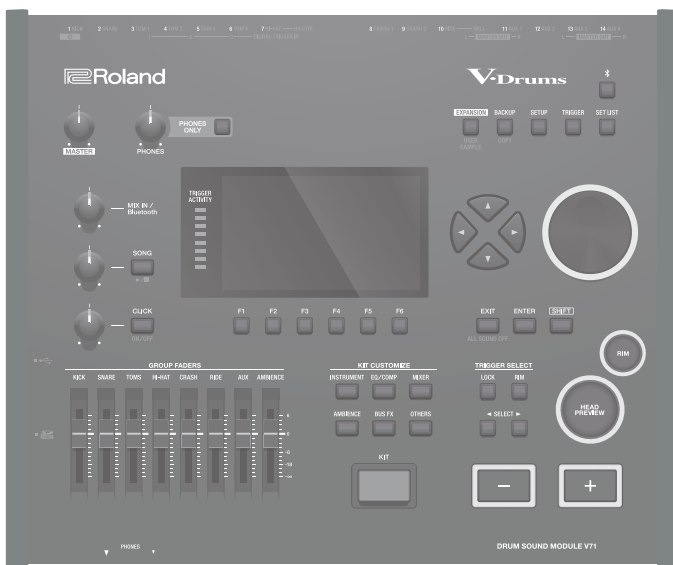


V71

DRUM SOUND MODULE

Reference Manual



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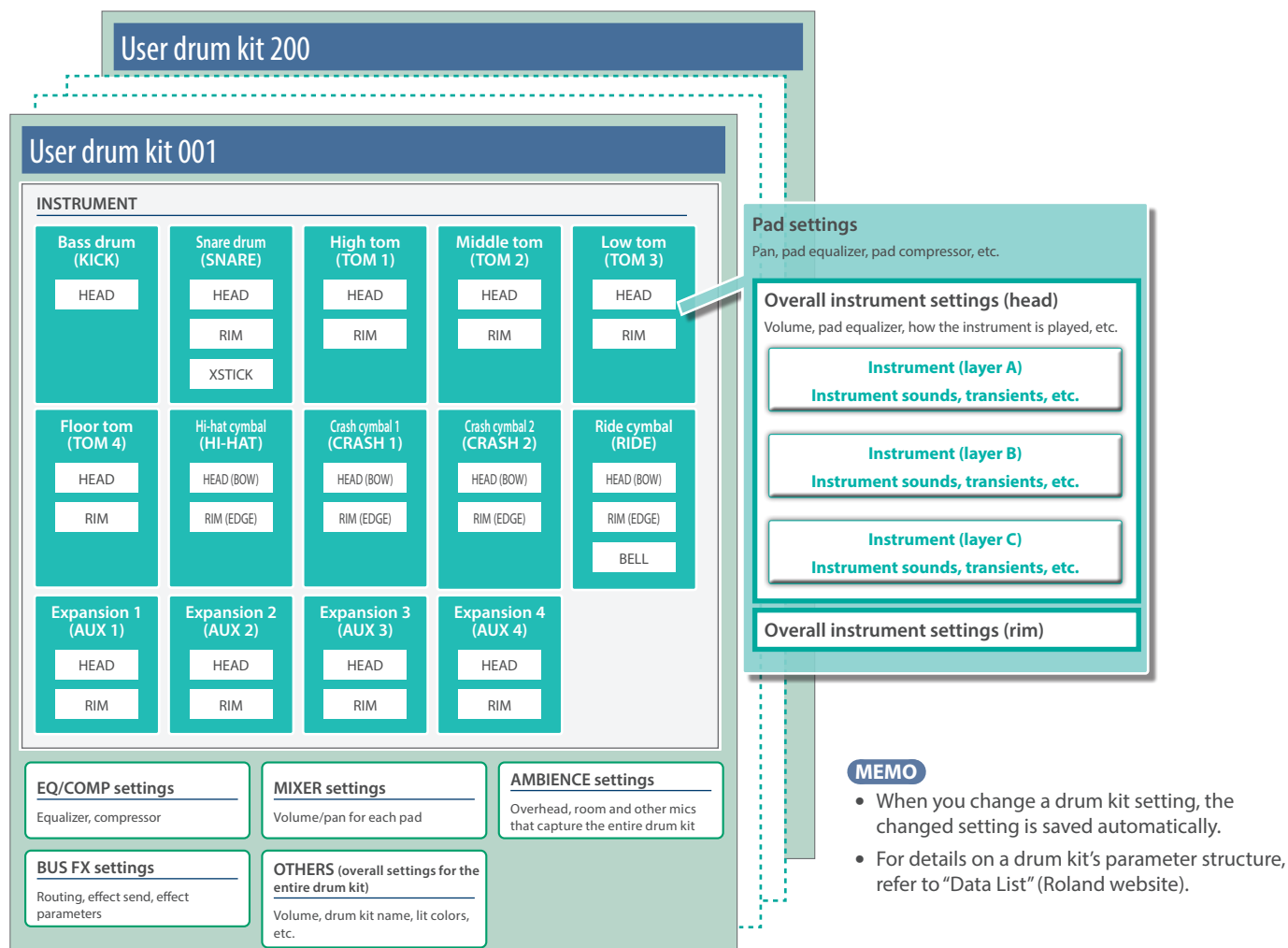
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Getting ready

Overview of the V71

Drum kits and instruments

On the V71, 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”.



Instrument (p. 30)

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.

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

- Instruments and expansion instruments that are loaded into the V71 slots (p. 5)
- Audio files created on a computer or other device (user sample function, p. 45)

Equalizer, compressor (p. 34)

You can adjust how the volume changes (kit compressor/pad compressor) or adjust the tonal character (kit equalizer/pad equalizer) for the individual pads and drum kits.

Mixer (p. 35)

This sets the volume balance, pan, and so on for each pad.

Ambience (p. 36)

“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.

Effects (p. 36)

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).

Instrument Expansion

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

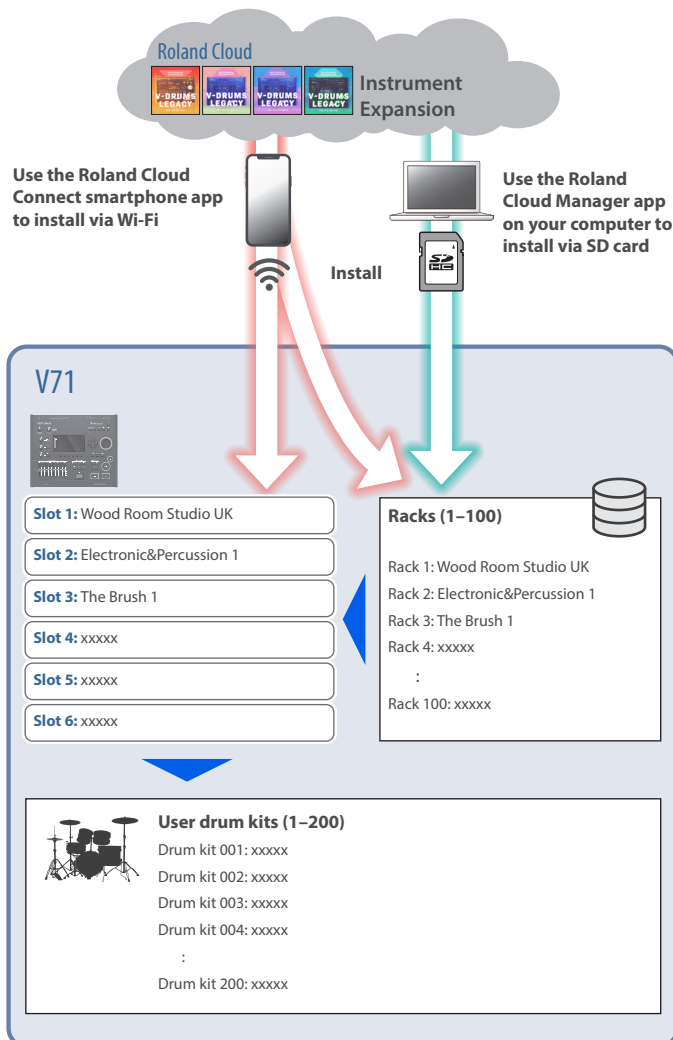
An Instrument Expansion is a package containing multiple drum kits, along with advanced modeled sounds called “instruments” that include sample waveforms.



Racks and slots

On Roland Cloud, you can find Instrument Expansions such as renowned drum kit sounds like the DW, our V-Drums flagship model sounds from the past, sounds that were created in collaboration with other artists and more.

Use the Roland Cloud Connect smartphone app or the Roland Cloud Manager app for your computer to install these Instrument Expansions from Roland Cloud into the “racks” of the V71, and load them into the slots.

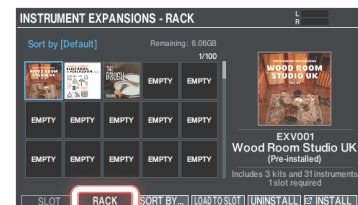


MEMO

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

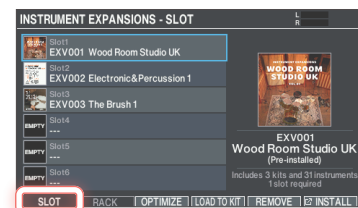
Racks (1–100)

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



Slots (1–6)

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



MEMO

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

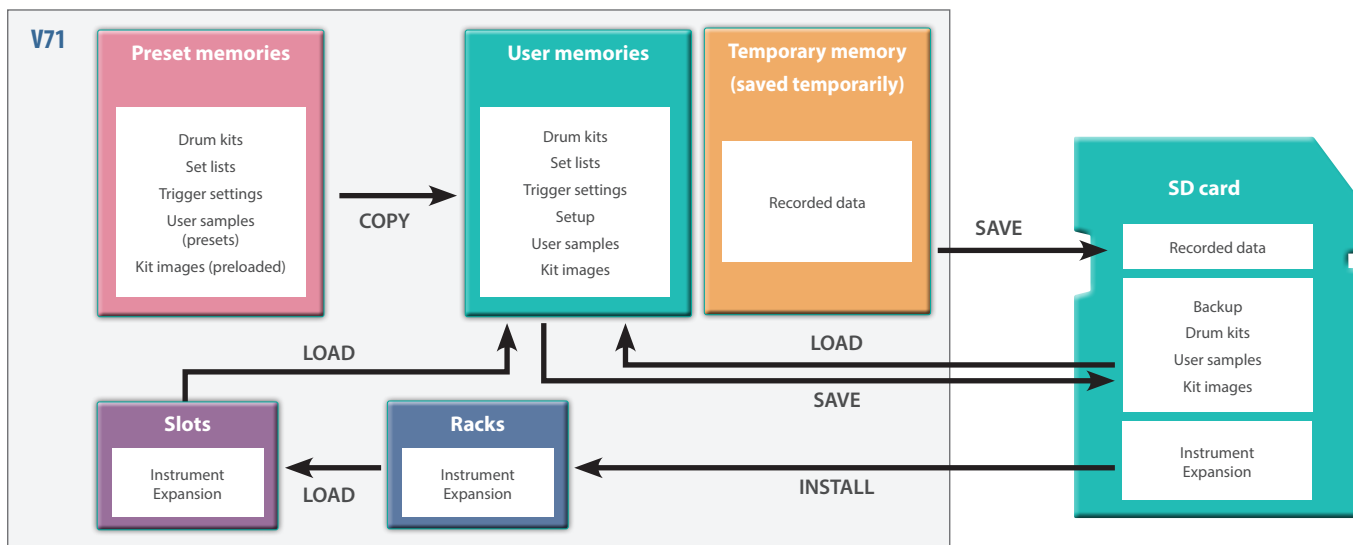
User drum kits (001–200)

By loading the drum kits in the Instrument Expansions 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 drum kit to factory settings” (p. 71).

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 (p. 70).

The following settings are saved in preset memory.

- Drum kits (p. 18)
- Set lists (p. 54)
- Trigger settings (p. 56)
- User samples (presets) (p. 45)
- Kit images (preloaded) (p. 42)

* 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 (p. 60).

The following settings are saved in user memory.

- Drum kits (p. 18)
- Set lists (p. 54)
- Trigger settings (p. 56)
- Setup (p. 64)
- User samples (p. 45)
- Kit images (p. 42)

Temporary memory (saved temporarily)

The data (one song) recorded on the V71 is held in the unit’s temporary memory.

You can save the recorded data in temporary memory to an SD card (p. 26, p. 27), or export it as an audio file (WAV) or SMF to an SD card (p. 29).

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

Racks and slots

These areas in memory are for storing the Instrument Expansions (p. 42).

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 V71 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 V71.

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. 61).
- For details on the folder structure of an SD card, refer to “SD card folder structure” (p. 60).

Performance techniques

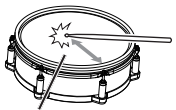
As with an acoustic drum kit, the V71 supports a variety of playing techniques.

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

Head shot

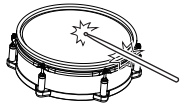


Tone changes depending on strike point

Strike the head of the pad.

On certain snare drum sounds, the tone changes naturally as you move the strike point from the center of the head toward the rim.

Rim shot



Strike the rim, or the head and the rim together.

This gives you a different sound (a rim tone) from head shots.

Cross stick



Strike the rim while placing your hand on the snare head.

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.

Connect a pad that supports rim shot techniques to the TRIGGER IN (2 SNARE) jack, or connect a digitally-connected pad (such as the PD-14DSX or PD-140DS) that supports cross-stick techniques and assign the pad to the snare drum.

For pads other than the PD-14DSX or PD-140DS, strike the rim only—do not touch the head.

Playing with brushes



You can use brushes to scrape the head (brush sweep).

Connect a pad with a mesh head to the TRIGGER IN (2 SNARE) jack, or connect a digitally-connected pad (such as the PD-14DSX or PD-140DS) that supports brush playing techniques and assign it to the snare.

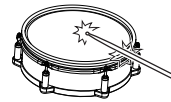
* For drum kits on which the snare brush sound is assigned, you can use the brush sweep technique when Brush Switch is "ON" (p. 41).

Changing the tone according to the nuances of the rim shot

With certain snare and tom sounds, the nuance of the sound changes when you slightly change how you play the rim shots.

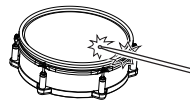
Normal rim shot (Open rim shot)

Strike the center of the head and the rim at the same time.



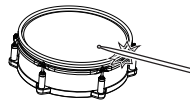
Shallow rim shot

Strike the head near the rim and the rim itself at the same time.



Rim click (cross rim shot)

Only strike the rim of the pad.



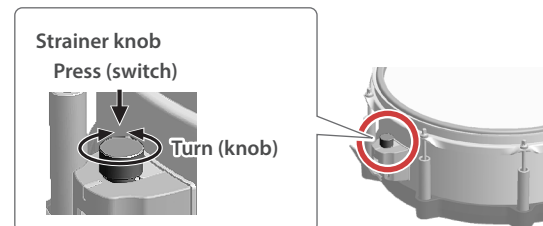
Using the strainer (PD-14DSX)

Operate the strainer lever to "attach" the sound module's snare wires to the snare for certain sounds (bottom side; ON) or to "detach" them (OFF).

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, refer to "Configuring the strainer" (p. 38).

How strike points are detected on digital drums

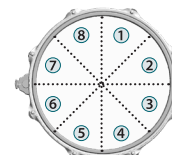
For digitally connected pads, the unit detects the position at which you strike the pad (positional sensing).

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.

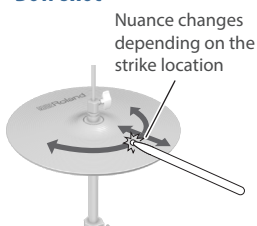
Pressure (VH-14D, VH-13, etc.)



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.

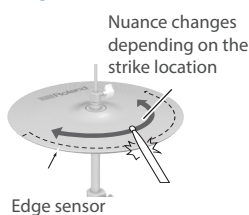
Bow shot



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.

Edge shot

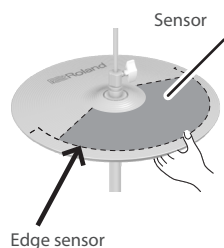


This technique involves striking the edge of the top cymbal with the shoulder of the stick. When the edge sensor position is struck as shown in the illustration, the "rim side" sound of the connected trigger input is triggered.

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.

Choke



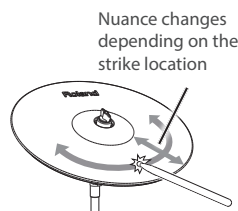
If you use your hand to choke (grasp) the edge sensor after striking the hi-hat cymbal, the sound stops.

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.

Cymbal

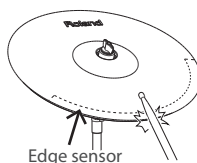
Bow shot



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.

Edge shot

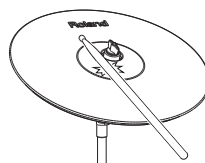


This playing method involves striking the edge of the cymbal with the shoulder of the stick. When the edge sensor position is struck as shown in the illustration, the "rim side" sound of the connected trigger input is triggered.

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 CY-18DR), the nuances of the sound change depending on where you strike the edge.

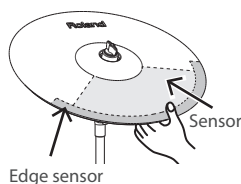
Bell shot



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.

Connect a pad that can be connected to the TRIGGER IN (10 RIDE - BELL jack), or connect a digitally-connected pad (such as the CY-18DR) that lets you use the bell shot playing technique, and assign it to the ride.

Choke



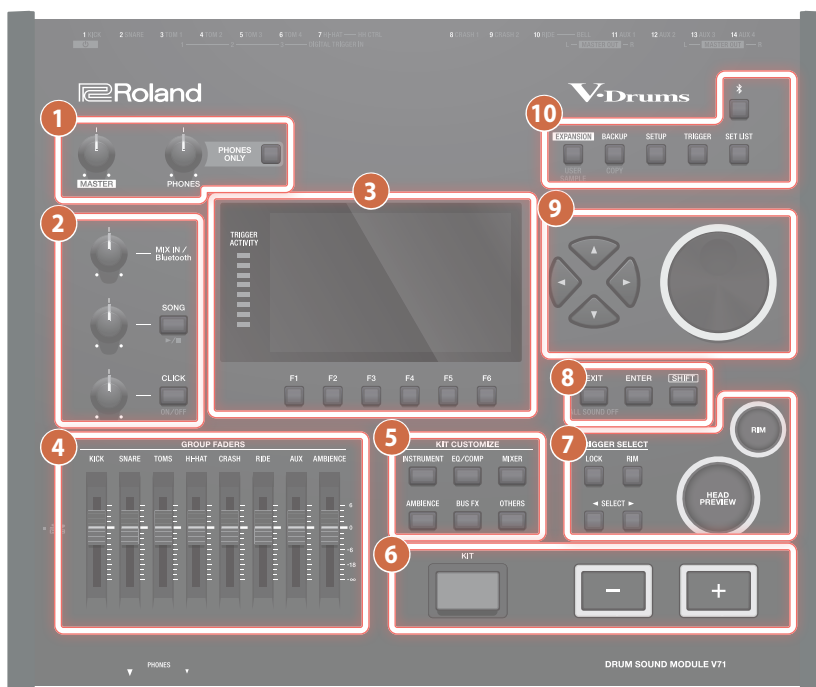
If you use your hand to choke (grasp) the edge sensor after striking the cymbal, the sound stops (mute).

On the CY-18DR, placing your hand on the sensor also stops the sound.

When you strike the cymbal in the choked or muted state, a shorter sound plays.

Panel descriptions

Top panel



1

[MASTER] knob

Adjusts the volume of signal output from the MASTER OUT connectors.

[PHONES] knob

Adjusts the volume of headphones connected to the PHONES jack.

[PHONES ONLY] button

Long-press the [PHONES ONLY] button (the button blinks) to hear only the audio output from the PHONES jack. Audio signals are not output from any other jacks.

This is useful when you want to check the sound beforehand, such as during a live performance.

2

[MIX IN/Bluetooth] knob

Adjusts the volume of audio input from the MIX IN (STEREO) jack and the volume of the **Bluetooth**® audio.

[SONG] knob

Adjusts the volume of a song (audio file). Note that this has no effect on the built-in drum performance sounds or the performance sounds of recorded drums (p. 22).

