



HD-10



Owner's Manual

Virgin Musical Instruments

Precaution

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

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings, install in accordance with the manufacturer’s instructions.
- 8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the



(Figure 1)

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 period of time.

14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

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.

FCC STATEMENT

1. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference.

(2) This device must accept any interference received, including interference that may cause undesired operation.

2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 circuit different from that to which the receiver is connected.

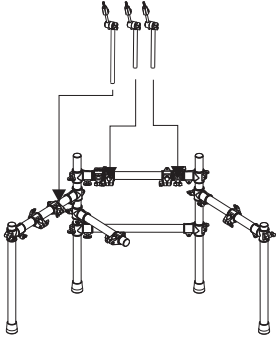
Consult the dealer or an experienced radio/TV technician for help.

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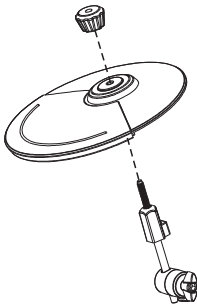
Assembly Instruction

1



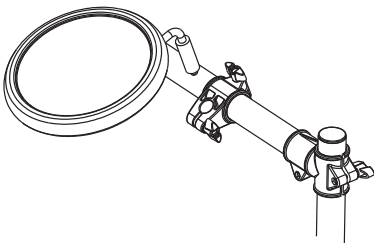
Attach the cymbal arms to the drum frame indicated positions

2



Attach the cymbals to the cymbal arms as shown.

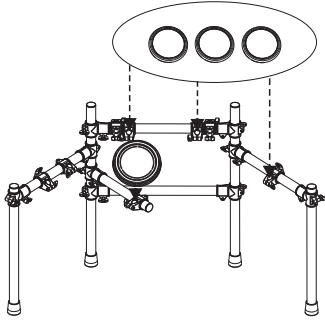
3



Align the holes in Snare Drum Pad and the three Tom Drum Pads and insert into the pole on the Drum Frame as shown.

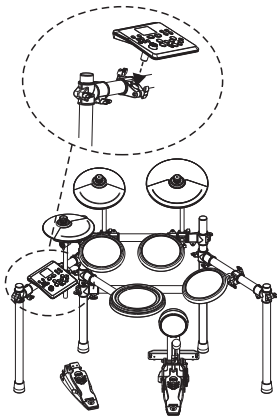
Assembly Instruction

4



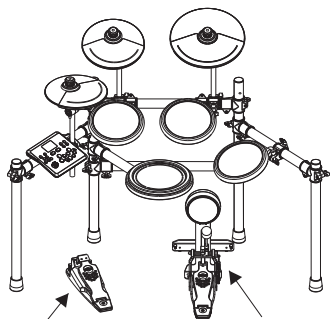
Attach the Drum Pads in the positions shown below.

5



Insert the rod of sound module stand into the Drum Frame clamp as shown, then tighten.

6

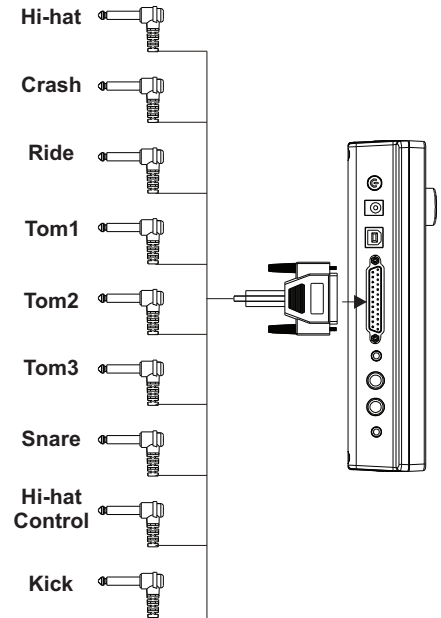
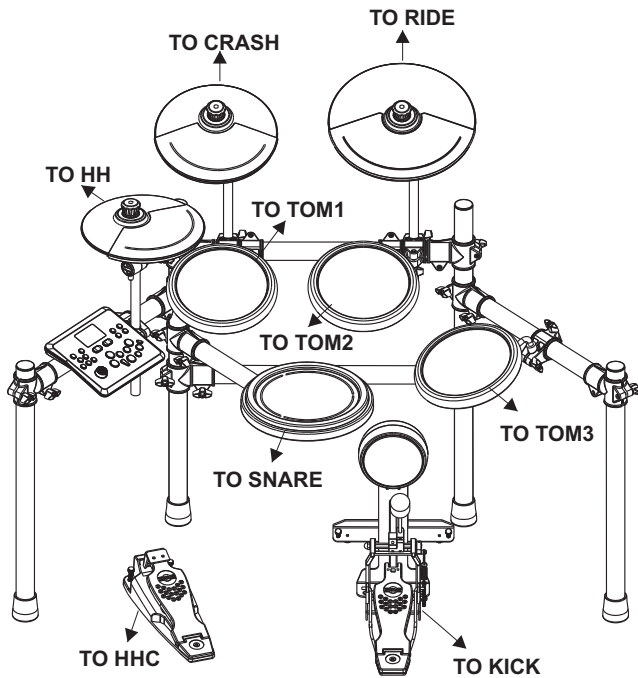


Hi-hat control pedal

Kick pedal

Please put Hi-hat control pedal on the left and Kick pedal on the right.

