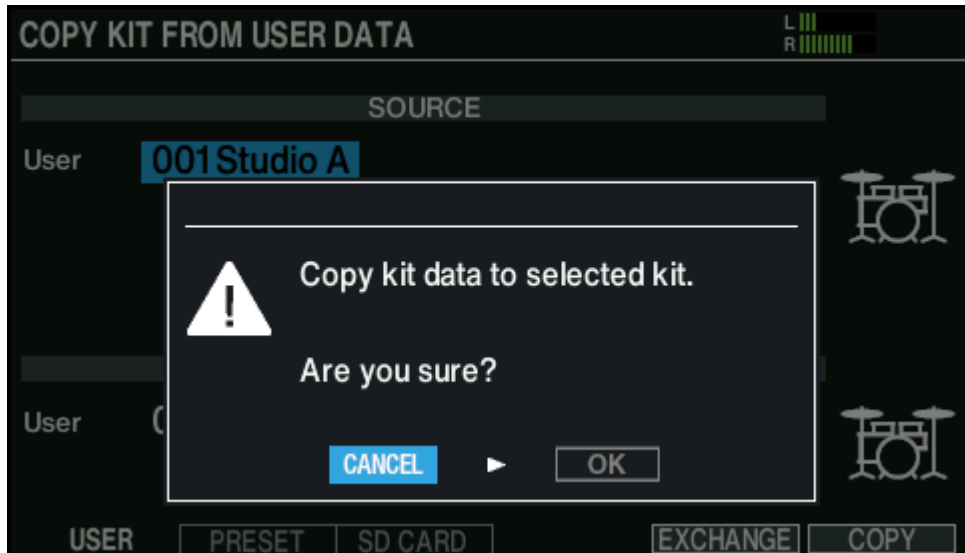
MEMO

If you are copying backup data that does not include user samples, you can't select the "With User Samples" check box.

5 Press the [F6] (COPY) button.

By pressing the [F5] (EXCHANGE) button, you can exchange user memories (USER only).

A confirmation message appears.



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

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

The drum kit is copied.

Example 2: Copy multiple instruments as a set (INST SET)

1 Press the [MENU] button.

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

The COPY PAD INST SET screen appears.



3 Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item you want to edit.

Utilities

Button	Explanation
[F1] (USER) button	Copies from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in the User memory.
[F2] (PRESET) button	Copies instruments of preset memory. Choose this if you want to return to the factory-set drum kit settings. * User samples that are assigned to a factory-set drum kit cannot be copied.
[F3] (SD CARD) button	Copies instruments from backup data saved on an SD card.

4 Use the cursor buttons to select a parameter, and use the dial to make the copy settings.

USER

COPY PAD INST SET FROM USER DATA

L [|||||] R [|||||]

SOURCE

User 001 Studio A **KICK/SNR**

All Inst/VEdit Pad EQ
 Layer Transient Pad Comp
 Layer EQ Pad Other

DESTINATION

User 001 Studio A KICK/SNR

SET

USER PRESET SD CARD PREVIEW EXCHANGE COPY

PRESET

COPY PAD INST SET FROM PRESET DATA

L [|||||] R [|||||]

SOURCE

Preset 001 Studio A **KICK/SNR**

All Inst/VEdit Pad EQ
 Layer Transient Pad Comp
 Layer EQ Pad Other

DESTINATION

User 001 Studio A KICK/SNR

SET

USER PRESET SD CARD COPY

SD CARD

COPY PAD INST SET FROM SD CARD

L [|||||] R [|||||]

SOURCE

SD Card Backup Number **1**

001 ----- KICK/SNR

With User Samples All Inst/VEdit Pad EQ
 Layer Transient Pad Comp
 Layer EQ Pad Other

DESTINATION

User 001 Studio A KICK/SNR

SET

USER PRESET SD CARD COPY

MEMO

If you are copying backup data that does not include user samples, you can't select the "With User Samples" check box.

Instrument set to copy

Value	Explanation
KICK/SNR	Copies the KICK and SNARE.
ALL TOMS	Copies TOM1–3.
CYM SET	Copies the HI-HAT, CRASH1, 2 and RIDE.
ALL AUX	Copies the AUX.

Copied contents (Copy Target)

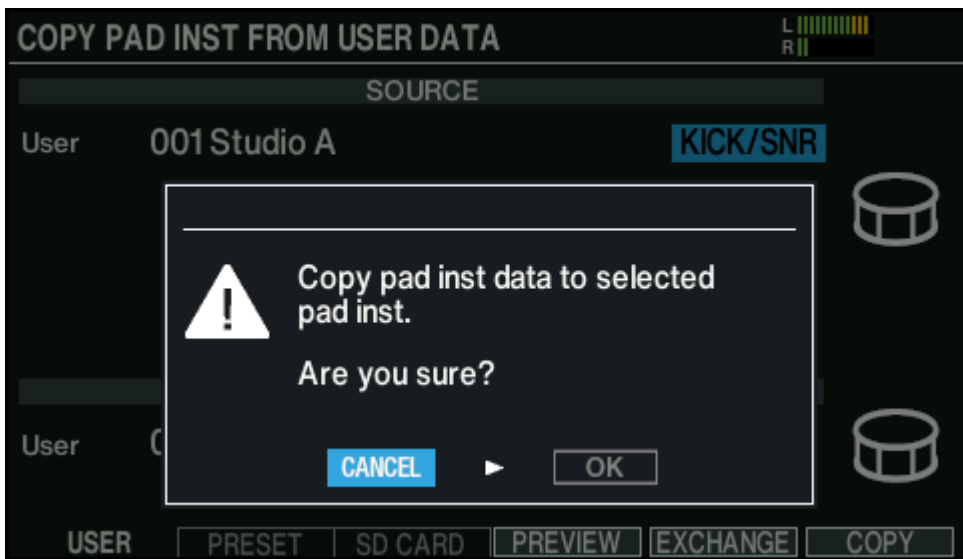
Value	Explanation
Inst/VEdit	Copies the instrument settings (e.g., Instrument, V-EDIT), such as volume and ambience send.
Layer Transient	Copies the attack and release settings of an instrument. → "Adjusting the attack and release (TRANSIENT) (p. 78)"
Layer EQ	Copies the equalizer settings of an instrument. → "Adjusting the tonal character of an instrument (EQ) (p. 79)"
Pad EQ	Copies the pad equalizer settings. → "Adjusting the tonal character of each pad (PAD EQ) (p. 86)"
Pad Comp	Copies the pad compressor settings. → "Adjusting the volume change of each pad (PAD COMP) (p. 87)"
Pad Other	Out of the pad settings, this copies the BUS FX send level and routing settings. → "Adding effects (BUS FX) (p. 92)"

MEMO

- To copy all settings, select the "All" check box.
- Press the [F4] (PREVIEW) button to show the Preview window. When you play while the Preview window is shown, you can check the performance sound settings after copying (only for USER sounds). Select "OK" and press the [ENTER] button to copy the information as-is.
- By pressing the [F5] (EXCHANGE) button, you can exchange user memories (USER only).

5 Press the [F6] (COPY) button.

A confirmation message appears.



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

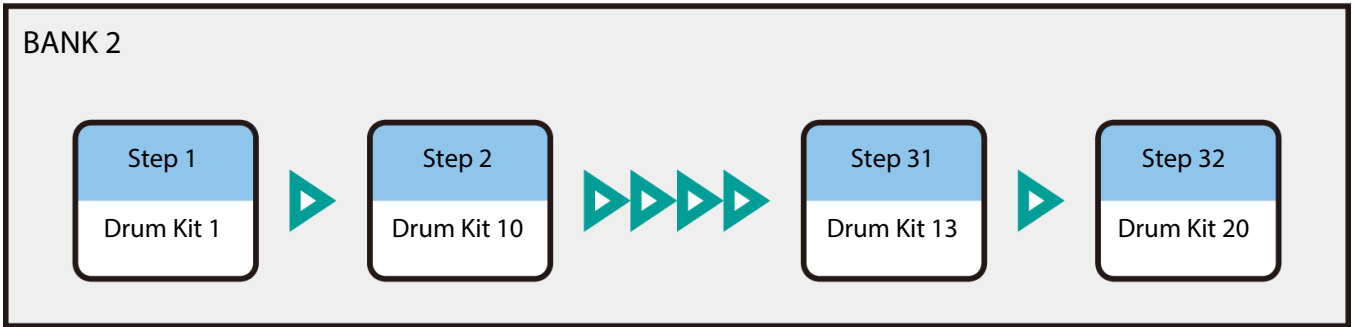
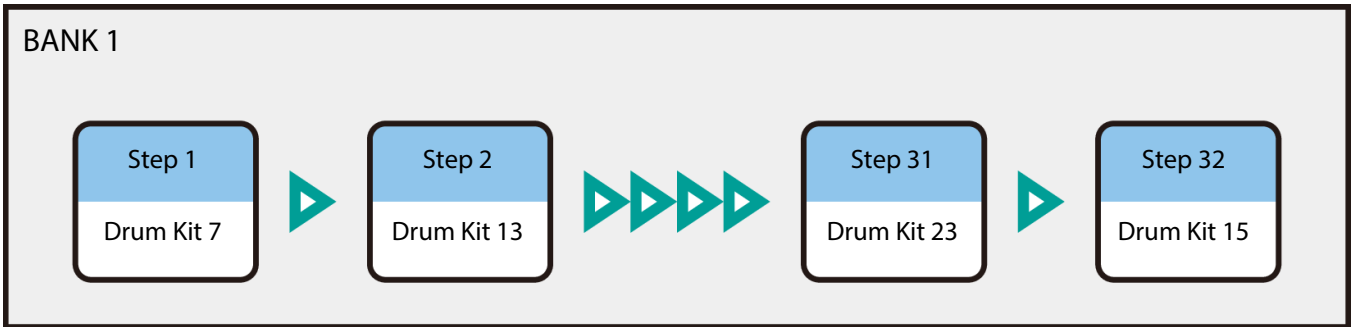
6 Select "OK" and press the [ENTER] button.

The instrument is copied.

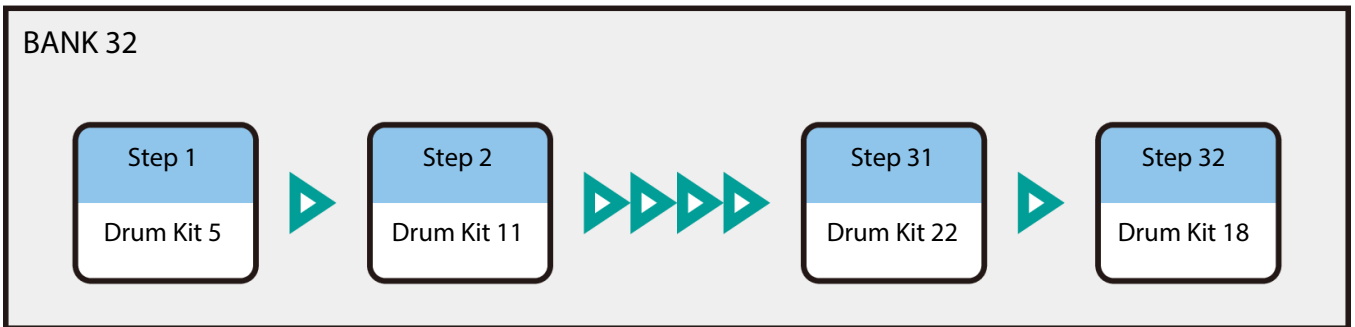
Recalling drum kits successively (SET LIST)

You can specify an order in which drum kits are recalled in 32 steps (step 1 through step 32). This is called a "set list". You can create up to 32 banks of set lists.

You can create a set list for the order in which you use drum kits in a live performance, and then instantly recall the drum kit that you'll use next.



⋮



Creating a set list

- 1 On the KIT screen (p. 26), press the [F5] (TOOLS) button.

2 Use the cursor buttons or the dial to select “SET LIST”, and press the [F6] (SELECT) button.

The SET LIST screen appears, and set list turns on.



Button	Explanation
[F2] (<BANK) button	Selects the set list bank.
[F3] (BANK>) button	
[F5] (SETUP) button	Creates, edits or renames the set list.

3 Press the [F5] (SETUP) button.

The SET LIST SETUP screen appears.

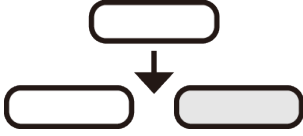



Button	Explanation
[F2] (NAME) button	Changes the bank name of the set list at the cursor position. → “Renaming the drum kit (KIT NAME) (p. 101)”
[F3] (STEP EDIT) button	Edits the steps of the set list bank at the cursor position.

Editing the steps of the set list

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

5 Use the cursor buttons to select each step, and use the dial to specify the drum kit at that step.

Button	Explanation
[F5] (INSERT) button	The same drum kit is inserted at the cursor position, and steps after this point are moved backward one place. 
[F6] (DELETE) button	Step at the cursor position is deleted, and steps after this point are moved forward one place. 

MEMO

If the set list is empty, move the cursor to “END” and use the dial to specify a drum kit.

6 Press the [KIT] button to return to the SET LIST screen.

Using set lists

Selecting the set lists

1 On the KIT screen (p. 26), press the [F5] (TOOLS) button.

2 Use the cursor buttons or the dial to select “SET LIST”, and press the [F6] (SELECT) button.

The SET LIST screen appears, and set list turns on.



3 Press the [F2] (<BANK) button or [F3] (BANK>) button to select the set list that you want to use.

Switching between drum kits

- 1** Use the dial to recall the drum kits in the order of the steps you specified.
- 2** When you've finished playing, press the [KIT] button or the [EXIT] button.

The set list function turns off.

MEMO

- If the volumes set for each drum kit vary considerably, adjust the Kit Volume (the volume for the overall drum kit).
→ "Setting the drum kit volume (KIT VOL) (p. 90)"

Trigger settings

Here's how to configure the trigger settings, so that the signals from the pads can be accurately processed by the V31.

Specify the pad type

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

Trigger type

The trigger type is a collection of various trigger parameters, adjusted to values that are appropriate for each pad. In order to make the optimal settings for the pad that's being used for each trigger input, specify the model (type) of pad that's connected.

Trigger bank

A trigger bank contains an entire set of settings for ten triggers.

1 Press the [MENU] button.

2 Use the cursor buttons to select "SYSTEM" → "TRIGGER", and press the [ENTER] button.

3 Press the [F1] (BANK) button.

The TRIGGER - BANK screen appears.

Trigger bank number



Trigger type

4 Use the dial to specify the trigger bank.

5 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

6 Use the dial to specify the trigger type.

* You can't change the trigger type of a trigger input that's assigned to a pad that supports a digital connection.

MEMO

- You can press the [F6] (DEFAULT) button while holding down the [SHIFT] button to restore the selected trigger bank to its factory settings.

- When you specify the trigger type, the trigger parameters (with the exception of certain parameters such as cross-stick cancel) 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.
For details, refer to “Data List” (Roland website).
- With the Global Sens setting, you can adjust the sensitivity of all the pads at once. For a broader range of dynamic control, select “LOW”. To play with a light touch, select “HIGH”. This setting is enabled for each trigger bank.

Configuring pads that support digital connection (sold separately)

The first time that a separately sold pad that supports digital connection is connected to the DIGITAL TRIGGER IN port, the following screen appears.

Following the onscreen instructions, specify the trigger input to which the connected pad should be assigned.



* If you assign the same trigger input used by a pad connected to a TRIGGER INPUT jack, the pad that's connected to that TRIGGER INPUT jack does not output sound.

* When you execute a factory reset, the connection history and settings of digitally-connected pads are initialized.

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

The TRIGGER - DIGITAL PAD screen appears.



2 Set the assignment with the dial.

You can also select a pad by striking it.

If you don't want to assign the pad to any trigger input, choose "N/A".

When you select a pad, the selected pad's button or indicator blinks.

Setting example:

Pad	Assign
PD-14DSX, PD-140DS	SNARE
CY-18DR	RIDE
VH-14D	HI-HAT

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

MEMO

If you want to change the assignment after the setting, set this on the TRIGGER - DIGITAL PAD screen (press the [F2] (DIGITAL) button on the TRIGGER - BANK screen).

The following screen is shown when you connect a digital pad that's an older version. Update the pad.

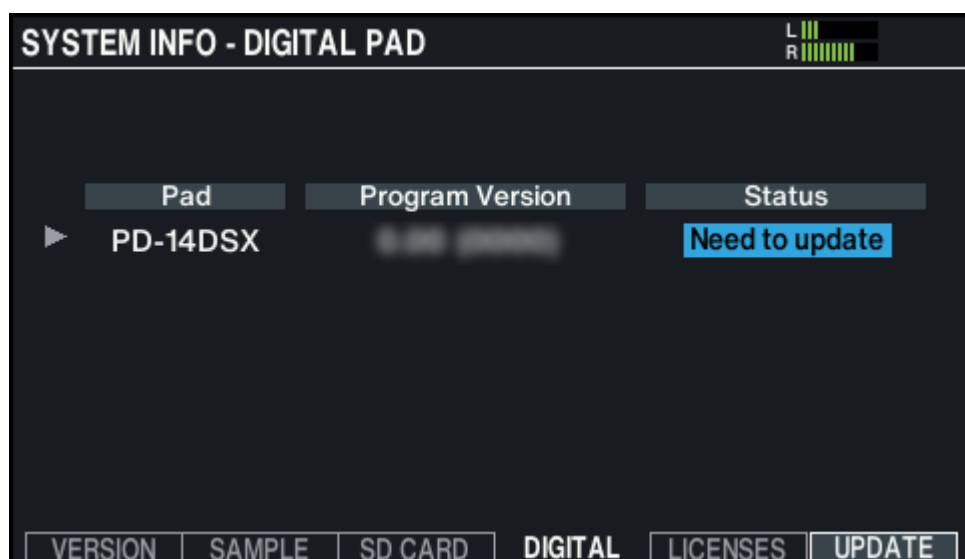
If the following screen appears, the pad may not function properly with the V31 until you update its firmware. Follow the steps below to update the pad.

* You can also connect the pad to your computer to update it. For details, refer to the support page for each pad.



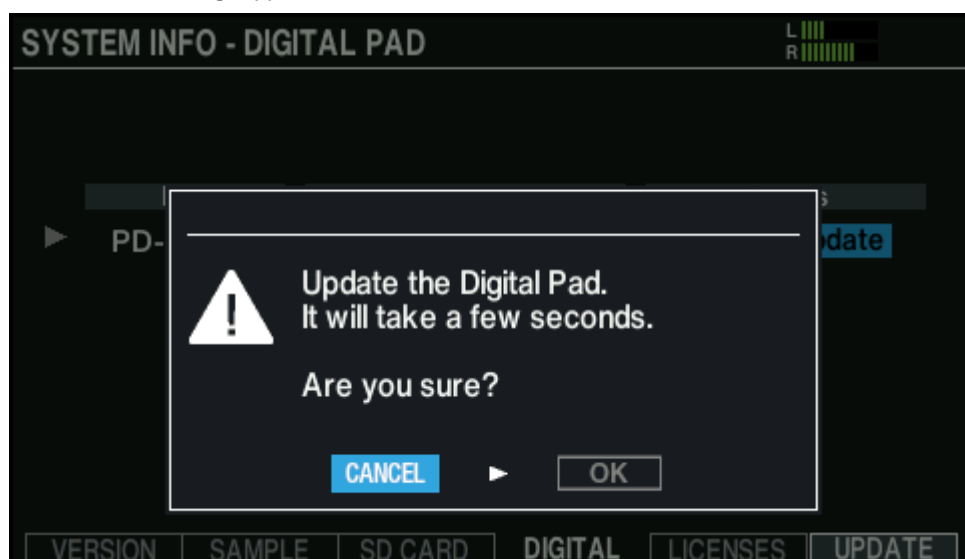
1 Select "OK" and press the [ENTER] button.

The SYSTEM INFO - DIGITAL PAD screen appears.



2 Position the cursor on "Need to update", and press the [F6] (UPDATE) button.

A confirmation message appears.



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

3 Select "OK" and press the [ENTER] button.

The pad update begins.

"Complete!" appears. The update is complete if the status reads "OK".

MEMO

- The update may take several minutes.
- Never disconnect the digital pads or turn off the power while you see the message "Processing..." on the screen.
- If you unplug a digital pad during the update, or if the update fails due to the power of the V31 being turned off, the V31 may no longer be able to recognize the digital pad. To resolve this, refer to "When the digital pad isn't recognized by the V31 (p. 152)".

4 Press the [KIT] button to return to the KIT screen.

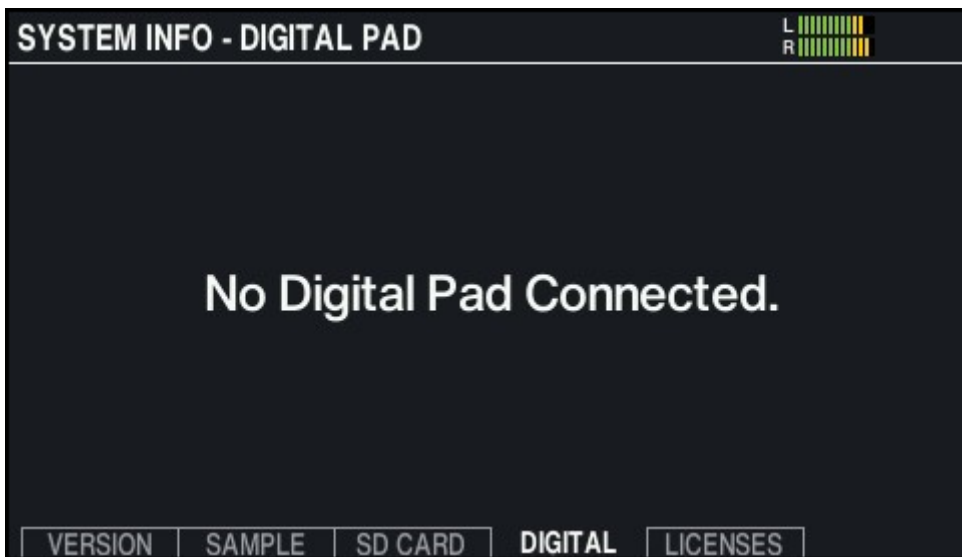
When the digital pad isn't recognized by the V31

If you unplug a digital pad during the update, or if the update fails due to the power of the V31 being turned off, the V31 may no longer be able to recognize the digital pad.

Follow the steps below to try updating the digital pad again.

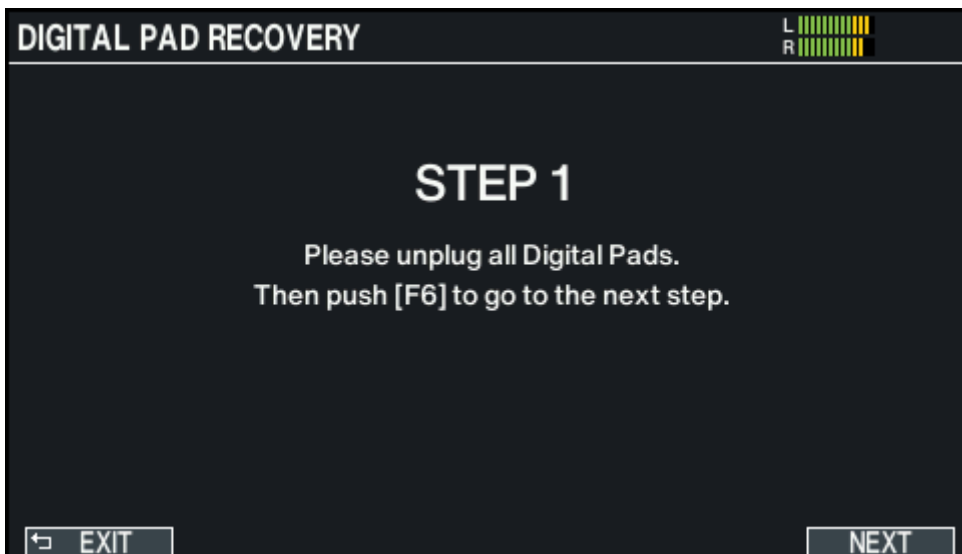
- 1** Press the [MENU] button.
- 2** Use the cursor buttons to select "SYSTEM" → "INFO", and press the [ENTER] button.
- 3** Press the [F4] (DIGITAL) button.

The SYSTEM INFO - DIGITAL PAD screen appears.



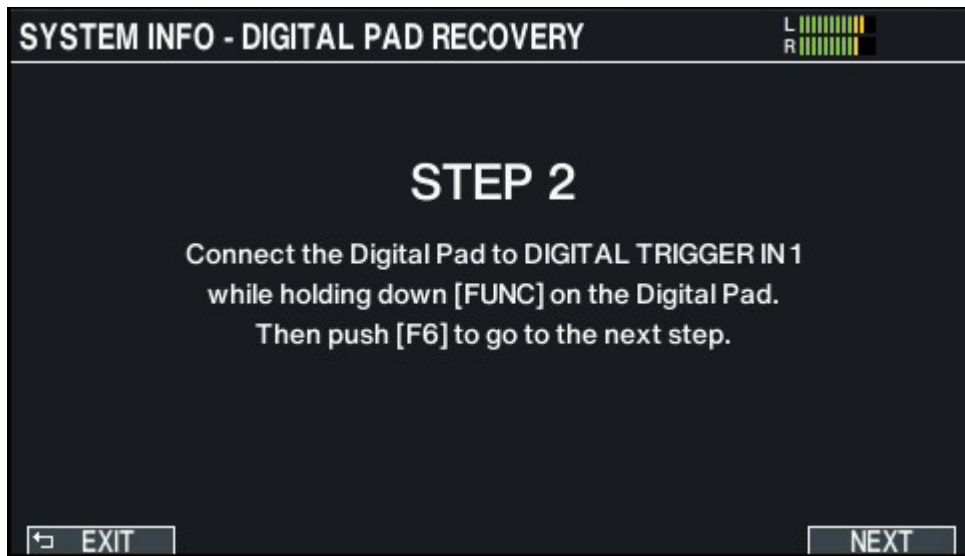
- 4** Hold down the [SHIFT] button and press the [F6] (RECOVER) button.

The DIGITAL PAD RECOVERY screen appears.



- 5** Remove the digital pads connected to the DIGITAL TRIGGER IN ports.

- 6 Press the [F6] (NEXT) button.



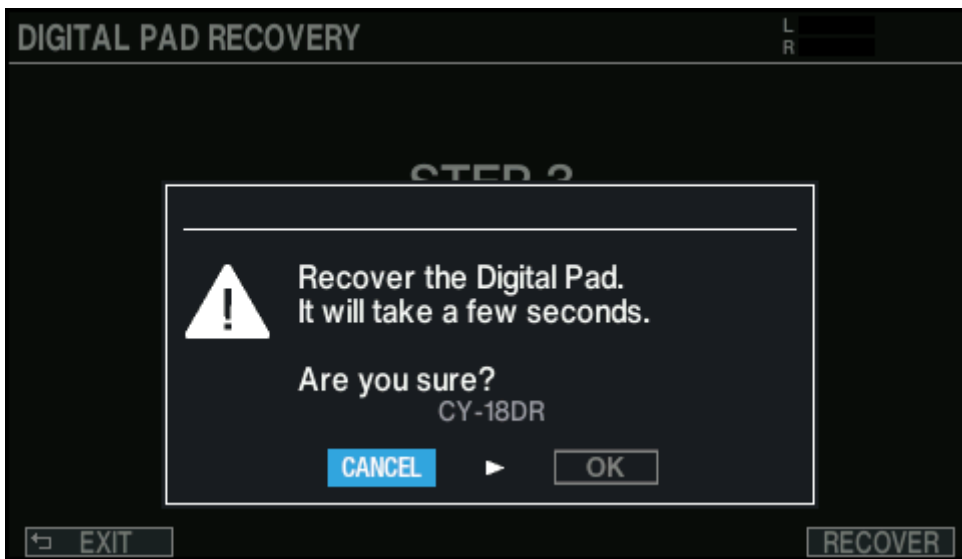
- 7 Connect the digital pad that could not be recognized to the DIGITAL TRIGGER IN port of the V31, while holding down the [FUNC] button on the digital pad.

- 8 Press the [F6] (NEXT) button.



9 Select the digital pad that couldn't be recognized, and press the [F6] RECOVER button.

A confirmation message appears.

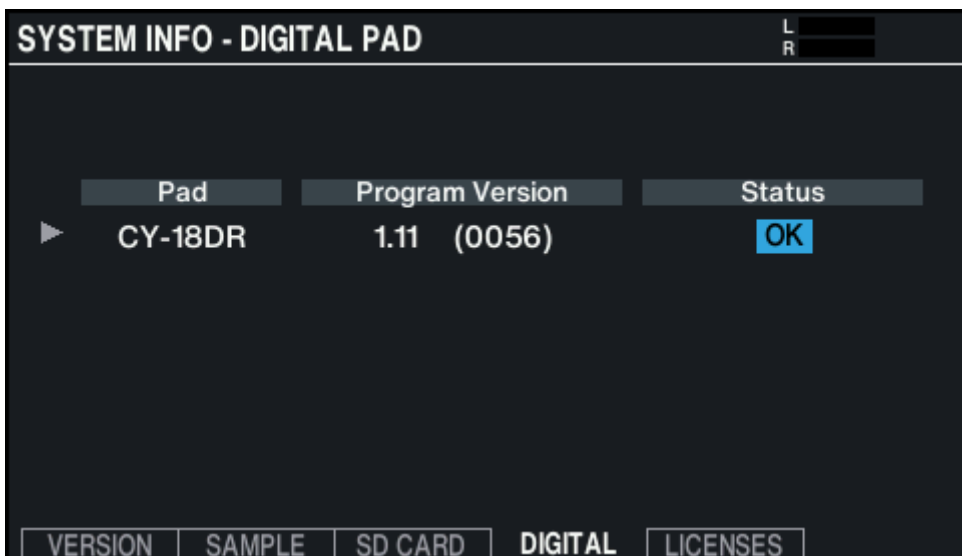


If you decide to cancel, select "CANCEL" and press the [ENTER] button.

10 Select "OK" and press the [ENTER] button.

The digital pad update begins.

"Complete!" appears. The update is complete if the status reads "OK".



* The update may take several minutes.

* Never disconnect the digital pads or turn off the power while you see the message "Processing..." on the screen.

