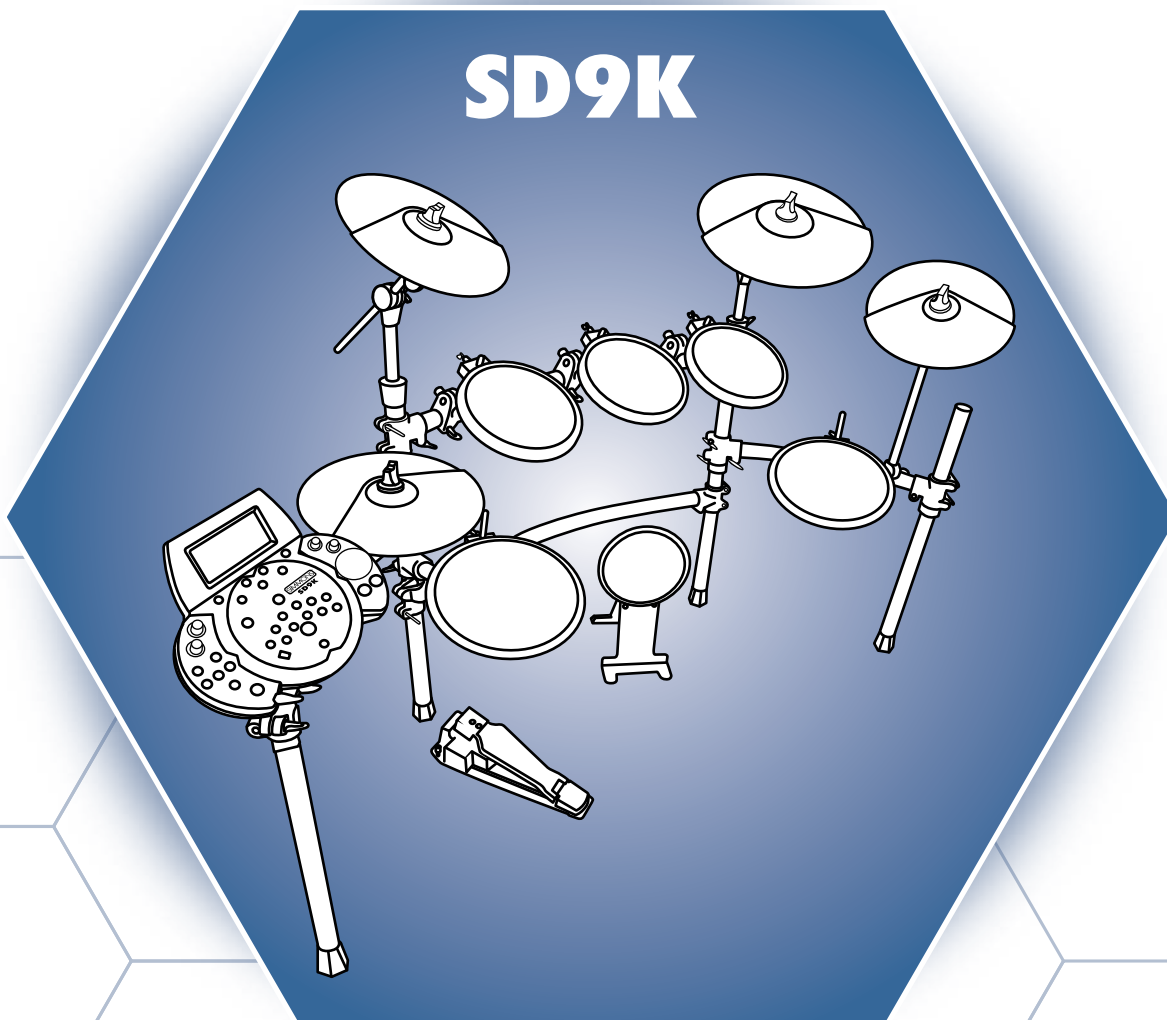


SIMMONS®

The First Name in Electronic Drums.



Electronic Drum Kit

USER MANUAL

www.simmonsdrums.net

FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a different circuit.
 - Consult an experienced radio/TV technician for help.

CONGRATULATIONS!

Thank you for purchasing the Simmons SD9K Digital Drum Kit. We recommend that you take a quick look through this manual so you can enjoy all of the amazing features the SD9K has to offer.

TAKING CARE OF YOUR DIGITAL DRUM KIT

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 SD9K is not in use.
- The AC adapter should be unplugged if the SD9K is not used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that also powers 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 SD9K 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 cables.
- 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 paint thinner.
- To avoid discoloration, do not place vinyl objects on top of the 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 SK9K 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 drum module or make any change in the circuits or parts of the unit. This will void the warranty.

SD9K SETUP

Set up your SD9K kit following the included assembly instruction sheet.

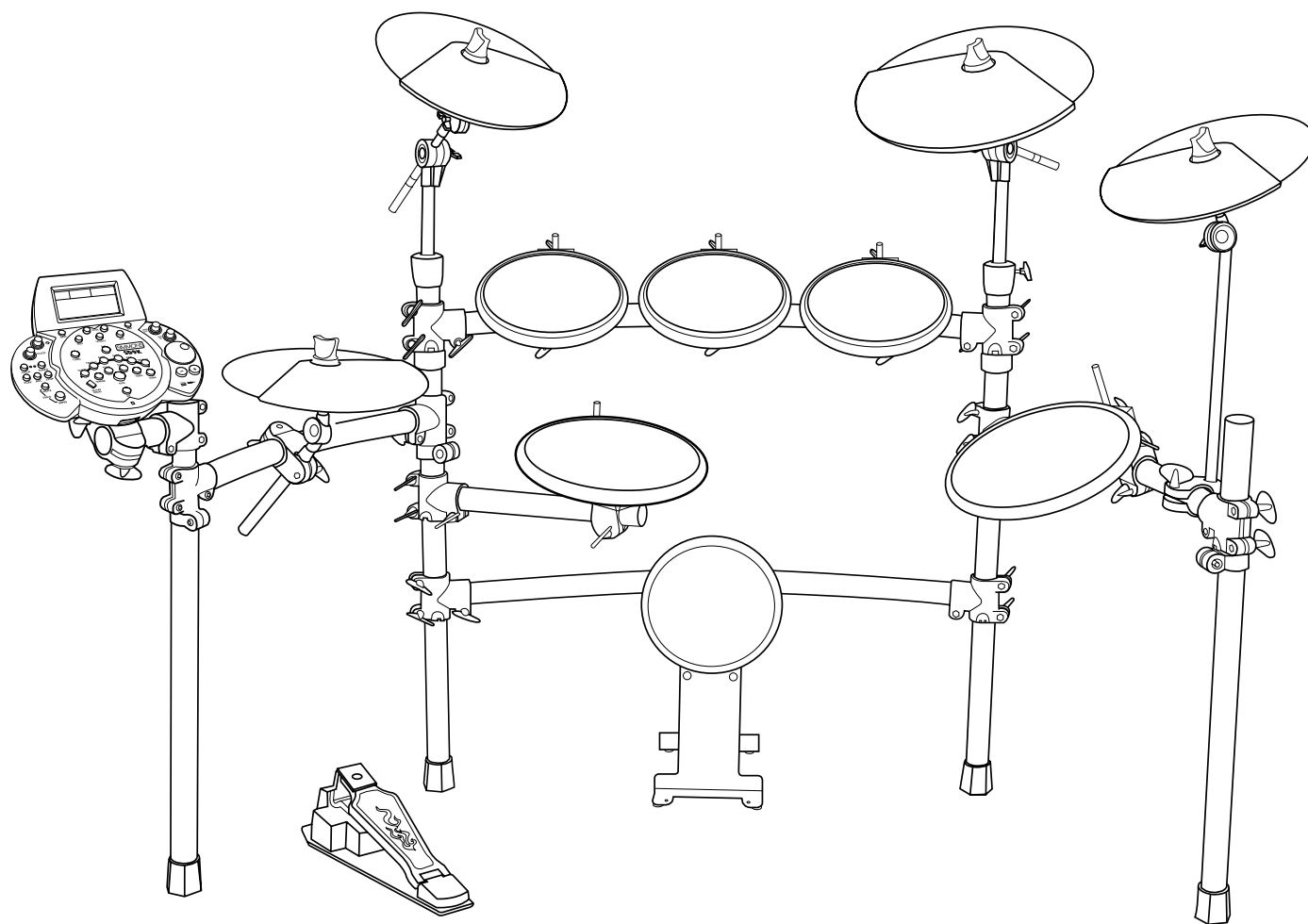


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FEATURES

Hardware

Sturdy 4-Legged Drum Rack with Mounting Hardware
Kick Pad
11" Dual-Zone Snare Pad
9" Tom Pad (x3)
11" Floor Tom Pad
Dual-Zone Crash Pad with Choke (x2)
14" Dual-Zone Ride Pad with Choke
Dual-Zone Hi-Hat Pad with Choke
Hi-Hat Control Pedal

Drum Kits

100 Drum Kits: (40 Preset Kits + 59 User Kits + 1 External MIDI Kit)
General MIDI Kits: 12 GM Kits

Instruments

725 Drum Voices: (Drums, Percussion, SFX) + 19 Hi-Hat Combos
General MIDI Backing Voices: 128 GM Instruments
Maximum Polyphony: 64 Notes

Effect Types

Reverb/Delay
4-Band Master EQ

Sequencer

110 Preset Songs
100 User Songs
1 External MIDI Control Song
7 Song Parts (Drum, Percussion, Part 1-Part 5)
Play Modes: One Shot, Loop
Tempo: 30-280
Resolution: 192 ticks per quarter note
Maximum Storage Function: 12,000 Notes
Metronome Function
Track Mute Function

SD Card Reader

Save/Load Kits, Songs and User Settings
Play Standard MIDI Files (up to 16 channels)
Update Operating Firmware

MIDI and USB Ports

Trigger External Drum Sound Generator (sound module, computer software)
Use the SD9K as a 16-channel General MIDI sound module for MIDI sequencing

OPERATION

The SD9K has two main modes of operation: KIT and SONG.

Each mode has three sub-modes (sub-menus): EDIT, MIX and UTILITY, plus a SAVE menu.

KIT mode:

In the main KIT mode, you can select a preset or user KIT to play from the pads.

In KIT / EDIT sub-mode, you can select the Voice for each pad, and adjust its Tuning (Pitch) and Decay.

In KIT / MIX sub-mode, you can adjust the Level, Pan and Reverb Level for each pad, as well as the Global Reverb Type and Equalization.

In KIT / UTILITY sub-mode, you can adjust the trigger response for each pad (Global for all kits), as well as Global MIDI settings.

In KIT / SAVE menu, you can save the current Kit into User Kit memory.

SONG mode:

In the main SONG mode, you can select a preset or user SONG to play along to.

In SONG / EDIT sub-mode, you can select the Voice for each part of the Song, as well as the Song's Tempo and PLAY mode.

In SONG / MIX sub-mode, you can adjust the Level, Pan, and Reverb Level for each part of the Song, as well as the Global Accompaniment level.

In SONG / UTILITY sub-mode, you can create a New Song, erase an existing Song or part of a song, as well as adjust the Global MIDI settings.

In Song / SAVE menu, you can save the current Song into a User Song memory.

SONG mode has one additional sub-mode: **RECORD**

In SONG / RECORD mode, you can record your performance playing the pads, or any additional parts using a MIDI keyboard.

Extra Features:

CLICK: Onboard Metronome feature.

MUTE: Mutes part of a Song (or MIDI file), by default the Drums part.

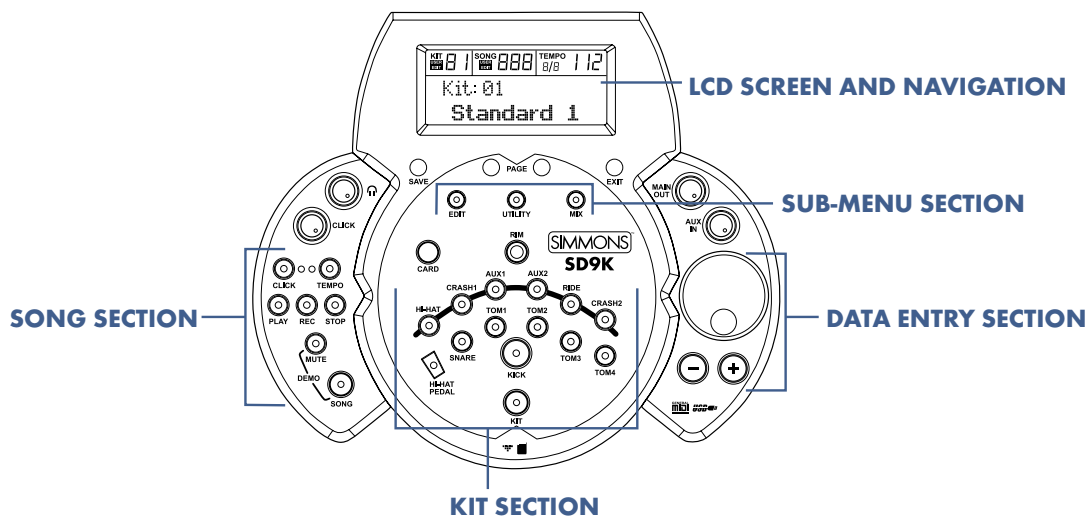
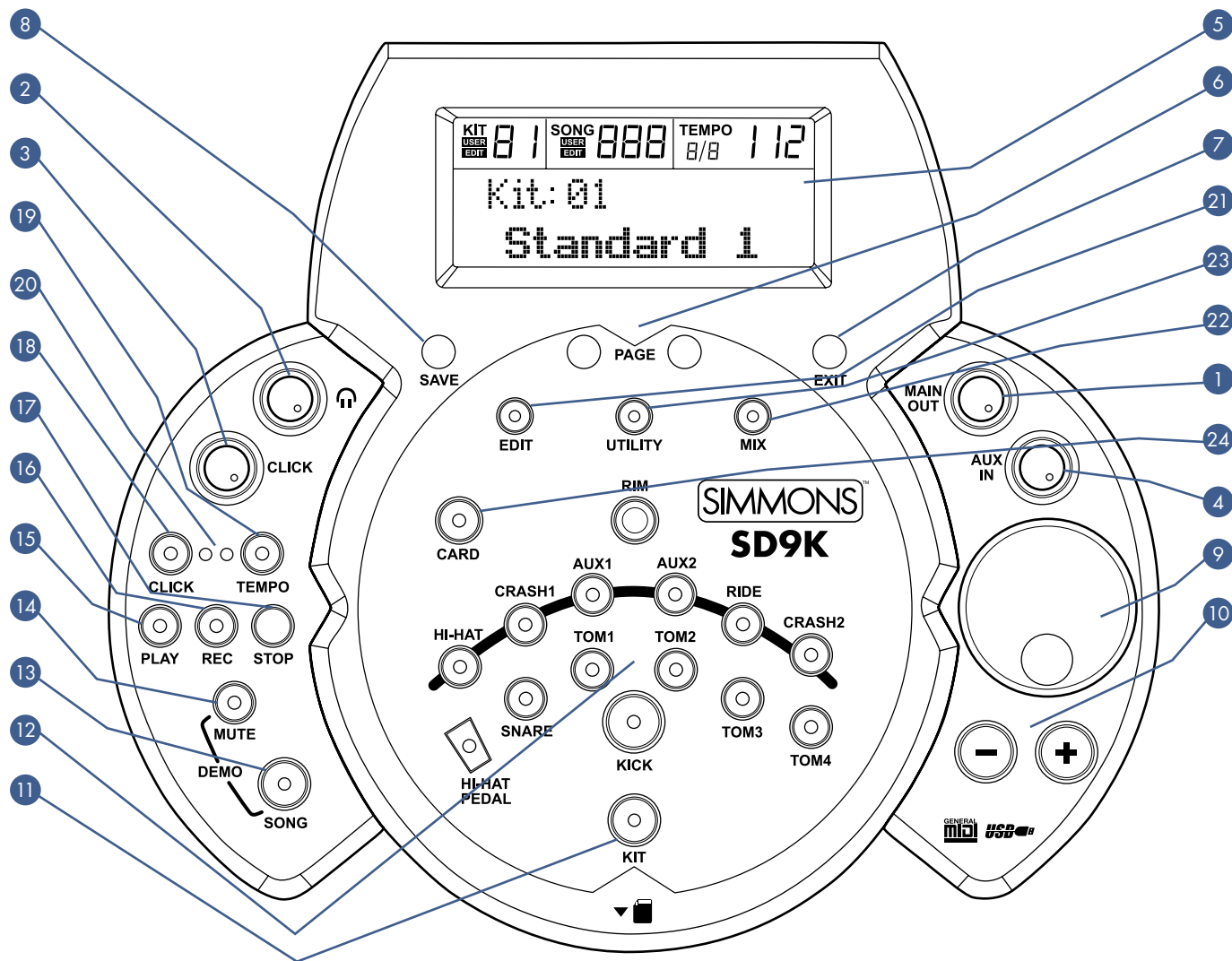
CARD menus:

The SD9K has a CARD menu with five functions for using an SD Card:

- PLAY a MIDI File from the SD card
- SAVE Kits, Songs or Global Settings to the SD card
- LOAD Kits, Songs or Global Settings from the SD card
- DELETE a file from the SD card
- FORMAT the SD card

NOTE: There is also a DEMO mode that plays two demonstration songs.

CONTROL PANEL



VOLUME CONTROLS:

- 1 **MAIN OUT Volume knob**
Controls the volume of the Stereo Line output.
- 2 **PHONES () Volume knob**
Controls the volume of the Phones output.
- 3 **CLICK Volume knob**
Controls the volume of the Metronome.
- 4 **AUX IN Volume knob**
Controls the volume of the Stereo Auxiliary input.

LCD NAVIGATION:

- 5 **LCD Screen**
Please refer to the LCD Screen section.
- 6 **PAGE buttons**
Scrolls through the menu pages, or moves the cursor left/right when naming.
- 7 **[EXIT] button**
Exits from the current sub-menu back to the top menu.
- 8 **[SAVE] button**
Enters the Save menu when available. Also acts as "Enter" when naming.

DATA ENTRY:

- 9 **Data Wheel**
Quickly scrolls through parameter values.
- 10 **[+] and [-] buttons**
Increases or decreases the current parameter. Also acts as YES/NO buttons when prompted.

KIT SECTION:

- 11 **[KIT] button**
Selects the Kit menu.
- 12 **[PAD SELECT] buttons and indicators**
These buttons play the pad voices of the current kit.

In KIT EDIT/MIX/UTILITY modes, these buttons select the pad to be edited with the indicators showing the current selected pad. In SONG mode, the indicators will display which pads are being played by the drum track.

The **[RIM]** button allows access to the second voice for dual-zone triggers (Snare, Hi-Hat, Cymbals, AUXs).

