

# ROLAND TB-3 EFFECTS

*[all FX are in both slots except where noted]*

DELAY

REVERB [EFX2 ONLY]

COMPRESSOR

RING MODULATOR

BIT CRUSHER

TREMOLO

CHORUS

FLANGER

PHASER

PITCH SHIFTER [EFX1 ONLY]

EQUALIZER [EFX1 ONLY]

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DISTORTION

<b>[8]</b>			<b>[DD] DELAY</b>
1.	DD SW	(0 - 1)	OFF, ON
2.	DD TYPE	(0 - 2)	SINGLE, PAN, STEREO
3.	DD TIME	(0 - 100)	0 – 100 [ms]
4.	DD TAP TIME	(0 - 100)	0 – 100 [%]
5.	DD BPM SYNC	(0 - 13)	OFF, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 3/64, 1/24, 1/32, 3/128
6.	DD FEEDBACK	(0 - 100)	
7.	DD LPF	(0 - 14)	630 [Hz] – Flat
8.	DD HF DAMP	(0 - 30)	-30 – 0 [dB]
9.	DD EFFECT LEVEL	(0 - 100)	
10.	DD DIRECT LEVEL	(0 - 100)	

<b>[9] [EFX2 ONLY]</b>			<b>[RV] REVERB</b>
1.	RV SW	(0 - 1)	OFF, ON
2.	RV TYPE	(0 - 6)	AMBIENT, ROOM, HALL1, HALL2, PLATE, SPRING, MODULATION
3.	RV TIME	(0 - 99)	
4.	RV PRE DELAY	(0 - 100)	0 – 100 [ms]
5.	RV HPF	(0 - 17)	Flat – 800 [Hz]
6.	RV LPF	(0 - 14)	630 [Hz] – Flat
7.	RV DENSITY	(0 - 10)	
8.	RV EFFECT LEVEL	(0 - 100)	
9.	RV DIRECT LEVEL	(0 - 100)	
10.	RV SPRING SENS	(0 - 100)	

<b>[1]</b>			<b>[CS] COMPRESSOR</b>
1.	CS SW	(0 - 1)	OFF, ON
2.	CS ATTACK	(0 - 124)	0 – 800 [ms]
3.	CS RELEASE	(0 - 124)	0 – 8000 [ms]
4.	CS THRESHOLD	(0 - 40)	-40 – 0 [dB]
5.	CS RATIO	(0 - 13)	1:1.0 – 1:INF
6.	CS KNEE	(0 - 9)	Hard, Soft1 – Soft9
7.	CS GAIN	(0 - 80)	-40 – 40 [dB]
8.	CS BALANCE	(0 - 100)	-50 – 50

<b>[2]</b>			<b>[RM] RING MODULATOR</b>
1.	RM SW	(0 - 1)	OFF, ON
2.	RM FREQUENCY	(0 - 127)	
3.	RM SENS	(0 - 127)	
4.	RM POLARITY	(0 - 1)	UP, DOWN
5.	RM EQ LOW	(0 - 30)	-15 – 15 [dB]
6.	RM EQ HIGH	(0 - 30)	-15 – 15 [dB]
7.	RM BALANCE	(0 - 100)	-50 – 50
8.	RM LEVEL	(0 - 127)	

<b>[3]</b>			<b>[BC] BIT CRUSHER</b>
1.	BC SW	(0 - 1)	OFF, ON
2.	BC FILTER	(0 - 127)	
3.	BC SAMPLE RATE	(0 - 127)	
4.	BC EQ LOW	(0 - 30)	-15 – 15 [dB]
5.	BC EQ HIGH	(0 - 30)	-15 – 15 [dB]
6.	BC LEVEL	(0 - 127)	

<b>[4]</b>			<b>[TR] TREMOLO</b>
1.	TR SW	(0 - 1)	OFF, ON
2.	TR TYPE	(0 - 5)	TRI, SAW1, SAW2, SIN, SQUARE, RAND
3.	TR PHASE	(0 - 100)	0 – 360°
4.	TR RATE	(0 - 100)	8000 – 20 [ms]
5.	TR BPM SYNC	(0 - 20)	OFF, 2, 3/2, 4/3, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 3/64, 1/24, 1/32, 3/128
6.	TR SHAPE	(0 - 100)	
7.	TR DEPTH	(0 - 100)	
8.	TR PAN SELECT	(0 - 1)	TRE, PAN
9.	TR LEVEL	(0 - 100)	

<b>[5]</b>			<b>[CH] CHORUS</b>
1.	CH SW	(0 - 1)	OFF, ON
2.	CH MODE	(0 - 2)	MONO, STEREO1, STEREO2
3.	CH RATE	(0 - 100)	8000 – 20 [ms]
4.	CH BPM SYNC	(0 - 20)	OFF, 2, 3/2, 4/3, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 3/64, 1/24, 1/32, 3/128
5.	CH DEPTH	(0 - 100)	
6.	CH PRE DELAY	(0 - 80)	0 – 80 [ms]
7.	CH HPF	(0 - 17)	Flat – 800 [Hz]
8.	CH LPF	(0 - 14)	630 [Hz] – Flat
9.	CH LEVEL	(0 - 100)	

