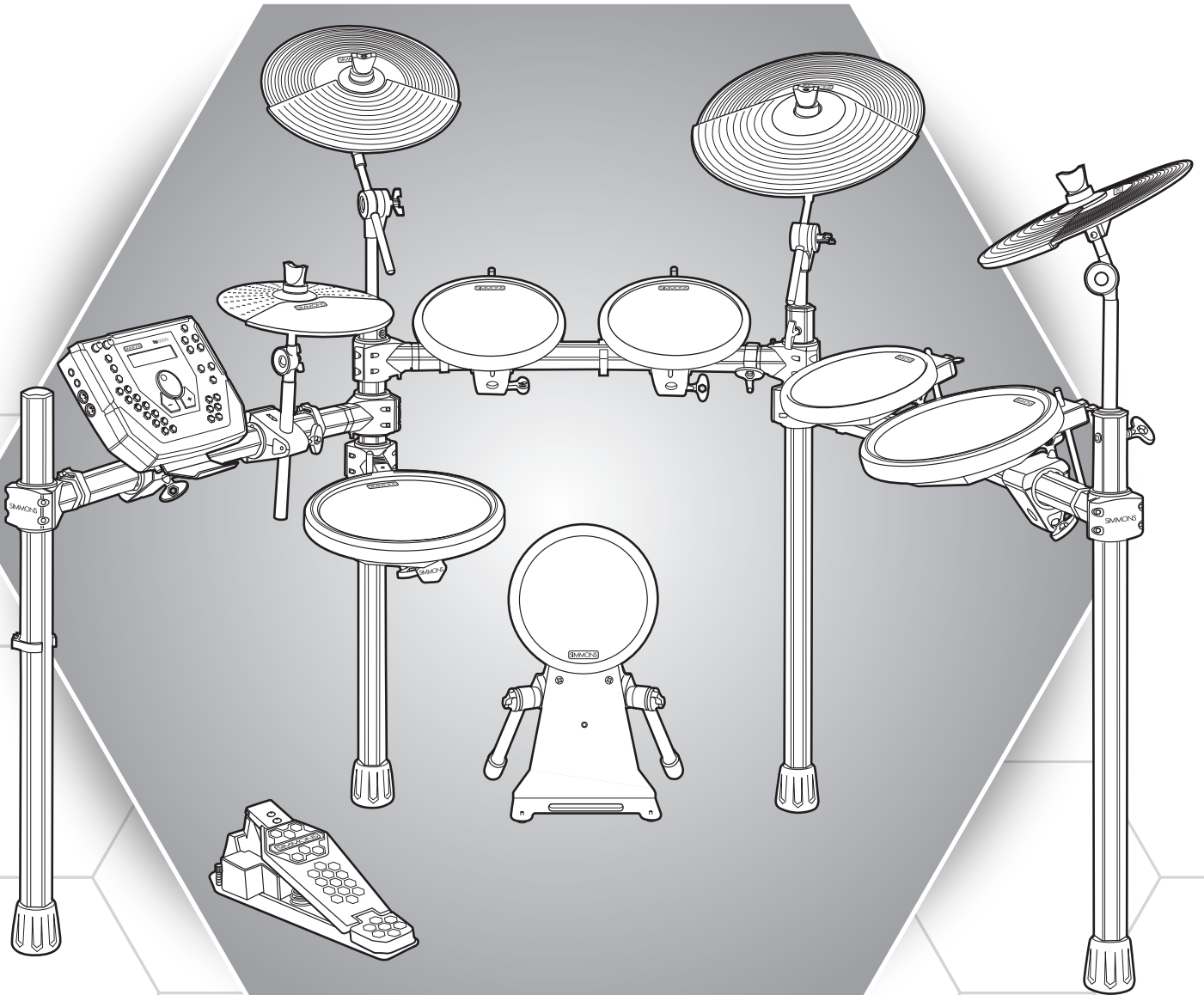


# SIMMONS<sup>®</sup>

The first name in electronic drums.

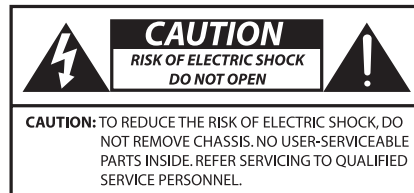
## SD1500 ELECTRONIC DRUM KIT



### OWNER'S MANUAL

[www.SimmonsDrums.net](http://www.SimmonsDrums.net)

## SAFETY INSTRUCTIONS



AVIS: RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.



THE LIGHTNING FLASH WITH ARROWHEAD SYMBOL WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF UNINSULATED DANGEROUS VOLTAGE WITHIN THE PRODUCT'S ENCLOSURE THAT MAY BE OF SUFFICIENT MAGNITUDE TO CONSTITUTE A RISK OF ELECTRIC SHOCK TO PERSONS.



THE EXCLAMATION POINT WITHIN AN EQUILATERAL TRIANGLE IS INTENDED TO ALERT THE USER TO THE PRESENCE OF IMPORTANT OPERATING AND MAINTENANCE(SERVICING) INSTRUCTIONS IN THE LITERATURE ACCOMPANYING THE PRODUCT.



APPARATUS SHALL NOT BE EXPOSED TO DRIPPING OR SPLASHING AND THAT NO OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, SHALL BE PLACED ON THE APPARATUS.

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched particularly at plugs convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over (Figure 1).
- 13) Unplug this apparatus during lightning storms or when unused for a long periods of time.
- 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



Figure 1

**WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. **CAUTION:** Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

**CAUTION:** Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

# CONGRATULATIONS!

...on your purchase of Simmons' **SD1500 Electronic Drum Kit**. To get the most enjoyment from this kit, we recommend that you skim through this manual at least once, then refer back to it to learn more about specific functions.

## Caring for Your SD1500 Electronic Drum Set

---

### Location

- Keep the drum kit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

### Power Supply

- Turn the power switch OFF when the **SD1500** is not in use.
- The AC adapter should be unplugged from the AC outlet if the **SD1500** is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an AC outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors, and result in possible damage.
- To avoid damaging the unit, turn the **SD1500** and all related devices OFF prior to connecting or disconnecting cables.

### Handling and Transport

- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cable.
- Disconnect all cables before moving the module.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

### Cleaning

- Clean the module with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- To avoid discoloration, do not place vinyl objects on top of module.

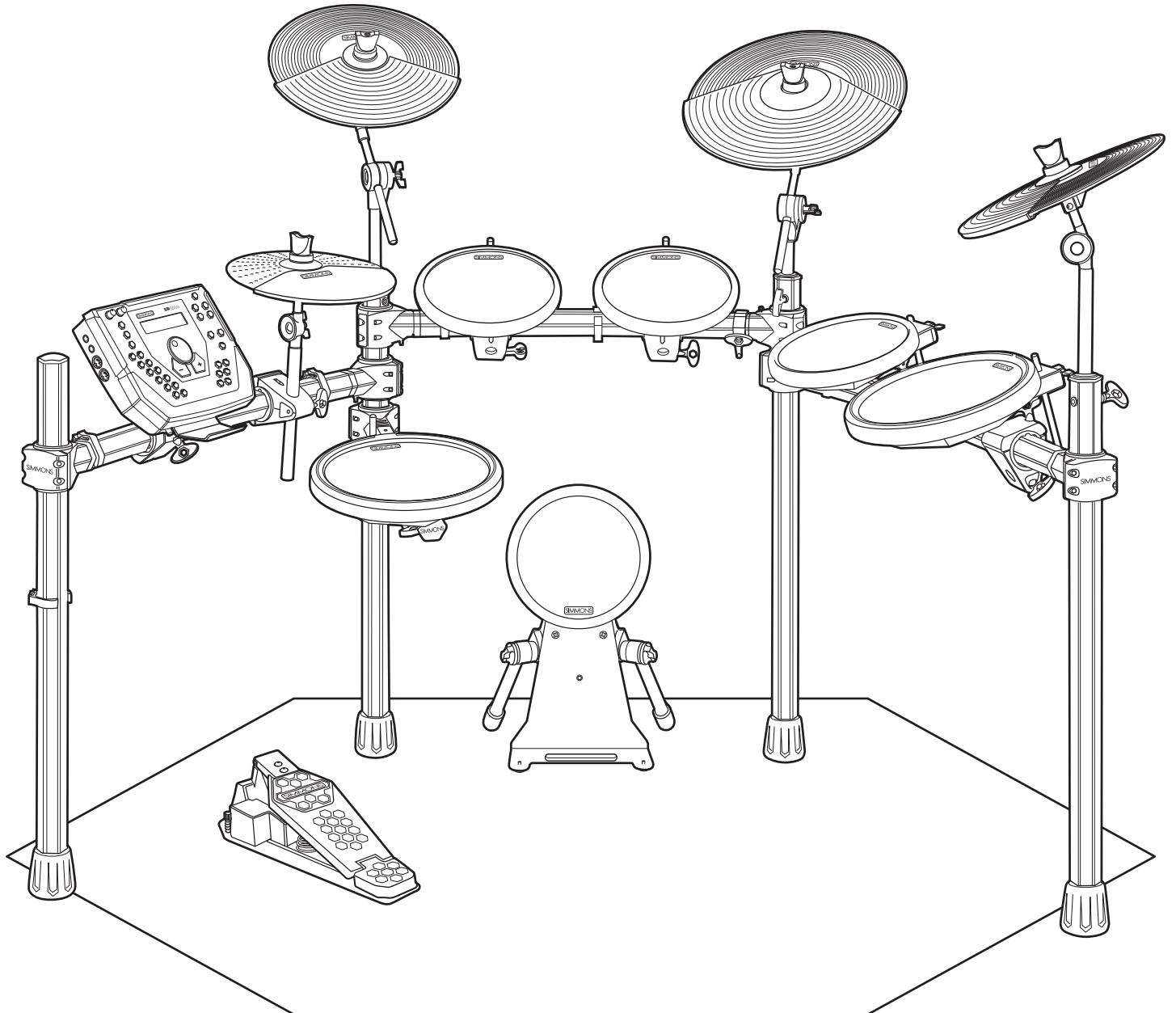
### Electrical Interference

- The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the **SD1500** further away from the affected equipment.

### Service and Modification

- There are no user serviceable parts in the drum module.
- Do not attempt to open the sound module or make any change in the circuits or parts of the unit. This would void the warranty.

# **SD1500 ASSEMBLED KIT**



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# FEATURES

## New Features of the SD1500 Kit

- Custom Sound Library. Completely new sample set based on the most popular classic and modern kits.
- Variable Attack Response. Significantly improved playback with dynamic response according to hit velocity, combined with alternating sample playback by velocity zone.
- Multi-Position Hi-Hat Control. Realistic response for open, closed, half-open hi-hat techniques.
- S1000 Series Pads with increased sensitivity and greater isolation for multi-zone pads.

## SD1500 Sound Module General Features

### Polyphony

Voices - 64

### Sounds

Drum Voices - 519

Drum Kits - 99 (55 Preset kits + 44 User kits)

### Mixer

Drum Volume, Accompaniment Volume, SD Card MIDI Volume, and Click/Metronome Volume

### Effects

Master Reverb (Small Room, Med Room/Large Room, Hall 1, Hall 2, Plate, Delay, Pan-Delay, 4 Band EQ)

### Trigger Inputs\*

1 x Kick, Single Zone

1 x Snare, Triple Zone

1 x Hi-Hat, Single Zone, Multi-pedal

1 x Ride, Single or Triple Zone

4 x Toms, Single or Dual Zone

(Tom #4 can have 3 zones when using Triple Zone pad)

2 x Cymbals, dual zone

### MIDI

MIDI In, Out and Thru Functionality

MIDI USB (with computer)

### SD Card

Save/Load Kits

Operating System Updates

### External Connections

Headphone Output

Master Stereo Outputs (1/4" TS Unbalanced)

1/8" TRS Aux Input

MIDI IN and Out Jacks

USB Connection

### Sequencer

Preset Songs - 165

User Songs - 90

Song parts - Up to 7 parts (drums, percussion and parts 1-5)

Play Modes - One-Shot, Loop, Tap and Hit

Tempo - 30-280 BPM

Click/Metronome - Click Voice, Time Signature, Tempo, Interval, Volume

**NOTE:** The **SD1500** module requires S1000 Series pads, and is not compatible with Simmons SD Series pads from older kits.

