

tinyloops.com - Programming the Roland TB-303

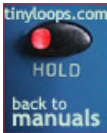
 tinyloops.com/tb303/track_write.html



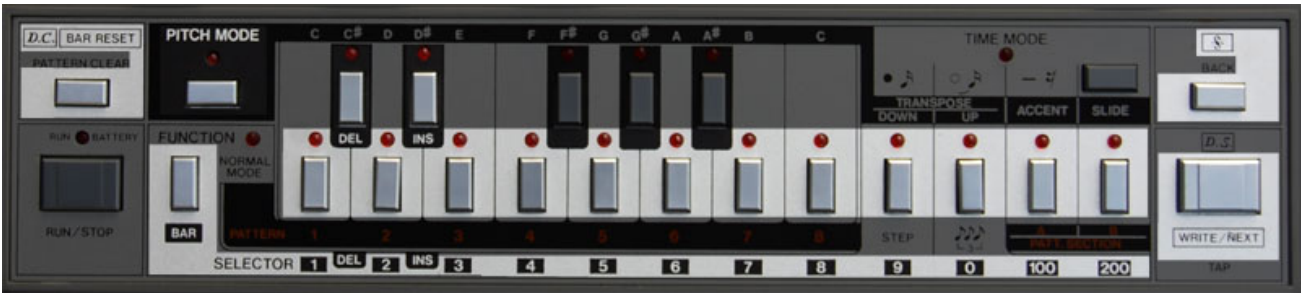
TRACK WRITE




track write

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
(exactly the same as Track Play mode, STOP state, except for the added INS and DEL buttons):



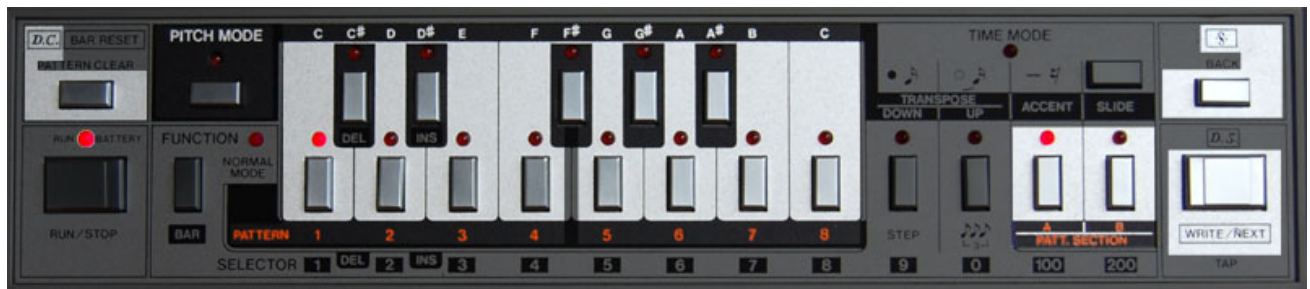
	track	- jump to Bar nr.1	: press "BAR RESET"	shortcut for Bar 1
		- show current Bar nr.	: hold BAR	led shows the current Bar number (see the "led flash" coding convention below)
		- show <i>D.C.</i> location	: hold "BAR" + press <i>D.C.</i>	led shows the Bar number
		- show  location	: hold "BAR" + press 	led shows the Bar number

	- jump to Bar nr.	: hold "BAR" + press Bar number [1..200], release BAR	<p><i>the order of pressing the buttons:</i></p> <p>131 => press 100, press 3, press 1 (100 & 3 lights, 1 flashes).</p> <p>101 => press 100, press 1 (100 lights, 1 flashes).</p> <p>110 => press 100, press 1, press 0 (100 & 1 lights, 0 flashes).</p> <p>111 => press 100, press 1, press 1 (100 lights, 1 lights & flashes).</p> <p>55 => press 5, press 5 (5 lights & flashes).</p> <p>10 => press 1, press 0 (1 lights, 0 flashes).</p>
	- jump to next Bar	: press "WRITE/NEXT"	- "WRITE/NEXT" will proceed beyond D.C.
bar	- delete current Bar	: hold "BAR" + press DEL	<p>- the remaining Bars and D.C. move to the left to close the gap.</p> <p>- ⌨ doesn't move and has to be manually corrected.</p>
	- insert Bar on current	: hold "BAR" + press INS	<p>- the current and the remaining Bars, including D.C. move to the right to make room, leaving a copy of the current Bar.</p> <p>- ⌨ doesn't move and has to be manually corrected.</p>
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']

functional buttons during RUN:



 RUN

track

- start edit

loops the
pattern of the
current Bar,
which can be
the last Bar
played during
TRACK PLAY
or the selected
Bar using BAR
RESET or
"jump to Bar"
🔊

for every BAR - edit Bar

: - to select the Pattern for this Bar: OR
select A or B,
press [1..8]

- to edit 2, 3 or
4 Bars at once,
chain the
Patterns:
select A or B,
press 2 buttons
in [1..4] or
[5..8] range.

chaining

Bars:

1. chaining xx
Patterns will
affect xx Bars
(page 64 -
B.1.b).
 2. the chaining
info will be
discarded after
saving and the
chained
Patterns will be
put into
individual
adjacent Bars,
so the actual
chaining is lost.
 3. in other
words: the
chain
overwrites this
and the next xx
Bars, there is
no "insert".
 4. for the D.C.
bar: only the
first of the
chained
patterns gets
the D.C.
-
-

- to show the shift info for this Bar (or chained Bars):
hold PITCH MODE

- to change the shift for this Bar (or chained Bars):
hold PITCH MODE + [C..C']

- to mark the last Bar in this Track:
press "D.C."

> D.C. is actually a Track property, it is always set and never empty.

> you can set to only one Bar.

> D.C. on the 1st Bar is ignored, the sequencer will continue to play the next Bars.

> don't forget to change D.C. when creating a new Track.

> changing the Pattern for a Bar does not change the D.C. pointer.

> D.C. sticks with the **PATTERN**, so INS and DEL also move D.C.

- to set the continue-from-here sign to the Bar:

press 

> the sign is always set (even when you haven't).

> can be set to only one Bar.

> this sign is still stucked to the same **Bar number** after INS or DEL.

> always set this sign *before* the D.C. - not *on* or *after*.

- next Bar

:

- to save this Bar (or chained Bars) into memory and edit the next Bar:

press WRITE/NEXT

(there is no back-button)

- to stop editing the TRACK:

press STOP.

press BAR RESET to return to Bar 1.

Tips on memory management:

- a single Track consists of 64 Bars.

- exceeding the 64 Bars of one Track will silently use the memory of the next Track to a maximum of 4 Tracks in total. in this process you can not go past Track number 7. also, you are limited to using only the 16 Patterns from the starting Track.

- deleting Bars works as normal.

- exceeding the last track (whether the 4th Track or Track number 7, whichever comes first) will overwrite the first Bar of your starting Track without warning, so also be careful when inserting Bars.

- when editing, set the Track selector to the Track number of the starting Track.