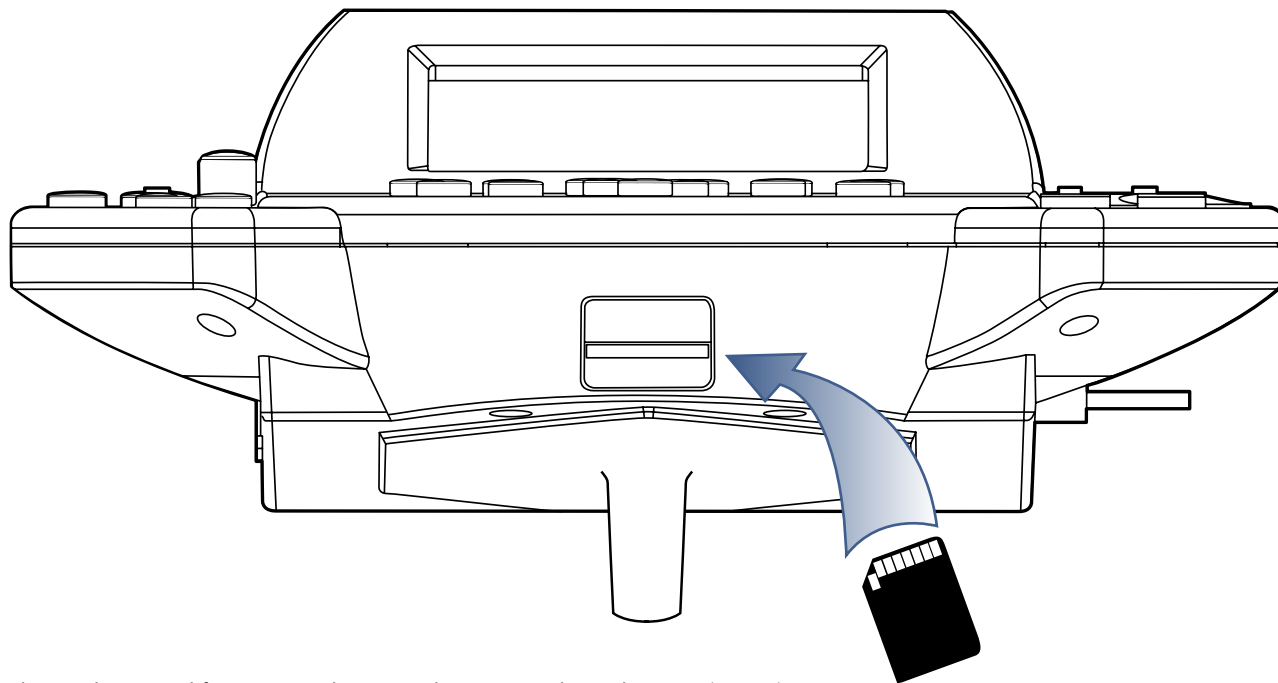
SONG SECTION:

- 13 **[SONG] button**
Selects the Song menu.
- 14 **[PART MUTE] button**
Mutes selected part(s) of the song (and by default, mutes the Drum part). Enters the Part Mute menu when held for more than 2 seconds.
- 15 **[PLAY] button**
Plays the current selected song. Also acts as Pause/Resume when a song is playing.
- 16 **[REC] button**
Enters the RECORD mode.
- 17 **[STOP] button**
Stops the current song.
- 18 **[CLICK] button**
Turns the Metronome on or off. Enters the Metronome menu when held for 3 seconds.
- 19 **[TEMPO] button**
Adjusts the current Tempo.
- 20 **Beat indicators**
Show the beat when a song or the Metronome is playing. The green indicator shows the first beat, while the red indicator shows the remaining beats.
- 21 **SUB-MENUS SECTION:**
- 22 **[EDIT] button**
Enters the KIT EDIT or SONG EDIT mode.
- 23 **[MIX] button**
Enters the KIT MIX or SONG MIX mode.
- 24 **[UTILITY] button**
Enters the KIT UTILITY or SONG UTILITY mode.
- 25 **[CARD] button**
Enters the SD Card menu.

SD CARD SLOT

About the SD Card Reader:

The SD9K is equipped with an SD Card Reader, located in front of the sound module.



Insert the card, terminal face up, as shown on the top panel graphic icon (▼ ■).

Push the card all the way in, until it clicks in place.

To remove the card, push the card in again until it clicks and pops out. Now you can pull the card out.

NOTE: Never touch the terminal of the SD Card.

Always discharge any static electricity from your hands before handling the card.

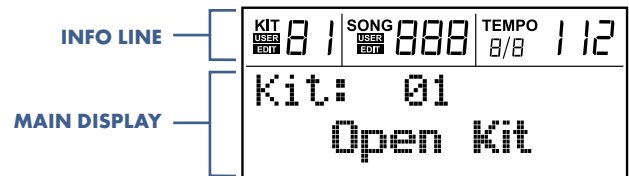
Never force the card in the wrong direction.

Never bend the card or try to open the card.

SD Cards have a small lock switch on one edge, so that it is not possible to write to nor erase the card when the lock switch is enabled.

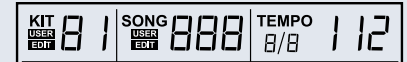
LCD SCREEN

The LCD (Liquid Crystal Display) screen is divided into two areas:



Info Line:

The top line of the LCD display always shows the same information, regardless of current mode/menu.



KIT

- Kit number: Shows current active kit number.
- USER icon: Shows if the current kit is a User Kit.
- EDIT icon: Shows if the current kit has been edited and not saved.

SONG

- Song number: Shows current active song number.
- USER icon: Shows if the current song is a User Song.
- EDIT icon: Shows if the current song has been edited and not saved.

TEMPO

- Displays the current tempo and time signature.

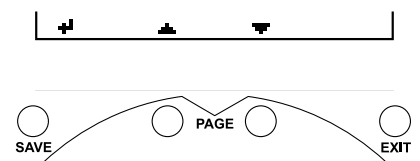
Main Display:


The lower part of the LCD displays variable size fonts and icons. The main part of this screen displays the current kit or song name, and all the various menus. In all menus, the current selected field is highlighted (inverted, on black background).



The bottom part of the screen is for LCD navigation, in conjunction with the **[PAGE]** buttons and **[EXIT]** and **[SAVE]** buttons that are located just under the LCD:

The function of the **[PAGE]** buttons is shown by the up/down cursor (or the left/right cursor when naming) icons above those buttons.



The Enter icon () is displayed in the bottom left corner when the **[SAVE]** button is active.



NAMING

Pad Input Jacks

Input connections for Kick, Snare, Tom, AUX, Cymbal pads, and Hi-Hat control pedal.

MIDI IN and OUT

These ports allow communication with other products equipped with a MIDI interface. Please see the MIDI section of the advanced manual for details.

USB port

This port is used to connect to a computer (MIDI In/Out via USB).

Line output jacks

Stereo output connection to an audio system or drum amplifier such as the Simmons DA50 or DA200S.

Phone jack

This stereo jack is used to connect headphones to the unit.

AUX input jack

This stereo input jack is for an external sound source such as an MP3 or CD player.

Power switch

This switch turns the power on and off.

DC input

Connection for the DC 9V power adapter.

CONNECTION PANELS

REAR PANEL

1 Pad input jacks

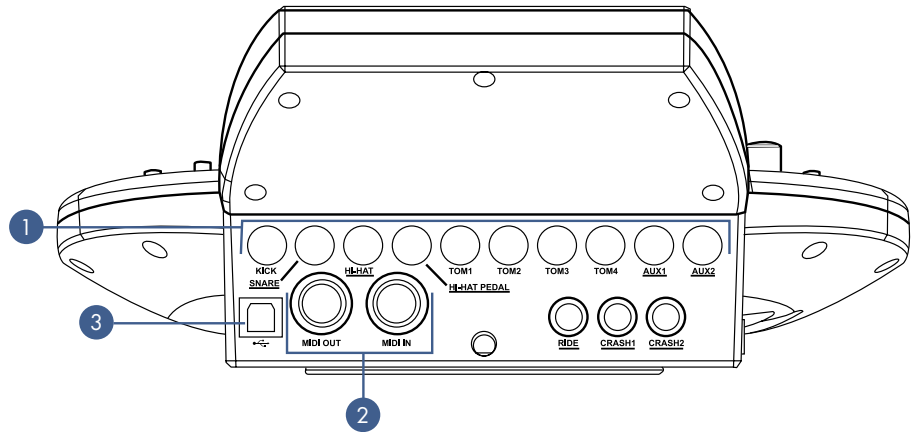
Input connections for Kick, Snare, Tom, AUX, Cymbal pads, and Hi-Hat control pedal.

2 MIDI IN and OUT

These ports allow communication with other products equipped with a MIDI interface. Please see the MIDI section on page 48 for details.

3 USB port

This port is used to connect to a computer (MIDI In/Out via USB).



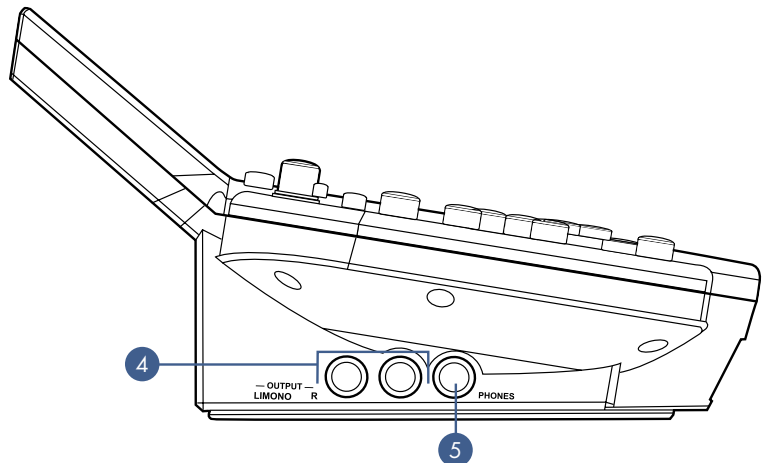
LEFT PANEL

4 Line output jacks

Stereo output connection to an audio system or drum amplifier such as the Simmons DA50 or DA200S.

5 Phone jack

This stereo jack is used to connect headphones to the unit.



RIGHT PANEL

6 AUX input jack

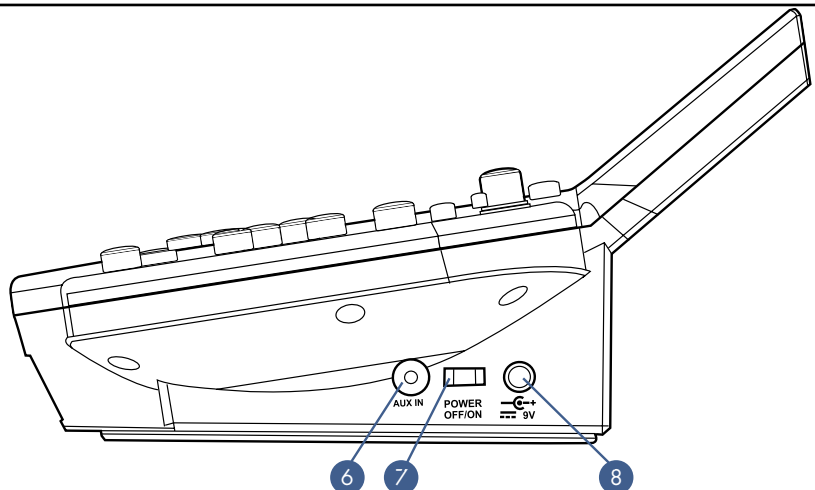
This stereo input jack is for an external sound source, such as an MP3 or CD player.

7 Power switch

This switch turns the power on and off.

8 DC input

Connection for the DC 9V power adapter.



CONNECTIONS

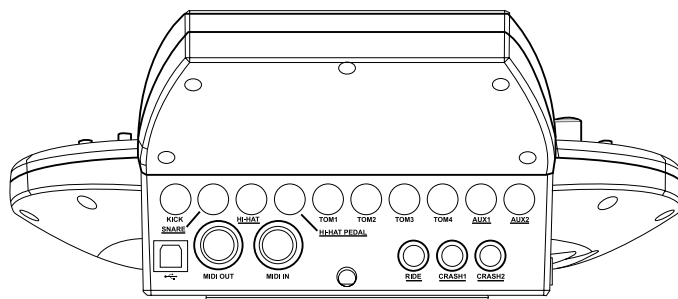
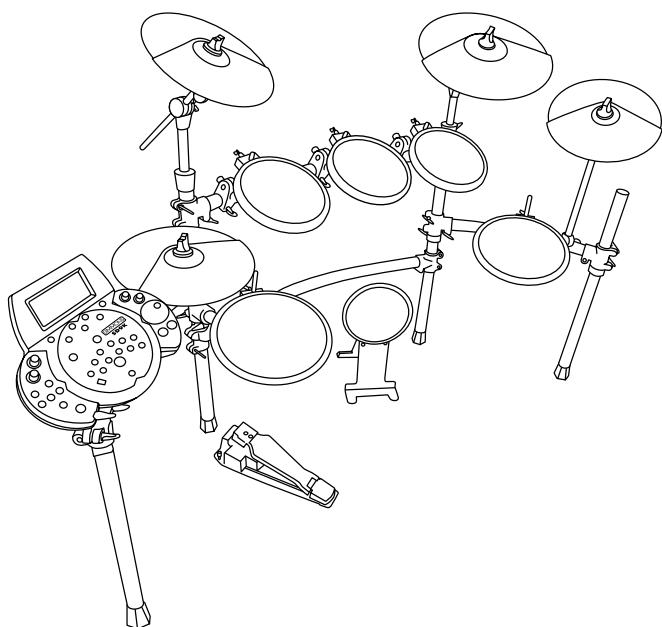
PADS AND PEDALS

CAUTION!

To avoid damage, turn the SD9K and all related devices OFF prior to connecting or disconnecting cables.

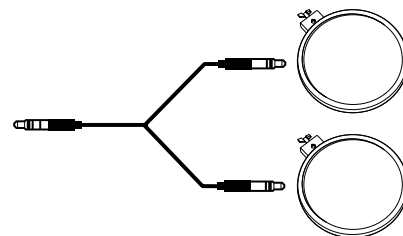
Pads and Pedal:

Using the provided cables, connect each pad to its corresponding trigger input jack, following the markings on the cables. The underlined trigger input names show which inputs use TRS (stereo) cables. Secure all cables to the stand using the provided cable clips.



AUX1 & AUX2 inputs

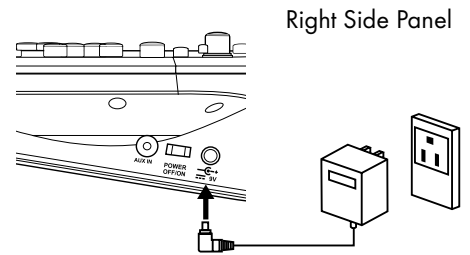
The SD9K has two additional auxiliary trigger input jacks, which let you expand the kit with optional pads. Each AUX input can be configured individually for use with a dual-zone pad (head/rim), or two single-zone pads. The compatible pads are one SD9K 11" dual-zone snare pad, or two SD9K or SD5K/SD7K single-zone tom pads. Use a 2-mono to 1-stereo y-cable, as shown in the illustration, to connect two single-zone pads to a single AUX input.



NOTE: You can also connect the 11" Floor Tom pad to the AUX2 input instead of the TOM4 input using a TRS cable, if you want to use the Rim function of this pad. In this case, this pad will be controlled with AUX2 and AUX2 RIM.

POWER SUPPLY

Make sure the power is switched OFF. Connect the power adapter to the DC IN jack on the rear panel.

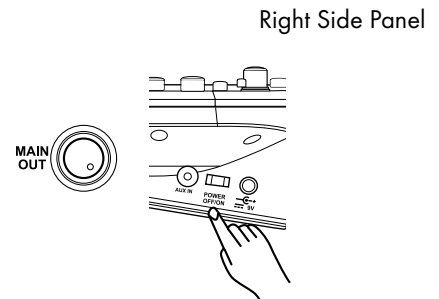


POWER SWITCH

After confirming that all connections have been completed, rotate the volume knob to the left (minimum volume level) before switching the power ON.

Set the power switch to the "ON" position. The Kit indicator will light up and the display will show Kit number 001.

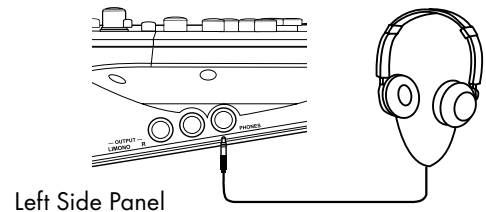
NOTE: After the power is turned on, the Simmons logo will appear for a few seconds, and then the Drum Kit name will appear. Do not press any pad or pedal until the Kit indicator turns on.



HEADPHONES

An optional set of stereo headphones can be connected to the PHONES jack located on the side of the drum module.

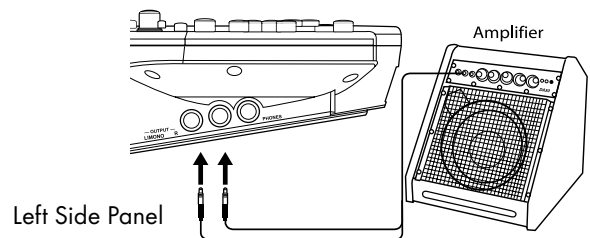
The headphones output volume is controlled by the PHONES (🎧) volume knob.



AUDIO EQUIPMENT

When using an amplifier such as the Simmons DA50 or DA200S, connect the Output L/MONO and R jacks on the rear panel to the input of the amplifier. (For mono playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.)

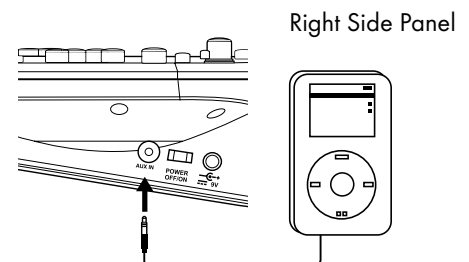
The line output volume is controlled by the MAIN OUT volume knob.



MP3/CD PLAYER

1. Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN TRS jack on the rear panel.
2. The input signal is mixed with the drum signal, allowing you to play along.

The volume of the external source is controlled by the AUX IN volume knob.



GETTING STARTED

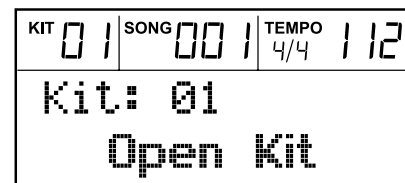
After powering up, the SD9K will be in KIT mode.

Kit indicator shows the first Kit selected. The display should look like this:

Use the Data wheel or the **[+]** / **[-]** buttons to select the active Kit.

Pressing the Pad Select buttons allow you to preview the current Kit (fixed velocity).

Hit the pads to play the current Kit.



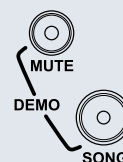
NOTE: Hitting the pads always triggers the current Kit, even when the SD9K is not in KIT mode. The current Kit number is always shown on the top line of the LCD.

LISTENING TO DEMONSTRATIONS

The SD9K comes with two demonstration songs.

Press the **[SONG]** and **[MUTE]** buttons simultaneously to enter DEMO mode. The first demo song will start playing while the SONG indicator flashes.

Use the Data wheel or **[+]**/**[-]** buttons to select Demo 1 or Demo 2. Otherwise, Demo 2 will automatically play after Demo 1.



Demo 1 (Solo) only uses Drums and Percussion from various Preset Kits.

Demo 2 (Fusion) uses the built-in General MIDI voices for the backing instruments.

To stop and exit DEMO mode, press the **[EXIT]** button or the **[STOP]** button.



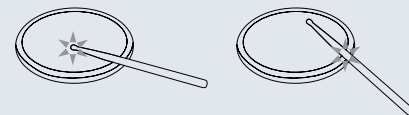
PLAYING THE PADS

Similar to an acoustic drum kit, the SD9K responds differently to various playing techniques and dynamics.

All the pads are velocity sensitive, and some voices change timbre depending on the striking force.

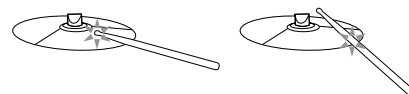
Snare Head or Rim shot

The SD9K snare pad detects head and rim shots (rim shots trigger the Rim voice).



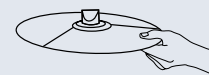
Cymbal Bow or Edge shots

The SD9K cymbals detects bow and edge shots (edge shots trigger the Rim voice).



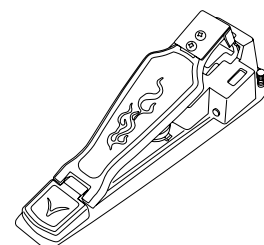
Cymbal Choke

Choking the cymbal's edge with the hand immediately after hitting the cymbal mutes the cymbal sound.



The Hi-Hat sound varies depending on the position of the Hi-Hat pedal:

- Open Hi-Hat: Strike the Hi-Hat pad without pressing the pedal.
- Half-Open Hi-Hat: Strike the Hi-Hat pad with the pedal pressed halfway down.
- Closed Hi-Hat: Strike the Hi-Hat pad with the pedal pressed completely down.
- Pedal Close: Press the pedal completely down without striking the pad.
- Splash: Press the pedal completely down and release it immediately.



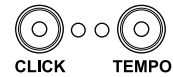
CLICK

The SD9K is equipped with a built-in metronome, which can be used by itself as a rhythm guide for practice, or in conjunction with the Song playback/record functions.

The metronome is controlled by the **[CLICK]** button.

Press the **[CLICK]** button to start the metronome. The Click indicator will light up.

The metronome will play at the current Time Signature and Tempo (displayed in the top right corner of the LCD), and the Beat indicators will blink accordingly. Use the **[CLICK]** knob to adjust the metronome level. Press the **[CLICK]** button again to stop the metronome. The Click indicator will turn off.



Click Menu

Press and hold the **[CLICK]** button for 3 seconds. The Click menu will display:

Use the **[PAGE]** buttons to scroll through the various Click parameters and the data wheel or **[+]/[-]** buttons to adjust the value. The metronome parameters are: Time Signature, Interval, Instrument, Play Count and Record Count.