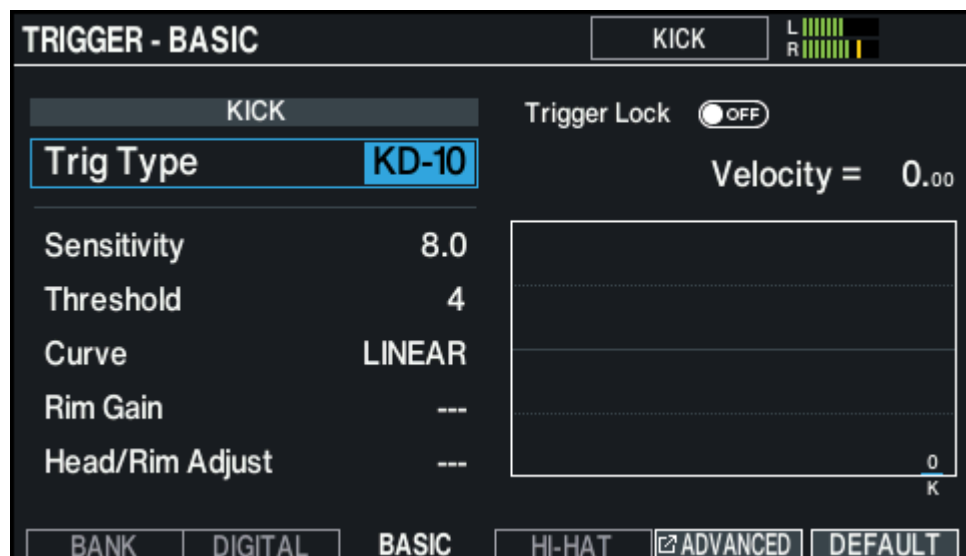
Adjusting the sensitivity for individual pads

Because the following settings are automatically set to the appropriate values for each pad when you specify the trigger type, there is normally no need for you to edit them.

You can edit these settings if you want to make finer adjustments, or if you want to use an acoustic drum trigger.

1 On the TRIGGER - BANK screen (p. 148), press the [F3] (BASIC) button.

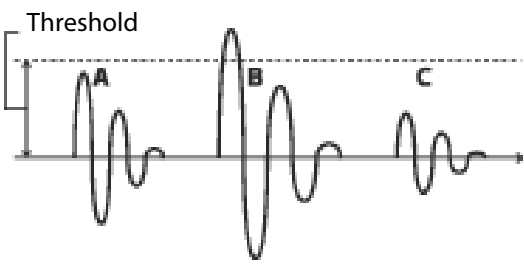
The TRIGGER - BASIC screen appears.

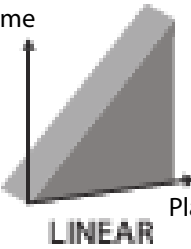
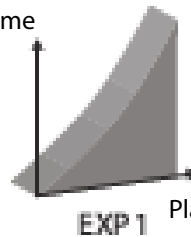
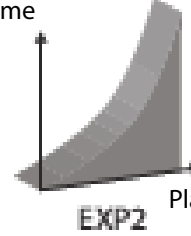
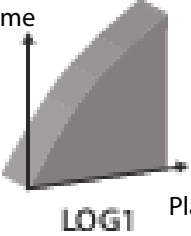
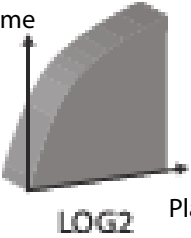
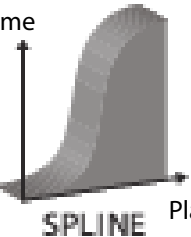


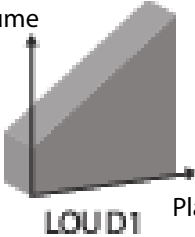
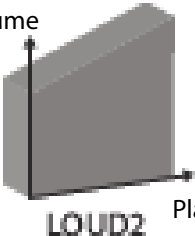
2 Select the pad to configure.

→ "Selecting the pad to set (p. 69)"

Use the cursor buttons to select a parameter, and use the dial to edit the value.

Parameter	Value	Explanation
Sensitivity	1.0–32.0	Adjusts the sensitivity of the pads, which lets you control the balance between how hard you strike the pads and the volume. Increasing this value increases the sensitivity, so that even soft strikes on the pad play the sound at higher volumes. Decreasing this value decreases the sensitivity, so that even hard strikes on the pad play the sound at lower volumes.
Threshold	0–31	Adjusts the minimum sensitivity of the pads. This setting allows a trigger signal to be received only when a pad is struck above a determined force level (velocity). This can be used to prevent a pad from sounding due to vibrations from other pads. In the following example, B will sound but A and C will not sound. Check this and adjust accordingly. If a soft strike on the pad fails to make a sound, slightly lower this value. Repeat this to obtain the ideal setting. 
Curve	Adjusts how the volume changes in response to how hard you strike the pad. LINEAR	This is the standard setting. This produces the most natural balance between playing dynamics and volume change.

Parameter	Value	Explanation
		<p>Volume</p>  <p>LINEAR Playing dynamics</p>
EXP1, EXP2		<p>Compared to "LINEAR", strong dynamics produce a greater change.</p> <p>Volume</p>  <p>EXP1 Playing dynamics</p> <p>Volume</p>  <p>EXP2 Playing dynamics</p>
LOG1, LOG2		<p>Compared to "LINEAR", a soft playing produces a greater change.</p> <p>Volume</p>  <p>LOG1 Playing dynamics</p> <p>Volume</p>  <p>LOG2 Playing dynamics</p>
SPLINE		<p>Extreme changes are made in response to your playing dynamics.</p> <p>Volume</p>  <p>SPLINE 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>

Parameter	Value	Explanation
		<p>Volume</p>  <p>LOUD1 Playing dynamics</p> <p>Volume</p>  <p>LOUD2 Playing dynamics</p>
Rim Gain (*1)	0–3.2	<p>Adjusts the balance between the force of striking the rim or edge and the loudness of the sound.</p> <p>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 are sounded at low volume.</p> <p>This is available for pads that support rim shots.</p>
Head/Rim Adjust (*1)	0–80	<p>This setting specifies how easy it is to play a head shot or rim shot.</p> <p>If the rim sound is heard when you strike the head strongly, increase this value.</p> <p>If the head sound is heard when you play an open rim shot, decrease this value.</p> <p>If the head sound is heard when you softly 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 Head/Rim Adjust values while you continue trying out the results. 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: This setting is not available for some trigger types.

MEMO

- To return to the default values, press the [F6] (DEFAULT) button. Trigger parameters (with the exception of certain parameters such as cross-stick cancel) are set to the default value. For details, refer to “Data List” (Roland website).
- For the pads connected to the TRIGGER IN jacks, the velocity is shown as a value from 1 to 127; and for the pads that support HI-Reso Velocity and are digitally connected to a DIGITAL TRIGGER IN port, the velocity is shown as a value from 1.00 to 127.00 (when MIDI CONTROL HI-Reso Velocity is “ON”). For details, refer to “Data List” (Roland website).
- Press the [F6] (CLEAR LOG) button while holding down the [SHIFT] button to erase the monitor history.

Configuring the hi-hat

If you are using a V-hi-hat, adjust the offset on the V31.

This is necessary to correctly detect open/close operations and pedal movement.

MEMO

- For details on how to adjust the offset, refer to “Configuring the hi-hat (p. 22)”.
- Make detailed adjustments to the parameters as necessary. For details, refer to “Data List” (Roland website).

Making detailed trigger settings

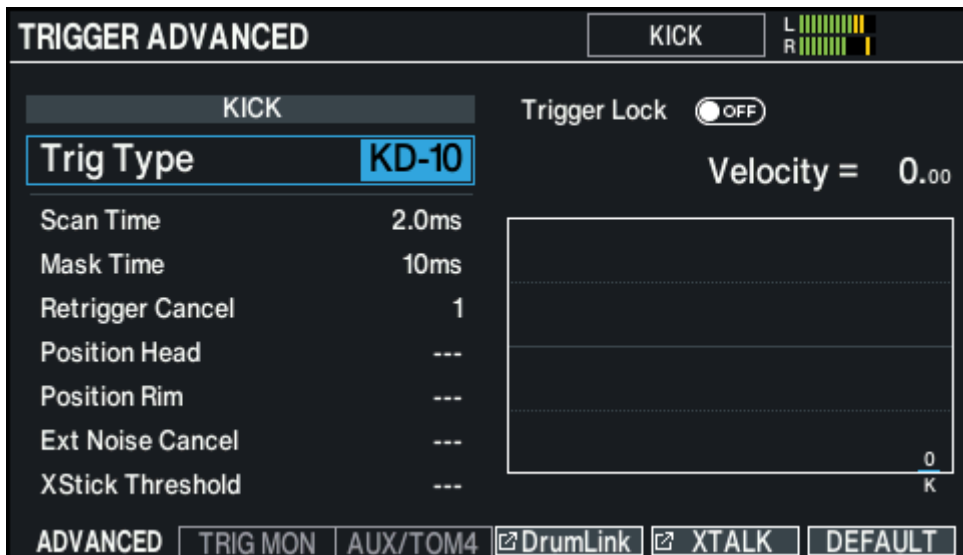
Because the following settings are automatically set to the appropriate values for each pad when you specify the trigger type, there is normally no need for you to edit them.

You only need to make these settings when you want finer control over the pad signal detection, strike point detection and so on.

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

1 On the TRIGGER - BANK screen (p. 148), press the [F5] (ADVANCED) button.

The TRIGGER ADVANCED screen appears.



2 Select the pad to configure.

→ “Selecting the pad to set (p. 69)”

3 Use the cursor buttons to select a parameter, and use the dial to edit the value.

MEMO

To return to the default values, press the [F6] (DEFAULT) button.

Trigger parameters (with the exception of certain parameters such as cross-stick cancel) are set to the default value.

For details, refer to “Data List” (Roland website).

Configuring the TRIGGER IN jacks (AUX/TOM4)

You can set whether AUX or TOM4 triggers the pads connected to the TRIGGER IN jacks (AUX/TOM4).

1 On the TRIGGER - BANK screen (p. 148), press the [F5] (ADVANCED) button.

2 Press the [F3] (AUX/TOM4) button.

3 Use the dial to change the value.

Parameter	Value	Explanation
Trigger Input AUX/TOM4 Select	AUX	AUX triggers the pads connected to AUX/TOM4.
	TOM4	TOM4 triggers the pads connected to AUX/TOM4.

MEMO

Depending on the setting of this parameter, the pads that can be edited on each setting screen also switch between AUX and TOM4.

Making Detailed Settings for Digitally-Connected Pads

The first time that you connect a pad that supports digital connection, the settings are automatically set to values that are optimal for each pad, so it is normally not necessary to specify them. Edit these settings if you want to make more detailed adjustments.

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

- 1 Access the **TRIGGER - DIGITAL PAD** screen (p. 149).
- 2 To select the pad for which to make settings, either strike that pad or press the cursor buttons.
- 3 Press the cursor [**>**] button to move the cursor to **Digital Pad Settings** parameters.
- 4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

* The parameters that you can edit will differ depending on the pad.

MEMO

To return to the default values, press the [F6] (DEFAULT) button.

Trigger parameters (with the exception of certain parameters such as cross-stick cancel) are set to the default value.

For details, refer to “Data List” (Roland website).

Viewing trigger information for each pad

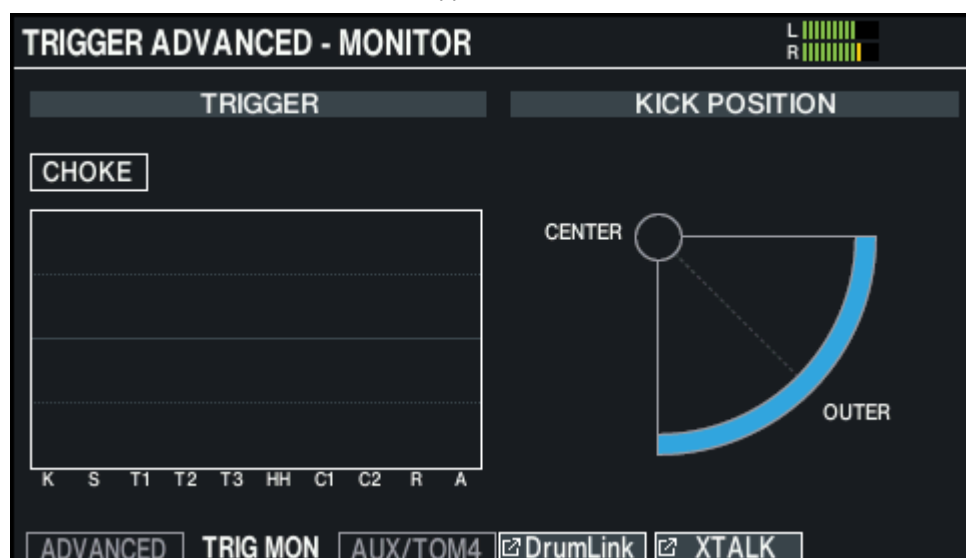
You can view real-time information that shows the force (velocity) with which each pad is struck, as well as the strike points for the snare, toms, hi-hat, ride cymbal and AUX.

MEMO

Performance data received via the MIDI IN connector is also displayed.

- 1 On the **TRIGGER - ADVANCED** screen (p. 158), press the [F2] (**TRIG MON**) button.

The **TRIGGER ADVANCED - MONITOR** screen appears.



- 2 Strike the pads.

The meter indications in the screen move in real time, so you can see how hard and at what position you strike the pads.

Eliminate crosstalk between pads (Crosstalk Cancellation)

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

* When the unit is shipped from the factory, it is set for optimal operation with the separately sold drum stand (MDS series, DCS series, or DBS series), so you will not normally need to change the settings.

Crosstalk cancellation needs to be set in the following cases:

- When using a pad configuration not found in the [trigger bank \(p. 148\)](#) settings
 - When using a drum stand other than the drum stand sold separately for this unit (MDS, DCS or DBS Series)
 - When using a drum trigger (sold separately).
- * In some cases, the acoustic sound from an acoustic drum or from a monitor speaker might cause a pad to be triggered. In such cases, adjusting the crosstalk cancelation settings will not solve the problem. Pay attention to the following considerations when setting up your equipment.
- 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 Threshold value
 - “Data List” (Roland website)

Tips on configuring the pads

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

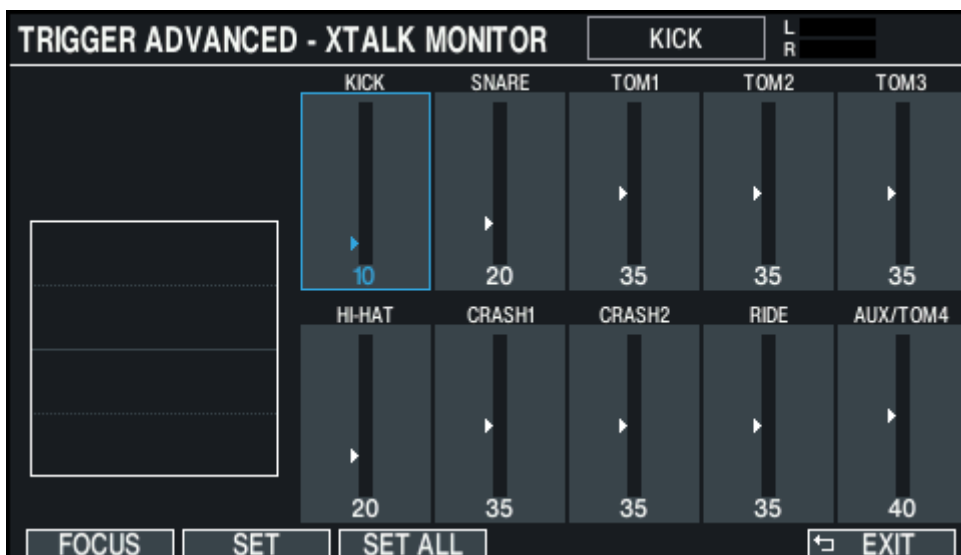
Be aware of the following points before you make the crosstalk cancel settings.

- Don’t place pads in contact with each other.
- When mounting multiple pads onto the same drum stand, set them apart at a certain distance.
- Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the drum stand.

Example: Crash 1 is triggered when you strike the Tom 1 pad

1 On the TRIGGER ADVANCED screen (p. 159), press the [F5] (XTALK) button.

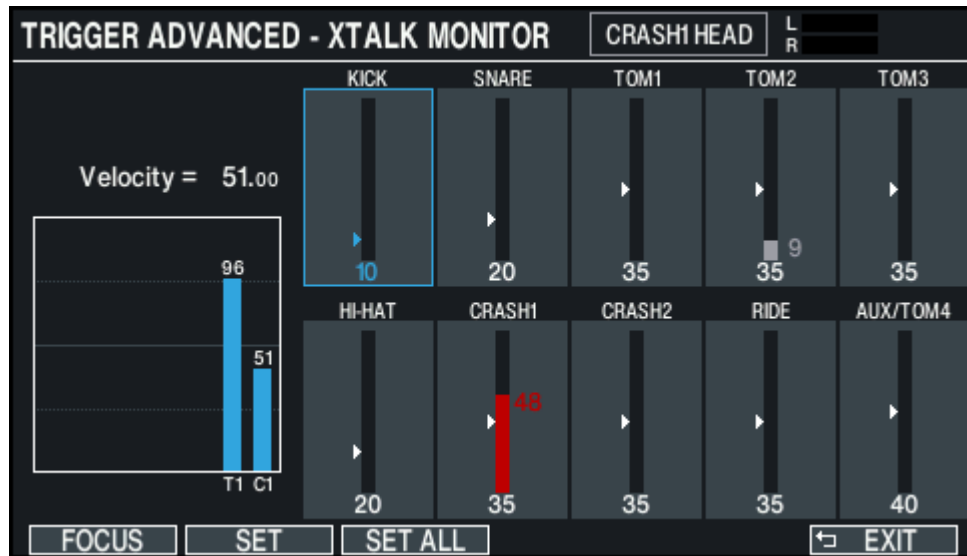
The TRIGGER ADVANCED - XTALK MONITOR screen appears.



2 Strike the tom 1 (TOM1) pad.

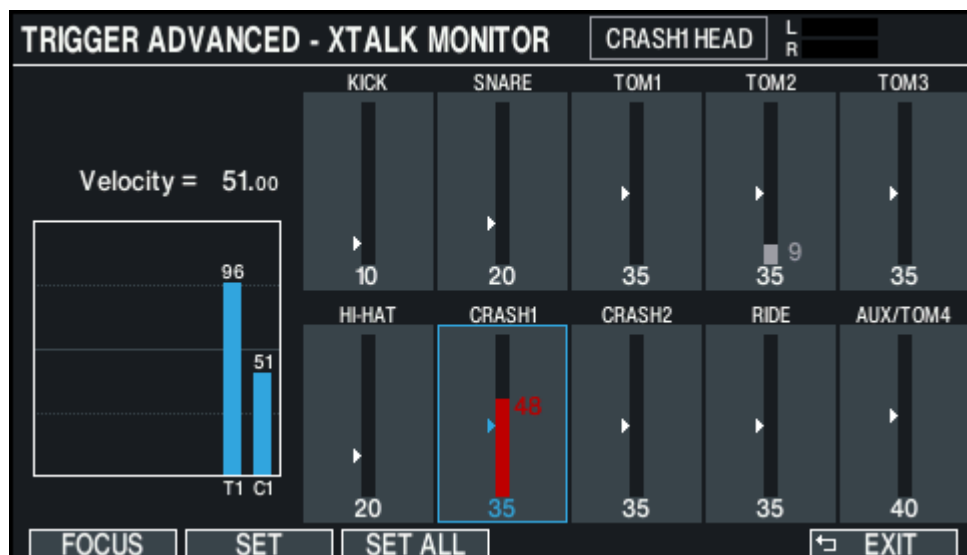
The crosstalk detection status is shown in the TRIGGER XTALK MONITOR screen.

The illustration below indicates that tom 2 (TOM2) and crash 1 (CRASH1) detected vibration when tom 1 (TOM1) was struck.



Pads detecting vibration	Explanation
Tom 2 (TOM2)	Will not sound, because crosstalk cancellation is active.
Crash 1 (CRASH1)	Crosstalk is occurring. By adjusting the crosstalk cancellation value, you can prevent the sound from being triggered.

3 Press the [F1] (FOCUS) button to move the cursor to CRASH1.



If crosstalk is occurring for multiple pads, each press of the [F1] (FOCUS) button will move the cursor to another pad that is experiencing crosstalk.

4 Press the [F2] (SET) button.

In this case, the value is automatically set to "48", which is the minimum value that can cancel triggering for crash 1.

Settings

Value	Explanation
0-80	Strength of crosstalk cancellation

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

MEMO

You can also use the cursor [◀] [▶] buttons or the dial to make crosstalk cancellation settings manually.

Wirelessly connecting the V31 to a V-Drums pad

You can use the DH-10 (DrumLink Hub) and the WT-10 (Wireless Trigger Adapter) to wirelessly connect a V-Drums pad or cymbal to the V31.

Pairing the DH-10 and WT-10

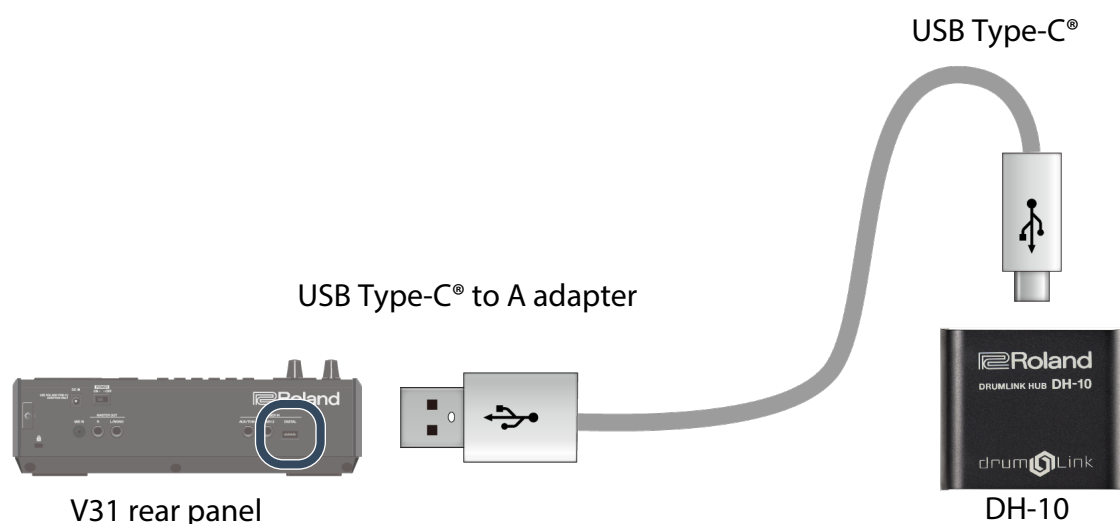
Pair the DH-10 (connected to a V31) with a V-Drums pad (connected to a WT-10).

* Once the DH-10 is paired with the WT-10, you don't need to pair them again. Strike the pad that's connected to the WT-10 to activate the pairing.

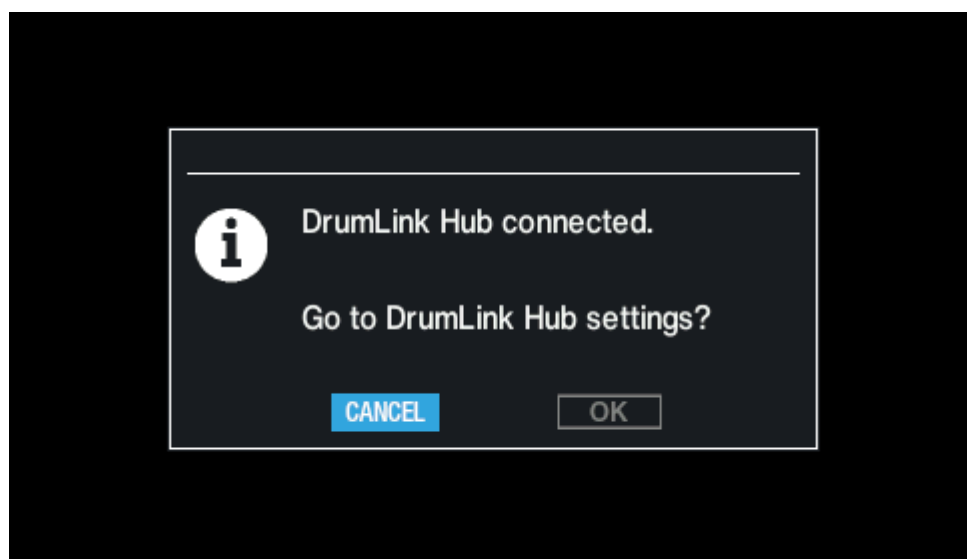
Connecting the DH-10 (DrumLink Hub) to the V31

- 1 Use the USB Type-C® cable and the USB Type-C® to Type-A adaptor that are included with the DH-10 to connect the DH-10 to the V31.

First, the blue indicator blinks several times, then the blue and red indicators remain lit.



The following message is shown once you connect the DH-10.



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

This switches to the DrumLink - HUB screen.

Connecting a WT-10 (Wireless Trigger Adapter) to a drum pad or cymbal

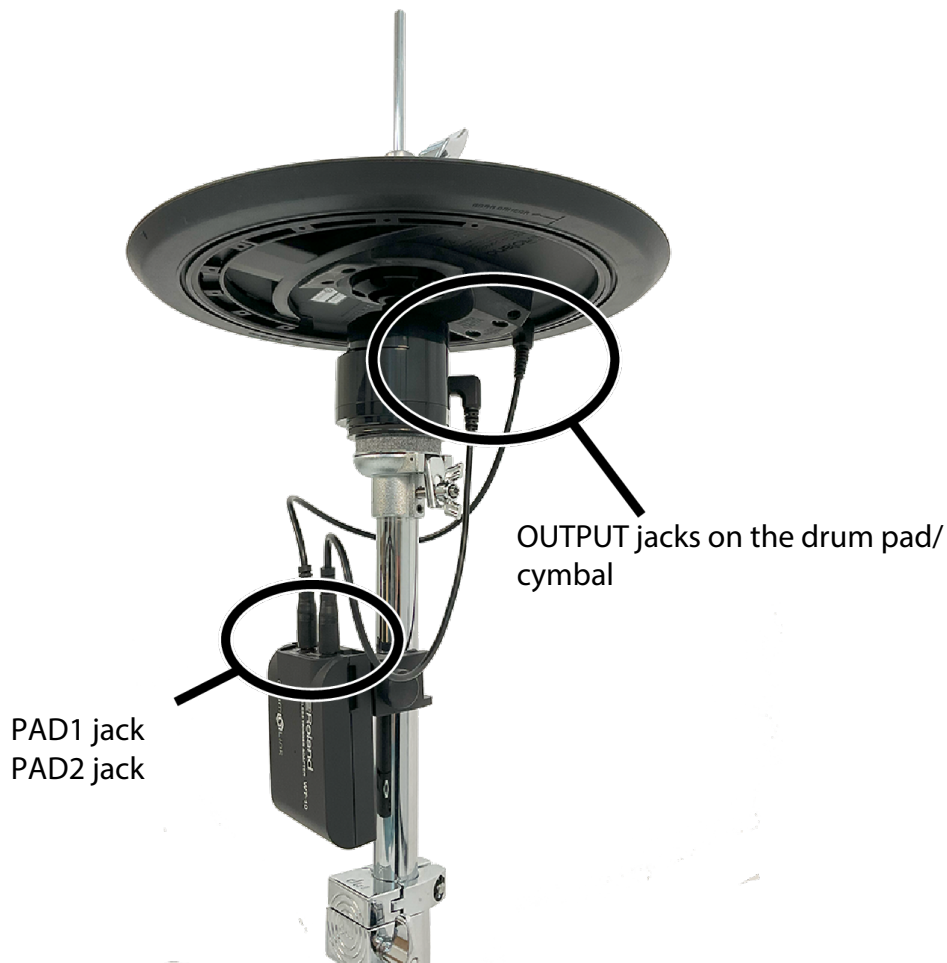
- 1 Connect the cables included with the WT-10 to the PAD1 and PAD2 jacks of the WT-10 and the drum pad/cymbal jacks.

The WT-10 turns on when you insert a plug into the PAD1 jack (the indicator briefly lights up blue and then goes dark).

NOTE

When connecting cables to the WT-10, hold the WT-10 firmly.

Example of attaching the WT-10 to the VH-10 hi-hat



- * When connecting only one drum pad or cymbal to the WT-10, use the PAD1 jack. The PAD1 jack also functions as a power switch.
- * When connecting the Roland VH-10 hi-hat, the CY-16R-T cymbal (both sold separately) or the like, use both the PAD1 and PAD2 jacks.

Pairing the DH-10 and WT-10

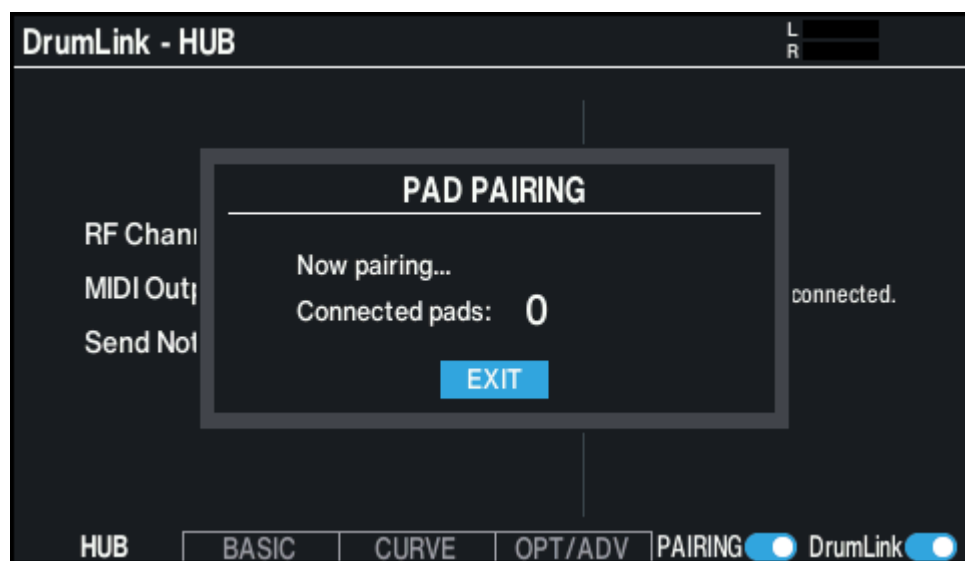
This shows you how to pair a WT-10 to which a cymbal is connected, with a DH-10 connected to the V31.

- 1** On the **TRIGGER - ADVANCED** screen (p. 158), press the **[F4] (DrumLink)** button.
- 2** Press the **[F1] (HUB)** button.

The DrumLink - HUB screen appears.

3 Press the [F5] (PAIRING) button.

Pairing mode turns on.