Assembly Instruction

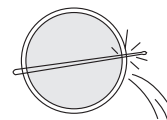


Hi-Hat Foot Controller

- It can produce hi-hat closed sound if you hit hi-hat when pressing foot controller.
- It can produce hi-hat open sound if you hit hi-hat without pressing foot controller.
- Press foot controller directly to produce hi-hat pedal sound.
- The hi-hat tone changes smoothly from open to closed in response to press the pedal while hitting the hi-hat.
- Press the latter part of the pedal quickly and release the pedal immediately to produce splash sound.

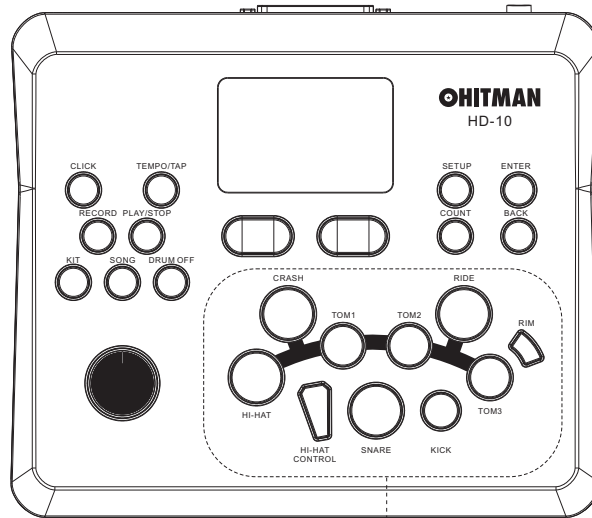
Cross Stick

Only strike the rim of the snare pad to produce stick sound.



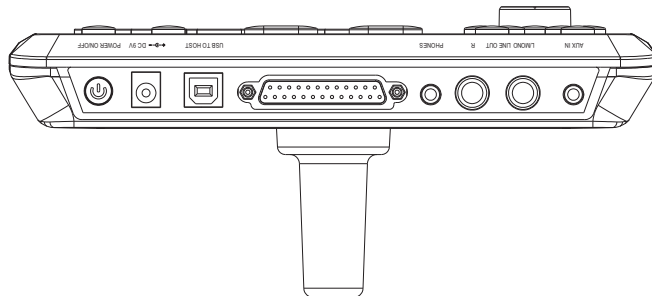
Panel Controls

Top Panel



Drums selection

Rear Panel



Panel Controls

1. MASTER VOLUME Adjust the overall volume of the drum module with this pot. It controls the line outputs and the headphone output.
- 2.[CLICK] BUTTON This button turns the metronome on and off at any time, except from within the top level of Click Edit mode.
- 3.[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 hitting the drum pads.
- 4.[RECORD] BUTTON Gives you the option to record your own song.
- 5.[PLAY/STOP] BUTTON Start or stop playing song and recording, Press button of drums selection to start audition function.
- 6.[KIT] 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.
- 7.[SONG] BUTTON Press this button to play the song and also lets you adjust the relative volumes of the drum and accompaniment tracks.
- 8.[DRUM OFF] BUTTON Turn on or off the sound of the drum in a song.
- 9.[+/-] BUTTONS Use these buttons to navigate through the 50 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.
- 10.[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.
- 11.[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.
- 12.[COUNT] BUTTON Count the number of hitting drums in the certain period.
- 13.[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.
- 14.DRUMS SELECTION Corresponding button of the drum pads, include: HI-HAT, CRASH, TOM1, TOM2, TOM3, RIDE, RIM, HI-HAT CONTROL, SNARE, KICK.

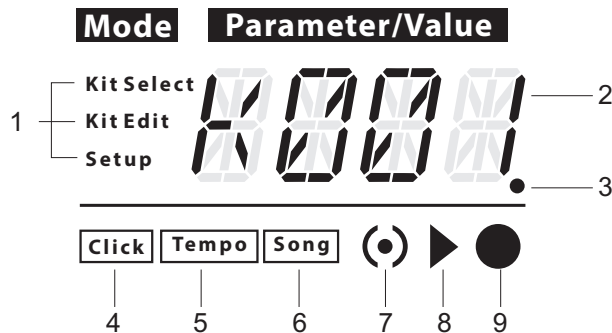
Panel Controls

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. Serial connection Jack for the pad trigger cables | Each pad should be connected to the corresponding trigger input jack on the sound module. |
| 16. POWER ON/OFF | After 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. |
| 19. LINE OUT (R and L) | Stereo audio outputs to connect to external audio sources. |
| 20. AUX IN | Connect the output of an external audio device such as iPod, CD player, etc. |

Panel Controls

The Display

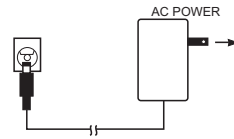


1. Mode This section indicates which mode you are in depending on which of the three options is lit (Kit Select, Kit Edit, or Setup).
2. Parameter/Value The four large characters in the display tell you the name of the page you have selected or the value of the current parameter. There are several methods 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 outer edges of the icon are 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.