NOTE: Time Signature Values range from 1/2 to 12/16

Click
Time Sig: 4/4

Press **[PAGE DOWN]** to access the next parameter, Interval.

NOTE: Time signature values range from 1/2 to 12/16.

Click
Interval: 1/4

Press **[PAGE DOWN]** to access the next parameter, Instrument.

NOTE: The Instrument starts as metronome sound, with the options Voice, Metro, Claves, Sticks, Cowbell or Click.

Click
Instr: Voice

Press **[PAGE DOWN]** to access the next parameter, Play Count.

NOTE: There is a count-in before playback. Options are Off, 1 Bar, or 2 Bars.

Click
P Count: Off

Press **[PAGE DOWN]** to access the next parameter, Record Count.

NOTE: Record Count is only for RECORD mode. Options are Off, 1 Bar, or 2 Bars.

Click
R Count: 1 Bar

Press **[PAGE UP]** to move back to any previous menu option. Press the **[EXIT]** button to exit the Click display and return to the previous menu.

NOTES: If the metronome is running while in Click menu, pressing the **[CLICK]** button will turn off the metronome and exit the Click menu at the same time. Pressing the **[KIT]**, **[SONG]** or **[CARD]** button also exits the Click menu and enters the corresponding mode.

TEMPO

Tempo is a global setting across all of the SD9K's features.
Press the **[TEMPO]** button to enter the Tempo adjustment screen:



This screen is used to adjust the tempo of the Metronome, the current Song or a MIDI file on an SD card.

The tempo range is 30 – 280 beats per minute.

Use the Data Wheel or **[+]** / **[-]** buttons to adjust tempo.

Press **[+]** and **[-]** together to reset the tempo to default.

Press **[EXIT]** or **[TEMPO]** to exit the Tempo screen and return to the previous menu.

NOTE: Pressing the **[KIT]**, **[SONG]** or **[CARD]** button also exits the Tempo menu and enters the corresponding mode.

KIT MODE

In KIT mode you can select Drum kits, in addition to editing Kit Voices and their associated parameters such as Pitch, Decay, Level, Pan, etc.

There are 100 kits in the SD9K:

- 40 preset kits (Kits 01-40)
- 59 user kits (Kits 41-99)
- 1 external kit (Kit 00). This special kit is intended to use the SD9K to trigger external drum sound generators via MIDI or USB, with no internal sound playback.

In addition, there are 12 General MIDI (GM) preset Kits for MIDI/USB applications, and for MIDI File playback. Please refer to the relevant sections of this manual for more details about GM Kits.

Each SD9K kit contains settings for up to 22 voices, assigned to the 12 pad inputs and one pedal controller:

| PAD INPUT | TRIGGER # | NAME |
|--------------|-----------|------------|
| KICK | 1 | KICK |
| SNARE | 2 | SNARE |
| | 3 | SNARE R |
| TOM1 | 4 | TOM1 |
| TOM2 | 5 | TOM2 |
| TOM3 | 6 | TOM3 |
| TOM4 | 7 | TOM4 |
| RIDE | 8 | RIDE |
| | 9 | RIDE R |
| CRASH1 | 10 | CRASH1 |
| | 11 | CRASH1 R |
| CRASH2 | 12 | CRASH2 |
| | 13 | CRASH2 R |
| HI-HAT | 14 | O HI-HAT |
| | 15 | O HI-HAT R |
| | 16 | C HI-HAT |
| | 17 | C HI-HAT R |
| HI-HAT PEDAL | 18 | P HI-HAT |
| AUX1 | 19 | AUX1 |
| | 20 | AUX1 R |
| AUX2 | 21 | AUX2 |
| | 22 | AUX2 R |

KIT PARAMETERS

The SD9K's parameters can be adjusted to customize the kit to your own preferences.

Preset Kits 01-40 are fixed, but they can also be used as starting points to be edited and saved as User Kits.

The parameters in KIT mode are divided into several categories.

Pad Voice, Edit, and Mix parameters affect each individual drum voice.

| PAD VOICE | |
|------------|--------------|
| Parameters | |
| EDIT | Voice Group |
| | Voice |
| | Tuning |
| | Decay |
| MIX | Level |
| | Pan |
| | Reverb Level |

Kit Mix parameters affect all Internal Kit voices.

| KIT MIX | |
|------------|---------------|
| Parameters | |
| MIX | Kit Level |
| | Reverb Switch |
| | Reverb Type |
| | EQ Switch |
| | EQ Low |
| | EQ Low Mid |
| | EQ High Mid |
| | EQ High |

Pad MIDI parameters affect each pad of the External Kit.

| PAD MIDI | |
|------------|-----------|
| Parameters | |
| EDIT | MIDI Note |
| | MIDI Gate |

Trigger parameters affect the trigger input settings for all kits.

| TRIGGER | |
|------------|--------------------|
| Parameters | |
| UTILITY | Type |
| | Sensitivity |
| | Threshold |
| | Cross-talk |
| | Rejection |
| | Curve |
| | Rim Sensitivity |
| | Splash Sensitivity |

KIT SELECT

If the SD9K is not yet in KIT mode, press the **[KIT]** button to enter it.



The Kit indicator will light up, and the LCD will display the current kit number and name.

```
Kit: 01
Kit Name
```

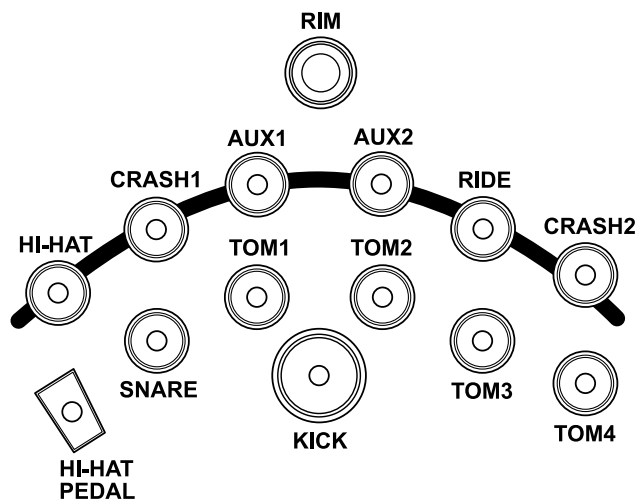
Use the data wheel or the **[+] / [-]** buttons to select a kit, and/or the **[PAGE UP] / [PAGE DOWN]** buttons to quickly skip through kit groups (preset kits, user kits, or external kit).

In KIT menu:

- Press the **[EDIT]** button to edit Pad Voices of the current kit (or MIDI parameters of the External Kit).
- Press the **[MIX]** button to adjust Pad Voices or Kit Mix parameters of the current kit.
- Press the **[UTILITY]** button to adjust Trigger parameters.



The current pad to be edited can be selected either by pressing its **[PAGE SELECT]** button, or by striking the pad itself. The Pad Select indicator will light up to show which pad is currently selected. If the rim of a pad is selected, both the Pad indicator and the RIM indicator will turn ON.



NOTE: While editing Voice Number, Tuning, Decay Level, Pan, and Reverb, you can also preview the result of the current settings by pressing the Pad Select button to play the edited voice.

If you change any of the Kit Edit or Mix parameters, the KIT EDIT icon on the LCD will display to indicate that the currently active kit has been edited and is therefore different from the kit stored in memory. This icon will disappear when the edited kit is saved to a User Kit, or when another kit is selected.

KIT EDIT

In KIT mode, when an internal kit (Preset or User) is selected, pressing the **[EDIT]** button enters the KIT EDIT mode for the last selected pad. Another pad can be selected by hitting it or pressing its Pad Select button. You can preview the voice at any time by pressing the Pad Select button again.



The SD9K includes 725 voices sorted by groups (Kick, Snare, Tom, Cymbal, Hi-Hat, Percussion, etc.) See Voice List in appendix for a complete catalog.

NOTE: The voices for the snare's head and rim, or a cymbal's bow and edge, are set independently. When the snare pad or a cymbal pad is selected, press the **[RIM]** button to select the Rim voice (or strike the snare pad rim or cymbal edge).

The voices for the Hi-Hat (Open/Open Rim, Closed/Closed Rim, Foot) can be selected individually (voices # 463–526), or together as a single Hi-Hat Combo number which contains all the Hi-Hat voices, plus extra variations not available from the Pad Select buttons: Half-Open/Half-Open Rim, Splash.

The first Voice Edit parameter is the Voice Group/Voice.

This parameter lets you choose individual voices for each or quickly jump through the following groups of voices:

A_Kick, E_Kick, A_Snare, E_Snare, A_Tom, E_Tom, Ride, Crash, Hi-Hat, Percussion, Melodic, SFX, Guitar FX, DJ FX and Loops.

```

Group:  A_Kick
22 Birch BD
  
```

If the selected Pad is a Hi-Hat trigger, an additional option is available: HiHatCmbo. Please refer to the Voice List table at the end of this manual for details.

You can change a pad's individual voice value by using the data wheel or the **[+]/[-]** buttons.

You can quickly jump from group to group by pressing the **[EDIT]** button repeatedly. When changing this parameter, the first voice of the group will be selected and displayed on the LCD.

Press the **[PAGE DOWN]** button to access the next parameter, Tuning.

This parameter allows adjusting the pitch of the current voice (value: -8 – +8).

```

22 Birch BD
Tuning:  0
  
```

Press the **[PAGE DOWN]** button to access the next parameter, Decay.

This parameter allows adjusting the length of the current voice (value: -5 – 0). The Decay parameter is not available for Hi-Hat Combo voices.

```

22 Birch BD
Decay:  0
  
```

KIT BAND

In KIT mode, when an internal kit (Preset or User) is selected, pressing the **[MIX]** button enters the KIT MIX mode.



The first page of KIT MIX allows you to mix Pad, Kit, Reverb or EQ.

As with any parameter, the value can be changed using the data wheel or the **[+]/[-]** buttons. Alternatively, this first parameter can also be changed by pressing the **[EDIT]** button repeatedly.

MIX Pad

Mix allows you to adjust the Level, Pan, and Reverb levels to your specifications. If the pad sub-menu is selected, the display will look like this:

```
Mix:  Pad
22 Birch BD
```

The name of the Voice for the selected Pad is also displayed.

As in KIT EDIT mode, another pad can be selected by hitting it or pressing its **[PAD SELECT]** button.

Press the **[PAGE DOWN]** button to access the first parameter, Level.

This parameter adjusts the Voice level (0 – 32). The name of the current Voice is also displayed.

```
22 Birch BD
Level:  32
```

Press the **[PAGE DOWN]** button to access the next parameter, Pan.

This parameter allows adjusting the Pan position of the current voice (value: L8-CTR-R8).

```
22 Birch BD
Pan:    CTR
```

Press the **[PAGE DOWN]** button to access the next parameter, Reverb.

This parameter allows you to adjust the amount of Reverb for the current voice (value: 0-32).

```
22 Birch BD
Reverb:  0
```

NOTE: For Hi-Hat Combo voices, Level, Pan and Reverb parameters are common to all Hi-Hat variations except Pedal Level, which is independent.

MIX Kit

If Mix: Kit sub-menu is selected, the display will show:
The name of the current Kit is also displayed.

Mix: **Kit**
Open Kit

Press the **[PAGE DOWN]** button to access the next parameter, Kit Level.
This parameter adjusts the overall Kit level (0 - 32).

Open Kit
Kit Level: **32**

MIX Reverb

If Mix: Reverb sub-menu is selected, the display will show:
The name of the current Kit is also displayed.

Mix: **Reverb**
Open Kit

Press the **[PAGE DOWN]** button to access the next parameter, Reverb Switch.
This parameter toggles the Global Reverb Switch ON/OFF.

Open Kit
Reverb **ON**

Press the **[PAGE DOWN]** button to access the next parameter, Reverb Type.
This parameter selects the Global Reverb Type: S Room, M Room, L Room, Hall, Plate, Delay, or P.Delay.

Open Kit
Rvb Type: **S Room**

MIX EQ

If Mix: EQ sub-menu is selected, the display will show:
The name of the current Kit is also displayed.

Mix: **EQ**
Open Kit

Press the **[PAGE DOWN]** button to access the next parameter, EQ Switch.
This parameter toggles the Global EQ Switch ON/OFF.

Open Kit
EQ **ON**

Press the **[PAGE DOWN]** button to access the next parameter, EQ Low.
This parameter adjusts the Low band of the Master EQ (-12 dB to +12dB)

Open Kit
EQ Low **0 db**

Press the **[PAGE DOWN]** button to access the next parameter, EQ LoMid.
This parameter adjusts the Low-Mid band of the Master EQ (-12 dB to +12dB)

Open Kit
EQ LoMid **0 db**

Press the **[PAGE DOWN]** button to access the next parameter, EQ HiMid.
This parameter adjusts the High-Mid band of the Master EQ (-12 dB to +12dB)

Open Kit
EQ HiMid **0 db**

Press the **[PAGE DOWN]** button to access the next parameter, EQ High.
This parameter adjusts the High band of the Master EQ (-12 dB to +12dB)

Open Kit
EQ High **0 db**

EXTERNAL KIT

Use this feature when you want to use the pads as a means to generate sounds from an external sound module. The External Kit allows the SD9K to trigger external drum sound generators via MIDI or USB. In KIT mode, when the External Kit (00) is selected, pressing the **[EDIT]** button enters the External KIT EDIT mode, for the last selected Pad. Another Pad can be selected by hitting it or pressing its **[PAD SELECT]** button. Additionally, extra MIDI parameters for the Hi-Hat not available via the **[PAD SELECT]** buttons (Splash, Half-Open, and Half-Open Rim) can be selected by using the Hi-Hat Pedal and hitting the Hi-Hat Pad.

The first Pad parameter is the MIDI Note.



Press the **[PAGE DOWN]** button to access the next parameter, MIDI Gate.



NOTE: Since internal voices aren't played when the External Kit is selected, there is no MIX mode for this kit. Also, all internal Preset and User Kits have fixed MIDI gate times of 0.1s, and the MIDI note of each trig is fixed as follows:

| TRIG | MIDI NOTE |
|--------------|-----------|
| KICK | 36 |
| SNARE | 38 |
| SNARE R | 40 |
| TOM1 | 48 |
| TOM2 | 45 |
| TOM3 | 43 |
| TOM4 | 41 |
| RIDE | 51 |
| RIDE R | 53 |
| CRASH1 | 49 |
| CRASH1 R | 55 |
| CRASH2 | 57 |
| CRASH2 R | 52 |
| O HIHAT | 46 |
| O HIHAT R | 26 |
| C HIHAT | 42 |
| C HIHAT R | 22 |
| P HIHAT | 44 |
| AUX1 | 17 |
| AUX1 R | 18 |
| AUX2 | 19 |
| AUX2 R | 20 |
| SPLASH | 21 |
| HALF HIHAT | 23 |
| HALF HIHAT R | 24 |

KIT SAVE

Save To User Kit

After changing any Kit Edit or Mix parameters (EDIT sign is lit), press the **[SAVE]** button to enter the Save menu.

Values 41-99 shows current User Kit name.

Press **[PAGE DOWN]** to access the next parameter.



Naming screen defaults to original name of the Kit being edited.

[PAGE] buttons act as cursor left/right. Use the data wheel or **[+]/[-]** buttons to change value.

Press the **[SAVE]** button to save the user kit.



Press the **[+]** button to save to User Kit and return to Kit Select menu.

Press the **[-]** button to return to kit edit menu without saving.



After the save is completed, the following message will appear briefly:



The EDIT sign will disappear and the SD9K will return to the main KIT mode page.

NOTE: If the edited kit is not saved before selecting another kit, playing a song, or powering down the SD9K, all changes will be lost.

Save To SD Card

In addition to saving to a User Kit, you can also save to the SD card to create a backup. For details, see card menu section (page 39).

KIT UTILITY MENU: GLOBAL PARAMETERS

Pad Parameters

This section of the menu allows you to modify pad, MIDI, factory reset, and prompt operations.

Press **[UTILITY]** to enter this menu.

The first section lets you choose which Utility sub-menu to edit, with the first choice being Pad.



Type

Tells the SD9K what type of pad is connected.

To access the next global parameter, press the **[PAGE DOWN]** button.



Sensitivity

Changes how a pad responds to your playing. At higher sensitivities, the pad will generate a louder signal, even when you play quietly. At lower sensitivities, the pad will generate a quieter signal, even if you play loudly. Adjust according to your playing style and desired dynamic range.



Threshold

Changes how forcefully you must strike the pad to generate a trigger signal. Setting a high threshold requires hitting the pad very hard to get a sound. This can help eliminate transient responses such as vibrations from the kit or accidental pad taps. Setting a low threshold means even light touches will produce sound. Adjust according to environment and playing style.



Cross-Talk

When two pads are mounted close to each other, hitting one pad can generate a response from the other. The Cross-Talk feature cancels cross-talk out, by assigning pads to groups. Set the affected pads to the same group number (0-8), and the SD9K will cancel cross-talk between them.



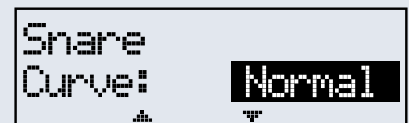
Rej Time

Increasing the rejection time cuts down on the pad's response to rebounds or double hits. If there are two trigger signals generated on one pad within the specified amount of time, the second signal is ignored.



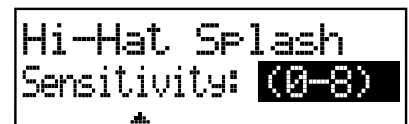
Curve

Curve refers to how the trigger signal's dynamic response relates to your pad hit. Normal / Linear means the trigger signal's dynamics match, 1 for 1, the dynamics of your hit. Log 1 and Log 2 produce greater responses from softer pad hits. Exp 1 and Exp 2 produce greater responses from stronger pad hits.



Rim Sensitivity

Same as the basic sensitivity feature though it relates specifically to playing the pad's rim.



MIDI PARAMETERS

The next Utility sub-menu affects global MIDI parameters.

NOTE: To access the next MIDI parameter, press the **[PAGE DOWN]** button on the system's console.



Sync

Turn this feature on when you want to sync the SD9K's playback to other sequencers.

Press the **[PAGE DOWN]** button to access the next parameter.

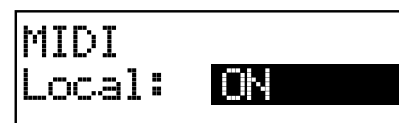


Local

ON: The pads will generate sounds and the module sends out MIDI information.

OFF: The pads will send out MIDI information only.

Press the **[PAGE DOWN]** button to access the next parameter.



Soft Thru

ON: MIDI information coming from the MIDI Out is looped back in through the MIDI In.

OFF: MIDI Out information is not looped back through the MIDI In.

Press the **[PAGE DOWN]** button to access the next parameter.



GM

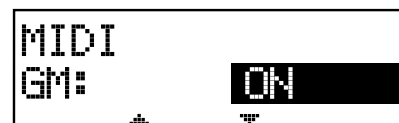
ON: In GM mode, the program change message is only used to change GM KIT (you can also select the internal drum group number).

OFF: The program change message is now used to change the internal KIT number, (0-98). If program change value is between 99-127, it is useless. The GM mode switch is controlled by the standard MIDI message:

- 0xF0 SysEx
- 0x7E Non-Realtime
- 0x7F The SysEx channel. Could be from 0x00 to 0x7F.

Here it is set it to "disregard channel":

- 0x09 Sub-ID - GM System Enable/Disable
- 0xNN Sub-ID2 - NN=00 for disable, NN=01 for enable
- 0xF7 End of SysEx



Press the **[PAGE DOWN]** button to access the next parameter.

Channel 11:

(Choose whether Channel 11 is used for Percussion or Instrument.)



FACTORY RESET

The next Utility sub-menu lets you restore the SD9K to its factory default settings.

```
Util:  Reset
      ▼
```

Press **[+]** if you wish to reset, or **[-]** to exit.

```
Reset  Sure?
      (+=Yes, -=No)
```

PROMPT OPERATION

The next Utility sub-menu controls the Prompt feature.

```
Util  Prompt
      ▼
```

Press the **[SONG]** or **[CARD]** button, or select a new Kit to exit the KIT EDIT menu.
ON indicates to save, while OFF sends the operation, with the data lost.

```
PROMPT
Save:  ON
      ▲
```

SONG MODE

The SONG mode is where you can select and edit songs to play, as well as record new songs.

