Triple-D5

Electronic Drum Kit

Owner's manual

Important Information

Thank you for purchasing this electronic instrument.For perfect operation and security, please read the manual carefully and keep it for future reference.

Safety Precautions

The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance(servicing) instructions in the literature accompanying the product.

Important Safety Instructions


(Figure 1)

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

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

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

Always make sure all batteries are inserted in conformity with the +/- polarity markings.

Always replace all batteries at the same time. Do not use new batteries together with old ones. Also, do not mix battery types, since this can cause overheating, fire, or battery filuid leakage.

Remove the batteries from the instrument if it is not to be used for a long time.

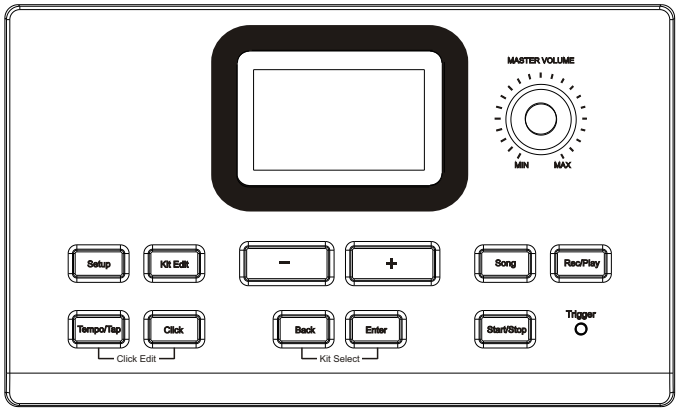
WARNING: This product contains chemicals, including lead, known to the State of California to cause cancer, and birth defects or other reproductive harm.

Wash hands after handling.

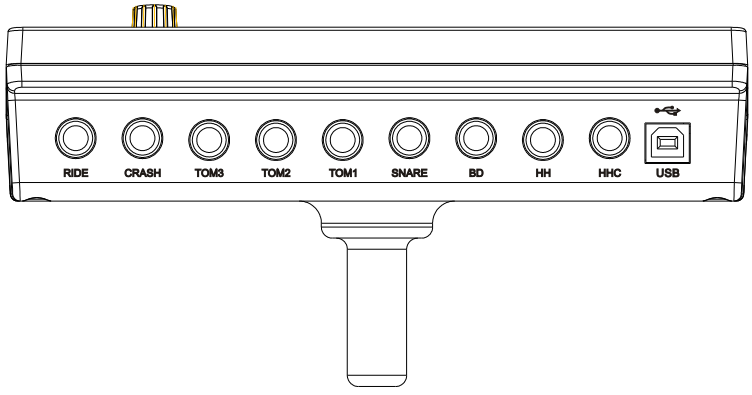
Contents

Panel Controls

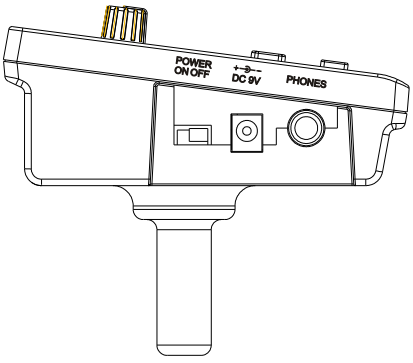
Top Panel



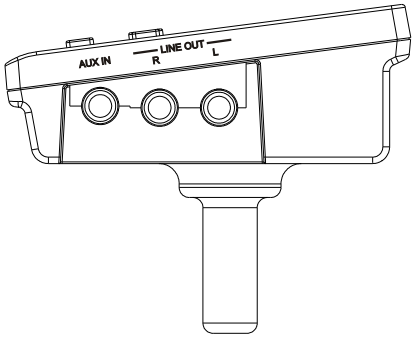
Rear Panel



Left Side Panel



Right Side Panel



Panel Controls

Top Panel

1. Master Volume — Adjust the overall volume of the drum module with this pot. It controls the line outputs and the headphone output.

2. [Setup] button — Press [Setup] to access parameters that affect all of the kit presets in the drum module equally, such as the sensitivity, threshold, and velocity curve for each pad.

3. [Kit edit] button — Kit Edit mode enables you to select which instrument (drum sound) is played by each pad and adjust its volume or effects settings, etc.

4. [-][+] buttons — Use these buttons to navigate through the 30 drum kits, switch menu selections, or change parameter values. Pressing them both at once will reset the value of the current parameter to its default.

5. [Tempo/Tap] button — You can adjust the tempo of the built-in metronome, the practice songs, or the song you are recording by pressing [Tempo/Tap]. You can also set the tempo by tapping this button repeatedly.

6. [Click] — This button turns the metronome on and off at any time, except from within Click Edit mode.

7. [Song] button — [Song] toggles between the Song Select and Mix Edit modes. Mix Edit mode lets you to toggle the drum track of the song on and off, and also lets you adjust the relative volumes of the drum and accompaniment tracks.

8. [Start/Stop] button — Starts and stops recording or playback in Song mode. In Kit Edit mode it can be used to audition the selected drum.

9. [Rec/Play] button — Gives you the option to record, play back, or erase your own song.

10. [Enter] button — This button will confirm and save the parameter changes you have made. It is also used to access the sub-pages of each menu.

11. [Back] button — Pressing this button takes the drum module to the previous menu. From the highest Edit menu it will exit to the Kit Select menu, except in Song mode where it will exit to the Song Select menu.

Button Combinations

12. [Tempo/Tap] + [Click] — Pressing these buttons at the same time provides access to the volume, sound and time signature of the metronome.

13. [Back] + [Enter] — This button combination is used to return to the Kit Select menu at any time.

Panel Controls

Rear Panel

14. USB	Connect to a computer for two-way MIDI communication. This will enable a software program to trigger the drum module sounds, or allow you to use the module as a MIDI trigger interface for the software's virtual drum instruments.
15. Trigger Input Jacks	Each pad should be connected to the corresponding trigger input jack on the sound module.

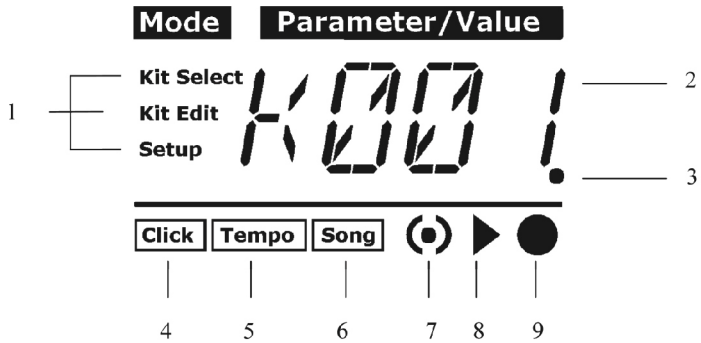
Left Side Panel

16. POWER ON/OFF	After assembly and connecting the included DC adapter, use this switch to turn the power on or off.
17. DC 9V	This jack is intended for use with the included DC adapter only.
18. PHONES	Plug in a pair of stereo headphones here.

Right Side Panel

19. LINE OUT (R and L)	Use these “1/4” jacks to connect the drum module to an external mixer or amplification system. Be sure to connect them both so you can hear the entire drum kit.
20. AUX IN	Connect the output of an external audio device such as iPod, CD player, etc. The connector is a standard stereo “1/4” TRS jack.

The Display



1. Mode — This section indicates which mode you are in depending on which of the three options is lit (Kit Select, Kit Edit, or Setup).

2. Parameter/Value — The four large characters in the display tell you the name of the page you have selected or the value of the current parameter. There are several methods for changing the value or page depending on what is being shown. See the related sections of this manual for details.

3. “Edited” indicator — The dot to the right of the kit number lets you know when the stored drum kit has been edited in some way.

4. Click — This icon will light when the metronome is active.

5. Tempo — When this word is lit, the Value being shown is the tempo of the metronome or the current song. You may adjust the tempo using the -/+ buttons or by tapping the Tempo/Tap button.