Connect

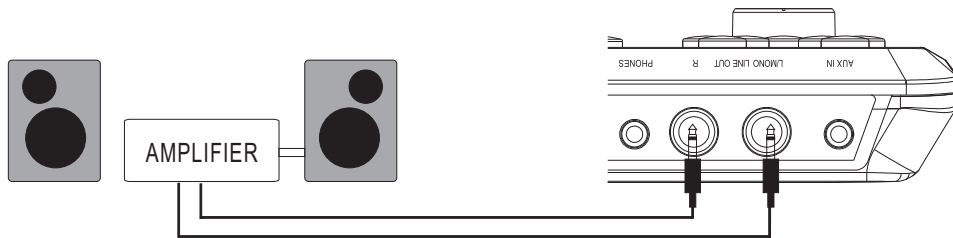
Connecting the Power Supply

Make sure the power is switch OFF and connect the power adaptor to the “DC 9V” jack on the rear panel.



Connecting an Amplifier

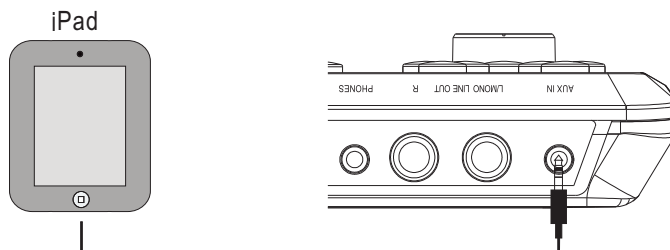
When you want to listen to the voices with an amplifier, connect amplifiers to the LINE OUT jack on the rear panel. The volume is adjusted with the MASTER VOLUME knob.



Connecting a CD Player, etc. (AUX In jack)

The audio output from a CD player connected to the AUX IN jack on the rear panel can be mixed with the sound of the drum brain. This function is convenient when you want to play along with a favourite song.

The volume of the external signal is adjusted with the MASTER VOLUME knob.



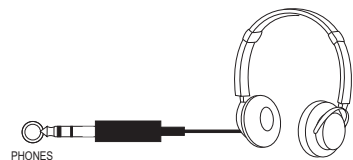
Connect

USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class-compliant 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.

Using Headphones

An optional set of stereo headphones can be connected to the PHONES jack located to the left side of the unit. Use the [MASTER VOLUME] to adjust the headphone volume.

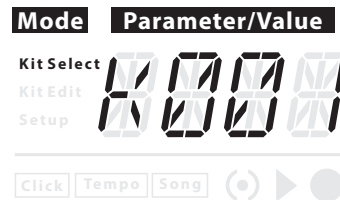
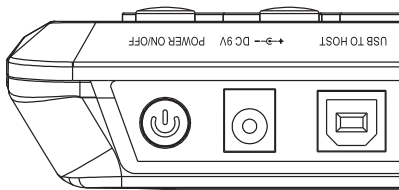


Note: Never use headphones in high volume, as it may hurt your ears.

Begin Playing the Drums

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.

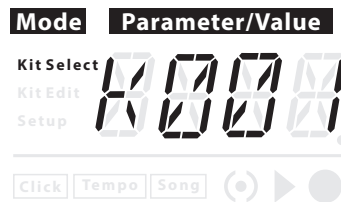
Once you have established that your sound system or headphones are connected correctly to the drum module, play each of the pads, cymbals, and kick and hi-hat pedals. You should hear a sound for every hit. If one pad or cymbal does not play a sound, check the cable connection from that pad to the sound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

Begin Playing the Drums

Selecting Drum Kits

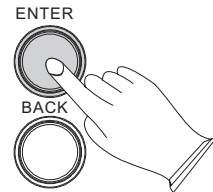
Ready to explore the sound module some more? Then let's cover the rest of the features. The unit comes with 45 preset drum kits, any of which may be edited to suit your tastes. If you're not already at the Kit Select display, press the buttons marked [Back] and [Enter] to get there. You will see the number of the current kit appear in the LCD 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 50 kits. For a complete list of the preset kits, please see page 30 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.

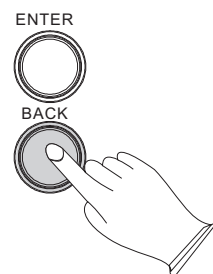


Once the selection has been confirmed, the display will return to the previous menu.

[BACK] button

Press the [Back] button if you want to quit the current menu.

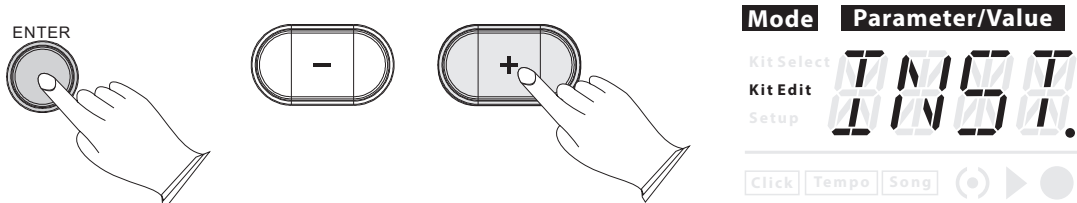
Once pressed the LCD display will take you back to the previous menu.