There are 211 songs in the SD9K:

- 110 preset songs (Songs 001-110) divided into 3 groups:
 - 60 Looped Patterns
 - 30 One Shot Songs
 - 20 Drum & Percussion Loops
- 100 user songs (Songs 111-210)
- 1 external song (Song 000). This special song is intended for using the SD9K to control an external sequencer via MIDI or USB (no internal song playback).

Each SD9K song (except the External Song 000) contains up to 7 Parts:

- Drum part
- Percussion part
- 5 x Instrument parts

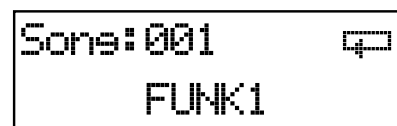
[The Mute function can be used to mute any part of a song.]

SONG SELECT

If the SD9K is not yet in SONG mode, press the **[SONG]** button to enter the SONG mode.



The Song indicator will light up, with the LCD displaying the current Song number and Song name, as well as an icon identifying the song's type (Loop, One Shot, Empty Song, External Song).



LOOP MODE SONG 

ONE SHOT MODE SONG 

EMPTY USER SONG 

EXTERNAL SONG 

Use the data wheel or the **[+]** / **[-]** buttons to select a song, and/or the **[PAGE UP]** / **[PAGE DOWN]** buttons to quickly skip through song groups (preset patterns, songs, loops, user songs, or external song).

Press **[+]** and **[-]** buttons together to access the first Empty Song.

SONG PLAY

Press the **[PLAY]** button to play the current song. The Play indicator will light up, Beat indicators will flash at the current tempo and signature, and the LCD will display the song's measure and beat.



PLAY

Bars: 001.01
Song Name

Press the **[PLAY]** button again to pause the song at the current measure.
Press the **[PLAY]** button once more to resume playback from the head of the paused measure.
Press the **[STOP]** button to stop the song and return to the first measure.



STOP

NOTE: If the song number is changed while playing a song, the new song will start playing at the next bar.

NOTE: When the external song is selected, pressing only the **[PLAY]** or **[STOP]** buttons sends MIDI Clock and Real Time Command messages (Start / Stop / Continue) to control an external sequencer.

PART MUTE

The first Part Mute is Drums.
Use the Data wheel or the **[+]** / **[-]** buttons to select Muted or On.

Part Mute
Drums: **Muted**

Press **[PAGE DOWN]** to access the next part, Percussion.
Use the Data wheel or the **[+]** / **[-]** buttons to select Muted or On.

Part Mute
Percus: **ON**

Press **[PAGE DOWN]** to access the next part, Part 1-5.
Use the Data wheel or the **[+]** / **[-]** buttons to select Muted or On.

Part Mute
Part 1: **ON**

Press the **[EXIT]** or **[MUTE]** buttons to return to the previous menu.



EXIT



MUTE

SONG EDIT

In SONG mode, press the **[EDIT]** button to enter the Song Edit menus. The Edit indicator will light up. The first page of Song Edit selects the Edit sub-menu: Song, Drums, Percussion Parts 1 through 5.




Edit: **Song**
Funk1:

As with any parameter, this selection can be made using the data wheel or the **[+]/[-]** buttons.

Alternatively, this sub-menu can also be changed by pressing the **[EDIT]** button repeatedly.

The first option is Global Song parameters.

Press **[PAGE DOWN]** to enter the Song parameters sub-menu. Tempo allows you to adjust the tempo of the song.




Funk1
Tempo: **120**

Press **[PAGE DOWN]** to access the next parameter. Mode allows you to select Loop or One Shot.



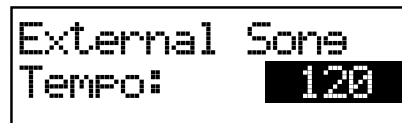
Funk1
Mode: **Loop**

Press **[PAGE DOWN]** to access the next parameter. Length is not adjustable, and shown for informative purposes only.



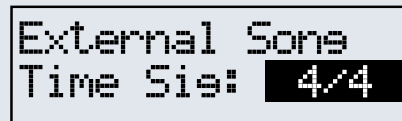
Funk1
Length: **8**

For an existing song, default Tempo and PLAYING mode can be edited; Length is displayed for your information, but it cannot be changed.



External Song
Tempo: **120**

If the External Song 000 is selected, only the tempo and Time Signature can be edited.



External Song
Time Sig: **4/4**

PART PARAMETERS

Each song has 7 tracks (or parts): drums, percussion, and parts 1 through 5. Each track's parameters can be edited.

Press **[EDIT]** to enter the Song Edit menus. Press **[+]/[-]** or **[EDIT]** buttons repeatedly to select a part, then press **[PAGE DOWN]** to enter the parameter sub-menu.

Edit: **Drums**

Edit: **Percus**

Edit: **Part 1**

Press **[PAGE DOWN]** to edit the track's voice.

Drums: **01**
Open Kit:

Percussion: **01**
Standard1

Part 1: **001**
GrandPno:

Press **[PAGE DOWN]** to determine whether the track's data is sent to the internal GM sound module, or if the MIDI will be played by an external sound module.

Percussion
Output: **Internal**

Part 1
Output: **MIDI**

SONG MIX

In SONG mode, press the **[MIX]** button to enter the Song Mix menus. The MIX indicator will light up. The first page of Song Mix selects the Mix sub-menu: Accomp, Percus, Parts 1 through 5. As with any parameter, this selection can be made using the Data wheel or the **[+]/[-]** buttons. Alternatively, this sub-menu can also be changed by pressing the **[MIX]** button repeatedly.



Mix: **Accomp**

The first option is Global Accompaniment Level.

Accompaniment
Level: **26**

Press **[PAGE DOWN]** to enter Accompaniment Level sub-menu:
This is a global setup parameter that affects all songs. It is automatically saved to Setup memory.

Mix: **Percus**
FUNK1

Press **[MIX]** to re-enter the Song Mix menus. Press **[+]/[-]** or **[MIX]** buttons repeatedly to select a part, then press **[PAGE DOWN]** to enter the part Mix parameters sub-menu.

Mix: **Part 1**

The next page allows you to adjust the Level for the selected Accompaniment part.

Percus
Level: **25**

Press **[PAGE DOWN]** to access the next parameter. The next page allows you to adjust the Reverb level for the selected part.

Percus
Reverb: **16**

Press **[PAGE DOWN]** to access the next parameter. The next page allows you to adjust the Pan position for the selected Instrument part.

Part 1
Pan: **CTR**

NOTE: This parameter is not available for the Percussion Part.

SONG ERASE

This Utility menu allows you to erase the current song or a specific part of the song. This only applies if the selected song is a User Song that is not empty. To access the Song Erase menu in SONG mode, press the **[UTILITY]** button. The Utility indicator will light up. Press the **[+]** button or the **[UTILITY]** button again to select the Erase option:



Press **[PAGE DOWN]** to enter the Erase sub-menu.

Use the data wheel or **[+]/[-]** buttons to select a Song or its part to be erased.

Press **[PAGE DOWN]** to apply the selection.



Press **[+]** to erase Song/Part and return to Song select menu.
Press **[-]** to return to Erase menu.



After Erase is complete, the following message will appear briefly:



SONG SAVE

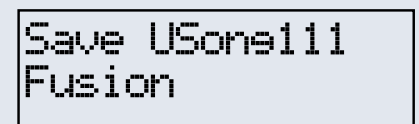
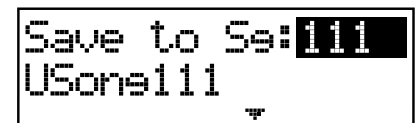
Save To User Song

After changing any Song Edit or Mix parameters (EDIT sign will be lit), press the **[SAVE]** button to enter the Save menu.

Press **[PAGE DOWN]** to access the naming screen.

Use the **[PAGE UP]/[PAGE DOWN]** buttons to move the cursor; use the data wheel or the **[+]/[-]** buttons to change the characters.

Press the **[SAVE]** button.



Press **[+]** to save to User Song and return to Song Select menu.
Press **[-]** to stop save process and return to Song Edit menu.



Save To SD Card

1. In addition to saving your User Song, you can also save to an SD card to create a backup.

2. For details, see Card menu on page 39.

SONG RECORD

The SD9K allows you to record your own user songs by recording a new song from scratch, or by replacing/adding parts on an existing song. You can record data generated when playing the pads. The Percussion part and/or Instrument parts 1 through 5 can be recorded using a MIDI controller (keyboard or multi-pad controller) connected to the MIDI Input.



Record a New Song

There are two ways to record a new song: One-Click Recording or New Song record.

One-Click Recording

The One-Click Recording feature allows you to quickly record your performance as you play the SD9K's drums. It is intended for real-time performance recording and playback.

If the SD9K is not yet in SONG mode, press the **[SONG]** button to enter the SONG mode. The Song indicator will light up.

Select an empty User Song (marked by the Empty Song icon).



Press the **[RECORD]** button.

The RECORD/PLAY LED will flash and the LCD display will show:



Recording will start as soon as you start playing the drum pads (or by pressing the Pad Select buttons). The Record and Play LEDs will be lit, and the display will show:



Press the **[STOP]** button to stop Recording.

The PLAY LED turns off, and the display will show:



Press the **[PLAY]** button to play back your recording.



The PLAY LED will turn on, the RECORD LED will turn off, and the display will show:



Press the **[STOP]** button to stop playback.



The PLAY LED will turn off, the RECORD LED will turn on and the display will show:



If you are not satisfied with your recording, press the **[RECORD]** button to restart the recording process.

When you are satisfied with your recording, press the **[EXIT]** button to exit RECORD mode. The PLAY and RECORD LEDs will turn off. The message "Save Song OK!" briefly appears, and you will then be returned to the main SONG mode display. Your last recording is saved into the current User Song.

NOTE: The One-Click RECORD mode is intended for real-time performance recording and playback. Therefore, by default, the Click/Metronome is disabled when entering One-Click RECORD mode. However, if you prefer to record with a time reference, you can enable the Click/Metronome before starting to record by pressing the **[CLICK]** button. In this case, Tempo, Time Signature and other metronome adjustments should be made before entering RECORD mode.

New Song Record

If you want more options to record a new User Song, use the New Song function. In SONG mode, press the **[UTILITY]** button to access the New Song sub-menu.



NOTE: The current song can be any type of song, except External Song 00.

Press **[PAGE DOWN]** to enter the New Song sub-menu.

Util: New Song

Press **[PAGE DOWN]** to set your Tempo.

New Song
Tempo: 120

Press **[PAGE DOWN]** to set your Time Signature.

New Song
Time Sig: 4/4

Press **[PAGE DOWN]** to toggle Loop on or off.

New Song
Loop: ON/OFF

Press **[PAGE DOWN]** to set your Song Length in bars.

NOTE: There is a 12,000 note maximum for each new song.

New Song
Length: 8

Press **[PAGE DOWN]** to save and name your user song.

Save USong111
USong111

Press **[SAVE]** to save your new song parameters and access the Song Record menu. Press **[+]** to save and **[-]** to exit.

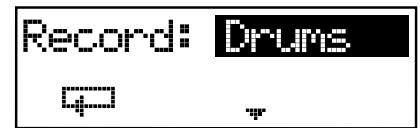
Create ?
(+= Yes, -=No)


When you create your parameters, "Okay" will appear briefly before returning you to Song Record menu.

Okay

Once you have saved your new song, the REC indicator will light up and the first Record menu page will appear, which allows you to select which part you can record to.

Use the Data wheel or the **[+]/[-]** buttons to select the part.



Icons are displayed to indicate if LOOP mode is On () and/or if any Quantize is active on the select part.

Press **[PAGE DOWN]** if you want to change the Quantize option.

Press **[PAGE DOWN]** to choose your kit.

Press **[PAGE DOWN]** to choose your internal voice.



Press **[PAGE DOWN]** if you want to change the Quantize option.

Press the **[RECORD]** button to arm recording.

NOTE: You can press the **[RECORD]** button in any of the record pages above to arm recording without changing the Quantize option or Kit/Instrument.



When recording is armed, both the Play and Record indicators flash. The Click indicator will light up, the first beat indicator flashes at the current tempo, and the metronome sounds the first beat.

You can start recording either by pressing the **[PLAY]** button or by playing the pads or MIDI controller.

Both Play and Record indicators will light (solid), and the LCD will show the bar/beat counter.



When the metronome begins to count, start playing the pads.

NOTE: When recording with the **[PLAY]** button, a count-in precedes recording as defined in the Click menu (R Count: OFF< 1 Bar, or 2 Bars). When recording by playing the pads/MIDI, recording will start immediately.

A rectangular display with a black background. The top line shows 'Bar:001.01' in white. The bottom line shows 'Recording!' in white, with the text highlighted by a thick black horizontal bar.

If the Song is in LOOP mode, you can overdub the same section at each pass of the loop. If you want to try adding to the part without actually recording, press the **[PLAY]** button. The Record indicator will flash (with the Play indicator still on), and the display will show:

A rectangular display with a black background. The top line shows 'Bar:001.01' in white. The bottom line shows 'Rehearsing!' in white, with the text highlighted by a thick black horizontal bar.

The previously recorded data will play back, and you can rehearse over it without recording. When ready, press the flashing **[RECORD]** button to go back into overdub recording.

When finished recording, press the **[STOP]** button to stop playback. When the display returns to the top of the Record menu, the Play indicator will turn off, and the Record indicator will stay on.

You can audition your recording by pressing the **[PLAY]** button. The Record indicator will turn off and the Play indicator will light up. The display will show:

A rectangular display with a black background. The top line shows 'Bar:001.01' in white. The bottom line shows 'Auditioning!' in white, with the text highlighted by a thick black horizontal bar.

Press **[STOP]** to stop playback.

If you are not satisfied with your recording, press the **[RECORD]** button to arm recording again. This time, the previously recorded data for that part will be replaced/overwritten by the new data as soon as you start recording (by pressing the **[PLAY]** button or playing the pads/MIDI controller).

If you are satisfied with your recording, you can either select another part for recording or press the **[EXIT]** button to exit the RECORD mode. The display will briefly show "Save Song OK!" and return to the Song Select menu.

Adding/replacing parts on an existing User Song

You can add a new part or replace parts on an existing User Song. Simply select the User Song and press the **[RECORD]** button to enter the Record menu, and follow the same recording procedure as above.

Adding/replacing parts on a Preset Song

You can also replace parts or add a new part on a Preset Song by first copying the Preset Song into a User song, and then proceed as above.

Song utility menu

In addition to the New Song and Erase sub-menus, other Utility menus (MIDI, Reset, Prompt) are the same in KIT mode, as described on pages 17-27.

CARD MENU

The SD9K is equipped with an SD Card reader, located in front of the sound module.

The SD Card provides the following features:

- Play standard MIDI File (SMF, 16-track) direct from Card
- Save/Load SD9K data: User Kits, User Songs, Global Setup
- Updatable software (for future improvements)

To enter the CARD menu, press the **[CARD]** button, and the Card indicator will light up.

NOTE: If no Card is found, the screen will briefly display "No Card!" and return to the previous menu.



Using the Data wheel, the **[+]/[-]** buttons, or the **[CARD]** button, scroll through the following Kit Utility sub-menus: PLAY, LOAD, SAVE, DELETE and FORMAT.

At any time, press the **[EXIT]** button to exit the CARD menu and return to KIT mode.



PLAY MIDI FILES FROM CARD

Select Card – Play.



Press **[PAGE DOWN]** to open the root directory of the Card.

Use the Data wheel or **[+]/[-]** buttons to scroll through Folders and SMF MIDI Files (*.mid).

NOTE: Folders are indicated by the Folder icon . MIDI Files are indicated by the Song icon .

If a folder is selected, press **[PAGE DOWN]** to open the folder, and scroll through sub-folders and MIDI files. **[PAGE UP]** is used to go back one folder/directory level.



Once a MIDI file is selected, press the **[PLAY]** button to play your MIDI file, and press the **[STOP]** button to stop playback.

NOTE: While playing, if you select a new MIDI file, it will start playing from the next measure.

If needed, press **[PAGE DOWN]** to select Loop On or Loop Off.



SAVING SD9K DATA TO CARD

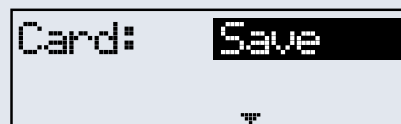
You can save various SD9K data to an SD Card for backup or to exchange data with other users.

On one SD card, you can save up to 256 User Kits and 256 User Songs.
The maximum file name length on the SD Card is eight characters.

NOTE: If you attempt to save a file with a name that already exists on the card, the screen will briefly show "Same Name!" and return to the file naming screen. To replace a file with the same name on the card, you must first delete the file from the card.

Saving Kits

1. Select Card – Save.



2. Press **[PAGE DOWN]** to select the type of file to save. To save a single kit to the card, select Type – Kit.



To save all Kits as one file, select Type – AllUKits.



3. Press **[PAGE DOWN]** to go to the Kit file naming page.

Use the Data wheel or **[+]/[-]** buttons to change characters, and the **[PAGE]** buttons to move the cursor.



NOTE: When saving a single Kit, the active Kit is automatically selected, and the file name defaults to the Kit name.



Press **[SAVE]** to access the Save confirmation page.

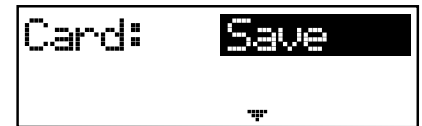
Press **[+]** to save or **[-]** to cancel.

After the save operation is completed, the screen will briefly display "Save OK!", then will return to the Card Save Type page.



Saving Songs

Select Card – Save.



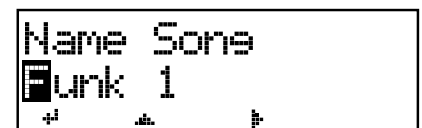
Press **[PAGE DOWN]** to select the type of file to save.
To save a single song, select Type – Song.



To save all Songs as one file, select Type – AllUSongs.

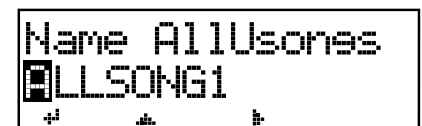


Press **[PAGE DOWN]** to go to the Song file naming page.



Use the Data wheel or **[+]/[-]** buttons to change characters and the **[PAGE]** buttons to move the cursor.

NOTE: When saving a single Song, the current Song is automatically selected, and the file name defaults to the Song name.



Press **[SAVE]** to go to the Save confirmation page.



Press **[+]** to save or **[-]** to cancel.

After the save operation is completed, the screen will briefly display "Save OK!", and will return to the Card Save Type page.

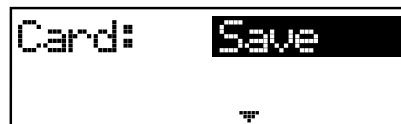


NOTE: Single songs are saved as standard MIDI files.

Saving Setup

You can save SD9K setup data to the card. Setup data includes global settings such as Pad, Click, MIDI, etc.

Select Card – Save.



Press **[PAGE DOWN]** to select the Type of file to save.
To save a setup file to card, select Type – Setup.



Press **[PAGE DOWN]** to go to the Setup file-naming page.

Use the Data wheel or the **[+]/[-]** buttons to change characters and the **[PAGE]** buttons to move the cursor.



Press **[+]** to save or **[-]** to cancel.

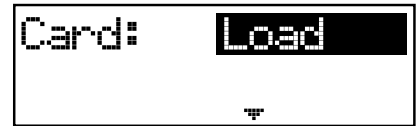
After the save operation is completed, the screen will briefly display "Save OK!," and return to the Card Save Type page.



LOADING SD9K DATA FROM CARD

Loading Kit Data

Select Card – Load option.






Press **[PAGE DOWN]** to select the type of file to load.

To load a single kit from the Card to a User Kit, select Type – Kit. To load all Kits, select Type – AllUKits.



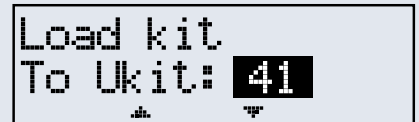
Press **[PAGE DOWN]** to go to the Kit file selection page.

Use the Data wheel or the **[+]/[-]** buttons to scroll through Kit files.

NOTE: An icon shows the type of Kit file:  (Internal Kit),  (External Kit), and  (All Kits).