6. Song — When this word is lit you'll know the drum module is in Song mode.

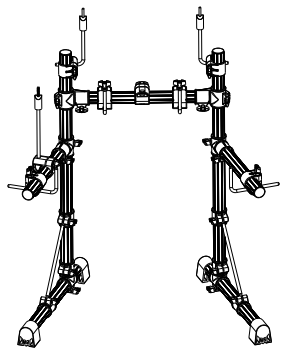
7. Metronome indicator — This icon will flash while the click is active, or while recording or playing a song. When the full icon is lit, that's the downbeat of the bar. When only the Center dot is lit, that is one of the sub-beats of the current time signature.

8. Playing Song — When the triangle is lit you will know that a song is playing back, not recording.

9. Recording Song — The large dot indicates that a song is currently being recorded. Anything played on the pads will be captured for later playback.

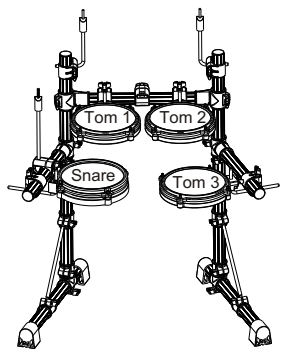
Assembly Instructions

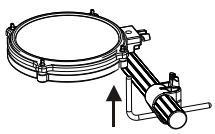
1



First remove the drum stand from the packing case and assemble it as shown in the image to the left. Pay attention to the stability of the stand but note that once you have positioned the pads and tightened the whole kit, it will be very stable.

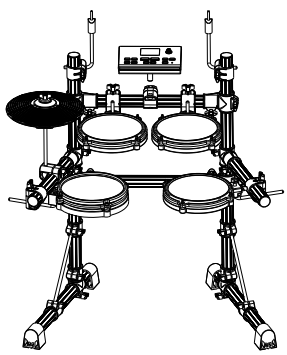
2

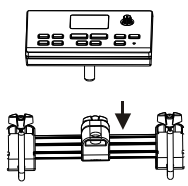




After removing the four pads from the box, insert the pad rod into the pad hole as shown here. Adjust the position of each pad and tighten the screw when you are satisfied.

3

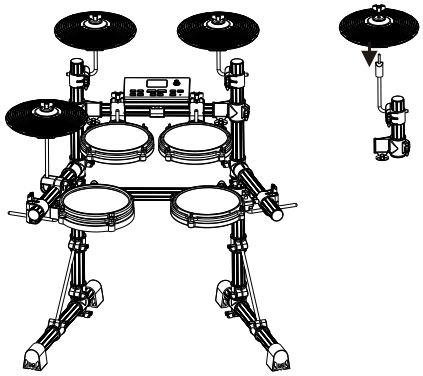




Insert the module into the rack clamp as shown in the figure, and tighten the T-screw.

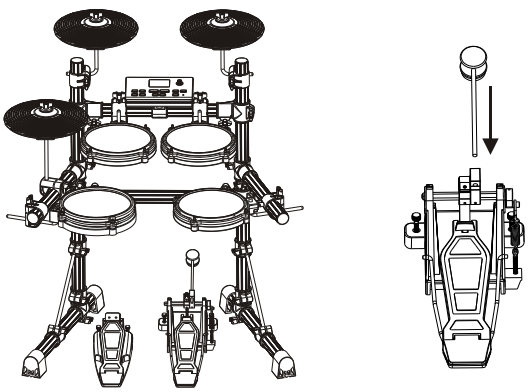
Assembly Instructions

4

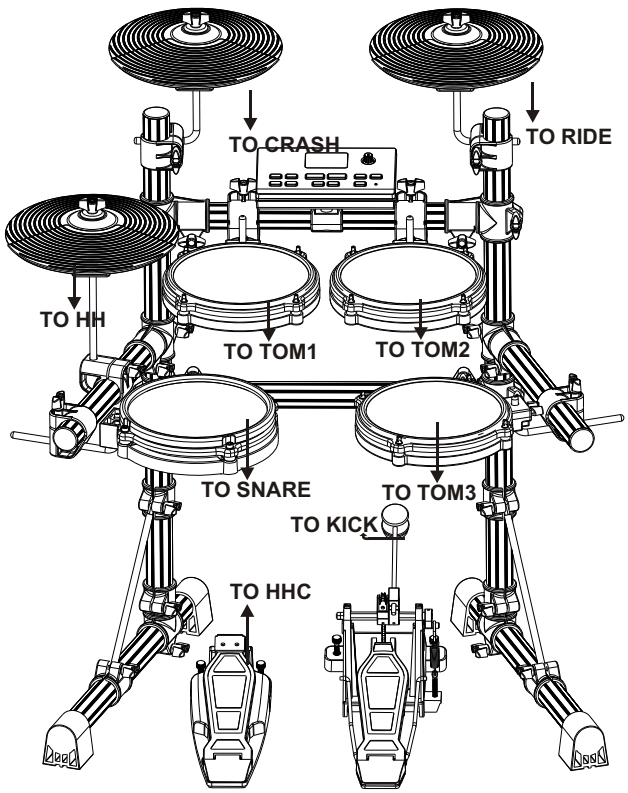


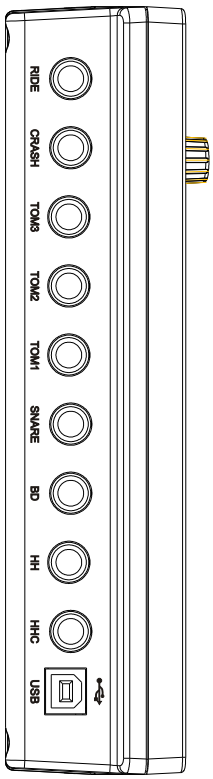
Next, assemble the two cymbals and the hi-hat as shown in the image on the left and tighten their T-screws. If you prefer to have the cymbals lower, you can relocate the cymbal locking mechanisms below the horizontal support tube that holds the toms and the drum module.

5



Insert the beater shaft into the beater link of the kick drum pedal as illustrated, and tighten the key bolt with the included key.
Make sure the hammer head hits the center of the pad.





Adjusting the kit

Now it's time to position the foot controllers and adjust the kit so it works best for your playing style. To accommodate this, note that the angle of the drums and cymbals can be adjusted as well as their height.
When you are satisfied, make sure to tighten every screw as much as possible. With the pedals properly positioned (hi-hat pedal on the left and bass drum pedal to the right), the kit should now roughly look as illustrated above.

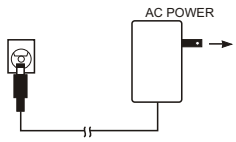
Connecting the pads and pedals

With the drum kit set up correctly, next connect the included cables to the pads and their respective inputs on the drum module. Each cable is labeled because the cables can vary in length and type. Be sure to pick the correct cable for each pad: KIK is for the kick drum, SNR is for the snare, etc. You can tie the cables to the stand using the included Velcro straps so it looks nice and tidy.

Connections

Connecting the Power Supply

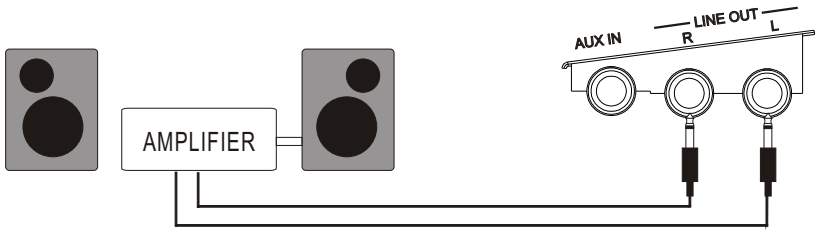
Be sure the power switch is set to OFF and connect the power adapter to the DC 9V jack on the rear panel. Then connect the power adapter to a wall socket as shown at right.



Connecting an Amplifier

If you want to play your kit through an amplification or mixer system, connect a cable to each of the LINE jacks on the drum module and then to an appropriate input on the receiving device. The output volume of the drum module can be adjusted with the MASTER VOLUME knob.