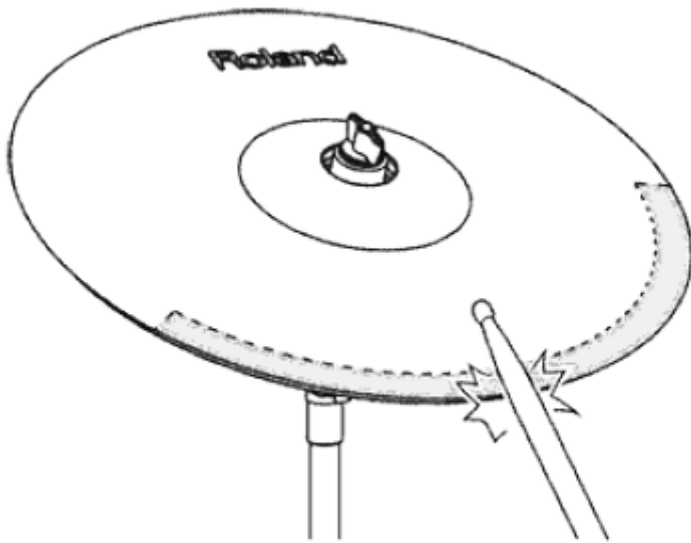
MEMO

Once it is turned on, the pairing mode turns off after 15 seconds.

4 Strike the cymbal once.

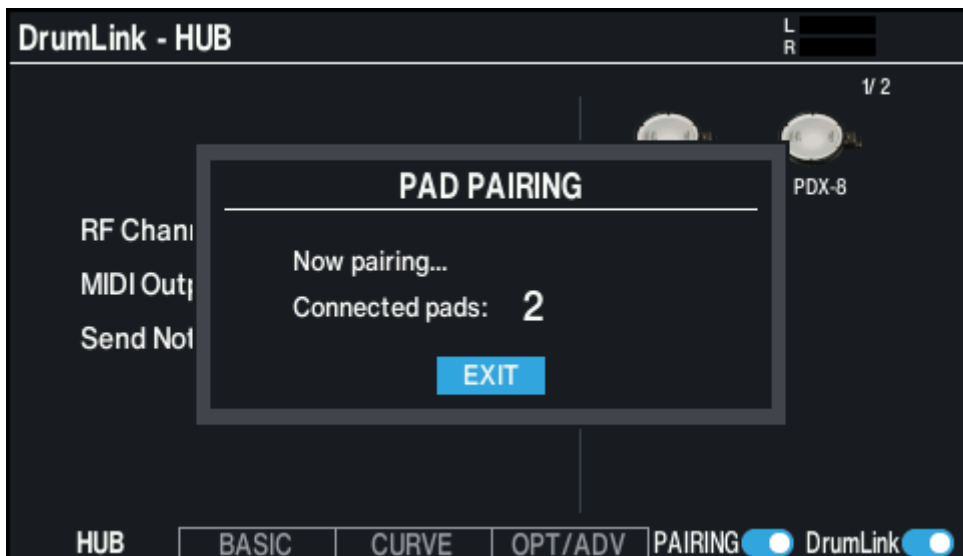
MEMO

When pairing, use a stick and strike the drum or cymbal fairly hard. Also, when pairing with a cymbal, strike the edge to make pairing easier, as the sensitivity is greater.



Pairing begins.

The pad image on the right side of the DrumLink - HUB screen (default settings: PDX-8 drum pad) is shown when the V31 is paired with the pad (cymbal).



5 To access the pad settings screen after pairing, press the [EXIT] button and then one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

NOTE

The parameters for each pad are not stored on the V31, but are stored in the WT-10 (Wireless Trigger Adapter). Note that just changing a parameter does not apply the setting to the WT-10. You must strike the applicable pad to apply the setting.

MEMO

- Once paired, the pairing information for each WT-10 (Wireless Trigger Adapter) is saved on the DH-10 (DrumLink Hub). The units automatically pair when you restart the V31 or connect the DrumLink™ hub to a different V31, so there's no need to pair manually.
- Although pairing is not necessary after restarting this unit, you must strike the pad you want to set once to make it show up on the pad settings screen.
- The V31 supports connections of up to 12 pads.

Configuring the pad triggers

Here's how to configure the trigger settings, so that the signals from the pads can be accurately processed by the WT-10.

MEMO

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

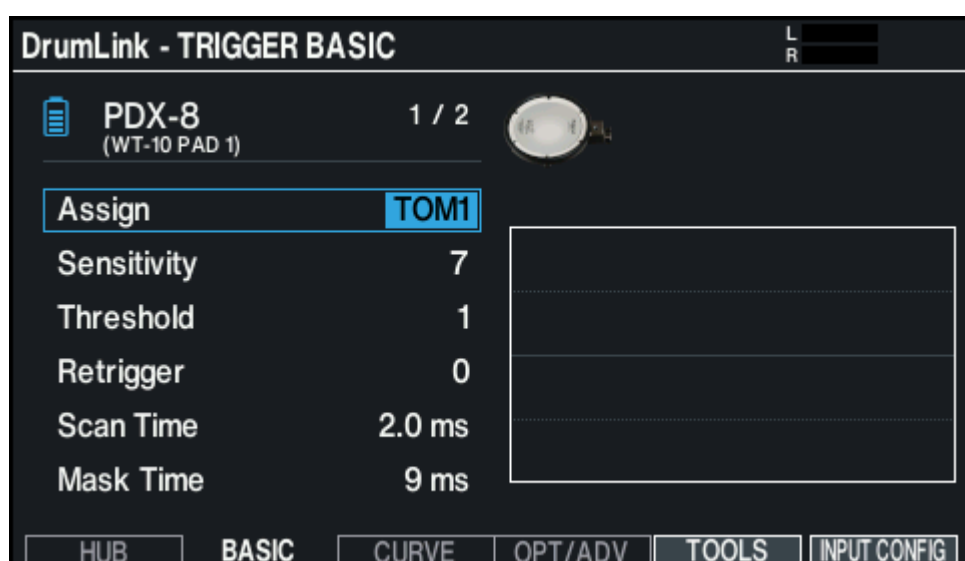
Selecting the type of pad connected to the WT-10 (INPUT CONFIGURATION)

Select the type of pad on the V31 (trigger settings).

For this example, we select the "CY-16R-T" cymbal.

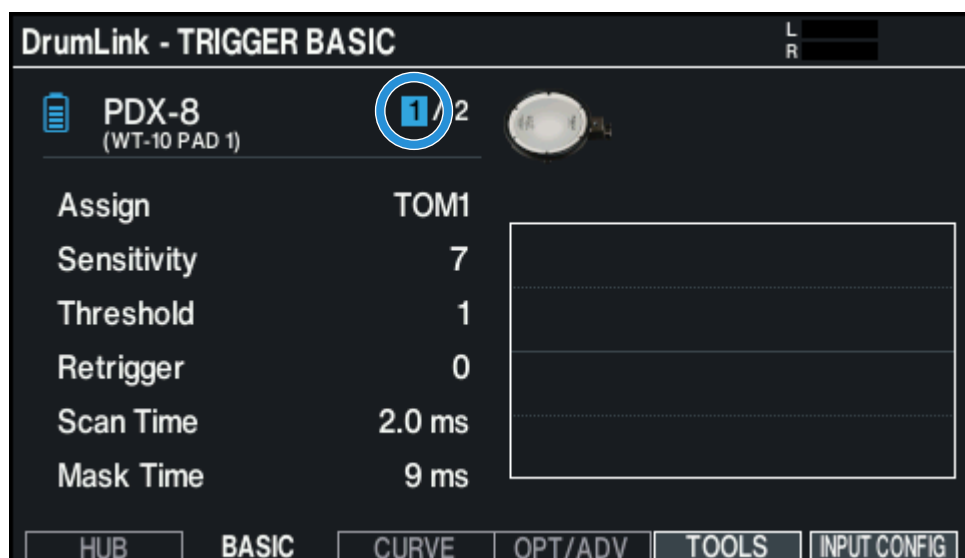
1 On the **TRIGGER - ADVANCED** screen (p. 158), press the **[F4] (DrumLink)** button.

2 Open the **[F2] (BASIC)** tab.



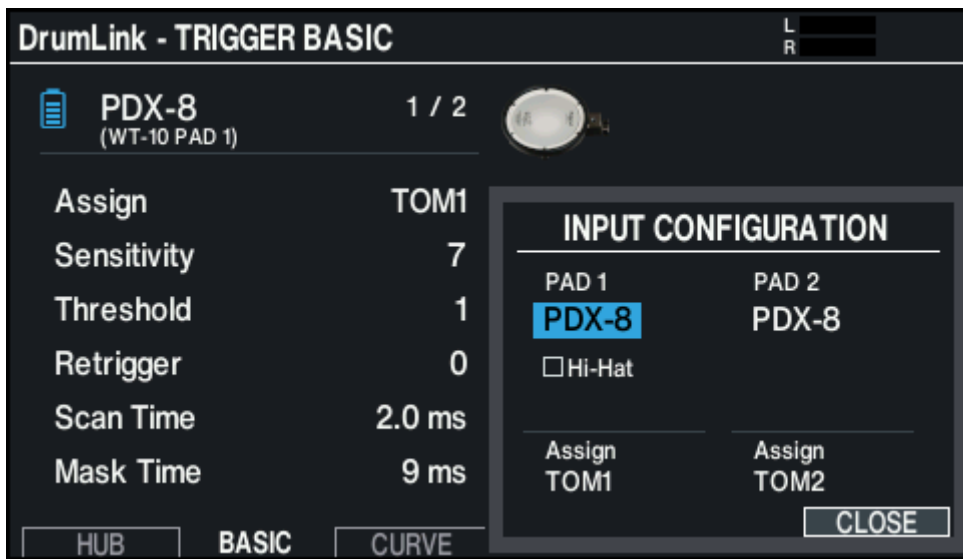
3 Strike to select the pad that you want to set.

You can also use the cursor buttons to move the cursor to the position shown in the illustration, and use the dial to select the pad to set.



4 Press the [F6] (INPUT CONFIG) button.

The INPUT CONFIGURATION screen appears.



5 Select "CY-16R-T" for PAD1 on the screen.



An asterisk is shown to the left of the pad name (CY-16R-T). (An asterisk is shown whenever the internal settings have not yet been synchronized.)

MEMO

- When you change the pad type, the pad parameters aside from Assign are set to their optimum values. You can fine-tune the settings as appropriate, according to how you attach the pad and how you use it.
- You can also select a pad type from the list that's shown when you press the [ENTER] button.

6 Strike the cymbal once.

Once the internal settings are synchronized, the asterisk to the left of the pad name (CY-16R-T) disappears.

MEMO

You can also press the [F5] (TOOLS) button and select "INPUT CONFIG" to view the INPUT CONFIGURATION screen.

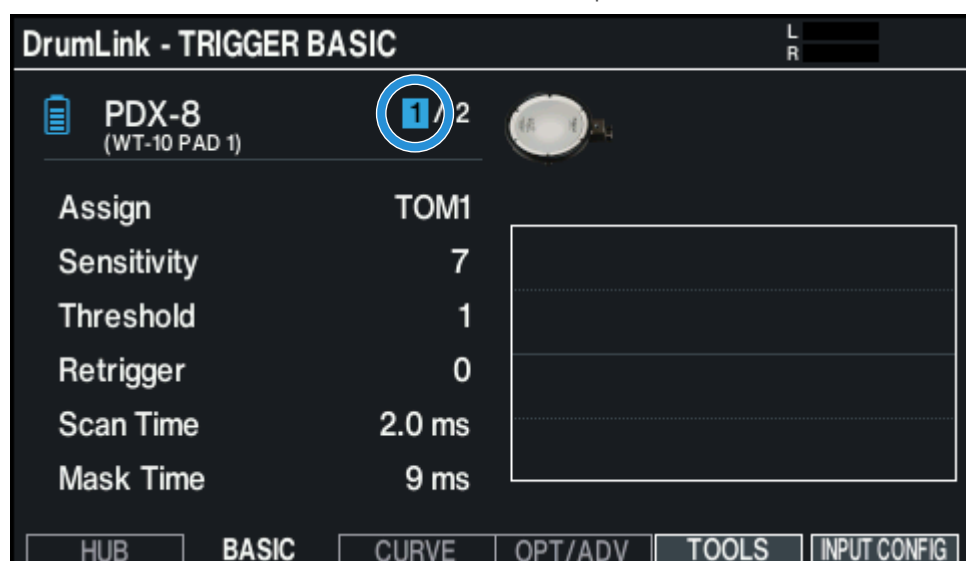
Assigning the trigger input for the pad connected to the WT-10

Here's how to set which trigger input to which the connected pad should be assigned.

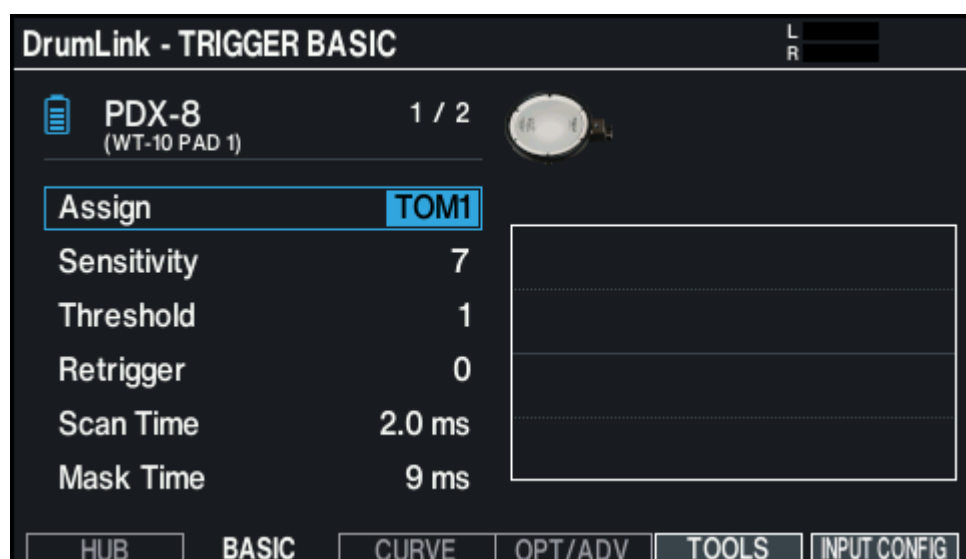
The optimal assignments are already made when you first connect each pad. The following explains how to change the assigned destinations (assignments).

- 1 On the TRIGGER - ADVANCED screen (p. 158), press the [F4] (DrumLink) button.
- 2 Press the [F2] (BASIC) button to display the DrumLink - TRIGGER BASIC screen.
- 3 Strike to select the pad that you want to set.

You can also use the cursor buttons to move the cursor to the position shown in the illustration, and use the dial to select the pad to set.



- 4 Use the cursor buttons to select the Assign parameter.



- 5 Use the dial to edit the trigger input assignment.

When connected to a hi-hat (Hi-Hat Calibration)

When connecting a hi-hat to the PAD1 jack of the WT-10, configure the calibration settings after making the "Selecting the type of pad connected to the WT-10 (INPUT CONFIGURATION) (p. 167)" settings.

* Calibration is necessary to correctly detect open/close hi-hat operations.

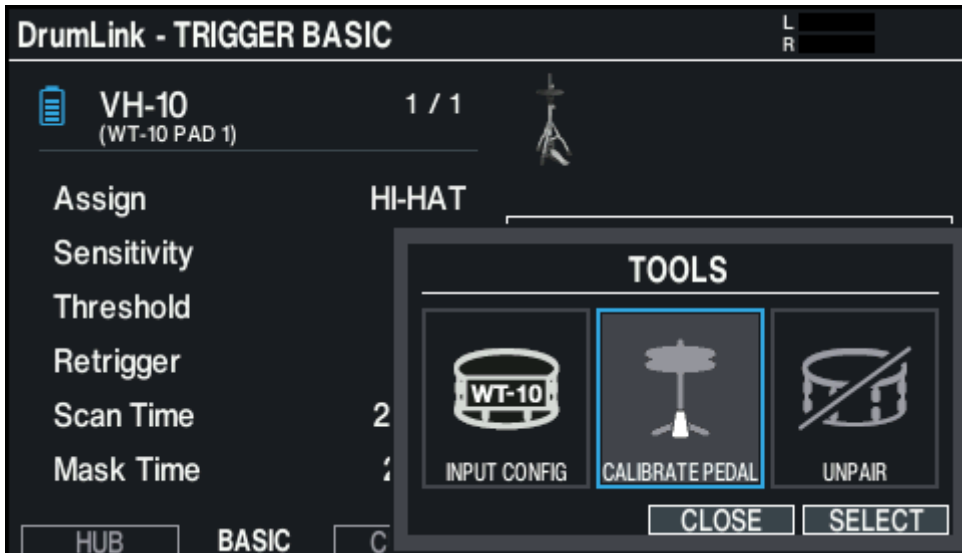
1 On the TRIGGER - ADVANCED screen (p. 158), press the [F4] (DrumLink) button.

2 Open the [F2] (BASIC) tab.



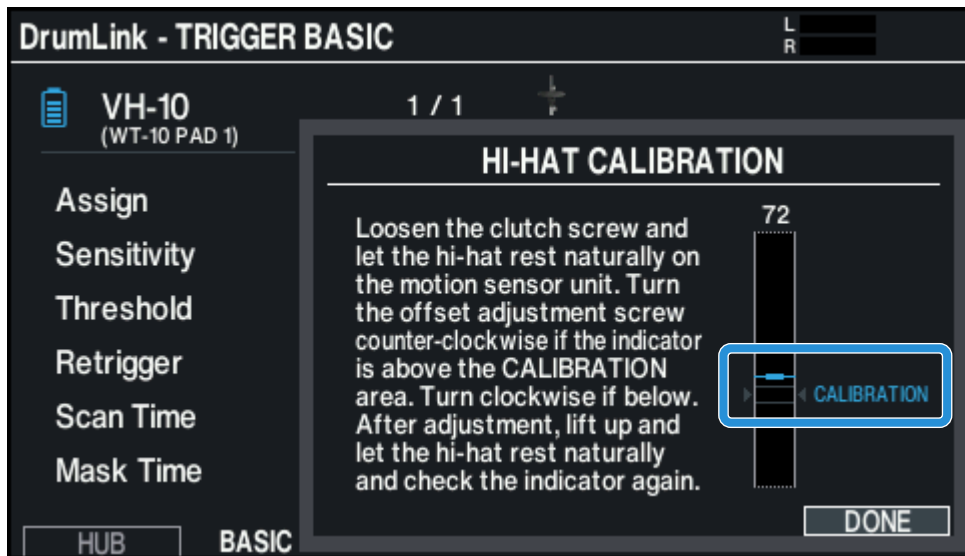
3 Press the [F5] (TOOLS) button.

4 Select "CALIBRATE PEDAL" with the cursor buttons.



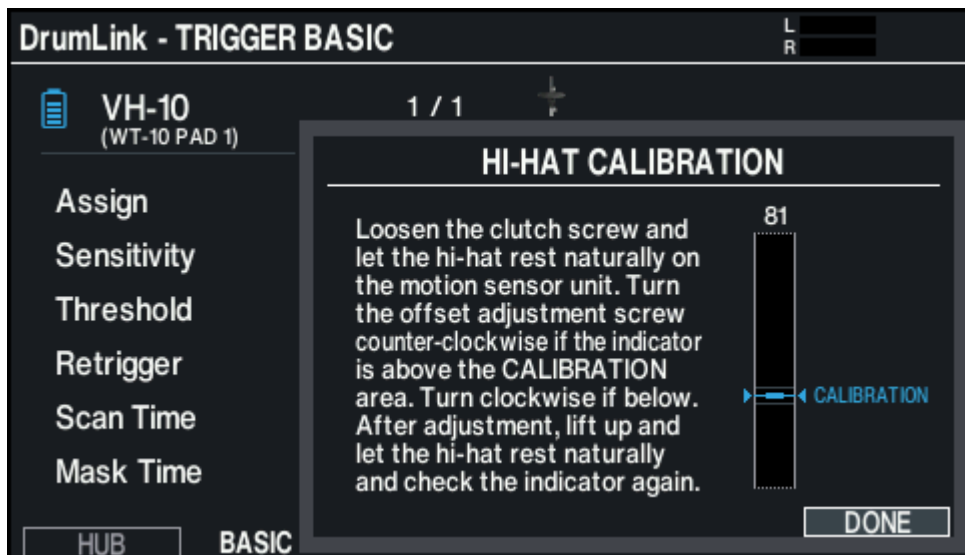
5 Loosen the hi-hat's clutch screw and let the hi-hat rest naturally on the motion sensor unit.

6 Look for the indicator in the lower right part of the screen.



When the indicator is within the CALIBRATION area

The adjustment is complete.



When the indicator is above the CALIBRATION area

Turn the offset adjustment screw counterclockwise.

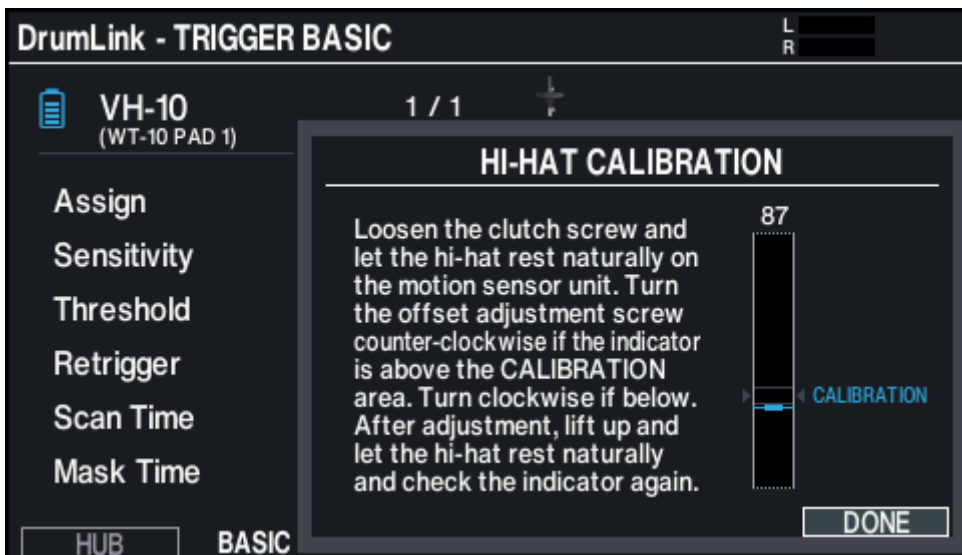
Lift and lower the hi-hat naturally, and double-check that the indicator stays within the CALIBRATION area.



When the indicator is below the CALIBRATION area

Turn the offset adjustment screw clockwise.

Lift and lower the hi-hat naturally, and double-check that the indicator stays within the CALIBRATION area.



7 Click the [F6] (DONE) button to finish the calibration.

8 Fasten the clutch screw at a position where the hi-hat sways naturally when struck.

If a pad is not recognized

If your pads are not recognized even when you connect the DH-10 to which they are already paired, follow the steps below.

1 On the TRIGGER - ADVANCED screen (p. 158), press the [F4] (DrumLink) button.

2 Press the [F1] (HUB) button to display the DrumLink - HUB screen.

3 Press the [F6] (DrumLink) button to turn DrumLink off.

If the [F6] (DrumLink) button does not appear, press the [◀] button several times to move the cursor to "RF Channel".

4 Press the [F6] (DrumLink) button again to turn DrumLink on.

If the pads are still not recognized after you do this, disconnect the V31 from the DH-10 and try connecting them again.

What to do when the connection with a pad is unstable

If the connection between the V31 and the pads is unstable, you may experience the following issues.

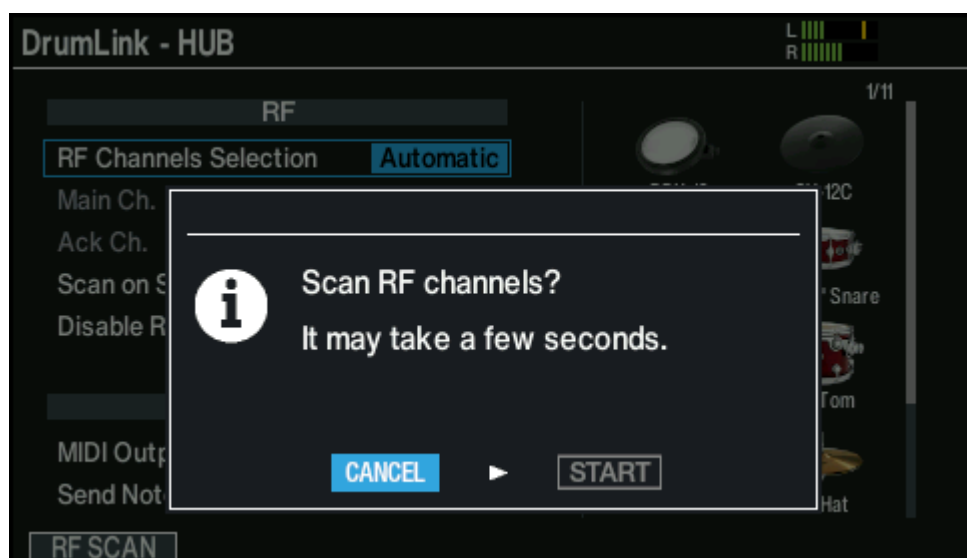
- Cannot pair the V31 with a pad
- Delay in hearing sound, or sound getting cut off
- Modified settings on pad not being applied

If this happens, reset the channel used when connecting the pad.

1 Access the DrumLink - HUB screen (p. 164).

2 Press the [F1] (RF SCAN) button while holding down the [SHIFT] button.

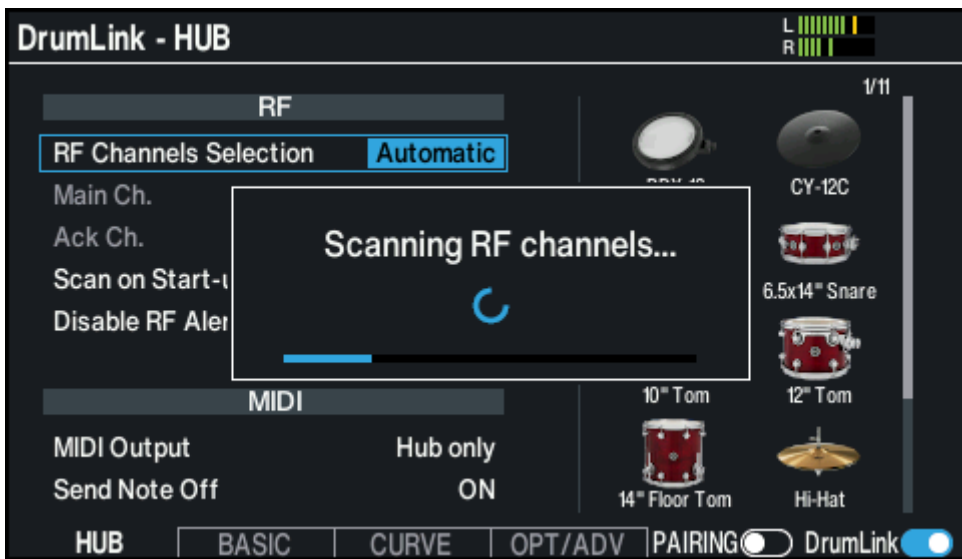
A message asking whether you want to execute the channel scan is shown.



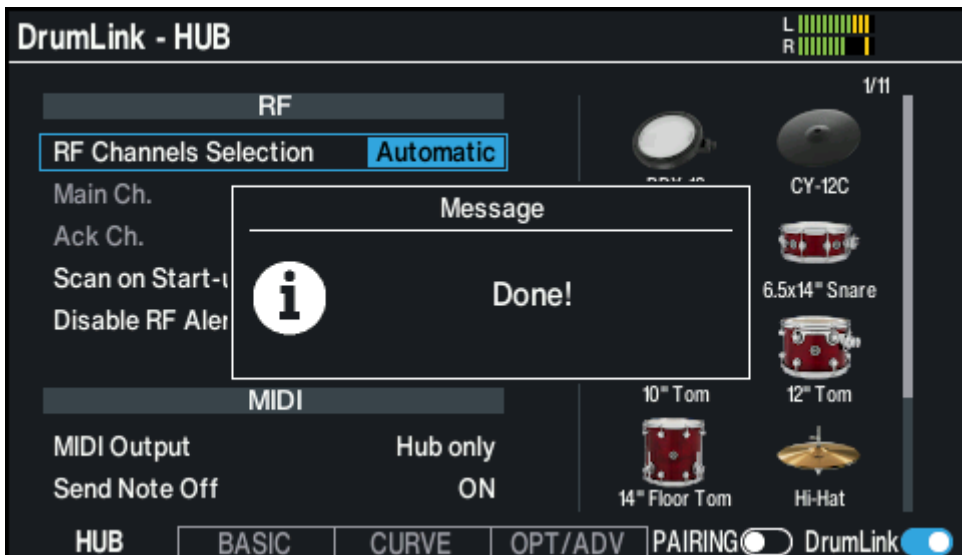
* If the [F1] (RF SCAN) button is not shown, set RF Channels Selection to "Automatic".

3 Use the cursor buttons to select “START” and press the [ENTER] button.

This starts the channel scan.



Once the scan is complete, the appropriate channel is set automatically, and the following message is shown.

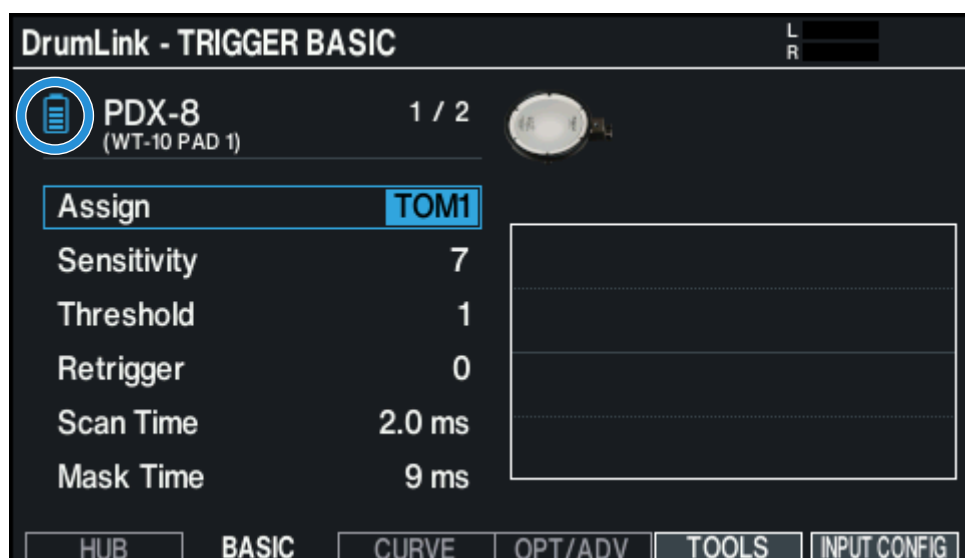


MEMO

You can also select channels manually. For details on the parameters that can be edited, refer to “Data List” (Roland website).