## SD1500 Series Pads\* and Hardware

### SD1500 Blue Drum Rack with Hardware

2 x S1000PAD11T S1000PAD11T 11" Triple Zone Snare/Tom Pad

3 x S1000PAD9D S1000PAD9D 9" Dual Zone Snare/Tom Pad

1 x S1000CYM14T S1000CYM14T 14" Triple Zone Ride Cymbal Pad

2 x S1000CYM12DC Dual Zone 12" Cymbal Pad with Choke

1 x S1000HHC1 Multi-position Foot Controller

1 x Multi-pin Cable Harness with Inputs for SD1000 Module

1 x S1500KIK9S 9" Kick Pad Tower

**NOTE:** S1000 series pads are not compatible with older Simmons sound modules - SD5K, SD5X, SD7K, SD7PK, and SD9K.

# CONNECTIONS

## Connecting the Sound Module and Pads



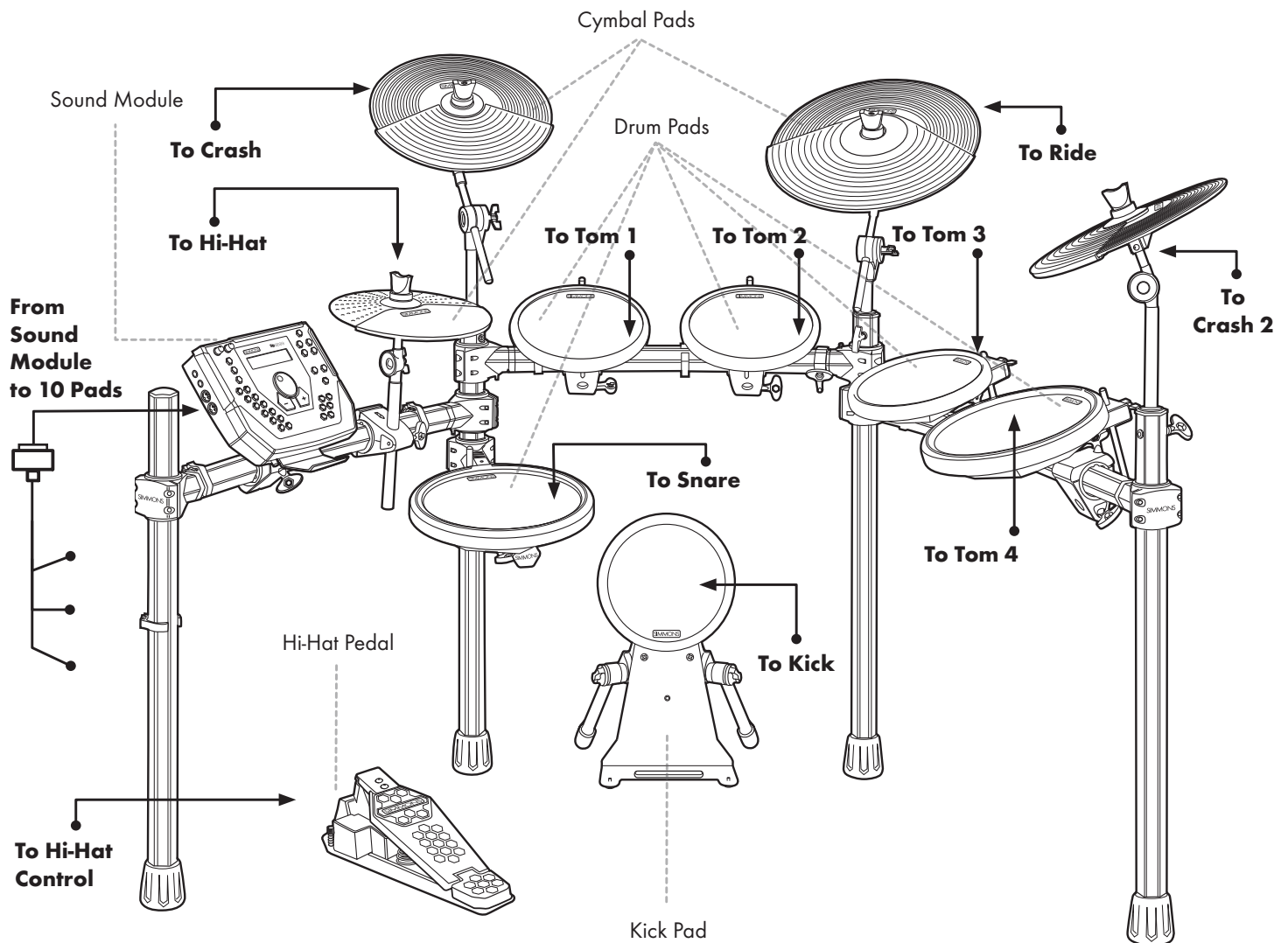
### CAUTION!

To prevent electric shock and damage to the device, make sure the power is switched OFF on the sound module and all related devices before making any connection.



Using the provided cables, connect the 1/4" jacks to the corresponding drum pads, cymbal pads and kick pad. The pin connection will attach to the multi-pin connector serial port on the bottom of the sound module. (See illustration below.)

The voice of the hi-hat pad is controlled by the hi-hat pedal. Plug into the Hi-Hat pedal the plug that is labelled "Hi-Hat Control". Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is pressed down, it functions as a 'closed hi-hat'.



\*See Appendix for Pad, Triggers, Name and MIDI chart.

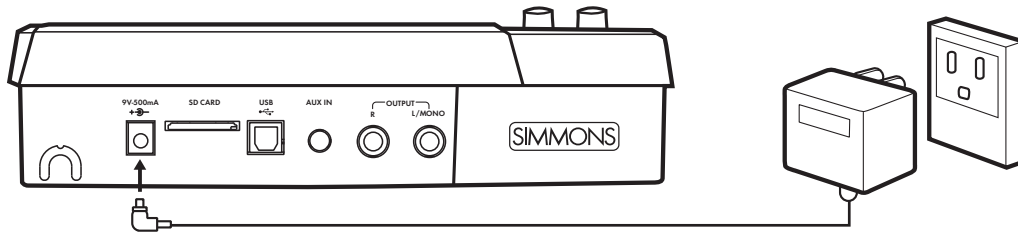
# CONNECTIONS

## AC Adapter

The **SD1500** sound module uses an external power supply called an AC Adapter. Make sure the power is switched OFF on the module and connect the power adapter with the DC IN jack on the rear panel.

**Make sure the power is switched OFF when connecting the drum module with external devices.**

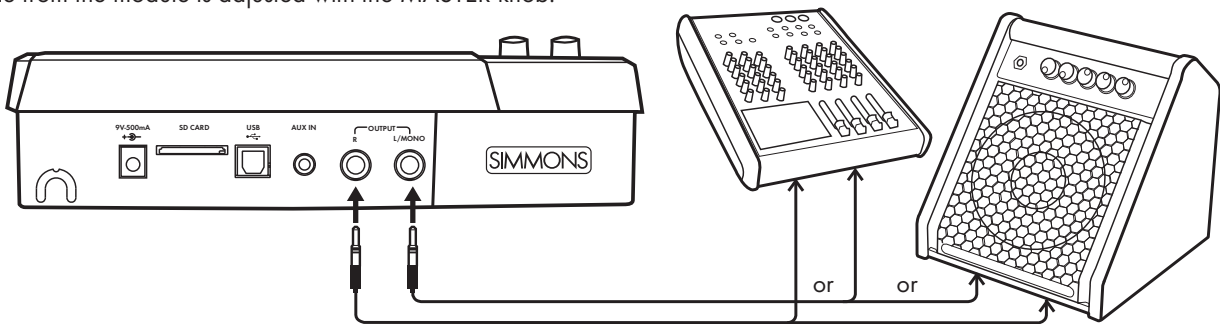
**NOTE:** To protect the speakers, amplifier and the drum module from damage, lower the volume to the minimum level before switching power ON.



## Connecting Audio Equipment

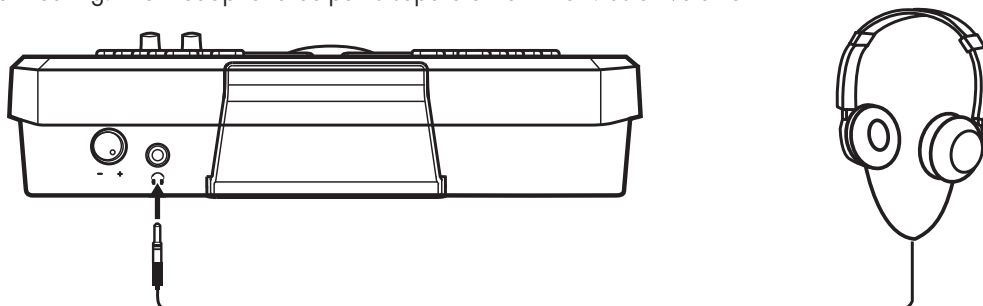
### Mixers and Amplifiers

1. When you want to send the audio output to a mixer or amplifier, connect using the Output L/MONO and R jacks on the rear panel (for monaural playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.)
2. The volume from the module is adjusted with the MASTER knob.



### Headphones

You can connect a standard pair of headphones to the **SD1500** sound module to listen to your electronic drum set without disturbing others. Connect the headphones to the headphone jack located on the front panel of the drum module. Adjust the volume to a comfortable level to avoid damaging your hearing. The Headphone output is separate from the Master Volume output control knob.



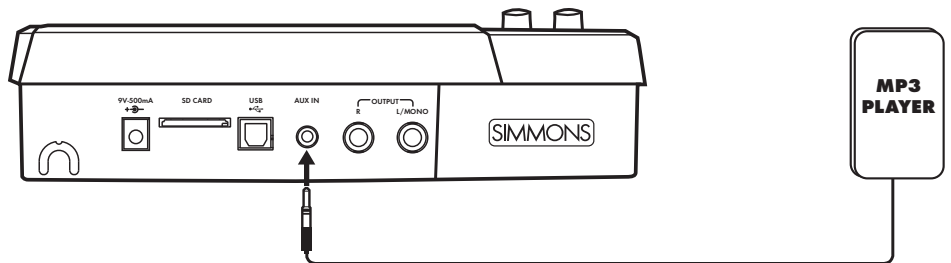


# CONNECTIONS

## Auxiliary/AUX Input

This input allows you to mix external audio along with the **SD1500** sound module's internal sounds.

1. Plug the audio output of MP3 player, or other audio source into the AUX IN jack on the rear panel using a stereo 1/8" TRS cable.
2. The volume of the external signal is adjusted with the AUX IN knob. This will help you mix the level of the aux input source with the internal sounds.



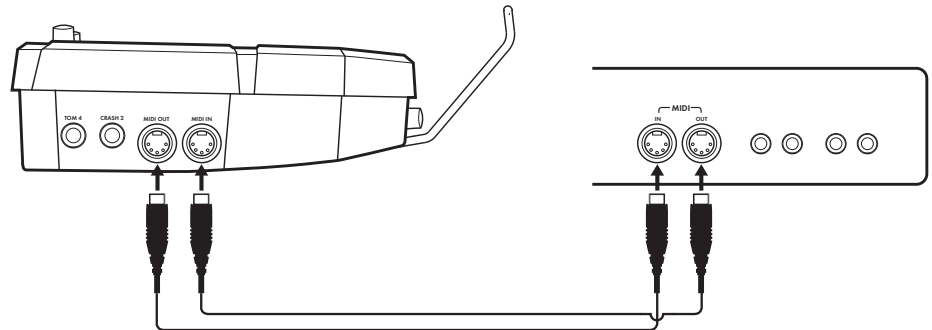
## Connecting MIDI Devices and Computers

MIDI stands for Musical Instrument Digital Interface, which is a world-wide standard communication interface that enables electronic musical instruments and computers (of all brands) to communicate with each other. MIDI sends note and other communication between devices. This exchange of information makes it possible to create a system of MIDI instruments and devices that offer greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other controllers, your musical horizons will be greatly enhanced.

### MIDI connection

**MIDI IN:** This jack receives MIDI data from other instruments or devices.

**MIDI OUT:** This jack transmits data from the **SD1500** sound module to other MIDI devices.

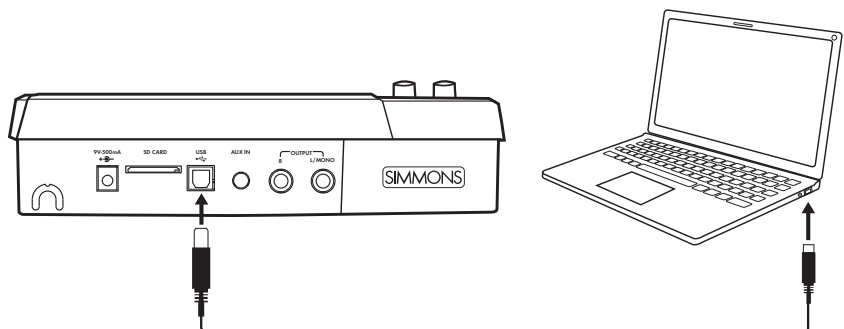


### USB connection

The USB connector allows you to connect the module directly to your computer. It can be connected without driver installation under the Windows & MAC OSX environment.