Note: If you connect only one cable you will not be able to hear all of the drum sounds correctly. *Cables not included*



Connecting external audio equipment

The audio output from a CD player, MP3 player or other device can be connected to the stereo AUX IN jack on the right side panel and then mixed with the sound of the drum module. This is ideal if you want to play along with songs or are following an audio drum tutorial.

If necessary, adjust the input level from the external device to prevent clipping of the signal. Then the combined mixed signal may be adjusted with the MASTER VOLUME knob.

Cable not included

Connections

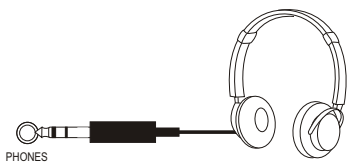
USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB classcompliant host (for example, a computer running OS X, Windows XP, Vista or Windows 7) and it should be recognized immediately. There are no drivers to install; simply plug n' play. If you connect the drum module to a computer, you can trigger drum libraries on the computer or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

USB cable not included

Using Headphones

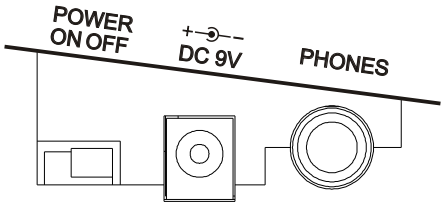
You can also connect a set of stereo headphones (optional, *not included*) to the PHONES jack located on the left side of the unit. Use the MASTER VOLUME knob to adjust the headphone volume.

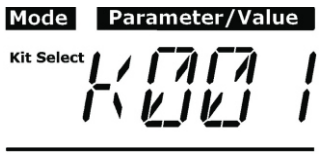


Warning: Never use headphones at high volume, as it may hurt your ears.

Switch the Power On

With everything set up and ready to go, it's time to start playing the drum kit. Locate the on/off power switch on the drum module and switch the power on. The drum module is ready to operate when the display shown below appears. This is the location from which you select the drum kit you want to play or edit.





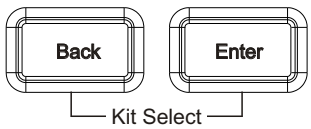
Next, connect headphones or a speaker system as described on the previous two pages. Start with the MASTER VOLUME set to MIN and press the [Start/Stop] button on the drum module. Gradually increase the volume until you hear a song playing through your speaker system or headphones. If you hear no sound, please check all of the cables connecting the drum module to your speakers and repeat the procedure. When the levels are set to a comfortable level, press the [Start/Stop] button again to stop the song.

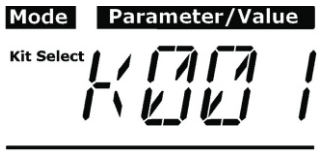
Once you have established that your sound system or headphones are connected correctly to the drum module, play each of the pads, cymbals, and kick and hi-hat pedals. You should hear a sound for every hit. If one pad or cymbal does not play a sound, check the cable connection from that pad to the sound module.

With everything set up and the kit sounding from all pads, it's time to start playing! When you are ready to learn more about your new drum system, pick up the manual again and continue with the next page.

Selecting Drum Kits

Ready to explore the sound module some more? Then let's cover the rest of the features. The unit comes with 30 preset drum kits, any of which may be edited to suit your tastes. If you're not already at the Kit Select display, press the buttons marked [Back] and [Enter] to get there. You will see the number of the current kit appear in the LED display along with the letter "K" (for "Kit"). The display should look something like the image pictured below. You can use the [-/+] buttons to step through any of the 30 kits. For a complete list of the preset kits, please see page 33 of this manual.

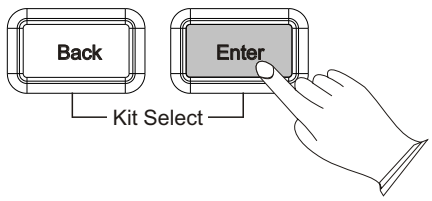




[Enter] button

Think of the [Enter] button as similar to the Enter or Return key on a computer. It has two main functions:

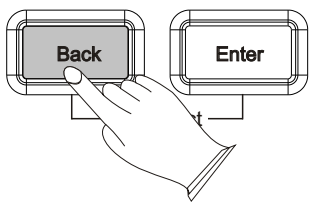
- to take the unit down another menu level in one of the modes (Kit Edit, Setup, and Song)
- to confirm and save the new value or function of an edited parameter.



Once the selection has been confirmed, the display will return to the previous menu.

[Back] button

Press the [EXIT] button, if you want to quit the current menu.
Once pressed the LED display will take you back to the previous menu.



[Kit edit] Button

You can adjust a number of parameters for every drum kit, enabling you to customize the kit according to your preferences. The changes you make to these settings will be preserved after you shut the unit off.

Note: You can use the Factory Reset procedure described on page 32 if you decide you want to restore all of the drum kits to their original settings at the same time, or use the procedures on page 18 to restore a single kit to its factory settings.

Let's have a look at the Kit editing options.

- Press the [Kit edit] button: the display will read “INST” (Instrument).
- Use the [-/+] buttons to view the other parameter menus: LEVL (Level), COPY, and RSET (Reset).

We will go through these options in greater detail on the following pages.

a. Selecting an Instrument (INST)

Each drum kit consists of 12 instruments (kick drum, snare drum, etc.). You can replace any instrument in a kit with any other instrument in the drum module.

For example, to select a new snare drum for the current drum kit:

- Press the [Kit edit] button: the display will read “INST”
- Press [Enter] and use the [-/+] buttons to select SNAR, or hit the snare pad.
- Press [Enter]. There are two ways to choose a new snare drum at this point:
  - Use the [-/+] buttons to select a new instrument, or
  - Hit the snare pad repeatedly to advance through the sounds one after the other.

  Note: You can also use the [Start/Stop] button to audition the current instrument.
- Press [Enter] to confirm the new selection, or press [Back] to retain the original snare.

To change the instrument assignment of a different pad, follow the steps above but instead of selecting the snare, select the desired pad from the list below:

KICK	Bass Drum	HH-O	HiHat Open
SNAR	Snare	HH-C	HiHat Closed
SN-R	Snare Rim	HH-P	HiHat Pedal
TOM 1	Tom 1	CRSH	Crash
TOM2	Tom 2	RIDE	Ride
TOM3	Tom 3		

Changing categories quickly

There's another useful feature available while on the Instrument Select page. Let's say you'd like to assign a different type of instrument, perhaps a kick or a snare, to one of the tom pads.

Here's a quick way to jump from one category to another:

- Press the [Kit edit] button: the display will read "INST"
- Press [Enter] and use the [-/+] buttons to select TOM3, or hit the third tom pad.
- Press [Enter]. You'll be on the Instrument Select page at this point.
- Hold the [-] button and then press the [+] button. You will see the instrument jump to 101, which is the first instrument in the Kick drum category.
- While still holding the [-] button, press the [+] button repeatedly. The instrument selection will jump to 201 (Snares), then 301 (Toms), then 401 (Cymbals), etc.
- Try it the other way: hold the [+] button and press the [-] button repeatedly. This will take you to 101 (Kicks), 601 (Percussion), 501 (Hats), 401 (Cymbals), etc.
- Now use [-/+] buttons or the pad to select an instrument within the new category.

b. Pad Volume (LEVL)

You can also adjust the volume level for each instrument in a kit.

For example, to set the volume level of the snare drum for the current kit:

- Press the [Kit edit] button: the display will read "INST"
- Use the [-/+] buttons to select the LEVL menu
- Press [Enter] and use the [-/+] buttons to select SNAR. You may also hit the snare pad to select it.
- Press [Enter] and use the [-/+] buttons to set the snare volume level to a value between 000 and 127.
- Press [Enter] to confirm the new value, or press [Back] to retain the original value.