Checking the remaining battery power

You can check the remaining battery power for each pad from the Drumlink - TRIGGER BASIC tab, the DrumLink - TRIGGER CURVE tab, and the DrumLink - TRIGGER OPTIONS/ADVANCED tab.



When you strike a pad, the built-in LED on the WT-10 lights up.

If the pad LED does not light up even after you strike the pad, replace the batteries.

NOTE

- Use AA-size alkaline batteries.
- The fluid in the batteries may leak if the remaining battery level gets too low. Replace the batteries as soon as possible.
- Remove the batteries from the pads when you are not using the pads for an extended period of time.

Unpairing the V31 and the pads (unpairing)

Here's how to unpair the V31 from the pads.

- 1** On the **TRIGGER - ADVANCED** screen (p. 158), press the **[F4] (DrumLink)** button.
- 2** Press one of the **[F2] (BASIC)**–**[F4] (OPT/ADV)** buttons.
- 3** Press the **[F5] (TOOLS)** button to display the **TOOLS** window.
- 4** Strike to select the pad that you want to unpair.

You can also select a pad by pressing the **[◀]** and **[▶]** buttons while holding down the **[ENTER]** button.

5 Use the cursor buttons to select “UNPAIR”, and press the [ENTER] button.



6 Use the cursor buttons to select “OK”, and press the [ENTER] button.

After the message appears, strike the selected pad to unpair it.

MEMO

When the cursor is on a paired pad in the DrumLink - HUB screen, you can also unpair the pad by pressing [F6] (UNPAIR) while holding down the [SHIFT] button.

Updating the DH-10 or WT-10 firmware

To update the firmware for the DH-10 or the WT-10, connect the DH-10 to your computer and use the DWe Control application.

See the DH-10 and WT-10 product support pages for update instructions.

https://roland.cm/dh-10_om

Using DWe pads with the V31

By connecting the DWe DrumLink™ hub to the V31, you can use the DWe pads to play the sounds of the V31.

Example 1: Using the DWe

This lets you use the V31 as a drum sound module.



Example 2: Using the V31

This lets you add DWe pads to the setup.



How to set up

See the Quick Start Guide included with the DWe for how to assemble and play each DWe pad.

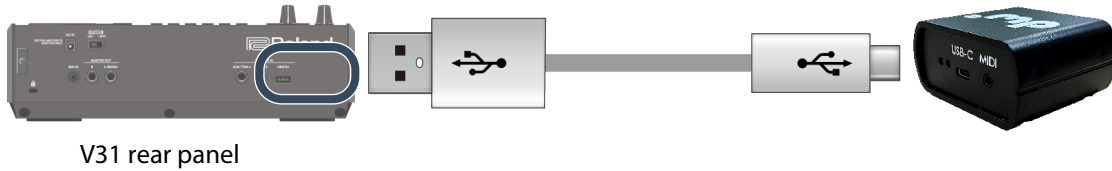
NOTE

The drumming techniques listed below for the DWe pads do not work with the V31.

DWe snare	Pitch bend
DWe tom/floor tom	Pitch bend, choke
DWe hi-hat	Bell zone playing
DWe crash	Bell zone playing

1. Connecting the DWe DrumLink™ hub to the V31

- 1 Use a USB cable (commercially available) to connect the DIGITAL TRIGGER IN ports of the V31 to the DWe DrumLink hub.

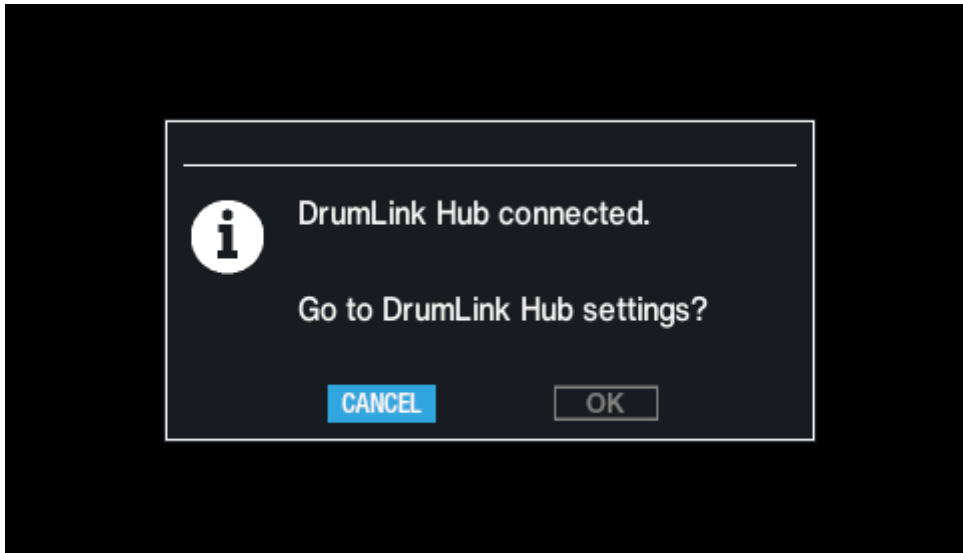


V31 rear panel

NOTE

Do not place the DrumLink™ hub on top of the sound module. Place it on a nearby table or on the floor. When connecting, use a commercially available USB cable of the required length.

The following message is shown once you connect the DrumLink™ hub.



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

This switches to the DrumLink - HUB screen.

2. Pairing the DrumLink™ hub with the DWe pads

You must pair the DrumLink™ hub with the DWe pads when you first connect them. You don't need to do this if you've already paired the DrumLink™ hub with the DWe pads.

* If the DrumLink - HUB screen is already shown in "1. Connecting the DWe DrumLink™ hub to the V31 (p. 178)", start from step 4.

- 1 On the TRIGGER - ADVANCED screen (p. 158), press the [F4] (DrumLink) button.

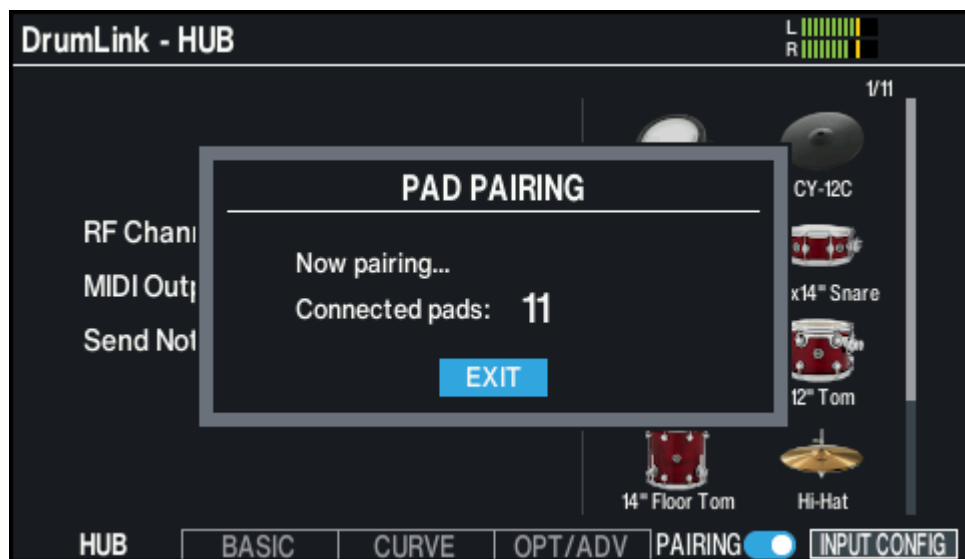
- 2 Press the [F1] (HUB) button to display the DrumLink - HUB screen.

If the [F6] (DrumLink) button is off, press the F6 (DrumLink) button to turn it on.

If the [F6] (DrumLink) button does not appear, press the [◀] button several times to move the cursor to "RF Channel".

3 Press the [F5] (PAIRING) button, and strike each DWe pad once that you want to pair.

Once the pads or cymbals are paired, a message like the following appears.



You don't need to strike each pad more than once.

4 To access the DWe pad setup screen after pairing, press the [EXIT] button and then one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

NOTE

The parameters of each DWe pad are not stored in the V31, but are stored in each DWe pad. Note that just changing a parameter does not apply the setting to the pad. You must strike the applicable pad to apply the setting. For details, refer to "5. Adjusting the DWe pad sensitivity (p. 187)".

MEMO

- After pairing, the information for each DWe pad is stored in memory on the DrumLink™ hub. The units automatically pair when you restart the V31 or connect the DrumLink™ hub to a different V31, so there's no need to pair manually.
- Although pairing is not necessary after restarting this unit, you must strike the pad you want to set once to make it show up on the pad settings screen.
- To exchange a DWe pad, unpair the pad you no longer need and then pair with the new pad.
- The V31 supports connections of up to 10 pads.

3. Configuring the DWe pad assignment

This shows how to specify the trigger input to which a connected DWe pad should be assigned.

The optimal assignments are already made when you first connect each pad. The following explains how to change the assigned destinations (assignments).

1 Access the DrumLink - HUB screen (p. 178).

- 2** Press the [F2] (BASIC) button to display the DrumLink - TRIGGER BASIC screen.



- 3** Strike to select the DWe pad that you want to set.

You can also use the cursor buttons to move the cursor to the position shown in the illustration, and use the dial to select the DWe pad to set.



- 4** Use the cursor buttons to select the Assign parameter.

- 5** Use the dial to edit the assignment.

4. Calibrating the DWe pads

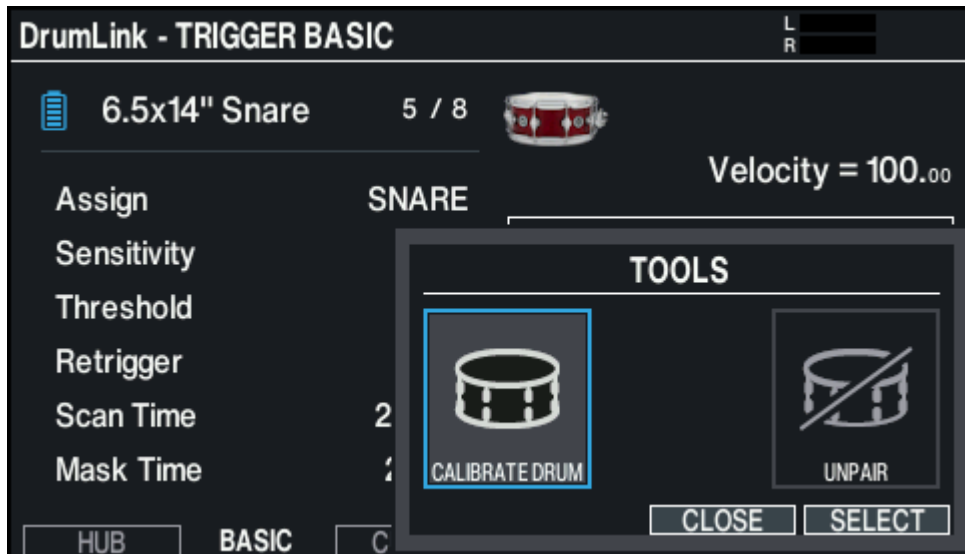
Before using the DWe pads, follow these steps to adjust (calibrate) the sensors built into each pad.

- 1** Access the DrumLink - HUB screen (p. 178).
- 2** Press one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.
- 3** Press the [F5] (TOOLS) button to display the TOOLS window.

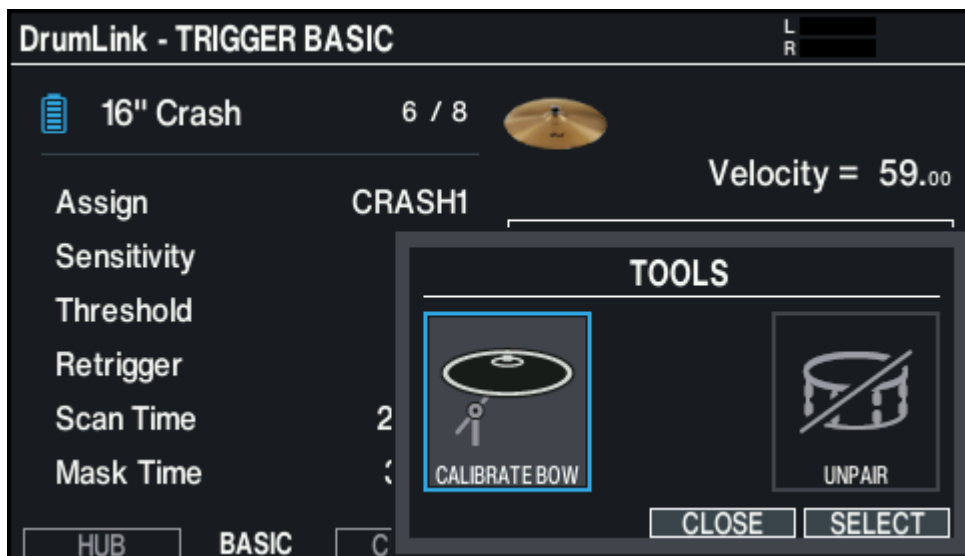
4 Strike a DWe pad to select the pad to calibrate.

You can also select the DWe pad to configure by pressing the [◀] [▶] buttons while holding down the [ENTER] button.

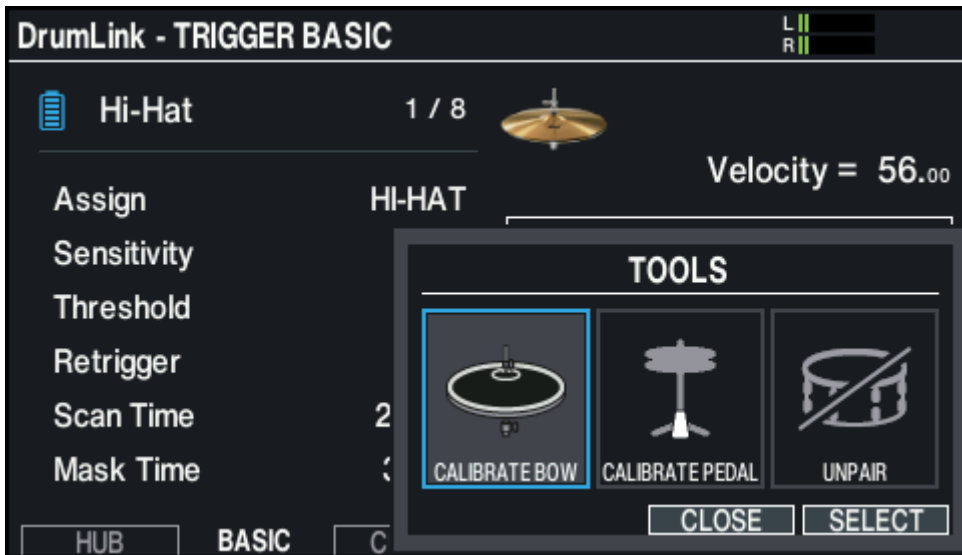
When the DWe snare is selected



When the DWe crash/ride cymbal is selected



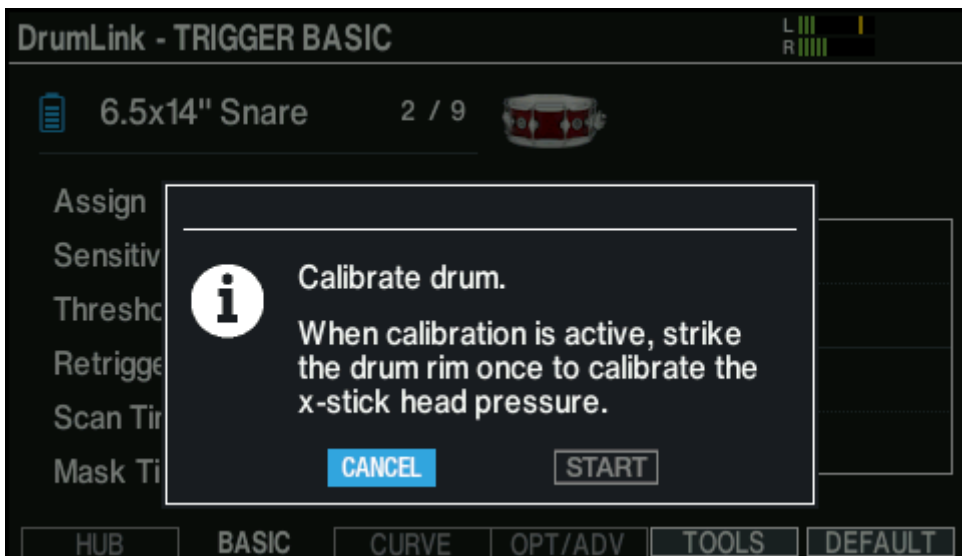
When the DWe hi-hat is selected



- 5 Use the cursor buttons to select [CALIBRATE DRUM], [CALIBRATE BOW] or [CALIBRATE PEDAL], and press the [ENTER] button to begin calibration.

DWe snare: calibrating the head

- 1 Use the cursor buttons to select "START", and press the [ENTER] button.



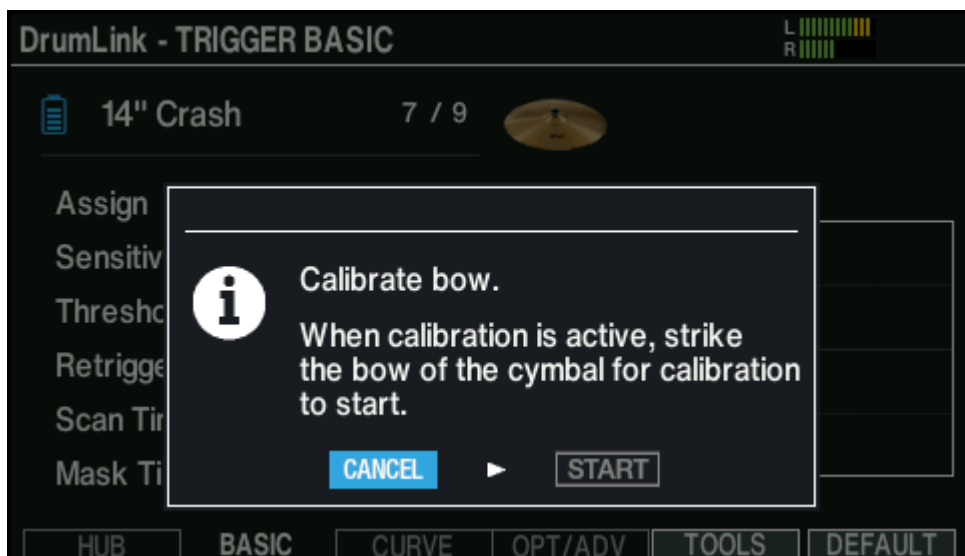
- 2** When the next message is shown, strike the rim of the snare drum.



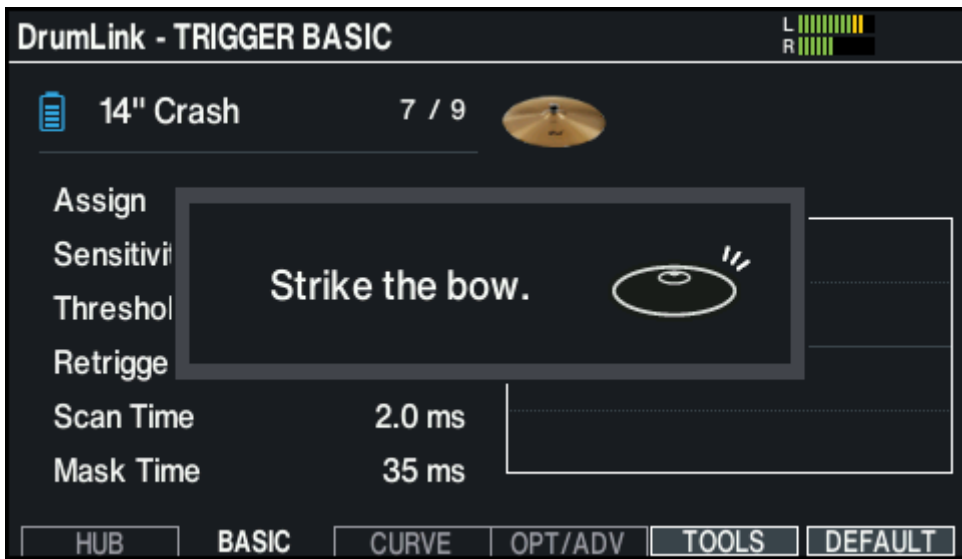
This completes the calibration.

DWe crash/ride/hi-hat: calibrating the bow

- 1** Use the cursor buttons to select "START", and press the [ENTER] button.



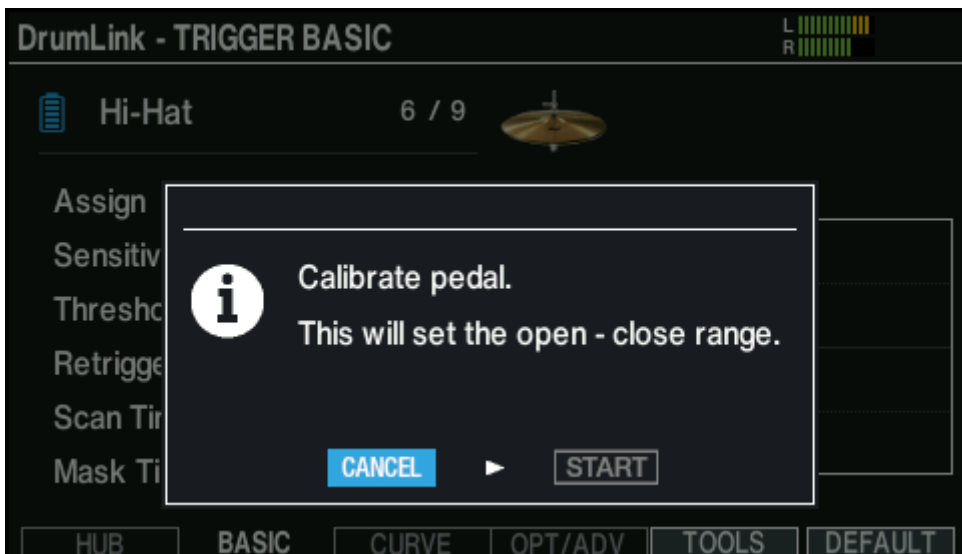
2 When the next message is shown, strike the bow of the cymbal.



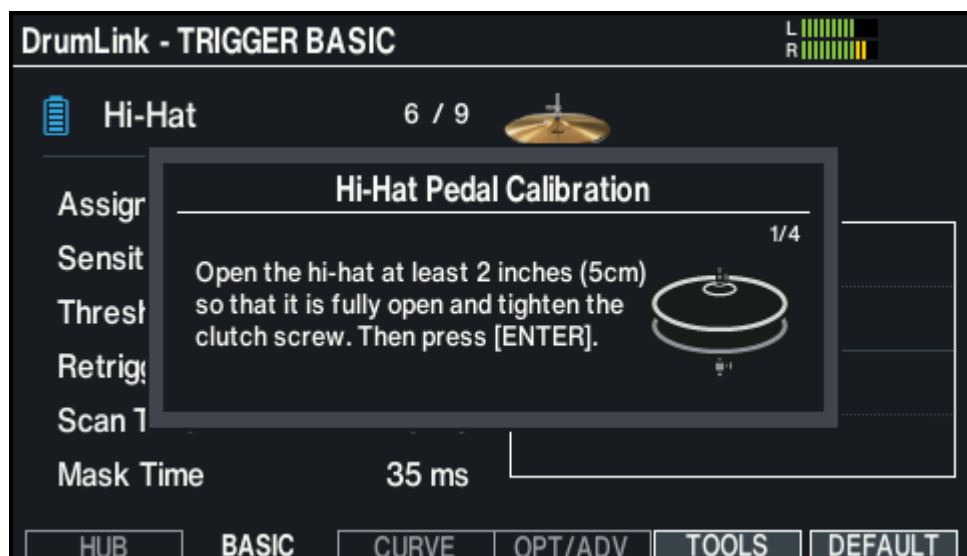
This completes the calibration.

DWe hi-hat: calibrating the pedal

1 Use the cursor buttons to select "START", and press the [ENTER] button.

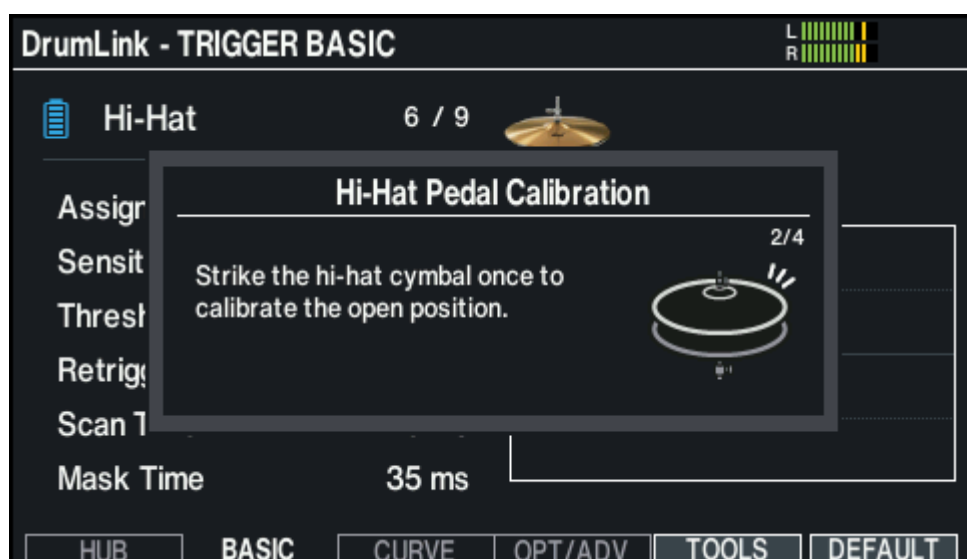


- 2 When you see the following message, loosen the clutch screw of the DWe hi-hat.



- 3 Retighten the screw with the top and bottom cymbals at least 5 cm apart, and press the [ENTER] button.

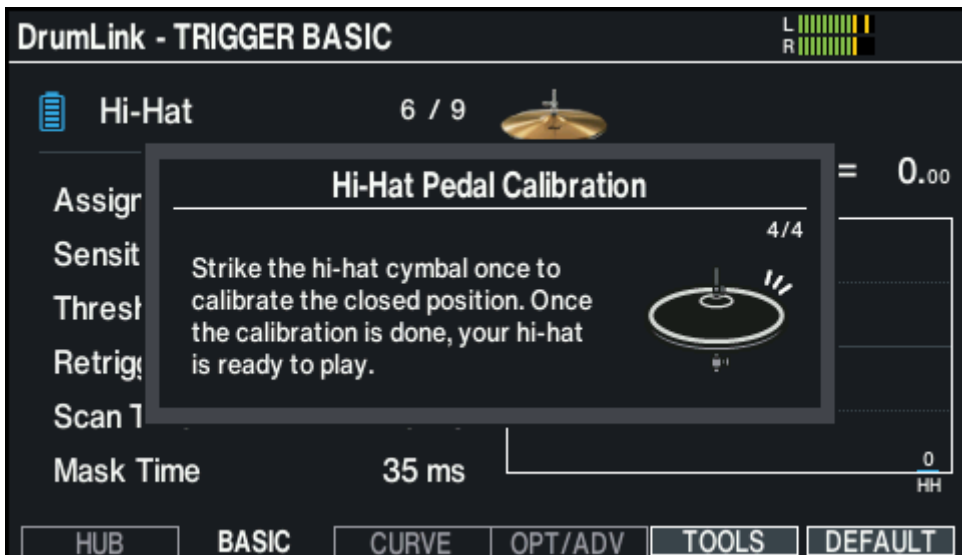
- 4 When you see the following message, strike the DWe hi-hat cymbal to calibrate the open position.



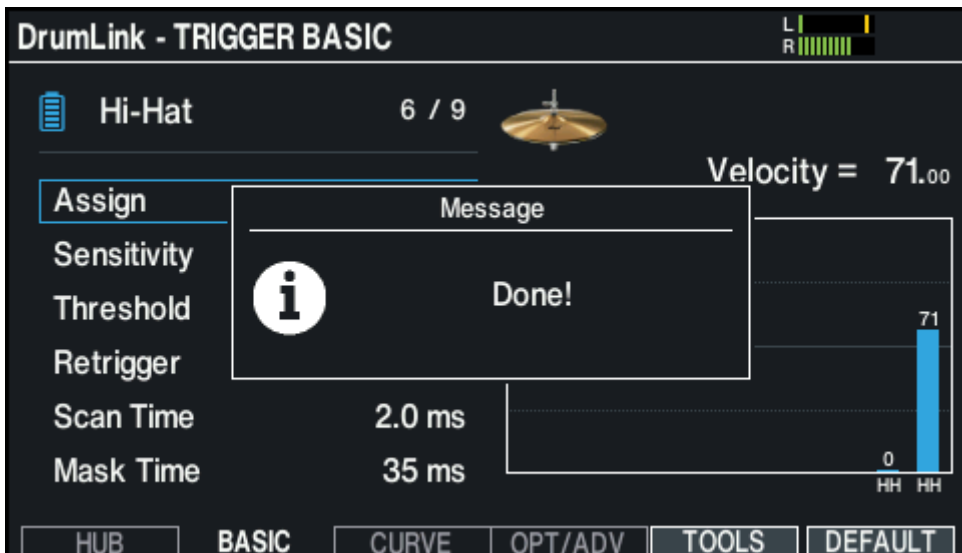
- 5 Loosen the DWe hi-hat clutch screw again, retighten the screw with the hi-hat in closed position, and press the [ENTER] button.



- 6 When you see the following message, strike the DWe hi-hat cymbal to calibrate the closed position.



When the following message appears, calibration is complete.



MEMO

- The DWe pads may behave differently depending on the environment (such as temperature) in which they are used. We recommend that you calibrate the pads before you use them.
- Make sure to calibrate the DWe snare head if you've adjusted its tension.

5. Adjusting the DWe pad sensitivity

Each DWe pad is already set up with the optimal sensitivity when shipped from the factory. Adjust the DWe pad sensitivity if you need to make more detailed settings or use DWe pads together with Roland pads.