Begin Playing the Drums

Selecting Kit Edit

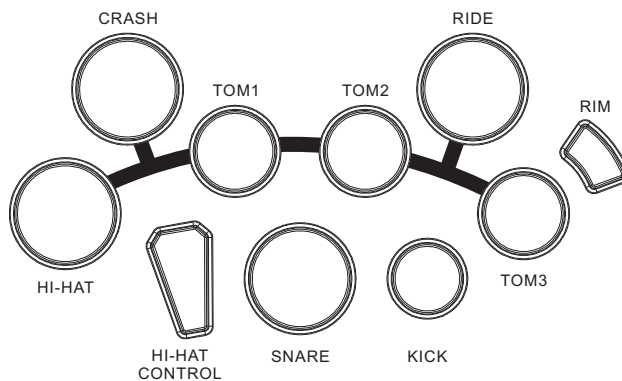
In kit mode press the [ENTER] button, the LCD will display “INST” (Instrument), now, you can use the [+/-] buttons to select “VOL” (Pad Volume), “RVRB” (Reverb Level), “CHRS” (Chrous Level), “PAN” (Pan), “PICH” (Pitch), “DCAY” (Decay), “COPY” (Copy), and “RSET” (Reset).



A. Selecting an Instrument (INST)

In kit model press the [ENTER] button: the LCD will display “INST”

1. Press [ENTER] button again.
2. There are two ways to choose a drum at this point:
 - a. Through the following button to select the desired pad.



- b. Hit the drum that you want to set.

For example: to select snare voice

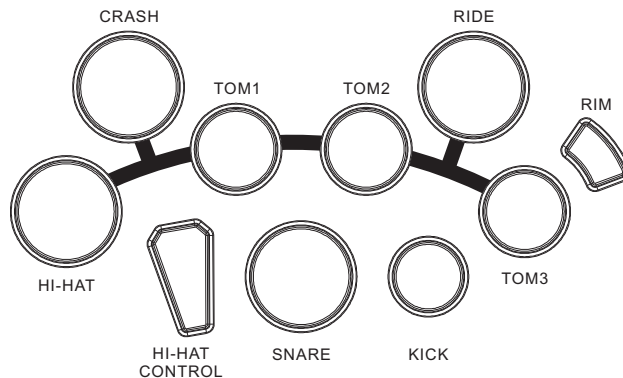
1. Press [ENTER] button, the LCD will display “INST” .
2. Press [ENTER] button again, use the [SNARE] button or hit the snare pad forcefully to select the voice, the LCD will display “2001”
3. Use the [-/+] buttons to select new snare voice.
Press the corresponding button of the drums to audition.
4. Press [ENTER] button to confirm or press [BACK] button to return.

Begin Playing the Drums

B. Pad Volume (VOL)

In kit mode press the [ENTER] button: the LCD will display “INST”

1. Use the [-/+] buttons to select “VOL” .
2. Press [ENTER] button again.
3. There are two ways to choose a drum at this point:
 - a. Through the following button to select the desired pad.



- b. Hit the drum that you want to set.

For example: to select snare voice

1. Press [ENTER] button, the LCD will display “INST” .
2. Use the [-/+] buttons to select the “LEVL” menu .
3. Press [ENTER] button again, use the [SNARE] button or hit the snare pad forcefully to select the voice.
4. Use the [-/+] buttons to select new snare voice.
Press the corresponding button of the drums to audition.
5. Press [ENTER] button to confirm or press [BACK] button to return.

C. Reverb level (RVRB)

In kit mode press the [ENTER] button: the LCD will display “INST” .

Use the [-/+] buttons to select the “RVRB”

Press [Enter] button again, use the pad buttons to select a pad (For example: SNARE).

Use the [-/+] buttons to set a value(Range: 000-127) .

Press [Enter] button to confirm or press [Back] button to return.

D. Chorus level (CHRS)

In the kit mode, press the [Enter] button, use the [+/-] buttons to select “CHRS”

Press [Enter] button, use the pad buttons to select a pad (For example: SNARE).

Use the [-/+] buttons to set a value(Range: 000-127) .

Press [Enter] button to confirm or press [Back] button to return.

Begin Playing the Drums

E. Pan (PAN)

In the kit mode, press the [Enter] button, use the [+/-] buttons to select “PAN”
Press [Enter] button, use the pad buttons to select a pad (For example: SNARE).
Use the [-/+] buttons to set a value(Range: 000~016).
Press [Enter] button to confirm or press [Back] button to return.

F. Pitch (PICH)

In the kit mode, press the [Enter] button, use the [+/-] buttons to select “PICH”
Press [Enter] button, use the pad buttons to select a pad (For example: SNARE).
Use the [-/+] buttons to set a value(Range: -008~008).
Press [Enter] button to confirm or press [Back] button to return.

G. Decay (DCAY)

In the kit mode, press the [Enter] button, use the [+/-] buttons to select “DCAY”
Press [Enter] button, use the pad buttons to select a pad (For example: SNARE).
Use the [-/+] buttons to set a value(Range: -005~000).
Press [Enter] button to confirm or press [Back] button to return.