To change the instrument assignment of a different pad, follow the steps above but instead of selecting the snare, select the desired pad from the list below:

KICK	Bass Drum	HH-O	HiHat Open
SNAR	Snare	HH-C	HiHat Closed
SN-R	Snare Rim	HH-P	HiHat Pedal
TOM1	Tom 1	CRSH	Crash
TOM2	Tom 2	RIDE	Ride
TOM3	Tom 3		

c. Reverb send level (RSND)

You can also adjust the reverb send level for each drum kit independently.

Here's how to set the reverb send level for the current kit:

- Press the [Kit edit] button: the display will read “INST”
- Use the [-/+] buttons to select the RSND menu
- Press [Enter] and use the [-/+] buttons to set the reverb send level to a value between 000 and 127.
- Press [Enter] to confirm the new value, or press [Back] to retain the original value.

KICK	Bass Drum	HH-O	HiHat Open
SNAR	Snare	HH-C	HiHat Closed
SN-R	Snare Rim	HH-P	HiHat Pedal
TOM 1	Tom 1	CRSH	Crash
TOM2	Tom 2	RIDE	Ride
TOM3	Tom 3		

Note: the reverb send will be adjusted for all instruments in the kit at the same time.

d. Chorus send level (CSND)

You can also adjust the chorus send level for each drum kit independently.

For example, to set the chorus send level for the current kit:

- Press the [Kit edit] button: the display will read “INST”
- Use the [-/+] buttons to select the CSND menu
- Press [Enter] and use the [-/+] buttons to set the chorus send level to a value between 000 and 127.
- Press [Enter] to confirm the new value, or press [Back] to retain the original value.

Note:The Chorus feature is set to OFF in Setup mode by default. In order to hear the different chorus choices, you will need to set this parameter to ON. See page 23 for details. And as with the reverb send, the chorus send will be adjusted for all instruments in the kit at the same time.

e. Reverb Type (RTYP)

It is possible to select a different reverb type for each drum kit. To do this:

- Press the [Kit edit] button: the display will read "INST"
- Use the [-/+] buttons to select the RTYP menu
- Press [Enter] and use the [-/+] buttons to select one of the eight Reverb Type choices: Room (ROM 1-3), Hall (HAL1-2), Plate (PLAT), Delay (DLAY), or Panned delay (PAND).
- Press [Enter] to confirm the new selection, or press [Back] to retain the original reverb.

f. Chorus Type (CTYP)

It is possible to select a different type of chorus effect for each drum kit. To do this:

- Press the [Kit edit] button: the display will read "INST"
- Use the [-/+] buttons to select the CTYP menu
- Press [Enter] and use the [-/+] buttons to select one of the eight Chorus Type choices: Chorus (CHR1-4), Slapback delay (SLPD), Flange (FLNG), One-shot delay (SHOT), and Stereo feedback delay (FBDL).
- Press [Enter] to confirm the new selection, or press [Back] to retain the original chorus type.

Note: The Chorus feature is set to OFF in Setup mode by default. In order to hear the different chorus choices, you will need to set this parameter to ON. See page 23 for details.

g. Copy Drum Kit to New Location (COPY)

Any drum kit can be copied to any one of the 30 kit locations. This is handy if you want to change the order in which the kits appear for a live performance, for example.

To copy the current drum kit to another location:

- Press the [Kit edit] button: the display will read "INST"
- Use the [-/+] buttons to select the COPY menu
- Press [Enter] and use the [-/+] buttons to select one of the drum kit numbers as the destination. The display will flash the number of the targeted kit.

Note: the next step will overwrite the destination kit. Be sure you have chosen the right one before you proceed!

- Press [Enter] to confirm the destination kit to be overwritten, or press [Back] to exit the Copy function without making any changes.
- If you pressed [Enter] to execute the Copy function in the previous step, the display will flash “DONE” and exit to the Kit Select page with the new location selected.

h. Resetting the Current Drum Kit

If you have made changes to the current drum kit and decide you want to get back to the factory starting point, we've provided a way to do this.

The procedure has been divided into two parts: resetting the instrument/pad assignments and resetting the effects. We'll cover how to reset the effects in the next section. If you want to reset the instrument/pad assignments for the current drum kit, here's what to do:

- Press the [Kit edit] button: the display will read “INST”
- Use the [-/+] buttons to select the RSET menu
- Press [Enter] and use the [-/+] buttons to select the DRMS option
- Press [Enter]. The display will flash “DONE” and return to the previous menu.

i. Resetting the Effects for the Current Drum Kit

You may be happy with the instruments you have assigned to the pads but want to return the reverb and chorus to the original settings. If this is what you would like to do, here's how:

- Press the [Kit edit] button: the display will read “INST”
- Use the [-/+] buttons to select the RSET menu
- Press [Enter] and use the [-/+] buttons to select the EFCT option
- Press [Enter]. The display will flash “DONE” and return to the previous menu.

[SETUP] Button

The parameters in Setup mode are “global,” which means they affect all drum kits equally. This is where you can adjust the trigger pad response, change the MIDI channel assignment for the drum module, turn local response off and on, mute the effects, disable the snare rim trigger, reset the all of the triggers to their factory settings, or restore the instrument assignments for all of the drum kits at one time.

a. Trigger Settings (TRIG)

The trigger functions allow you to adapt how the drum module responds to your playing style. Adjustable parameters include sensitivity, threshold, velocity curve, crosstalk and a copy function. We will explain each function in detail, but first, let's go through the basic process of changing these parameters.

For example, if you would like to adjust the trigger settings for the snare drum pad:

- Press the [Setup] button: the display will read “TRIG”
- Press [Enter] and use the [-/+] buttons to select SNAR. You may also hit the snare pad to select it.
- Press [Enter] and use the [-/+] buttons to select one of the options (SENS, THRS, CURV, XTLK, and COPY). You may also press [Setup] to cycle through the options.
- Press [Enter] to access the adjustable parameter and use the [-/+] buttons to select a new value.
- Press [Enter] to confirm the choice, or press [Back] to retain the original value.

To adjust the trigger settings for a different pad, follow the steps above but instead of selecting the snare, select the desired pad from the list below:

KICK	Bass Drum	TOM3	Tom 3
SNAR	Snare	HHAT	HiHat Open/Closed*
SN-R	Snare Rim	HH-P	HiHat Pedal
TOM1	Tom 1	CRSH	Crash
TOM2	Tom 2	RIDE	Ride

* The Open and Closed hi-hat triggers share the same set of trigger parameters, so you will See the same label in the display for both.

SENS Sensitivity: Simply put, set this to as high a value as you can. The lower the value, the less sensitive the pad will be. If you find the pad overly sensitive, including the unexpected triggering of the pad you are playing, try reducing the sensitivity of the pad a little. Range: 001-008

THRS Threshold: This setting allows a trigger signal to be received only when you hit the pad above a certain force level. This can be used to prevent a pad from sounding because of vibrations from other pads. When set to a higher value, no sound is produced when you strike the pad lightly. Range: 000-050

CURV Velocity Curve: This allows you to choose a curve for each pad so it responds the way you want. There are four velocity curves from which to choose: Normal (NORM), Dynamic (DYNM), EASY, and Fixed (FIXD).

EASY As the name implies, this curve makes it relatively easy to reach the maximum MIDI velocity of 127. So as a general rule, lower velocity hits are more likely to produce a louder volume.

NORM Allows an evenly-distributed change in output in response to changes in velocity.

DYNM This setting provides the widest dynamic range overall. As a result it is possible to play more quietly, easier to produce a more subtle change in volume, and requires slightly more forceful playing to reach the maximum MIDI velocity of 127.

FIXD No matter how hard or soft you hit the pad, the engine will always receive a MIDI velocity of 100.

XTLK Crosstalk can happen when you strike one of the pads forcefully, causing one of the other instruments in the kit to be triggered unintentionally. When you have noticed that one trigger pad is picking up signals from the other pads, adjust the XTLK setting for the affected pad to a higher value until it stops receiving trigger events from the pads that are causing the problem. *Range:* 000-080

Note: the hi-hat foot trigger (HH-P) does not offer adjustments for SENS, THRS, or XTLK. You will see the word “NULL” in the display when you select those parameters for the hi-hat pedal. You can adjust its velocity curve, however.