MEMO

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

- 1 Access the DrumLink - HUB screen (p. 178).
- 2 Press the [F2] (BASIC) button or the [F3] (CURVE) button to display the DrumLink - TRIGGER BASIC screen or the DrumLink - TRIGGER CURVE screen.

DrumLink - TRIGGER BASIC

20" Bass Drum 1 / 9

Assign **KICK**

Sensitivity 11

Threshold 8

Retrigger 6

Scan Time 2.0 ms

Mask Time 20 ms

Velocity = 24.00

Bar chart showing values for HH (0), HH (71), and K (24).

HUB BASIC CURVE OPT/ADV TOOLS DEFAULT

DrumLink - TRIGGER CURVE

20" Bass Drum 1 / 9

HEAD

Curve **LOG2**

Dynamic Range 42

Velocity = 24.00

Bar chart showing values for HH (0), HH (71), and K (24).

HUB BASIC CURVE OPT/ADV TOOLS DEFAULT

3 Strike to select the DWe pad that you want to set.

You can also use the cursor buttons to move the cursor to the position shown in the illustration, and use the dial to select the DWe pad to set.

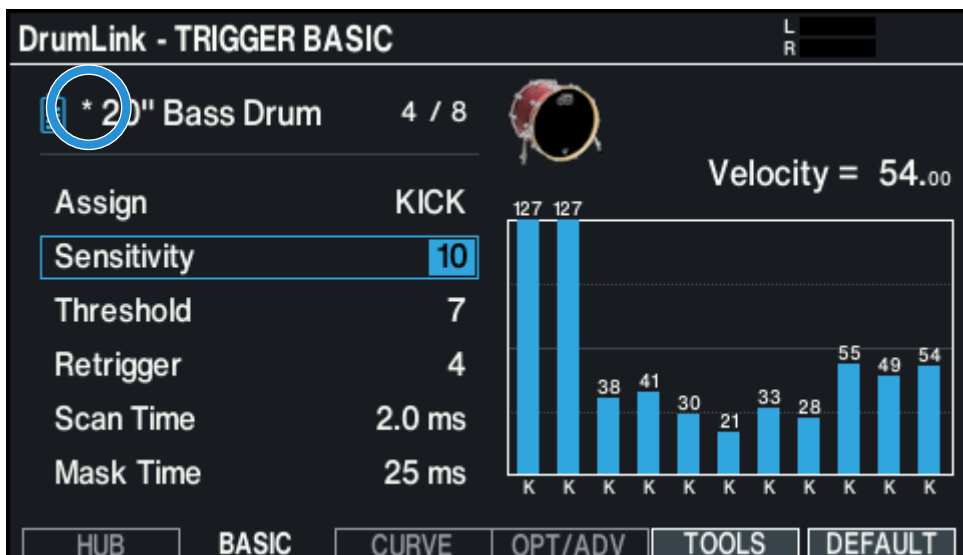


4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

5 Strike the selected pad once to apply the parameter.

Simply changing the parameter does not apply the settings to the pad. When an asterisk appears as shown below, this means that the settings haven't yet been applied to the pad.

Strike the applicable pad to apply the settings. The asterisk disappears once the settings are applied to the pad.

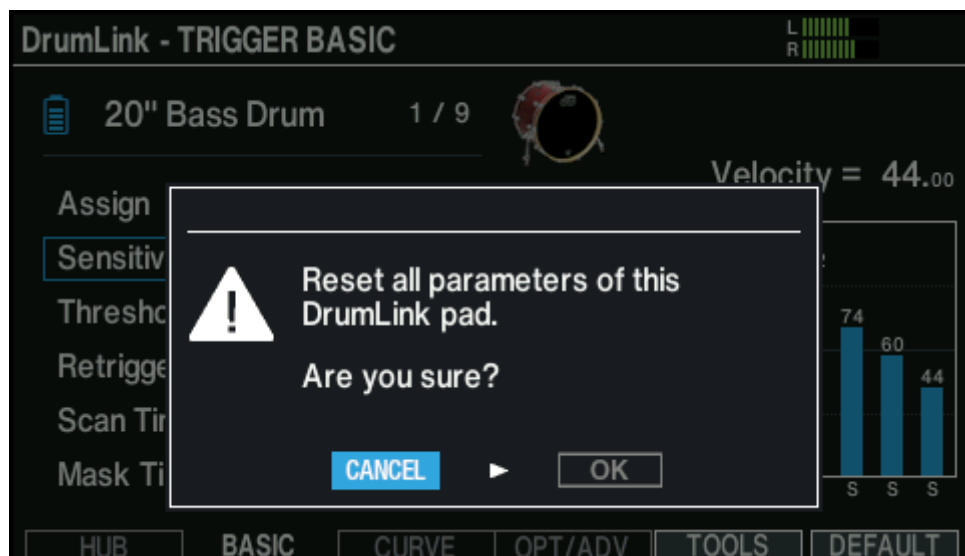


MEMO

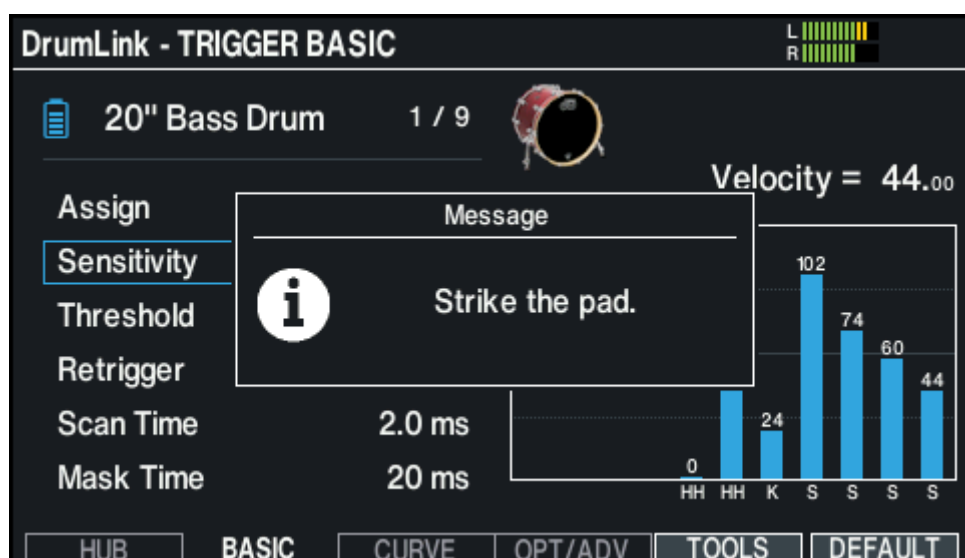
- When using DWe pads together with Roland pads, note that their respective sensitivities may differ. In this case, you can mainly adjust the Sensitivity, Curve and Dynamics parameters for the DWe pads to make the respective sensitivities about the same.
- Here's how to return the parameters to the factory settings.

1. Press the [F6] (DEFAULT) button.

A confirmation message appears.



2. Use the cursor buttons to select "OK", and press the [ENTER] button to begin initializing.
3. When the next message is shown, strike the pad.



If the DWe pads are not recognized

If your DWe pads are not recognized even when you connect the DrumLink™ hub to which they are already paired, follow the steps below.

- 1** Access the DrumLink - HUB screen (p. 178).

- 2** Press the [F6] (DrumLink) button.

If the [F6] (DrumLink) button does not appear, press the [◀] button several times to move the cursor to "RF Channel".

- 3** Press the [F6] (DrumLink) button again to set RF ON.

If the pads are still not recognized after you do this, disconnect the V31 from the DrumLink™ hub and try connecting them again.

What to do when the connection with a DWe pad is unstable

If the connection between the V31 and the DWe pads is unstable, you may experience the following issues.

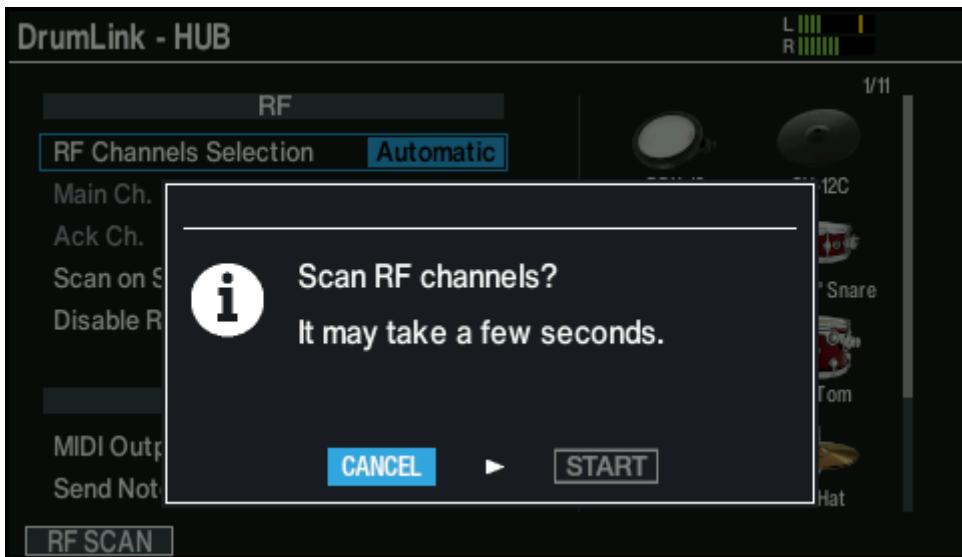
- Cannot pair the V31 with a DWe pad
- Delay in hearing sound, or sound getting cut off
- Modified settings on DWe pad not being applied

If this happens, reset the channel used when connecting the pad.

1 Access the DrumLink - HUB screen (p. 178).

2 Press the [F1] (RF SCAN) button while holding down the [SHIFT] button.

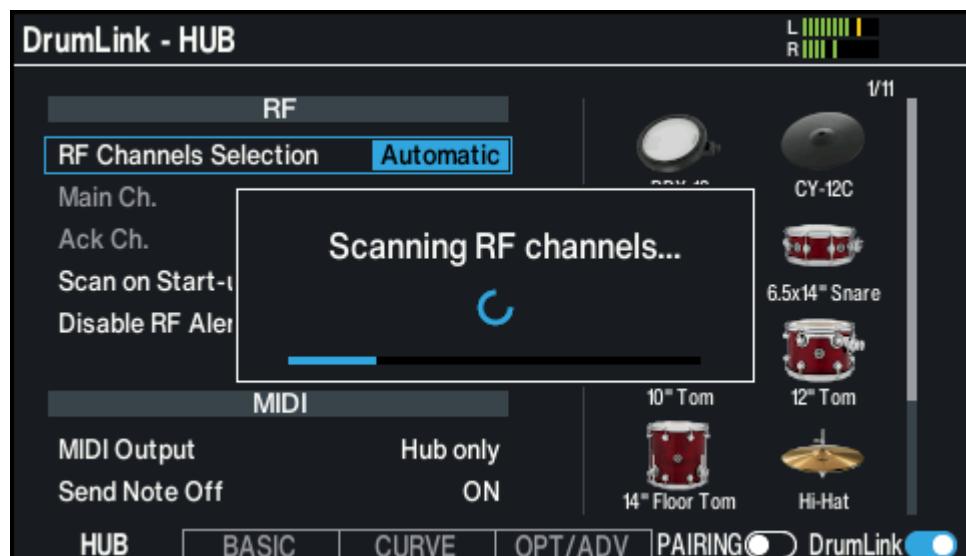
A message asking whether you want to execute the channel scan is shown.



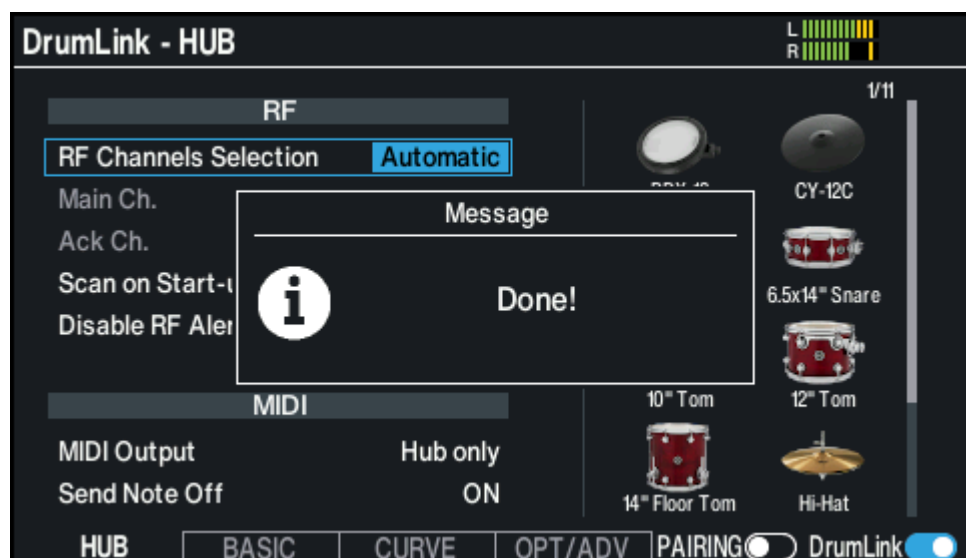
* If the [F1] (RF SCAN) button is not shown, set RF Channels Selection to "Automatic".

3 Use the cursor buttons to select "START" and press the [ENTER] button.

This starts the channel scan.



Once the scan is complete, the appropriate channel is set automatically, and the following message is shown.



MEMO

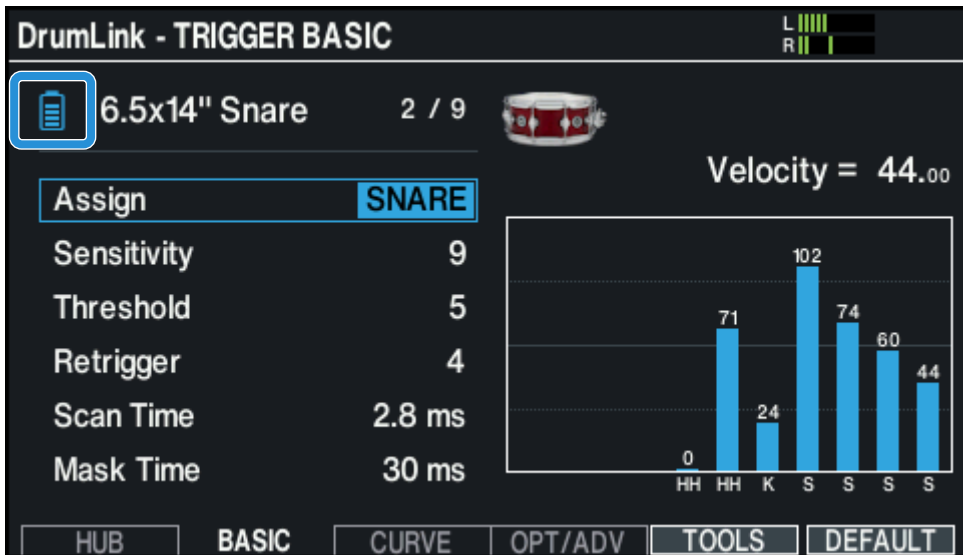
You can also select channels manually. For details on the parameters that can be edited, refer to "Data List" (Roland website).

Crosstalk reduction

If another pad responds besides the one you struck, or if a pad responds due to sound or vibration from an external source such as a speaker, you can remedy this by adjusting the position of the pad, or by increasing the value of the Threshold parameter for the pad that reacts incorrectly.

Checking the remaining battery power

You can check the remaining battery power for each pad from the Drumlink - TRIGGER BASIC tab, the DrumLink - TRIGGER CURVE tab, and the DrumLink - TRIGGER OPTIONS/ADVANCED tab.



When you strike a pad, its built-in LED lights up.

If the pad LED does not light up even after you strike the pad, replace the batteries.

NOTE

- Use AA-size alkaline batteries.
- The fluid in the batteries may leak if the remaining battery level gets too low. Replace the batteries as soon as possible.
- Remove the batteries from the pads when you are not using the pads for an extended period of time.

Unpairing the V31 and DWe pads (unpairing)

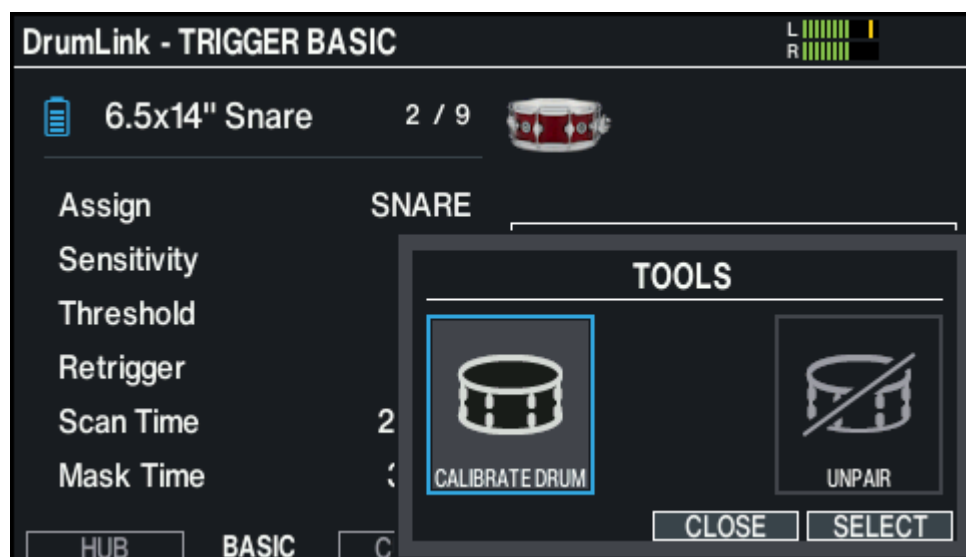
Here's how to unpair the V31 from the DWe pads.

- 1** Access the **DrumLink - HUB** screen (p. 178).
- 2** Press one of the **[F2] (BASIC)–[F4] (OPT/ADV)** buttons.
- 3** Press the **[F5] (TOOLS)** button to display the **TOOLS** window.

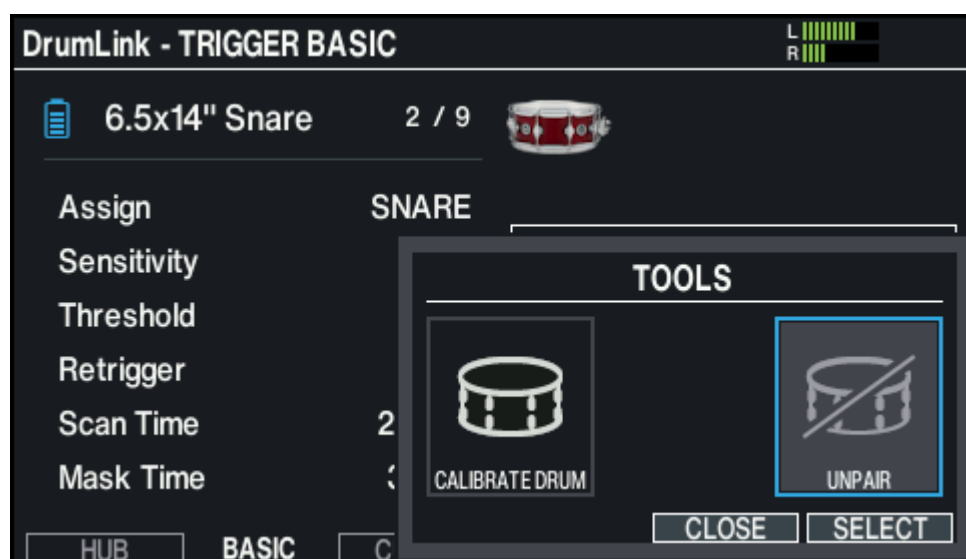
4 Strike to select the DWe pad that you want to unpair.

You can also select the DWe pad to configure by pressing the [◀] [▶] buttons while holding down the [ENTER] button.

Example: when DWe snare is selected



5 Use the cursor buttons to select "UNPAIR", and press the [ENTER] button.



6 Use the cursor buttons to select "OK", and press the [ENTER] button.

After the message appears, strike the selected pad to unpair it.

MEMO

When the cursor is on a paired DWe pad in the DrumLink - HUB screen, you can also unpair the DWe pad by pressing [F6] (UNPAIR) while holding down the [SHIFT] button.

Updating the firmware for the DWe DrumLink™ hub and for each pad

To update the firmware for the DWe DrumLink™ hub and for the pads, connect the DWe to your computer and use the DWe Control application.

See the DWe product support page for update instructions.

www.dwdrums.com/DWe/support

Formatting an SD card

Follow these steps to initialize (format) an SD card.

* SD cards must be formatted the first time before they are used on the V31.

NOTE

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

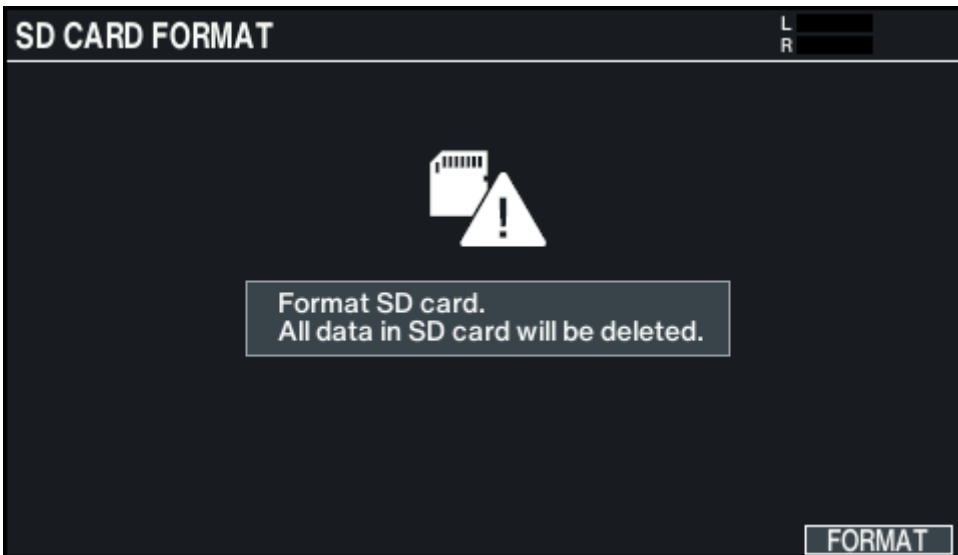
1 Insert the SD card into the V31.

→ “Side panel and front panel (p. 17)”

2 Press the [MENU] button.

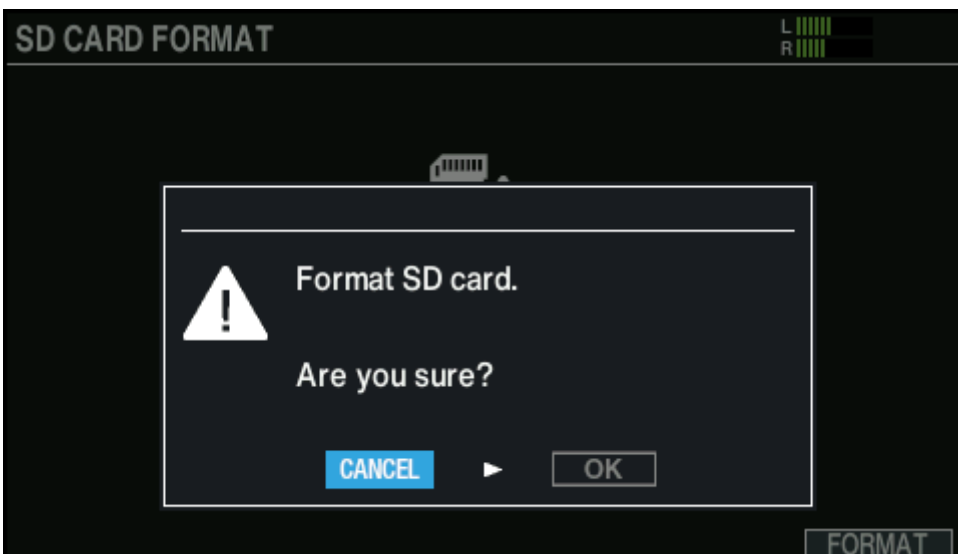
3 Use the cursor buttons to select “BACKUP” → “FORMAT”, and press the [ENTER] button.

The SD CARD FORMAT screen appears.



4 Press the [F6] (FORMAT) button.

A confirmation message appears.



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

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

The SD card is initialized.

6 Press the [ENTER] button to finish the operation.

Backing up your data (BACKUP)

All settings stored in the V31 can be saved (backed up) to an SD card, or restored (loaded) back to the V31.

* To back up data to an SD card, first make sure that the SD card is inserted.

→ "Side panel and front panel (p. 17)"

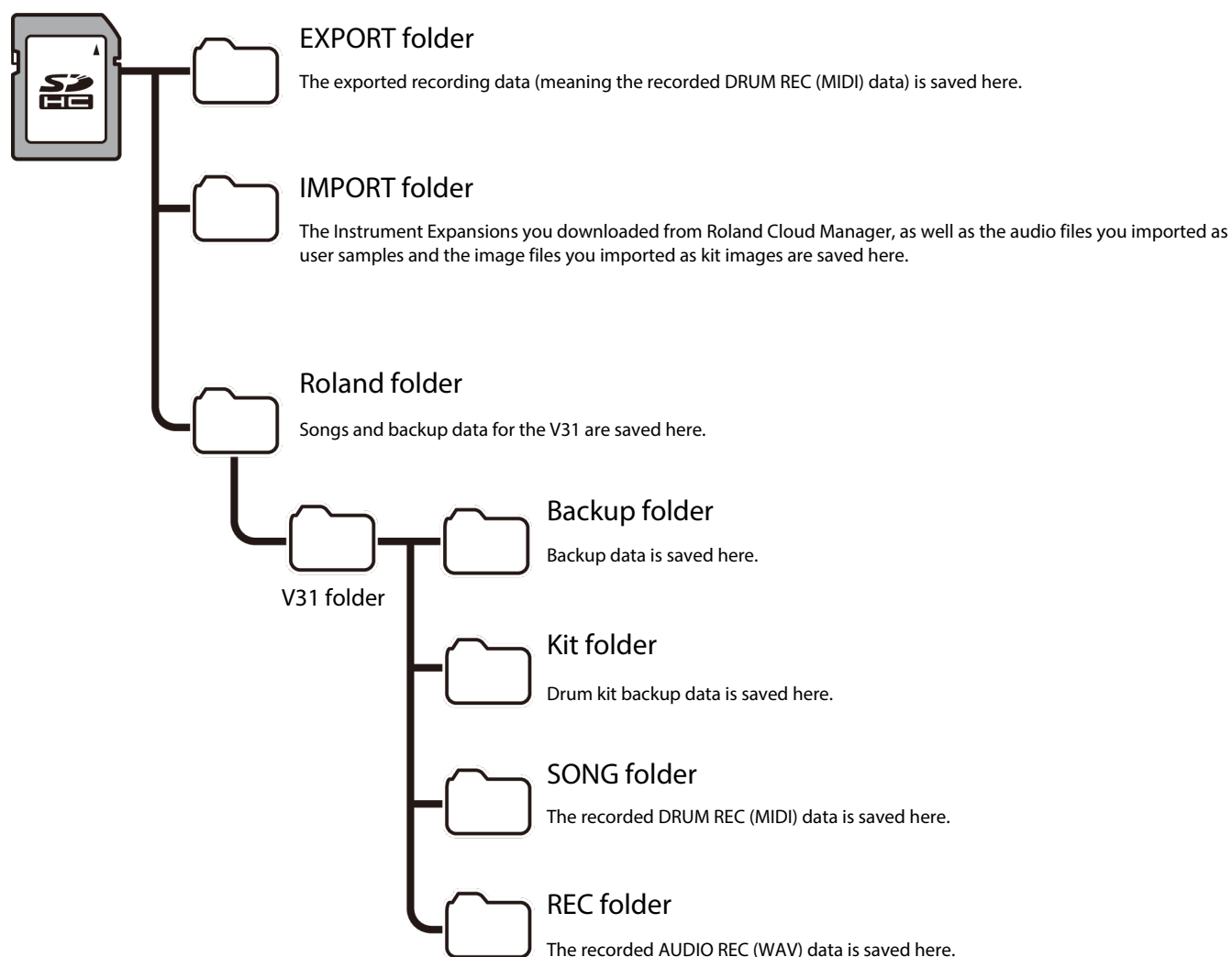
MEMO

You can also back up and load individual drum kits.

→ "Backing up drum kit to an SD card (SAVE 1 KIT) (p. 200)"

→ "Loading kit backup data from an SD card (LOAD 1 KIT) (p. 202)"

SD card folder structure



Backing up to an SD card (SAVE)

Here's how to save all settings that are stored in the V31 (up to 99 sets).

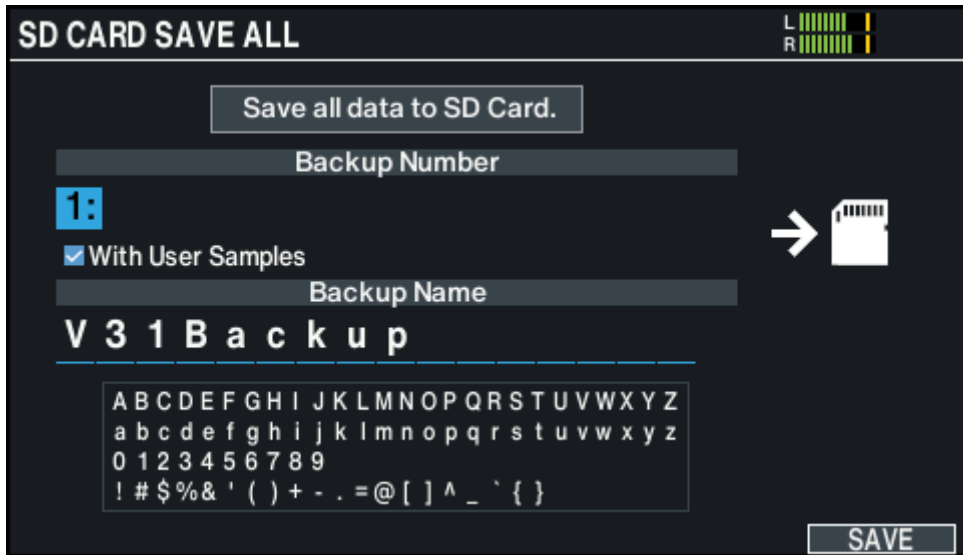
1 Insert the SD card into the V31.

→ “Side panel and front panel (p. 17)”

2 Press the [MENU] button.

3 Use the cursor buttons to select “BACKUP” → “SAVE”, and press the [ENTER] button.

The SD CARD SAVE ALL screen appears.