H. Copy Drum Kit to New Location (COPY)

Any drum kit can be copied from any one of the 45 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:

1. In the kit mode, press the [Enter] button, use the [+/-] buttons to select “COPY” .
2. Press [Enter] button 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 (USE1~USE5) .

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

Press [Enter] button to confirm the destination kit to be overwritten or press [Back] button 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 “END” and exit to the Kit Select page with the new location selected.

Begin Playing the Drums

I. Resetting the Drum Kit(RSET)

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:

1. In the kit mode, press the [Enter] button, use the [+/-] buttons to select "RSET" .
2. Press [Enter] button, and use the [+/-] buttons to select "CURT" or "ALL" .
3. Press [Enter] button again, the display will flash "END" and return to the previous menu.

"CURT" -----Reset current drum

"ALL" -----Reset all drums

Begin Playing the Drums

[SETUP] Button

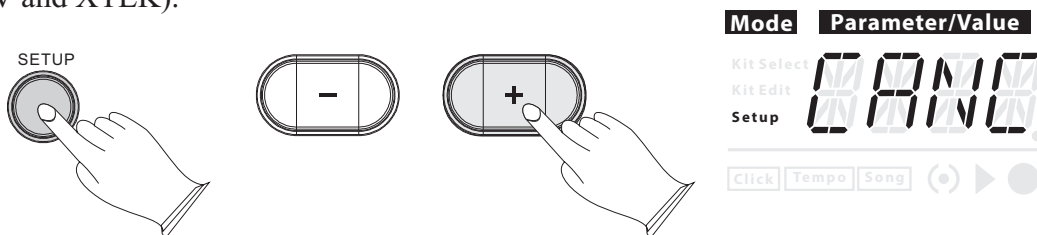
In this mode, you can set the Pad Trigger, Effects, Local On/Off, Channel selection, Power On/Off and Resetting functions.

A. Trigger Setting

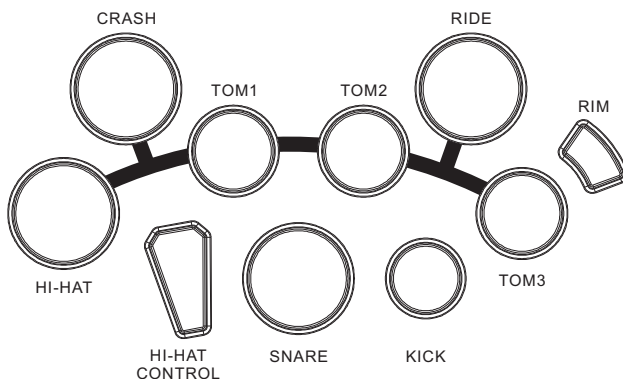
The trigger functions allow you to adapt how the drum module responds to your playing style. Adjustable parameters include sensitivity, threshold, velocity curve and crosstalk. We will explain each function in detail, but first, let's go through the basic process of changing these parameters.

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

1. Press the [Setup] button: the display will display “TRIG”
3. Press [Enter] button and use the [-/+] buttons to select one of the options (CANC, THRS, CURV and XTLK).



4. Press [Enter] button and through the following button to select the desired pad.



5. Use the [-/+] buttons to select a new value.
6. Press [Enter] button to confirm the choice or press [Back] button to retain the original value.

Note: 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.

The Snare and Snare Rim triggers share the same set of CANC parameters, but their THRS, CURV and XTLK parameters are independent.

Begin Playing the Drums

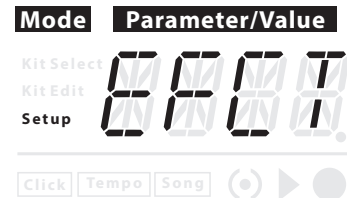
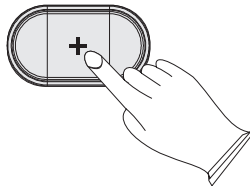
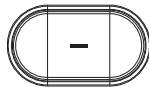
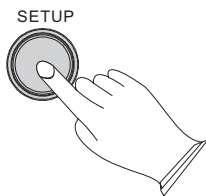
- CANS** Sensitivity: Simply put, set this to as high a value as you can. The lower the value, the less sensitive the pad will be. If you find the pad overly sensitive, including the unexpected triggering of the pad you are playing, try reducing the sensitivity of the pad a little. Range: 001-008
- THRS** 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 (NORL), Dynamic (DYN), EASY, and Fixed (FID).
- 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.
- NORL** Allows an evenly-distributed change in output in response to changes in velocity.
- DYN** 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.
- FID** 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 XTAL 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 XTAL. HH-S does not offer adjustments for THRS or XTAL. You will see the word "NULL" when you select those parameters for those instruments. You can adjust their velocity curves, however.