[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 (p. 22).

Press the [SONG] button while holding down the [SHIFT] button to play back or stop a song or recorded data.

[CLICK] knob

Adjusts the click volume (p. 20).

[CLICK] button

Lets you play the click sound and make tempo or click-related settings.

You can also use this for training your sense of rhythm (p. 20).

Further, you can turn the click on/off by holding down the [SHIFT] button and pressing the [CLICK] button.

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.

TRIGGER ACTIVITY indicators

These indicators light when a trigger signal (the signal outputted from a pad when it is struck) is received. Use them to check whether the pads are properly connected.

Display

Shows various information according to the operation.

4

Faders

Use these to adjust the volume of the kick, snare, hi-hat and other percussion, as well as the ambience and so on.

5

KIT CUSTOMIZE

[INSTRUMENT] button

Sets the instrument (sound) (p. 30).

[EQ/COMP] button

Configures the equalizer, compressor and other effects for each pad or drum kit (p. 34).

[MIXER] button

Configures the volume, pan and other effects for each pad or drum kit (p. 35).

[AMBIENCE] button

Sets 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 (p. 36).

[BUS FX] button

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) (p. 36).

[OTHERS] button

Configures various settings for the drum kit (p. 37).

6

[KIT] button

The KIT screen appears.

[+] [-] buttons

Use these buttons to switch between drum kits and change values.

Press the [-] [+] buttons while holding down the [SHIFT] button to make the values change in larger increments.

7 TRIGGER SELECT

[LOCK] button

When you press the [LOCK] button to make it light up, the pad to set does not switch to a different pad even if you strike it.

[RIM] button

When using a pad that supports rim playing, this selects whether to set the head or the rim. For pads that support three-way triggering, this switches between the head, rim and bell.

SELECT [◀] [▶] buttons

These select the pad to configure (trigger input number).

[HEAD PREVIEW] button/[RIM] (PREVIEW) button

Use these buttons to preview the instruments. The volume changes in response to how hard you press the buttons. You can preview the sounds of the head and rim sides separately.

If you use the SELECT [◀] [▶] buttons to select a trigger input number, you can still hear sound even when the V71 is not connected to a pad.

* If the kick drum is assigned to a pad (trigger input number), no sound is heard when you play the [RIM] (PREVIEW) button.

NOTE

You may hear the preview sound when the V71 is exposed to a strong impact. If this happens, you can turn the preview feature off by following the steps below.

Press either the [HEAD PREVIEW] or [RIM] (PREVIEW) button while holding down the [KIT] button → set the Preview Mode parameter to "PREVIEW OFF"

8

[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.

9

[▲][▼][◀][▶] buttons (cursor buttons)

These buttons move the cursor.

Dial

This functions in the same way as the [-] [+] buttons. Use this dial when you want to make larger changes to the drum kit or settings.

You can also turn the dial while holding down the [SHIFT] button to make the values change in larger increments.

10

[EXPANSION] button

Use this button to configure the instrument expansions (drum kit and instrument packages) that you've installed on the V71 from Roland Cloud (p. 5).

Press the [EXPANSION] button while holding down the [SHIFT] button to use the User Sample function (p. 45).

[BACKUP] button

Backs up and loads the overall settings for the V71 and the kit settings to/from an SD card (p. 60).

Also, you can copy settings such as drum kit and instruments by pressing the [BACKUP] button while holding down the [SHIFT] button.

[SETUP] button

Used for settings related to the V71 overall, such as output destination (output assign), MIDI, Wi-Fi, and so on (p. 64).

[TRIGGER] button

Sets the trigger parameters (p. 56).

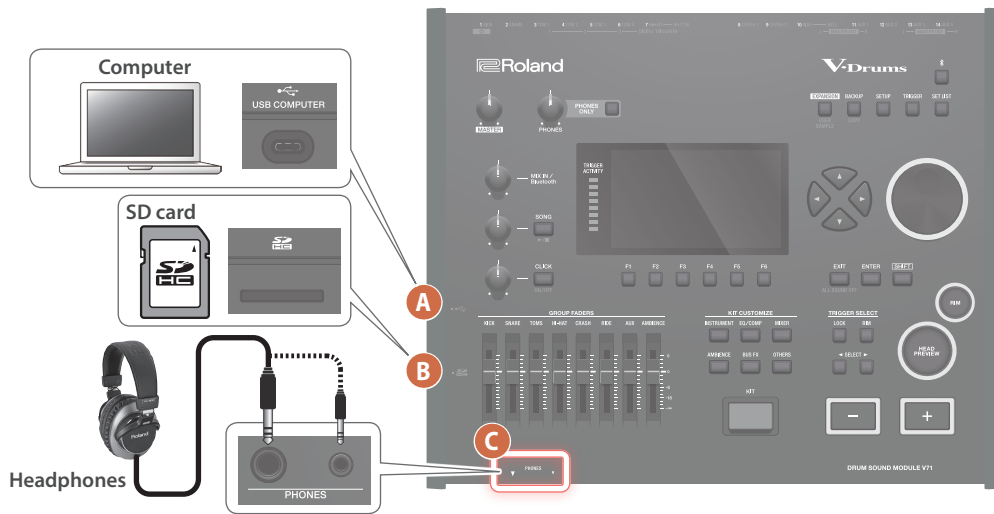
[SET LIST] button

Use this button to create set lists, and to switch between drum kits in the order specified in the set list. The [SET LIST] button lights when the Set List function is on.

[*] (Bluetooth) button

You can wirelessly connect this unit to a smartphone or other mobile device (hereafter "smartphone"), and play the drums while a song plays back from your smartphone (p. 21).

Side panel and front panel



A USB COMPUTER port

Connect your computer to the V71's USB port via USB cable. You can use DAW software to record what you play on the V71 as audio or MIDI data, or you can use the V71 to hear sound that's played back from your computer.

You can use the "V71 Editor" app to edit drum kits on your computer (p. 49).

- * Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

B SD card slot

Insert a commercially available SD card (SDHC cards with up to 32 GB capacity) are supported.

You can save the songs and data from the V71 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.

Before using an SD card for the first time, you must format it on this unit (p. 60).

- * Never turn off the power or remove the SD cards while the screen indicates "Processing...".
- * Some memory card types or memory cards from some manufacturers may not record or play back properly on the unit.

C PHONES jack

Connect your headphones here.

Even if headphones are connected, sound is still output from the output jacks.

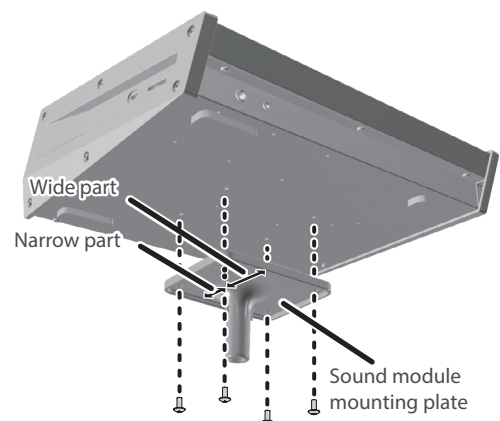
Bottom panel

Mounting onto a drum stand

Use the included sound module mounting plate to attach the V71 to a drum stand (e.g., the MDS or PDS series; sold separately).

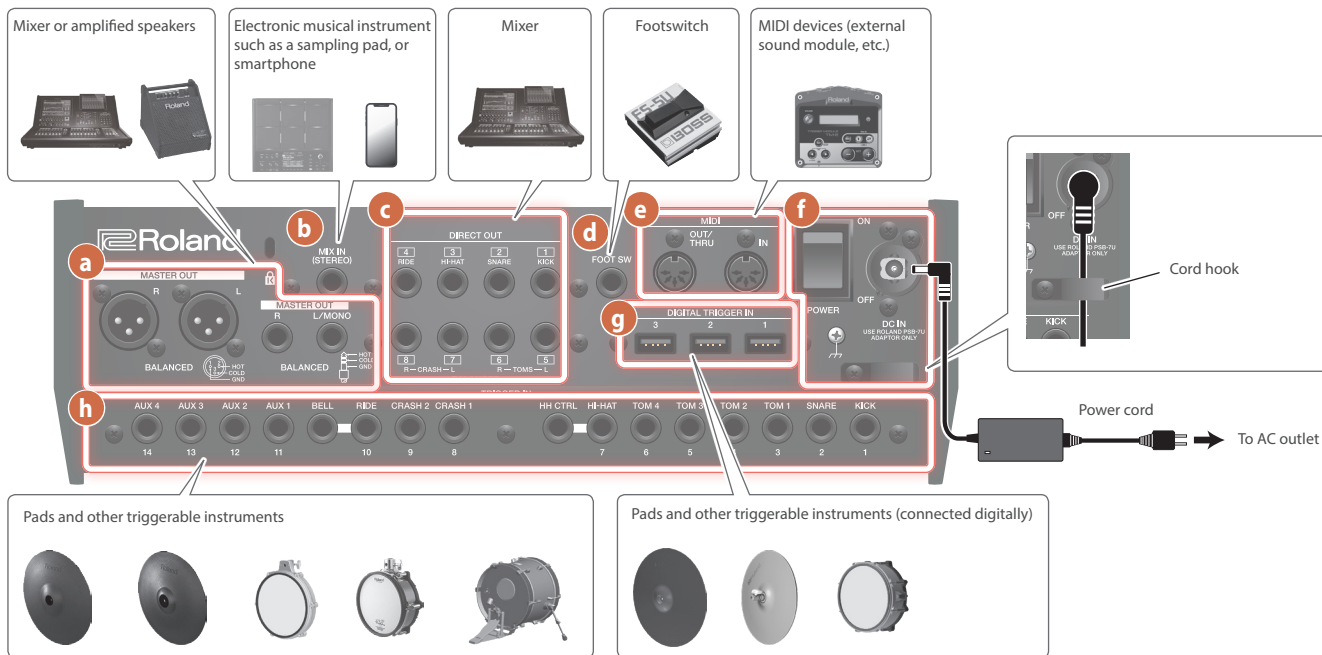
Use the screws at the bottom of the V71 to mount the sound module as shown in the illustration.

- * Do not use screws other than those on the bottom of the V71. Using improper screws may cause the unit to malfunction.
- * 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.



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.



a MASTER OUT connectors (balanced)

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 (1/4-inch TRS phone type).

* Pin assignment of MASTER OUT connectors



b MIX IN (STEREO) jack

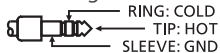
Connect an electronic musical instrument such as a sampling pad, or a smartphone here.

c DIRECT OUT (BALANCED) jacks

Connect these to your mixer or other audio device.

Use the [SETUP] button to set the DIRECT OUT 1–8 jacks to which the instruments or other sounds are output.

* Pin arrangement of DIRECT OUT (BALANCED) jacks



d FOOT SW jack

You can connect a footswitch (BOSS FS-5U, FS-6; sold separately) and use it to control various parameters.

e MIDI connectors

Connect these to external MIDI devices such as an external sound module.

f

[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.

Ground terminal

Connect this to an external earth or ground.

g DIGITAL TRIGGER IN ports

Connect pads that support digital connections (such as the PD-14DSX, PD-140DS, CY-18DR or VH-14D).

h TRIGGER IN jacks

Connect these jacks to the cymbals, hi-hat, kick drums and so on.

* Use a stereo type (TRS) cable when connecting a dual-trigger type pad.

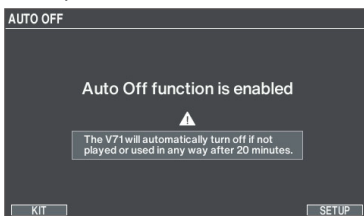
Turning the power on/off

- * Once everything is properly connected (p. 12), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.
- * 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 V71 and the connected devices all the way down.
2. Turn the [POWER] switch of the V71 to the "ON" setting.

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



- * 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. For details, refer to "Making the power automatically turn off after a time (AUTO OFF)" (p. 13).

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 V71 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 V71 and the connected devices all the way down.
2. Turn off the connected devices.
3. Turn the [POWER] switch of the V71 to the "OFF" setting.

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

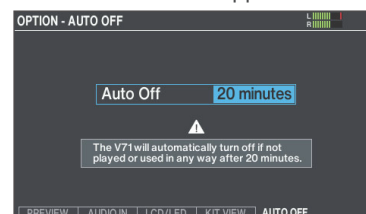
Making the power automatically turn off after a time (AUTO OFF)

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 the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep.
- 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 [SETUP] button.
2. Use the cursor buttons to select "OPTION" and press the [ENTER] button.
3. Press the [F5] (AUTO OFF) button.

The AUTO OFF screen appears.



4. Use the [-] [+] buttons or the dial to set the Auto Off function.

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	

- * A confirmation message appears if you select a value besides "20 minutes". Select "OK" and press the [ENTER] button. If you decide to cancel, select "CANCEL" and press the [ENTER] button.

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

MEMO

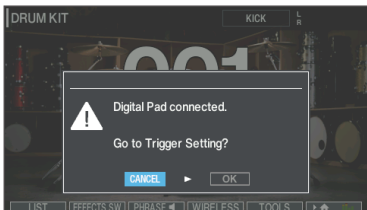
If you set the Auto Off function to "20 minutes" or "4 hours", the remaining time before the unit turns off is shown either 10 minutes (for the "20 minutes" setting) or 30 minutes (for the "4 hours" setting) before the unit turns off.

Configuring pads that support digital connection

The first time that a pad that supports digital connection (digital pad) is connected to a DIGITAL TRIGGER IN port, the following screen appears.

Following the onscreen instructions, specify the trigger input to which the connected pad should be assigned.

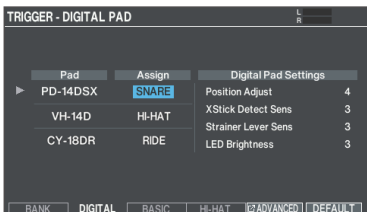
- * If you assign the same trigger input used by a pad connected to a TRIGGER IN jack, the pad that's connected to that TRIGGER IN jack does not output sound.



➔ For details on the pad settings, refer to “Specify the pad type” (p. 56).

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

The TRIGGER - DIGITAL PAD screen appears.



2. Use the cursor buttons to select “Assign” for the pad that you want to configure, and use the [-] [+] buttons or the dial to set the assignment.

When you select a pad, its [FUNC] button blinks.

Examples of settings:

Pad	Assign
PD-14DSX, PD-14ODS	SNARE
CY-18DR	RIDE
VH-14D	HI-HAT

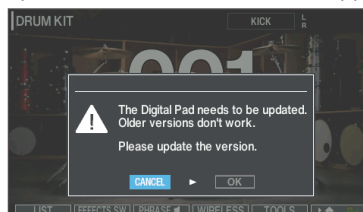
- * You can't specify multiple instances of the same assignment.

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

The following screen is shown when you connect a digital pad that's an older version. Update the digital pad

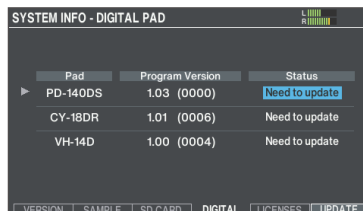
If the following screen appears, you can't use the digital pad with the V71 until you update its firmware. Follow the steps below to update the pad.

- * You can also connect the digital pad to your computer to update it. For details, refer to the support page for each pad.



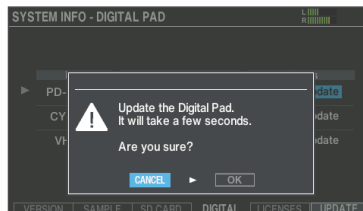
1. Select “OK” and press the [ENTER] button.

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 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.
- * If you unplug a digital pad during the update, or if the update fails due to the power of the V71 being turned off, the V71 may no longer be able to recognize the digital pad (p. 15).

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

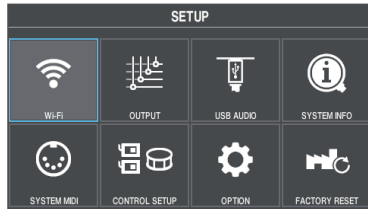
When the digital pad isn't recognized by the V71

If you unplug a digital pad during the update, or if the update fails due to the power of the V71 being turned off, the V71 may no longer be able to recognize the digital pad.

Follow the steps below to try updating the digital pad again.

1. Press the [SETUP] button.

The SETUP screen appears.



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

3. Press the [F4] (DIGITAL) button.

The SYSTEM INFO - DIGITAL PAD screen appears.



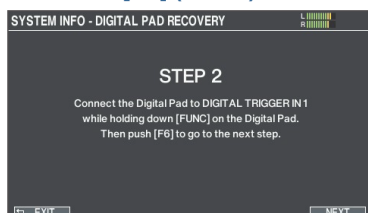
4. Hold down the [SHIFT] button and press the [F6] (RECOVER) button.

The SYSTEM INFO - DIGITAL PAD RECOVERY screen appears.



5. Remove all digital pads connected to the DIGITAL TRIGGER IN ports.

6. Press the [F6] (NEXT) button.



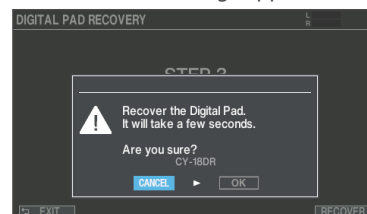
7. Connect the digital pad that could not be recognized to the DIGITAL TRIGGER IN [1] port of the V71, while holding down the [FUNC] button on the digital pad.

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.

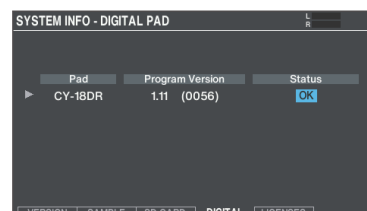


If you decide to cancel, select "CANCEL" and press the [ENTER] button.

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.

Configuring the hi-hat

If you're using a V-hi-hat (such as a VH-14D or VH-13), adjust the offset on the V71.

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

Example: settings for the VH-14D

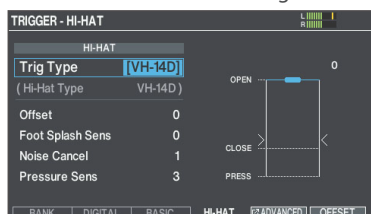
1. Press the [TRIGGER] button.

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

The TRIGGER - HI-HAT screen appears.

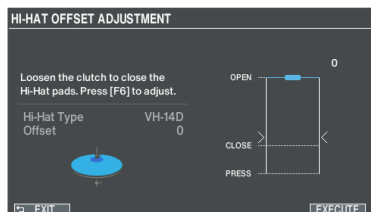
Make sure that Trig Type is set to "VH-14D".

- * "VH-14D" is not shown for the Trig Type if the VH-14D is not connected or if it is not assigned to the hi-hat. If this happens, connect the VH-14D and assign it to the hi-hat (p. 14).



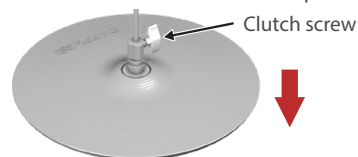
3. Press the [F6] (OFFSET) button.

The HI-HAT OFFSET ADJUSTMENT screen appears.



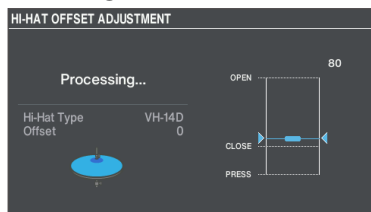
4. Loosen the clutch screw of the VH-14D so that the hi-hat is closed.

- * Do not touch the hi-hats or the pedal.



5. Press the [F6] (EXECUTE) button.

"Processing..." is shown once calibration begins.



"Complete!" is shown once calibration is finished, and the display returns to the TRIGGER screen.

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

Make detailed adjustments to the parameters as necessary.

→ "Data List" (Roland website)

MEMO

- You can also adjust the offset by holding down the [KIT] button and pressing the [TRIGGER] button.
- When you first connect the VH-14D to a drum sound module, the recommended values are set for the trigger parameters. You may need to adjust the trigger parameters depending on the usage environment, such as how you've installed the VH-14D or the position in which it is set up.