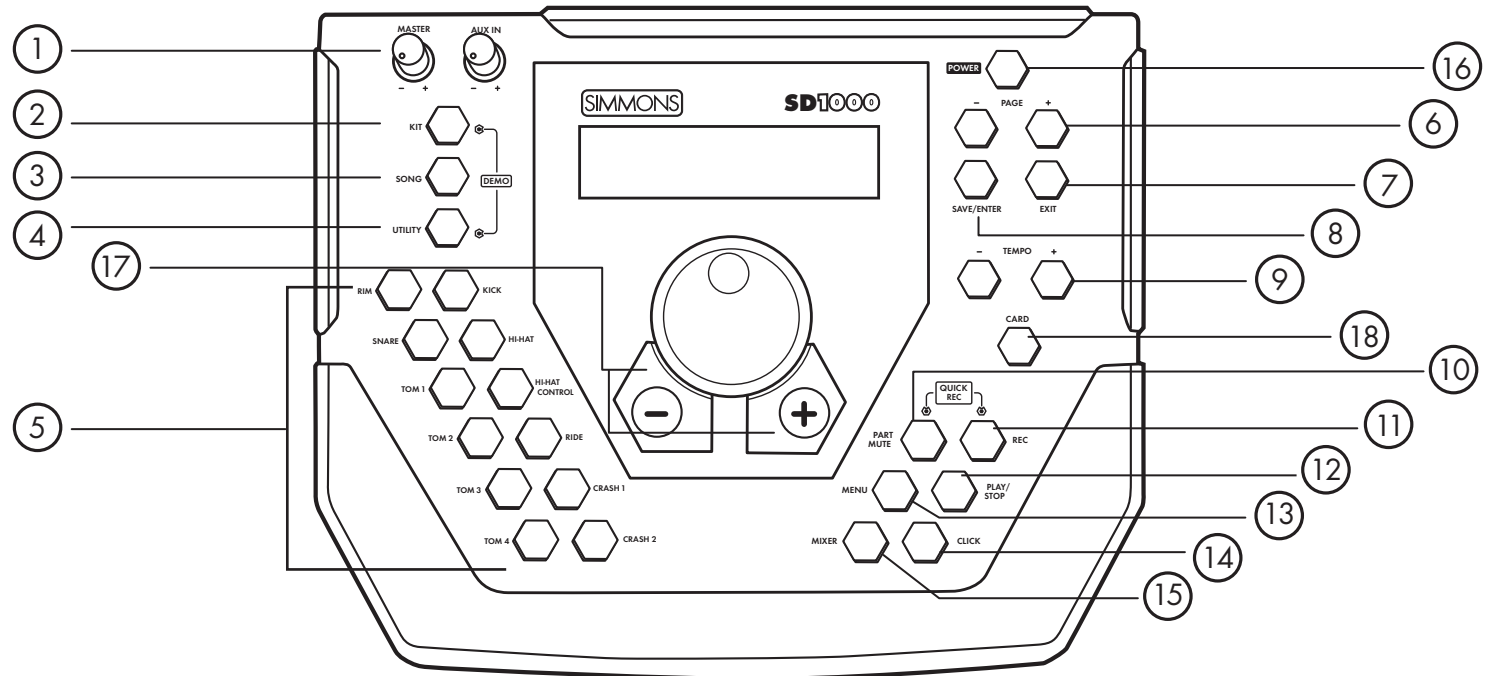
The module will be recognized as 'USB Audio Device' to receive and transmit MIDI messages through a single USB cable. USB is used only for MIDI messages (MIDI via USB).

**NOTE:** When the USB is connected to a computer, all MIDI messages will be received and transmitted via USB.



# SOUND MODULE OPERATION

## Top Panel



**1 Master/Aux Volume Knobs**

**2 Kit Button**

Access Kit Mode

**3 Song Button**

Access Song Mode

**4 Utility Button**

Access Utility Functions

**5 Pad Select Buttons & Indicators**

These buttons can play the pad voices of the current kit. In the Kit, Mixer and menus, you can select the pad to be edited. The indicator LED's show the current selected pad. In the Song, and Demo modes, the indicators will display the pads being played by the drum track.

**6 Page [-/+ ] Buttons**

These scroll through the menu pages or move the cursor left or right when naming kits.

**7 Exit Button**

Exits from the current sub-menu back to the higher level menu.

**8 Save/Enter Button**

Enters the Save menu when it is available. Also enters the current folder or confirms a current operation.

**9 Tempo [-/+ ] Buttons**

Adjusts the current tempo of a Song or Click. Pressing both the + and - buttons simultaneously will reset the tempo to the original Song tempo.

**10 Part Mute Button**

Used to Mute parts in a song.

**11 Record Button**

Used to enter the Record mode.

**12 Play/Stop Button**

Starts or Stops the playback of a Song.

**13 Menu Button**

Used to enter a Modes Menu to set parameters. Holding the Menu button while pressing Part Mute or the Click buttons will enter the Mute or Click settings menu.

**14 Click**

Turns the Click/Metronome function ON/OFF.

**15 Mixer**

Used to enter the Mixer menu and for editing the Kit, Accompaniment, Card, MIDI and Click volumes.

**16 Power Switch**

**17 Value Dial / [-/+ ]**

For rapid parameter changes on the screen.

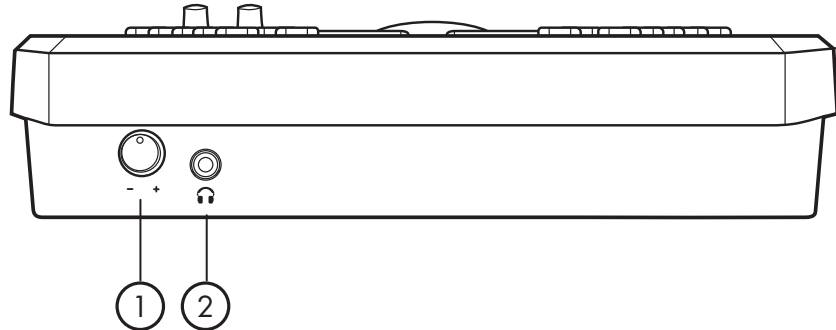
**18 Card**

Used to enter the SmartMedia Card operations.

# DRUM MODULE OPERATION

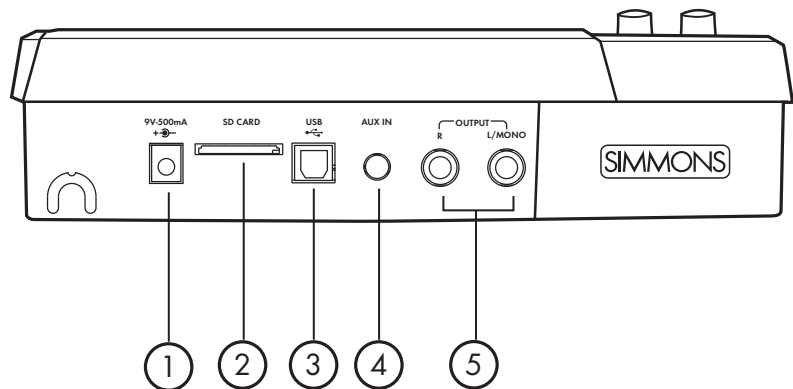
## Front Panel

- ① **Headphone Volume Knob**  
Controls the audio level for the headphone output.
- ② **Headphone Input Jack**  
Output for 1/8" stereo headphone plug.



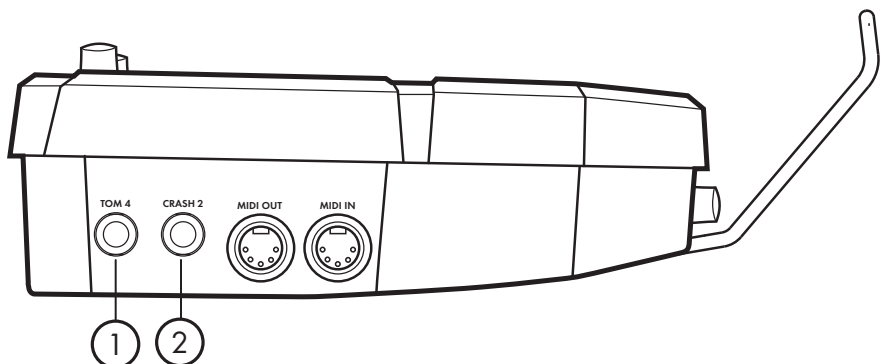
## Back Panel

- ① **AC Adapter Input**  
Connection for the 9V DC power adapter.
- ② **SmartMedia Card**  
(SD) Card slot.
- ③ **USB Port**  
Used for connecting the **SD1500** module to a computer.
- ④ **Aux Input Stereo 1/8" Jack**  
To connect output from CD or MP3 players to the module.
- ⑤ **Outputs**  
Stereo audio outputs to connect to external audio sources. (Unbalanced 1/4")



## Side Panel

- ① **Tom Pad Trigger Input**  
Used to add an additional tom pad to the drum set.
- ② **Crash Pad Trigger Input**  
Used to add an additional cymbal pad to the drum set.

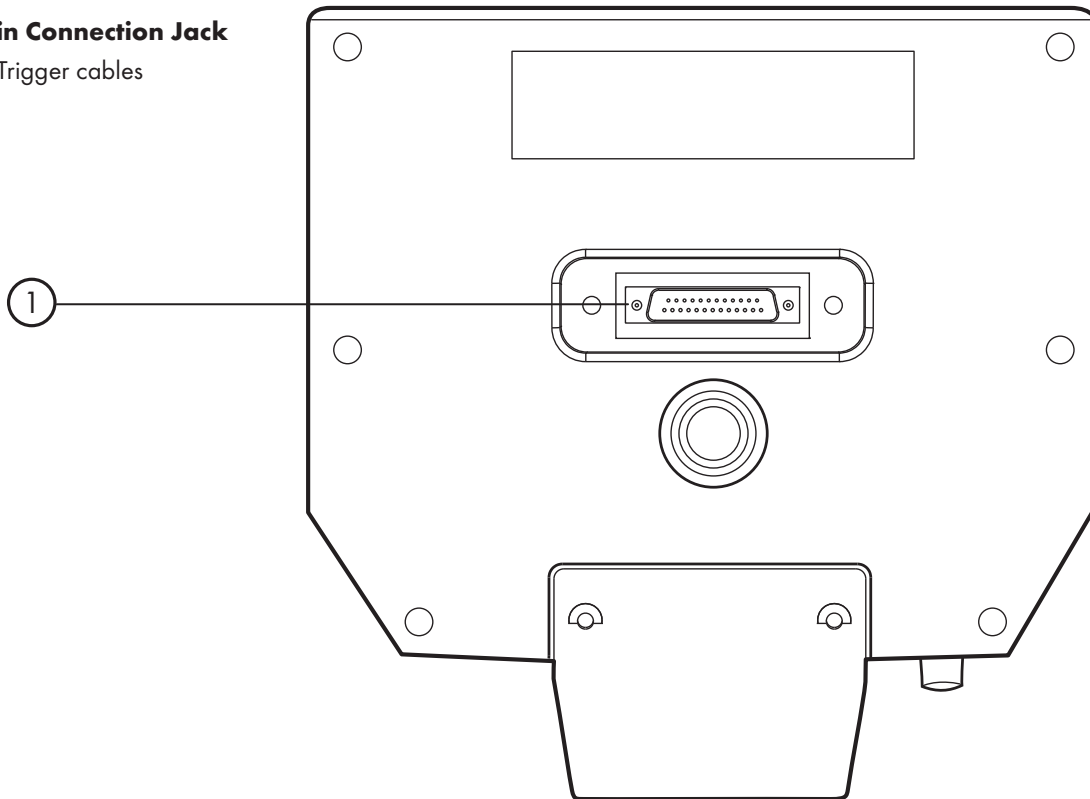


# DRUM MODULE OPERATION

## Bottom Panel

① **Multi-Pin Connection Jack**

For Pad Trigger cables



## LCD Layout

① **Current Kit Index**

② **Main Display**

Used to display the current kit or Song name as well as various menus. In all menus, the current selected field are highlighted.

③ **Mode Icon**

Displays the current mode that the module is in, i.e., Kit, Song, Demo, Utility, Click, Mix and Card.

④ **Current Kit Index**

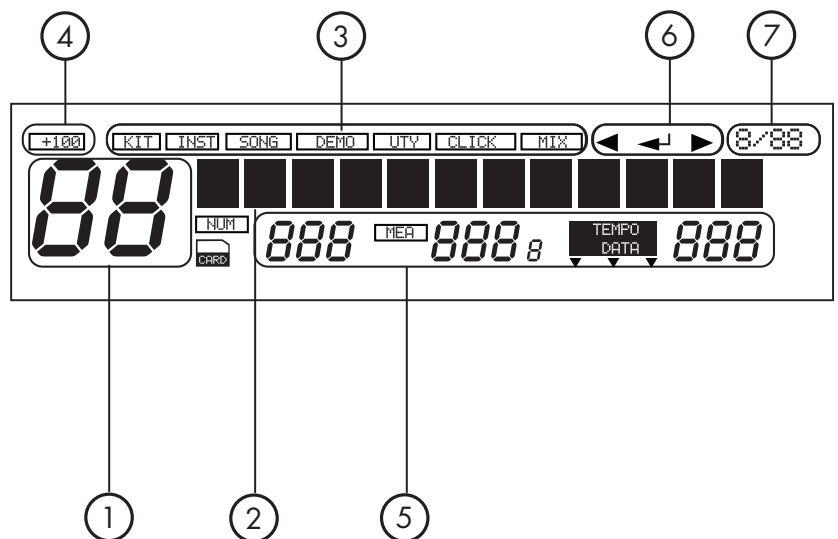
Shows 100-increment values.

⑤ **Song Number, Measure, Beat and Tempo**

Also indicates the current voice or song index in the menu pages.

⑥ **Indicates the Page -/+ , Save/Enter is Valid**

⑦ **Current Time Signature**

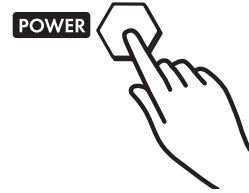


# QUICK START OPERATIONS

## Turning the Power On

START UP SCREEN will show a moving display from left to right - "SIMMONS SD1500"

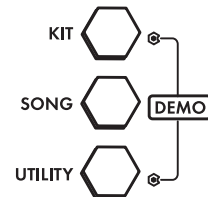
1. Connect the DC9V power adapter to the drum module.
2. Press the **[POWER]** on the top panel.