<b>[6]</b>			<b>[FL] FLANGER</b>
1.	FL SW	(0 - 1)	OFF, ON
2.	FL RATE	(0 - 100)	8000 – 20 [ms]
3.	FL BPM SYNC	(0 - 20)	OFF, 2, 3/2, 4/3, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 3/64, 1/24, 1/32, 3/128
4.	FL DEPTH	(0 - 100)	
5.	FL MANUAL	(0 - 100)	-50 – 50
6.	FL RESONANCE	(0 - 100)	
7.	FL SEPARATION	(0 - 100)	
8.	FL HPF	(0 - 10)	Flat – 800 [Hz]
9.	FL EFFECT LEVEL	(0 - 100)	
10.	FL DIRECT LEVEL	(0 - 100)	

<b>[7]</b>			<b>[PH] PHASER</b>
1.	PH SW	(0 - 1)	OFF, ON
2.	PH TYPE	(0 - 3)	4Stage, 8Stage, 12Stage, Bi-Phase
3.	PH RATE	(0 - 100)	8000 – 20 [ms]
4.	PH BPM SYNC	(0 - 20)	OFF, 2, 3/2, 4/3, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 3/64, 1/24, 1/32, 3/128
5.	PH DEPTH	(0 - 100)	
6.	PH MANUAL	(0 - 100)	-50 – 50
7.	PH RESONANCE	(0 - 127)	
8.	PH STEP RATE	(0 - 20)	OFF, 2, 3/2, 4/3, 1, 3/4, 2/3, 1/2, 3/8, 1/3, 1/4, 3/16, 1/6, 1/8, 3/32, 1/12, 1/16, 3/64, 1/24, 1/32, 3/128
9.	PH EFFECT LEVEL	(0 - 100)	
10.	PH DIRECT LEVEL	(0 - 100)	

<b>[9] [EFX1 ONLY]</b>			<b>[PS] PITCH SHIFTER</b>
1.	PS SW	(0 - 1)	OFF, ON
2.	PS VOICE	(0 - 2)	1MONO, 2MONO, 2Stereo
3.	PS 1 PITCH	(0 - 48)	-2400 – 2400 [Cent]
4.	PS 1 PRE DELAY	(0 - 100)	0 – 100 [ms]
5.	PS FEEDBACK	(0 - 100)	
6.	PS 1 EFX LEVEL	(0 - 100)	
7.	PS 2 PITCH	(0 - 48)	-2400 – 2400 [Cent]
8.	PS 2 PRE DELAY	(0 - 100)	0 – 100 [ms]
9.	PS 2 EFX LEVEL	(0 - 100)	
10.	PS DIRECT LEVEL	(0 - 100)	

<b>[10] EFX1 ONLY</b>			<b>[EQ] EQUALIZER</b>
1.	EQ SW	(0 - 1)	OFF, ON
2.	EQ LOW CUT	(0 - 17)	Flat – 800 [Hz]
3.	EQ LOW GAIN	(0 - 40)	-20 – 20 [dB]
4.	EQ LOW MID FREQ	(0 - 27)	20.0 – 10.0K [Hz]
5.	EQ LOW MID Q	(0 - 5)	0.5 – 16
6.	EQ LOW MID GAIN	(0 - 40)	-20 – 20 [dB]
7.	EQ HIGH MID FREQ	(0 - 27)	20.0 – 10.0K [Hz]
8.	EQ HIGH MID Q	(0 - 5)	0.5 – 16
9.	EQ HIGH MID GAIN	(0 - 40)	-20 – 20 [dB]
10.	EQ HIGH CUT	(0 - 14)	630 [Hz] – Flat
11.	EQ HIGH GAIN	(0 - 40)	-20 – 20 [dB]
12.	EQ LEVEL	(0 - 40)	-20 – 20 [dB]

			<b>DISTORTION</b>	
1.	DISTORTION SW	(0 - 1)	OFF, ON	
2.	TYPE	(0 - 24)	0 – MidBoost 2 – TrebleBst 4 – Crunch 6 – OD-1 8 – Turbo OD 10 – Distortion 12 – MidDS 14 – GUVDS 16 – Modern DS 18 – Stack 20 – Metal Zone 22 – ‘60s FUZZ 24 – MUFF FUZZ	1 – CleanBoost 3 – BluesOD 5 – NaturalOD 7 – T-Scream 9 – Warm OD 11 – Mild DS 13 – RAT 15 – DST 17 – Solid DS 19 – Loud 21 – Lead 23 – Oct FUZZ
3.	DRIVE	(0 - 120)		
4.	BOTTOM	(0 - 100)	-50 – +50	
5.	TONE	(0 - 100)	-50 – +50	
6.	EFFECT LEVEL	(0 - 100)		
7.	DRY LEVEL	(0 - 100)		