→ "Data List" (Roland website)

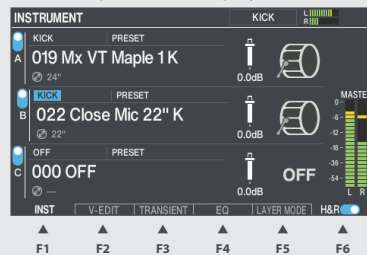
Basic operations

Adjusting the overall volume ([MASTER] knob or [PHONES] knob)

Use the [MASTER] knob to adjust the volume output from the MASTER OUT jack, and the [PHONES] knob to adjust the headphone volume.

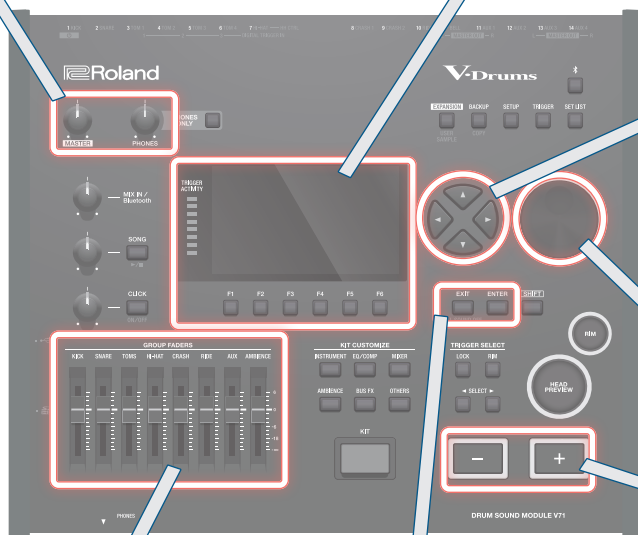
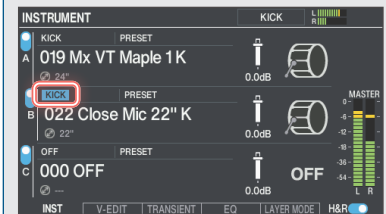
Switching between tabs and setting the functions ([F1]–[F6] buttons)

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.



Moving the cursor (cursor buttons)

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.



Adjusting the volume balance of the pads (faders)

Adjust the overall volume balance for the V71 with the faders.

MEMO

- With the mixer (p. 35), you can adjust the volume balance between the pads in a drum kit. The mixer settings can be saved for each drum kit. You can adjust the trigger inputs and volumes as follows.

Fader	Explanation
KICK	KICK
SNARE	SNARE
TOMS	TOM1–4
HI-HAT	HI-HAT
CRASH	CRASH1, 2
RIDE	RIDE
AUX	AUX1–4
AMBIENCE	AMBIENCE

- You can disable the faders by setting the Group Faders switch on the OUTPUT ROUTING screen (p. 66) to "OFF" (all volumes are set to a fixed value of 0 dB).

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.

Changing values ([–] [+] buttons or dial)

Use the dial or the [–] [+] buttons to edit the value highlighted by the cursor. Hold down the [SHIFT] button while using these controls to change the value in larger increments.

MEMO

If you hold down the [+] button and press the [–] button, the value increases quickly. If you hold down the [–] button and press the [+] button, the value decreases quickly.

Performing

Selecting a drum kit

1. Press the [KIT] button.

The KIT screen appears.



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

About the KIT screen

This is the main screen for the V71, which appears when you press the [KIT] button.

Brush icon
Shown when the Brush Switch is "ON"

Tempo
Shown when the kit tempo is "ON"

Favorite icon
Shown only if a drum kit registered as a favorite (p. 25) is selected.

User sample icon
Shown when a drum kit that uses user samples (p. 45) is selected

Expansion icon
Shown when a drum kit is selected that uses an instrument from an Instrument Expansion (p. 5)

Currently selected pad

MASTER OUT output volume

Drum kit number
001

Drum kit name
V-Drums Kit

Current time
Shown when connected via Wi-Fi

Bluetooth icon
Shown when connected via Bluetooth

Wi-Fi icon
Shown when connected via Wi-Fi

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] (EFFECTS SW) button	Shows the EFFECTS SWITCH window, where you can check and edit the ambience and on/off state of other effects. Press the [F6] (ALL OFF) button to turn all the effects off at once. Press the [F5] (UNDO) button to revert to the effect settings you see in the EFFECTS SWITCH window.
[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] (🏠) button	Lets you select whether to show the drum kit name or the level meter on the KIT screen.

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 (p. 41).

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.

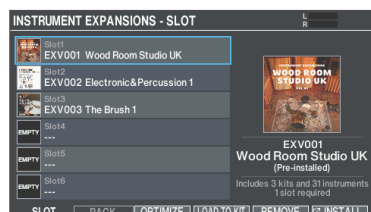


Loading drum kits from the Instrument Expansions

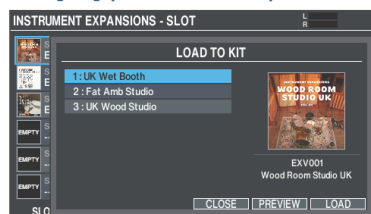
Slots 1–3 contain factory preloaded Instrument Expansions. These Instrument Expansions as well as the Instrument Expansions downloaded from Roland Cloud are included in the drum kit. You can use the steps below to load and play the drum kits.

1. Press the [EXPANSION] button.
2. Press the [F1] (SLOT) button.

The INSTRUMENT EXPANSIONS - SLOT screen appears.



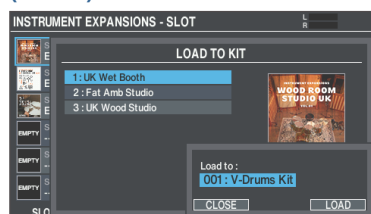
3. Move the cursor to the Instrument Expansion that includes the drum kit you want to load, and press the [F4] (LOAD TO KIT) button.



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

Press the [F1] (PHRASE) button while the sound is previewing to play the kit phrase and check the drum kit's sound.

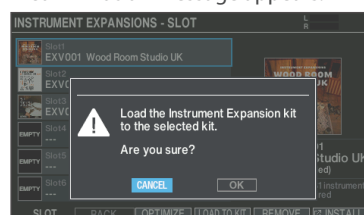
4. Move the cursor to the drum kit of the Instrument Expansion that you want to load, and press the [F6] (LOAD) button.



5. Use the [-] [+] buttons or the dial to select the destination drum kit to which you want to load.

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.

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. 45) 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.

MEMO

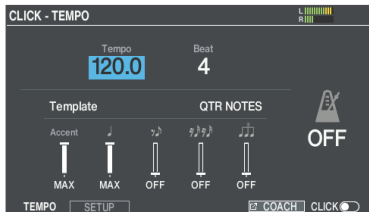
You can stop all sounds currently playing with a pad or footswitch (p. 68).

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 (p. 65).

Adjusting the tempo

* This tempo is common for the V71 overall.

1. From the CLICK screen, select “Tempo”, and use the [-] [+] buttons or the dial to change the tempo.

MEMO

- Press the [-] [+] buttons or use the dial while holding down the [SHIFT] button to change the values in decimal points.
- You can specify a tempo for each drum kit (p. 41).

Changing the beat (time signature) settings

1. From the CLICK screen, select “Beat”, and use the [-] [+] buttons or the dial to change the beat.

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 [-] [+] buttons or 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+6.0 dB	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 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-AUX4 RIM, PREVIEW	Selects the pad (or the [PREVIEW] button) to use to set the tap tempo.

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 wirelessly to a smartphone

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



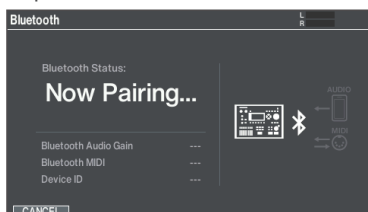
As an example, we explain how to make settings for an iPhone.

- * Once a smartphone has been paired with this unit, there is no need to pair it again. Refer to "Connecting an already-paired smartphone" (p. 21).

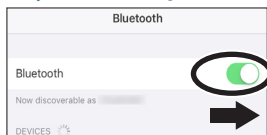
Registering the smartphone (pairing)

1. Place the smartphone that you want to connect near the V71.
2. Press the [*] (Bluetooth) 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 V71 waits for a response from the mobile device.



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



6. Tap "V71 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	"V71 AUDIO" is added to the "My devices" area, and shown as "Connected".
V71	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 wirelessly.

- * If the above step does not establish a connection, tap "V71 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 [MIX IN/Bluetooth] knob or the Bluetooth Audio Gain parameter on this unit, or adjust the volume on your smartphone.

In the Bluetooth screen (press the [*] (Bluetooth) button), you can control the song that's playing on your smartphone from this unit.

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

- * Some smartphones and music playback apps may not let you control the song from the V71.

MEMO

- The song played back on your smartphone can be recorded along with the sound of your performance on the V71.
- 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 V71 and the mobile device.

1. Press the [*] (Bluetooth) button.
2. Move the cursor to "Bluetooth MIDI", and use the [-] [+] buttons or turn the dial to "ON".
3. Turn on the Bluetooth function of the mobile device.
4. On the settings screen or your music app, select "V71 MIDI" and connect.

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

- * If you connect to "V71 MIDI" from the Bluetooth screen of your mobile device, the connection may not work correctly.

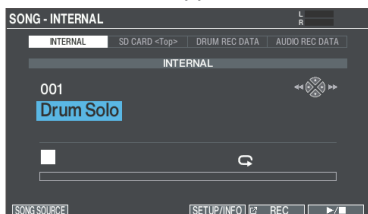
Playing along with the songs on the V71

This unit features songs in a variety of genres.

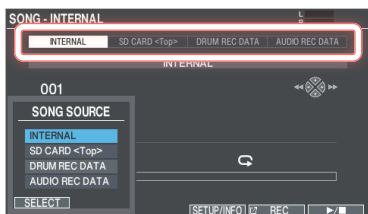
Some of the built-in songs are provided as audio data, and others are MIDI data recordings of drum performances. You can also play audio files (WAV/MP3) stored on an SD card as songs.

1. Press the [SONG] button.

The SONG screen appears.

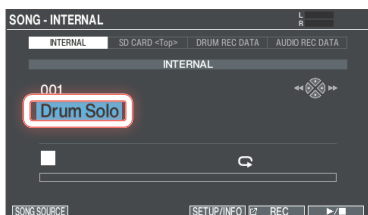


2. Press the [F1] (SONG SOURCE) button to show the SONG SOURCE list, and press the [F1] (SELECT) button to select the type of song you want to play back.



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 [-] [+] buttons or the dial to select the song.



4. Press the [F6] (▶/■) button.

The selected song plays.

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

(*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).

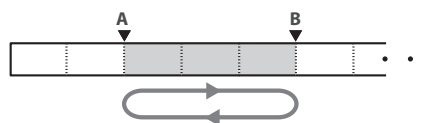
MEMO

- 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 (p. 23).

Repeatedly playing a specified region (A-B repeat)

You can make a certain part of a song repeat.

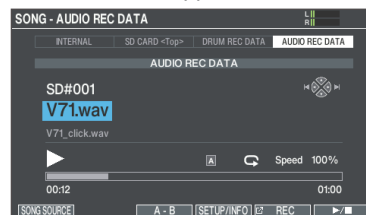
* You cannot set A-B repeat for the built-in songs of the drum performances, or for the songs of the recorded drum performance data (DRUM REC DATA).



1. Select a song to play back.

2. In the SONG screen, press the [F3] (A-B) button at the location where you want to start repeating.

The character "A" appears.

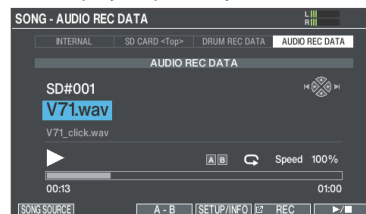


MEMO

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 [F3] (A-B) button.

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



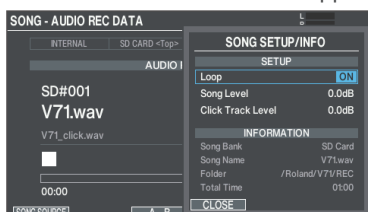
During repeat playback, press the [F3] (A-B) button to return to normal playback.

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 (p. 22).
2. Press the [F4] (SETUP/INFO) button.

The SONG SETUP/INFO window appears.



Parameter	Value	Explanation
SETUP		
Loop	OFF	The song plays back only once and then stops.
	ON	The song plays repeatedly.
Song Level		Volume of the song
Click Track Level	-INF--+6.0 dB	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 [F4] (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.

- * Keep the number of audio files within 200.
- * Keep the song length within one hour per file.

MEMO

For details, refer to "SD card folder structure" (p. 60).

Audio files that can be played on the V71

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

- * File and folder names longer than 120 characters may not be correctly recognized.
Also, file/folder names with double-byte characters are not supported.

Playing back a audio file as a click (click track)

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

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.

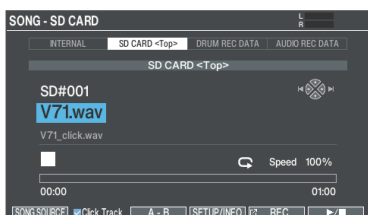
- * To play back a click track, you must prepare a song as well as an audio file to use for the click, both in WAV format. MP3 files are not supported.

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 file name 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 "V71.wav", specify "V71_**Click.wav**" as the name of the click audio file.
3. Save the click audio file in the same top directory (root) as the song that's on the SD card.
In the case of the example, save "V71.wav" and "V71_**Click.wav**" in the same level.

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 (p. 22).
2. Use the [-] [+] buttons or the dial to select the song that you want to play back along with the click track.
In the example above, select the song "V71.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.

In the example above, use the [SONG] knob to adjust the volume of "V71.wav", and use the [CLICK] knob to adjust the volume of "V71_Click.wav".

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 (p. 65).

Rhythm training (coach mode)

This unit features practice modes, collectively called "coach mode". These modes help you to practice as effectively as possible.

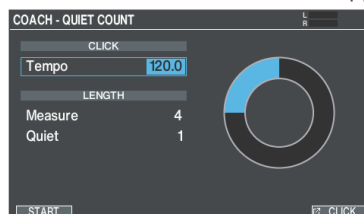
Developing internal timing sense (QUIET COUNT)

This lets you practice keeping the tempo with your body.

For the first few measures, the click is heard at the specified volume, but for the next few measures the click is not heard. This cycle of several measures continues until you stop it.

1. On the CLICK screen, press the [F5] (COACH) button.

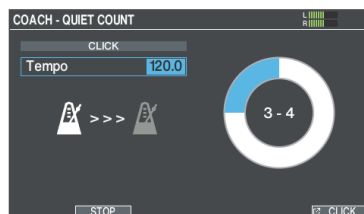
The COACH - QUIET COUNT screen appears.



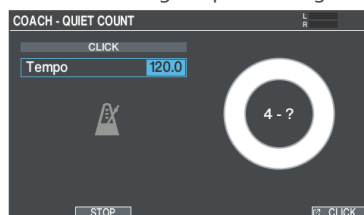
1. Press the [F1] (START) button.

2. Strike the pad in time with the click.

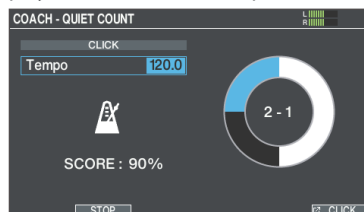
- The click will sound during the first few measures. When you reach the last measure during which the click plays, the "BX" icon is shown onscreen.



- Once the click stops playing, the "BX" icon is shown onscreen. 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 "%".



3. Press the [F2] (STOP) button.

4. Press the [EXIT] button to finish.

QUIET COUNT settings

1. Select a parameter on the COACH - QUIET COUNT screen, and then use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
CLICK		
Tempo	20.0–260.0	Tempo
LENGTH		
Measure	2, 4, 8, 16 (Measures)	Specifies the length (measures) of the interval for which the click will alternate between “Sounding” and “Quiet”.
		Of the measures specified by “Measures”, this setting specifies the length of the measures that will be “Quiet”
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 “Measure” value.

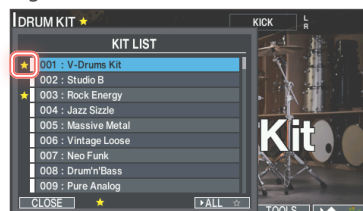
* Press the [F6] (CLICK) button to make click settings (p. 20).

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. 18), 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. 18), 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.

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 (p. 11).

Recording as SMF (DRUM REC)

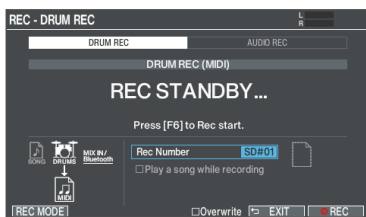
Here's how to record what you play as SMF data (MIDI).

1. Press the [SONG] button.

The SONG screen appears.

2. Press the [F5] (REC) button.

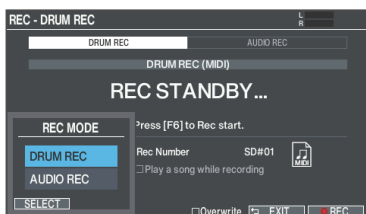
The REC screen appears, and the unit enters record-standby mode.



MEMO

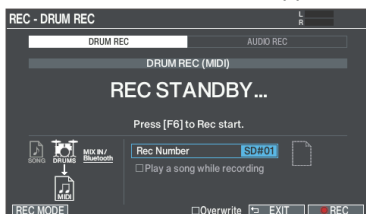
If you want to record along with the click, make the click play (p. 20).

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



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

The REC - DRUM REC screen appears.



5. 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 V71.

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 (p. 29).

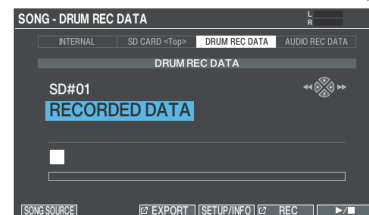
MEMO

If you don't mind overwriting your previously recorded data, press the [F4] (Overwrite) button to select the "Overwrite" check box. Deselecting the check box helps prevent you from accidentally overwriting the recorded data.

6. Press the [F6] (REC) button to start recording.

7. Press the [F6] (STOP) button to stop recording.

The SONG - DRUM REC DATA screen appears.



Playback

8. Press the [F6] (▶/■) button.

The recorded performance plays back.

MEMO

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

9. Press the [F6] (▶/■) button to end playback.

MEMO

- You can export (p. 29) the data you recorded.
- You can also record your drum playing along with a song (p. 28).

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.

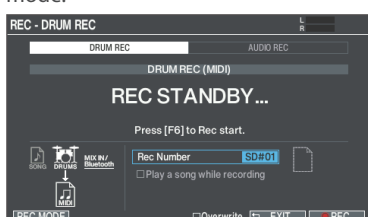
Before you proceed, you should save any important data to your SD card.

1. Press the [SONG] button.

The SONG screen appears.

2. Press the [F5] (REC) button.

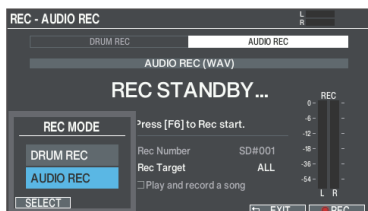
The REC screen appears, and the unit enters record-standby mode.



MEMO

If you want to record along with the click, make the click play (p. 20).

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



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

5. 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 V71.
	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 V71.
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.

*1: Rec Number is set automatically.

6. Press the [F6] (REC) button to start recording.

7. Press the [F6] (STOP) button to stop recording.

The AUDIO REC PLAYBACK screen appears.



Playback

8. Press the [F6] (▶/■) button.

The recorded performance plays back.

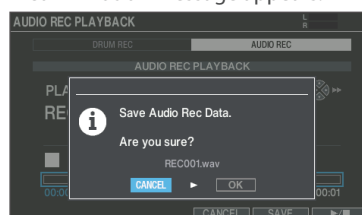
9. Press the [F6] (▶/■) button to end playback.

Saving the recorded data to an SD card

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

10. Press the [F5] (SAVE) button.

A confirmation message appears.



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

11. 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 (p. 28).

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

Recording

1. Select a song recorded as audio data (p. 22).

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

2. Press the [F5] (REC) button.

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

3. Select "DRUM REC" for the recording type (p. 26).

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

5. Press the [F6] (REC) button to start recording.

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

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

Playback

7. Play back your recorded performance.

* When you've recorded along with a song with the click track (p. 23) and then play back what you've recorded, the click track does not play back.