## Basic Operation and Navigation

### Selecting Modes

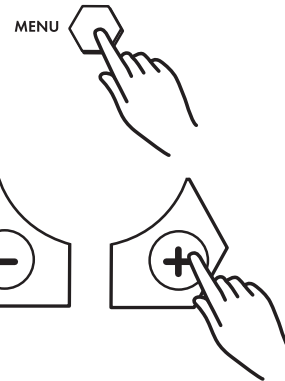
There are 3 main modes for the module KIT, SONG and UTILITY. To enter these modes press the corresponding buttons on the top panel of the module.



### Menu screens

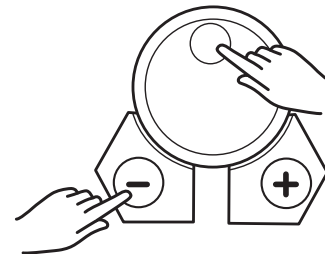
Each mode has two menus that allow you to select various functions within the modes.

1. Press **[MENU]** button to enter current menu within the current mode (Kit, Song or Utility mode).
2. Press the **[PAGE -/+]** buttons to move between menu selections.
3. Press the **[EXIT]** button to Exit from the current sub-menu back to the top level menu. You can also press the corresponding buttons such as **[KIT]** or **[SONG]** to immediately enter another menu.



## Adjusting Values

1. Select the parameter to be adjusted.
2. Adjust the value using **[-/+]** buttons or the **[VALUE DIAL]**.

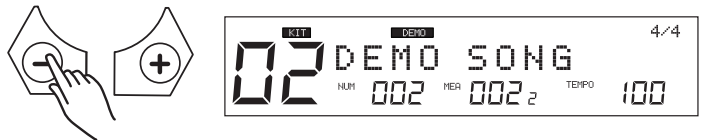
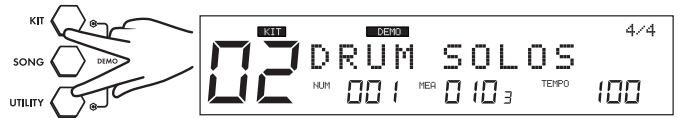


# QUICK START OPERATIONS

## Playing Song Demos

The demo songs help to show you the capabilities and sounds of the **SD1500** sound module. There are two demos in the module. The first demo song is an extended drum solo that switches between various kits in the **SD1500** sound module. The second demo song plays a long song that has several patterns combined to show the different genres of music that **SD1500** sound module can play.

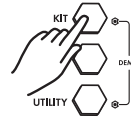
1. Press **[KIT]** and **[UTILITY]** button simultaneously to enter Demo Mode. The first song demo will start playing.
2. Press the **[PLAY/STOP]** button to stop the demo.
3. Press the **[-]** or **[+]** buttons to select a demo to play; use Play button to play the demos.
4. After stopping the Song, press any of the Mode buttons **[KIT, SONG OR UTILITY]** to exit the Demo Mode.



## Selecting a Kit

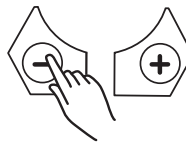
### Entering KIT Mode

1. Press the **[KIT]** button. The LCD displays the current Kit number and Kit name.
2. Press the **[-/+]** buttons or use the VALUE DIAL to select the Kit.



## Selecting a Song

1. Press the **[SONG]** button and the SONG screen appears with Song Number, Song Name, Beat and Measure. The bottom of the LCD display will show the Number, Measure and Tempo.
2. Press the **[-/+]** buttons or **[VALUE DIAL]** to select the Song.



## Playing a Song

1. Press **[PLAY/STOP]** to play a song. The PLAY/STOP button will light, indicating that a song is playing. During playback of a song, you will see the drum pad buttons flash, which are corresponding to the drums being played.
2. Press the **[PLAY/STOP]** button to stop playback of the song. The indicator lights will go out.



**NOTE:** You can temporarily change the tempo of a song while playback is in progress. The song returns to its preset tempo when a different song is selected.

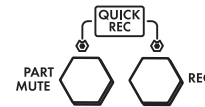
# QUICK START OPERATIONS

## Muting the Drum Part

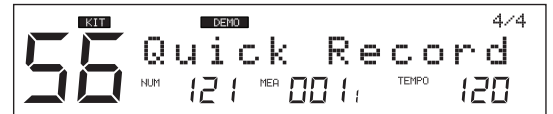
1. While a Song is playing press the **[PART MUTE]** button to enter the Mute function.
2. Press the **[PART MUTE]** button to enter the Mute function. The first part (drums) should now be muted while the rest of the song is playing. The **[PART MUTE]** button's LED should be flashing.

## Quick Record

With Quick Record, you can immediately start recording your drums. Quick Record does have some limitations. There is a click sound while recording, and it cannot be quantized or edited. It's great for quick, scratch pad recording of your drum parts.



1. Press **[REC]** and **[PART MUTE]** buttons simultaneously to enter recording. If this is a current Song the part you will be recording to is the drum part. The song will be using SYNC mode, which means you will hear the Click count, but the sequencer will not start recording until you start playing.



Once you start playing you will see "Recording" on the screen and the REC and PLAY/STOP button will be lighted.



2. Press **[PLAY/STOP]** to stop recording.
3. Press **[PLAY/STOP]** to play back what you recorded on the drum part.



**NOTE:** Quick Record will function within any of the Modes (KIT, SONG and UTILITY).

If there is a drum part already in the current song this will overwrite it in the temporary memory. You will have to save the Song to a User memory location to save it.

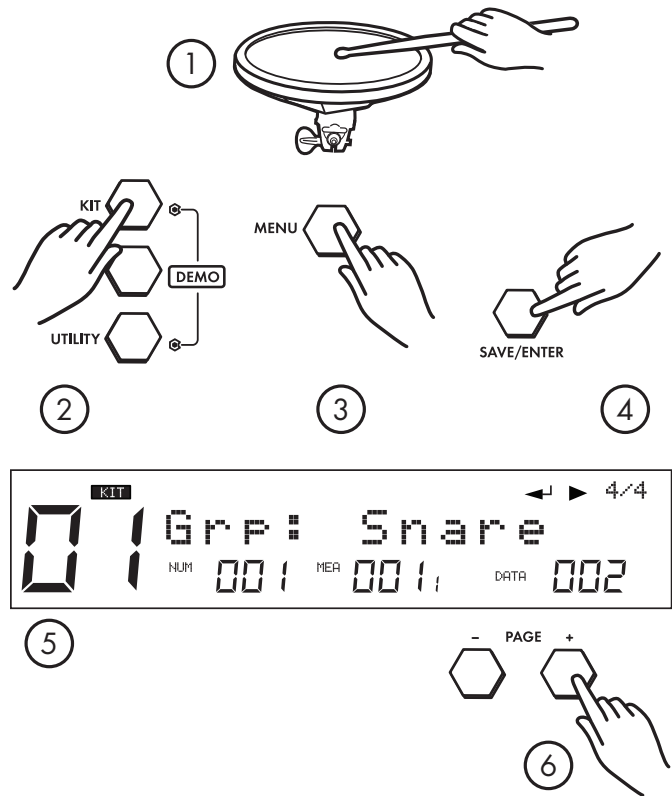


# ADVANCED OPERATIONS

## Editing a Kit

The drum kits of the **SD1500** sound module can be modified from the factory presets. See the steps below on how to make changes and parameters for each pad input.

1. Strike a drum pad or press the corresponding Drum Pad button on the module.
2. Press the **[KIT]** button.
3. Press the **[MENU]** button.
4. Press the **[SAVE/ENTER]** button. You will see the type of Group/Bank of Sounds assigned to the Pad for example: Grp: SnareBK.
5. Press the **[PAGE +]** button. You will see the actual sound that is assigned to the pad.
6. Press the **[-/+]** buttons or the VALUE DIAL to change the sound.



## Sound Organization

When searching for sounds within the **SD1500** sound module you will need to be aware of how the sounds are organized.

GRP refers to a Pad Voice Group, which contains 12 common voices/sounds such as Kick1, Snare1, Tom1, Ride1, Crash1, HiHat, and Percusn. You can change the Voice Group with the **[-/+]** or Value Dial.

## Editing the Pad Sound

1. Strike a drum pad or press the corresponding Drum Pad button on the module.
2. Press the **[KIT]** button.
3. Press the **[MENU]** button
4. Press the **[SAVE/ENTER]** button. You will see the Group/Bank of Sounds assigned to the Pad for example: Grp: SnareBK.
5. Press the **[PAGE +]** button to go the following screens to adjust the Kit parameters. The parameters available are:





# ADVANCED OPERATIONS

Parameter	Explain	Pararameter Range [-/+]
Grp*	Pad voice group	(See Sound Organization)
Voc*	Voice index/ HH combi group index	1~519/520~529
Volume	Volume	0~32
Pan	Pan	L8~R8/Center
Pitch	Pitch	-8~+8
Decay	Decay	0~-5
RvbLevel	Reverb Level	0~32
MIDINote*	Pad note (MIDI out)	(See page 46)
Duration	Pad note length (MIDI out)	0.1s~0.8s
StartVol	Pad voice start volume	0~32

Hi-Hat sounds are collections of sounds (Combis) to reproduce the hi-hat functionality. Hi-Hat Combi groups are only used with the hi-hat Trigger input.

**To set the Hi-Hat group and volume use the steps below:**

1. Press the **[KIT]** button.
2. Press the **[MENU]** button.
3. Press the **[SAVE/ENTER]** button.
4. Press the front panel Hi-Hat button.
5. Press the **[PAGE +]** button to select a Hi-Hat Combi group (10).
6. Press the **[PAGE +]** button to set the Hi-Hat trigger volume.

**NOTE:** After selecting the Hi-Hat Combi Group, you can adjust the parameters of all the parameters of the hi-hat together - HIHAT, P HIHAT, Splash. Hi-Hat pedal volume (including P HIHAT and SPLASH) can be adjusted separately.

Besides changing the Pad Voice/Sound assignment you can also alter the parameters of the sound to give it a unique character.

# ADVANCED OPERATIONS

## Pad Patterns

You can also set a pad to start playing a Song pattern when it is struck.

1. Strike a drum pad or press the corresponding Drum Pad button on the module.
2. Press the **[KIT]** button.
3. Press the **[MENU]** button
4. Press the **[PAGE +]** button. You will come to Pad Pattern setting.

**ON:** When triggering the pad, the pad pattern plays along with drum voice.

**OFF:** Default setting. When triggering the pad, just sound the pad.

## Other Parameters for Pad Patterns

1. From the Pad Pattern setting press **[SAVE/ENTER]**. You should see the Song Group assignment. For example "Grp: DrumLoop.
2. Press the **[-/+]** buttons or turn the VALUE DIAL to change the assignment. For this example choose "PercLoop"
3. Press the **[PAGE +]** button and you will come to the Song assignment. For Example "Bonz Beat". Press the **[-/+]** buttons or turn the VALUE DIAL to change the assignment. Choose 3/4 Feel.
4. To get to the other parameters press the **[-/+]** buttons or VALUE DIAL to move to the other pages that affect the Pad Pattern mode. See the table below for the parameters that are available.

Parameter	Explain	Parameter (+1/-1)
Pattern*	Pad Pattern Switch	OFF/ON
Grp*	Pad Pattern Group	DrumLoop/PercLoop/HIT/TAP/ Kit Pattern, UserSong
Sng*	Pad Pattern Index	1-255
Retrig*	Retrigger Mode	ST/SP ReST
VelCtrl*	Velocity Control Volume	OFF/ON
Volume	Volume	0~32
X` Pose	Pad Pattern's Transpose	-12~12
RsfTime*	Reset Time	OFF/0 1s~4.0s(unit 0-1s)
DrumVoc*	Whether Drum Voice Sound	OFF/ON

# ADVANCED OPERATIONS

## \*Definitions of Terms:

### Patterns:

You can play up 7 patterns on your drum pads (Hit or Tap types) simultaneously.

### Grp Sng:

All the Songs (including Preset Songs, User Songs) can be selected for pad pattern. Use the DIAL or press the **[-]/[+]** button to select a song you like; when another song group is selected, the menu "Grp:" will refresh simultaneously.

### VelCtrl:

You can choose to use the pad velocity to control the volume.

**ON:** Controls the pad pattern volume by trigger velocity.

**OFF:** Uses default volume (adjusted in the next menu "volume:").

### Restart Trigger/Restrig and Reset Time/RstTime:

This selection sets the restart trigger and time if TAP is selected.

Hit/Tap: "Retrig" menu will display invalid "--"

MIDI Note: You may want to know the MIDI Note that a specific pad trigger is transmitting through the MIDI OUT Port. For each pad trigger's default MIDI Note, see Table on page 47.

If current MIDI Note parameter has been selected by another trigger, the LCD will display "!" to suggest that you should adjust it.

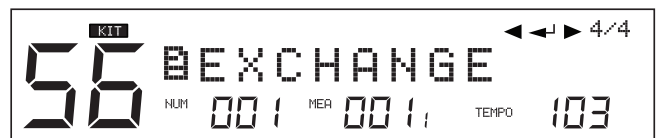
## Exchanging the Kit Order

This function allows the user to exchange USER kits. Only User Kits 56-99 have the Kit Exchange function.