Press **[PAGE DOWN]** to go to the User Kit destination page (only when loading a single Kit). Use the Data wheel or the **[+]/[-]** buttons to select the User Kit number to load the selected Kit file:



NOTE: If you have selected an External Kit file, it can only load into Kit 00. Also, when loading an All Kits file, all user kits in addition to the external kit will be replaced by new data.

Press **[PAGE DOWN]** to go to the Load confirmation page:

Press **[+]** to load or **[-]** to cancel.

After the load operation is completed, the screen will briefly display "Load OK!", and return to the Card Load Type page.



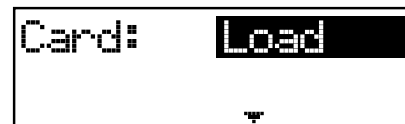
Loading Song Data

You can load song data from an SD Card, either from the SD9K songs saved to the SD Card or from other Standard MIDI files (*.mid) created or edited using other sequencers. If you want to load your own MIDI file to an SD9K user song, you must put the file into the USERSONG folder, and the file must meet certain requirements:

- MIDI File Format: Type 1
- Resolution: from 24 to 1024 PPQN
- Tracks: 7 max.
- Channels: ch10-drums, ch11-percussion, ch12-part1, ch13-part2, ch14-part3, ch15-part4, ch16-part5.

NOTE: Some MIDI information data will be ignored when loading a MIDI file from other sequencers. If you save this song back to the card, this information will be lost. Please refer to the MIDI Implementations Chart Appendices for details about recognized MIDI data.

NOTE: If you load an SD9K song, the original song name will be used (not the SD card file name). And if you load another MIDI file, the file name will be used as the song name in SD9K.



Select Card – Load.

Press **[PAGE DOWN]** to select the type of file to load.



To load a single song from the Card to a User Song, select Type – Song. To load all Songs, select Type – AllUSongs.



Press **[PAGE DOWN]** to go to the Song file selection page. Use the Data wheel or the **[+]/[-]** buttons to scroll through Song files.

NOTE: An icon shows the type of Song file:  (Internal Song),  (ExternalSong), and  (AllSongs).



Press **[PAGE DOWN]** to go to the User Song destination page (only when loading a single song). Use the Data wheel or the **[+]/[-]** buttons to select the User Song file number you wish to load.



NOTE: If you have selected an External Song file, it can only load into Song 00. When loading an All Songs file, all user songs – including the external song – will be replaced by new data.

Press **[PAGE DOWN]** to go to the Load confirmation page.

Press **[+]** to load or the **[-]** to cancel.

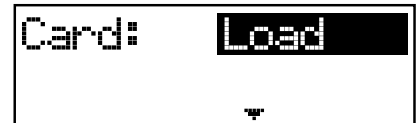
After the load operation is completed, the screen will briefly display "Load OK!", then return to the Card Load Type page.



Loading Setup Data

You can load setup data from the Card. Setup data includes global settings, such as Pad Trigger, Click, MIDI, etc.


Select Card – Load.



Press **[PAGE DOWN]** to select the type of file to load.
To load a setup file from the Card, select Type – Setup.



Press **[PAGE DOWN]** to go to the Setup file selection page.
Use the Data wheel or the **[+]/[-]** buttons to scroll through Setup files.

NOTE: An icon shows the type of file:  (Setup).



Press **[PAGE DOWN]** to go to the Load confirmation page.

Press **[+]** to load or **[-]** to cancel.

After the load operation is completed, the screen will briefly display "Load OK!", and return to the Card Load Type page.



Deleting Files From Card



You can only delete SD9K files from the SD Card (i.e. Kits, Songs, Setup, MIDI Files). If there are other types of files stored on the card, the SD9K will not detect them and therefore will not be able to delete them.

Select Card – Delete.



Press **[PAGE DOWN]** to open the root directory of the card.

Use the Data wheel or the **[+]/[-]** buttons to scroll through Folders and MIDI Files.


NOTE: Folders are indicated by a Folder icon . MIDI Files are indicated by a Song icon .



If a folder is selected, press **[PAGE DOWN]** to open the folder and scroll through SD9K files. **[PAGE UP]** is used to go back one folder/directory level:

SD9K file types are indicated by their respective icons and stored in the following specific folders:

USERKIT:  (Internal Kit),  (External Kit),  (All Kits)

USERSONG:  (Internal Song),  (External Song),  (All Songs)

SETUP:  (Setup)



Press **[PAGE DOWN]** to access the Delete confirmation page.

Press **[+]** to delete or **[-]** to cancel.

After the Delete operation is completed, the screen will briefly display "Delete OK!" and return to the Card Delete page.



Formatting the SD Card

Select Card – Format.



Press **[PAGE DOWN]** to go to the Format confirmation page.



Press **[+]** to continue or **[-]** to cancel.

For file safety, the SD9K will prompt you a second time.

Press **[+]** to format or **[-]** to cancel.



NOTE: All card data (SD9K files and other files) will be lost after formatting. Proceed with caution!

MIDI AND USB

MIDI stands for Musical Instrument Digital Interface. This worldwide standard communication interface enables electronic musical instruments and computers of all brands to communicate and pass instructions and other data back and forth. This exchange of information makes it possible to create a system of MIDI instruments and devices that offers far greater versatility and control than what 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 terminal receives MIDI data from an external MIDI device.

MIDI OUT: This terminal transmits data from the SD9K to other MIDI devices.

USB CONNECTION

The USB connector allows you to connect the SD9K directly to your computer. It can be connected without installing a driver in Windows XP or MAC OSX environments. The SD9K will be recognized as a "USB Audio device" to receive and transmit MIDI messages through a single USB cable. The USB port is used only for MIDI messages (MIDI via USB).

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

LOCAL MODE

The SD9K is comprised of two devices:

- A controller transmitting data: the pads and hi-hat control pedal (via an internal trigger to MIDI converter)
- A sound generator receiving MIDI data via the sound module

In normal operation (Local ON, default mode), the two devices are connected together internally, allowing the pads to play the voices from the sound module without any external connection.

When setting LOCAL mode to LOCAL OFF mode in the Utility menu, this internal link is disconnected. The sound module receives MIDI messages via MIDI input only – not from the pads. However, the trigger data from the pads are still sent to the MIDI Output, so when Soft Thru is enabled, MIDI Out from the SD9K loops back to its own MIDI In. This will enable the pads to play voices from the sound module.

LOCAL OFF mode is intended to be used when both the MIDI input and output (or the USB port) of the SD9K are connected to a MIDI sequencer with the Soft Thru function enabled. This prevents doubling or flanging effects when playing the pads (caused by the sound generator receiving the same MIDI data both directly from the pads and back through the sequencer).

MIDI CHANNELS

MIDI OUT

The SD9K transmission channel for the Drum Kit is fixed to Channel 10.

The SD9K will output MIDI codes generated by the triggers when hitting the pads or stepping on the Hi-Hat control pedal (Note On/Off, and Foot Control messages). The SD9K will also transmit Program Change messages when selecting Kits.

SD Card MIDI File playback data and Metronome notes are not transmitted.

If Part Output is set to Internal, Song playback data for that Part is not transmitted.

Song playback data is only transmitted if the Part Output parameter is set to MIDI instead. In this case, Part to Channel assignment is fixed as follows:

| | |
|-------------|-------|
| Percussion: | Ch 11 |
| Part 1: | Ch 12 |
| Part 2: | Ch 13 |
| Part 3: | Ch 14 |
| Part 4: | Ch 15 |
| Part 5: | Ch 16 |

MIDI IN

The MIDI system in the SD9K has 16 reception channels, numbered from 1-16. Each channel is responsible for a voice. When the instrument receives MIDI information from an external device, the active channel is determined by the control message.

Channel 10 is reserved for Drums. The SD9K has two options for Channel 10: GM On or Off, as selected in MIDI UTILITY menu.

When GM Mode is On, Channel 10 will play the GM Percussion Kits.

When GM Mode is Off, Channel 10 will play the SD9K Internal Kits.

All other channels (1 through 9, and 11 through 16) are used to access the 128 General MIDI instruments and sounds included in the sound module (GM standard). These are the same instruments that are used to create the accompaniment for the internal Song player (see the General MIDI Voice list Appendix).

However, Channel 11 can be used for GM Instruments or for additional Percussion sounds as selected in MIDI UTILITY menu.

USING THE SD9K AS A MIDI SOUND MODULE

Connecting an external keyboard or sequencer to the MIDI Input allows you to use the SD9K as a multi-part, polyphonic sound module to play various instrument parts in addition to your drums (for instance, Piano on Channel 1, Bass on Channel 2, Strings on Channel 3, etc).

The voices on each MIDI channel are selected using MIDI Program Change messages (see the General MIDI Voice list in the Appendix).

When GM Mode parameter is ON (or when a GM Mode On message is received via the MIDI input), the SD9K's MIDI In will conform to a general MIDI Standard. Channel 10 will be assigned to the GM Percussion Kits.

If you need another Percussion Channel, you can set Channel 11 to Percussion instead of an Instrument (within the MIDI UTILITY menu).

NOTE: For more information on received MIDI messages, see the MIDI implementation chart.

USING THE SD9K TO CONTROL A SEQUENCER

In SONG mode, when the External Song 000 is selected, the SD9K can control the playback of an external sequencer. The MIDI clock (0xF8) is sent out automatically at the current tempo, and Start and Stop Real-Time Commands (0xFA, 0xFC) will be sent when pressing the Play/Stop buttons.

1. Connect the MIDI Out of the SD9K to the MIDI In of your sequencer. If you are using a software sequencer on a computer, you can simply connect the USB port of the SD9K to a USB port of your computer using a single USB cable.
2. Setup your sequencer to respond to MIDI Clock Sync.
3. Press the **[PLAY]** button to start the sequence from the top.
4. Press the **[PLAY]** button again to pause the sequence.
5. Press the **[PLAY]** button once more to resume the sequence playback.
6. Press the **[STOP]** button to stop the sequence and return to the top.

NOTE: You can adjust the tempo of your sequencer using the **[TEMPO]** button on the SD9K.

USING THE SD9K AS A MIDI CONTROLLER

When playing the SD9K pads, MIDI notes are sent to the MIDI out. For Internal Kits, the MIDI note for each pad is fixed to GM default Drum Notes.

In KIT mode, when the External Kit 000 is selected, MIDI notes for each pad can be selected in KIT EDIT mode to control an external sound generator (hardware or software). In this case, playing the SD9K pads will send selected MIDI note messages to the MIDI Out (or USB port), but not to the internal sound generator.

EXTERNALLY RECORDING MIDI DATA

Using the MIDI IN/OUT or USB connections with a MIDI sequencer allows you to record your performance as you play it on the SD9K pads, while playing it back with the same voices.

1. Connect the MIDI Out of the SD9K to the MIDI In of your sequencer, and the MIDI OUT of your sequencer to the MIDI IN of the SD9K. If you are using a software sequencer on a computer, you can simply connect the USB port of the SD9K to a USB port of your computer using a single USB A-B cable.
2. Set the SD9K's GM Mode to Off (in MIDI UTILITY menu).
3. Setup the active track of your sequencer on Channel 10.
4. Activate RECORD on your sequencer.
5. Play the pads of your SD9K.
6. Stop recording.
7. Locate your sequencer to the start of your recording.
8. Playback the recorded sequence.

NOTE: The SD9K will play the same voices that were used during recording.

NOTES:

1. To maintain the same voice parameters, you should select the same Kit for playback as the Kit that was active when recording.
2. To capture and correctly reproduce the timing of your performance, make sure that the Quantize function of your sequencer is turned off.
3. If your sequencer has a Soft-Thru feature, you should set the SD9K to Local OFF mode in the Utility menu. If your sequencer does not have a Soft-Thru feature, you should leave the SD9K in its Local ON default mode.

MUTE FUNCTION

Press the **[MUTE]** button to toggle the MUTE function.

The Mute indicator will light up when MUTE is enabled and turn off when MUTE is disabled. The default MUTE function is drums off (Channel 10 Muted), but this can be changed to any combination of channels in the MUTE setup menu.

To enter the Channel MUTE setup, hold down the **[MUTE]** button for 3 seconds. The Mute indicator will light up (with MUTE function enabled).



MIDI Ch Mute
Channel 10 **ON**

Use the **[PAGE UP]/[PAGE DOWN]** buttons to scroll through channels.
Use the **[+]/[-]** buttons to set the channel's Mute status to ON or Muted.

NOTE: The Channel Mute setup will revert to Drums Off after powering down.

Press the **[MUTE]** button again to disable the MUTE function and return to the previous menu.

OR

Press the **[EXIT]** button to return to the previous menu and keep the MUTE function enabled.

APPENDICES

- Voice List
- HI-Hat Combo List
- Kit List
- Song List
- General MIDI Kit List
- General MIDI Voice list
- MIDI Implementation Charts (Drums module, GM module, Sequencer)

VOICE LIST

| # | Name | # | Name | # | Name |
|------------------------|--------------------------------|-----------------------|-------------------------|-----|-------------------------------|
| Acoustic Kick | | 54 | Step Bass Drum | 108 | 14" Maple Snare Hi |
| 1 | 24" Maple Bass Drum | 55 | Techno Bass Drum | 109 | Anvil Snare |
| 2 | 22" Maple Bass Drum | 56 | Drum N Bass Bass Drum | 110 | 13" Tight Maple |
| 3 | 22" Birch Bass Drum | 57 | Junkyard Kick Bass Drum | 111 | 14" Studio Maple Low |
| 4 | 22" Attack Bass Drum | 58 | Dirty Bass Drum | 112 | 14" Studio Maple Mid |
| 5 | 24" Rock Bass Drum | 59 | Industry Kick Bass Drum | 113 | 14" Maple Funk Snare |
| 6 | 22" Resonant Bass Drum | 60 | Low-Fi Bass Drum | 114 | 14" Maple Funk Snare Rim |
| 7 | Dance 1 Bass Drum | 61 | Disco Bass Drum | 115 | 14" Steel Funk Snare |
| 8 | 20" Dry Bass Drum | 62 | 808 Attack Bass Drum | 116 | 14" Steel Funk Snare Rim |
| 9 | 18" Jazz Bass Drum | 63 | 808 Tone Bass Drum | 117 | Steel Cross Stick |
| 10 | 22" Dry Jazz Bass Drum | 64 | 808 Long Bass Drum | 118 | Fusion Snare |
| 11 | 20" Dry Jazz Bass Drum | 65 | 909 Standard Bass Drum | 119 | Wood Stick |
| 12 | 24" Open Big Band Bass Drum | 66 | Voice Bass Drum | 120 | Room Snare |
| 13 | 22" Studio Bass Drum | 67 | Voice Hard Bass Drum | 121 | Vintage Snare 1 |
| 14 | 22" Single Head Bass Drum | 68 | Rave 2 Bass Drum | 122 | Vintage Snare 1 Rim |
| 15 | 20" Open Jazz Bass Drum | 69 | Dry Rave Bass Drum | 123 | Lo-Fi Snare 1 |
| 16 | 20" Dry Funk Bass Drum | 70 | Super Rave Bass Drum | 124 | Splatch Snare |
| 17 | 20" Resonant Funk Bass Drum | 71 | Space 1 Bass Drum | 125 | Piccolo Snare |
| 18 | 22" Dry Funk Bass Drum | 72 | Dry Space Bass Drum | 126 | Piccolo Snare Rim |
| 19 | 22" Resonant Hip-Hop Bass Drum | 73 | Dance Hall Bass Drum | 127 | 14" Brass Muffled |
| 20 | 20" Dry Hip-Hop Bass Drum | 74 | Dry Punch Bass Drum | 128 | 14" Brass Snare Muffled Rim |
| 21 | Buzz Bass Drum 1 | 75 | Dance Hall 2 Bass Drum | 129 | Vintage Snare 2 |
| 22 | 20" Open Hip-Hop Bass Drum | 76 | Space 2 Bass Drum | 130 | Vintage Snare 2 Rim |
| 23 | Vintage Open Bass Drum | 77 | Dance Hall 3 Bass Drum | 131 | Filtered Snare |
| 24 | Vintage Single Head Bass Drum | 78 | Space 3 Bass Drum | 132 | Studio Snare High Cross Stick |
| 25 | Vintage Dry Bass Drum | 79 | Bounce Bass Drum | 133 | Studio Snare |
| 26 | Click Bass Drum | 80 | Angry Bass Drum | 134 | Studio Snare Cross Stick |
| 27 | 20" Birch Bass Drum | 81 | Reverse Bass Drum | 135 | R&B Snare |
| 28 | Progressive Bass Drum | 82 | Hollow Bass Drum | 136 | R&B Snare Cross Stick |
| 29 | 22" Maple 2 Bass Drum | 83 | Dry Bass Drum | 137 | Progressive Snare |
| 30 | 20" Maple Bass Drum | 84 | Saw Bass Drum | 138 | Progressive Snare Cross Stick |
| 31 | 20" Tight Bass Drum | 85 | Space 4 Bass Drum | 139 | Lo-Fi Snare 2 |
| 32 | 22" Loose Bass Drum | 86 | Simmons SD5 A Bass Drum | 140 | Lo-Fi Snare Rim |
| 33 | 22" Tight Bass Drum | 87 | Simmons SD5 B Bass Drum | 141 | Deep Snare |
| 34 | 22" Tone Bass Drum | 88 | Simmons SD5 C Bass Drum | 142 | '80s Snare High |
| 35 | 20" Tone Bass Drum | 89 | Simmons SD5 D Bass Drum | 143 | '80s Snare Low |
| 36 | 18" Single Head Jazz Bass Drum | 90 | Simmons SD1 Bass Drum | 144 | Distant Power Snare |
| 37 | 20" Single Head Jazz Bass Drum | 91 | Simmons SD9 A Bass Drum | 145 | Deep Maple Muffled |
| 38 | 24" Tone Bass Drum | 92 | Simmons SD9 B Bass Drum | 146 | Studio Snare 2 |
| 39 | 24" Loose Bass Drum | 93 | Simmons SD9 C Bass Drum | 147 | Studio Snare 3 |
| 40 | 22" Punch Bass Drum | 94 | Simmons SD9 D Bass Drum | 148 | Jazz Snare 1 |
| 41 | 22" Power Bass Drum | Acoustic Snare | | 149 | Jazz Snare Rim |
| 42 | Buzz 2 Bass Drum | 95 | 14" Steel Snare High | 150 | Jazz Brush Snare |
| 43 | Dance 2 Bass Drum | 96 | 14" Steel Snare Hi Rim | 151 | Jazz Brush Snare Rim |
| 44 | 22" Open Jazz Bass Drum | 97 | 14" Steel Snare Low | 152 | Jazz Snare 2 |
| 45 | 22" Rock Bass Drum | 98 | 14" Steel Snare Low Rim | 153 | Jazz Snare 3 |
| 46 | 22" Power 2 Bass Drum | 99 | 14" Brass Snare Lo | 154 | Brush Sweep Snare |
| 47 | 24" Rock Bass Drum | 100 | 14" Brass Snare Lo Rim | 155 | Brush Snare |
| 48 | 22" Open Rock Bass Drum | 101 | 14" Tight Steel Snare | 156 | Brush Snare Rim |
| 49 | Gran Cassa Bass Drum | 102 | 14" Tight Steel Rim | 157 | Hard Brush Snare |
| Electronic Kick | | 103 | 14" Brass Snare Hi Rim | 158 | Hit Brush Snare |
| 50 | Rave 1 Bass Drum | 104 | 14" Brass Cross Stick | 159 | Soft Brush Snare 1 |
| 51 | Dry House 1 Bass Drum | 105 | 12" Popcorn Snare | 160 | Soft Brush Snare 2 |
| 52 | Dry House 2 Bass Drum | 106 | 14" Maple Snare Low | 161 | Brush Long Roll Snare |
| 53 | Dry House 3 Bass Drum | 107 | 14" Maple Snare Mid | | |