See page 25 for a more detailed description of the interaction between the SENS, THRS and XTLK parameters.

COPY This feature allows you to copy the trigger settings from one pad and paste them to another pad without having to recreate them manually. So once you have the SENS, THRS, CURV and XTLK parameters set to their optimal values for the Tom 1 pad, for example, here is how to duplicate those settings to Tom 2:

- Press the [Setup] button: the display will read "TRIG"
- Press [Enter] and use the [-/+] buttons to select TOM1. You may also hit the first tom pad to select it.
- Press [Enter] and use the [-/+] buttons to select the COPY menu. You may also press [Setup] to cycle through the options until you reach that menu.
- Press [Enter]. The display will begin to flash one of the trigger pad names; this is to show you the destination to which the TOM1 settings will be pasted.
- Use the [-/+] buttons to select the TOM2 pad. You may also hit the second tom pad to select it. The display will keep flashing until after the next step.
- Press [Enter] to confirm the choice, or press [Back] to exit without making any changes. If [Enter] is pressed, the display will flash "DONE" to indicate that the copy/paste operation has taken place.The drum module will exit to the Trigger Select page with the new Trigger pad selected.

To copy and paste the trigger settings for a different set of pads, the steps are basically the same as the ones described on the previous page. But instead of selecting Tom 1 and Tom 2, select the source and destination pads from the list below:

KICK	Bass Drum	TOM3	Tom 3
SNAR	Snare	HHAT	HiHat Open/Closed*
SN-R	Snare Rim	HH-P	HiHat Pedal
TOM 1	Tom 1	CRSH	Crash
TOM2	Tom 2	RIDE	Ride

*The Open and Closed hi-hat triggers share the same set of trigger parameters, so you will see the same label in the display for both.

b. Changing the MIDI Channel for the Drum Module (CHAN)

Depending on how you plan to use the device connected to the drum module's USB port, you may want to change the MIDI channel on which the drum module transmits and receives. You may also want to defeat MIDI transmission altogether momentarily. If either of these scenarios is the case, here is what to do:

- Press the [Setup] button: the display will read “TRIG”
- Use the [-/+] buttons to select the CHAN menu. You may also press [Setup] to cycle through the options.
- Press [Enter] and use the [-/+] buttons to select a new MIDI channel number between 001 and 016. If you want to disable MIDI transmission for some reason, select the value “Off” instead.
- Press [Enter] to confirm the choice, or press [Back] to exit without making any changes.

c. Using the Drum Pads as MIDI Triggers Only (LOCL)

You might want to use the pads to trigger another sound source over USB but not hear the drum module's internal sounds at the same time. This condition is known as "Local Off." It can also be useful if you are triggering the drum module's sounds via USB MIDI and want to eliminate any double triggering.

To configure the drum module in this way, do the following:

- Press the [Setup] button: the display will read “TRIG”
- Use the [-/+] buttons to select the LOCL menu. You may also press [Setup] to cycle through the options.
- Press [Enter] and use the [-/+] buttons to select either “Off” or “On” depending on what you want to do. “On” is the normal operating mode: when you play the pads the internal sounds will trigger. “Off” will not trigger the internal sounds directly.
- Press [Enter] to confirm the choice, or press [Back] to exit without making any changes.

d. Defeating the Effects for All Drum Kits (EFCT)

We have added reverb effects to many of the drum kits. However, it's possible you might want to turn off the reverb for all of the drum kits and process the audio with an external effects unit. To do this:

- Press the [Setup] button: the display will read “TRIG”
- Use the [-/+] buttons to select the EFCT menu. You may also press [Setup] to cycle through the options.
- Press [Enter] and use the [-/+] buttons to select one of the following options:
  - REVB: The next step will allow you to toggle the reverb off or on for all kits
  - CHRS: The next step will allow you to toggle the chorus off or on for all kits
- Press [Enter] and use the [-/+] buttons to select “Off” or “On” to suit your needs.
- Press [Enter] again to confirm your choice, or [Back] to exit to the previous menu without having changed anything.

e. Restoring All Trigger Settings to the Factory Defaults (RSET/TRGS)

If you have set up your drum kit in a new location, such as on a stage with a drum riser, you may find that you need to readjust your trigger crosstalk settings, for example. If you would prefer to start over from the factory trigger settings, follow this procedure:

- Press the [Setup] button: the display will read “TRIG”
- Use the [-/+] buttons to select the RSET menu. You may also press [Setup] to cycle through the options.
- Press [Enter] and use the [-/+] buttons to select the TRGS option
- Press [Enter]. The display will flash “DONE” and the trigger settings will have been restored to their factory defaults.

f. Restoring All Drum Kit Presets to the Factory Defaults (RSET/KITS)

You may decide that you would like to erase all of the changes you have made to instrument assignments within the drum kits and restore them to the factory presets. If you would like to do this, then follow these steps:

- Press the [Setup] button: the display will read “TRIG”
- Use the [-/+] buttons to select the RSET menu. You may also press [Setup] to cycle through the options.
- Press [Enter] and use the [-/+] buttons to select the KITS option

Note: the next step will erase every change you have made to the drum kits. Be sure this is what you want to do before proceeding!

- Press [Enter]. The display will flash “DONE” and all of the drum kit presets will have been restored to their factory defaults.

g. Snare Rim Trigger On/Off (RIM)

The snare pad has a second trigger in its rim, which allows you to assign an additional instrument to the snare rim. This helps to enhance the realism of the overall performance. Typically this second sound would be a cross-stick instrument, or perhaps a percussion instrument such as a tambourine. However, you can assign any one of the drum module's instruments to the snare rim trigger.

There may be times, though, when you do not want to have a sound assigned to the snare rim. So we've provided an easy way to disable and re-enable the rim trigger. Here is how to do it:

- Press the [Setup] button: the display will read “TRIG”
- Press the [-] button once to select the RIM menu. You may also press [+] or [Setup] to advance through the options until you reach the RIM menu.
- Press [Enter] and use the [-/+] buttons to select either “Off” or “On” depending on what you want to do. “On” is the default setting: when you play the snare rim trigger an internal sound will trigger. “Off” defeats the functionality of the snare rim trigger; it will not trigger an internal sound, nor will it transmit MIDI note data over the USB connection.

Working with the Trigger Setup parameters

The Sensitivity (SENS), Threshold (THRS) and Crosstalk (XTLK) parameters can be used in conjunction to reduce or eliminate the possibility of accidental triggering of sounds. Each of these parameters serves a particular purpose in customizing the drum triggers for your playing style and performance environment.

In a nutshell, the difference between THRS and XTLK is that THRS is a parameter that determines the level below which a sound will not be triggered by *any* trigger event, from the pad itself or from another pad, while XTLK is a parameter that looks specifically for vibrations that are caused by the other pads in the drum kit, not the one for which you are adjusting the XTLK parameter. SENS is used to reduce or increase the overall sensitivity of a given pad to any form of input, whether from the pad itself or from an external source, once the signal has crossed over the THRS level.

How they interact

As described earlier, the XTLK parameter is designed to help to prevent a pad from receiving unwanted triggers from other drum pads. This is more likely to be an issue between pads that share a section of the drum rack, such as the Tom 1 and Tom 2 pads, than between Tom 3 and the Snare pad, for example, which are on opposite sides of the drum kit.

If you're having trouble with false triggering, first try increasing the XTLK parameter on the pad that is being affected by crosstalk. If you reach the maximum XTLK value for the affected pad and are still experiencing the unwanted triggering of an instrument, try increasing the THRS value for that pad. But keep in mind that THRS also affects the point at which a pad will detect any form of trigger event, even from the pad itself, so it is possible to set it too high and not be able to play softly on that pad.

