

tinyloops.com - Programming the Roland TB-303

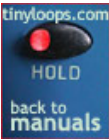
 tinyloops.com/tb303/track_play.html



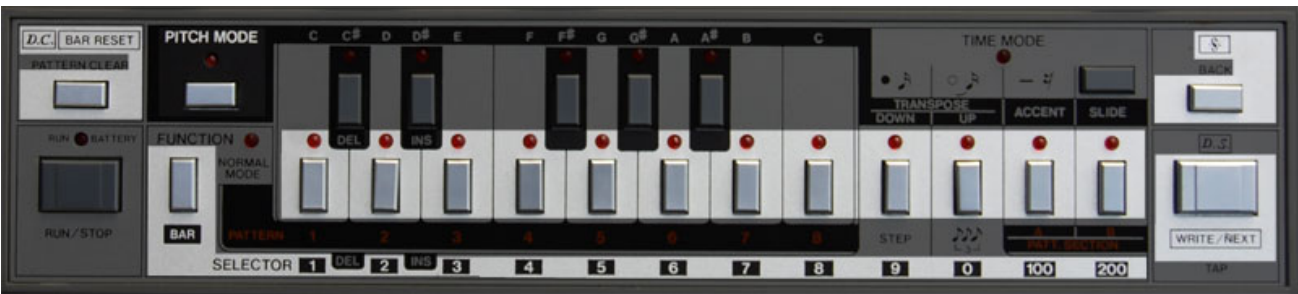
TRACK PLAY




track play

when the 303 is slaved to a master (eg the TR-606), the RUN/STOP key is disabled on the 303. please use the RUN/STOP key on the master.




functional buttons during STOP (the greyed out buttons do not respond):




 STOP	track	- jump to Bar nr.1	: press "BAR RESET"	shortcut for Bar 1
		- show current Bar nr.	: hold BAR	led shows the current Bar number (see the "led flash" coding convention below)
		- show <i>D.C.</i> location	: hold "BAR" + press <i>D.C.</i>	led shows the Bar number
		- show  location	: hold "BAR" + press 	led shows the Bar number
		- jump to Bar nr.	: hold "BAR" + press Bar number [1..200], release BAR	<i>the order of pressing the buttons:</i> 131 => press 100, press 3, press 1 (100 & 3 lights, 1 flashes). 101 => press 100, press 1 (100 lights, 1 flashes). 110 => press 100, press 1, press 0 (100 & 1 lights, 0 flashes). 111 => press 100, press 1, press 1 (100 lights, 1 lights & flashes). 55 => press 5, press 5 (5 lights & flashes). 10 => press 1, press 0 (1 lights, 0 flashes).
		- jump to next Bar	: press "WRITE/NEXT"	- "WRITE/NEXT" will proceed beyond <i>D.C.</i>

pattern	-	show PATTERN nr.	:	(none)	led shows PATTERN NUMBER [1..8] A,B
	-	show shift info	:	hold "PITCH MODE"	led shows PATTERN shift [C..C']

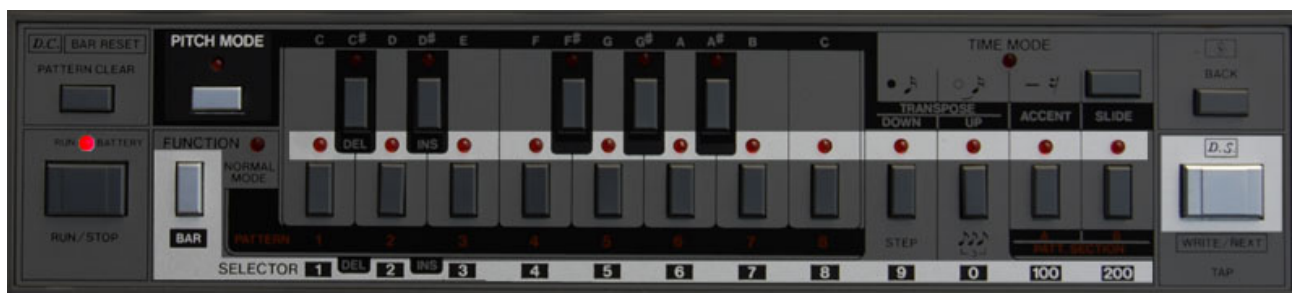
the Track loops from Bar 1 to the Bar containing the *D.C.*


press "*D.S.*" anywhere during Track Play mode and the song jumps to Bar 2 



TRACK 1	:	Bar 1	Bar 2 	Bar 3	Bar 4	Bar 5	Bar 6	Bar 64
		PATTERN [A1]	PATTERN [A1] + shift F	PATTERN [A1] + shift G	PATTERN [A2]	PATTERN [??]	PATTERN [??]	PATTERN [??]
<i>D.C.</i> pointer	:				<i>D.C.</i>				

please take care of a thorough administration on paper on beforehand or afterwards. else you will lose track of the Bars.

functional buttons during RUN (actually only PITCH MODE, BAR and *D.S.*!):





track	-	starts playing		play the Bar the pointer is at. (see the jumping possibilities during STOP)
	-	show Bar nr.	: hold BAR	led shows the current Bar number (see the "led flash" coding convention)
	-	chain tracks	: turn TRACK SELECTOR to another Track number during RUN	the track will keep playing until <i>D.C.</i> is reached and then seamlessly plays the current selected Track number starting from Bar 1. caution: pressing " <i>D.S.</i> " gives erratic behavior.
bar	-	jump to 	press " <i>D.S.</i> "	jumps to the  Bar after finishing the current Bar
pattern	-	show PATTERN nr.	: (<i>none</i>)	led shows PATTERN NUMBER [1..8] A,B
	-	show shift info	: hold "PITCH MODE"	led shows PATTERN shift [C..C']