1. Select a USER Kit.

2. Press the **[MENU]** button, and the **[PAGE -]** or **[+]** button to enter the menu to select "EXCHANGE"

3. Press the **[SAVE/ENTER]** button to set exchange position. You will see "EXCHANGE" on the screen and then the screen will go the kit that was exchanged.



# ADVANCED OPERATIONS

3. Press the **[SAVE/ENTER]** button to enter the rename function.

## Example: Renaming a Kit

1. Press **[PAGE +]** to move the cursor to the right.
2. Press **[PAGE -]** to move the cursor to the left.
3. Press **[+]** to change the character to the next highest value.
4. Press **[-]** to change the character to the next lowest value.
5. Press **[SAVE/ENTER]** to save the changed name.

To save the name, you will need to save the kit as well.

6. Press the **[SAVE/ENTER]** button to save it.

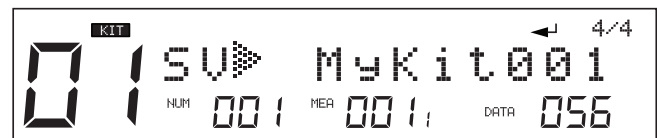


## Saving a Kit

You can save or modify user Kits in the internal memory of the module or on a SD Card.

### Saving Preset and User Kits

1. Select a Kit.
2. Press the **[SAVE/ENTER]** button. The LCD will indicate "Sav MyKit001 " This will be for selecting a place to save current preset (MyKit001 is the default location).
3. Press the **[SAVE/ENTER]** button. You will come to the renaming function. Use the steps from the Renaming a Kit to rename the kit if you want.
4. Press the **[SAVE/ENTER]** button to save the kit. You will see "SAVE OK" on the screen temporarily and then you will see the current kit name on the screen.



# ADVANCED OPERATIONS

When saving User Kits you can overwrite the User Kit that you are editing. If you want this to be on a different location, be sure to specify the new User location.

You can also save to SD Card locations if you have an SD card in the slot. This will be specified as a location on the menu as you page to that location.

NOTE: When saving Kits to an SD Card the **SD1500** sound module will save it to an internal memory location at the same time if the SD card fails to write the file to the card. You will see "No Card" or "Card error" if this occurs.



## Mixer

The volumes for the Master Kit, Accompaniment, Click and Card MIDI (the MIDI files on the card) can be balanced together in the drum module mixer menu

### Master Kit Volume

1. Press the **[MIXER]** button to enter the mixer menu:
2. Press the **[PAGE +]** button to select the volume you want to adjust; KitVol, SongVol, or ClickVol. Then press the **[-/+]** buttons or VALUE DIAL to adjust the volume for the part.



### Inner Volumes

1. On the menu page for the Kit Volume (KITVol: 30) press the **[SAVE/ENTER]** button to enter the Kit Trigger volume. This will show the current pad trigger's volume. You can adjust the value using the **-/+** buttons or VALUE DIAL.
2. The adjustments of the Kit Trigger volume are the same operation as in KIT MENU. Don't forget to save current Kit before you select another Kit or power down the module otherwise your settings will be lost.

# ADVANCED OPERATIONS

## Song Volume

This is the volume for the accompaniment parts.

1. From the Kit Volume screen press the **[PAGE +]** button. You should see the current settings for the Song Volume (SongVol: 30).
2. Press the **[SAVE/ENTER]** button to enter the Songs volume pages. By pressing the **[PAGE -/+]** buttons you can move to the various instrument pages, which show the individual song part volumes. You can adjust the value using -/+ buttons or VALUE DIAL.

The adjustments of the Song volume are the same operation as in SONG MENU. Don't forget to save the current Song before you select another Song or power down the module otherwise your settings will be lost.

Parameter	Secondary Parameter	Explain	Value
KI TVol		Master Kit volume	0~32
	TrigVol	Current Trigger volume	0~32
SongVol		Master Accompaniment volume	0~32
	DrumVol	Current Song Drum volume	0~32
	PercVol	Current Song Percussion volume	0~32
	Part1Vol	Current Song Part 1 volume	0~32
	Part2Vol	Current Song Part 2 volume	0~32
	Part3Vol	Current Song Part 3 volume	0~32
	Part4Vol	Current Song Part 4 volume	0~32
	Part5Vol	Current Song Part 5 volume	0~32
ClickVol		Click volume	0~32
CardVol		Card MIDI volume	0~32

## Song Mode

The **SD1500** sound module comes with built-in songs, which split between Preset (Internal) and User (internal and card memory) Songs.

The Song functions are controlled by a MIDI sequencer, which organizes music into seven parts. The Drum Kit part is used to record/playback what is played on the pads. Additionally, Percussion part, Part 1, Part 2, Part 3, Part 4 and Part 5 are the 6 backing instrument parts (backing parts). The collective performance of these 7 parts is called a song.

### Song Mode Operations - Advanced

Selecting a Song is discussed the Quick Start Operations earlier in the manual. Below are the more advanced functions for Song Mode.

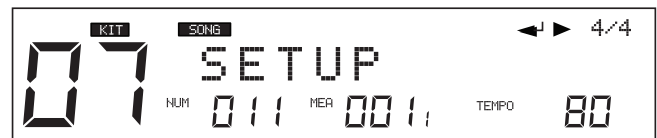
There are 5 different Song categories, Pattern Loop, Percussion Loop, Hit, Tap, Kit Pattern and User Songs. See the appendix section for the listing of Song/Pattern loops that can be played.

# ADVANCED OPERATIONS

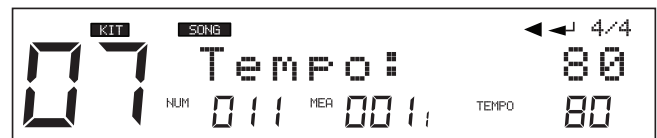
Pattern Loop	This plays the Song repeatedly until the STOP button is pressed
Percussion Loop	This is a Song with just the Percussion part that plays repeatedly
HIT	This plays a short musical phrase one time
TAP	This plays a step of a musical phrase each time you play a pad
USER	This is song created by the user and stored in a user location
KIT	This is a song created for playing along with a kit

## Editing Songs

1. Press the **[SONG]** Button.
2. On song screen, press **[MENU]**. You will see "SETUP" displayed on the screen.
3. Press the **[SAVE/ENTER]** button.



4. Press **[PAGE +]** or **[-]** to move between parameters for the Song.



5. Press the **[-/+]** buttons to move between the Pages for the settings of the song - Tempo, Time Sig/Mode, Pre Count, Kit Link, Tap Sync. See the definitions below.

**NOTE** - The parameters of Pre Count, Kit Link, Tap Sync are global settings and cannot be saved to a user song.

### Time Signature/Time-Sig

For the preset songs, this parameter shows the current song's default value. For the user songs that have material already recording on them the default value is 4/4 and cannot be changed.

1. Each Song has its own mode as default.
2. If current song is the type of Loop/1Shot, the parameter can be changed and the modification takes effect at real time. If current song is the type of TAP/HIT, the parameter cannot be changed.

# ADVANCED OPERATIONS

## Mode

1. Each Song has its own mode as default.
2. If current Song is the type of Loop/1Shot, the parameter can be changed and the modification takes effect in real time. If current song is the type of TAP/HIT, the parameter cannot be changed.

## Pre Count

This is the song count off function. This is an auxiliary function available when "LOOP" and "1 SHOT" are specified as the Play Mode for the song.

You can specify the count-off (click) inserted before playback of a song begins.

- 0 - Playback begins without a count-in.
- 1 - Playback begins after a 1-measure count-in.
- 2 - Playback begins after a 2-measure count-in.

## Kit Link

This is an auxiliary function available when "LOOP" and "1 SHOT" are specified as the play mode for the song.

If this is set to "ON", the kit selection will be changed according to the kit selection of the drum part of the current song.

During playback of a Song this function will become effective when switched from "OFF" to "ON". If you want to change to another kit for your performance enter the Kit mode to select a new kit. If it is set to OFF the kit selection won't be changed with the songs.

## Tap Sync

This is an auxiliary function available when "TAP" and "HIT" are specified as the play mode for the song.

In Tap and HIT playback the sound is set to play before the previous sound has finished playing. This setting allows you to have the previous sound stop and the subsequent sound start playing (ON). You can also have the two sounds layered (OFF).

**ON:** The previous sound continues to play to the end, while the subsequent sound is superimposed on it. **OFF:** The previous sound stops and the subsequent sound starts playing.

## Song Part Settings

### Changing the Drum and Percussion settings

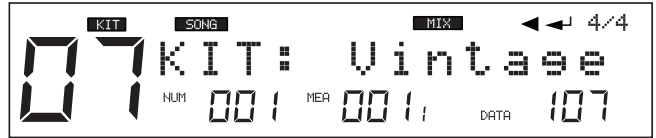
1. Press the **[MENU]** button, then press the **[PAGE +]** button.
2. Press the **[SAVE/ENTER]** button to enter the part screen setting.



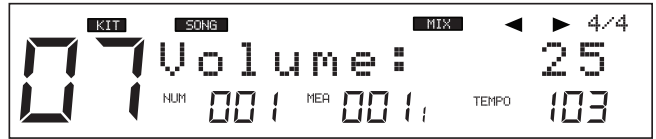


# ADVANCED OPERATIONS

3. Press the **[PAGE -/+]** buttons to select the parameter you want to edit.



4. Press **[-/+]** buttons or the **[VALUE DIAL]** to adjust settings of the parameters.



Parameter	Brief Explain	Range
Kit Set	Kit Number applied for drum part	1-111 (include GM KIT)
Volume	Part Volume	0~32
Reverb	Part Reverb	0~32

## Changing Parts 1 – 5 settings

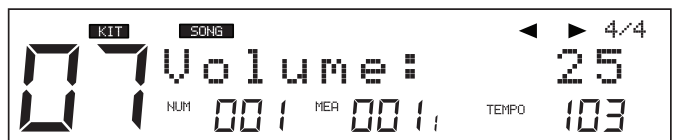
These setting are slightly different that the Drum and Percussion part settings.

1. Select the Song part by pressing the **[-/+]** buttons.



2. Press the **[SAVE/ENTER]** button to enter the screen of part settings:

3. Press the **[PAGE -/+]** buttons to select the parameter you want to edit.



4. Press **[-/+]** buttons or the **VALUE DIAL** to adjust settings of the parameters.

# ADVANCED OPERATIONS

Parameter	Brief explain	Range	Default
Voc*	Voice applied for part1 ~ part 5	detailed instructions below	-
Volume	Part volume	0~32	25
Reverb	Part reverb	0~32	16
Pan	Part pan	L8~Center~R 8	Center

## \*Parameter Definitions

VOC: Each preset song has its default voice. The DATA indicator in the right bottom side of the LCD display will show the number of the current voice.

## Erasing Parts in a Song

---

This function is only available for User Songs. You cannot erase a part on a Preset Song. If you want to modify a Preset Song first save it to a User memory location.

1. From the Song Mode press the **[MENU]** button.
2. Press the **[PAGE +]** button to select the Part screen (PART: DRUM usually comes up first).
3. Press the **[PAGE +]** button to go to the erase screen.
4. Press the **[-/+]** buttons or VALUE DIAL to select the part you want to erase (Drum, Percussion, Parts 1-5 and All).
5. Press the **[SAVE/ENTER]** button to erase the part. You will see "Sure?" on the display.
6. Press the **[SAVE/ENTER]** button. You will see "Erase OK!". The part should now be erased.

# ADVANCED OPERATIONS

## Saving a Song

The **SD1500** sound module allows you to edit preset songs and save them to user song memory locations. You can also save user songs to SD card memory locations.

1. Select the **[PRESET]** or **[USER]** song to edit and save.
2. Press the **[SAVE/ENTER]** button.
3. Select the User or Card memory location that you want to save it to.
4. Press the **[SAVE/ENTER]** button. The screen will allow you to rename the song.
5. After renaming the Song, press the **[SAVE/ENTER]** button. "Save OK" will be displayed on the screen then the screen will return to the song you just saved.



**NOTE:** When saving Songs to a SD Card the **SD1500** sound module will save it to an internal memory location at the same time if the SD card fails to write the file to the card. You will see "No Card" or "Card Error" if this occurs.

## Muting Song Parts

### Muting the Drum Part of a Song

1. While a Song is playing press and hold the **[MENU]** button, then press the **[PART MUTE]** button to enter the Mute function. The first part (drums) should now be muted while the rest of the song is playing. The **[PART MUTE]** button's LED should be flashing.
2. To change the mute setting to another part Press and hold the **[MENU]** button then press the **[PART MUTE]** button.
3. Press the **[-/+]** buttons or turn the **[VALUE DIAL]** to make your selection. After the drum part you should see the following parts available to mute: **Acmp(Accompaniment), Parts 1-5 and All Parts.**



# ADVANCED OPERATIONS

## Muting parts of a Song on a SD Card

1. When browsing the SD card, press and hold **[MENU]** button, then press **[PART MUTE]** to select the settings of the mute option. You can select any of the 16 channels to be muted when the part mute function is enabled.
2. You can press **[PAGE+]** or **[-]** buttons to select any of the 16 channels and press **[+]** or **[-]** buttons to set it muted when the part mute function is enabled. (the default setting: Ch10: Mute; other channels are Play)

## Recording a New Song

To record your own song you should start with a blank user song.