As a last resort, lower the Sensitivity (SENS) parameter on the affected pad if you still hear false triggering caused by vibrations from elsewhere in the kit. Use this parameter sparingly, as its most immediate effect is on the dynamic range of the sounds triggered by the pad.

If the above parameters have been adjusted and false triggers are still being picked up by the pads, then consider reorienting the drum set. In this case it is possible that environmental factors are responsible for the unwanted trigger events.

It isn't possible to anticipate every situation in which you might use this electronic drum set (drum risers, crowded stages, jam sessions in your garage, etc.), so you may need to experiment with different combinations of settings until you find the one that works best for your circumstances.

[Song] button

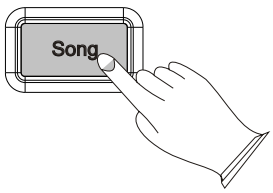
The drum module provides thirty preset songs (001-030) and two demo songs (DEM1 and DEM2). It is possible to control the relative levels of the drums and the accompaniment instruments within these songs, or to mute the drums from the songs altogether so you can play the drums yourself along with the accompaniment parts.

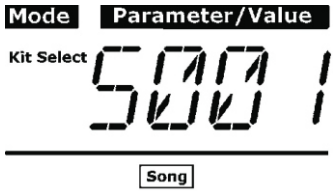
To access any of these functions you begin with the [Song] button. Pressing [Song] repeatedly will toggle the display between the Song Select page and the Mix page, which is where the various level control pages are found.

Song Selection

Here's how to select and listen to the songs:

- Press the [Song] button. The display will show the number of the last song selected
- Use the [-/+] buttons to select one of the songs you'd like to listen to
- Press the [Start/Stop] button to start or stop the song.





Mix Parameters

When the Mix page is seen in the display, several options become available for controlling the levels of the instruments being used in the current song. To access them, press the [Enter] button and use the [-/+] buttons or the [Song] button to cycle through the various pages.

What follows is an explanation of what these pages are and what they do.

a. Drum On/Off (DRUM)

We've included songs in a number of styles and tempos from which you can choose. If you would like to play along to these songs without listening to the pre-recorded drum and percussion parts, here is the method for disabling those parts:

- Press the [Song] button until the MIX menu appears in the display
- Press [Enter] to access the DRUM menu
- Press [Enter] and use the [-/+] buttons to select either “Off” or “On” depending on what you want to do. If you want to mute the pre-recorded drums, select “Off.”
- Press [Enter] to confirm the choice. The setting will be retained on power-down.

b. Drum Part Volume (DVOL)

If you'd like to adjust the volume of the pre-recorded drums while listening to or playing along with the songs, here is how to do that:

- Press the [Song] button until the MIX menu appears in the display
- Press [Enter] and use the [-/+] or [Song] buttons to select the DVOL menu
- Press [Enter] and use the [-/+] buttons to adjust the volume up or down. Press both [-] and [+] at the same time to reset the drum part volume to the default value of 020. Range: 000-032
- Press [Enter] to confirm the new value.

Note: The drum part volume setting returns to the default value on power-down, so you should only use the value of 000 to silence the drums temporarily. If you want to turn off the drum parts completely, use the Drum On/Off feature described on the previous page.

c. Accompaniment Part Volume (ACCV)

If you'd like to adjust the volume of the pre-recorded accompaniment instruments while listening to or playing along with the songs, here is what to do:

- Press the [Song] button until the MIX menu appears in the display
- Press [Enter] and use the [-/+] or [Song] buttons to select the ACCV menu
- Press [Enter] and use the [-/+] buttons to adjust the volume up or down. Press both [-] and [+] at the same time to reset the accompaniment part volume to the default value of 020. Range: 000-032
- Press [Enter] to confirm the new value.

Note: The accompaniment part volume setting returns to the default value on power-down.

d. Reset All Mix Parameters (RSET)

If you'd like to restore the default values for all of the Mix parameters, follow these steps:

- Press the [Song] button until the MIX menu appears in the display
- Press [Enter] and use the [-/+] or [Song] buttons to select the RSET menu
- Press [Enter] to execute the procedure. The display will flash “DONE,” indicating that the default Mix settings have been restored.

[Click] button

Press the [Click] button to turn the metronome on or off at any time, whether a song is playing or not. The only time this button will not toggle the metronome is when you are in Click Edit mode, which is described below.

Click edit: [Tempo/Tap] + [Click]

It is possible to adjust the metronome volume, change its assigned instrument, or select a different time signature. To access these parameters you will need to press two buttons at the same time: [Tempo/Tap] and [Click]. After you have done this, the following options become available to you:

a. Click Volume (LEVL)

To adjust the metronome volume, follow these steps:

- Press the [Tempo/Tap] and [Click] buttons at the same time. This will access the LEVL menu
- Press [Enter] and use the [-/+] buttons to adjust the click volume up or down. Pressing both [−] and [+] at the same time will reset the click volume to the default value of 020. Range: 000-032
- Press [Enter] to confirm the choice. The setting will be retained on power-down.

b. Changing the Time Signature (TSIG)

The metronome settings can be changed to accommodate a number of different time signatures. To change the time signature, follow these steps:

- Press [Tempo/Tap] and [Click]: the LEVL menu will be shown
- Use the [-/+] buttons to select the TSIG menu
- Press [Enter] again and use the [-/+] buttons to select the new time signature. Pressing both [−] and [+] at the same time will reset the click to the default value of 4/4. Range: 1/4, 2/4, 3 /4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, and 12/8.
- Press [Enter] to confirm the choice. The setting will be retained on power-down.

c. Selecting the Click Sound (SND)

It is possible to select one of three different sounds for the metronome click. If you'd like to experiment with the options to see which one is best for you, here is what to do:

- Press [Tempo/Tap] and [Click]: the LEVL menu will be shown
- Use the [-/+] buttons to select the SND menu
- Press [Enter] again and use the [-/+] buttons to select one of the three sounds.
- Press [Enter] to confirm the choice. Your selection will be retained on power-down.

d. Restoring Factory Click Settings (RSET)

There's a quick way to return all of the click settings to their factory defaults. If you would like to do this, follow this procedure:

- Press [Tempo/Tap] and [Click]: the LEVL menu will be shown
- Use the [-/+] buttons to select the RSET menu
- Press [Enter] to execute the reset procedure. The display will flash “DONE” and return to the RSET menu.

[Tempo/Tap] button

The tempo of the click or the current song may be set by using one of several methods. Each of these procedures is detailed in the paragraphs ahead:

a. Setting the Tempo with the [-/+] Buttons

For making precise adjustments to the tempo, use this procedure:

- Press the [Tempo/Tap] button: the current tempo value will be shown
- Use the [-/+] buttons to change the tempo value. Range: 020-240

b. Setting the Tempo by Tapping

You can also enter the tempo by tapping it out on the [Tempo/Tap] button or by using one of the pads. Here's how:

- Press the [Tempo/Tap] button: the current tempo value will be shown
- Press the [Enter] button: the tempo value will flash
- Tap on the [Tempo/Tap] button or on one of the pads four times. Those four taps will be used to calculate the new tempo value. Range: 020-240

Note: A song must be playing in order for its tempo to be changed.

[Rec/Play] button

Pressing the [Rec/Play] button takes you into a separate mode where you have the option to record, play back, or erase one of your own performances. There are two ways to select one of those three functions:

- Press the [Rec/Play] button repeatedly, or
- Use the [-/+] buttons.

We'll go through these functions one at a time:

a. Record a Song (RECD)

There will be times with this drum set where you have a great idea for a groove and you want to capture it on the spot so you can remember it later. We've given you the ability to do that with the Record/Play mode. Go ahead and work with this feature now so you're ready when inspiration strikes! Here's what to do:

- First, you may want to enable the Click and set the time signature or tempo before recording; see the previous two pages for instructions on how to use those features.
- Once you're ready, press the [Rec/Play] button. The display will read “RECD”
- Press the [Start/Stop] button to start recording. You will hear the click giving you a full measure of count-in, and then start playing!
- Press the [Start/Stop] button again to stop recording. Your song will be retained in memory on power-down.