Begin Playing the Drums

B. 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:

1. Press the [Setup] button: the LCD will display “TRIG”
2. Use the [-/+] buttons to select the “EFCT” menu.



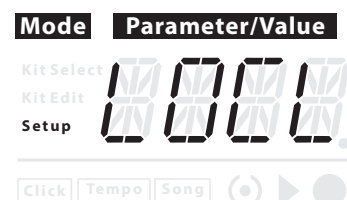
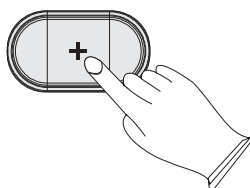
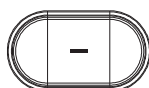
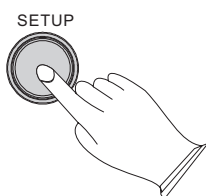
3. Press [Enter] button and use the [-/+] buttons to select the “REVB” or “CHRS”
4. Press [Enter] and use the [-/+] buttons to select one of the following options:
REVB: “OFF” “HAL1” “HAL2” “ROM1” “ROM2” “ROM3” “STG1”
“STG2” “PLAT” “DLAY” “ECHO” .
CHRS: “OFF” “CHR1” “CHR2” “CHR3” “CHR4” “FDBK” “FLG1”
“SDLY” “SDFB” “FLG2” “FLG3” “CLS1” “CHR2” “CHR3”
5. Press [Enter] button again to confirm your choice or press [Back] button to exit to the previous menu without having changed anything.

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:

1. Press the [Setup] button: the LCD will display “TRIG”
2. Use the [-/+] buttons to select the “LOCL” menu.
3. 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.
4. Press [Enter] to confirm the choice, or press [Back] to exit without making any changes.

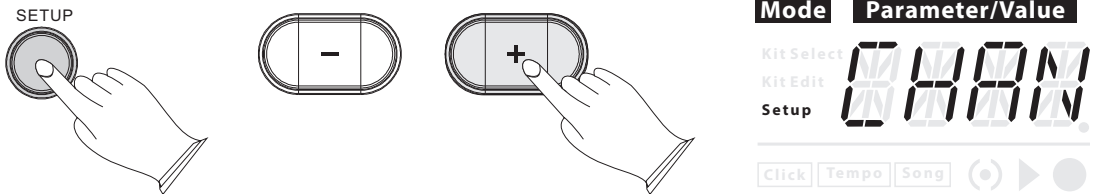


Begin Playing the Drums

D. (CHAN)

Select MIDI output channel (01-16)

1. Press the [Setup] button: the LCD will display “TRIG”
2. Use the [-/+] buttons to select the “CHAN” menu.
3. Press [Enter] and use the [-/+] buttons to select 001-016 and OFF.
4. Press [Enter] to confirm the choice, or press [Back] to exit without making any changes.



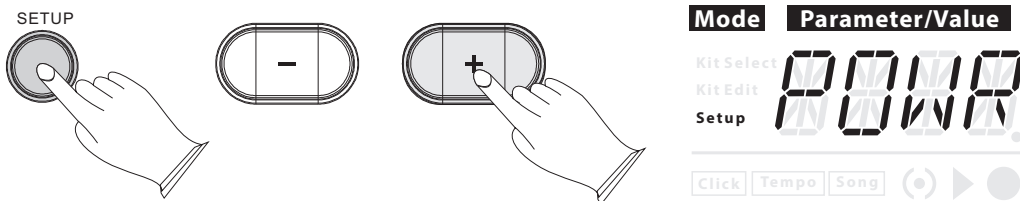
E. Auto Power Off

Press the [SETUP] button and use the [+/-] button to select “POWR”, then press [ENTER] button, use [+/-] button to select “ON” or “OFF” .

Press the [ENTER] button to confirm.

“ON” Mode: When the “Auto Power Off” function is on and there is no operation within thirty minutes, the drum will auto power off.

“OFF” Mode: Turns the “Auto Power Off” function off.



Begin Playing the Drums

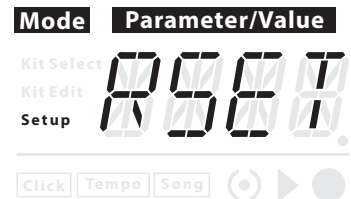
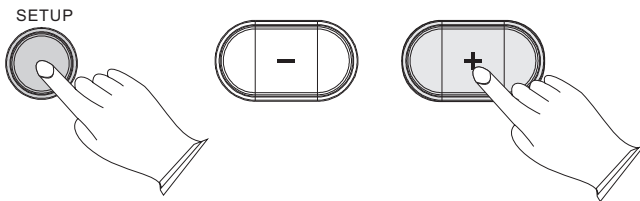
F. Restoring All Trigger Settings to the Factory Defaults (RSET)

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:

1. Press the [Setup] button: the LCD will display “TRIG” .
2. Use the [-/+] buttons to select the “RSET” menu.
3. Press [Enter] button and use the [-/+] buttons to select “TRIG” or “ALL” .
4. Press [Enter] button again, the display will flash “END” and the settings will have been restored to their factory defaults.

“TRIG” -----Reset “TRIG” in “SETUP”

“ALL” -----Reset all the setting in “SETUP”



Begin Playing the Drums

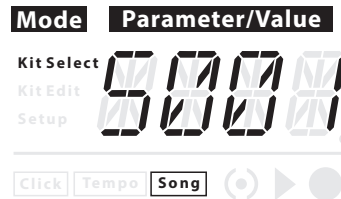
[SONG] Button

Your drum provides 50 (001-050) preset songs, and 2 (DEM1/DEM2) song demos.