8. Press the [F6] (▶/■) button to end playback.

9. Export the song as necessary (p. 29).

Recording with AUDIO REC

Recording

1. Select a song recorded as audio data (p. 22).

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

2. Press the [F5] (REC) button.

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

3. Select "AUDIO REC" for the recording type (p. 27).

4. Set Rec Target to "ALL" (p. 27).

5. Use the cursor buttons or the dial to select the "Play and record a song" check box.

6. Press the [F6] (REC) button to start recording.

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

7. Press the [F6] (STOP) button to stop recording.

Playback

8. Play back your recorded performance.

* When you've recorded along with a song with the click track (p. 23) and then play back what you've recorded, the click track does not play back.

9. Press the [F6] (▶/■) button to end playback.

10. Save the song to the SD card as necessary (p. 27).

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 (p. 22).

2. Press the [F4] (SETUP/INFO) button.

3. Press the [F6] (RENAME) button.

The DRUM REC DATA NAME window appears.



4. Edit the name (p. 39).

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

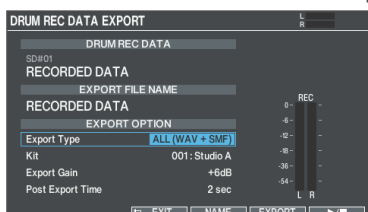
5. Press the [F6] (CLOSE) button to exit the DRUM REC DATA NAME window.

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 (p. 22).
2. Press the [F3] (EXPORT) button.

The DRUM REC DATA EXPORT screen appears.



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

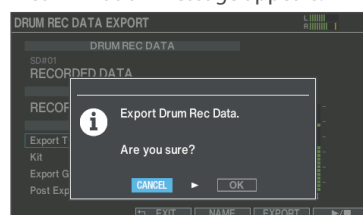
Parameter	Value	Explanation
Export Type	SMF (DRUM ONLY)	Exports the drum performance to SMF format.
	WAV (DRUM ONLY)	Exports the drum performance to an audio file.
	WAV (DRUM+SONG)	Exports the drum performance and song audio to an audio file. * You can't select for data that was recorded using the "DRUMS ONLY" setting.
	ALL (WAV+SMF)	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-+24 dB	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 (p. 60).

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 32 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. 49).

Customizing the drum kits

The V71 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 reverb.

Saving the settings

Since the V71 automatically saves the values that you change, there's no need to perform a specific operation to save your settings.

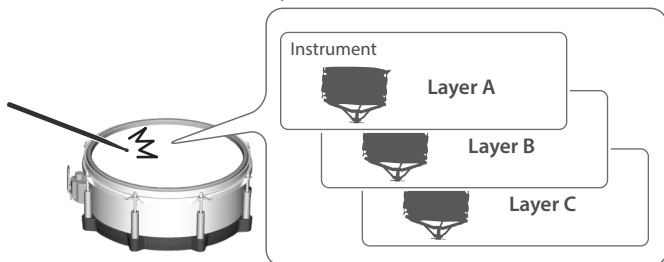
Settings are also saved when you turn off the power.

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 V71 (p. 33).

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

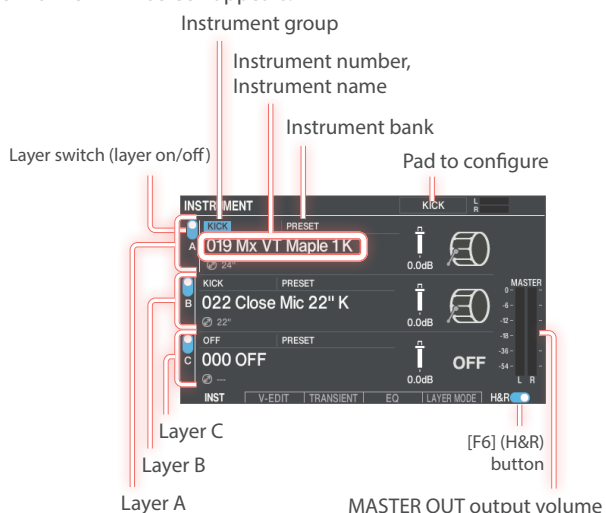


Selecting the instruments

1. Press the [INSTRUMENT] button.

2. Press the [F1] (INST) button.

The INSTRUMENT screen appears.



3. Select the pad to configure (p. 31).

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



5. Use the [-] [+] buttons or the dial to select an instrument.

* If the layer switch for the instrument you want to play is off, turn the layer switch on (p. 33).

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 (p. 33).
- You can also select instruments from the instrument groups.
- For the instruments that can be selected, refer to "Data List" (Roland website).

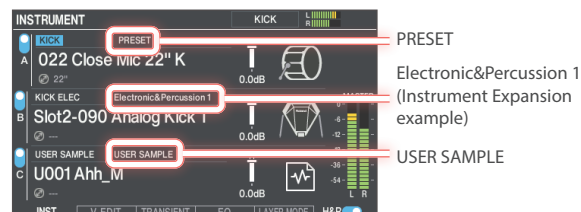
6. Press the [KIT] button to return to the KIT screen.

Selectable instruments

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

- Presets (built into this unit)
- Instrument Expansions (p. 42)
- User samples (p. 45)

The instrument bank for the instrument you selected is shown on the INSTRUMENT 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	<p>Instruments for areas such as the head and rim are selected as a set.</p> <p>The recommended instruments that are appropriate for the selected instrument are selected as a set.</p> <ul style="list-style-type: none"> * 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.

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.

MEMO

By pressing the [LOCK] button to make it light up, you can make the pad not switch to a different pad even if you strike it. This is useful if you're playing a phrase while you set the pads.

Selecting a pad with the SELECT [◀] [▶] buttons

You can also use the SELECT [◀] [▶] buttons to select the pad (trigger input number) you want to set.

When using a pad that supports rim playing, use the [RIM] button to select whether to set the head or the rim. For pads that support three-way triggering, this switches between the head, rim and bell.

The [RIM] button lights when the rim or bell is selected.

Preventing the currently edited pad from changing (Trigger Lock)

If you want to audition your performance sounds while you set the instruments, you can specify that the currently edited pad does not change even if you strike another pad.

1. Press the [LOCK] button to make it light.

This locks the pad you set.

- * The pad remains locked even if you use MIDI messages to switch pads.

2. To unlock, press the [LOCK] button, which makes the button go dark.

MEMO

Even when the [LOCK] button is lit, you can press the SELECT [◀] [▶] buttons to switch the pad to set.

Previewing a pad's sound ([HEAD PREVIEW] button/[RIM] (PREVIEW) button)

Press the [HEAD PREVIEW] button/[RIM] (PREVIEW) button to hear the sound of the currently selected pad.

The volume changes in response to how hard you press the buttons. You can also specify a fixed volume. For details, refer to "Data List" (Roland website).

- * If the kick drum is assigned to a pad (trigger input number), no sound is heard when you play the [RIM] (PREVIEW) button.

MEMO

- Press the [HEAD PREVIEW] button/[RIM] (PREVIEW) button while holding down the [SHIFT] button to hear different kinds of sounds (such as the sound of playing a snare drum closer to the rim, shallow rim and cross-stick shots, closed hi-hats, ride cymbal bells and so on).
- If you use the SELECT [◀] [▶] buttons to select a trigger input number, you can still hear sound even when the V71 is not connected to a pad.

NOTE

You may hear the preview sound when the V71 is exposed to a strong impact. If this happens, you can turn the preview feature off by following the steps below.

Press either the [HEAD PREVIEW] or [RIM] (PREVIEW) button while holding down the [KIT] button → set the Preview Mode parameter to "PREVIEW OFF"

Editing instruments in detail (V-EDIT)

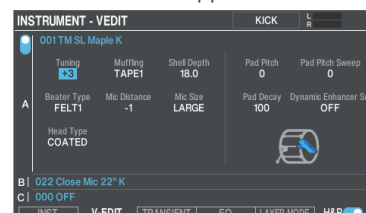
V-EDIT lets you create drum sounds in the same way as you would with acoustic drums, such as by choosing and tuning the heads, muffling (muting) the sound and so on.

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

1. Press the [INSTRUMENT] button.

2. Press the [F2] (V-EDIT) button.

The V-EDIT screen appears.



3. Select the pad to configure (p. 31).

- Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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.

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

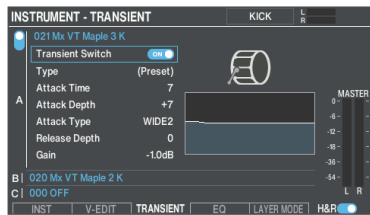
Adjusting the attack and release (TRANSIENT)

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.

- Press the [INSTRUMENT] button.
- Press the [F3] (TRANSIENT) button.

The INSTRUMENT - TRANSIENT screen appears.



- Select the pad to configure (p. 31).
- Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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
Attack Type	NORMAL, WIDE 1, WIDE 2	For the "NORMAL" setting, the transient attack effect is always applied. For the "WIDE 1" or "WIDE2" 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-+6.0 dB	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.

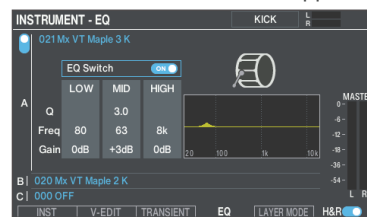
- Press the [KIT] button to return to the KIT screen.

Adjusting the tonal character of an instrument (EQ)

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

- Press the [INSTRUMENT] button.
- Press the [F4] (EQ) button.

The INSTRUMENT - EQ screen appears.



- Select the pad to configure (p. 31).
- Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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
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.

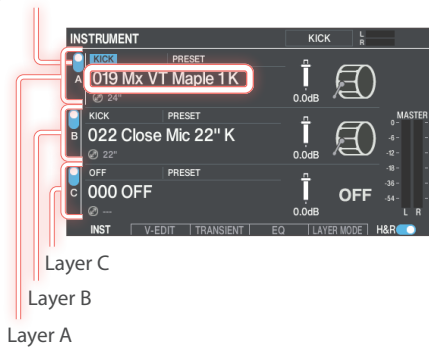
- Press the [KIT] button to return to the KIT screen.

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. Press the [INSTRUMENT] button.
2. Press the [F1] (INST) button.
The INSTRUMENT screen appears.
3. Select the pad to configure (p. 31).
4. Press the cursor buttons to move the cursor to the instruments for layers A–C.

Layer switch



5. Use the [-] [+] buttons or the dial to select an instrument.

Turning the layers on/off

6. Move the cursor to the layer switch and use the [-] [+] buttons or the dial to toggle the switches on/off.

MEMO

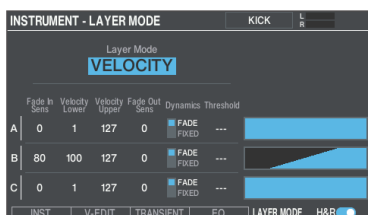
On each INSTRUMENT screen, press one of the [F1] (A)–[F3] (C) buttons while holding down the [SHIFT] button to turn each layer on/off.

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. Press the [INSTRUMENT] button.
2. Press the [F5] (LAYER MODE) button.
The INSTRUMENT - LAYER MODE screen appears.

The INSTRUMENT - LAYER MODE screen appears.



3. Select the pad to configure (p. 31).

4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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.
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".

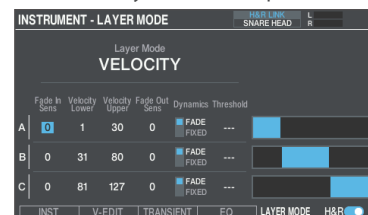
*1: This is enabled when the pad to set is the hi-hat, and when the instrument is set to SYNTH WAVE or USER SAMPLE (Play Type = ONE SHOT).

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

5. 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.

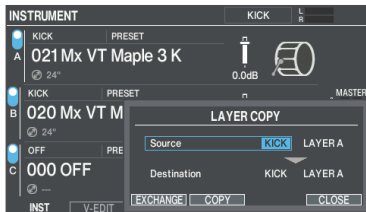


Copying/exchanging layer settings (LAYER COPY)

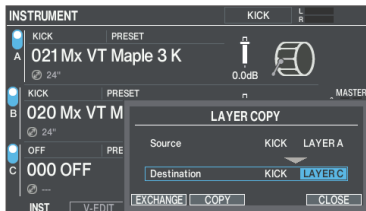
You can copy or exchange the layer settings to or with another pad (the triggers such as the head, rim and so on).

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

The LAYER COPY window appears.



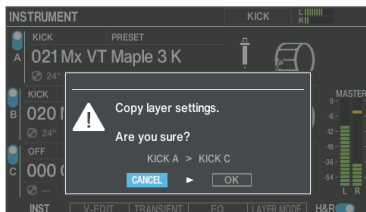
3. Use the cursor buttons and the dial to configure the copy/exchange settings.



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.

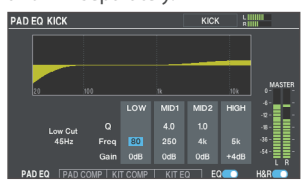

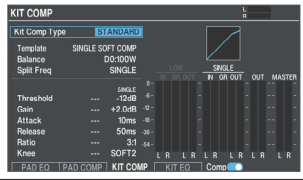
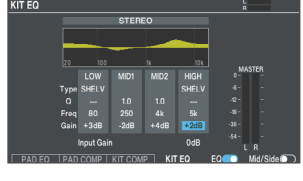
The layer is copied or exchanged.

Adjusting the tonal character of the pads or drum kit (EQ/COMP)

You can adjust how the volume changes (pad compressor/kit compressor) or adjust the tonal character (pad equalizer/kit equalizer) for the individual pads and drum kits.

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

1. Press the [EQ/COMP] button.
2. Press the function buttons to access the respective settings screens.

<p>PAD EQ screen</p>	<p>Configures the equalizer for each pad. You can configure the sounds for the head and rim separately.</p>  <p>MEMO Press the [F6] (RESET EQ) button while holding down the [SHIFT] button to restore the equalizer settings to their default values.</p>
<p>PAD COMP screen</p>	<p>Configures the compressor for each pad. The head and rim use these settings in common.</p> 
<p>KIT COMP screen</p>	<p>Configures the compressor for the entire drum kit, on a kit-by-kit basis.</p> 
<p>KIT EQ screen</p>	<p>Configures the equalizer for the entire drum kit, on a kit-by-kit basis.</p>  <p>MEMO Press the [F6] (RESET EQ) button while holding down the [SHIFT] button to restore the equalizer settings to their default values.</p>

3. Select the pad to configure (only PAD EQ or PAD COMP) (p. 31).

4. Press the [F5] button to switch the equalizer/compressor on/off.
5. Edit the equalizer/compressor settings.
6. Press the [KIT] button to return to the KIT screen.

Editing the mixer (MIXER)

Here's how to set the volume, pan and other effects for each pad or drum kit.

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

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

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>
KIT VOLUME screen	<p>Sets the drum kit volume.</p>

3. Select the pad to configure (p. 31).
You can also select using the cursor buttons.
4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

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

Parameter	Value	Explanation
KIT VOLUME screen		
Kit Volume		Drum kit volume
Closed-Pedal Volume		Pedal hi-hat volume
Xstick Volume		Cross-stick volume
Snare Buzz Volume (*1)	-INF+6.0 dB	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.
[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. 39) is “ON”.

5. 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.
- You can also change the “Kit Volume” from KIT OTHERS (p. 37).
- The MIXER VOLUME/PAN settings can be copied (p. 51).

Recreating the reverberations of a performance location (AMBIENCE)

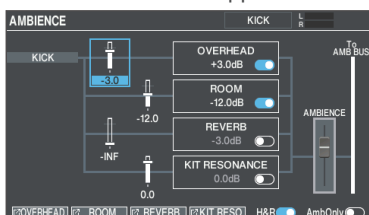
Here's how to recreate the ambience, meaning the sound heard from the overhead mic that picks up sounds from the entire drum kit, how the drums reverberate depending on where they are played and how the drums sound.

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), and the reverberation (reverb).

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

1. Press the [AMBIENCE] button.

The AMBIENCE screen appears.



MEMO

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

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

OVERHEAD screen	Configures the overhead mic.
ROOM screen	Configures the room ambience.
REVERB screen	Configures the reverb.
KIT RESONANCE screen	Sets the amount of resonance for the entire drum kit.

3. Edit the ambience settings.

4. 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.

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.

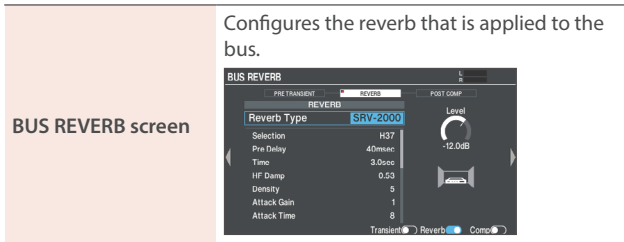
BUS FX lets you configure the effects assigned to the bus (the signal path that the audio is sent through) and the routing (the order in which the effects are connected).

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 [BUS FX] button.
2. Press the function buttons to access the respective settings screens.

ROUTING screen	Configures the pad or bus routing.
PAD ASSIGN screen	Configures the routing for each pad in list format.
PAD SEND screen	Configures the bus effect send amount for each pad.
FX EDIT screen	Configures the FX1/FX2 effects for BUS-A through D.
SIDE CHAIN screen	Configures the side chain.



Configures the reverb that is applied to the bus.

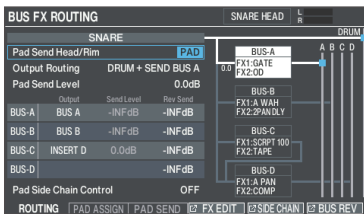
3. Edit the effect settings.
4. Press the [KIT] button to return to the KIT screen.

Example of routing settings

Example 1: GATE → OVERDRIVE

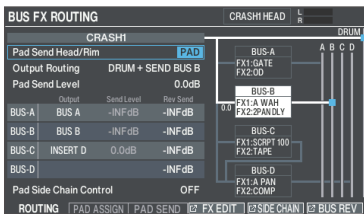
This inputs the sound with gate applied to the overdrive. This lets you apply distortion to only the sound that passes through the gate.

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.



Editing a drum kit (KIT OTHERS)

Here's where you can configure the various drum kit-related parameters such as drum kit volume, controller LED color and so on.
 → For details on the parameters that can be edited, refer to "Data List" (Roland website).

1. Press the [OTHERS] button.

The KIT OTHERS screen appears.



2. 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.
STRAINER	Configures the strainer settings.
SNARE BUZZ	Sets the resonance that's applied to the snare.
KIT VOLUME	Sets the drum kit volume.
KIT NAME	Edits the name of the drum kit.
MUTE GROUP	Sets the mute group.
KIT MIDI	Configures the MIDI-related settings for the drum kit.
KIT COLOR	Sets the LED color for the buttons and dial.
POSITION/PEDAL	Adjusts the on/off setting for the change in sound according to the strike point or rim shot; the strike point area for the head, rim and so forth; and the amount of pitch change according to how hard you press the hi-hat pedal.
KIT OPTION	Sets the brush, drum kit tempo, KIT screen view and so on.

Edit the settings according to the selected menu.

3. Edit the drum kit settings.
4. Press the [KIT] button to return to the KIT screen.

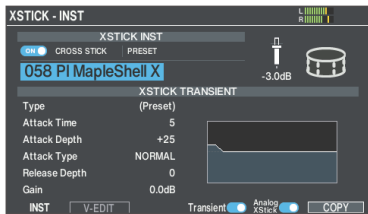
Configuring the cross stick (XSTICK)

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. Select "XSTICK" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

The XSTICK - INST screen appears.



2. Move the cursor to the instrument, and use the [-] [+] buttons or the dial to select the instrument that you want to assign.
3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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. Select "STRAINER" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.
2. Press the function buttons to access the respective settings screens.

<p>STRAINER - LEVER screen</p>	<p>Configures the settings for operating the strainer lever.</p>
<p>STRAINER - SWIT CH/ 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>
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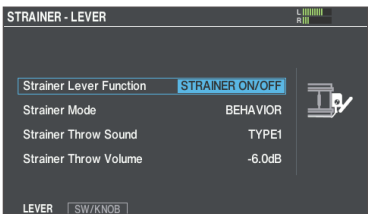
3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.
4. Press the [KIT] button to return to the KIT screen.