Note: after you stop recording, the display will return to the RECD page. Be aware that you will lose the recording you just made if you press the [Start/Stop] button again right away! So if you want to listen to the recording, press the [+] button so you are taken to the PLAY page. But if you would like to re-do the recording, press the [Start/Stop] button again to erase the previous recording and start over.

b. Playback of a Recorded Song (PLAY)

To listen back to the recording you just made, switch from the Record page to the Play page using the [+] button. Then press the [Start/Stop] button to start playing back your recording. Press it again to stop playback.

If the display has “timed out” and returned to the Song Select screen, here's how to get back to the Play page so you can hear your song:

- You may want to disable the Click first, so press the [Click] button once to do this.
- Next, press the [Rec/Play] button. The display will read “RECD”
- Press the [+] button or the [Rec/Play] button until the display reads “PLAY”
- Press the [Start/Stop] button to play back your song.
- Press the [Start/Stop] button again to stop playback. Your song will be retained in memory on power-down.

c. Clear the Current Song (CLER)

If you would like to erase the song , there's a simple process for this:

- Press the [Rec/Play] button. The display will read “RECD”
- Using the [-/+] buttons or the [Rec/Play] button, cycle through the pages until the display reads “CLER”

Note: the next step will erase the song you have recorded. Be sure this is what you want to do before proceeding!

- Press the [Enter] button. the song you recorded.

Factory Reset

There is a simple way to restore everything in the drum module to the factory settings. This includes all trigger settings, drum kits, effects, and the song you recorded. If you are certain you want to do this, follow these steps:

- Turn the power switch on the left side of the drum module to OFF
- Hold down the [-/+] buttons
- Turn the power switch to ON. The display will read “LOAD”, and then “RSET”, which means all of the parameters in the drum module have been restored to their factory settings.

Drum Kits List

Kit #	Name	Kit #	Name
001	Acoustic 1	016	Latin
002	Acoustic 2	017	Pop
003	Room	018	Eight-oh
004	Nine-oh	019	Electro-pop
005	Rock 1	020	Trash
006	Dance Club	021	Rock 2
007	Jazz	022	Reggae-pop
008	Rap-hop	023	Brush
009	Early R&B	024	Modern R&B
010	Electronic 1	025	Drum Box 2
011	Crunch	026	Acoustic 1 (duplicate)
012	Compressed	027	Acoustic 2 (duplicate)
013	Electronic 2	028	Room (duplicate)
014	Analog	029	Eight-oh (duplicate)
015	Drum Machine	030	Rock 1 (duplicate)

Instruments

Group 1: Kick Drums

01 Acoustic kick 1
02 Acoustic kick 2
03 Room kick 1
04 Room kick 2
05 Rock kick 1
06 Jazz kick
07 Early R&B kick
08 Compressed kick
09 Latin kick
10 Pop kick
11 Trash kick
12 Rock kick 2
13 Reggae-pop kick
14 Brush kick
15 Modern R&B kick
16 Big kick
17 Rock kick 3
18 Rock kick 4
19 Rock kick 5
20 8-oh kick
21 9-oh kick
22 Dance club kick
23 Rap-hop kick
24 Electronic kick 1
25 Electronic kick 2
26 Analog kick
27 Drum box kick
28 Drum machine kick
29 Crunch kick
30 Electro-pop kick
31 Thick kick

Group 2: Snare Drums

01 Acoustic snare 1
02 Piccolo snare 1
03 Piccolo snare 2
04 Room snare 1
05 Room snare 2
06 Rock snare 1
07 Rock snare 2
08 Rock snare 3
09 Rock snare 4
10 Compressed snare
11 Jazz snare
12 Acoustic snare 2
13 Acoustic snare 3
14 Trash snare
15 Pop snare 1
16 Reggae-pop snare
17 Brush snare
18 Early R&B snare
19 Pop snare 2
20 Latin snare+tambourine
21 Electro-pop snare
22 Rap-hop snare
23 Analog snare 1
24 Modern R&B snare
25 Rock snare 5
26 Electronic snare 1
27 Drum box snare 1
28 8-oh snare
29 Dance club snare
30 9-oh snare
31 Drum box snare 2
32 Crunch snare 1
33 Electronic snare 2
34 Analog snare 2
35 Crunch snare 2
36 Drum box snare 3
37 Noise snare
38 Reso-snare
39 Bubble snare
40 Acoustic rimshot 1
41 Early R&B rimshot
42 Pop rimshot 1
43 Piccolo rimshot 1
44 Rock rimshot 1
45 Jazz rimshot 1
46 Acoustic rimshot 2
47 Compressed rimshot
48 Room rimshot
49 Pop rimshot 2
50 Rock rimshot 2
51 Reggae-pop rimshot
52 Brush rimshot
53 Analog rimshot 1
54 Modern R&B rimshot
55 Trash rimshot
56 Drum box rimshot 1
57 8-oh rimshot
58 Dance club rimshot
59 Electronic rimshot 1
60 Crunch rimshot
61 Electronic rimshot 2
62 Analog rimshot 2
63 Drum box rimshot 2
64 Electro-pop rimshot

Group 3: Toms

01 Acoustic tom 1 (high)
02 Acoustic tom 1 (mid)
03 Acoustic tom 1 (low)
04 Acoustic tom 2 (high)
05 Acoustic tom 2 (mid)
06 Acoustic tom 2 (low)
07 Room tom 1 (high)
08 Room tom 1 (mid)
09 Room tom 1 (low)
10 Compressed tom (high)
11 Compressed tom (mid)
12 Compressed tom (low)
13 Rock tom 1 (high)
14 Rock tom 1 (mid)
15 Rock tom 1 (low)
16 Rock tom 2 (high)
17 Rock tom 2 (mid)
18 Rock tom 2 (low)
19 Pop tom 1 (high)
20 Pop tom 1 (mid)
21 Pop tom 1 (low)
22 Pop tom 2 (high)
23 Pop tom 2 (mid)
24 Pop tom 2 (low)
25 Tight tom (high)
26 Tight tom (mid)
27 Tight tom (low)
28 D-dub tom (high)
29 D-dub tom (mid)
30 D-dub tom (low)
31 Rock tom 3 (high)
32 Rock tom 3 (mid)
33 Rock tom 3 (low)
34 Rock tom 4 (high)
35 Rock tom 4 (mid)
36 Rock tom 4 (low)
37 Rock tom 5
38 Modern R&B tom (high)
39 Modern R&B tom (mid)
40 Modern R&B tom (low)
41 Jazz tom (high)
42 Jazz tom (mid)
43 Jazz tom (low)
44 Brush tom (high)
45 Brush tom (mid)
46 Brush tom (low)
47 Early R&B tom (high)
48 Early R&B tom (mid)
49 Early R&B tom (low)
50 Reggae-pop tom & timbale
51 Reggae-pop tom & conga
52 Reggae-pop tom & conga
53 Latin tom & conga
54 Latin tom & bongo
55 Electro-pop tom (high)
56 Electro-pop tom (mid)
57 Electro-pop tom (low)
58 Electro-pop tom 2 (high)
59 Electro-pop tom 2 (mid)
60 Electro-pop tom 2 (low)
61 Trash tom (high)
62 Trash tom (mid)
63 Trash tom (low)
64 Crunch tom (high)
65 Crunch tom (mid)
66 Crunch tom (low)
67 Rap-hop tom (high)
68 Rap-hop tom (mid)
69 Rap-hop tom (low)
70 Electronic tom 1 (high)
71 Electronic tom 1 (mid)
72 Electronic tom 1 (low)
73 Electronic tom 2 (high)
74 Electronic tom 2 (mid)
75 Electronic tom 2 (low)
76 Analog tom (high)
77 Analog tom (mid)
78 Analog tom (low)
79 9-oh tom (high)
80 9-oh tom (mid)
81 9-oh tom (low)
82 9-oh tom 2 (high)
83 9-oh tom 2 (mid)
84 9-oh tom 2 (low)
85 8-oh tom-fall (high)
86 8-oh tom-fall (mid)
87 8-oh tom-fall (low)
88 Drum box tom 1 (high)
89 Drum box tom 1 (mid)
90 Drum box tom 1 (low)
91 Drum box tom 2 (high)
92 Drum box tom 2 (mid)
93 Drum box tom 2 (low)
94 Dance club tom (high)
95 Dance club tom (mid)
96 Dance club tom (low)