VOICE LIST

| # | Name | # | Name | # | Name | # | Name |
|-------------------------|-------------------------|---------------------|---------------------|-----|--------------------|-----------------------|---------------------|
| Electronic Snare | | 216 | Simmons SD5 C Snare | 271 | Gated Tom 6 | 327 | Roto Tom Mid |
| 162 | House Snare 1 | 217 | Simmons SD5 D Snare | 272 | Blasticks Tom 1 | 328 | Roto Tom Ring High |
| 163 | House Snare 2 | 218 | Simmons SD7 A Snare | 273 | Blasticks Tom 2 | 329 | Roto Tom Ring Low |
| 164 | Step Snare | 219 | Simmons SD7 B Snare | 274 | Blasticks Tom 3 | 330 | Roto Tom Bend Mid |
| 165 | Step Snare Cross Stick | 220 | Simmons SD9 A Snare | 275 | '80s Tom 1 | 331 | Roto Tom Bend Lo |
| 166 | Techno Snare 1 | 221 | Simmons SD9 B Snare | 276 | '80s Tom 2 | 332 | Tom Rim |
| 167 | Techno Snare 2 | 222 | Simmons SD9 C Snare | 277 | '80s Tom 3 | Electronic Tom | |
| 168 | 606 Snare | 223 | Simmons SD9 D Snare | 278 | Funk Tom 1 | 333 | 606 Tom 1 |
| 169 | 808 Snare | Acoustic Tom | | 279 | Funk Tom 2 | 334 | 606 Tom 2 |
| 170 | 808 Snare Cross Stick | 224 | Open Tom 1 | 280 | Funk Tom 3 | 335 | 606 Tom 3 |
| 171 | 909 Snare | 225 | Open Tom 2 | 281 | Fusion Tom 1 | 336 | 606 Tom 4 |
| 172 | Industry Snare | 226 | Open Tom 3 | 282 | Fusion Tom 2 | 337 | 606 Tom 5 |
| 173 | Industry Snare Stick | 227 | Open Tom 4 | 283 | Fusion Tom 3 | 338 | 606 Tom 6 |
| 174 | Drum N Bass Snare 1 | 228 | Open Tom 5 | 284 | Vintage 60s Tom 1 | 339 | 808 Tom 1 |
| 175 | Drum N Bass Snare 2 | 229 | Open Tom 6 | 285 | Vintage 60s Tom 2 | 340 | 808 Tom 2 |
| 176 | Junkyard Snare | 230 | Attack Tom 1 | 286 | Vintage 60s Tom 3 | 341 | 808 Tom 3 |
| 177 | Junkyard FX Cross Stick | 231 | Attack Tom 2 | 287 | Vintage Soft Tom 1 | 342 | 808 Tom 4 |
| 178 | Dirty Snare | 232 | Attack Tom 3 | 288 | Vintage Soft Tom 2 | 343 | 808 Tom 5 |
| 179 | Voice Snare 1 | 233 | Attack Tom 4 | 289 | Vintage Soft Tom 3 | 344 | 808 Tom 6 |
| 180 | Voice Snare 2 | 234 | Attack Tom 5 | 290 | Vintage 70s Tom 1 | 345 | Rave Tom 1 |
| 181 | Voice Snare Rim | 235 | Attack Tom 6 | 291 | Vintage 70s Tom 1 | 346 | Rave Tom 2 |
| 182 | Voice X-Stick | 236 | Single Head Tom 1 | 292 | Vintage 70s Tom 3 | 347 | Rave Tom 3 |
| 183 | Electronica Snare 1 | 237 | Single Head Tom 2 | 293 | Hip Hop Tom 1 | 348 | Rave Tom 4 |
| 184 | Poison Snare | 238 | Single Head Tom 3 | 294 | Hip Hop Tom 2 | 349 | Rave Tom 5 |
| 185 | Tone Snare | 239 | Single Head Tom 4 | 295 | Hip Hop Tom 3 | 350 | Rave Tom 6 |
| 186 | Short Snare | 240 | Single Head Tom 5 | 296 | Hip Hop Tom 4 | 351 | Step Tom 1 |
| 187 | Poison Snare 2 | 241 | Single Head Tom 6 | 297 | Hip Hop Tom 5 | 352 | Step Tom 2 |
| 188 | Buzz Snare 1 | 242 | Room Tom 1 | 298 | Hip Hop Tom 6 | 353 | Step Tom 3 |
| 189 | Buzz Snare 2 | 243 | Room Tom 2 | 299 | Vintage Jazz Tom 1 | 354 | 909 Tom A 1 |
| 190 | Rave Snare 1 | 244 | Room Tom 3 | 300 | Vintage Jazz Tom 2 | 355 | 909 Tom A 2 |
| 191 | Poison Snare 3 | 245 | Room Tom 4 | 301 | Vintage Jazz Tom 3 | 356 | 909 Tom A 3 |
| 192 | Rave Snare 2 | 246 | Room Tom 5 | 302 | Ring Tom 1 | 357 | 909 Tom B 1 |
| 193 | Poison Snare 4 | 247 | Room Tom 6 | 303 | Ring Tom 2 | 358 | 909 Tom B 2 |
| 194 | Tight Snare 1 | 248 | Resonant Tom 1 | 304 | Ring Tom 3 | 359 | 909 Tom B 3 |
| 195 | Electronica Snare 2 | 249 | Resonant Tom 2 | 305 | Ring Tom 4 | 360 | Junkyard Tom 1 |
| 196 | Electronica Snare 3 | 250 | Resonant Tom 3 | 306 | Ring Tom 5 | 361 | Junkyard Tom 2 |
| 197 | Long Snare | 251 | Resonant Tom 4 | 307 | Ring Tom 6 | 362 | Junkyard Tom 3 |
| 198 | Soft Snare | 252 | Resonant Tom 5 | 308 | Closed Brush Tom 1 | 363 | Dirty Tom 1 |
| 199 | Reverse Snare | 253 | Resonant Tom 6 | 309 | Closed Brush Tom 2 | 364 | Dirty Tom 2 |
| 200 | Tight Snare 2 | 254 | Rock Tom 1 | 310 | Closed Brush Tom 3 | 365 | Dirty Tom 3 |
| 201 | Punch Snare | 255 | Rock Tom 2 | 311 | Closed Brush Tom 4 | 366 | Voice 1 Tom 1 |
| 202 | Snappy Snare 1 | 256 | Rock Tom 3 | 312 | Closed Brush Tom 5 | 367 | Voice 1 Tom 2 |
| 203 | Snappy Snare 2 | 257 | Rock Tom 4 | 313 | Closed Brush Tom 6 | 368 | Voice 1 Tom 3 |
| 204 | Crackless Snare | 258 | Rock Tom 5 | 314 | Open Brush Tom 1 | 369 | Voice 2 Tom 1 |
| 205 | Techno Snare 3 | 259 | Rock Tom 6 | 315 | Open Brush Tom 2 | 370 | Voice 2 Tom 2 |
| 206 | Techno Snare 4 | 260 | Dry Tom 1 | 316 | Open Brush Tom 3 | 371 | Voice 2 Tom 3 |
| 207 | Rave Snare 3 | 261 | Dry Tom 2 | 317 | Open Brush Tom 4 | 372 | Voice 3 Tom 1 |
| 208 | High Snare | 262 | Dry Tom 3 | 318 | Open Brush Tom 5 | 373 | Voice 3 Tom 2 |
| 209 | Tight Snare 3 | 263 | Dry Tom 4 | 319 | Open Brush Tom 6 | 374 | Voice 3 Tom 3 |
| 210 | Tight Snare 4 | 264 | Dry Tom 5 | 320 | Concert Tom 1 | 375 | Industry Tom 1 |
| 211 | Tight Snare Rim | 265 | Dry Tom 6 | 321 | Concert Tom 2 | 376 | Industry Tom 2 |
| 212 | Snappy Snare 3 | 266 | Gated Tom 1 | 322 | Concert Tom 3 | 377 | Industry Tom 3 |
| 213 | Snappy Snare 4 | 267 | Gated Tom 2 | 323 | Octoban 1 | 378 | Simmons SD5 Tom A-1 |
| 214 | Simmons SD5 A Snare | 268 | Gated Tom 3 | 324 | Octoban 2 | 379 | Simmons SD5 Tom A-2 |
| 215 | Simmons SD5 B Snare | 269 | Gated Tom 4 | 325 | Octoban 3 | 380 | Simmons SD5 Tom A-3 |
| | | 270 | Gated Tom 5 | 326 | Roto Tom High | 381 | Simmons SD5 Tom B-1 |

VOICE LIST

| # | Name | # | Name | # | Name | # | Name |
|--------------|--------------------------|----------------|-------------------------|-------------------|---------------------|-----|----------------------|
| 382 | Simmons SD5 Tom B-2 | 435 | Bright China | 490 | Pop HH Close Rim | 545 | Agogo High |
| 383 | Simmons SD5 Tom B-3 | 436 | Standard Splash | 491 | Brush HH Close | 546 | Bongo High 1 |
| 384 | Simmons SD7 Tom A-1 | 437 | Rock China | 492 | '60s HH Close | 547 | Bongo Low 1 |
| 385 | Simmons SD7 Tom A-2 | 438 | Rock Crash 1 | 493 | Mini HH Close | 548 | Bongo High 2 |
| 386 | Simmons SD7 Tom A-3 | 439 | Rock Crash 2 | 494 | Mini HH Close Rim | 549 | Bongo Low 2 |
| 387 | Simmons SD7 Tom B-1 | 440 | Small Crash | 495 | Bright HH Close 1 | 550 | Conga Slap Low |
| 388 | Simmons SD7 Tom B-2 | 441 | Rock Splash | 496 | Bright HH Close 2 | 551 | Conga Slap High |
| 389 | Simmons SD7 Tom B-3 | 442 | Jazz Splash | 497 | Bright HH Close Rim | 552 | Open Conga High |
| 390 | Simmons Byuu | 443 | Brush Crash | 498 | Jazz HH Close | 553 | Open Conga Low |
| 391 | Simmons SD9 Tom 1 | 444 | Crystal Crash | 499 | Trashy HH Close | 554 | Conga Slap |
| 392 | Simmons SD9 Tom 2 | 445 | Metal China 1 | 500 | Voices HH Close | 555 | Conga Bend |
| 393 | Simmons SD9 Tom 3 | 446 | Metal China 2 | 501 | House HH Close | 556 | Mute Conga |
| 394 | Simmons SD9 Tom 4 | 447 | Trashy Crash | 502 | 606 HH Close | 557 | Conga High |
| 395 | Simmons SD9 Tom 5 | 448 | Jazz China | 503 | 808 HH Close | 558 | Conga Low |
| 396 | Simmons SD9 Tom 6 | 449 | Suspended Cymbal | 504 | 909 HH Close | 559 | Electronic Conga |
| Ride | | 450 | 606 Cymbal A | 505 | Junkyard HH Close | 560 | 808 Conga High |
| 397 | Classic Ride | 451 | 606 Cymbal B | 506 | Dirty HH Close | 561 | 808 Conga Mid |
| 398 | Classic Ride Edge | 452 | 808 Cymbal A | 507 | Bass HH Close | 562 | 808 Conga Low |
| 399 | Standard 20" Ride | 453 | 808 Cymbal B | 508 | Standard HH Pedal 1 | 563 | Voice Conga High |
| 400 | Standard 22" Ride | 454 | 808 Cymbal C | 509 | Standard HH Pedal 2 | 564 | Voice Conga Low |
| 401 | Standard Ride Bell | 455 | 909 Cymbal | 510 | Rock HH Pedal | 565 | Timbale High |
| 402 | Rock Ride | 456 | Junkyard Cymbal 1 | 511 | Pop HH Pedal | 566 | Timbale Low |
| 403 | Rock Bell | 457 | Junkyard Cymbal 2 | 512 | Brush HH Pedal | 567 | Timbale Low2 |
| 404 | Dry Ride | 458 | Flange FX Cymbal 1 | 513 | '60s HH Pedal | 568 | Standard Cowbell |
| 405 | Dry Ride Bell | 459 | Flange FX Cymbal 2 | 514 | Mini HH Pedal | 569 | Cha Cha Bell |
| 406 | Ping Ride | 460 | Industrial Short Cymbal | 515 | Bright HH Pedal 1 | 570 | Bongo Bell |
| 407 | Jazz Ride | 461 | Industrial Long Cymbal | 516 | Bright HH Pedal 2 | 571 | Mambo Bell |
| 408 | Brush Ride | 462 | Reverse Crash | 517 | Jazz HH Pedal | 572 | Songo Bell |
| 409 | '60s Ride | Hi-Hats | | 518 | Trashy HH Pedal | 573 | 808 Cowbell |
| 410 | '60s Ride Bell | 463 | Standard HH Open 1 | 519 | Voices HH Pedal | 574 | Simmons SD 5 Cowbell |
| 411 | '60s Ride Edge | 464 | Standard HH Open 2 | 520 | House HH Pedal | 575 | Shaker |
| 412 | Pop Ride | 465 | Standard HH Open 3 | 521 | 606 HH Pedal | 576 | Cabasa |
| 413 | Pop Ride Edge | 466 | Standard HH Open Rim | 522 | 808 HH Pedal | 577 | Maracas |
| 414 | Rivet Ride | 467 | Rock HH Open | 523 | Junkyard HH Pedal | 578 | 808 Maracas |
| 415 | Fusion Ride | 468 | Pop HH Open | 524 | Dirty HH Pedal | 579 | Short Whistle |
| 416 | Trashy Ride | 469 | Pop HH Open Rim | 525 | Bass HH Pedal | 580 | Long Whistle |
| 417 | Flat Ride | 470 | Brush HH Open | 526 | Closing HH | 581 | Guiro Short |
| 418 | Vintage Ride | 471 | '60s HH Open | Percussion | | 582 | Guiro Long |
| 419 | Vintage Ride Bell | 472 | Mini HH Open | 527 | Metronome Bell | 583 | 78 Guiro |
| 420 | 707 Ride | 473 | Mini HH Open Rim | 528 | Metronome Click | 584 | Claves |
| 421 | Techno Ride | 474 | Bright HH Open 1 | 529 | Sticks Click | 585 | 808 Clave |
| 422 | Junkyard Break Ride | 475 | Bright HH Open 2 | 530 | Finger Snaps 1 | 586 | Woodblock |
| 423 | Junkyard Metal Ride Bell | 476 | Jazz HH Open | 531 | Finger Snaps 2 | 587 | Woodblock Low |
| Crash | | 477 | Trashy HH Open | 532 | Solo Hand Clap | 588 | 78 Woodblock |
| 424 | Standard Crash 1 | 478 | Voice HH Open | 533 | House Clap | 589 | Cuica Muted |
| 425 | Standard Crash 2 | 479 | House HH Open | 534 | Standard Clap | 590 | Cuica Open |
| 426 | Standard Crash 3 | 480 | 606 HH Open | 535 | Big Clap | 591 | Triangle Muted |
| 427 | Standard China | 481 | 808 HH Open | 536 | Simmons SD5 Clap | 592 | Triangle Open |
| 428 | Standard Crash 4 | 482 | 909 HH Open | 537 | Simmons SD7 Clap | 593 | 78 Triangle |
| 429 | Standard Crash 1 Bell | 483 | Junkyard HH Open | 538 | Tambourine 1 | 594 | Sleigh Bells |
| 430 | Standard Crash 2 Bell | 484 | Dirty HH Open | 539 | Tambourine 2 | 595 | Wind Chimes |
| 431 | Low China | 485 | Bass HH Open | 540 | Tambourine Hit | 596 | Bell Tree |
| 432 | Bright Crash 1 | 486 | Standard HH Close 1 | 541 | Tambourine Roll | 597 | Finger Cymbal |
| 433 | Bright Crash 2 | 487 | Standard HH Close 2 | 542 | 78 Tambourine | 598 | Finger Cymbal Muted |
| 434 | Bright Crash 3 | 488 | Rock HH Close | 543 | Vibraslap | 599 | Castanets |
| | | 489 | Pop HH Close | 544 | Agogo Low | 600 | Surdo Muted |

VOICE LIST

| # | Name | # | Name | # | Name | # | Name |
|-----|-----------------------|-----|-------------------|-----|-------------------|---|------|
| 601 | Surdo Open | 654 | Voice Cough | 700 | DJ Rub 1 | | |
| 602 | Taiko | 655 | Voice Ugh | 701 | DJ Ehvit | | |
| 603 | Lotus Drum | 656 | Voice Mmmm | 702 | DJ Rub 2 | | |
| 604 | Rain Stick | 657 | Voice Breath | 703 | DJ Cut | | |
| 605 | Slap Stick | 658 | Voice Fuitt | 704 | DJ Chikah | | |
| 607 | Open Tabla High | 659 | Applause | 705 | DJ Rub 3 | | |
| 608 | Tabla Mute 1 | 660 | Crowd Cheer | 706 | DJ Rub 4 | | |
| 606 | Open Tabla Low | 661 | Stadium Cheer | 707 | DJ Chop | | |
| 609 | Open Tabla Mid | 662 | LOL | 708 | DJ Cut 2 | | |
| 610 | Slap Tabla | 663 | Scream | 709 | DJ Rub 5 | | |
| 611 | Tabla Mute 2 | 664 | Heartbeat | 710 | DJ Rub 6 | | |
| 612 | Tabla Bend | 665 | Vintage Phone | 711 | DJ Wiki Wiki | | |
| 613 | Gong | 666 | Church Bell | 712 | DJ Rub 7 | | |
| 614 | Timpani High | 667 | Step 1 | 713 | DJ Shot | | |
| 615 | Timpani Low | 668 | Step 2 | 714 | DJ Rub 8 | | |
| 616 | Piatti Cymbal | 669 | Creaky Door | 715 | DJ Needle Scratch | | |
| 617 | Gran Cassa and Piatti | 670 | Shut the Door | 716 | DJ Break | | |
| 618 | Orchestra Hit | 671 | Start the Car | 717 | DJ Rewind | | |
| 619 | Techno Hit | 672 | Skid Marks | | Loops | | |
| 620 | Horns Hit | 673 | Drive By | 718 | Electronica | | |
| 621 | Voice Hit | 674 | Giddy Up | 719 | Bollywood 1 | | |
| | Melodic | 675 | Train | 720 | Bollywood 2 | | |
| 622 | Glockenspiel | 676 | Helicopter | 721 | Drum Loop 1 | | |
| 623 | Music Box | 677 | Pipe | 722 | Drum Loop 2 | | |
| 624 | Vibraphone | 678 | Thunder | 723 | Drum Loop 3 | | |
| 625 | Marimba | 679 | Sonar | 724 | Drum Loop 4 | | |
| 626 | Xylophone | 680 | Explosion | 725 | Drum Loop 5 | | |
| 627 | Tubular Bell | 681 | Cannon | | | | |
| 628 | Steel Drum | 682 | Bomb | | | | |
| | SFX | 683 | Gun Shot 1 | | | | |
| 629 | Junkyard Spring | 684 | Gun shot 2 | | | | |
| 630 | Electric Slide 1 | 685 | Rifle Shot | | | | |
| 631 | Electric Slide 2 | 686 | A-K | | | | |
| 632 | High Punch | 687 | Laser Ray | | | | |
| 633 | Metal Punch | 688 | Celestial | | | | |
| 634 | Hi Q Zip | | Guitar FX | | | | |
| 635 | Hi Q Zap | 689 | Guitar Short Chop | | | | |
| 636 | Saw Wave | 690 | Guitar Mute 1 | | | | |
| 637 | Pong | 691 | Guitar Mute 2 | | | | |
| 638 | Punch | 692 | Guitar Mute 3 | | | | |
| 639 | Low Punch | 693 | Guitar Chop 1 | | | | |
| 640 | Cartoon Punch | 694 | Guitar Chop 2 | | | | |
| 641 | Double Punch | 695 | Oh Yeah | | | | |
| 642 | Glass Break | 696 | Rock On | | | | |
| 643 | Boing | 697 | Fret Noise | | | | |
| 644 | Stream | | DJ FX | | | | |
| 645 | Drain | 698 | DJ Wha | | | | |
| 646 | Cat | 699 | DJ Freh | | | | |
| 647 | Cricket | | | | | | |
| 648 | Baby Bird | | | | | | |
| 649 | Birds | | | | | | |
| 650 | Look At Da Birdie | | | | | | |
| 651 | Rex | | | | | | |
| 652 | Spike Jr | | | | | | |
| 653 | Spike | | | | | | |

HI-HAT COMBO LIST

| # | Name | # | Name |
|---|------------|----|----------|
| 1 | Standard A | 10 | Jazz |
| 2 | Standard B | 11 | Prog |
| 3 | Rock | 12 | Voice |
| 4 | Pop | 13 | House |
| 5 | Brush | 14 | 606 |
| 6 | Vintage | 15 | 808 |
| 7 | Mini | 16 | 909 |
| 8 | Classic A | 17 | Junkyard |
| 9 | Classic B | 18 | Dirty |
| | | 19 | Bass |