4 Make the backup settings.

Parameter select: use cursor buttons

Value select: use dial

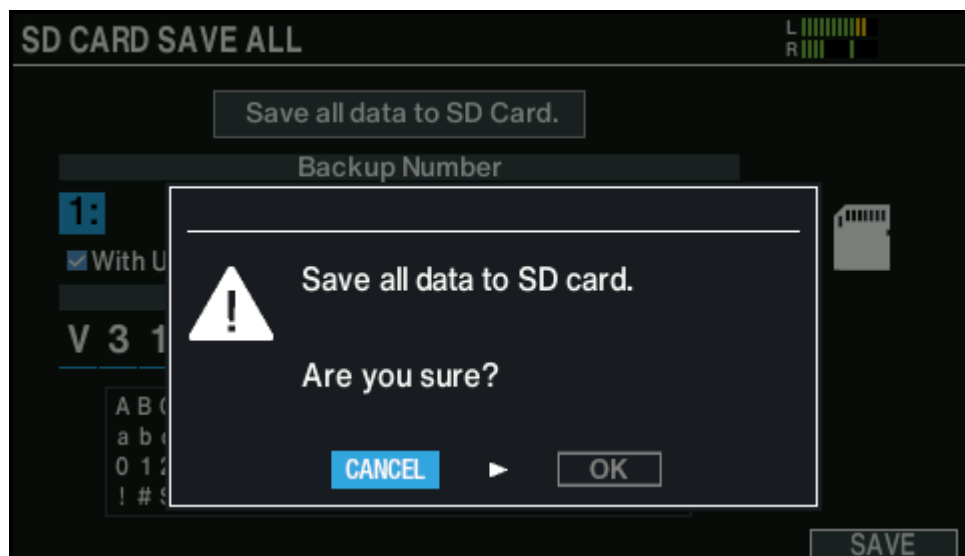
Parameter	Explanation
Backup Number	Selects the backup number.
With User Samples	Selects whether user samples are also backed up.
Backup Name	Adds a name to the backup data.

* If you back up user samples as well, it may take several minutes to save the data depending on the size of the user samples.

* If you don't back up the user samples, and you then delete the user samples in this unit or renumber them, the drum kit is not reproduced correctly even if you load the backup.

5 Press the [F6] (SAVE) button.

A confirmation message appears.



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

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

The settings are saved to the SD card.

7 Press the [ENTER] button to finish the operation.

Loading backup data from an SD card (LOAD)

Here's how you can load backup data into the V31 that's saved on an SD card.

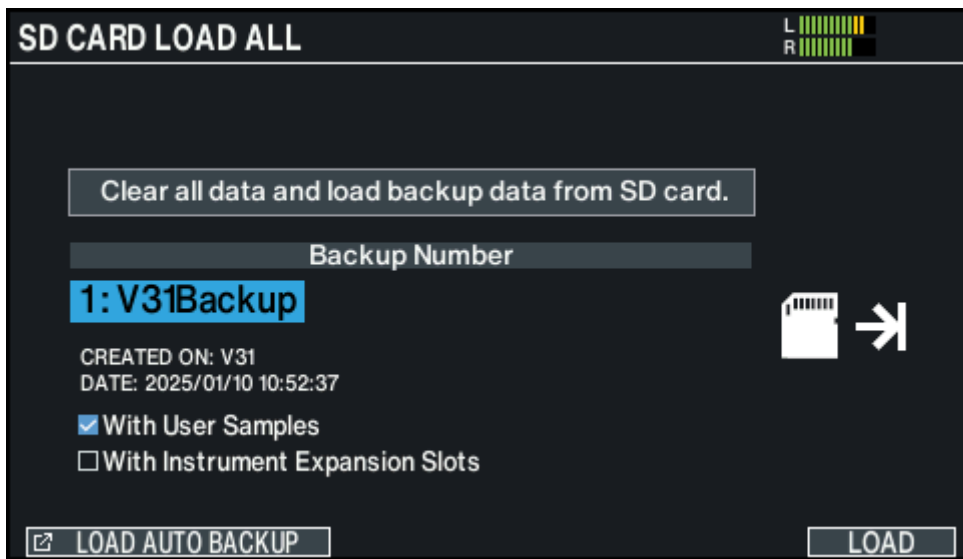
1 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

2 Press the [MENU] button.

3 Use the cursor buttons to select “BACKUP” → “LOAD”, and press the [ENTER] button.

The SD CARD LOAD ALL screen appears.



4 Make the load settings.

Parameter select: use cursor buttons

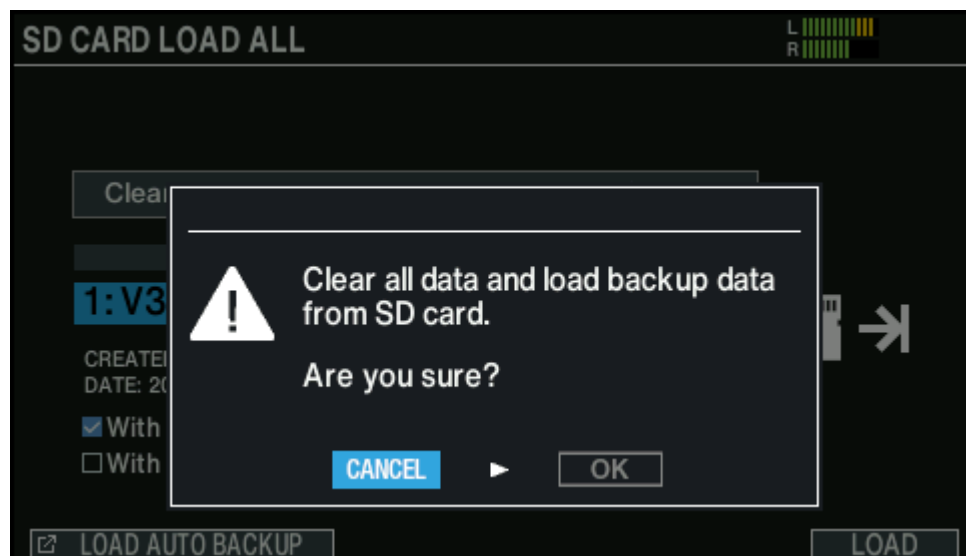
Value select: use dial

Parameter	Explanation
Backup Number	Selects the backup number.
With User Samples	Selects whether user samples are also loaded.
With Expansion Slots	Selects whether to load the Instrument Expansions/Kit Packs. * You can't load Instrument Expansions/Kit Packs into a slot if they aren't installed in the rack. → "Racks and slots (p. 6)"

* When you load user samples, all user samples already present in this unit are overwritten. Depending on the size of the user samples, it might take ten minutes or more to load the data.

5 Press the [F6] (LOAD) button.

A confirmation message appears.



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

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

The backup data is loaded from the SD card.

7 Press the [ENTER] button to finish the operation.

Loading auto-backup data

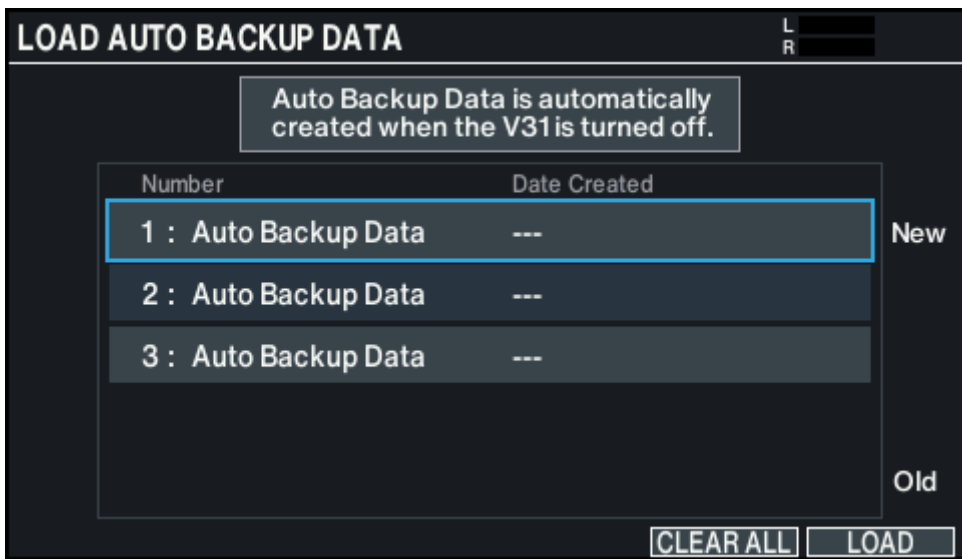
The V31 automatically backs up your data when you turn off the power. Up to five sets of the most recent backup data can be created. Here's how to load the auto-backup data.

- * When you turn off the power and a new set of auto-backup data is created, the oldest set of backup data is deleted.
- * The kit images and user samples are not backed up.

1 Access the SD CARD LOAD ALL screen (p. 197).

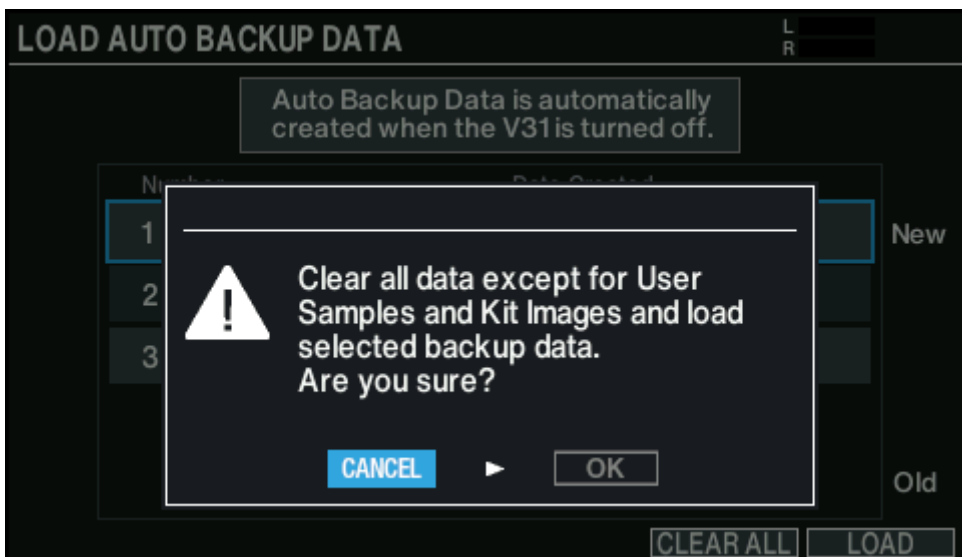
2 Press the [F1] (LOAD AUTO BACKUP) button.

The LOAD AUTO BACKUP DATA screen appears.



3 Use the cursor buttons or the dial to select the backup data, and press the [F6] (LOAD) button.

A confirmation message appears.



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

MEMO

Press the [F5] (CLEAR ALL) button if you want to erase all the sets of the auto-backup data.

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

This loads the backup data.

5 Press the [ENTER] button to finish the operation.

Backing up drum kit to an SD card (SAVE 1 KIT)

Here's how settings of an individual drum kit stored in the V31 can be backed up to an SD card (up to 999 drum kits).

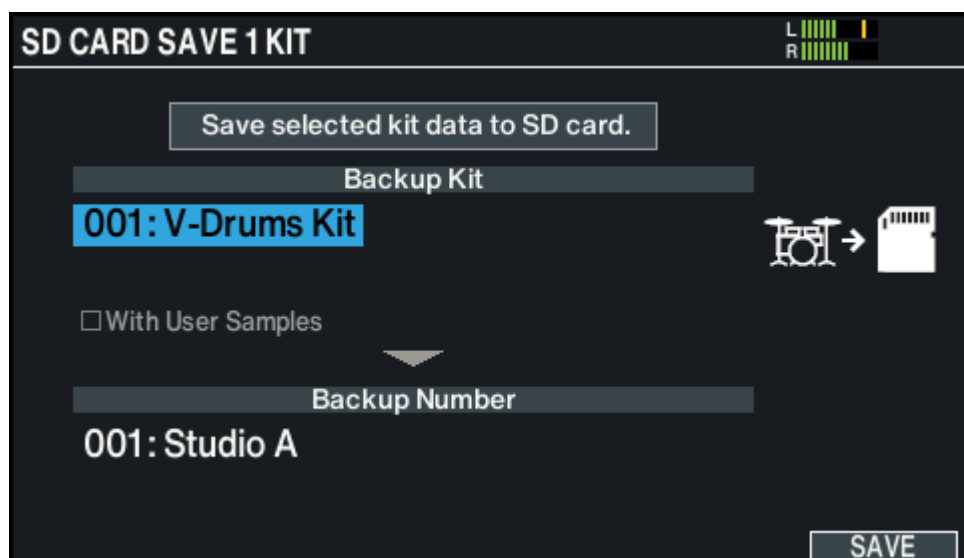
1 Insert the SD card into the V31.

→ “Side panel and front panel (p. 17)”

2 Press the [MENU] button.

3 Use the cursor buttons to select “BACKUP” → “SAVE 1 KIT” and press the [ENTER] button.

The SD CARD SAVE 1 KIT screen appears.



4 Make the backup settings.

Parameter select: use cursor buttons

Value select: use dial

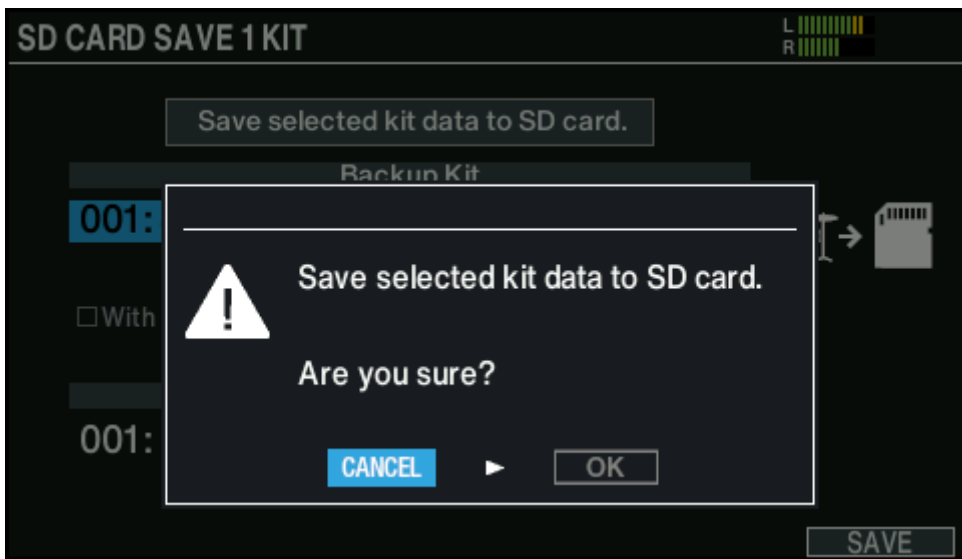
Parameter	Explanation
Backup Kit	Select the drum kit that you want to back up.
With User Samples	Selects whether user samples are also backed up.
Backup Number	Selects the backup number.

* If you back up user samples as well, it may take several minutes to save the data depending on the size of the user samples.

* If you don't back up the user samples, and you then delete the user samples in this unit or renumber them, the drum kit is not reproduced correctly even if you load the backup.

5 Press the [F6] (SAVE) button.

A confirmation message appears.



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

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

The kit backup data is saved on the SD card.

7 Press the [ENTER] button to finish the operation.

Loading kit backup data from an SD card (LOAD 1 KIT)

Here's how kit backup data that was saved on an SD card can be loaded into the V31.

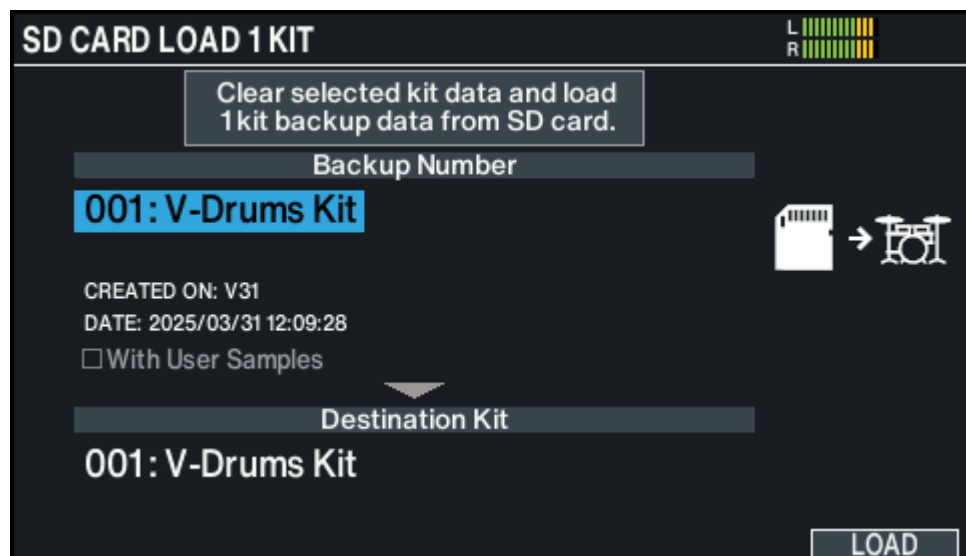
1 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

2 Press the [MENU] button.

3 Use the cursor buttons to select “BACKUP” → “LOAD 1 KIT” and press the [ENTER] button.

The SD CARD LOAD 1 KIT screen appears.



4 Make the load settings.

Parameter select: use cursor buttons

Value select: use dial

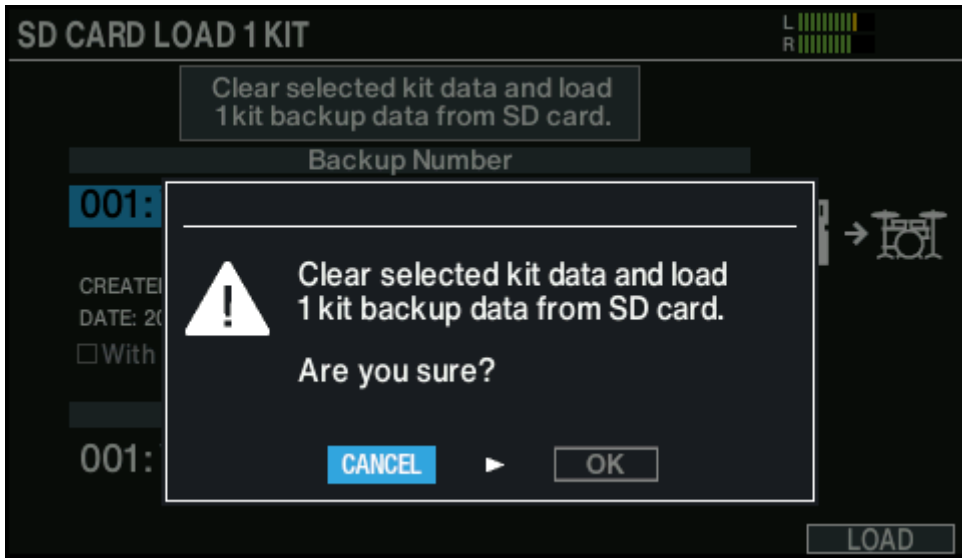
Parameter	Explanation
Backup Number	Selects the backup number. The name of the product and the date and time of the backup (*1) are shown.
With User Samples	Selects whether user samples are also loaded.
Destination Kit	Selects the load destination drum kit.

*1: Only data backed up when connected to Wi-Fi

* It might take ten minutes or more to load the user samples.

5 Press the [F6] (LOAD) button.

A confirmation message appears.



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

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

The backup data is loaded from the SD card.

7 Press the [ENTER] button to finish the operation.

Loading the V71/V51 kit backup data

1 Using your computer, save the V71 or V51 kit backup data you want to load to the "Kit" folder on your SD card.

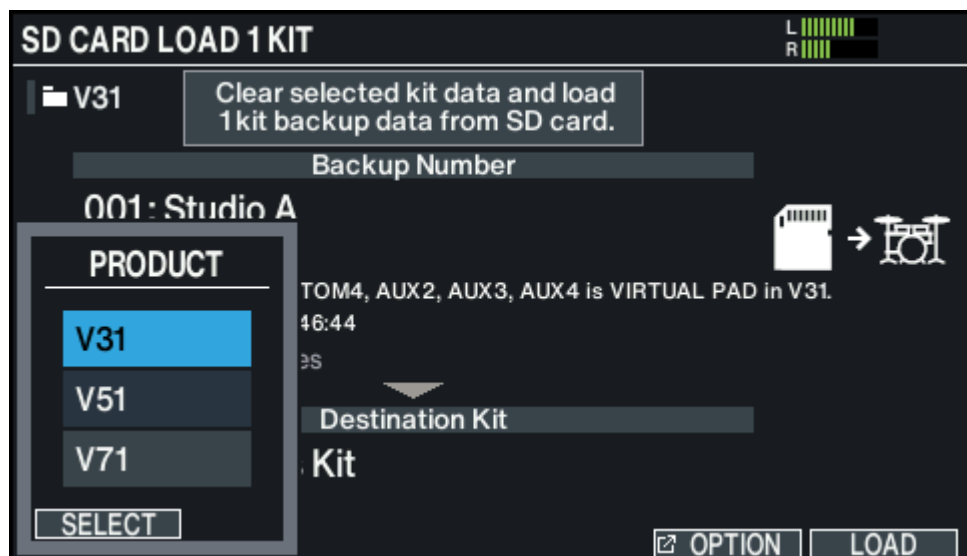
→ "SD card folder structure (p. 195)"

2 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

3 On the SD CARD LOAD 1 KIT screen (p. 202), press the [F1] (PRODUCT) button.

- 4 Use the cursor [▼] [▲] buttons or the dial to select the product name of the kit backup data to load, and press the [F1] (SELECT) button.



- 5 Make the load settings.

Parameter select: use cursor buttons

Value select: use dial

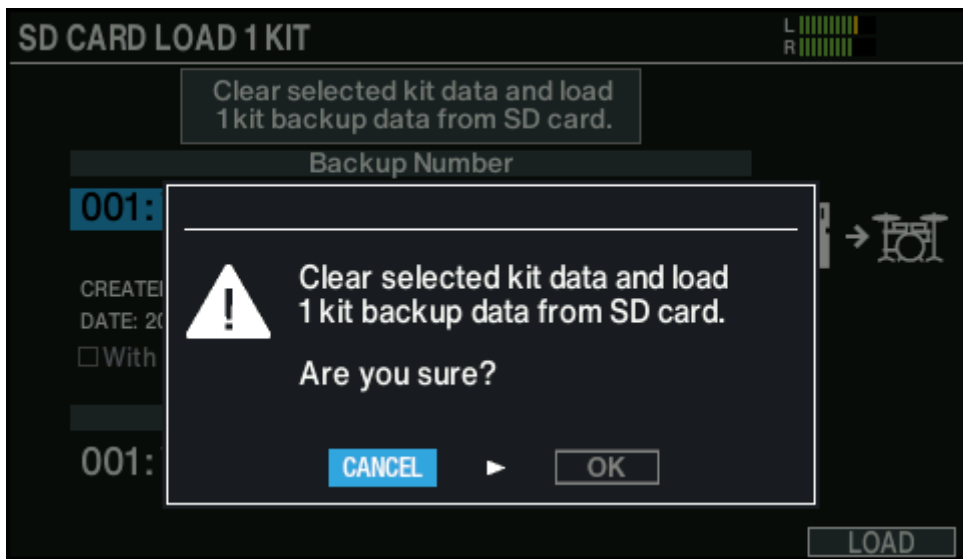
Parameter	Explanation
Backup Number	Selects the backup number. The name of the product and the date and time of the backup (*1) are shown.
With User Samples	Selects whether user samples are also loaded.
Destination Kit	Selects the load destination drum kit.

*1: Only data backed up when connected to Wi-Fi

* It might take ten minutes or more to load the user samples.

6 Press the [F6] (LOAD) button.

A confirmation message appears.



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

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

The backup data is loaded from the SD card.

8 Press the [ENTER] button to finish the operation.

Deleting Backup Data from an SD Card (DELETE/DEL 1 KIT)

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

1 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

2 Press the [MENU] button.

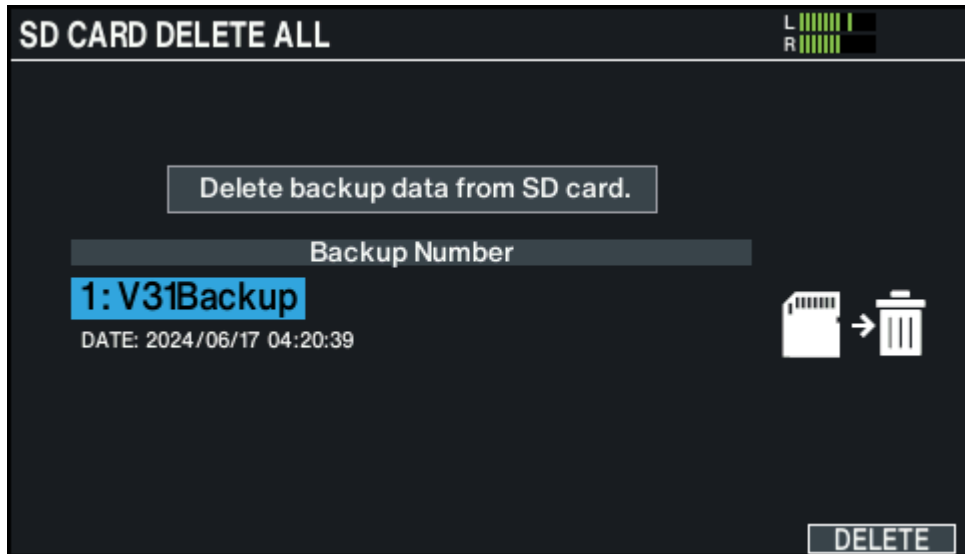
3 Use the cursor buttons to select "BACKUP".

4 Use the cursor buttons or the dial to select the backup menu, and press the [ENTER] button.

Backup menu	Explanation
DELETE	Deletes the backup data.

Backup menu	Explanation
DEL 1 KIT	Deletes the kit backup data.

Example: using DELETE



5 Make deletion settings.

Parameter	Explanation
DELETE	Selects the backup number that you want to delete.
DEL 1 KIT	Selects the kit backup number that you want to delete.

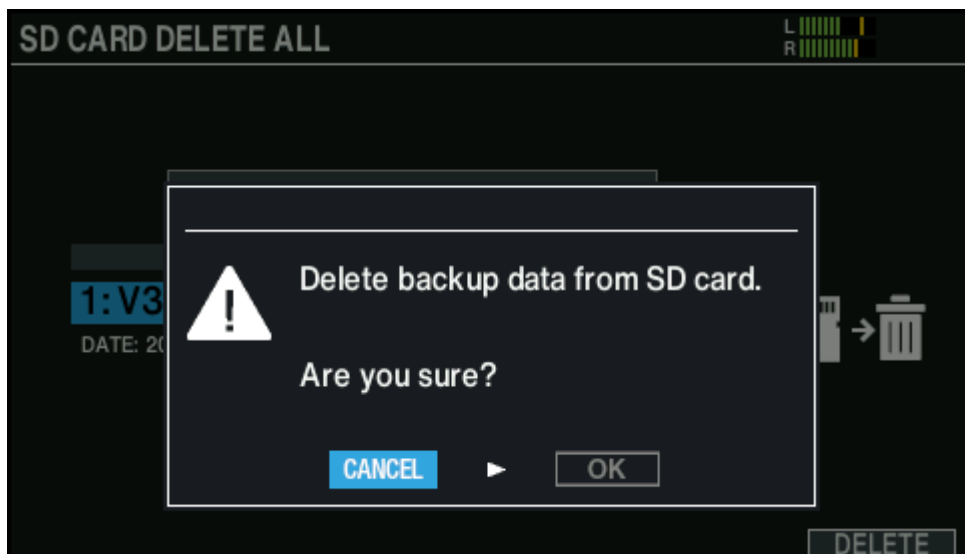
MEMO

The date of backup is shown in the backup data that's saved when connected via Wi-Fi.

6 Press the [F6] (DELETE) button.

A confirmation message appears.

Example: using DELETE



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

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

The backup data is deleted from the SD card.

8 Press the [ENTER] button to finish the operation.

Checking the usage status of an SD card (INFO)

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

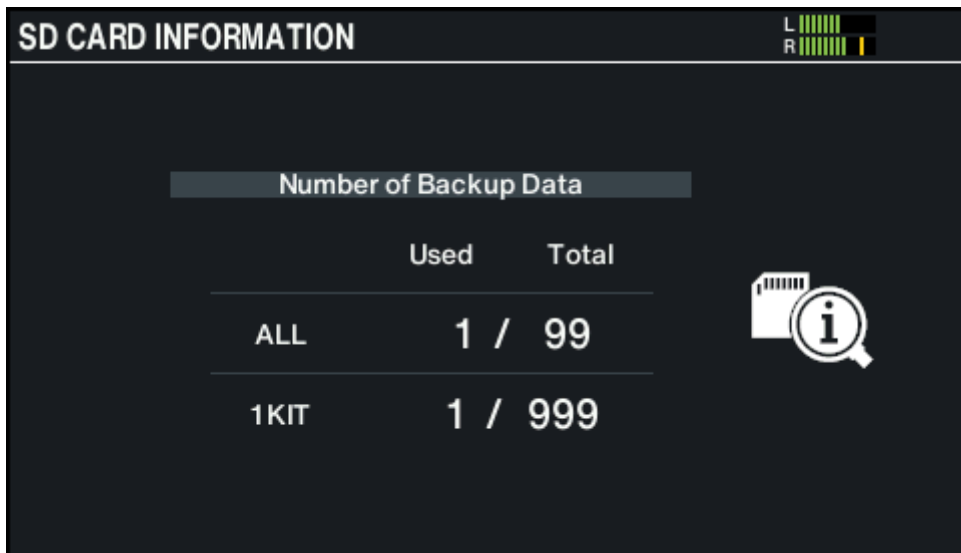
1 Insert the SD card into the V31.

→ "Side panel and front panel (p. 17)"

2 Press the [MENU] button.

3 Use the cursor buttons to select "BACKUP" → "INFO", and press the [ENTER] button.

The SD CARD INFORMATION screen appears.