Configuring the effect control

1. Select "STRAINER" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

2. Press the [F1] (LEVER) button.

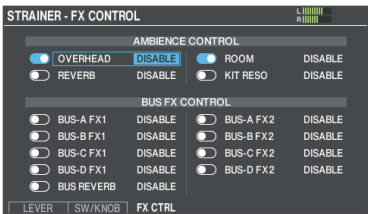
The STRAINER - LEVER screen appears.



3. Move the cursor to Strainer Lever Function, and use the [-] [+] buttons or 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 [-] [+] buttons or 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.

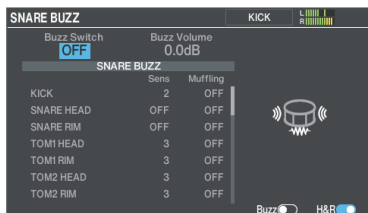
Configuring the resonance of the snare (SNARE BUZZ)

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. Select "SNARE BUZZ" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

The SNARE BUZZ screen appears.



2. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

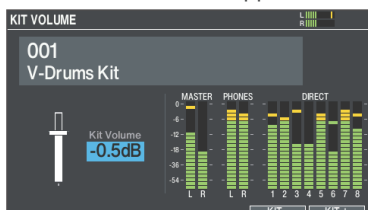
3. Press the [KIT] button to return to the KIT screen.

Setting the drum kit volume (KIT VOLUME)

Here's how to set the drum kit volume.

1. Select "KIT VOLUME" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

The KIT VOLUME screen appears.



2. Use the [-] [+] buttons or the dial to edit the values.

Value	-INF--+6.0 dB
-------	---------------

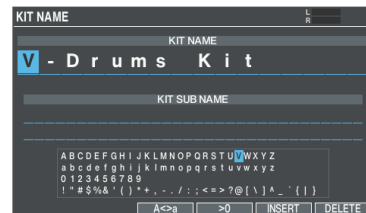
3. Press the [KIT] button to return to the KIT screen.

Renaming the drum kit (KIT NAME)

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

1. Select "KIT NAME" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

The KIT NAME screen appears.



2. 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.
[-] [+] buttons, 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.

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

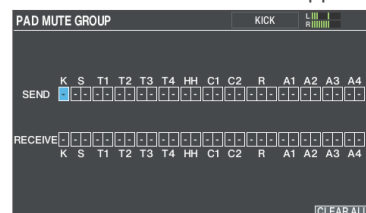
Muting the sound of a specific pad when you strike a pad (MUTE GROUP)

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. Select "MUTE GROUP" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

The PAD MUTE GROUP screen appears.



2. Select the pad to configure (p. 31).

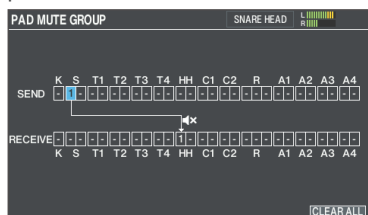
You can also select using the cursor buttons.

3. Use the cursor buttons, the [-] [+] buttons or the

dial to configure the mute group settings.

Parameter	Value	Explanation
SEND	– (OFF), 1–8	These parameters specify the mute group number. 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.
RECEIVE		* The pad is not be muted if you specify the same number in SEND and RECEIVE for the same location (e.g., head or rim) of the same pad.

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.

4. 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. Select “KIT MIDI” on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.
2. Press the function buttons to access the respective settings screens.

KIT MIDI - NOTE NO. screen	<p>Sets the MIDI note number transmitted and received by each pad.</p>
KIT MIDI - GATE TIME screen	<p>Sets the duration of the notes transmitted by each pad.</p>

KIT MIDI - CHANNEL screen	<p>Sets the MIDI channel used to transmit or receive note messages for each pad.</p>
---------------------------	--

3. Use the cursor buttons to select a parameter, and use the [–] [+] buttons or 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.

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

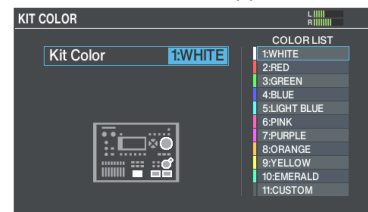
Setting the colors for the buttons and dial (KIT COLOR)

You can change the colors of the buttons on a kit-by-kit basis ([KIT] button, [–] [+] button, [HEAD PREVIEW] button, [RIM] (PREVIEW) button), as well as for the dial and strainer indicator.

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. Select “KIT COLOR” on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

The KIT COLOR screen appears.



2. Use the dial to select the LED color.

MEMO

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

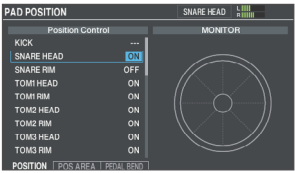
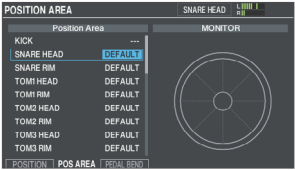
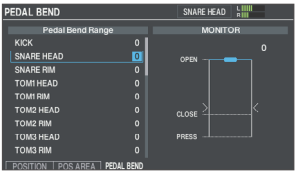
3. Press the [KIT] button to return to the KIT screen.

Controlling tonal change (POSITION/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. Select “PEDAL POSITION” on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.
2. Press the function buttons to access the respective settings screens.

<p>PAD POSITION screen (*1)</p>	<p>Turns on/off tonal changes that occur depending on your strike location or the nuances of your rim shots.</p> 
<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
- TOM1–4
- HI-HAT (only when a VH-14D is assigned to the hi-hat trigger input)
- Bow (head) of RIDE, edge (rim)
- AUX1–4

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

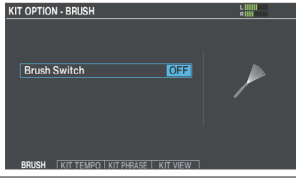


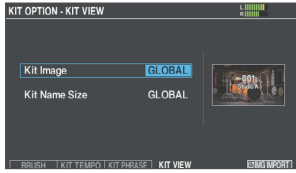
3. Select the pad to configure (p. 31).
4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.
5. Press the [KIT] button to return to the KIT screen.

Configuring the drum kit-related settings (KIT OPTION)

Sets the brush, drum kit tempo, KIT screen view and so on.

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

1. Select “KIT OPTION” on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.
2. Press the function buttons to access the respective settings screens.

<p>KIT OPTION - BRUSH screen</p>	<p>You can specify whether you're performing with sticks or with brushes.</p> 
<p>KIT OPTION - KIT TEMPO screen</p>	<p>When you select a drum kit, the tempo you specify here is automatically applied.</p> 
<p>KIT OPTION - KIT PHRASE screen</p>	<p>Plays the phrase of the currently selected drum kit, letting you check the sound.</p> 
<p>KIT OPTION - KIT VIEW screen</p>	<p>Configures the background and text size for the KIT screen.</p> 

3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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 your own image file from an SD card into the V71, and use it as the background image for the KIT screen.

MEMO

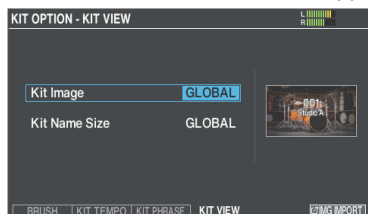
Image file format that can be imported: .png

* 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 V71 (p. 11).
3. Select "KIT OPTION" on the KIT OTHERS screen (p. 37), and then press the [ENTER] button.

4. Press the [F4] (KIT VIEW) button.

The KIT OPTION - KIT VIEW screen appears.



5. Move the cursor to Kit Image, and use the [-] [+] buttons or the dial to select "ON".

MEMO

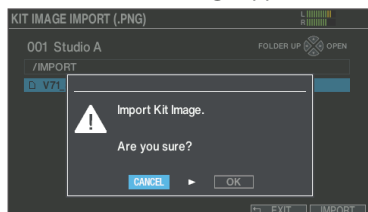
When this is set to "GLOBAL", the settings made in OPTION→KIT VIEW (GLOBAL) (p. 69) for the common kit image for the V71 overall are used.

6. Press the [F6] (IMG IMPORT) button.
7. 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

8. Press the [F6] (IMPORT) button.

A confirmation message appears.



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

9. Select "OK" and press the [ENTER] button.
The image file is imported.
10. Press the [KIT] button to return to the KIT screen.

Configuring the Instrument Expansions

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

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

SLOT screen

Manages the Instrument Expansions assigned to slots 1–6.
Instrument Expansions in slots

Information for the selected Instrument Expansion

RACK screen

Manages the Instrument Expansions that you install from Roland Cloud.
Instrument Expansions in racks

Capacity remaining in rack storage area Number within rack

Information for the selected Instrument Expansion

3. Edit the settings for the Instrument Expansions.
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 from Roland Cloud into the V71.

- Install by connecting the V71 to the "Roland Cloud Connect" smartphone app via Wi-Fi
→ Refer to the "Roland Cloud Connect Setup Guide" (separate document).
- Save the Instrument Expansion from the "Roland Cloud Manager" app on your computer to an SD card
→ Refer to the "Roland Cloud Connect Setup Guide" (Roland website).

Loading Instrument Expansions for a rack into a slot (LOAD TO SLOT)

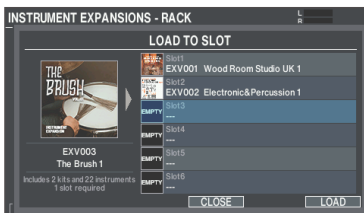
This shows how to load an Instrument Expansion installed in the rack into a slot.

1. On the RACK screen (p. 42), 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 [-] [+] buttons or 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 message appears. 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.

Removing an Instrument Expansion assignment (REMOVE)

This removes an Instrument Expansion loaded into a slot.

NOTE

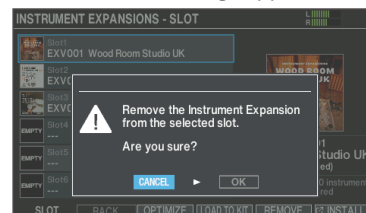
When you remove an Instrument Expansion, the drum kits that include that Instrument Expansion can no longer be correctly recreated.

To recreate the drum kit, load the necessary Instrument Expansions again into the slots.

1. On the SLOT screen (p. 42), 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.

Optimizing the slot area (OPTIMIZE)

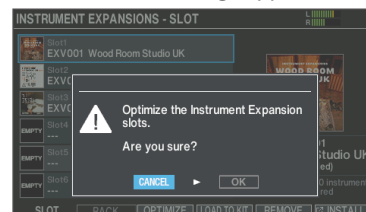
The slot area may become fragmented as you repeatedly load and remove Instrument Expansions, which could reduce the number of Instrument Expansions that can be imported.

You can use the OPTIMIZE function to optimize the area, once again allowing Instrument Expansions to be loaded.

* In some cases, optimizing might not produce results.

1. On the SLOT screen (p. 42), 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.

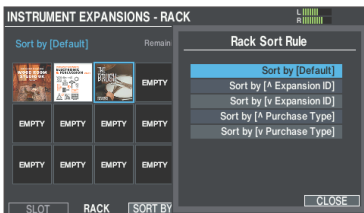
Resorting the Instrument Expansions (SORT BY...)

You can change the order in which the Instrument Expansions shown on the RACK screen are shown.

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

1. On the RACK screen (p. 42), 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.
^ Expansion ID	Sorts by Expansion ID (ascending).
v Expansion ID	Sorts by Expansion ID (descending).
^ Purchase Type	Sorts by Instrument Expansion purchase type (preinstalled→Lifetime Key→subscription).
v Purchase Type	Sorts by Instrument Expansion purchase type (subscription→Lifetime Key→preinstalled).

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

Uninstalling Instrument Expansions (UNINSTALL)

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

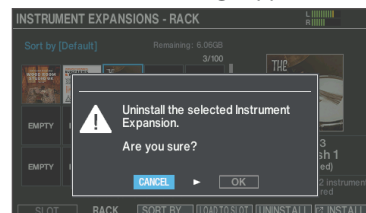
* You can't uninstall the Instrument Expansions that were preinstalled when the unit was shipped from the factory.

NOTE

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

1. On the RACK screen (p. 42), select the Instrument Expansion 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 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 V71 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 V71

	WAV
Format (extension)	WAV (.wav)
Sampling frequency	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.

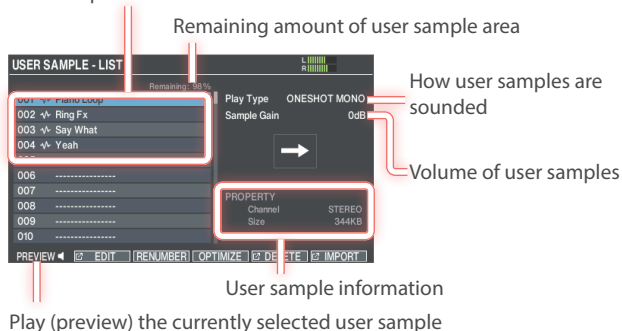
Importing an audio file

Here's how to import an audio file into the V71 as a user sample.

1. Insert an SD card into the V71 (p. 11).
2. Hold down the [SHIFT] button and press the [EXPANSION] button.

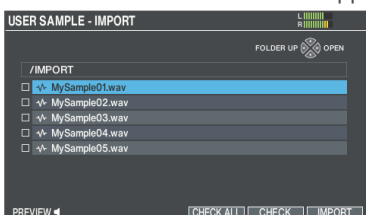
The USER SAMPLE LIST screen appears.

User sample number and name



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.

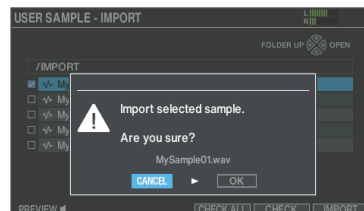
Cursor buttons	Function
[▲] button	Moves cursor (up)
[▼] button	Moves cursor (down)
[◀] button	Closes (exits) the folder
[▶] button	Opens (enters) the folder

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.



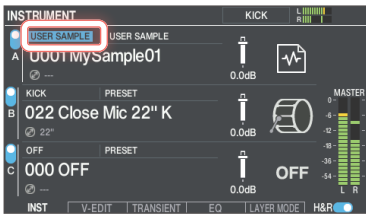
If you decide to cancel, select "CANCEL" and press the [ENTER] button.

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

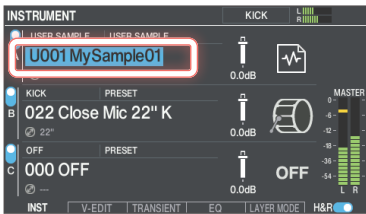
The audio file is imported.

Assigning a user sample to an instrument and playing it

1. Press the [INSTRUMENT] button.
2. Press the [F1] (INST) button.
3. Select the pad to configure (p. 31).
4. Move the cursor to the Instrument category, and use the [-] [+] buttons or the dial to select "USER SAMPLE".



5. Move the cursor to the instrument, and use the [-] [+] buttons or the dial to select the user sample that you want to assign.



6. 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. 45).
2. Move the cursor to Play Type or Sample Gain, and use the [-] [+] buttons or 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~+12 dB	Adjusts the user sample volume.

MEMO

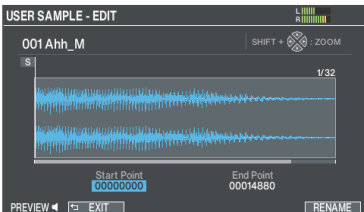
To stop user samples from sounding, use the ALL SOUND OFF (p. 19) function.

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. 45).
2. Press the [F2] (EDIT) button.

The USER SAMPLE - EDIT screen appears.



3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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. 45), press the function buttons to access the respective settings screens.

Button/Explanation

[F3] (RENUMBER) button

Renumbering user samples to eliminate blanks (RENUMBER)

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.

- * 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.

[F4] (OPTIMIZE) button

Optimizing the user sample area (OPTIMIZE)

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.

NOTE

- Be sure to back up your data before executing this function (p. 60).
- 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

Deleting a user sample (DELETE)

This deletes samples in user memory.

Press the [F5] (CHECK) button to select the check boxes of the user samples you want to delete.

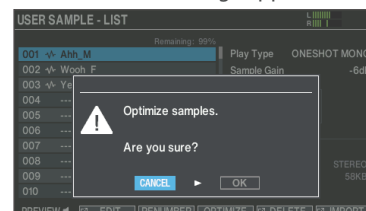
Press the [F4] (CHECK ALL) button to select the check boxes of all user samples.

Press the [F6] (DELETE) button to carry out the deletion.

NOTE

All user samples used in drum kits are also deleted. Pads to which a user sample is assigned will no longer produce sound.

A confirmation message appears.



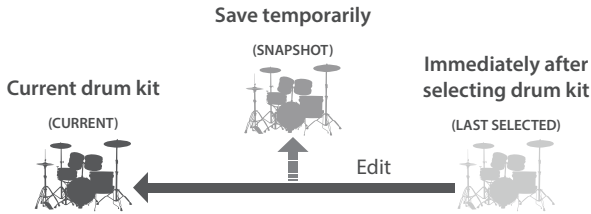
If you decide to cancel, select "CANCEL" and press the [ENTER] button.

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).



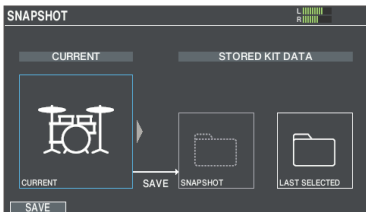
1. Select the drum kit that you want to edit.

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

2. On the KIT screen (p. 18), 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.

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

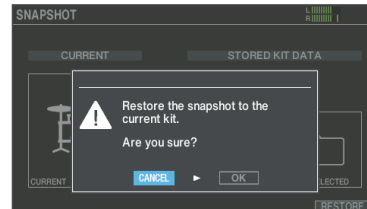
Restoring the current drum kit settings to a SNAPSHOT or to the settings immediately after selecting a drum kit

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.

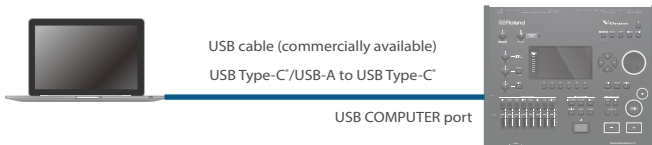
11. Press the [KIT] button to return to the DRUM KIT screen.

Using this unit with a computer or smartphone app

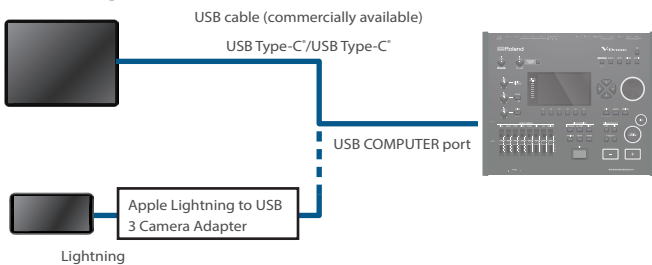
You can connect the V71 to your computer or smartphone to do the following things.

- Connect this unit to your computer (Windows/Mac) and record 32 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 "V71 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

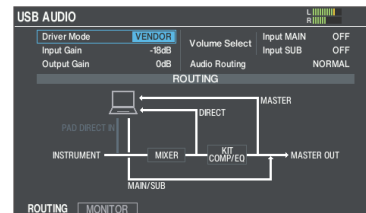
- This might not work correctly for some models of computer. Refer to the Roland website for details on the operating systems that are supported.
- A USB cable is not included. You can purchase one from the dealer where you purchased the V71.
- Use a USB 2.0 cable.
- Use a USB port on your computer that supports USB2.0 Hi-Speed.

Configuring the USB driver

This shows how to switch between the dedicated USB driver for the V71 (VENDOR) and the OS standard driver (GENERIC).

1. Press the [SETUP] button.
2. Select "USB AUDIO" and press the [ENTER] button.

The USB AUDIO screen appears.



3. Move the cursor to Driver Mode, and use the [-] [+] buttons or 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 V71's dedicated driver provided by Roland. USB MIDI and USB audio (32 ch. recording and 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

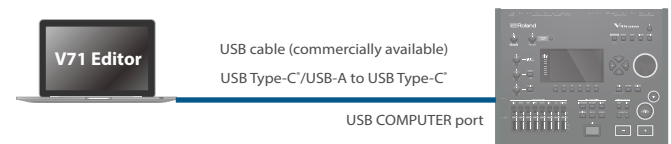
For details on downloading and installing the USB driver, refer to the Roland website.