Each song has 7 record tracks (Drum + Percussion + Part1~Part5), in which Parts 1- 5 can only be recorded by external MIDI devices such as a keyboard or via USB from a computer.

There are two methods of recording. Quick Record, which works immediately or Regular Song Recording, requires some settings before you proceed. The steps for Quick Record are listed earlier in the manual in the Quick Start Operations.

## Regular Song Recording

This method is the more typical way to create a Song when recording a part with the drum pads. This method will allow you to quantize and edit parts.

1. Choose a Blank **[USER]** Song.
2. Press the **[RECORD]** button. You will see the REC button blinking. The screen will show the Drum part. Push the **[+]** button to select the Percussion part if you want to record that part. Otherwise you can record the drum part.



At this point you can either start recording or change parameters for the song. There are several parameters you can adjust before recording your song. To get to the recording parameter press the **[PART -/+]** buttons. See the list below for the parameters that are available.



3. After making your settings and you are ready to start recording press the **[PLAY/STOP]** button. You will hear a 4-beat count off and then the sequencer will start recording your playing. The REC and PLAY/STOP buttons will blink.



4. When you have finished playing the part press the **[PLAY/STOP]** button.

5. Press the **[PLAY/STOP]** button to hear the playback of the part you just recorded.

# ADVANCED OPERATIONS

## Recording Parts 1- 5

To record on these parts you will need an external MIDI keyboard or MIDI device that can output MIDI notes on MIDI channels 12-16. See the table below.

MIDI CHANNEL	PART
12	PART 1
13	PART 2
14	PART 3
15	PART 4
16	PART 5

1. Connect a MIDI keyboard (or other MIDI equipment such as computer) to the MIDI IN port of the **SD1500** sound module.
2. On the MIDI keyboard set the MIDI transmit channel to 12-16 to record to the corresponding part. To select the sound that you are recording you will need to send a Program Change to the **SD1500** sound module. See the Voice list in the appendix section for the corresponding MIDI program changes.
3. Press the **[RECORD]** button. It will start blinking to indicate that the module is ready to start recording.
4. Press **[PLAY/STOP]** button to start recording. You will hear a 1-bar/4-beat count-in before recording will start.
5. When you have finished you're playing press the **[PLAY/STOP]** button. Press the **[PLAY/STOP]** button to hear the playback of the part you just recorded.

Parameter	Explain	Parameter ([+]/[-])	Default
Part	Select record part	Drum/Perc	Drum
TimeSig	Record time signature	1-9/2, 1-9/4, 1-9/8, 1-9/16	4/4
Tempo	Tempo	30~280	120
Mode	Record mode	New/Overdub	Overdub
Loop	Loop length	OFF/ALL/1~99	OFF
Qntize	Quantize resolution	OFF/8/8T/16/16T /32/32T/64	OFF
Sync-ST	Synchronous start	OFF/ON	OFF
Precount	Set pre-count measure	0~2	0

# ADVANCED OPERATIONS

## Definition of Recording Parameters

### Part

There are 7 sequencer Parts for the module. Drums and Percussion are the first 2 parts. The accompaniment parts (1-5 must be recorded from an external MIDI device such as a keyboard or via USB on computer. These use MIDI channels 12-15).

### Mode/Recording Mode

This refers to how the sequencer will record the note information. Overdub mode records the notes on top of what is already recorded. New mode replaces existing notes when the sequencer is recording. Note that the Percussion part will always use the New mode.

### Loop

This determines if the sequencer will repeat the part or not. The settings can be either OFF, 1 shot, 1-99 loops, 1-99 measures, All: Loop all measure (this appears only when current song is not a new one)

### Quantize/Quantize

Quantizing a part will fix timing errors in your playing by moving the notes recorded that were recorded to the closest beat/note value within the song.

To adjust the amount of quantizing that will be done:

1. Select the quantize screen with the **[PAGE - /+]** buttons.
2. Use the **[-/+]** buttons or VALUE DIAL to select the amount of quantizing-off, 1/8, 1/8t(triplet), 1/16, 1/16t, 1/32,1/32t, 1/64.

### Synchronous Start

This will start the sequencer recording once a note is played on a pad or via MIDI device.

### Pre-count:

This sets the count-in of measures before the sequencer starts. You can set this from 0 to 2 measures (8 beats).

### Click:

The Click or Metronome will give you an audio indication of the beat of the sequencer.

### To Turn Click on or off:

1. Hold down the **[MENU]** button and press the **[CLICK]** button to view the settings.
2. Press the **[PAGE -/+]** buttons to move through the menu of click settings (ClickVol, TimeSig, Inter, Voc).



Parameter	Explain	Parameter ([+]/[-])
ClickVol	Click whole volume	0-32
TimeSig	Click time signature	0-9/2, 0-9/4, 0-9/8, 0-9/16
Interval	Click playback interval	1/2, 3/8, 1/4, 1/8, 1/12, 1/16
Voc	Click voice	Voice/Metro/Claves/Sticks/Cowbell/Click

# ADVANCED OPERATIONS

## ClickVol:

The volume of the click sound.

## Time Signature / TimeSig:

You can specify the time signature of the click sound. When the beats per measure is set to "0," no accent will be added to the first beat. The metronome click sound then plays at a fixed volume.

*NOTE: You cannot adjust the time signature of a song as it is playing.*

## Interval:

Specifies the note interval for the Click beat.

## Voc:

Determines the sound for the click/metronome sound. The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

## Utility Mode

---

The Utility mode is for the main functions of the module such as trigger setup for the pads, effects, MIDI setup and saving global settings.

## Trigger Setup

---

You can set the parameters of each drum and cymbal pad in the Trigger menu. While editing the settings, you can select each trigger by hitting the corresponding trigger pad or use the drum pad buttons on the front panel.

Item	Explain	Parameter ([+]/[-])	Default
<b>Sensitive *</b>	Sensitivity	1~32	-
<b>Thresh *</b>	Threshold	0~31	-
<b>Curve *</b>	Trigger curve	Normal/Exp1/Exp2/Log1/Log2/Loud	Normal
<b>Retrig-C *</b>	Retrigger cancel	1~16	-
<b>X-Talk *</b>	Cross talk	0~16	-
<b>Splash-S</b>	Splash sensitivity	1~8	1

# ADVANCED OPERATIONS

## Parameter Definitions

### Sensitivity

This adjusts the sensitivity of the pad trigger to regulate the pad response. Higher settings result in higher sensitivity, so that the pad will produce a loud volume even when struck softly. You can also adjust the sensitivity of the splash in SPLASH SENSITIVITY.

### Threshold

This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to extraneous vibrations from another pad.

### Curve (Trigger curve)

This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

### Retrig-C (Retrigger cancel)

Playing snare drum pads and other devices with commercially available acoustic drum triggers attached may result in altered waveforms, which may also cause inadvertent sounding. This occurs in particular at the decaying edge of the waveform. Retrigger Cancel detects such distortion in and prevents retriggering from occurring. Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.

### X-Talk (Pad Crosstalk)

When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk.) You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. So be careful and set this parameter to the minimum value required to prevent such crosstalk. With a setting of 0 crosstalk prevention does not function.

### Splash-S

When the trigger input selected is hi-hat or splash this will determine the amount of Snare rim sensitivity.



# ADVANCED OPERATIONS

## Effects Settings

The **SD1500** sound module has built-in Reverb and 4 Band EQ effects, which are adjustable in the Utility Effects setup. The available parameters are available below.

Item	Explain	Parameters	Default
<b>Reverb</b>	Master reverb switch	OFF/ON	According to current KIT
<b>RvbTyp</b>	Reverb type	SRoom/MRoom/LRoom/Hall1/Hall2/ Plate/Delay/P.Dely	
<b>EQSwitch</b>	4 band EQ master switch	OFF/ON	
<b>EQLow</b>	EQ low band	-12DB~ 12db	
<b>EQL.Mid</b>	EQ low middle band	-12DB~ 12db	
<b>EQH.Mid</b>	EQ high middle band	-12DB~ 12db	
<b>EQHigh</b>	EQ high band	-12DB~ 12db	

To change the assignment for the Reverb:

1. Press the **[UTILITY]** Button.
2. Press the **[PAGE -/+]** buttons to select EFFECT.
3. Press **[SAVE/ENTER]**. You will see the Reverb screen.
4. Press the **[PAGE +]** button.
5. Press the **[-/+]** buttons or VALUE DIAL to select the Reverb type.

To change the settings for the Master 4 Band EQ:

1. From the Reverb type screen press the **[PAGE +]** button. You come to the EQ Switch screen.
2. Press the **[PAGE -/+]** buttons to select the EQ parameters that you want to change.

**NOTE:** If you want to save all the effects for the current kit, see the "Saving a Kit" section.

# ADVANCED OPERATIONS

## MIDI Settings

The **SD1500** sound module is a MIDI and USB MIDI compatible device. You can connect **SD1500** sound module to other MIDI devices via standard MIDI cables or to your PC via a USB cable.

For use with MIDI devices you may want to set the module to use these settings.

- **Local On** - Buttons and triggers play internal sound and transmit MIDI OUT data.
- **Local Off** - Buttons and triggers only transmit MIDI OUT data.
- **Soft Thru** - This turns off the MIDI Out and makes the MIDI data coming into the MIDI input go directly to the MIDI output. The default setting is OFF.
- **GM Mode** - When ON, MIDI program changes received on MIDI channel 10 will be sent to General MIDI Kits. When OFF, program changes received on MIDI channel 10 will select the regular internal Drum Kit sounds. The Default setting is ON.

*NOTE: If you are experiencing difficulties with communicating with the module from your computer change the GM Mode to OFF.*

### To get to the MIDI settings:

1. Press the **[UTILITY]** button.
2. Press the **[PAGE -/+]** buttons until you get to "MIDI SET" on the display.
3. Press **[SAVE/ENTER]**. You will see "LOCAL" on the display.
4. Press the **[PAGE -/+]** buttons to get to the other parameters.
4. Press **[EXIT]** to leave this mode.

## Factory Reset

There may be occasions where you want the module to return to the factory settings. This function will return the **SD1500** sound module back to factory setup.

1. Press the **[UTILITY]** button.
2. Press the **[PAGE -/+]** buttons until you get to "RESET" on the display.
3. Press **[SAVE/ENTER]**. You will see "ResetPara" on the display.
4. Press the **[SAVE/ENTER]** button. You will see "RESET OK" on the display.

Item	Explain
<b>ResetPara</b>	Reset only global menu parameter settings (MIXER, UTILITY trigger settings, CLICK, Song setup, etc.)
<b>ResetAll</b>	Reset the global menu parameters, and all user songs, and user kits. After the operation, the LCD will show the main screen.

# ADVANCED OPERATIONS

## Using an SD Card

The **SD1500** sound module can use a standard Smartmedia™ Card for backing up and storing Song and Kit information that can be read directly from the card. The **SD1500** sound module can support the following files- .MID, \*.KIT, \*.SNG, \*.SET files on a SD card.

The module supports SD cards from 16M to 2G, it supports FAT16 and FAT32. It does not support a SD card which contains more than 1 partition, in this case, only the first partition can be opened and browsed.

We strongly recommend use the SD card formatted by the **SD1500** sound module.

### Finding Files on an SD Card

1. Press the **[CARD]** button, the button will light, and the root folder of the card would be opened on the display. You'll see the folders and the supported files in the folder.
2. By pressing the **[-/+]** buttons or using the VALUE DIAL, you can browse through the files in a folder.

The files are sorted according to their types and their names.

3. By pressing the **[PAGE -/+]** buttons, you can jump to the first file of the next file type.
4. When a folder is selected, you can press the **[SAVE/ENTER]** button to enter the folder.

**\*NOTE:** If there are no folders or supported files in current directory, "No File!!" would be shown on the display and you can use the **EXIT** button to return to the last directory you were browsing.

## Muting a Channel/Part on an SD Card MIDI File

When browsing the SD card, press and hold the **[MENU]** button, then press **[PART MUTE]** to select the settings of the mute option. You can select any of the 16 channels to be muted when the part mute function is enabled. Use the **[PLAY/STOP]** button to play the MIDI file from the SD card directly.

## File Operations

You can easily delete a file, load back your previous settings, format the card or even put your favorite song into the **SD1500** sound modules user songs by using the SD card menu.

1. Press **[CARD]** button.
2. Press the **[MENU]** button when browsing the card to open the card menu.
3. Use **[PAGE -/+]** or to select operations, as shown in table below.

Operation	Explain	Parameters	Default
<b>LOAD</b>	Load current file	-	-
<b>DELETE</b>	Delete current file	-	-
<b>LOOP</b>	Select loop mode of the playback	/1	
<b>PRECOUNT</b>	Set the pre-count of playback	0, 1, 2	0
<b>FORMAT</b>	Format the card	-	-

**Note:** "Load" and "Delete" are shown only when the current selected item is a file (not folder).

# ADVANCED OPERATIONS

## Loading a MIDI File from an SD Card

You can load a MIDI file to be a user song, or load back the setting of the KITS (\*.KIT), all user songs (\*.SNG), or your global setting (\*.SET).