KIT LIST

| # | Name | # | Name | # | Name |
|--------|----------------|--------|-------------------|--------|-----------------|
| Kit 01 | Open Kit | Kit 16 | Pop Kit | Kit 31 | Simmons Kit 4 |
| Kit 02 | Attack Kit | Kit 17 | Prog Kit | Kit 32 | 606 Kit |
| Kit 03 | Standard Kit 1 | Kit 18 | Single Headed Kit | Kit 33 | DJ EFX Kit |
| Kit 04 | Room Kit | Kit 19 | Vintage '69 Kit | Kit 34 | Step Kit |
| Kit 05 | Brazil Kit | Kit 20 | Vintage '71 Kit | Kit 35 | Industry Kit |
| Kit 06 | Simmons Kit 1 | Kit 21 | Vintage '76 Kit | Kit 36 | Voice Kit |
| Kit 07 | Rave Kit | Kit 22 | Roto Tom Kit | Kit 37 | Techno Kit |
| Kit 08 | 808 Kit | Kit 23 | R&B Kit | Kit 38 | Drum N Bass Kit |
| Kit 09 | Rock Kit | Kit 24 | Latin Kit | Kit 39 | Dirty Kit |
| Kit 10 | Brush Kit 1 | Kit 25 | Simmons Kit 2 | Kit 40 | Junkyard Kit |
| Kit 11 | Funk Kit | Kit 26 | Steel Drum Kit | | |
| Kit 12 | Fusion Kit | Kit 27 | Orchestral Kit | | |
| Kit 13 | Jazz Kit | Kit 28 | Tabla Kit | | |
| Kit 14 | Brush Kit 2 | Kit 29 | Simmons Kit 3 | | |
| Kit 15 | Standard Kit 2 | Kit 30 | Cartoon Kit | | |

SONG LIST

Pattern Loop

| # | Name | Beat | Tempo | Measure |
|----|---------------|-------|-------|---------|
| 1 | Funk1 | (4/4) | 112 | 8 |
| 2 | Latin Jazz1 | (4/4) | 126 | 8 |
| 3 | Pop Funk1 | (4/4) | 106 | 8 |
| 4 | Latin Rock | (4/4) | 136 | 8 |
| 5 | Big Band1 | (4/4) | 152 | 8 |
| 6 | Pop Ballad | (4/4) | 80 | 4 |
| 7 | Pop Funk2 | (4/4) | 112 | 10 |
| 8 | 3/4 Jazz | (3/4) | 120 | 10 |
| 9 | Pop Bossa | (4/4) | 120 | 8 |
| 10 | Samba1 | (4/4) | 236 | 8 |
| 11 | 6/8 Ballad1 | (6/8) | 96 | 4 |
| 12 | Fusion1 | (4/4) | 116 | 8 |
| 13 | Jazz1 | (4/4) | 150 | 8 |
| 14 | Guitar Bossa | (4/4) | 84 | 8 |
| 15 | Break Beat1 | (4/4) | 108 | 4 |
| 16 | Smooth Jazz1 | (4/4) | 90 | 4 |
| 17 | Funk2 | (4/4) | 120 | 4 |
| 18 | Smooth Jazz2 | (4/4) | 110 | 8 |
| 19 | Latin Pop | (4/4) | 126 | 8 |
| 20 | Reggae1 | (4/4) | 80 | 4 |
| 21 | Fusion2 | (4/4) | 108 | 8 |
| 22 | Swing1 | (4/4) | 172 | 12 |
| 23 | Pop Shuffle | (4/4) | 86 | 4 |
| 24 | Ballad | (4/4) | 84 | 4 |
| 25 | Piano Rock | (4/4) | 90 | 12 |
| 26 | Blues1 | (4/4) | 96 | 6 |
| 27 | R&B1 | (4/4) | 180 | 8 |
| 28 | Funk3 | (4/4) | 108 | 4 |
| 29 | Mambo1 | (4/4) | 126 | 8 |
| 30 | Latin Dance | (4/4) | 126 | 8 |
| 31 | Drum n'Bass1 | (4/4) | 170 | 8 |
| 32 | Pop Rock | (4/4) | 98 | 8 |
| 33 | Punk | (4/4) | 136 | 8 |
| 34 | Fusion3 | (4/4) | 112 | 8 |
| 35 | Break Beat2 | (4/4) | 110 | 4 |
| 36 | Dance Rock | (4/4) | 128 | 8 |
| 37 | Funk4 | (4/4) | 116 | 4 |
| 38 | Fusion4 | (4/4) | 90 | 4 |
| 39 | Reggae2 | (4/4) | 92 | 4 |
| 40 | Country Blues | (4/4) | 128 | 10 |
| 41 | Pop | (4/4) | 112 | 8 |
| 42 | Dance1 | (4/4) | 128 | 8 |
| 43 | R&B2 | (4/4) | 86 | 8 |
| 44 | Rock n'Roll | (4/4) | 142 | 8 |
| 45 | Boogie1 | (4/4) | 156 | 12 |
| 46 | Beguine1 | (4/4) | 110 | 4 |
| 47 | New Age | (4/4) | 100 | 4 |
| 48 | 16 Beat | (4/4) | 92 | 8 |
| 49 | Hard Rock1 | (4/4) | 100 | 8 |
| 50 | 6/8 Ballad2 | (6/8) | 90 | 8 |
| 51 | Dance2 | (4/4) | 140 | 8 |
| 52 | 8Beat | (4/4) | 100 | 8 |
| 53 | Blues2 | (4/4) | 170 | 12 |
| 54 | Disco | (4/4) | 148 | 8 |
| 55 | Arabic1 | (4/4) | 106 | 4 |
| 56 | 80's Pop | (4/4) | 120 | 4 |
| 57 | Arabic2 | (4/4) | 106 | 4 |
| 58 | Rockability | (4/4) | 168 | 8 |
| 59 | Piano Ballad | (4/4) | 70 | 8 |
| 60 | New Wave | (4/4) | 156 | 8 |

One Shot

| # | Name | Beat | Tempo | Measure |
|----|--------------|-------|-------|---------|
| 61 | Latin Jazz2 | (4/4) | 80 | 30 |
| 62 | Country | (4/4) | 68 | 25 |
| 63 | Fusion5 | (4/4) | 98 | 43 |
| 64 | Big Band2 | (4/4) | 146 | 50 |
| 65 | Slow Fusion | (4/4) | 82 | 28 |
| 66 | Modern Jazz | (4/4) | 126 | 38 |
| 67 | Drum N'Bass2 | (4/4) | 156 | 50 |
| 68 | Salsa | (4/4) | 110 | 25 |
| 69 | Samba2 | (4/4) | 116 | 27 |
| 70 | Bluegrass | (2/4) | 124 | 53 |
| 71 | Techno1 | (4/4) | 126 | 44 |
| 72 | Mambo2 | (4/4) | 110 | 27 |
| 73 | Beguine2 | (4/4) | 114 | 40 |
| 74 | Reggae3 | (4/4) | 130 | 45 |
| 75 | Bossa | (4/4) | 136 | 34 |
| 76 | Jazz2 | (4/4) | 82 | 23 |
| 77 | Funk5 | (4/4) | 90 | 25 |
| 78 | Funk6 | (4/4) | 110 | 26 |
| 79 | Surf Rock | (4/4) | 156 | 55 |
| 80 | R&B3 | (4/4) | 98 | 42 |
| 81 | Swing2 | (4/4) | 180 | 64 |
| 82 | Techno2 | (4/4) | 142 | 50 |
| 83 | 6/8 Ballad3 | (6/8) | 60 | 24 |
| 84 | Boogie2 | (4/4) | 186 | 49 |
| 85 | Metal | (4/4) | 120 | 36 |
| 86 | Hardrock2 | (4/4) | 156 | 46 |
| 87 | Latin | (4/4) | 108 | 43 |
| 88 | Funk7 | (4/4) | 110 | 49 |
| 89 | Blues3 | (4/4) | 88 | 38 |
| 90 | Hip-hop | (4/4) | 98 | 24 |

Drum Loop Percussion Loop

| # | Name | Beat | Tempo | Measure |
|-----|------------------|-------|-------|---------|
| 91 | Acoustic Loop | (4/4) | 200 | 8 |
| 92 | Funk Loop | (4/4) | 110 | 4 |
| 93 | Brush Loop | (4/4) | 150 | 4 |
| 94 | Latin Drum Loop | (4/4) | 120 | 4 |
| 95 | Garage Loop | (4/4) | 120 | 4 |
| 96 | Shuffle Loop | (4/4) | 110 | 4 |
| 97 | Rock Loop | (4/4) | 150 | 4 |
| 98 | Swing Loop | (4/4) | 172 | 4 |
| 99 | Hard Funk Loop | (4/4) | 100 | 4 |
| 100 | Punk Loop | (4/4) | 120 | 4 |
| 101 | World Loop | (4/4) | 170 | 12 |
| 102 | Latin Percu Loop | (4/4) | 120 | 4 |
| 103 | Bossa Loop | (4/4) | 142 | 4 |
| 104 | Samba Loop | (4/4) | 116 | 8 |
| 105 | 3/4 Pop Loop | (3/4) | 80 | 4 |
| 106 | Pop Loop | (4/4) | 126 | 4 |
| 107 | Jazz Loop | (4/4) | 174 | 8 |
| 108 | Reggae Loop | (4/4) | 132 | 12 |
| 109 | Africa Loop | (4/4) | 120 | 8 |
| 110 | Latin Rock Loop | (4/4) | 136 | 6 |

GENERAL MIDI VOICE LIST

PIANO

| | |
|-----|-----------------------|
| 001 | Acoustic Grand Piano |
| 002 | Bright Acoustic Piano |
| 003 | Electric Grand Piano |
| 004 | Honky-Tonk Piano |
| 005 | Electric Piano 1 |
| 006 | Electric Piano 2 |
| 007 | Harpsichord |
| 008 | Clavichord |

CHROMATIC PERCUSSION

| | |
|-----|---------------|
| 009 | Celesta |
| 010 | Glockenspiel |
| 011 | Music Box |
| 012 | Vibraphone |
| 013 | Marimba |
| 014 | Xylophone |
| 015 | Tubular Bells |
| 016 | Dulcimer |

ORGAN

| | |
|-----|------------------|
| 017 | Drawbar Organ |
| 018 | Percussive Organ |
| 019 | Rock Organ |
| 020 | Church Organ |
| 021 | Reed Organ |
| 022 | Accordion |
| 023 | Harmonica |
| 024 | Tango Accordion |

GUITAR

| | |
|-----|-----------------------|
| 025 | Acoustic Nylon Guitar |
| 026 | Acoustic Steel Guitar |
| 027 | Electric Jazz Guitar |
| 028 | Electric Clean Guitar |
| 029 | Electric Muted Guitar |
| 030 | Overdriven Guitar |
| 031 | Distortion Guitar |
| 032 | Guitar Harmonics |

BASS

| | |
|-----|------------------------|
| 033 | Acoustic Bass |
| 034 | Electric Bass (finger) |
| 035 | Electric Bass (pick) |
| 036 | Fretless Bass |
| 037 | Slap Bass 1 |
| 038 | Slap Bass 2 |
| 039 | Synth Bass 1 |
| 040 | Synth Bass 2 |

STRINGS

| | |
|-----|-------------------|
| 041 | Violin |
| 042 | Viola |
| 043 | Cello |
| 044 | Contrabass |
| 045 | Tremolo Strings |
| 046 | Pizzicato Strings |
| 047 | Orchestral Harp |
| 048 | Timpani |

ENSEMBLE

| | |
|-----|-------------------|
| 049 | String Ensemble 1 |
| 050 | String Ensemble 2 |
| 051 | Synth Strings 1 |
| 052 | Synth Strings 2 |
| 053 | Choir "Aahs" |
| 054 | Voice "Oohs" |
| 055 | Synth Voice |
| 056 | Orchestra Hit |

BRASS

| | |
|-----|---------------|
| 057 | Trumpet |
| 058 | Trombone |
| 059 | Tuba |
| 060 | Muted Trumpet |
| 061 | French Horn |
| 062 | Brass Section |
| 063 | Synth Brass 1 |
| 064 | Synth Brass 2 |

REED

| | |
|-----|--------------|
| 065 | Soprano Sax |
| 066 | Alto Sax |
| 067 | Tenor Sax |
| 068 | Baritone Sax |
| 069 | Oboe |
| 070 | English Horn |
| 071 | Bassoon |
| 072 | Clarinet |

PIPE

| | |
|-----|-------------|
| 073 | Piccolo |
| 074 | Flute |
| 075 | Recorder |
| 076 | Pan Flute |
| 077 | Bottle Blow |
| 078 | Shakuhachi |
| 079 | Whistle |
| 080 | Ocarina |

SYNTH LEAD

| | |
|-----|-----------------------|
| 081 | Lead 1 (square) |
| 082 | Lead 2 (sawtooth) |
| 083 | Lead 3 (caliope lead) |
| 084 | Lead 4 (chiff lead) |
| 085 | Lead 5 (charang) |
| 086 | Lead 6 (voice) |
| 087 | Lead 7 (fifths) |
| 088 | Lead 8 (bass + lead) |

SYNTH PAD

| | |
|-----|-------------------|
| 089 | Pad 1 (new age) |
| 090 | Pad 2 (warm) |
| 091 | Pad 3 (polysynth) |
| 092 | Pad 4 (choir) |
| 093 | Pad 5 (bowed) |
| 094 | Pad 6 (metallic) |
| 095 | Pad 7 (halo) |
| 096 | Pad 8 (sweep) |

SYNTH EFFECT

| | |
|-----|-------------------|
| 097 | FX 1 (rain) |
| 098 | FX 2 (soundtrack) |
| 099 | FX 3 (crystal) |
| 100 | FX 4 (atmosphere) |
| 101 | FX 5 (brightness) |
| 102 | FX 6 (goblins) |
| 103 | FX 7 (echoes) |
| 104 | FX 8 (sci-fi) |

ETHNIC

| | |
|-----|----------|
| 105 | Sitar |
| 106 | Banjo |
| 107 | Shamisen |
| 108 | Koto |
| 109 | Kalimba |
| 110 | Bagpipe |
| 111 | Fiddle |
| 112 | Shanai |

PERCUSSIVE

| | |
|-----|----------------|
| 113 | Tinkle Bell |
| 114 | Agogo |
| 115 | Steel Drums |
| 116 | Woodblock |
| 117 | Taiko Drum |
| 118 | Melodic Tom |
| 119 | Synth Drum |
| 120 | Reverse Cymbal |

SOUND EFFECT

| | |
|-----|-------------------|
| 121 | Guitar Fret Noise |
| 122 | Breath Noise |
| 123 | Seashore |
| 124 | Bird Tweet |
| 125 | Telephone Ring |
| 126 | Helicopter |
| 127 | Applause |
| 128 | Gunshot |

GENERAL MIDI KIT LIST

| Percus Kit GM PC | 01: Standard 1 00 | 02: Standard 2 04 | 03: Room 08 | 04: Rock 16 | 05: Funk 17 | 06: Electronic 24 |
|---------------------|----------------------|-----------------------|-------------------|-------------------|------------------|----------------------|
| 27 D#1 | High Q | ← | ← | ← | ← | ← |
| 28 E1 | Slap | ← | ← | ← | ← | ← |
| 29 F1 | Scratch Push | ← | ← | ← | ← | ← |
| 30 F#1 | Scratch Pull | ← | ← | ← | ← | ← |
| 31 G1 | Stick | ← | ← | ← | ← | ← |
| 32 G#1 | Square Click | ← | ← | ← | ← | ← |
| 33 A1 | Metronome Click | ← | ← | ← | ← | ← |
| 34 A#1 | Metronome Bell | ← | ← | ← | ← | ← |
| 35 B1 | Standard Bass Drum 2 | ← | Room Bass Drum 2 | Rock Bass Drum 2 | Hip Bass Drum 1 | ← |
| 36 C2 | Classic Bass Drum 1 | Standard Bass Drum 1 | Room Bass Drum 1 | Rock Bass Drum 1 | Funk Bass Drum 1 | Electr. Bass Drum 1 |
| 37 C#2 | Side Stick | ← | ← | ← | ← | ← |
| 38 D2 | Classic Snare 1 | Standard Snare Drum 1 | Room Snare 1 | Rock Snare | Funk Snare | Hard Snare |
| 39 D#2 | Hand Clap | ← | ← | ← | ← | ← |
| 40 E2 | Classic Rim Shot | Standard Rim Shot | Room Snare 2 | Rock Rim Shot | Funk Rim Shot | Electronic Snare |
| 41 F2 | Classic Tom 6 | Standard Tom 6 | Room Tom 6 | Rock Tom 6 | ← | Electr. Tom 6 |
| 42 F#2 | Classic Close Hi-Hat | Standard Close Hi-Hat | Rock Close Hi-Hat | Rock Close Hi-Hat | ← | Electr. Close Hi-Hat |
| 43 G2 | Classic Tom 5 | Standard Tom 5 | Room Tom 5 | Rock Tom 5 | ← | Electr. Tom 5 |
| 44 G#2 | Classic Hi-Hat Foot | Standard Hi-Hat Foot | Rock Hi-Hat Foot | Rock Hi-Hat Foot | ← | Electr. Hi-Hat Foot |
| 45 A2 | Classic Tom 4 | Standard Tom 4 | Room Tom 4 | Rock Tom 4 | ← | Electr. Tom 4 |
| 46 A#2 | Classic Open Hi-Hat | Standard Hi-Hat Open | Rock Hi-Hat Open | Rock Hi-Hat Open | ← | Electr. Hi-Hat Open |
| 47 B2 | Classic Tom 3 | Standard Tom 3 | Room Tom 3 | Rock Tom 3 | ← | Electr. Tom 3 |
| 48 C3 | Classic Tom 2 | Standard Tom 2 | Room Tom 2 | Rock Tom 2 | ← | Electr. Tom 2 |
| 49 C#3 | Classic Crash 1 | Standard Crash 1 | Crash 1 | ← | ← | Crash 1 |
| 50 D3 | Classic Tom 1 | Standard Tom 1 | Room Tom 1 | Rock Tom 1 | ← | Electr. Tom 1 |
| 51 D#3 | Classic Ride 1 | Standard Ride 1 | Rock Ride | ← | ← | Standard Ride 2 |
| 52 E3 | Classic China | ← | Rock China | Rock China | ← | ← |
| 53 F3 | Classic Ride Bell | ← | Rock Ride Bell | Rock Ride Bell | ← | ← |
| 54 F#3 | Tambourine | ← | ← | ← | ← | ← |
| 55 G3 | Classic Splash | ← | Rock Splash | Rock Splash | ← | ← |
| 56 G#3 | Cowbell | Cowbell 2 | Rock CowBell | Rock CowBell | ← | ← |
| 57 A3 | Classic Crash 2 | Standard Crash 2 | Rock Crash | Standard Crash 2 | Standard Crash 2 | Rock Crash |
| 58 A#3 | Vibra Slap | ← | ← | ← | ← | ← |
| 59 B3 | Classic Ride 2 | ← | ← | ← | ← | ← |
| 60 C4 | Hi Bongo | ← | ← | ← | ← | ← |
| 61 C#4 | Low Bongo | ← | ← | ← | ← | ← |
| 62 D4 | Mute Conga | ← | ← | ← | ← | ← |
| 63 D#4 | Hi Conga | ← | ← | ← | ← | ← |
| 64 E4 | Low Conga | ← | ← | ← | ← | ← |
| 65 F4 | High Timbale | ← | ← | ← | ← | ← |
| 66 F#4 | Low Timbale | ← | ← | ← | ← | ← |
| 67 G4 | High Agogo | ← | ← | ← | ← | ← |
| 68 G#4 | Low Agogo | ← | ← | ← | ← | ← |
| 69 A4 | Cabasa | ← | ← | ← | ← | ← |
| 70 A#4 | Maracas | ← | ← | ← | ← | ← |
| 71 B4 | Short Whistle | ← | ← | ← | ← | ← |
| 72 C5 | Long Whistle | ← | ← | ← | ← | ← |
| 73 C#5 | Short Guiro | ← | ← | ← | ← | ← |
| 74 D5 | Long Guiro | ← | ← | ← | ← | ← |
| 75 D#5 | Claves | ← | ← | ← | ← | ← |
| 76 E5 | Hi Wood Block | ← | ← | ← | ← | ← |
| 77 F5 | Low Wood Block | ← | ← | ← | ← | ← |
| 78 F#5 | Mute Cuica | ← | ← | ← | ← | ← |
| 79 G5 | Open Cuica | ← | ← | ← | ← | ← |
| 80 G#5 | Mute Triangle | ← | ← | ← | ← | ← |
| 81 A5 | Open Triangle | ← | ← | ← | ← | ← |
| 82 A#5 | Shaker | ← | ← | ← | ← | ← |
| 83 B5 | SleighBell | ← | ← | ← | ← | ← |
| 84 C6 | Belltrees | ← | ← | ← | ← | ← |
| 85 C#6 | Castanets | ← | ← | ← | ← | ← |
| 86 D6 | Mute Surdo | ← | ← | ← | ← | ← |
| 87 D#6 | Open Surdo | ← | ← | ← | ← | ← |
| 88 E6 | Taiko | ← | ← | ← | ← | ← |
| 89 F6 | LotusDrum | ← | ← | ← | ← | ← |
| 90 F#6 | Rain Stick | ← | ← | ← | ← | ← |
| 91 G6 | Finger Snaps | ← | ← | ← | ← | ← |
| 92 G#6 | Finger Cymbals | ← | ← | ← | ← | ← |
| 93 A6 | Finger Cymbals Muted | ← | ← | ← | ← | ← |
| 94 A#6 | Bell Tree | ← | ← | ← | ← | ← |
| 95 B6 | Gong | ← | ← | ← | ← | ← |
| 96 C7 | Spring | ← | ← | ← | ← | ← |