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

Using the "V71 Editor" app on your computer

You can use the "V71 Editor" app to edit the V71 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 "V71 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 32-channel multitrack recording in your DAW software.

* The LOW CUT and DIRECT ATT (OUTPUT ROUTING (p. 66)) effects are not applied to the USB audio output. 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 32 channels for the USB audio output destination, including those listed below.

- MASTER OUT and DIRECT OUT jacks (settings in common with the output settings)
- Direct output from each pad (AUX 1/2/3/4 are set together) KICK, SNARE, TOM1, TOM2, TOM3, TOM4, HI-HAT, CRASH1, CRASH2, RIDE, AUX1/2/3/4

MEMO

For more about output destination settings, refer to "Audio output assignments (OUTPUT)" (p. 65).

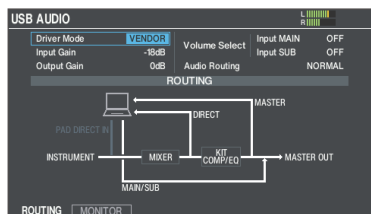
USB audio output destination settings

Ch1-2	MASTER	Ch9	DIRECT 7	Ch21-22	TOM4
Ch3	DIRECT 1	Ch10	DIRECT 8	Ch23-24	HI-HAT
Ch4	DIRECT 2	Ch11-12	KICK	Ch25-26	CRASH1
Ch5	DIRECT 3	Ch13-14	SNARE	Ch27-28	CRASH2
Ch6	DIRECT 4	Ch15-16	TOM1	Ch29-30	RIDE
Ch7	DIRECT 5	Ch17-18	TOM2	Ch31-32	AUX 1/2/3/4
Ch8	DIRECT 6	Ch19-20	TOM3		

Only ASIO is supported for Windows users.

Adjusting the USB audio output level

1. Access the USB AUDIO screen (p. 49).



2. Move the cursor to Output Gain, and use the [-] [+] buttons or 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

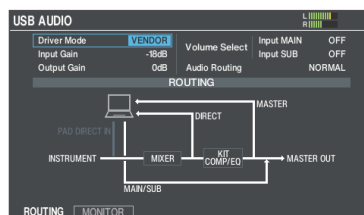
Here's how to specify the USB audio input that is input to the USB COMPUTER port.

This allows audio that is played back by the computer to be heard from the V71.

USB audio input destination settings

Ch1-2	MAIN	Ch13-14	TOM3	Ch25-26	AUX1
Ch3-4	SUB	Ch15-16	TOM4	Ch27-28	AUX2
Ch5-6	KICK	Ch17-18	HI-HAT	Ch29-30	AUX3
Ch7-8	SNARE	Ch19-20	CRASH1	Ch31-32	AUX4
Ch9-10	TOM1	Ch21-22	CRASH2		
Ch11-12	TOM2	Ch23-24	RIDE		

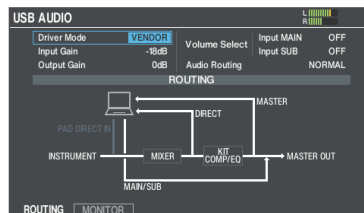
1. Access the USB AUDIO screen (p. 49).



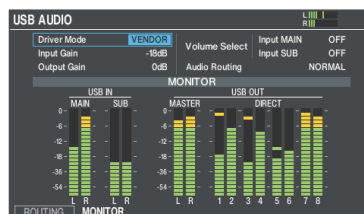
2. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

Parameter	Value	Explanation
Input Gain	-36+12 dB	Adjusts the input level This applies to the USB audio inputs (Input MAIN, SUB) that are input from the USB COMPUTER port.
Volume Select	OFF	These parameters set which knobs adjust the input volume for USB audio (Input MAIN, SUB). The knobs are not used to adjust the volume.
Input MAIN, Input SUB	SONG	The [SONG] 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 (p. 65).

Configuring the routing for USB audio (ROUTING)

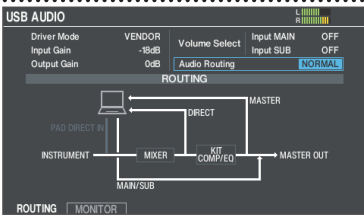
This shows you how to configure the routing for the USB audio input/output.

Use this to directly input the sound from your computer to the pads of the V71, or to limit the sounds sent from the V71 to your computer. The standard setting is "NORMAL".

MEMO

This is enabled when the Driver Mode is "VENDOR".

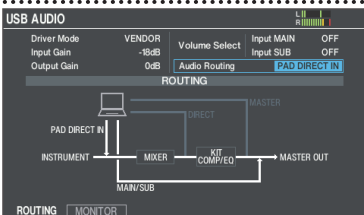
NORMAL



V71 → Computer: MASTER OUT, DIRECT OUT 1–8, direct output of each pad

Computer → V71: MAIN, SUB

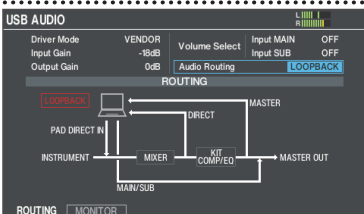
PAD DIRECT IN



V71 → Computer: All USB audio output from the V71 is muted.

Computer → V71: MAIN, SUB, direct input to each pad

LOOPBACK



V71 → Computer: MASTER OUT, DIRECT OUT 1–8, direct output of each pad

Computer → V71: 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 of the V71 may be inadvertently connected depending on the settings of your computer or the DAW to which you're connecting. This may result in a loud noise (loopback).

Audio routing I/O chart

	Audio Routing		
	NORMAL	PAD DIRECT IN	LOOPBACK
V71 → Computer			
MASTER OUT	✓	Muted	✓
DIRECT OUT	✓	Muted	✓
Direct output of each pad	✓	Muted	✓
Computer → V71			
INPUT MAIN/SUB	✓	✓	✓
PAD DIRECT IN	Muted	✓	✓

Copying settings (COPY)

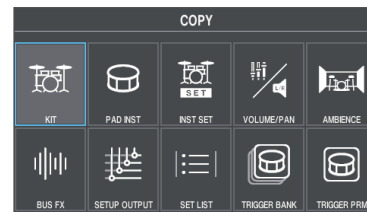
With the V71, you can copy the respective settings within memory or to an SD card. You can also swap the copy source and destination settings.

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 (p. 60).

1. Hold down the [SHIFT] button and press the [BACKUP] button.

The COPY screen appears.



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

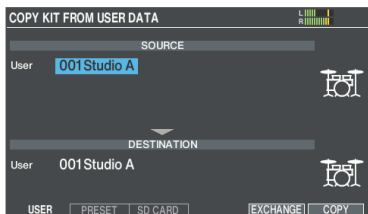
Menu	Explanation
KIT	Copies the drum kit (p. 18).
PAD INST	Copies the pad instruments (p. 30).
INST SET	Copies multiple instruments as a set.
VOLUME/PAN	Copies the MIXER VOLUME/PAN (p. 35) settings.
AMBIENCE	Copies the ambience (p. 36) settings.
BUS FX	Copies the BUS FX (p. 36) settings.
SETUP OUTPUT	Copies the output (p. 65) settings.
SET LIST	Copies the set lists (p. 54).
TRIGGER BANK	Copies the trigger bank (p. 56) settings.
TRIGGER PRM	Copies the trigger parameter (p. 56) settings.

3. Copy the settings according to the menu item that you selected.

Example 1: Copying a drum kit (KIT)

1. Select “KIT” on the COPY screen (p. 51), and then press the [ENTER] button.

The COPY KIT screen appears.

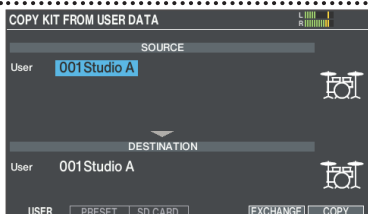


2. Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item you want to edit.

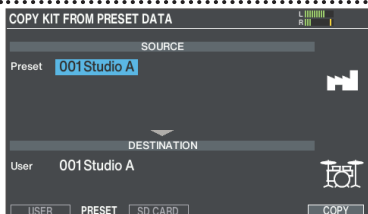
Button	Explanation
[F1] (USER) button	Copies from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in the User memory.
[F2] (PRESET) button	Copies drum kits of preset memory. Choose this if you want to return to the factory-set drum kit settings. * 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.

3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to make the copy settings.

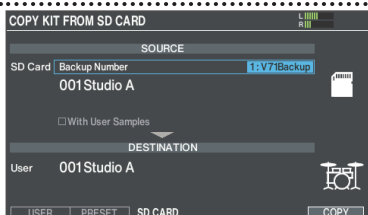
USER



PRESET



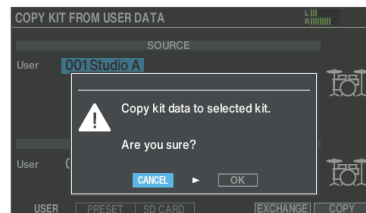
SD CARD



4. 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.

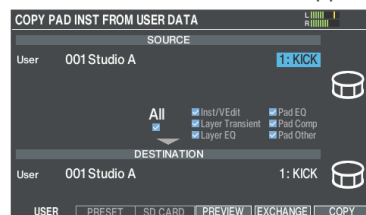
5. Select “OK” and press the [ENTER] button.

The drum kit is copied.

Example 2: Copy multiple instruments as a set (INST SET)

1. Select “INST SET” on the COPY screen (p. 51), and then press the [ENTER] button.

The COPY PAD INST SET screen appears.



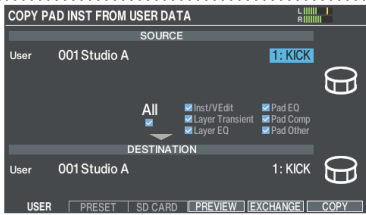
2. Press the [F1] (USER)–[F3] (SD CARD) buttons to select the item you want to edit.

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 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.

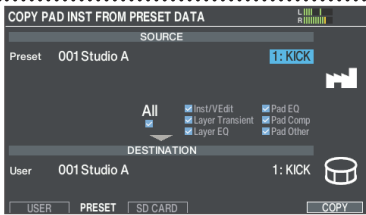
* If you are copying backup data that does not include user samples, you can't select the “With User Samples” check box.

3. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to make the copy settings.

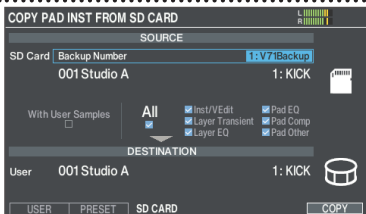
USER



PRESET



SD CARD



* 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.
TOMS 1-4	Copies TOM1-4.
CYM SET	Copies the HI-HAT, CRASH1, 2 and RIDE.
AUX 1-4	Copies AUX1-4.

Copied contents (Copy Target)

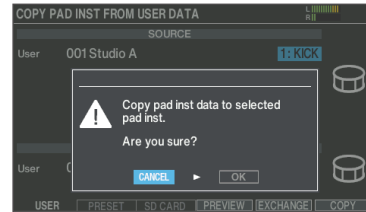
Value	Explanation
Inst/VEEdit	Copies the instrument settings (e.g., Instrument, V-EDIT), such as volume and ambience send.
Layer Transient	Copies the attack and release settings (p. 32) of an instrument.
Layer EQ	Copies the equalizer settings (p. 32) of an instrument.
Pad EQ	Copies the pad equalizer settings (p. 34).
Pad Comp	Copies the pad compressor settings (p. 34).
Pad Other	Out of the pad settings, this copies the BUS FX send level and routing settings (p. 36).

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).

4. Press the [F6] (COPY) button.

A confirmation message appears.



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

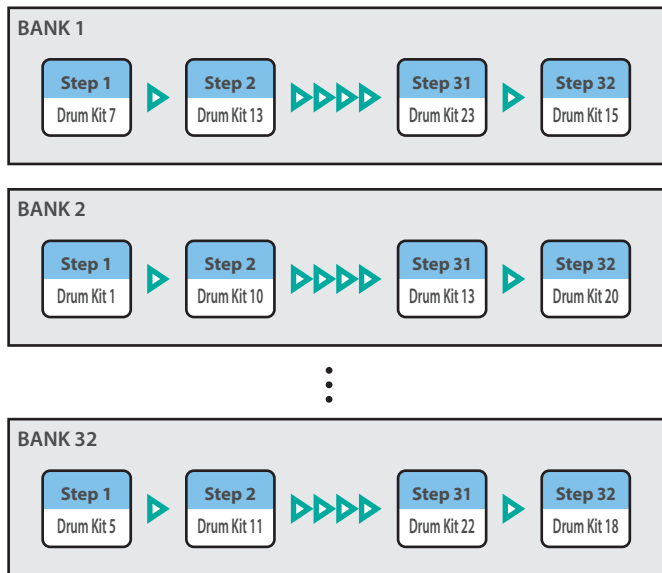
5. Select "OK" and press the [ENTER] button.

The 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. Press the [SET LIST] button to make it light.

The SET LIST screen appears, and set list turns on.

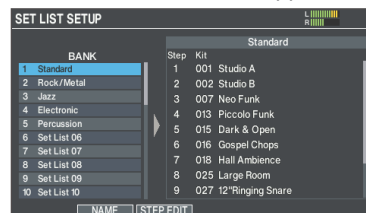


Button	Explanation
[F2] (<BANK) button	Selects the set list bank.
[F3] (BANK>) button	
[F5] (SETUP) button	Creates, edits or renames the set list.

Exchanging or renaming set lists

2. 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 (p. 39).
[F3] (STEP EDIT) button	Edits the steps of the set list bank at the cursor position.

Editing the set list steps

3. Press the [F3] (STEP EDIT) button.
4. Use the cursor buttons to select each step, and use the [-] [+] buttons or 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 [-] [+] buttons or the dial to specify a drum kit.

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

Using set lists

Selecting the set lists

1. Press the [SET LIST] button to make it light.

The SET LIST screen appears, and set list turns on.



2. 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 [-] [+] buttons or 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] button goes dark.

The set list function turns off.

MEMO

- You can assign the appropriate function to a footswitch or pad, and use it to recall set lists or drum kits. For details, refer to "Assigning functions to footswitches or pads (CONTROL SETUP)" (p. 68).
- If the volumes set for each drum kit vary considerably, press the [MIXER] button to adjust the Kit Volume (the volume for the overall drum kit) (p. 39).

Settings

Trigger settings

Here's how to configure the trigger settings, so that the signals from the pads can be accurately processed by the V71.

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.

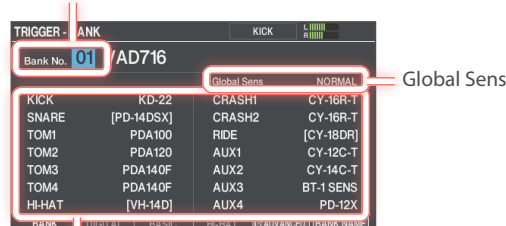
Trigger bank

A trigger bank contains an entire set of settings for 14 triggers.

1. Press the [TRIGGER] button.
2. Press the [F1] (BANK) button.

The TRIGGER - BANK screen appears.

Trigger bank number



Trigger type

3. Use the [-] [+] buttons or the dial to specify the trigger bank.
4. Select the pad to configure (p. 31).
5. Use the [-] [+] buttons or 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

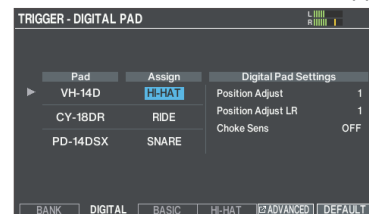
The first time that you connect a pad that supports digital connection to a DIGITAL TRIGGER IN port, you'll follow the screens that appear, and specify the trigger input to which the connected pad is assigned (p. 14).

The following explains how to change the assigned destinations (assignments) after you make the settings.

- * If you assign the same trigger input used by a pad connected to a TRIGGER IN jack, the pad that's connected to that TRIGGER IN jack does not output sound.
- * When you execute a factory reset, the connection history and settings of digitally-connected pads are initialized.

1. Press the [TRIGGER] button.
2. Press the [F2] (DIGITAL) button.

The TRIGGER - DIGITAL PAD screen appears.



3. Use the cursor buttons to select the pad that you want to configure, and use the [-] [+] buttons or the dial to configure the assignment.

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".

- * You can't specify multiple instances of the same assignment.

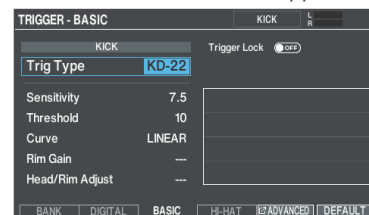
Adjusting the sensitivity for individual pads

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.


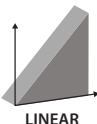
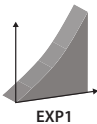
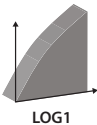
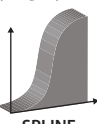
1. Press the [TRIGGER] button.
2. Press the [F3] (BASIC) button.

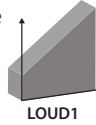
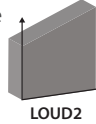
The TRIGGER - BASIC screen appears.



3. Select the pad to configure (p. 31).

4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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.
		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.
Threshold	0–31	
		Adjusts how the volume changes in response to how hard you strike the pad. This is the standard setting. This produces the most natural balance between playing dynamics and volume change.
Curve	LINEAR	
	EXP1, EXP2	Compared to "LINEAR", strong dynamics produce a greater change. 
	LOG1, LOG2	Compared to "LINEAR", a soft playing produces a greater change. 
	SPLINE	Extreme changes are made in response to your playing dynamics. 

Parameter	Value	Explanation
Curve	LOUD1, LOUD2	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. 
		
Rim Gain (*1)	0–3.2	Adjusts the balance between the force of striking the rim or edge and the loudness of the sound. If you increase this value, even soft strikes on the rim play at high volume. If you decrease this value, even strong strikes on the rim are sounded at low volume. This is available for pads that support rim shots.
Head/Rim Adjust (*1)	0–80	This setting specifies how easy it is to play a head shot or rim shot. If the rim sound is heard when you strike the head strongly, increase this value. If the head sound is heard when you play an open rim shot, decrease this value. If the head sound is heard when you softly play a rim shot, decrease this value.
		<p>MEMO</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.

*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 V71.

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. 16).
- Make detailed adjustments to the parameters as necessary. For details, refer to “Data List” (Roland website).

Making detailed trigger settings

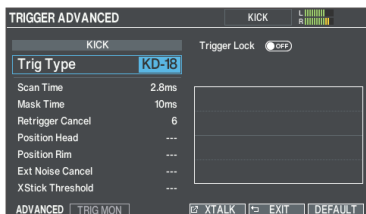
The following settings are automatically set to the appropriate values for each pad when you specify the trigger type (p. 56), so there is normally no need for you to edit them.

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. Press the [TRIGGER] button.
2. Press the [F5] (ADVANCED) button.

The TRIGGER ADVANCED screen appears.



3. Select the pad to configure (p. 31).
4. Use the cursor buttons to select a parameter, and use the [-] [+] buttons or 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).

Making detailed settings for digitally-connected pads

The first time that you connect a pad that supports digital connection, the following 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. 56).
 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 [-] [+] buttons or 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

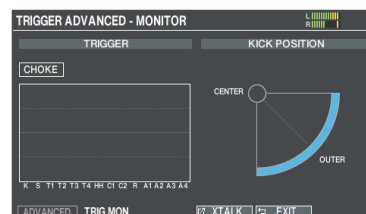
You can view real-time information that shows the force (velocity) with which each pad is struck, as well as the strike points for the snare, toms, hi-hat, ride cymbal and AUX.

MEMO

Performance data received via the MIDI IN connector is also displayed.

1. Press the [TRIGGER] button.
2. On the TRIGGER ADVANCED screen (p. 58), press the [F2] (TRIG MON) button.

The TRIGGER ADVANCED - MONITOR screen appears.



3. 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. 56) 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 cancellation 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 threshold value of the pad
➔ “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.

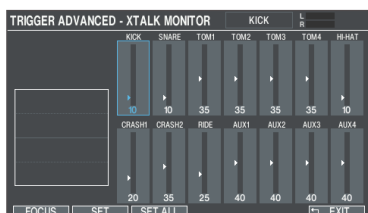
Be aware of the following points before you make the crosstalk cancel settings.