Group 4: Cymbals

01 Crash cymbal 1
02 Crash cymbal 2
03 Rap-hop crash
04 Mid crash 1
05 Mid crash 2
06 Dark crash
07 18" crash 1
08 18" crash 2
09 Mid splash
10 High splash
11 Crispy splash
12 Trash splash
13 Small splash
14 Electro splash
15 Dark splash
16 Low crash 1
17 Low crash 2
18 Analog crash
19 Electro-pop crash
20 Dance club crash
21 Electro crash 1
22 Electro crash 2
23 Falling crash
24 Submarine crash
25 Sizzle ride
26 Sizzle ride plus bell
27 Cymbal ride bell 1
28 Cymbal ride bell 2
29 Low ride
30 Early R&B ride
31 Ride crash
32 Brush ride
33 Cymbal ride plus bell 3
34 Latin ride & cowbell
35 Cymbal ride plus bell 1
36 Cymbal ride plus bell 2
37 Trash ride
38 Electronic ride 1
39 Electro-pop ride
40 High ping ride
41 Drum box ride
42 9-oh ride crash
43 Pie tin ride
44 Electronic ride 2
45 Crunch ride

Group 5: Hi-hats

01 Brush hat 1 closed
02 Brush hat 1 foot
03 Brush hat 1 open
04 Brush hat 2 closed
05 Brush hat 2 foot
06 Brush hat 2 open
07 Room hat closed
08 Room hat foot
09 Room hat open
10 Rock hat 1 closed
11 Rock hat 1 foot
12 Rock hat 1 open
13 Rock hat 2 closed
14 Rock hat 2 foot
15 Rock hat 2 open
16 Small hat 1 closed
17 Small hat 1 foot
19 Small hat 2 closed
20 Small hat 2 foot
21 Small hat 2 open
22 Snappy brush hat closed
23 Snappy brush hat foot
24 Snappy brush hat open
25 Trash hat closed
26 Trash hat foot
27 Trash hat open
28 Early R&B hat closed
29 Early R&B hat foot
30 Early R&B hat open
31 Boom snap hat closed
32 Boom snap hat open
33 Rock hat 3 closed
34 Rock hat 3 open
35 8-oh hat closed
36 8-oh hat foot
37 8-oh hat open
38 Dance club hat closed
39 Dance club hat foot
40 Dance club hat open
41 Rap-hop hat closed
42 Rap-hop hat foot
43 Rap-hop hat open
44 Electronic hat 1 closed
45 Electronic hat 1 foot
46 Electronic hat 1 open
47 Crunch hat closed
48 Crunch hat foot
49 Crunch hat open
50 Electronic hat 2 closed
51 Electronic hat 2 foot

52 Electronic hat 2 open
53 Analog hat closed
54 Analog hat foot
55 Analog hat open
56 Drum box hat 1 closed
57 Drum box hat 1 foot
58 Drum box hat 1 open
59 9-oh hat closed
60 9-oh hat foot
61 9-oh hat open
62 Electro-pop hat closed
63 Electro-pop hat foot
64 Electro-pop hat open
65 Modern R&B hat closed
66 Modern R&B hat foot
67 Modern R&B hat open
68 Drum box hat 2 closed
69 Drum box hat 2 foot
70 Drum box hat 2 open
71 Shaker hat closed

Group 6: Percussion

01 Agogo (high)
02 Agogo (low)
03 Agogo (high/low)
04 Conga (high)
05 Conga (low)
06 Hand claps
07 Timbale (high)
08 Timbale (low)
09 Triangle mute
10 Triangle open
11 Triangle (open/mute)
12 Woodblock (high)
13 Woodblock (low)
14 Woodblock (high/low)
15 Shaker
16 8-oh cowbell
17 Tambourine (down)
18 Tambourine (up)
19 Tambourine (up/down)

Song/Style List

Number	Song Name/Style
01	Rock Shuffle
02	Surf Pop
03	Techno
04	60's Rock
05	Hard Rock
06	Pop Bossa
07	80's Rock
08	16 Beat
09	Pop Shuffle
10	Guitar Pop
11	Modern 6/8
12	Swing Funk
13	Piano Ballad
14	Rap
15	16 Beat Ballad

Number	Song Name/Style
16	Pop Ballad
17	8 Beat Dance
18	8 Beat Modern
19	70's Disco
20	Big Band
21	Country 8 Beat
22	3/4 Gospel
23	Soul
24	8 Beat Two
25	Reggae
26	Swing Reggae
27	English Waltz
28	Tango
29	Rhythm & Blues
30	Polka

We gratefully acknowledge the permission granted by Groove Monkee to use som e of their excellent drum patterns in our demo songs. (Http://www.groovemonkee.com)

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic	Default	1-16	1-16	Memorized
Channel	Changed	1-16 each	1-16 each	
Mode	Default	Mode 3	Mode 3	
	Messages	X	X	
	Altered	**********	X	
Note		0~127	0~127	
Number	True voice	**********	0~127	
Velocity	Note ON	O 9nH,v=1~127	O 9nH,v=1~127	
	Note OFF	O 8nH,v=0	O 9nH,v=0 or 8nh	
Aftertouch		X	X	
Pitch Bend		X	O	
Control Change	0, 32	X	X	Bank Select
	1	X	O	Modulation
	5	X	O	Portamento time
	6	X	O	Data Entry
	7	X	O	Volume
	10	X	O	Pan
	11	X	O	Expression
	64	X	O	Sustain
	65	X	O	Portamento
	66	X	O	Sostenuto
	67	X	O	Soft pedal
	80, 81	X	O	DSP TYPE
	91, 93	X	O	DSP DEPTH
	100,101	X	O (*1)	RPN LSB,MSB
	121	X	O	Reset all Controllers
Program		O 0-29	O 0-127	
Change	True number		0-127	
System Exclusive		X	X	
System	Song Pos	X	X	
Common	Song Sel	X	X	
	Tune	X	X	
Aux	Local on/off	X	O	All Notes Off is sent as All Sound Off (CC# 120)
Messages	All Notes Off	O	O	
	Active Sense	X	O	
	Reset	X	O	

Mode1:OMNI ON, POLY Mode2:OMNI ON, MONO O: Yes
Mode3:OMNI OFF, POLY Mode4:OMNI OFF, MONO X: NO

**1: Registered parameter number:*
#0: Pitch sensitivity
#1: Fine tuning
#2: Coarse tuning

Specifications

☆ **Drum Pads:**	1 Snare pad with function, 3 Tom pads, 2 Cymbal pads, 1 Hi-Hat pad, 1 Hi-Hat control pedal, 1 Kick trigger pad
☆ **Display:**	Custom multi-function backlit LCD display
☆ **Polyphony:**	64 notes
☆ **Sounds:**	326 drum instruments, 30 customizable kits
☆ **Effect:**	Reverb (8 types),Chorus (8 types)
☆ **Practice Songs:**	30 styles
☆ **Pad Control:**	Sensitivity; Threshold ;Velocity curve; Crosstalk
☆ **Song recording:**	Real-time record and playback.
☆ **Other Features:**	Tap Tempo, Click level, Three click sounds Selectable time signatures (1/4 - 7/4, 3/8 - 12/8)
☆ **Connections:**	DC 9V Power jack , Headphones, USB MIDI, Left/Right Out, AUX In, HH-Ctrl, Hi-Hat, Crash, Ride, Snare, Tom 1, Tom 2, Tom 3, Kick

10505626V1.0

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