Parameter	Explanation
ALL	Number of saved backup data
1 KIT	Number of saved kit backup data

4 Press the [KIT] button to return to the KIT screen.

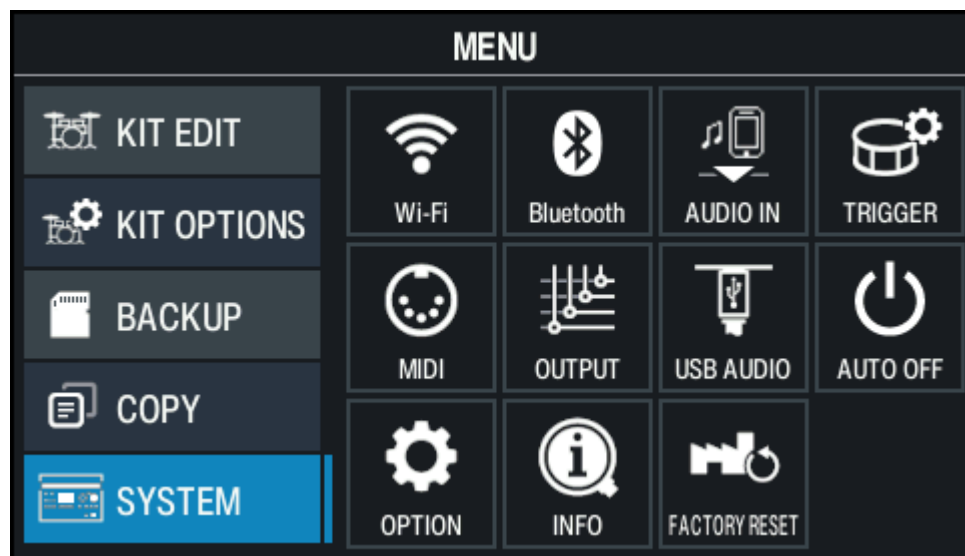
Making overall settings for the V31 (SYSTEM)

Here's how to configure settings that are common to the entire V31, such as specifying the output destination of the V31, and making trigger settings.

1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM”.

The SETUP screen appears.



3 Use the cursor buttons or the dial to select the menu that you want to edit, and press the [ENTER] button.

Menu	Explanation
Wi-Fi	Lets you connect the V31 to the Roland Cloud Connect app via Wi-Fi. → Refer to the “Roland Cloud Connect Setup Guide” (separate document).
Bluetooth	Configures the Bluetooth settings. → “Connecting to a smartphone via Bluetooth (p. 45)”
AUDIO IN	Sets the input volumes for the MIX IN jack and Bluetooth audio.
TRIGGER	Configures the trigger settings. → “Trigger settings (p. 148)”
MIDI	Configures the overall MIDI-related settings for the V31.
OUTPUT	Specifies the output destination of the sounds.
USB AUDIO	Makes the USB audio settings. → “Using this unit with a computer or smartphone app (p. 128)”
AUTO OFF	Changes the Auto Off setting. → “Making the power automatically turn off after a time (AUTO OFF) (p. 21)”
OPTION	Configures the display, kit phrase and other settings.
INFO	Used for checking how much memory is free on this unit, as well as the system program version.
FACTORY RESET	Restores the factory settings. → “Restoring the factory settings (p. 219)”

4 Edit the settings according to the selected menu.

Connecting to the Roland Cloud Connect app via Wi-Fi (Wi-Fi)

Lets you connect the V31 to the Roland Cloud Connect app via Wi-Fi.

Refer to the “Roland Cloud Connect Setup Guide” (separate document) for how to connect to the V31 via Wi-Fi.

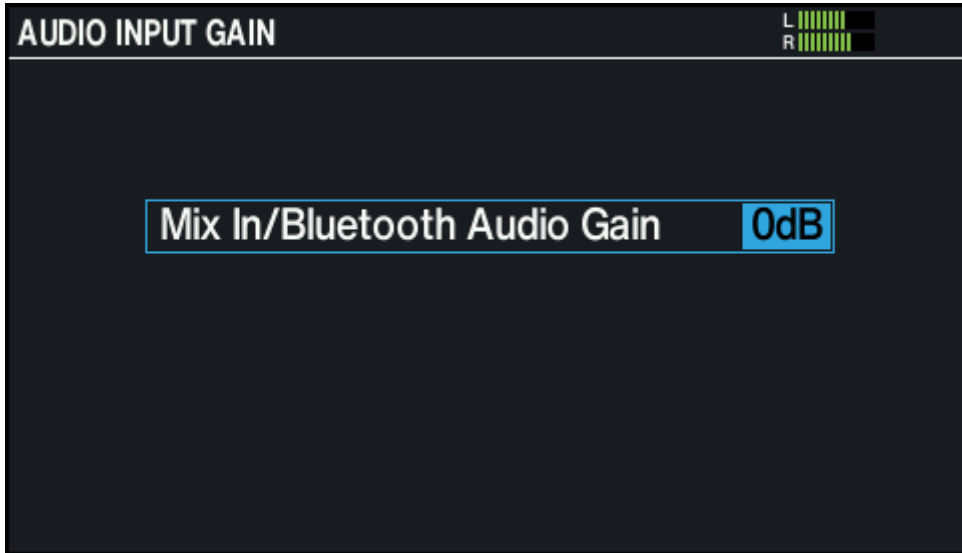
Setting the input volumes for the MIX IN jack and Bluetooth audio (AUDIO IN)

Here's how to set the input volumes for the MIX IN jack and Bluetooth audio.

1 Press the [MENU] button.

2 Use the cursor buttons to select "SYSTEM" → "AUDIO IN", and press the [ENTER] button.

The AUDIO INPUT GAIN screen appears.



3 Use the dial to change the value.

Value	Explanation
0, +6, +12dB	Sets the input volumes for the MIX IN jack and Bluetooth audio.

4 Press the [KIT] button to return to the KIT screen.

Configuring the MIDI settings (MIDI)

Here's how to make the overall MIDI-related settings for the V31.

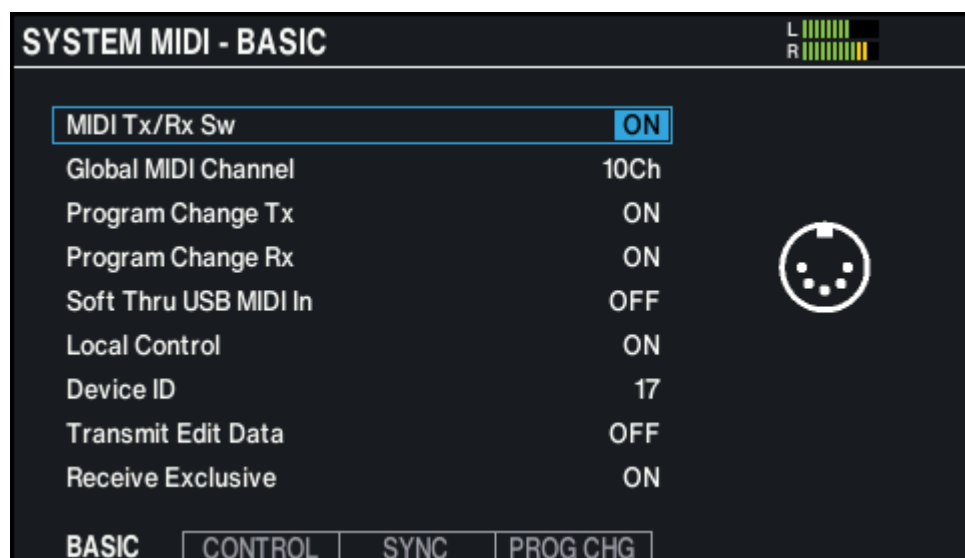
MEMO

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “MIDI”, and press the [ENTER] button.

The SYSTEM MIDI screen appears.



3 Press the [F1] (BASIC)–[F4] (PROG CHG) buttons to select the item that you want to edit.

Button	Explanation
[F1] (BASIC) button	Makes basic MIDI settings such as specifying the channel on which the V31 transmits and receives MIDI data.
[F2] (CONTROL) button	Specifies the MIDI messages that are transmitted or received to indicate the pad striking location or the position of the hi-hat pedal. MEMO To return to the default values, press the [F6] (DEFAULT) button.
[F3] (SYNC) button	Specifies settings related to MIDI synchronization.
[F4] (PROG CHG) button	You can freely configure how the drum kits correspond with the program change messages that are transmitted and received.

4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

5 Press the [KIT] button to return to the KIT screen.

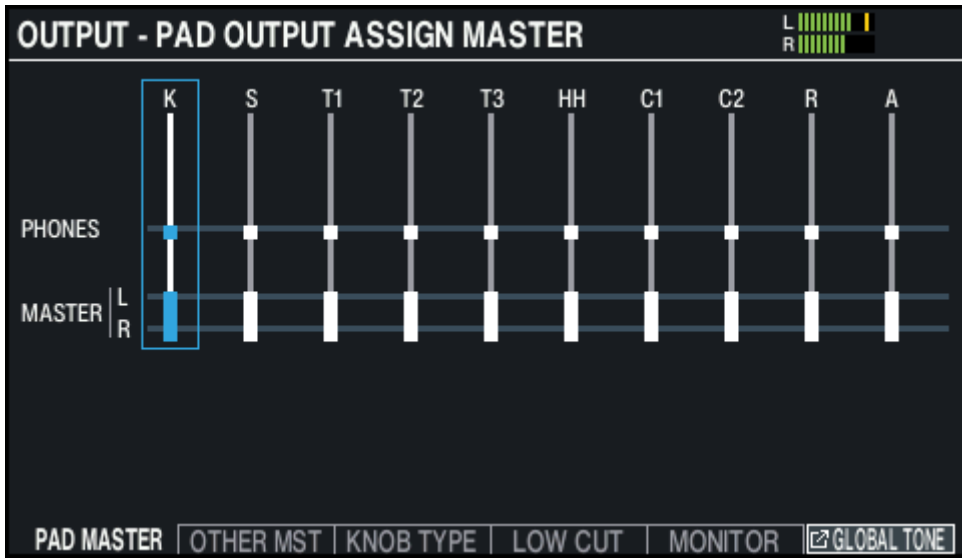
Audio output assignments (OUTPUT)

Here's how to adjust the output volume from the MASTER OUT jacks and the PHONES jack.

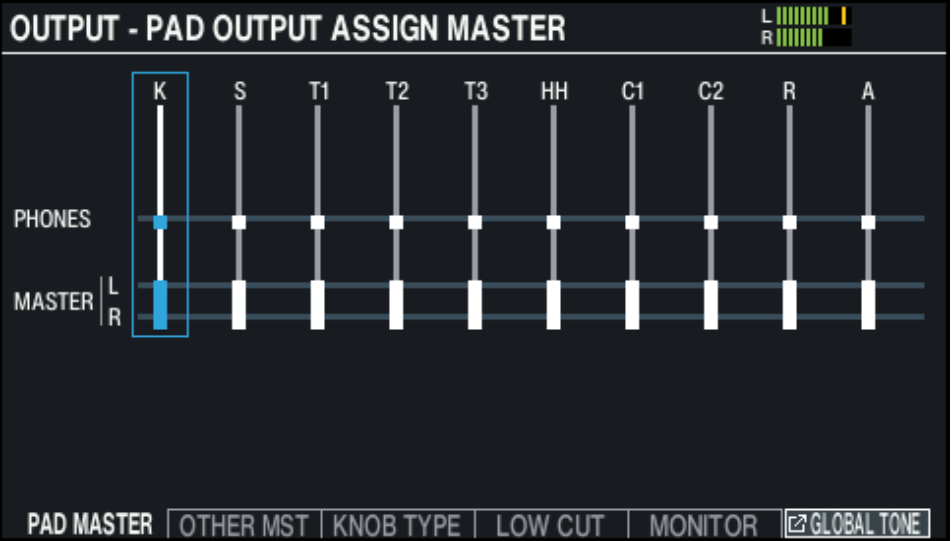
1 Press the [MENU] button.

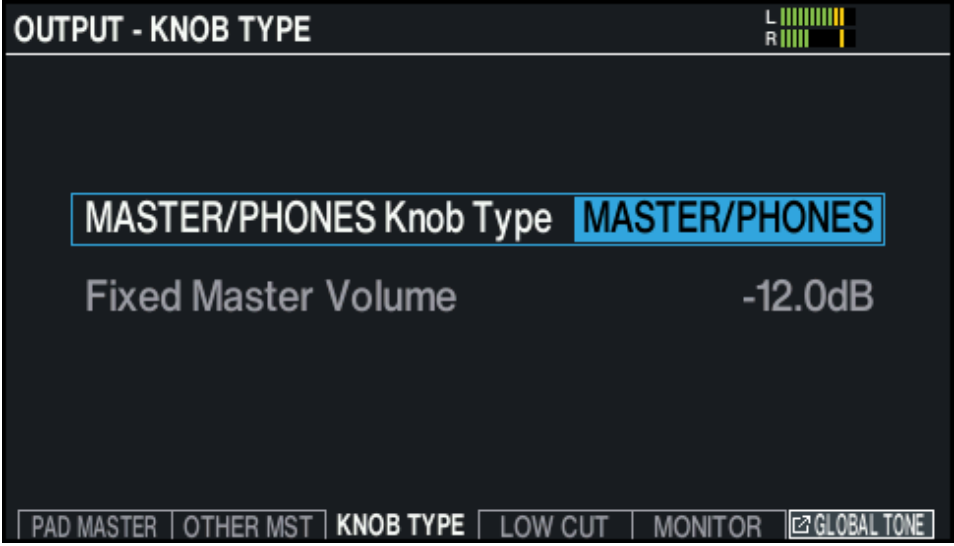
2 Use the cursor buttons to select "SYSTEM" → "OUTPUT", and press the [ENTER] button.

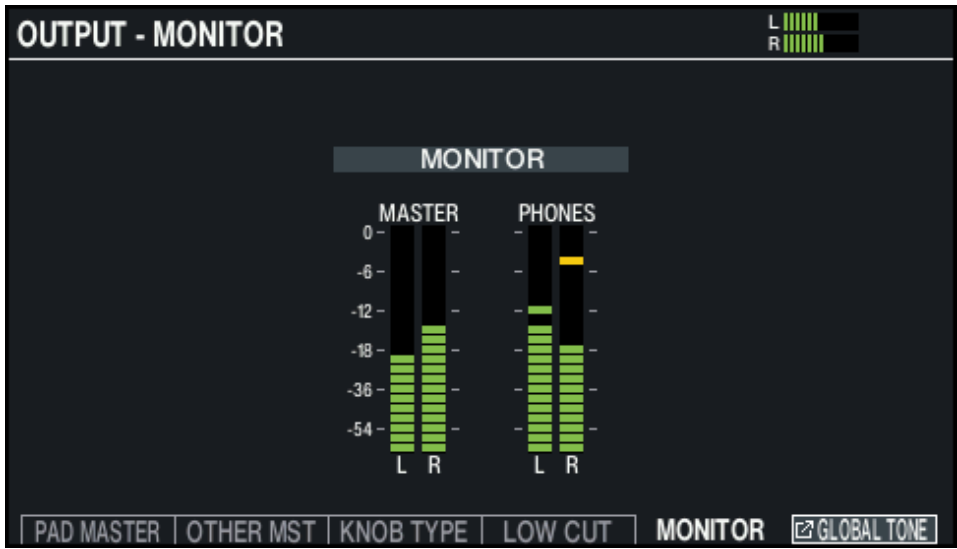
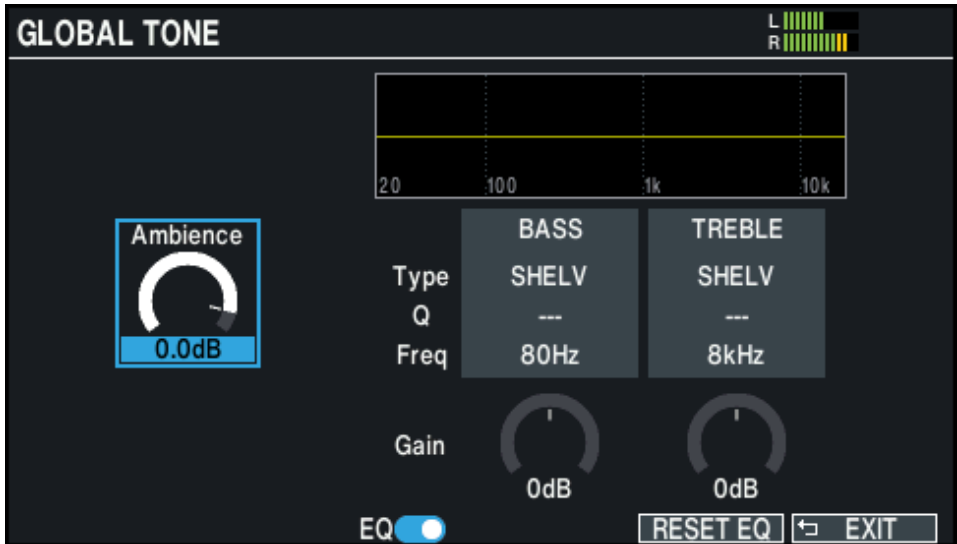
The OUTPUT screen appears.



3 Use the function buttons to select the function to set.

Button	Explanation
[F1] (PAD MASTER) button	<p>Sets the audio outputs from the PHONES jack and MASTER OUT jacks for each pad.</p> 

Button	Explanation
<p>[F2] (OTHER MST) button</p>	<p>Sets the outputs of the PHONES jack and MASTER OUT jacks for the ambience, BUS FX, USB audio, song and so forth.</p> 
<p>[F3] (KNOB TYPE) button</p>	<p>Configures the [MASTER/PHONES] knob setting.</p> 
<p>[F4] (LOW CUT) button</p>	<p>Cuts the frequency region below the specified frequency (low cut). This setting is common to all output jacks.</p> 

Button	Explanation
[F5] (MONITOR) button	<p>This lets you check the output volume of the PHONES jack and MASTER OUT jacks.</p> 
[F6] (GLOBAL TONE) button	<p>This lets you adjust the ambience and equalizer that's applied to all drum kits.</p> 

* For details on the output parameters, refer to "Data List" (Roland website).

4 Strike a pad or press the cursor buttons [◀] [▶] to select the pad or function that you want to configure.

Display	Explanation
K	KICK
S	SNARE
T1-3	TOM1-3
HH	HI-HAT
C1, C2	CRASH1, 2
R	RIDE
A	AUX

Display	Explanation
AMBIENCE	
→ "Recreating the reverberations of a performance location (AMBIENCE) (p. 87)"	
OH	Overhead
ROOM	Room
REV	Reverb
RESO	Kit resonance
BUS FX	
→ "Adding effects (BUS FX) (p. 92)"	
A-D	BUS-A-D
REV	BUS FX reverb
USB	
MAIN, SUB	Sound that is input to the USB COMPUTER port → "Specifying the Input for USB Audio (p. 131)"
OTHERS	
SONG	Song → "Playing along with a song (p. 45)"
CLICK	Click and song click track output → "Using the Click (p. 33)" → "Playing back an audio file as a click (Click Track) (p. 52)"
MIXIN/Bluetooth	The sound that is input to the MIX IN jack, and Bluetooth audio → "Rear panel (connecting your equipment) (p. 19)" → "Playing along with a song from your smartphone (p. 45)"

5 Use the cursor [▼] [▲] buttons or the dial to select the output destination.

6 Press the [KIT] button to return to the KIT screen.

Other settings (OPTION)

Configures the settings related to the display, kit phrase feature and so on.

MEMO

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

1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “OPTION”, and press the [ENTER] button.

The OPTION screen appears.



3 Press the [F1] (LCD/LED)–[F4] (UI CUSTOM) buttons to select the item you want to edit.

Button	Explanation
[F1] (LCD/LED) button	Adjusts the brightness of the display and buttons.
[F2] (KIT VIEW) button	Configures the background and text size for the KIT screen.
[F3] (KIT PHRASE) button	Enables/disables the kit phrase function. → “Checking the drum kit sound (kit phrase) (p. 28)”
[F4] (UI CUSTOM) button	Sets whether the virtual pads are displayed on the screen. → “Using a virtual pad (p. 126)”

4 Use the cursor buttons to select a parameter, and use the dial to edit the value.

5 Press the [KIT] button to return to the KIT screen.

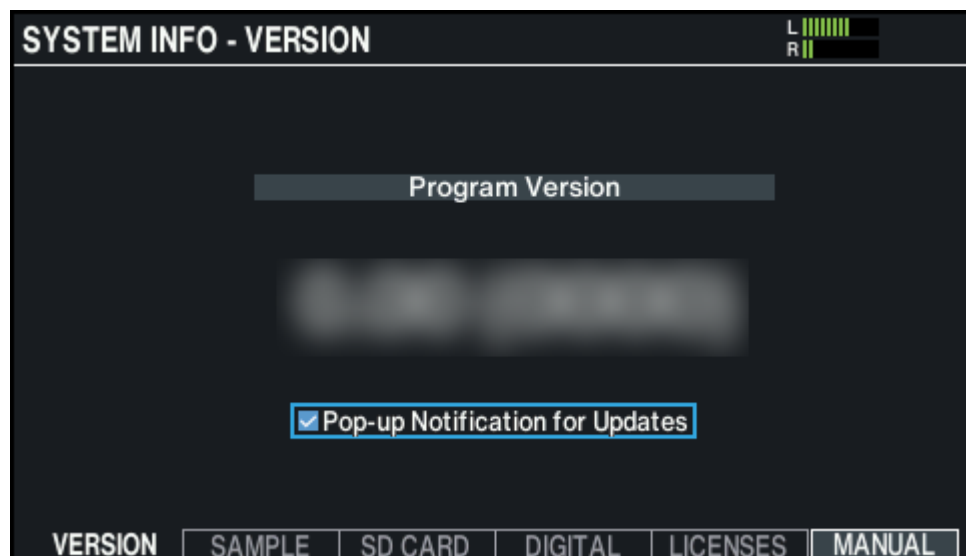
Viewing information for the V31 (INFO)

Shows information about the V31 itself, such as the program version.

1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “INFO”, and press the [ENTER] button.

The SYSTEM INFO screen appears.



3 Press a button from [F1] (VERSION) to [F5] (LICENSES) to select the item you want to view.

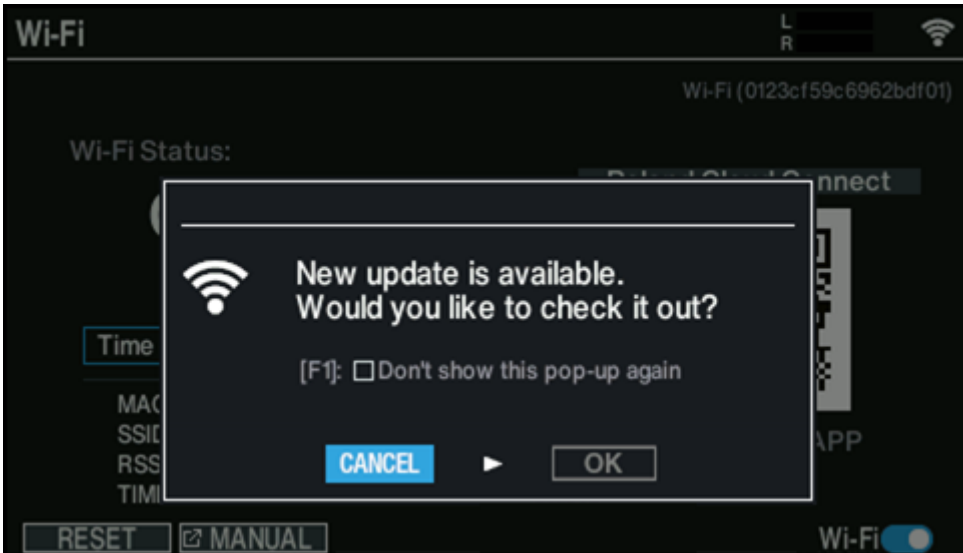
Button	Explanation
[F1] (VERSION) button	Displays the program version. If you select the “Pop-up Notification for Updates” check box, a pop-up notification appears when the program is updated (only when connected to Wi-Fi). When the VERSION tab is selected, press the [F6] (MANUAL) button to display a 2D code that you can scan with your smartphone for easy access to the V31 website and support page.
[F2] (SAMPLE) button	Displays the number of loaded user samples and the remaining amount of space for user samples in user memory.
[F3] (SD CARD) button	Displays the number of backup data and kit backup data that are saved on the SD card.
[F4] (DIGITAL) button	Displays the version of the digital connection-compatible pads that are connected to the V31. The FUNC button of the selected pad is blinking.
[F5] (LICENSES) button	Shows the license information for the technologies used on the V31.

4 Press the [KIT] button to return to the KIT screen.

Updating the V31 via Wi-Fi

The V31 can be updated via Wi-Fi.

When the unit is connected to Wi-Fi, a message notifies you of the latest program.

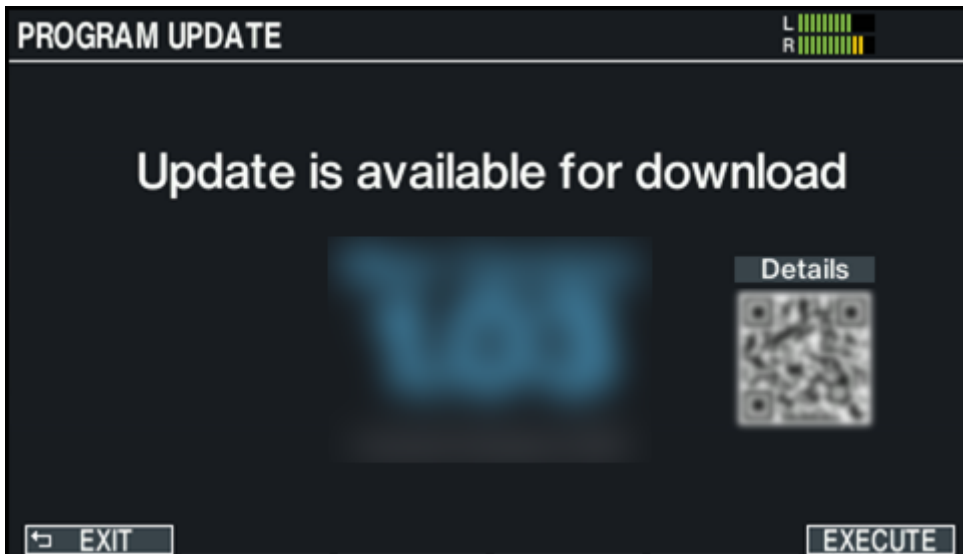


- * Press the [F1] button to prevent update messages from being shown in the future. If you want to show these messages again, select the “Pop-up Notification for Updates” checkbox on the [SYSTEM INFO - VERSION screen \(p. 216\)](#).
- * Even after you have closed the update message or if you’ve set the messages to not be displayed, “Update Available” is shown on the [SYSTEM INFO - VERSION screen](#) whenever a new program is available. Press the [F1] button while holding down the [SHIFT] button to update.

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

The new program version is shown.

You can check the program update details by scanning the 2D code shown onscreen.



2 Press the [F6] (EXECUTE) button.

A confirmation message appears.

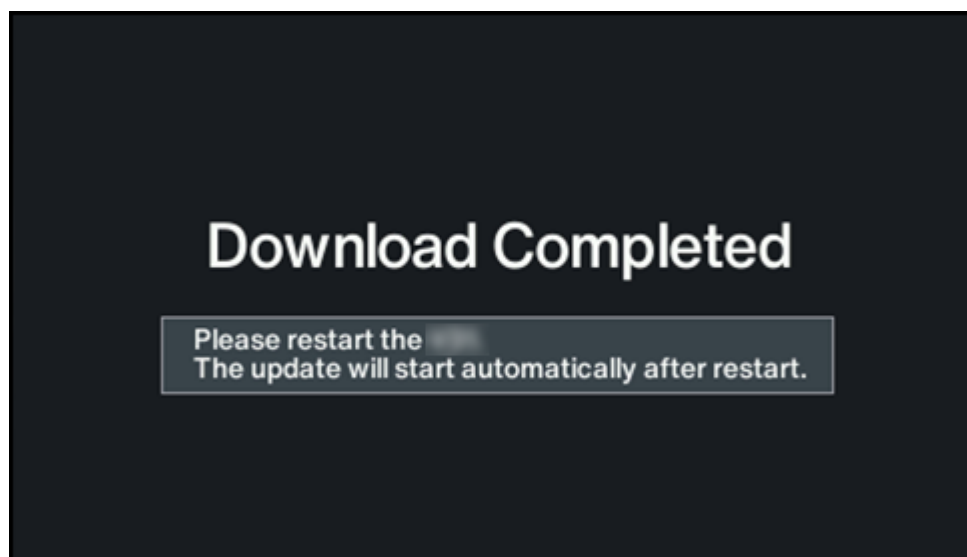
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

Select “OK” to start downloading the new program. It may take 15 minutes or more for the download and update process to finish.

3 Select "OK" and press the [ENTER] button.

The program begins downloading.

Once "Download Completed" is shown, the download is finished.



4 Turn the power off, then on again.

Turn the unit off and on again to automatically begin updating.

* Be sure not to turn off the power while the unit is updating.

Restoring the factory settings

This restores the settings stored in the V31 to their factory default values. This is called a "factory reset".

NOTE

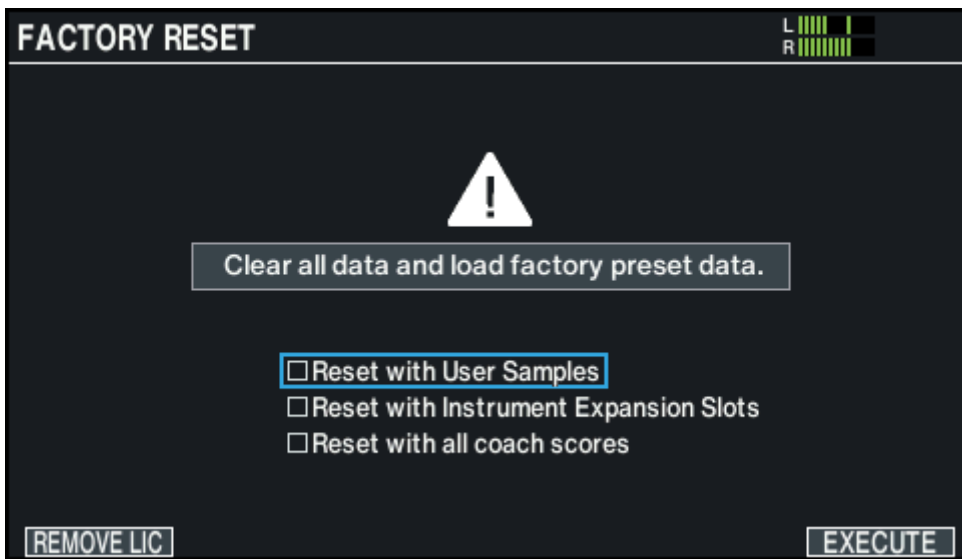
When you execute this operation, all data and settings in the V31 are lost. Before you proceed, you should save any important data and settings to your SD card.