1. Press the **[SAVE/ENTER]** button, you'll be asked to select the type of the user song after the MIDI file is loaded. These are 1 Shot, Loop, Tap and Hit.
2. Press **[SAVE/ENTER]** button to confirm your selection. You will be asked to select which user song memory slot to be used to save the new song. If there's a "\*" before the name of the selection, it means it's empty and it's safe to save the new song into it without worrying about overwriting a previously saved song.
3. Press **[SAVE/ENTER]** to confirm your selection. If you have selected a user song memory slot which is not empty, it will ask you to confirm the over write operation. You can use **[SAVE/ENTER]** to confirm or use **[EXIT]** to go back to the last step and change your selection.
4. If you confirm the selection, the MIDI file would be loaded to the selected user song memory slot, and you will see "Song Loaded!"



**\*NOTE:** Only MIDI files smaller than 32 Kbytes can be loaded. The Load User Song function supports SMF 1 only, and up to 7 channels of the MIDI file can be used in the 1 shot or loop type user song. For tap or hit type, only 1 channel can be used. Here's the table for the available channels.

1 Shot/Loop Playback		
MIDI Channel	Part	Note
10	Drum	Send MIDI controller 0 with a value of 127 to select an internal KIT, otherwise the GM kit will be played.
11	Percussion	
12	Part 1	
13	Part 2	
14	Part 3	
15	Part 4	
16	Part 5	

**NOTE:** On Tap/Hit playback only the first of channel 12~16 in the MIDI file would be used.

# ADVANCED OPERATIONS

Errors that may occur when loading a MIDI file:

No Usable Data	There are no notes in the MIDI file
"FileError"	File error
"FileTooBig"	The MIDI file is larger than 32 Kbytes
"No Space"	the user data space is full

**NOTE:** If you load the MIDI file to a user song which is not empty, the original User Song will be deleted even when display says "No Space".

## Deleting Files

1. Press the [**CARD**] button.
2. Press the [**MENU**] button.
3. Press the [**PAGE -/+**] button to Select "Delete".
- 4- Press [**SAVE/ENTER**] to confirm the operation.
5. Press [**SAVE/ENTER**] to confirm or press [**EXIT**] to abort. After the deletion, the display will go back to the folder you were browsing. If there are no supportable files in the folder, a "No File!!" would be shown.

## Looping Files

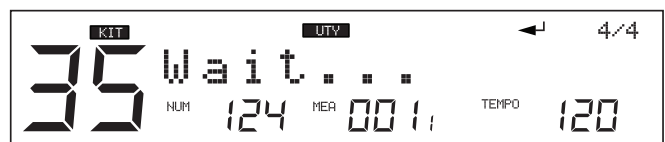
From the CARD MENU selection press the [**PAGE -/+**] buttons and select LOOP. This will loop the play back for all the MIDI files in the current folder. The playback would loop the current file only.

## Formatting the SD Card

1. Select "Format" in card menu, press [**SAVE/ENTER**].
2. Press [**SAVE/ENTER**] to confirm the operation. While the card is formatting you will see a "Wait" message.

**NOTE:** After formatting the card, all previous data in the card will be erased. Please make sure that you have backed up all the important information in the card before this operation.

The **SD1500** sound module supports Windows FAT16 and FAT32 disk formats only, some SD cards with small capacity (under 32M) may be using FAT12, in this case, the card would be formatted into FAT16.



# ADVANCED OPERATIONS

Errors that may occur when formatting a SD Card:

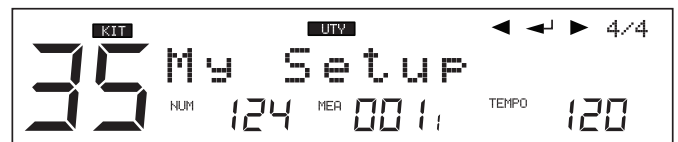
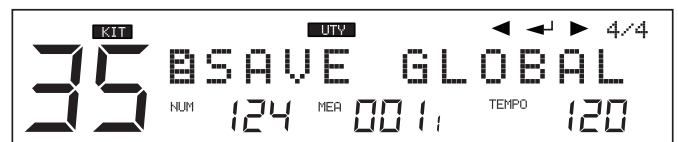
Display	Explanation
"No Card!"	The card is not properly inserted in the card slot.
"Card Locked"	The card has protected during the attempt to save, delete or format
"Card Error"	A fatal error occurred during reading or writing the card
"FS Error"	The file system of card is not supported

## Save All

One convenient feature of the **SD1500** is the ability to save and backup all your settings in the module to a SD card. See the list below for all the settings that can be saved to SD card.

### Saving your Global Setup

1. Be sure that your SD Card is inserted in the SD card slot on the back of the module and valid.
2. Press the **[UTILITY]** button.
3. Press the **[PAGE -/+]** buttons to enter Save Global page.
4. Press **[SAVE/ENTER]**. The screen will show "Save OK" and then return to the previous screen.
5. The screen will show "Save OK" and then return to the previous screen.



# APPENDIX

## Voice List

#	Voices	#	Voices	#	Voices	#	Voices
1	BasicKick	32	NaturalKick	63	JazzDynKick	94	StadiumKick
2	ShaftKick	33	NaturalKick2	64	DynKick1	95	VintageKick
3	JazzKick1	34	HollowKick	65	DynKick2	96	BigSimnsClap
4	JazzKick2	35	BoomKick	66	DynKick3	97	BrushSnareRS
5	Jazzkick3	36	BoomKick2	67	VariKick	98	DynBrushSnar
6	JazzKick4	37	BoomKick3	68	DynoKick	99	Blastix
7	PillowKick	38	LowTiteKick	69	AtomicKick	100	BlastixRS
8	RoundKick	39	OvalKick	70	BodyKick	101	DynSnare
9	RoundKick2	40	BangKick	71	DynGateKick	102	DynSnare2
10	WarmKick	41	EmptyKick	72	BigAKick	103	DynSnare2RS
11	GateKick	42	GateKick	73	DynBoomKick	104	MuteSnare
12	TubbyKick	43	Big&Round	74	ClickBoom	105	DynFunkSnare
13	ShortGate	44	80'sRockKick	75	CrunchKick	106	FunkSnareCS
14	TightKick	45	70'sRockKick	76	GuitarKick	107	FunkSnareRS
15	ThinKick	46	GatedKick	77	LayerKick	108	DynPiccolo
16	ThinKick2	47	GatedKick2	78	GtarBiteKick	109	GTRHitSnare
17	BigKick	48	RoomKick	79	DistGTRKick	110	DynRingySnr
18	BigKick2	49	RoomKick2	80	DiveBombKick	111	RingyRS
19	ThunkKick	50	TiteRoomKick	81	RiseKick	112	DynRKISnre
20	SmallKick	51	TiteKick	82	MuteKick	113	SDSComboSnr
21	ShortKick	52	AmbKick	83	HybridKick	114	SDSHybrid
22	ShortKick2	53	FlatKick	84	CrunchKick2	115	STDynSnare
23	ShortKick3	54	BullseyeKick	85	ThickKick	116	AluminumSNR
24	ShortKick4	55	ThudKick	86	RockKick	117	AlumSNRCS
25	Shorkick5	56	RubberKick	87	DynWarmKick	118	AlumSNRRS
26	TinyKick	57	FunkKick	88	80'sGateKick	119	BellBrassCS
27	MetallicKick	58	LowEndKick	89	ClassicRkKik	120	BellBrassRS
28	MicroKick	59	Short&Low	90	FunkRockKik	121	BellBrassSNR
29	LoKick	60	HammerKick	91	CollectorKik	122	BubingaSNR
30	LoKick2	61	WhamKick	92	RecordingKik	123	BubingaRS
31	LoKick3	62	RamKick	93	MetalKick	124	BubingaCS

## APPENDIX

## Voice List

#	Voices	#	Voices	#	Voices	#	Voices
125	DeepBrassSNR	156	MetalSnareRS	187	FunkRockTm1	218	ChinaCymbal
126	DeepBrassRS	157	MetalSnare	188	FunkRockTm2	219	SplashCymbal
127	DeepBrassCS	158	StadiumSRS	189	FunkRockTm3	220	BrushCrshCym
128	ShBrassSNR	159	StadiumSCS	190	CollectorTm1	221	18 SV-Crash
129	ShBrassCS	160	StadiumSNR	191	CollectorTm2	222	16 SV-Crash
130	ShBrassRS	161	VintageSNRCS	192	CollectorTm3	223	20 ZRdBell1
131	ShWoodSNR	162	VintageSNRRS	193	RecordingTm1	224	20 ZRdBow1
132	ShWoodRS	163	VintageSnare	194	RecordingTm2	225	20 ZVRdEdg1
133	ShWoodCS	164	BrushTom 1	195	RecordingTm3	226	20 ZRdBell2
134	SteelSnare	165	Brush Tom 2	196	MetalTom1	227	20 ZRdBow2
135	SteelSnareRS	166	Brush Tom 3	197	MetalTom2	228	20 ZRdEdge2
136	SteelSnareCS	167	Brush Tom 4	198	MetalTom3	229	08Kick
137	ShSteelSNR	168	Brush Tom 5	199	StadiumTom1	230	HipHopKick
138	ShSteelRS	169	Brush Tom 6	200	StadiumTom2	231	Electrokick1
139	ShSteelCS	170	RKTom 1	201	StadiumTom3	232	HipHopKick2
140	80'sGateSNR	171	RKTom 2	202	VintageTom1	233	08LongKick
141	80'sGateCS	172	RKTom 3	203	VintageTom2	234	09Kick
142	80'sGateRS	173	RotoTomMID	204	VintageTom3	235	DrmNBassKick
143	ClassicRkSNR	174	RotoTomHI	205	TomRim	236	Electrokick2
144	ClassicRkSRS	175	RotoTomLO	206	TomRimMuted	237	BeepKick
145	ClassicRkSCS	176	DynTom1	207	13 SH-HiHat	238	MachineKick
146	FunkRockSCS	177	DynTom2	208	13 SH-HiHatF	239	FilterKick
147	FunkRockSRS	178	DynTom3	209	13 SH-Splash	240	ElectroKick3
148	FunkRockSNR	179	DynTom4	210	14 ZM-HiHat	241	ThunkKik
149	CollectorSCS	180	DynTom5	211	14 ZM-HiHatF	242	09Kick2
150	CollectorSRS	181	80'sGateTom1	212	14 ZM-Splash	243	KnockKick
151	CollectorSNR	182	80'sGateTom2	213	15 ZL-HiHat	244	SlamKick
152	RecordingSCS	183	80'sGateTom3	214	15 ZL-HiHatF	245	BOOMKik
153	RecordingSRS	184	ClassicRkTm1	215	15 ZL-Splash	246	DeepKick
154	RecordingSNR	185	ClassicRkTm2	216	Splash	247	TweakKick
155	MetalSnareCS	186	ClassicRkTm3	217	WChinaCymbal	248	HouseKick



# APPENDIX

## Voice List

#	Voices	#	Voices	#	Voices	#	Voices
249	SmackKick	280	09Snare2	311	HouseSnare	342	08LoTom
250	DigeriKick	281	D'NBSnare2	312	REzSnare	343	08Marcas
251	FunkyKick	282	ElectMtalSNR	313	JungleSnare2	344	08RimShot
252	ShotKick	283	Soft09Snare	314	08ShortSnare	345	08Tom1
253	NoiseKick	284	WetSnare	315	MetalSnare2	346	08Tom2
254	Backwardkick	285	80'sMachSNR	316	ThudSnare	347	09Tom1
255	MetallicKik	286	TRSnare	317	ThrashSnare	348	09Crash1
256	BassKick	287	DiscoSnare	318	SmackitSnare	349	09Crash2
257	BlipKick	288	ClapSnare	319	ElecSmakSNR	350	09ClosedHat
258	ShortyKick	289	NaturalSNR	320	HipHopSnare2	351	09OpenHat
259	ElectroKick4	290	WackoSNR	321	HipHopSnare3	352	09Tom2
260	Bangkick	291	90'sElectSNR	322	08Crash	353	09Tom3
261	HipHopKick3	292	PipeSnare	323	08HiHat1	354	09Tom4
262	RoKitKick	293	BassSnare	324	08HiHat2	355	DnBCrash
263	StepKick	294	LoFiSnare	325	08HiHat3	356	HH HatClsd
264	TankKick	295	MetallicSNR	326	LoFiHiHat1	357	HornHit
265	SmackSnare	296	CrackSnare	327	LoFiHiHat2	358	JungleCrash
266	StepSnare	297	TweakSnare	328	LoFiHiHat3	359	JungleHat
267	JunkySnare	298	LectroSnare	329	HipHopHat1	360	JungleBell
268	JungleSnare	299	TrashSnare	330	HipHopHat2	361	JungleStick
269	TightElecSNR	300	LFOsnare	331	HipHopHat3	362	JungleTom
270	SimmonsSNR1	301	PitchSnare	332	MachineClap	363	OrchHit2
271	SimmonsSNR2	302	LoFiSnare2	333	Zap 1	364	StepRide
272	SimmonsSNR3	303	HipHopSnare	334	Zap 2	365	StepStick
273	SimmonsSNR4	304	lectroSnare2	335	Bandhit	366	StepSnare
274	SimmonsSNR5	305	CompressSNR	336	OrchHit	367	StepTom
275	SimmonsSNR6	306	SquashSNR	337	08Bell	368	Scratch1
276	TechSnare	307	ClapSnare2	338	08CongaHi	369	Scratch2
277	D'NBSnare	308	SmashSnare	339	08CongaLo	370	Scratch3
278	08Snare	309	SmackSnare2	340	08CongaMID	371	Scratch4
279	09Snare	310	IndustralsNR	341	08Clave	372	ScratchKick