- 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 - MONITOR screen (p. 58), press the [F4] (XTALK) button.

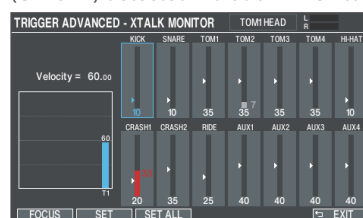
The TRIGGER ADVANCED - XTALK MONITOR screen appears.



2. Strike the tom 1 (TOM1) pad.

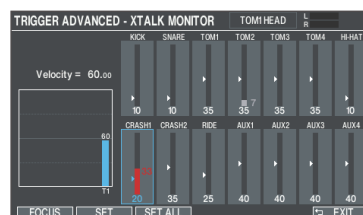
The crosstalk detection status is shown in the TRIGGER XTALK MONITOR screen.

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 cymbal 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 “33”, which is the minimum value that can cancel triggering for crash 1.

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, [-] [+] buttons, or the dial to make crosstalk cancellation settings manually.

Formatting an SD card

Follow these steps to initialize (format) an SD card.

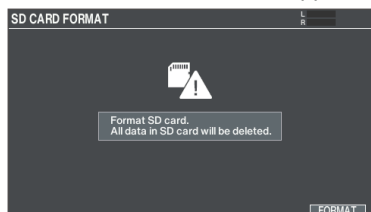
- * SD cards must be formatted the first time before they are used on the V71.

NOTE

When you format an SD card, all data on the SD card is erased.

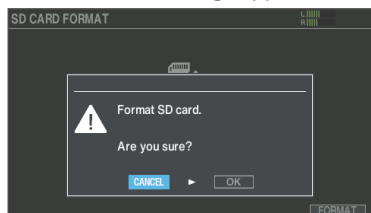
1. Insert an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. Use the cursor buttons or the dial to select “SD CARD FORMAT”, and press the [ENTER] button.

The SD CARD FORMAT screen appears.



4. Press the [F6] (FORMAT) button.

A confirmation message appears.



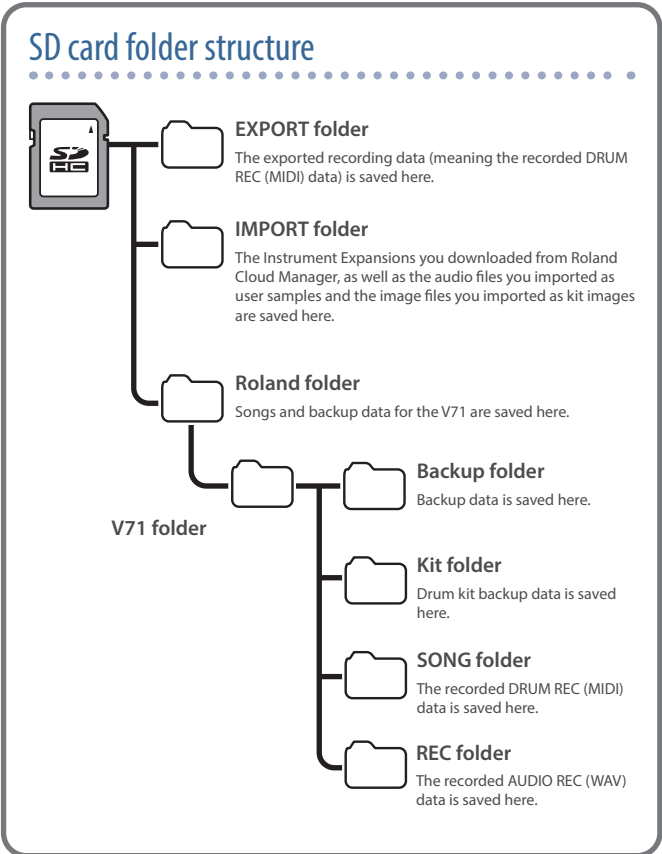
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

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 V71 can be saved (backed up) to an SD card, or restored (loaded) back to the V71.

- * To back up data to an SD card, first make sure that the SD card is inserted (p. 11).

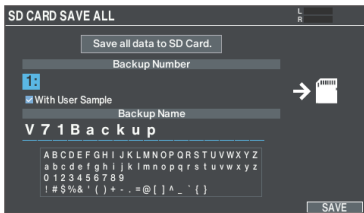


Backing up to an SD card (SAVE)

Here's how to save all settings that are stored in the V71 (up to 99 sets).

1. Insert an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. Use the cursor buttons or the dial to select "SAVE" and press the [ENTER] button.

The SD CARD SAVE ALL screen appears.



4. Configure the backup.

Parameter select: use cursor buttons

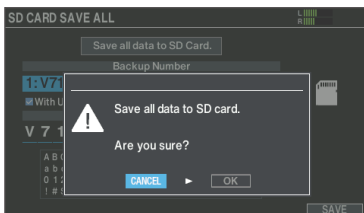
Value select: use [-] [+] buttons or dial

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 user samples 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.
7. Press the [ENTER] button to finish the operation.

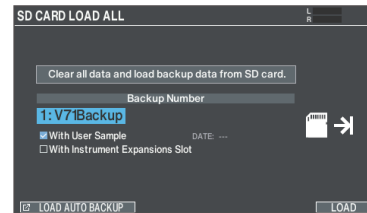
The settings are saved to the SD card.

Loading backup data from an SD card (LOAD)

Here's how you can load backup data into the V71 that's saved on an SD card.

1. Insert an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. Use the cursor buttons or the dial to select "LOAD" and press the [ENTER] button.

The SD CARD LOAD ALL screen appears.



4. Configure the load settings.

Parameter select: use cursor buttons

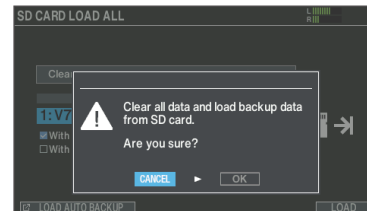
Value select: use [-] [+] buttons or dial

Parameter	Explanation
Backup Number	Selects the backup number. The date of backup is shown in the backup data that's saved when connected via Wi-Fi.
With User Samples	Selects whether user samples are also loaded.
With Instrument Expansion Slots	Selects whether to load the Instrument Expansions. * You can't load Instrument Expansions into a slot if they aren't installed in the rack (p. 42).

- * 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.
7. Press the [ENTER] button to finish the operation.

The backup data is loaded from the SD card.

Loading auto-backup data

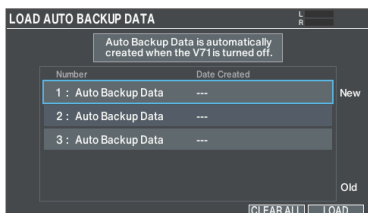
The V71 automatically backs up your data when you turn off the power. Up to five sets of the most recent backup data can be created.

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.

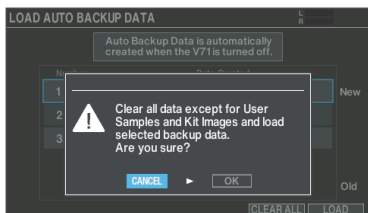
1. Access the SD CARD LOAD ALL screen (p. 61).
2. Press the [F1] (LOAD AUTO BACKUP) button.

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 [F1] (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 V71 can be backed up to an SD card (up to 999 drum kits).

1. Insert an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. Use the cursor buttons or the dial to select "SAVE 1 KIT" and press the [ENTER] button.

The SD CARD SAVE 1 KIT screen appears.



4. Configure the backup.

Parameter select: use cursor buttons

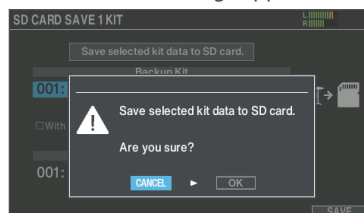
Value select: use [-] [+] buttons or dial

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 user samples 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.

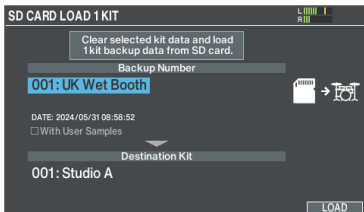
6. Select "OK" and press the [ENTER] button.
The kit backup data is saved on the SD card.
7. Press the [ENTER] button to finish the operation.

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 V71.

1. Insert an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. Use the cursor buttons or the dial to select "LOAD 1 KIT" and press the [ENTER] button.

The SD CARD LOAD 1 KIT screen appears.



4. Configure the load settings.

Parameter select: use cursor buttons

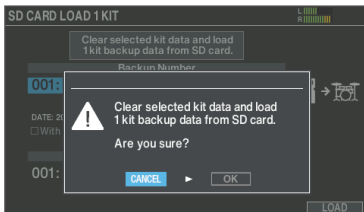
Value select: use [-] [+] buttons or dial

Parameter	Explanation
Backup Number	Selects the backup number. The date of backup is shown in the backup data that's saved when connected via Wi-Fi.
With User Samples	Selects whether user samples are also loaded.
Destination Kit	Selects the load destination drum kit.

* 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.

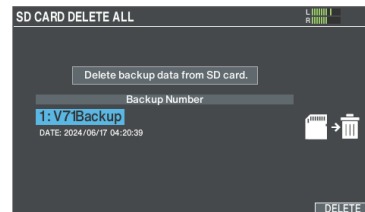
Deleting backup data from an SD card (DELETE/DELETE 1 KIT)

Here's how to delete unneeded backup data (including user samples) from an SD card.

1. Insert an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. 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.
DELETE 1 KIT	Deletes the kit backup data.

Example: using DELETE



4. Make deletion settings.

Parameter	Explanation
DELETE	Selects the backup number that you want to delete.
DELETE 1 KIT	Selects the kit backup number that you want to delete.

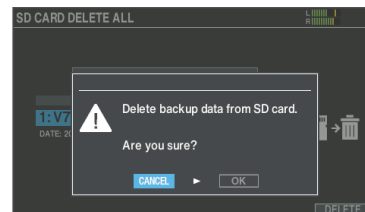
MEMO

The date of backup is shown in the backup data that's saved when connected via Wi-Fi.

5. Press the [F6] (DELETE) button.

A confirmation message appears.

Example: using DELETE



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

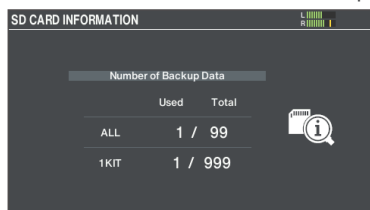
6. Select "OK" and press the [ENTER] button.
The backup data is deleted from the SD card.
7. Press the [ENTER] button to finish the operation.

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 an SD card into the V71 (p. 11).
2. Press the [BACKUP] button.
3. Use the cursor buttons or the dial to select "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

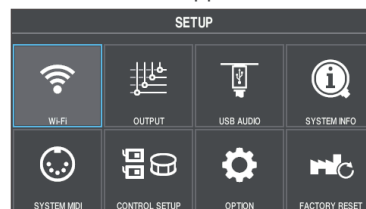
4. Press the [KIT] button to return to the KIT screen.

Making overall settings for the V71 (SETUP)

The settings below are common to the entire V71, such as specifying the output destination of the V71 and configuring the footswitch assignments.

1. Press the [SETUP] button.

The SETUP screen appears.



2. 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 V71 to the Roland Cloud Connect app via Wi-Fi.
OUTPUT	Specifies the output destination of the sounds.
USB AUDIO	Makes the USB audio settings (p. 50).
SYSTEM INFO	Used for checking how much memory is free on this unit, as well as the program version.
SYSTEM MIDI	Configures the overall MIDI-related settings for the V71.
CONTROL SETUP	Assigns functions to the footswitches and pads.
OPTION	Configures the preview button, audio input, display, Auto Off and so on.
FACTORY RESET	Restores the factory settings.

3. Edit the settings according to the selected menu.

Connecting to the Roland Cloud Connect app via Wi-Fi (Wi-Fi)

Lets you connect the V71 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 V71 via Wi-Fi.

Audio output assignments (OUTPUT)

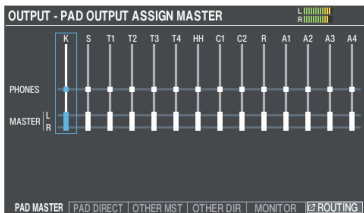
Here's how to assign the audio outputs from the MASTER OUT jacks, DIRECT OUT jacks, and PHONES jacks.

MEMO

For the USB audio settings (p. 50), the MASTER and DIRECT 1–8 jacks share the same settings with the output settings from the MASTER OUT and DIRECT OUT jacks.

1. Select "OUTPUT" on the SETUP screen (p. 64), and then press the [ENTER] button.

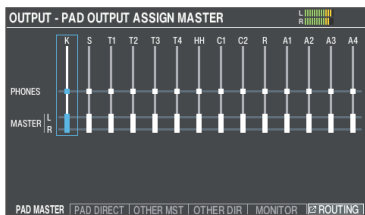
The OUTPUT screen appears.



2. Use the function buttons to select the function to set.

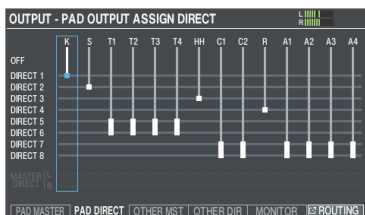
[F1] (PAD MASTER) button

Specifies each pad's output assignments for the PHONES jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Output Mode is set to "MASTER").



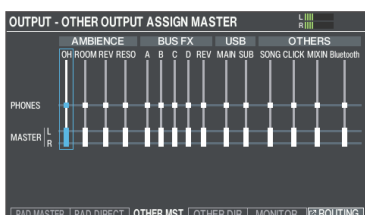
[F2] (PAD DIRECT) button

Specifies each pad's output assignments for the DIRECT OUT 1-8 jacks and MASTER OUT jacks (when OUTPUT ROUTING Master Output Mode is set to "DIRECT").



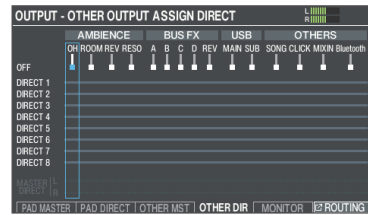
[F3] (OTHER MST) button

Specifies the output assignments for the PHONES and MASTER OUT jacks (when OUTPUT ROUTING Master Output Mode is set to "MASTER") for the ambience, BUS FX, USB audio, songs and so forth.



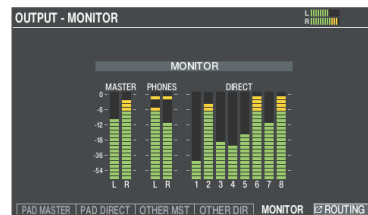
[F4] (OTHER DIR) button

Specifies the output assignments for the DIRECT OUT 1–8 and MASTER OUT jacks (when OUTPUT ROUTING Master Output Mode is set to "DIRECT") for the ambience, BUS FX, USB audio, songs and so forth.



[F5] (MONITOR) button

This lets you check the output volumes for each jack.



* For details on the OUTPUT ROUTING parameters, refer to "Data List" (Roland website).

3. Strike a pad or press the cursor buttons [◀] [▶] to select the pad or function that you want to configure.

Display	Explanation	Display	Explanation
K	KICK	R	RIDE
S	SNARE	A1–4	AUX1–4
T1–4	TOM1–4		
HH	HI-HAT		
C1, C2	CRASH1, 2		

Display	Explanation
AMBIENCE (p. 36)	
OH	Overhead
ROOM	Room
REV	Reverb
RESO	Kit resonance
BUS FX (p. 36)	
A–D	BUS A–D
REV	BUS FX reverb
USB	
MAIN, SUB	Sound that is input to the USB COMPUTER port (p. 50)
OTHERS	
SONG	Song (p. 21)
CLICK	Click (p. 20) and song click track (p. 23) output
MIXIN	Audio inputted to the MIX IN jack (p. 12)
Bluetooth	Bluetooth audio signal (p. 21)

4. Use the cursor [▲] [▼] buttons, [–] [+] buttons, or the dial to select the output destination.
5. Press the [KIT] button to return to the KIT screen.

Output destination setting examples

Here are some examples of output destination settings.

MEMO

The MASTER OUT jacks (XLR type/ 1/4-inch TRS phone type) and DIRECT OUT jacks (1/4-inch TRS phone type) are balanced outputs.

Example 1: Default settings

With these settings, all sound is output from the PHONES and MASTER OUT jacks for monitoring.

The sound from each pad is divided up and output to the DIRECT OUT 1–8 jacks, which signals are sent to your PA system.

Jack	Output setting	Example destination
PHONES	All	Monitor headphones
MASTER OUT	All	Drum monitor
DIRECT OUT 1	KICK	PA (external mixer)
DIRECT OUT 2	SNARE	
DIRECT OUT 3	HI-HAT	
DIRECT OUT 4	RIDE	
DIRECT OUT 5/6	TOM1–4 (Stereo)	
DIRECT OUT 7/8	CRASH 1, 2, AUX1–4 (Stereo)	

Example 2: Sending the same audio for monitoring and PA

With these settings, the same sound will be output from the PHONES jacks, the MASTER OUT jacks, and the DIRECT OUT (7, 8) jacks.

The sound being monitored by the performer will be the same as the sound sent to the PA system.

* The master compressor and master EQ effects are not applied to DIRECT OUT.

Jack	Output setting	Example destination
PHONES	All	Monitor headphones
MASTER OUT	All	Drum monitor
DIRECT OUT 1	—	—
DIRECT OUT 2	—	—
DIRECT OUT 3	—	—
DIRECT OUT 4	—	—
DIRECT OUT 5/6	—	—
DIRECT OUT 7/8	All	PA (external mixer)

Example 3: Performing while listening to a click/guide track

With these settings, all sound is output to the PHONES jacks for monitoring.

By outputting CLICK (the click and song click track output) and USB IN SUB (the sound that is input to the USB COMPUTER port) only from headphones, only the player can hear the click or guide track while they perform.

Jack	Output setting	Example destination
PHONES	All CLICK and USB IN SUB are output only to PHONES	Monitor headphones
MASTER OUT	Output only SONG and USB IN MAIN	PA (external mixer)
DIRECT OUT 1	KICK	
DIRECT OUT 2	SNARE	
DIRECT OUT 3	HI-HAT	
DIRECT OUT 4	RIDE	
DIRECT OUT 5/6	TOM1–4 (Stereo)	
DIRECT OUT 7/8	CRASH 1, 2, AUX1–4 (Stereo)	

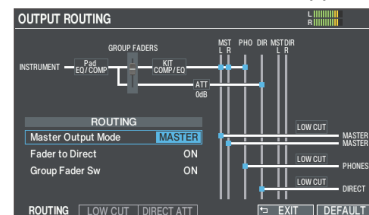
Configuring the detailed output routing

Here's how to make the detailed settings for output routing to the MASTER OUT jacks, DIRECT OUT jacks, and PHONES jacks.

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

1. On the OUTPUT screen (p. 65), press the [F6] (ROUTING) button.

The OUTPUT ROUTING screen appears.



2. Press the [F1] (ROUTING)–[F3] (DIRECT ATT) buttons to select the item that you want to edit.

Button	Explanation
[F1] (ROUTING) button	Changes how the fader effect is applied, as well as the MASTER OUT output settings and so forth.
[F2] (LOW CUT) button	Specifies whether the low-frequency region is cut from the output. The frequency setting is the same for each output.
[F3] (DIRECT ATT) button	Specifies whether to apply an attenuator to the signal output from the DIRECT OUT jacks. When "Master Out Mode" on the ROUTING tab is set to "DIRECT", this is enabled for the MASTER OUT jacks as well.

MEMO

- To return to the default values, select the item for which you want to revert the value and press the [F6] (DEFAULT) button.
- The LOW CUT and DIRECT ATT settings have no effect on USB audio output.