Song Selection

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

1. Press the [SONG] button. The display will show the number of the last song selected.
2. Use the [-/+] buttons to select one of the songs you'd like to listen to.
3. Press the [PLAY/STOP] button to start or stop the song.

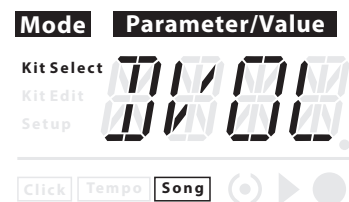
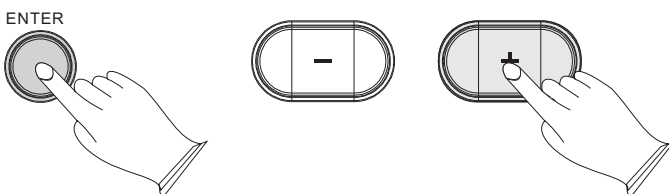


A. Drum Part Volume (DVOL)

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:

1. Press the [Song] button the the LCD will display “S001 ”
2. Press [Enter] and use the [-/+] buttons to select the “DVOL” menu
3. 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 028. Range: 000-032
4. Press [Enter] to confirm the new value. The change is not permanent, though; the value will be returned to the default value of “028” on power-down.

Note: The drum part volume setting of 000 will silence the drum parts, but a quicker way to do that is to use the Drum On/Off feature described on the previous page.

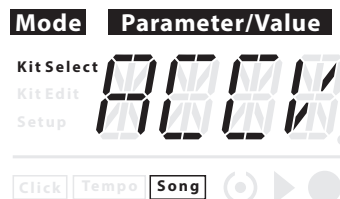
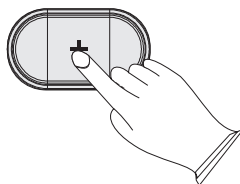
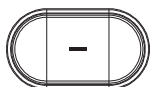
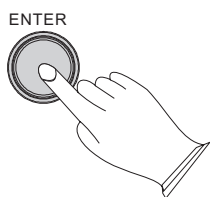


Begin Playing the Drums

B. 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:

1. Press the [Song] button the the LCD will display “S001”
2. Press [Enter] button and use the [-/+] buttons to select the “ACCV” menu
3. Press [Enter] button 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 028. Range: 000-032
4. Press [Enter] button to confirm the new value.

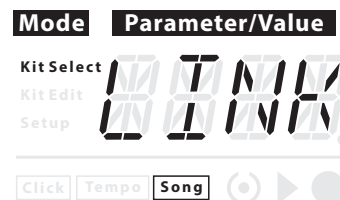
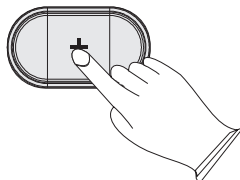
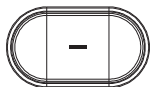
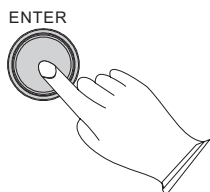


C. (LINK)

1. Press the [Song] button the the LCD will display “S001”
2. Press [Enter] button and use the [-/+] buttons to select the “LINK” menu
3. Press [Enter] button and use the [-/+] buttons to select “ON” or “OFF” .
4. Press [Enter] button to confirm the new value.

“ON” -----Kit will be automatically jumped to the corresponding kit set when you select the tempo.

“OFF” -----Kit doesn't change with the song mode.

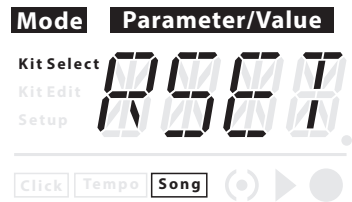
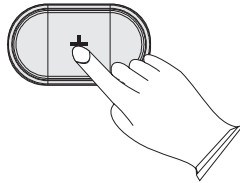
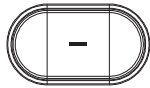
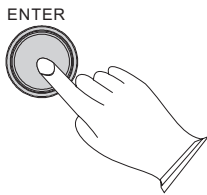


Begin Playing the Drums

D. Reset All Mix Parameters (REST)

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

1. Press the [Song] button the the LCD will display “S001”
2. Press [Enter] button and use the [-/+] buttons to select the “RSET” menu
3. Press [Enter] to execute the procedure. The display will flash “END” indicating that the setting of the songs have been restored.

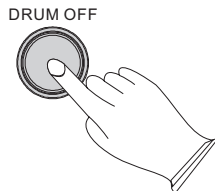


E. Drum On/Off (DRUM OFF)

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:

If you want to mute the pre-recorded drums, press [DRUM OFF] button and the light will be lighted.

Note: The value will be returned to “On” on power-down.



Begin Playing the Drums

[CLICK] Button

Press [CLICK] button to turn on or turn off metronome.