## APPENDIX

## Voice List

#	Voices	#	Voices	#	Voices	#	Voices
373	ScratchSNR1	404	SDSVTom6	435	Castanets1	466	SurdoOpen
374	ScratchTom	405	SDSVTom7	436	Castanets2	467	Tabla1
375	ScratchSNR2	406	SDSTom1	437	Cowbell1	468	Tabla2
376	CrunchSNR2	407	SDSTom2	438	Cowbell2	469	Tabla3
377	SDS1Kick	408	SDSTom3	439	Cowbell3	470	Tabla4
378	SDS5VKick	409	SDSTom4	440	Cowbell4	471	Tabla5
379	SDSVKick1	410	SDSTom5	441	Cxxeke	472	Tabla6
380	SDSVKick2	411	SDSTom6	442	Djembe1	473	Tabla7
381	SDSVKick3	412	SDSBend	443	Djembe2	474	Tabla8
382	SDSVKick4	413	SDSClap	444	DrumStick1	475	Tabla9
383	SDSKick1	414	SDSClap2	445	DrumStick2	476	Tabla10
384	SDSKick2	415	SDSCowBell	446	Dumbek1	477	Taiko
385	SDSKick3	416	SDSCrash	447	Dumbek2	478	TaikoRim
386	SDSVSnare1	417	SDSMetal	448	Dumbek3	479	Tambourine1
387	SDSVSnare2	418	One	449	Dumbek4	480	Tambourine2
388	SDSVSnare3	419	Two	450	Dumbek5	481	Tambourine3
389	SDSVSnare4	420	Three	451	Dumbek6	482	Timbale1
390	SDSVSnare5	421	Four	452	Dumbek7	483	Timbale2
391	SDSVSnare6	422	Five	453	Dumbek8	484	Timbale3
392	SDSSnare1	423	Six	454	Dumbek9	485	Timbale4
393	SDSSnare2	424	Seven	455	FingerCymbal	486	Timbale5
394	SDSSnare3	425	Eight	456	FingerSnap	487	Timbale6
395	SDSSnare4	426	Nine	457	Flexatone	488	Timbale7
396	SDSSnare5	427	Ten	458	Gong	489	MetalDrum
397	SDSSnare6	428	Eleven	459	Panderedo1	490	MetalDrumRim
398	SDSSnare7	429	Twelve	460	Panderedo2	491	Timpani1
399	SDSVTom1	430	Baya1	461	Panderedo3	492	Timpani2
400	SDSVTom2	431	Baya2	462	Piatti	493	Udo1
401	SDSVTom3	432	Baya3	463	Shaker	494	Udo2
402	SDSVTom4	433	Baya4	464	Sleighbells	495	Udo3
403	SDSVTom5	434	Baya5	465	SurdoMute	496	VibraSnap

# APPENDIX

## Voice List

#	Voices	#	Voices	#	Voices	#	Voices
497	AgogoHi	503	CongaHi	509	WoodBlockLo	515	GuiroShort
498	AgogoLow	504	CongaLo	510	Maracas	516	WhistleShort
499	BongoHi	505	CongaMute	511	CuicaMute	517	TimbaleHi
500	BongoLo	506	WoodBlockHi	512	TriangleMute	518	TimbaleLo
501	Cabasa	507	Guiro	513	CuicaOpen	519	Mute
502	Clave	508	Whistle	514	TriangleOpen		

## Kit List

#	Style	Program Change #	#	Style	Program Change #	#	Style	Program Change #
1	Maple	0	20	Funkilicious	19	39	08Machine	38
2	ModernRock	1	21	80's Gated	20	40	09Machine	39
3	Classic Rock	2	22	Ballad	21	41	HardRock	40
4	Funk Rock	3	23	Brushes	22	42	Jamaican	41
5	Grunge	4	24	DrumN'Bass	23	43	SurfsUp!	42
6	LAFunkRock	5	25	MoreMetal!	24	44	Techno	43
7	Vintage	6	26	StudioSet	25	45	World-Perc	44
8	ModernPop	7	27	R'nBHipHop	26	46	Hip Hop	45
9	HeavyMetal	8	28	Jazz Maple	27	47	Africa	46
10	ClassicJazz	9	29	TightFunk	28	48	Scratch IT!	47
11	SessionFunk	10	30	SoftRock	29	49	House	48
12	Train Beat	11	31	VintReggae	30	50	Latin-Perc	49
13	BluesSet	12	32	R'nBClassic	31	51	Brass Snare	50
14	Hard Funk	13	33	90'sRock	32	52	Simmons Orig	51
15	RhythmNBlues	14	34	Rock'N Roll	33	53	Shredder	52
16	Bubinga	15	35	ModernMetal	34	54	Tablathon	53
17	Funkster	16	36	WarmReggae	35	55	Orchestra	54
18	Nashville	17	37	ElectricFunk	36			
19	MetalHead	18	38	80'sRock	37			

## APPENDIX

## Song List

#	Style	Genre	#	Style	Genre	#	Style	Genre
1	Bonz Beat	Rock	31	Latin Rock	ROCK	61	HonkeyTonk	COUNTRY
2	Alt Rock	ROCK	32	Fusion Rock	ROCK	62	Discotech	TECHNO
3	Train Groove	ROCK	33	Flashback	ROCK	63	Groovin	RNB
4	Headbanger	ROCK	34	Lite Ballad	ROCK	64	Funky Africa	WORLD
5	Nice & Funky	FUNK	35	Funky Beat	ROCK	65	Funky Fusion	FUNK
6	Metal Head	ROCK	36	Punkster	ROCK	66	Pop Ballad	ROCK
7	MoreCowbell!	ROCK	37	50's Rock	ROCK	67	FunkItUp	FUNK
8	Funky Monkey	FUNK	38	Metal Groove	ROCK	68	BluesShuffle	ROCK
9	Boogywoogy	ROCK	39	Bluesy Beat	ROCK	69	Breakbeat	ROCK
10	FunkyStuff	FUNK	40	Vintage Beat	ROCK	70	Steady 8 <sup>th</sup> 's	ROCK
11	80's Pop	ROCK	41	Metallic	ROCK	71	Basic Ballad	ROCK
12	70's Rock	ROCK	42	Funky Thang	FUNK	72	Salsa Groove	LATIN
13	Rock Blues	ROCK	43	Hey Mon!	REGGAE	73	Big Ballad	FUNK
14	LA Funk	FUNK	44	FunkyFeel	FUNK	74	Craziness	ROCK
15	Big 70's	ROCK	45	Groove Me	FUNK	75	Funkster	FUNK
16	ItsGot2BFnky	FUNK	46	Funky 80's	FUNK	76	Salsa Jazz	LATIN
17	Ballad Rock	ROCK	47	Bossa Beat	LATIN	77	Swing Beat	JAZZ
18	Rock'in Out	ROCK	48	R'NB Groove	RNB	78	HipHop Beat	HIPHOP
19	Blastbeat	ROCK	49	Modern Jazz	JAZZ	79	Line Dance	COUNTRY
20	80's Rock	ROCK	50	Reggae Up	REGGAE	80	TechoGroove	TECHNO
21	Surf Rock	ROCK	51	WorldGroove	WORLD	81	MapleSetSolo	SOLO
22	FusionGroove	FUNK	52	Brasilia	LATIN	82	VintageSetSolo	SOLO
23	Freakiness	ROCK	53	Island Gruv	REGGAE	83	Sweet Groove	SOLO
24	Steelgroove	ROCK	54	Jazz Waltz	JAZZ	84	Rock Out!	SOLO
25	Texas Blues	ROCK	55	Swingin' it	JAZZ	85	SolidGroove	SOLO
26	ReggaeRock	ROCK	56	DubStepper	TECHNO	86	3/4 Feel	Percussion Loop
27	Rock Shuffle	ROCK	57	Jazziness	JAZZ	87	Bossa	Percussion Loop
28	UpBeat	ROCK	58	Jacuzzi Beat	HIPHOP	88	Africa	Percussion Loop
29	Fast Rock	ROCK	59	HipHopR'nB	HIPHOP	89	Latin 1	Percussion Loop
30	Demonic	ROCK	60	FunkyTime	FUNK	90	Latin 2	Percussion Loop

# APPENDIX

## Song List

#	Style	Genre	#	Style	Genre	#	Style	Genre
91	Latin 3	Percussion Loop	121	Funk 2	Kit	151	Blues 3	Kit
92	Latin 4	Percussion Loop	122	Rock 10	Kit	152	Reggae 3	Kit
93	Latin 5	Percussion Loop	123	Blues 1	Kit	153	Rock 23	Kit
94	Samba	Percussion Loop	124	Rock 11	Kit	154	Techno 3	Kit
95	Latin 6	Percussion Loop	125	Blues 2	Kit	155	World 1	Kit
96	Synth 1	Hit	126	Rock 12	Kit	156	HipHop	Kit
97	Piano	Hit	127	Funk 3	Kit	157	World 2	Kit
98	GuitarChord	Hit	128	Country	Kit	158	Techno 4	Kit
99	GuitarFX 1	Hit	129	Rock 13	Kit	159	Techno 5	Kit
100	GuitarFX 2	Hit	130	Funk 4	Kit	160	Latin 1	Kit
101	Bassline 1	Tap	131	Rock 14	Kit	161	Rock 24	Kit
102	Bassline 2	Tap	132	Rock 15	Kit	162	Rock 25	Kit
103	Bassline 3	Tap	133	Jazz 2	Kit	163	Rock 26	Kit
104	Bassline 4	Tap	134	Techno 1	Kit	164	World 3	Kit
105	GTR Chords 1	Tap	135	Rock 16	Kit	165	Orch	Kit
106	Pno Chords	Tap	136	Rock 17	Kit			
107	Clav Chords	Tap	137	R'NB 1	Kit			
108	GTR Chords 2	Tap	138	Jazz 3	Kit			
109	GTR Chords 3	Tap	139	Funk 5	Kit			
110	Bassline 5	Tap	140	Rock 18	Kit			
111	Rock 1	Kit	141	Reggae 1	Kit			
112	Rock 2	Kit	142	R'NB 2	Kit			
113	Rock 3	Kit	143	Rock 19	Kit			
114	Funk 1	Kit	144	Rock 20	Kit			
115	Rock 5	Kit	145	Rock 21	Kit			
116	Rock 6	Kit	146	Reggae 2	Kit			
117	Rock 7	Kit	147	Funk 6	Kit			
118	Rock 8	Kit	148	Rock 22	Kit			
119	Rock 9	Kit	149	Funk 7	Kit			
120	Jazz 1	Kit	150	Techno 2	Kit			

# APPENDIX

## Demo List

Demo Songs		
	1	Drum Solos
	2	Song Demos

## ASCII Character List

!	#	\$	%	&	`	(	)	+	=
	-	,	;	@	0	1	2	3	4
6	6	7	8	9	A	B	C	D	E
F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y
Z	a	b	c	d	e	f	g	h	i
j	k	l	m	n	o	p	q	r	s
T	u	v	w	x	y	z			

## Pad MIDI Note Assignments

Pad #	Trigger #	Name	MIDI Note
1	1	KICK	36
2	2	SNARE STICK	37
		SNARE	38
	3	SNARE R	40
3	4	TOM1	48
	5	TOM1 R	50
4	6	TOM2	45
	7	TOM2 R	47
5	8	TOM3	43
	9	TOM3 R	58
6	10	TOM4	41
	11	TOM4 R	39
		TOM4 STICK	60

Pad #	Trigger #	Name	MIDI Note
7	12	RIDE	51
	13	RIDE R	59
	14	RIDE BELL	53
8	15	CRASH 1	49
	16	CRASH 1 R	55
9	17	CRASH 2	57
	18	CRASH 2 R	52
10	19	HIHAT	46
CTRL	25	P HIHAT	44
	26	SPLASH	21

# APENDIX

## MIDI Implementation Chart

### MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Default	10ch	1-16ch	
Channel Changed	X	X	
Default	X	X	
Mode Messages	X	X	
Alterde	*****	*****	
Note	0-127	0-127	
Number: True voice	*****	0-127	
Velocity: Note on	○	○	
Note off	○	○	
After key's	○	○(ch 10)	
Touch Ch's	X	X	
Pitch Bend	X	○	
Control			
0	X	○	Bank select
1	X	○	Modulation
5	X	○	Portamento time
7	X	○	Volume
10	X	○	Pan
11	X	○	Expression
64	X	○	Sustain Pedal
65	X	○	Portamento on/off
66	X	○	Sostenuto Pedal
67	X	○	Soft Pedal
80	X	○	Reverb Program
81	X	○	Chorus Program
91	X	○	Reverb level
93	X	○	Chorus level
120	X	○	All Sound Off
121	X	○	Reset all controllers
123	X	○	All notes off
Program Change	○	○	
System Exclusive	○	○	GM ON/OFF
System :Song Position	X	X	
Common :Song Select	X	X	
:Tune	X	X	
System : Clock	○	X	
Real Time:Commands	○	X	Start, Stop
Aux : LOCAL ON/OFF	X	X	
: All Notes Off	X	X	
Messages : Active sense	○	X	
: Reset	X	X	

○ : YES  
X : NO

valid RPN:0,1,2

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