← Same Voice as Standard Kit

| Percus Kit GM PC | 07: 808 25 | 08: Jazz 32 | 09: Brush 40 | 10: Orchesrta 48 | 11: Percussion 52 | 12: Effects 56 |
|---------------------|------------------|-------------------|--------------------|-----------------------|----------------------|----------------------|
| 27 D#1 | ← | ← | ← | Brush Close Hi-Hat | Sticks | Buzz |
| 28 E1 | ← | ← | ← | Brush Hi-Hat Foot | Key Click | Gong |
| 29 F1 | ← | ← | ← | Brush Open Hi-Hat | Metronome Bell | Scratch FX1 |
| 30 F#1 | ← | ← | ← | ← | Metronome Click | Scratch FX2 |
| 31 G1 | ← | ← | ← | ← | China 1 | Scratch FX3 |
| 32 G#1 | ← | ← | ← | ← | China 2 | Scratch FX4 |
| 33 A1 | ← | ← | ← | ← | Splash 1 | Gtr.Cut Noise |
| 34 A#1 | ← | ← | ← | ← | Rock Splash | Gtr.Cut Noise 2 (up) |
| 35 B1 | 909 Bass Drum | Jazz Bass Drum 2 | Jazz Bass Drum 3 | Orchestra BD & Piatti | Crash 1 | Muted Dist.Gtr. 1 |
| 36 C2 | 808 Bass Drum | Jazz Bass Drum 1 | Brush Bass Drum 1 | Orchestra Bass Drum | China 3 | Muted Dist.Gtr. 2 |
| 37 C#2 | 808 X-Stick | ← | ← | ← | Orchestra Crash | Dist.Gtr. Slide 1 |
| 38 D2 | 808 Snare | Jazz Snare | Brush Snare 1 | Orchestra Snare 1 | Orch. Hand Cymbal | Dist.Gtr. Slide 2 |
| 39 D#2 | ← | ← | Brush Snare 2 | Castanets | Solo Clap | High Q |
| 40 E2 | 909 Snare | Jazz Rim Shot | Brush Roll Snare | Orchestra Snare 2 | Hi Bongo 1 | Slap |
| 41 F2 | 808 Tom 6 | Jazz Tom 6 | Brush Tom 6 | Timpani F | Low Bongo 1 | Scratch Push |
| 42 F#2 | 808 Close Hi-Hat | Jazz Close Hi-Hat | Brush Close Hi-Hat | Timpani F# | Conga Slap Low | Scratch Pull |
| 43 G2 | 808 Tom 5 | Jazz Tom 5 | Brush Tom 5 | Timpani G | Conga Slap High | Sticks |
| 44 G#2 | 808 Hi-Hat Foot | Jazz Hi-Hat Foot | Brush Hi-Hat Foot | Timpani G# | Open Conga Hi | Square Click |
| 45 A2 | 808 Tom 4 | Jazz Tom 4 | Brush Tom 4 | Timpani A | Open Conga Low | Metronome Click |
| 46 A#2 | 808 Hi-Hat Open | Jazz Hi-Hat Open | Brush Hi-Hat Open | Timpani A# | Conga Slap | Metronome Bell |
| 47 B2 | 808 Tom 3 | Jazz Tom 3 | Brush Tom 3 | Timpani B | Conga Bend | Guitar Slide |
| 48 C3 | 808 Tom 2 | Jazz Tom 2 | Brush Tom 2 | Timpani C | Gong | Gtr.CutNoise 1 |
| 49 C#3 | 808 Crash 1 | ← | Brush Crash | Timpani C# | Bell Tree | Gtr.Cut Noise 2 |
| 50 D3 | 808 Tom 1 | Jazz Tom 1 | Brush Tom 1 | Timpani D | Finger Cymbals | Gtr.Cut Noise 3 |
| 51 D#3 | Electronic Ride | Jazz Ride | Brush Ride | Timpani D# | Finger Cymbals Muted | Key Click |
| 52 E3 | 909 Crash 1 | ← | ← | Timpani E | Rain Stick | Laugh |
| 53 F3 | 707 Ride | ← | ← | Timpani F | Tambourine 1 | Scream |
| 54 F#3 | 78 Tambourine | ← | ← | ← | Tambourine Hit | Punch |
| 55 G3 | 909 Crash 2 | ← | ← | ← | Tambourine Roll | Heart Beat |
| 56 G#3 | 808 Cowbell | ← | ← | ← | Cowbell 1 | Footstep1 |
| 57 A3 | 808 Crash 2 | China 2 | Brush Crash | Orchestra Cymbals | Cowbell 2 | Footstep2 |
| 58 A#3 | ← | ← | ← | ← | Vibra Slap | Applause |
| 59 B3 | 606 Crash | ← | ← | Orchest. Hand Cymbals | Spring | Door Creak |
| 60 C4 | ← | ← | ← | ← | Hi Bongo | Door Slam |
| 61 C#4 | ← | ← | ← | ← | Low Bongo | Scratch |
| 62 D4 | 808 Hi Conga | ← | ← | ← | Mute Conga | Wind Chine |
| 63 D#4 | 808 Mid Conga | ← | ← | ← | Hi Conga | Car Engine Start |
| 64 E4 | 808 Low Conga | ← | ← | ← | Low Conga | Car Break |
| 65 F4 | ← | ← | ← | ← | High Timbale | Car Pass By |
| 66 F#4 | ← | ← | ← | ← | Low Timbale | Gun Shot |
| 67 G4 | ← | ← | ← | ← | High Agogo | Crickets |
| 68 G#4 | ← | ← | ← | ← | Low Agogo | Train |
| 69 A4 | ← | ← | ← | ← | Cabasa | Noise |
| 70 A#4 | 808 Maracas | ← | ← | ← | Maracas | Helicopter |
| 71 B4 | ← | ← | ← | ← | Short Whistle | Industrial Noise |
| 72 C5 | ← | ← | ← | ← | Long Whistle | Gun Shot |
| 73 C#5 | 78 Guiro | ← | ← | ← | Short Guiro | Machine Gun |
| 74 D5 | ← | ← | ← | ← | Long Guiro | Laser Gun |
| 75 D#5 | 808 Clave | ← | ← | ← | Claves | Explosion |
| 76 E5 | ← | ← | ← | ← | Hi Wood Block | Dog Bark |
| 77 F5 | 78 Woodblock | ← | ← | ← | Low Wood Block | Horse Gallop |
| 78 F#5 | ← | ← | ← | ← | Mute Cuica | Birds Chirping |
| 79 G5 | ← | ← | ← | ← | Open Cuica | Rain |
| 80 G#5 | ← | ← | ← | ← | Mute Triangle | Thunder |
| 81 A5 | 78 Triangle | ← | ← | ← | Open Triangle | Wind |
| 82 A#5 | ← | ← | ← | ← | Shaker | Sea Shore |
| 83 B5 | ← | ← | ← | ← | SleighBell | Stream |
| 84 C6 | ← | ← | ← | ← | Belltree | Bubbles |
| 85 C#6 | ← | ← | ← | ← | Castanets | Cat |
| 86 D6 | ← | ← | ← | ← | Mute Surdo | Bird |
| 87 D#6 | ← | ← | ← | ← | Open Surdo | Dog |
| 88 E6 | ← | ← | ← | ← | Taiko | Cheer 1 |
| 89 F6 | ← | ← | ← | ← | LotusDrum | Old Phone |
| 90 F#6 | ← | ← | ← | ← | Open Tabla High | Church Bell |
| 91 G6 | ← | ← | ← | ← | Tabla Mute 1 | Applause 1 |
| 92 G#6 | ← | ← | ← | ← | Open Tabla Low | Applause 2 |
| 93 A6 | ← | ← | ← | ← | Open Tabla Mid | Cheer 2 |
| 94 A#6 | ← | ← | ← | ← | Slap Tabla | Cannon |
| 95 B6 | ← | ← | ← | ← | Tabla Mute 2 | Noise |
| 96 - C7 | ← | ← | ← | ← | Tabla Bend | Train |

← Same Voice as Standard Kit

MIDI IMPLEMENTATION CHART (DRUMS)

| Function | | Transmitted | Recognized | Remarks |
|------------------|-----------------|------------------|------------------|-----------------|
| Basic Channel | Default | 10 ch | 10 ch | |
| | Changed | X | X | |
| Mode | Default | X | X | |
| | Messages | X | X | |
| | Altered | ***** | ***** | |
| Note Number | True voice | 0-127 | 0-127 | |
| | | ***** | 0-127 | |
| Velocity | Note on | 0 (99H, V=1-127) | 0 (9nH, V=1-127) | |
| | Note off | 0 (99H, V=0) | X | |
| After Touch | Keys | 0 | 0 | Choke function |
| Pitch Bend | Channels | X | X | |
| Control | 0 | X | X | Bank Select |
| | 1 | X | X | Modulation |
| | 6 | X | X | Data Entry |
| | 7 | X | X | Volume |
| | 10 | X | X | Pan |
| | 11 | X | X | Expression |
| | 64 | X | X | Sustain Pedal |
| | 66 | X | X | Sostenuto Pedal |
| | 67 | X | X | Soft Pedal |
| | 80 | X | X | Reverb Program |
| | 81 | X | X | Chorus Program |
| | 91 | X | X | Reverb Level |
| | 93 | X | X | Chorus Level |
| | 100, 101 | X | X | RPN LSB, MSB |
| | Program Change | 0 | 0 | |
| System Exclusive | | X | 0 | GM ON/OFF |
| System Common | : Song Position | X | X | |
| | : Song Select | X | X | |
| | : Tune | X | X | |
| System Real Time | : Clock | X | X | |
| AUX Messages | : Commands | X | X | |
| | : Local ON/OFF | X | X | |
| | : All Sound Off | X | X | |
| | : Reset All | X | X | |
| | : Controllers | 0 | X | |
| | : All Notes Off | X | X | |
| | : Active Sense | | | |
| | : Reset | | | |

0: YES
X: NO

MIDI IMPLEMENTATION CHART (MIDI)

| Function | | Transmitted | Recognized | Remarks |
|---------------|-----------------|-------------|---------------------|-------------------|
| Basic Channel | Default | X | 1-16 ch | |
| | Changed | X | X | |
| Mode | Default | X | X | |
| | Messages | X | X | |
| | Altered | ***** | ***** | |
| Note Number | True voice | X | 0-127 | |
| | | ***** | 0-127 | |
| Velocity | Note on | X | 0 (9nH, V=1-127) | |
| | Note off | X | 0 (8nH or 9nH, V=0) | |
| After Touch | Keys | X | X | |
| | Channels | X | X | |
| Pitch Bend | | X | 0 | |
| Control | 0 | X | X | Bank Select |
| | 1 | X | 0 | Modulation |
| | 5 | X | 0 | Portamento Time |
| | 6 | X | 0 | Data Entry |
| | 7 | X | 0 | Volume |
| | 10 | X | 0 | Pan |
| | 11 | X | 0 | Expression |
| | 64 | X | 0 | Sustain Pedal |
| | 65 | X | 0 | Portamento ON/OFF |
| | 66 | X | 0 | Sostenuto Pedal |
| | 67 | X | 0 | Soft Pedal |
| | 80 | X | 0 | Reverb Program |
| | 81 | X | 0 | Chorus Program |
| | 91 | X | 0 | Reverb Level |
| | 93 | X | 0 | Chorus Level |
| | 100, 101 | X | 0 | RPN LSB, MSB |
| | Program Change | X | 0 | |
| System | Exclusive | X | 0 | GM ON/OFF |
| System Common | : Song Position | X | X | |
| | : Song Select | X | X | |
| | : Tune | X | X | |
| System | : Clock | X | X | |
| Real Time | : Commands | X | X | |
| AUX Messages | : Local ON/OFF | X | X | |
| | : All Sound Off | X | 0 | |
| | : Reset All | X | 0 | |
| | : Controllers | 0 | X | |
| | : All Notes Off | X | X | |
| | : Active Sense | | | |
| | : Reset | | | |

0: YES
X: NO

Valid RPN: 0,1,2

MIDI IMPLEMENTATION CHART (SEQUENCER)

| Function | | Transmitted | Recognized | Remarks |
|---------------|------------------|------------------|---------------------|---|
| Basic Channel | Default | 10-16 ch | 1-16 ch | Ch 10: Transmitted to internal Drums only |
| | Changed | X | X | |
| Mode | Default | X | X | |
| | Messages Altered | X ***** | X ***** | |
| Note Number: | True Voice | 0-127 ***** | 0-127 0-127 | |
| | Velocity: | | | |
| Velocity: | Note on | 0 (99H, V=1-127) | 0 (9nH, V=1-127) | |
| | Note off | 0 (99H, V=0) | 0 (8nH or 9nH, V=0) | |
| After Touch | Keys | 0 | 0 | Drums part only (choke) |
| | Channels | X | X | |
| Pitch Bend | | 0 | 0 | |
| Control | 0 | 0*,** | X | Bank Select |
| | 1 | 0 | 0 | Modulation |
| | 5 | X | X | Portamento Time |
| | 6 | 0*,** | X | Data Entry |
| | 7 | 0** | X | Volume |
| | 10 | 0** | X | Pan |
| | 11 | 0 | 0 | Expression |
| | 64 | 0 | 0 | Sustain Pedal |
| | 65 | X | X | Portamento ON/OFF |
| | 66 | 0 | 0 | Sostenuto Pedal |
| | 67 | 0 | 0 | Soft Pedal |
| | 80 | X | X | Reverb Program |
| | 81 | X | X | Chorus Program |
| | 91 | 0*,** | X | Reverb Level |
| | 93 | 0*,** | X | Chorus Level |
| | 100, 101 | 0*,** | X | RPN LSB, MSB, valid:0 |
| | Program Change | 0 | X | |
| System | Exclusive | X | X | |
| System Common | : Song Position | X | X | |
| | : Song Select | X | X | |
| | : Tune | X | X | |
| System | : Clock | 0 | X | Start, Continue, Stop |
| Real Time | : Commands | 0 | X | |
| AUX | : Local ON/OFF | X | X | |
| Messages | : All Sound Off | X | X | |
| | : Reset All | 0 | 0 | |
| | : Controllers | 0 | 0 | |
| | : All Notes Off | 0 | X | |
| | : Active Sense | X | X | |
| | : Reset | | | |

0: YES
X: NO

* only transmitted if data exists in song loaded from card
** only transmitted once at start of song

For more details on your Simmons® SD9K Digital Drum Kit, visit
www.simmonsdrums.net and download a PDF version of this manual.

One (1) Year Limited Warranty

Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for one (1) year to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons® products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

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SIMMONS®

The First Name in Electronic Drums.

Full-featured drum kits, advanced practice pads, hybrid kits, versatile amps and more.



SD7PK

ELECTRONIC DRUM SET

High-quality pads and toms for pro feel. Sturdy frame and rack clamps enhances durability. Module includes 300 voices, 20 preset kits, 30 user kits, and USB connectivity.



SD9K

ELECTRONIC DRUM SET

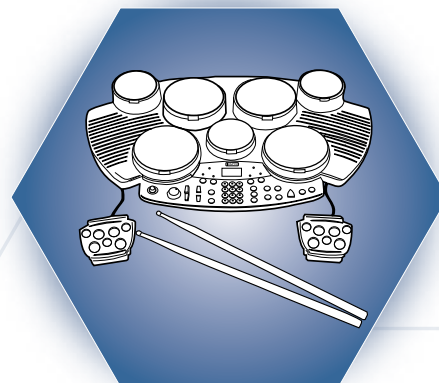
Sleek-looking module includes 725 voices, 40 preset kits, and room for an additional 59 user kits. Includes dual-zone snare drum pad, plus three dual-zone, choke-able cymbals and Hi-Hat.



SDHB2

HYBRID DRUM KIT

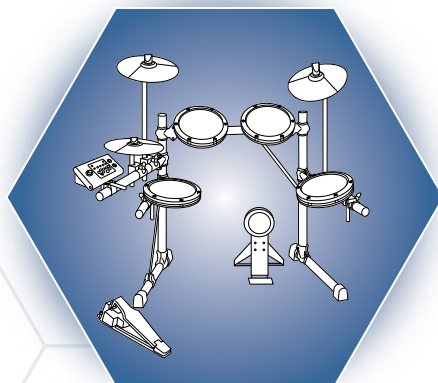
Expand your acoustic drum kit with digital sounds. Includes two 9" pro pads, two piezo triggers, and all the cables you need. Module includes 300 voices, 20 preset kits, 30 user kits and USB connectivity.



SDMK4

DIGITAL MULTI PAD ELECTRONIC DRUM SET

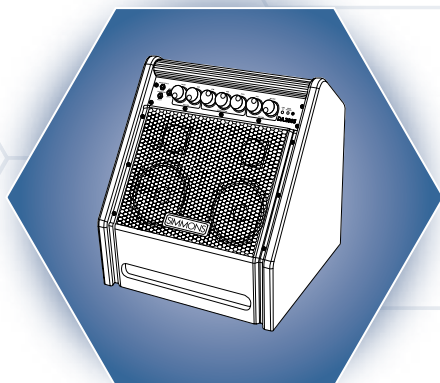
Ideal for practicing and recording on the go, this AC/DC powered digital drum multi-pad gives you 7 velocity-sensitive pads. Discover new rhythms with its 1000-note recording feature.



SD5K

ELECTRONIC DRUM SET

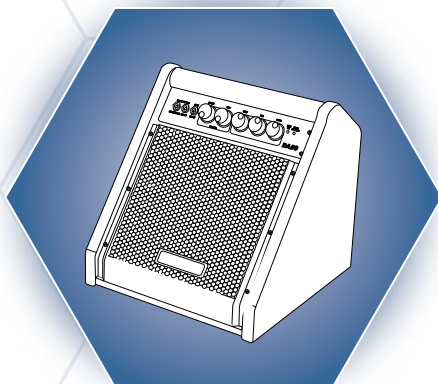
Versatile and easy to set up. Features sensitive drum pads that are durable, responsive and accurate. Sound module sports 237 sounds, 22 preset kits and storage for 10 user kit settings.



DA200S

200W STEREO DRUM AMP

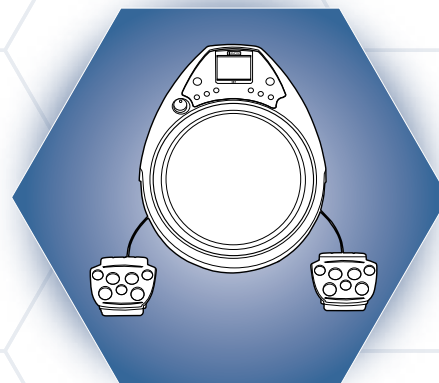
A 200-Watt, stereo drum amp featuring a 12" sub-woofer and a pair of mid-range and hi-frequency speakers. The 3-band EQ and 20 - 20kHz frequency response ensure great sound.



DA50

50W DRUM AMP

Heavy-duty 10" speaker and 2" tweeter provide deep bass tones, accurate reproduction of snare and toms, and cymbals that cut through crystal clear. Features stereo and aux inputs. Turn the dimpled knobs with your drumstick!



SD1

ELECTRONIC DRUM PRACTICE PAD

With 65 pad sounds and 24 rhythms, this advanced practice pad allows drummers to expand their skill set with a wide variety of rhythms. The ideal tool for building your speed, accuracy and timing.

MEET THE FAMILY

www.simmonsdrums.net

All products from our spring 2009 line.