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

Routing parameter setting examples

Parameter	Explanation
Master Output Mode	With the "DIRECT" setting <ul style="list-style-type: none"> • The kit compressor and kit EQ effects are not applied to the output from the MASTER OUT jacks, allowing you to use the MASTER OUT jacks as DIRECT OUT jacks (the setting of the [MASTER] knob is applied). This setting also applies to the output via USB audio to your computer. • The PHONES jacks output the sound processed by the kit compressor and kit EQ. • If you want the output of the MASTER OUT jacks to be output as direct output, assign the output to MASTER DIRECT in the PAD OUTPUT screen (DIRECT tab) and the OTHER OUTPUT screen (DIRECT tab).
	When turned "OFF" <ul style="list-style-type: none"> • The panel faders have no effect on the output from the DIRECT OUT jacks. When the OUTPUT ROUTING Master Out setting is "DIRECT", the panel faders have no effect on the output from the MASTER OUT jacks. • When you set Group Faders Sw to "OFF" for the PHONES jack output, the panel faders are disabled. • This lets the player adjust their monitoring sound balance using the faders at hand, apart from the sound balance that is adjusted on the PA system.
Faders to Direct	<ul style="list-style-type: none"> • This sets the adjustable volumes with the faders to a fixed value of 0 dB, regardless of the current fader settings on the panel.
Group Faders Sw	This is useful when you want to keep all the volumes at a fixed level, such as for preserving the volume balance using a mixer and so forth.

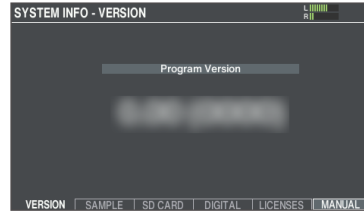
➔ For other settings, refer to "Data List" (Roland website).

Viewing information for the V71 (SYSTEM INFO)

Shows information about the V71 itself, such as the program version.

1. Select "SYSTEM INFO" on the SETUP screen (p. 64), and then press the [ENTER] button.

The SYSTEM INFO screen appears.



2. 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. 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 V71 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 program version of the digital connection compatible pads that are connected to the V71. The FUNC button of the selected pad is blinking.
[F5] (LICENSES) button	Shows the license information for the technologies used on the V71.

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

MIDI settings (SYSTEM MIDI)

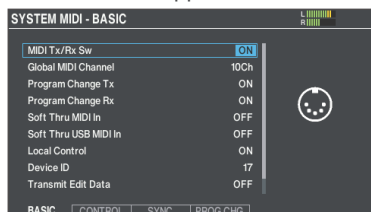
Here's how to make the overall MIDI-related settings for the V71.

MEMO

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

1. Select "SYSTEM MIDI" on the SETUP screen (p. 64), and then press the [ENTER] button.

The MIDI screen appears.



2. 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 V71 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.

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

Assigning functions to footswitches or pads (CONTROL SETUP)

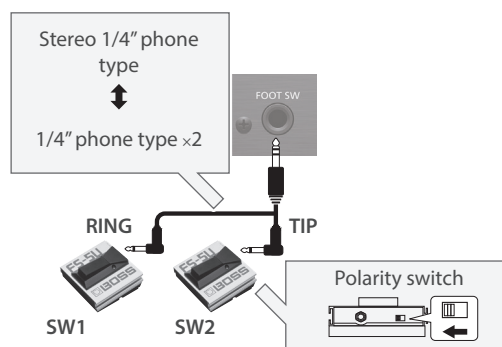
Footswitches (BOSS FS-5U, FS-6; sold separately) or pads that are connected to the V71 can be assigned to control functions such as switching drum kits or switching set lists.

MEMO

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

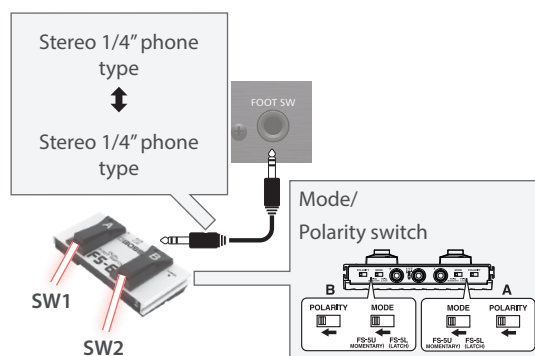
Assigning a function to a footswitch

Connecting an FS-5U



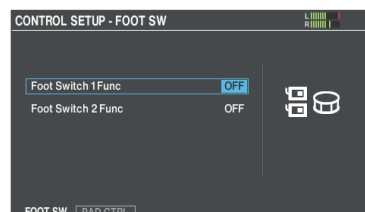
- * If you use a mono cable to connect a single FS-5U, it operates as SW2.
- * The FS-5L cannot be used.

Connecting an FS-6



1. Select "CONTROL SETUP" on the SETUP screen (p. 64), and then press the [ENTER] button.
2. Press the [F1] (FOOT SW) button.

The CONTROL SETUP - FOOT SW screen appears.



- Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

MEMO

If you want to switch between drum kits in the set list (p. 54) with a footswitch, set the footswitch's assigned function to "KIT# DEC" or "KIT# INC", and press the [SET LIST] button to make it light. (Make the set list settings in advance.)

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

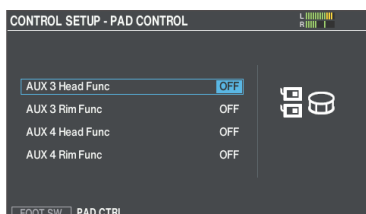
Assigning functions to pads

You can assign functions to the pads connected to the TRIGGER IN 13 and 14 jacks (AUX3/4), or to a pad that supports digital connection that's assigned to AUX3/4.

- Select "CONTROL SETUP" on the SETUP screen (p. 64), and then press the [ENTER] button.

- Press the [F2] (PAD CTRL) button.

The CONTROL SETUP - PAD CONTROL screen appears.



- Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

MEMO

- If you don't want sound to be produced when you strike the pad, set the AUX3 and AUX4 volumes to "-INF" in MIXER VOLUME (p. 35).
You can also press the [INSTRUMENT] button and set the instruments of AUX3 and AUX4 for all layers to "OFF" (p. 33). If SNARE BUZZ → Snare Buzz Sense (p. 39) is set to "1-12", set it to "OFF" instead.
- If you want to switch drum kits in the set list (p. 54) with a pad, set the pad's assigned function to "KIT# DEC" or "KIT# INC", and then press the [SET LIST] button to make it light. (Make the set list settings in advance.)

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

Other settings (OPTION)

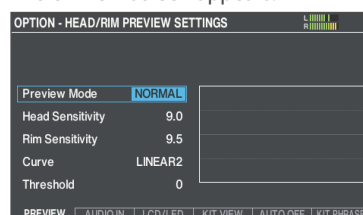
This shows how to configure the settings for the [PREVIEW] button, the MIX IN jack, Bluetooth audio, the display and so forth.

MEMO

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

- Select "OPTION" on the SETUP screen (p. 64), and then press the [ENTER] button.

The OPTION screen appears.



- Press the [F1] (PREVIEW)–[F6] (KIT PHRASE) buttons to select the item you want to edit.

Button	Explanation
[F1] (PREVIEW) button	Sets how the sound plays when you press the [PREVIEW] button.
[F2] (AUDIO IN) button	Sets the signal volumes for the MIX IN jack and Bluetooth audio.
[F3] (LCD/LED) button	Adjusts the brightness of the display as well as the buttons and dial.
[F4] (KIT VIEW) button	Configures the background and text size for the KIT screen.
[F5] (AUTO OFF) button	Sets the AUTO OFF function (p. 13).
[F6] (KIT PHRASE) button	Enables/disables the kit phrase function (p. 18).

- Use the cursor buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

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

Configuring the preview sound

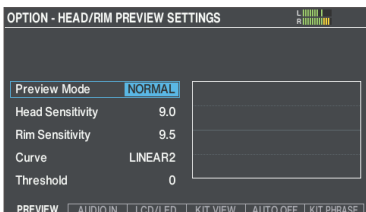
This shows the steps for configuring how the preview sounds when you press the [HEAD PREVIEW] button or [RIM] (PREVIEW) button.

NOTE

You may hear the preview sound when the V71 is exposed to a strong impact. If this happens, you can set Preview Mode to "PREVIEW OFF".

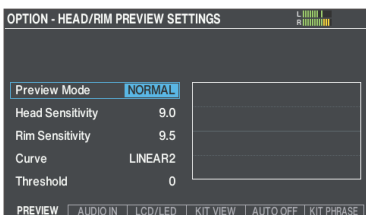
1. Select "OPTION" on the SETUP screen (p. 64), and then press the [ENTER] button.

The OPTION screen appears.



2. Press the [F1] (PREVIEW) button.

The OPTION - HEAD/RIM PREVIEW SETTINGS screen appears.



3. Move the cursor to Preview Mode, and use the [-] [+] buttons or the dial to change the value.

Parameter	Explanation
NORMAL	The volume changes in response to how hard you press the buttons. You can adjust the sensitivity and curve.
FIXED	The volume remains the same regardless of how hard you press the buttons.
PREVIEW OFF	Turns the preview off (no sound is heard even when you press the buttons). This is useful when you want to prevent the unit from accidentally operating when onstage, or when you don't want the V71 to accidentally operate when exposed to strong impact.

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

Restoring the factory settings

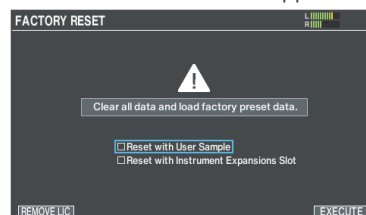
This restores the settings stored in the V71 to their factory default values. This is called a "factory reset".

NOTE

When you execute this operation, all data and settings in the V71 are lost. Before you proceed, you should save any important data and settings to your SD card (p. 60).

1. Select "FACTORY RESET" on the SETUP screen, and then press the [ENTER] button.

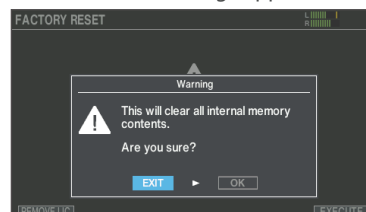
The FACTORY RESET screen appears.



Parameter	Explanation
Reset with User Samples	Selects whether to restore all user samples that have been imported into the V71 to their factory settings. * All user samples in user memory are overwritten by the factory-set data.
Reset with Instrument Expansion Slots	Selects whether to restore the Instrument Expansions loaded into the slots to their factory settings (p. 42).

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.

This executes the factory reset.

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

Restoring the drum kit to factory settings

You can use the copy function to restore drum kits to their factory (preset kit) settings.

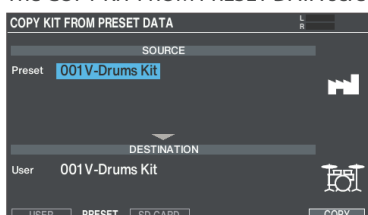
1. Hold down the [SHIFT] button and press the [BACKUP] button.

The COPY screen appears.

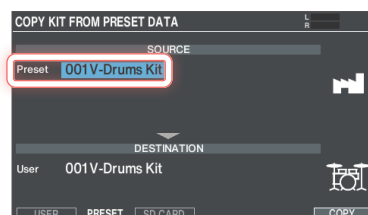
2. Use the cursor buttons or the dial to select "KIT" and press the [ENTER] button.

3. Press the [F2] (PRESET) button.

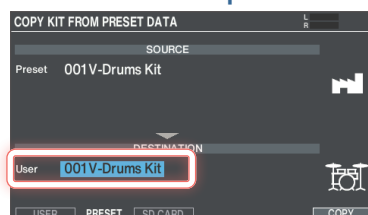
The COPY KIT FROM PRESET DATA screen appears.



4. Move the cursor to the preset kit, and use the [-] [+] buttons or the dial to select the preset drum kit.

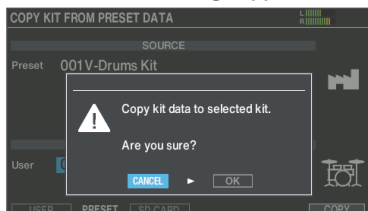


5. Move the cursor to the user drum kit, and use the [-] [+] buttons or the dial to select the drum kit you want to restore to preset settings.



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 drum kit.

- * If you've selected a preset kit that contains user samples, the user samples are not reverted to the factory settings.

Restoring all settings (including Roland Cloud license data) to factory defaults

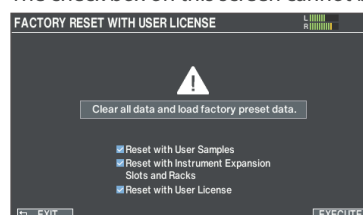
When you install an Instrument Expansion from Roland Cloud into a rack on the V71, the Roland Cloud license data is saved on the V71.

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. 70), press the [F1] (REMOVE LIC) button.

The FACTORY RESET WITH USER LICENSE screen appears.

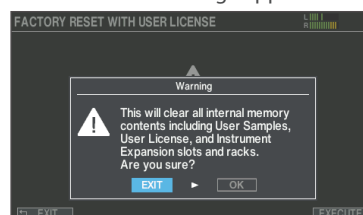
- * The check box on this screen cannot be deselected.



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 V71.
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 (p. 26).
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 (p. 20). 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 V71 (p. 60). If this does not solve the problem, try a different SD card. Check the lock status of the SD card. Check whether the file might be write-protected.
SD card memory full!	There are no empty space on the SD card.	Delete unneeded data (p. 63).
Unsupported format!	This unit does not support this format.	Check whether this file format can be played (song (p. 23), user sample (p. 45)).
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. The data on the SD card is damaged.	Do not use this audio data. Do not use this SD card.
User Sample memory error!	The backup data or kit backup data including user samples is damaged. The data on the SD card is damaged. An empty user sample is assigned (Only for 1 KIT SAVE).	Do not use this data. Do not use this SD card. 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 (p. 47).
User Sample unsupported format!	This unit does not support this user sample format.	Save the sample in a format that this unit can recognize.

Message	Meaning	Action
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 V71. 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 (p. 71). You cannot load different license data if license data is already saved in this unit.
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 Instrument Expansion rack is full!	The Instrument Expansion capacity is full.	Uninstall any Instrument Expansions that you don't need. * You can't uninstall the preinstalled Instrument Expansions.
This Instrument Expansion has expired!	The Instrument Expansion's authentication has expired, so it can no longer be used.	Instrument Expansions 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.

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.	p. 12
	Could the instrument be "OFF"?	Assign an instrument.	p. 30
	Is the instrument's "Volume" set too low?	Adjust the "Volume" of the instrument.	p. 35 (*1)
	The layer switch (A–C) might be turned off.	Turn the layer switch on.	p. 33
	Have the settings for "OUTPUT" been made correctly?	Check the settings for "OUTPUT".	p. 65
	Is the fader set too low?	Adjust the fader.	p. 17
	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.	p. 45
	Is the pad's "trigger type" set correctly?	Set the pad's "trigger type".	p. 56
No sound/insufficient volume	Is the connection cable correctly connected to the TRIGGER IN jack or the DIGITAL TRIGGER IN port?	Check the connections.	p. 12
	Is the unit properly connected to other devices?	Check the connections.	p. 12
	Could the instrument's volume be lowered?		p. 17
	Could the volume of the connected amplified speaker be lowered?	Adjust the volume to an appropriate level.	–
	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 [MIX IN/Bluetooth] knob to adjust the levels appropriately.	p. 9
No sound when you strike a pad connected to a TRIGGER IN port / Trigger does not respond	Could the "Local Control" be "OFF"?	Normally, this should be set to "ON".	(*1)
	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.	p. 12
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.	p. 56
	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.	p. 60
	Are you using an SD card that's supported on this unit?	Use an SD card that's supported on this unit.	p. 11
Can't play MP3/WAV file	Does the product support the sampling frequency and bit rate of the MP3 file, or the sampling frequency and bit depth of the WAV file?	Use MP3/WAV files that the product supports.	p. 23
	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.	p. 23
	Is the audio file in the correct location?	Check the location of the audio file.	p. 23
	Could a large number of audio files be in the folder?	Keep the number of audio files in a folder to 200 or fewer.	–

Problem	Items to check	Action	Page
Problems with USB			
Can't communicate with a computer	Is the USB cable connected correctly?	Check the connections.	p. 12
	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.	p. 49
	Are you using a cable that supports USB 2.0?	The product cannot be used with cables that support USB 3.0. Use the cable that supports USB 2.0.	-
	Have the settings for "Driver Mode" been made correctly?	Choose the setting that's appropriate for your situation.	p. 49
Troubles with MIDI			
No sound	Are the MIDI cables connected correctly?	Check the connections.	p. 12
	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)

(*1) Refer to "Data List" (Roland website).

Main specifications

Drum Kits	200 (Preset: More than 70)
Instruments	More than 1,000
Effect Types	<p>Layer Transient: each layer</p> <p>Layer Equalizer: each layer</p> <p>Pad Equalizer: each pad (by head and rim)</p> <p>Pad Compressor: each pad (head and rim common)</p> <p>Overhead Mic Simulator</p> <p>Room/Reverb/Kit Resonance</p> <p>Bus Effect: 4 systems (two can be used simultaneously per system/with side chain function), 94 types</p> <p>Bus Reverb</p> <p>Master Compressor</p> <p>Master Equalizer</p>
User Sample	<p>Number of User Sample: Maximum 500 (includes factory preloaded user samples)</p> <p>Sound Length (total): 24 minutes in mono, 12 minutes in stereo</p> <p>File formats that can be loaded: WAV (44.1 kHz, 16/24 bits)</p>
Song Player (SD Card)	Audio File: WAV (44.1 kHz, 16/24 bits), MP3
Recorder	<p>DRUM REC</p> <p>Recording Method: Realtime</p> <p>Maximum Note Storage: approx. 40,000 notes</p> <p>Export File Format: WAV (44.1 kHz, 16 bits), SMF</p> <p>AUDIO REC</p> <p>Recording Method: Realtime</p> <p>Maximum length: 60 min (temporary recording: 1 min) (*1)</p> <p>File format: WAV (44.1 kHz, 16 bits)</p> <p>(*1) Song recording is required SD card. The case of no inserted is capable to record the temporary recording approximately 1 minutes.</p>
Display	<p>Graphic color LCD 4.3 inch</p> <p>TRIGGER ACTIVITY Indicator (LED)</p>
Faders	8 (KICK, SNARE, TOMS, HI-HAT, CRASH, RIDE, AUX, AMBIENCE)
External Memory	SD Card (SDHC supported)
Connectors	<p>TRIGGER IN jack x 14: 1/4-inch TRS phone type (Exclusion use with digital pad)</p> <p>DIGITAL TRIGGER IN port x 3: USB A type</p> <p>MASTER OUT (BALANCED) jacks (L/MONO, R): 1/4-inch phone type, balanced</p> <p>MASTER OUT (BALANCED) jacks (L, R): XLR type, balanced</p> <p>DIRECT OUT (BALANCED) jack x 8: 1/4-inch TRS phone type, balanced</p> <p>PHONES jack x 2: Stereo 1/4-inch phone type, Stereo miniature phone type</p> <p>MIX IN (STEREO) jack x 1: Stereo 1/4-inch phone type</p> <p>MIDI (IN, OUT/THRU) connectors</p> <p>USB COMPUTER port: USB Type-C® (Class Compliant for Audio and MIDI/ Roland driver for Audio and MIDI)</p> <p>FOOT SW jack: 1/4-inch TRS phone type</p> <p>DC IN jack</p>
Number of USB Audio Record/ Playback Channels	<p>Vendor Mode</p> <p>Sampling Rate (Original): 44.1 kHz</p> <p>Sampling Rate (with Sampling rate converter): 96 kHz, 48 kHz</p> <p>Record: 32 channels</p> <p>Playback: 32 channels</p> <p>Generic Mode</p> <p>Sampling Rate (Original): 44.1 kHz</p> <p>Record: 2 channels</p> <p>Playback: 2 channels</p>
Power Supply	DC 12V (AC Adaptor)
Current Draw	2,400 mA
Power consumption when in off mode (when the power automatically turns off)	0.2 W

Dimensions	330 (W) x 308 (D) x 110 (H) mm 13 (W) x 12-1/8 (D) x 4-3/8 (H) inches
Weight	4.2 kg 9 lbs 5 oz
Accessories	Quick Start Roland Cloud Connect Setup Guide Roland Cloud Activation Card AC Adaptor
Options (sold separately)	Pad: PD series, PDX series, BT-1 Cymbal: CY series Kick: KD series, KT series Hi-Hat: VH series Hi-Hat Control Pedal: FD series Acoustic Drum Trigger: RT series Footswitch: BOSS FS-5U, FS-6 Personal Drum Monitor: PM series

* 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.