→ "Backing up your data (BACKUP) (p. 195)"

1 Press the [MENU] button.

2 Use the cursor buttons to select “SYSTEM” → “FACTORY RESET”, and press the [ENTER] button.

The FACTORY RESET screen appears.



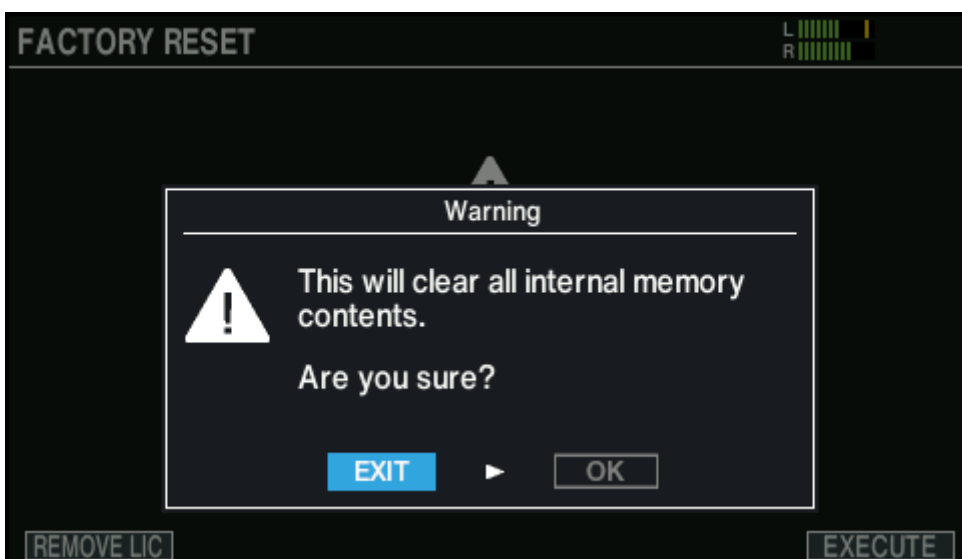
Parameter select: use cursor buttons

Value select: use dial

Parameter	Explanation
Reset with User Samples	Selects whether to restore all user samples that have been imported into the V31 to their factory settings. * All user samples in user memory are overwritten by the factory-set data.
Reset with Expansion Slots	Selects whether to restore the Instrument Expansions/Kit Packs loaded into the slots to their factory settings.
Reset with All Coach Scores	Selects whether to erase the scores you recorded in coach mode.

3 Press the [F6] (EXECUTE) button.

A confirmation message appears.



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

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

This executes the factory reset.

5 Press the [ENTER] button to finish the operation.

The HI-HAT OFFSET CALIBRATION screen appears.

6 Follow step 4 in “Configuring the hi-hat” to configure the hi-hat.

→ “Configuring the hi-hat (p. 22)”

Restoring the drum kit to factory settings

You can use the copy function to restore drum kits to their factory (preset kit) settings.

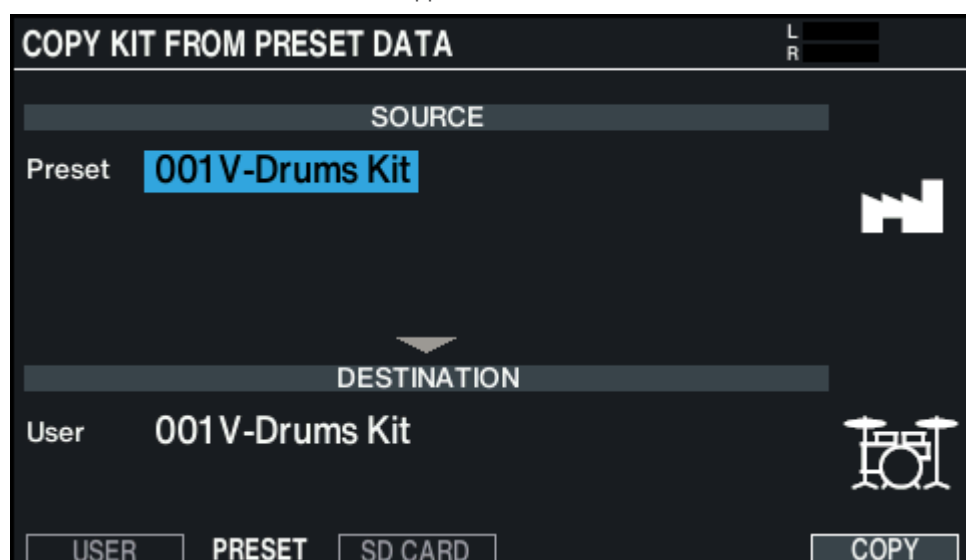
1 Press the [MENU] button.

2 Use the cursor buttons to select “COPY” → “KIT”, and press the [ENTER] button.

The COPY screen appears.

3 Press the [F2] (PRESET) button.

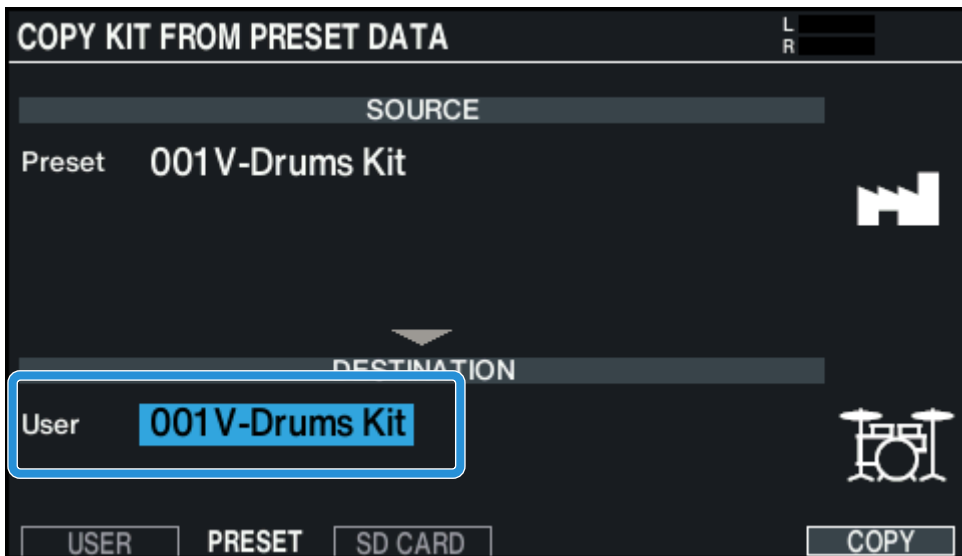
The COPY KIT FROM PRESET DATA screen appears.



4 Move the cursor to the preset kit, and use the dial to select the preset kit with the same number as the kit you wish to restore to the factory settings.

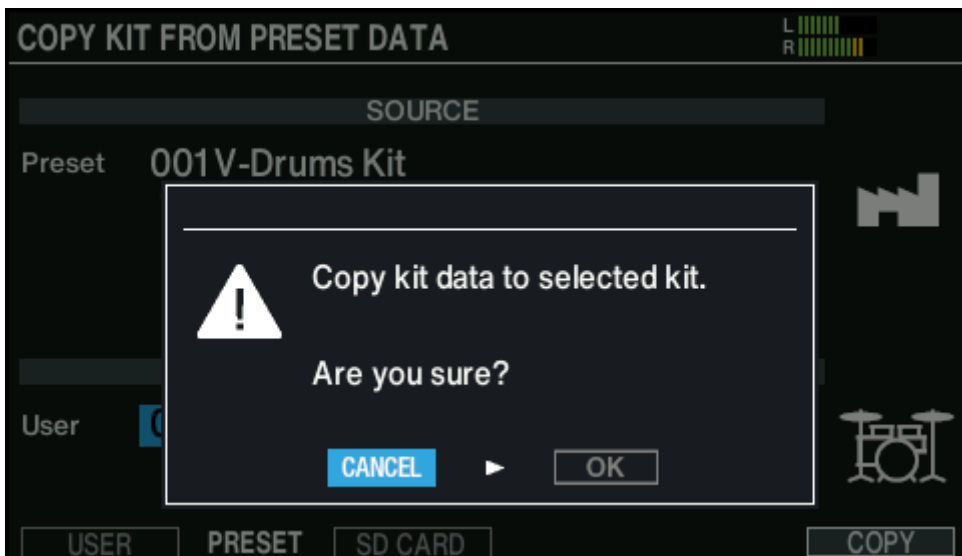


- 5** Move the cursor to the user drum kit, and use the dial to select the kit you want to restore to preset settings.



- 6** Press the [F6] (COPY) button.

A confirmation message appears.



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

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

This copies the kit.

Restoring all settings (including Roland Cloud license data) to factory defaults

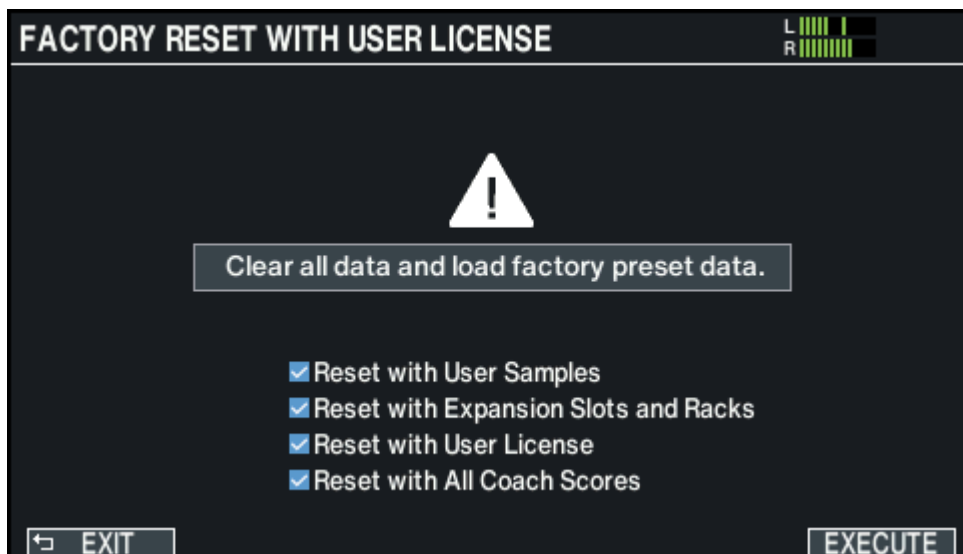
When you install an Instrument Expansion from Roland Cloud into a rack on the V31, the Roland Cloud license data is saved on the V31.

This resets all of this license and kit backup data that you loaded into this unit, as well as your user samples and everything else to the factory settings.

- 1** On the **FACTORY RESET** screen (p. 219), press the [F1] (REMOVE LIC) button.

The **FACTORY RESET WITH USER LICENSE** screen appears.

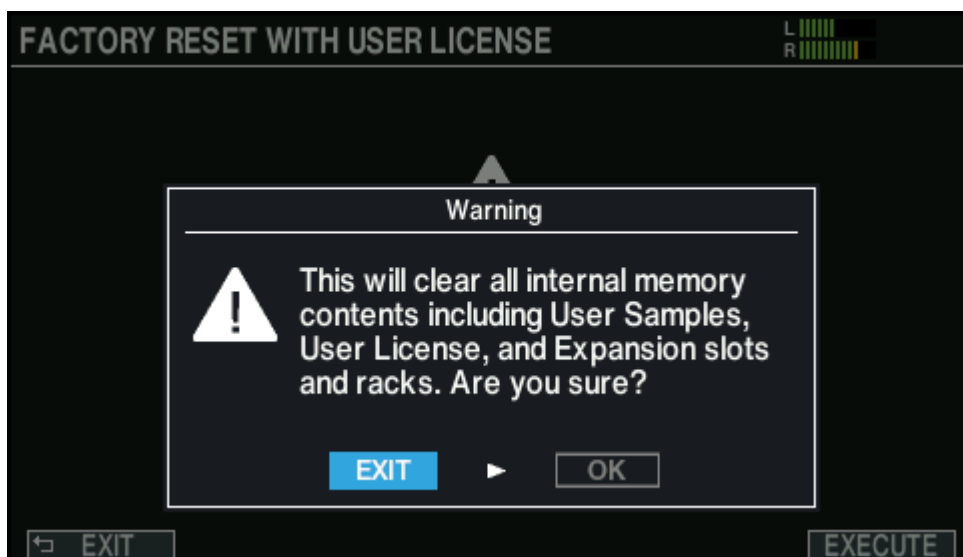
* The check box on this screen cannot be deselected.



If you decide to cancel, press the [F1] (EXIT) button.

2 Press the [F6] (EXECUTE) button.

A confirmation message appears.



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

3 Select "OK" and press the [ENTER] button.

The factory reset is performed, and all Roland Cloud-related data stored on this unit is deleted.

4 Press the [ENTER] button to finish the operation.

List of displayed messages

Error message list

Message	Meaning	Action
SD card format error!	Failed to format the SD card.	Insert an SD card correctly. Unlock the SD card.
Incorrect file!	The backup data or the kit backup data is damaged.	Do not use this data.
MIDI buffer full!	A large amount of MIDI messages were received in a short time, and could not be processed completely.	Confirm that the external MIDI device is properly connected. If the problem persists, reduce the amount of MIDI messages sent to the V31.
MIDI offline!	A MIDI cable is disconnected (alternatively, communication with the external MIDI device was interrupted for some reason).	Check to make sure the MIDI cable has not been disconnected and that there is no short in the cable.
No backup data!	There is no backup data on the SD card.	-
No data!	You attempted to export a song for which recorded data does not exist.	Export a song for which recorded data exists.
SD card not inserted!	No SD card is in the SD card slot.	Insert an SD card correctly.
Rec data exists. Change rec number or check overwrite.	There is already recording data in the recording destination you selected.	Change the recording destination, or change the settings for overwriting recording data. → "Recording as SMF (DRUM REC) (p. 58)"
Rec data full!	The storage capacity of the song recorder is full, and recording has stopped. Recording was stopped because the maximum number of sounds for a single song was exceeded.	-
Rec length too long!	Recording stopped because you have exceeded the maximum length of time possible.	With DRUM REC, the performance data is recorded in measures. Lower the tempo or increase the number of beats (in other words, use a greater time signature) in the DRUM REC click settings when recording. → "Using the Click (p. 33)" Try editing (rearranging) the song to make it shorter.
Song data too long!	Recording was stopped, as the maximum recording time (60 min) has been exceeded.	-
Temporary memory full!	Recording was stopped, as the recording time available in temporary memory has been exceeded.	-
Sample length too long!	The audio file is too long, and cannot be imported.	Files longer than 180 seconds cannot be imported.
Sample length too short!	The audio file is too short, and cannot be imported.	In some cases, audio files shorter than one second cannot be imported.
SD card is locked!	The SD card is locked. The file attribute is read-only.	Unlock the SD card. Check whether the file might be write-protected.
SD card media error!	The data on the SD card is damaged. Failed to save recorded data. Failed to export the song.	Copy the necessary data from the SD card, and then format the SD card on the V31. If this does not solve the problem, try a different SD card. → "Formatting an SD card (p. 194)" Check the lock status of the SD card. Check whether the file might be write-protected.
SD card full!	There are no empty space on the SD card.	Delete unneeded data. → "Deleting Backup Data from an SD Card (DELETE/DEL 1 KIT) (p. 206)"

Message	Meaning	Action
Unsupported format!	This unit does not support this format.	Check whether this file format can be played. → “Audio files that can be played on the V31 (p. 52)” → “Importing and playing audio files (USER SAMPLE) (p. 118)”
User Sample doesn't exist!	User samples do not exist.	Select a location where user samples exist.
User Sample already exists!	User samples exist.	Delete the user samples, or select a vacant location.
User Sample import error!	The audio data to be imported is damaged.	Do not use this audio data.
	The data on the SD card is damaged.	Do not use this SD card.
User Sample memory error!	The backup data or kit backup data including user samples is damaged.	Do not use this data.
	The data on the SD card is damaged.	Do not use this SD card.
	An empty user sample is assigned (Only for 1 KIT SAVE).	You can't use 1 KIT SAVE for a drum kit to which empty user samples are assigned.
User Sample memory full!	There is no free user sample space.	Delete unneeded user sample.
User Sample unsupported format!	This unit does not support this user sample format.	Save the sample in a format that this unit can recognize.
USB offline!	The USB cable was disconnected (or USB communication was interrupted for some reason).	If you see this message but can't figure out why, check the USB cable to make sure it is connected properly, and that there isn't a short in the cable.
Change Audio Routing to LOOPBACK!	The audio routing has switched to LOOPBACK mode.	When using the “LOOPBACK” setting, the USB audio input and output may connect directly and inadvertently produce a very loud sound, depending on the settings of your computer and the V31. For this reason, use caution with this setting.
Change Audio Routing to NORMAL!	The audio routing has switched to NORMAL mode.	-
Incorrect license! Remove the license.	The license data for the data you are loading does not match the license data currently stored in this unit.	Check whether the data you are loading is correct. Also, you can use the “Remove License” function to delete the license data already stored on this unit. You cannot load different license data if license data is already saved in this unit. → “Restoring all settings (including Roland Cloud license data) to factory defaults (p. 222)”
Image import error!	An image file saved on the SD card has been corrupted.	Do not use this data.
	The file format used for the image file saved on the SD card is not supported by this unit.	Save the data in a supported format (.png). * PNG files saved in interlaced format cannot be used.
Image size is too large!	The image file is too large, and cannot be imported.	Change the image file size and try importing again.
Image size is too small!	The image file is too small, and cannot be imported.	Change the image file size and try importing again.
The Expansion rack is full!	The Instrument Expansion/Kit Pack storage capacity is full.	Uninstall any Instrument Expansions/Kit Packs that you don't need. * You can't uninstall the preinstalled Instrument Expansions.
This Instrument Expansion has expired!	The Instrument Expansion/Kit Pack's authentication has expired, so it can no longer be used.	Instrument Expansions/Kit Packs that you've installed from Roland Cloud Connect can no longer be used if your Roland Cloud membership has expired or if you've canceled your contract. Check the status of your Roland Cloud membership, and connect this unit to Wi-Fi.
This Kit Pack has expired!		

Appendix

Message	Meaning	Action
This data cannot be loaded into this module.	This is backup data that the unit cannot load.	Select data that is supported.
This data cannot be loaded with the current firmware version.	The backup data cannot be loaded with the current program version.	Update the system program on this unit.
Wi-Fi Connection Error:Incorrect license! Setup Wi-Fi using the installed license or remove the license.	You cannot connect to Wi-Fi because the Roland account information you have configured for Wi-Fi does not match the user license of the content installed on this unit.	Use the account with which you previously installed the content, or execute Remove License. → “Restoring all settings (including Roland Cloud license data) to factory defaults (p. 222)” Refer to the “Roland Cloud Connect Setup Guide” (separate document).
Wi-Fi Connection Error:Unregistered device! Setup Wi-Fi again.	The device registration has been removed from the Roland account you configured for Wi-Fi.	Please set up Wi-Fi again. Refer to the “Roland Cloud Connect Setup Guide” (separate document).

Other messages

Message	Meaning	Action
USB Driver The modified settings will become effective after restart.	The USB driver settings are applied when this instrument restarts.	Restart the unit.
Layer Mode: HI-HAT Only available when you assign a Synth Wave or an ONESHOT User Sample to the hi-hat.	The “HI-HAT” Layer Mode is only available when a Synth Wave or ONESHOT user sample is assigned to the hi-hat layer.	–

Troubleshooting

Problem	Items to check	Action	Page
Problems with sound			
A specific pad does not sound	Are the cables correctly connected to each pad and pedal?	Check the connections.	→ “Rear panel (connecting your equipment) (p. 19)”
	Could the instrument be “OFF”?	Assign an instrument.	→ “Editing Instruments (INSTRUMENT) (p. 72)”
	Is the instrument’s “Volume” set too low?	Adjust the “Volume” of the instrument.	→ “Setting the pad volume and pan (PAD VOL) (p. 84)”
	The layer switch (A–C) might be turned off.	Turn the layer switch on.	→ “Layering the instruments (layer) (p. 80)”
	Have the settings for “OUTPUT” been made correctly?	Check the settings for “OUTPUT”.	→ “Audio output assignments (OUTPUT) (p. 211)”
	Is the fader set too low?	Adjust the fader.	→ “Basic operations (p. 24)”
	Could user samples have been deleted?	If you delete the user sample that’s assigned to a pad, it no longer produces sound. Either load the user sample once again, or assign a different instrument.	→ “Importing and playing audio files (USER SAMPLE) (p. 118)”
	Is the pad’s “trigger type” set correctly?	Set the pad’s “trigger type”.	→ “Trigger settings (p. 148)”
	Is the connection cable correctly connected to the TRIGGER IN jack or the DIGITAL TRIGGER IN port?	Check the connections.	→ “Rear panel (connecting your equipment) (p. 19)”

Problem	Items to check	Action	Page
No sound/insufficient volume	Is the unit properly connected to other devices?	Check the connections.	→ “Rear panel (connecting your equipment) (p. 19)”
	Could the instrument’s volume be lowered?	Adjust the volume to an appropriate level.	→ “Basic operations (p. 24)”
	Could the volume of the connected amplified speaker be lowered?		-
	Has the audio system’s input switch been set correctly?	Check your audio system.	-
	Is the volume of the device connected to the MIX IN jack too low?	Adjust the volume to an appropriate level.	-
	Is the input volume on this unit turned down too low?	Turn the [BACKING] knob to adjust the levels appropriately.	→ “Top panel (p. 15)”
	Could the “Local Control” be “OFF”?	Normally, this should be set to “ON”.	(*1)
No sound when you strike a pad connected to a TRIGGER IN port / Trigger does not respond	If a pad that’s connected to the DIGITAL TRIGGER IN ports is assigned to the same trigger input as the pad that connected to a TRIGGER IN jack, the pad connected to the TRIGGER IN jack does not output sound.	Disconnect the pad connection cable from the DIGITAL TRIGGER IN port.	→ “Rear panel (connecting your equipment) (p. 19)”
No sound when you strike a pad connected to a DIGITAL TRIGGER IN port / Trigger does not respond	Is the trigger input set correctly?	After connecting the pad, specify the trigger input that it will play.	→ “Trigger settings (p. 148)”
	Could you be using carbon or metal sticks?	Use wood or plastic sticks. Using carbon or metal sticks might make the sensors malfunction.	-
	Could you be using metal brushes?	Use nylon brushes. Using metal brushes might make the sensors malfunction or scratch the pad.	-
Troubles with SD card			
SD card is connected but not recognized / Data is not visible	Is the SD card formatted correctly?	Format the SD card on this product.	→ “Formatting an SD card (p. 194)”
	Are you using an SD card that’s supported on this unit?	Use an SD card that’s supported on this unit.	→ “Side panel and front panel (p. 17)”
Can’t play MP3/WAV file	Is the sample rate and bit rate of the MP3 file, or the sample rate and quantization bit rate of the WAV file supported by this unit?	Use MP3/WAV files that the product supports.	→ “Audio files that can be played on the V31 (p. 52)”
	Playback may be unable to keep up if you raise the playback speed of a high bit-rate of MP3.	-	-
Can’t correctly set the A-B repeat times	When using a MP3 file, it might not be possible to play back the A-B repeat region correctly.	-	-
Can’t play or import an audio file	Is the audio file format correct?	Check the audio file format, file name, and file name extension.	→ “Audio files that can be played on the V31 (p. 52)”
	Is the audio file in the correct location?	Check the location of the audio file.	→ “When saving audio files from your computer to an SD card (p. 52)”
	Could a large number of audio files be in the folder?	Keep the number of audio files in a folder to 200 or fewer.	-
Problems with USB			
Can’t communicate with a computer	Is the USB cable connected correctly?	Check the connections.	→ “Rear panel (connecting your equipment) (p. 19)”

Appendix

Problem	Items to check	Action	Page
	Are you trying to transmit/receive three or more channels of USB audio?	You must install a USB driver to transmit or receive three or more channels of USB audio. Install the USB driver on your computer.	→ “Configuring the USB driver (p. 128)”
	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.	→ “Configuring the USB driver (p. 128)”
Troubles with MIDI			
No sound	Are the MIDI cables connected correctly?	Check the connections.	→ “Rear panel (connecting your equipment) (p. 19)”
	Is the MIDI channel set correctly?	Set the MIDI channels of the product and external MIDI device to the same setting.	(*1)
	Has the note number been set properly?	Set the pad’s “NOTE NO.”.	(*1)
Other problems			
The power does not turn off automatically even when the auto-off function is set	Is the unit connected to the computer/smartphone via USB? When a computer/smartphone is connected to this unit via USB, the power does not turn off automatically.	-	-

*1: Refer to “Data List” (Roland website).

Main specifications

Drum kits	200 (presets: more than 70)
Instruments	More than 1,000
Effect types	Layer transients: per layer Layer equalizer: per layer Pad equalizer: per pad (separate for head and rim) Pad compressor: per pad (common for head and rim) Overhead mic simulator Room/Reverb/Kit resonance Buses and effects: 4 buses; 2 effects within each bus that can be used simultaneously (includes side chain feature); 94 types Bus reverb Master compressor Master equalizer
User sample import	Number of user samples: 500 max. (includes factory preloaded user samples) Sound length (total): 24 minutes in mono, 12 minutes in stereo File formats that can be loaded: WAV (44.1 kHz, 16/24 bits)
Song player (SD Card)	Audio file: WAV (44.1 kHz, 16/24 bits), MP3

Recorder	<p>DRUM REC</p> <p>Recording method: real time</p> <p>Max. number of notes stored: approx. 40,000</p> <p>File formats that can be saved: WAV (44.1 kHz, 16-bit), SMF</p> <p>AUDIO REC</p> <p>Recording method: real time; maximum length: 60 min. (temporary recording: 1 min.) (*1)</p> <p>File format: WAV (44.1 kHz, 16 bits)</p> <p>(*1) An SD card is required for recording. If there is no SD card, you can record around one minute as a temporary recording, but that cannot be saved on this unit.</p>
Display	Graphic color LCD 4.3 inch
External memory	SD card (SDHC supported)
Connectors	<p>TRIGGER INPUT connector x 1: DB-25 type (Kick, Snare, Tom1, Tom2, Tom3, Hi-hat, Crash1, Ride, Ride Bell, Hi-Hat Control) (exclusive use with pads that support digital connection)</p> <p>TRIGGER IN jack x 2: 1/4-inch TRS phone type (CRASH 2, AUX/TOM 4)</p> <p>DIGITAL TRIGGER IN port x 1: USB A</p> <p>MASTER OUT jacks (L/MONO, R): 1/4-inch TRS phone type, unbalanced</p> <p>PHONES jack x 1: Stereo miniature phone type</p> <p>MIX IN jack x 1: Stereo miniature phone type</p> <p>MIDI OUT connector</p> <p>USB COMPUTER port: USB Type-C® (class-compliant audio and MIDI communication, or audio and MIDI via Roland driver)</p> <p>DC IN jack</p>
Number of channels for USB audio recording/playback	<p>Vendor mode</p> <p>Sample rate (original): 44.1 kHz</p> <p>Sample rate (when using sampling rate converter): 96 kHz, 48 kHz</p> <p>Recording: 30 channels</p> <p>Playback: 32 channels</p> <p>Generic mode</p> <p>Sample rate (original): 44.1 kHz</p> <p>Recording: 2 channels</p> <p>Playback: 2 channels</p>
Power supply	AC adaptor
Current draw	1,100mA
Power consumption when in OFF mode (when the power automatically turns off)	0.22W
Dimensions	<p>316 (W) x 246 (D) x 97 (H) mm</p> <p>12-1/2 (W) x 9-11/16 (D) x 3-7/8 (H) inches</p>
Weight	<p>2.2 kg</p> <p>4 lbs 14 oz</p>

Accessories	<p>Quick Start</p> <p>Roland Cloud Connect Setup Guide</p> <p>AC adaptor (PSB-7U)</p> <p>Dedicated connection cable</p> <p>Sound module mounting plate set</p> <p>Leaflet "USING THE UNIT SAFELY"</p>
Options (sold separately)	<p>Pad: PD series, PDX series, PDQ series, BT-1</p> <p>Cymbal: CY series, CYQ series</p> <p>Kick: KD series, KDQ series, KT series</p> <p>Hi-Hat: VH series</p> <p>Hi-Hat control pedal: FD series</p> <p>Acoustic drum trigger: RT series</p> <p>Personal drum monitor: PM series</p> <p>V-Drums accessory package: DAP-3X</p> <p>V-Drums mat: TDM series</p> <p>Noise eater: NE series</p>

* 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.

IMPORTANT NOTES

Exposed Network Interfaces

This product includes the following network interfaces in factory default state.

- USB-Host (USB A): Communication functionality with Roland compatible products.
- USB Function (USB Type-C®): Communication functionality with smartphones and computers.
- Wi-Fi (IEEE 802.11 b/g/n 2.4 GHz): Provides internet connection functionality. Wi-Fi communication does not start without performing Wi-Fi Setup.
- Bluetooth LE (5.0) in Wi-Fi Module: Provides communication functionality with smartphones and computers. Disabled when not in Wi-Fi Setup mode.
- Bluetooth LE (5.0): Communication functionality with smartphones and computers.
- MIDI Connectors: Communication functionality with MIDI compatible devices.
- SD Card Slot: Save and load files via SD card.

Exposed Services

The following services are accessible via network interfaces in factory default state.

The following services are accessible via USB Host in normal operation mode.

- Communication of performance data and other data with Roland compatible products.

The following services are accessible via USB Function in normal operation mode.

- USB AUDIO / MIDI: Communicates with application on smartphones and computers.
- USB CDC: Communicates with a dedicated application.

The following services are accessible via Bluetooth LE (5.0) in Wi-Fi module only in Wi-Fi Setup mode.

- Bluetooth LE Advertising: A feature for Wi-Fi Setup.
- Bluetooth LE Custom GATT Profile: A feature for Wi-Fi Setup. It communicates with Roland Cloud Connect running on a smartphone.

The following services are accessible via Wi-Fi in normal operation mode.

- HTTP/MQTT Client over TLS, Port 443, TLS Version 1.2: Used to exchange commands and contents from/to Roland Cloud.
- Firmware Update Service: Provides firmware over-the-air (OTA) updates for functional enhancements and security updates.

The following services are accessible via Bluetooth LE (5.0).

- A2DP Classic Audio, AVRCP, MIDI over Bluetooth Low Energy: Communicates with applications on smartphones and computers.

The following services are accessible via MIDI connectors.

- MIDI 1.0: Communication of performance data.

The following services are accessible via SD card.

- Data backup, firmware update, data import, etc.

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