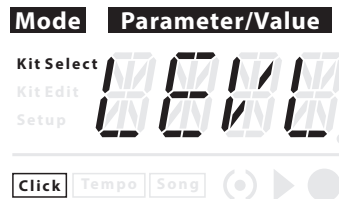
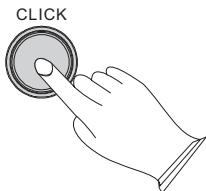
Click edit

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 [CLICK] button for two seconds. After you have done this, the following options become available to you:

A. Click Volume (LEVL)

To adjust the metronome volume, follow these steps:

1. Press [CLICK] button for two seconds. The LCD will display “LEVL”
2. 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
3. Press [Enter] to confirm the choice.

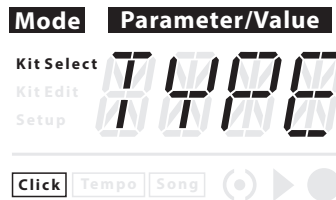
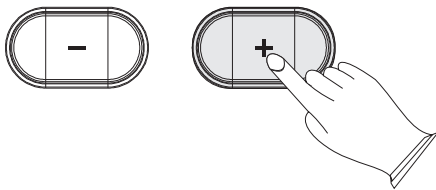


B. Changing the Time Signature (TYPE)

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

1. Press [CLICK] button for two seconds. The LCD will display “LEVL”
2. Use the [-/+] buttons to select the “TYPE” menu
3. 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, 6-4,3-8,6-8,12-8..
4. Press [Enter] to confirm the choice.

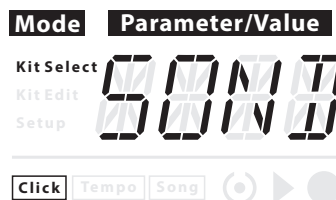
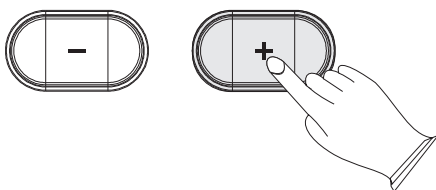
Begin Playing the Drums



C. Selecting the Click Sound (SOND)

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:

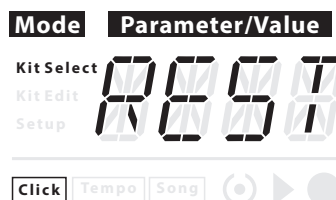
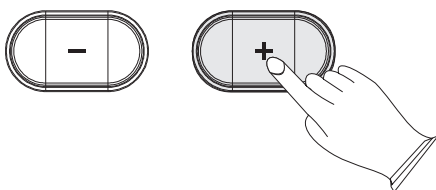
1. Press [CLICK] button for two seconds. The LCD will display “LEVL”
2. Use the [-/+] buttons to select the “SOND” menu
3. Press [Enter] button and use the [-/+] buttons to select one of the three sounds.(001-003)
4. Press [Enter] button to confirm the choice.



D. Restoring Factory Click Settings (REST)

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:

1. Press [CLICK] button for two seconds. The LCD will display “LEVL”
2. Use the [-/+] buttons to select the “REST” menu
3. Press [Enter] button to execute the reset procedure. The display will flash “END” and return to the “REST” menu.



Begin Playing the Drums

[TEMPO/TAP] Button

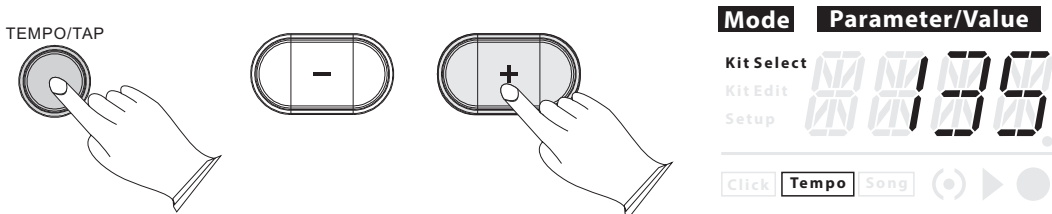
The tempo of the click or the current song may be set by using one of several methods. Each of these procedures is detailed in the paragraphs ahead:

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

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

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

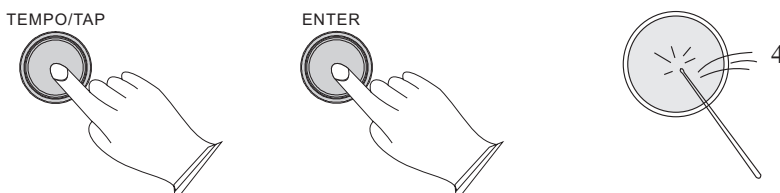
Pressing both [-] and [+] at the same time will reset the tempo to the default value of 135



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:

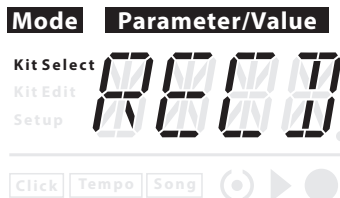
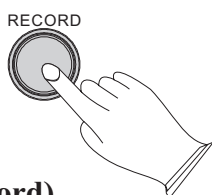
1. Press the [Tempo/Tap] button: the current tempo value will be shown
2. Press the [Enter] button: the tempo value will flash
3. Tap on one of the pads four times. Those four taps will be used to calculate the new tempo value. Range: 020-240



Begin Playing the Drums

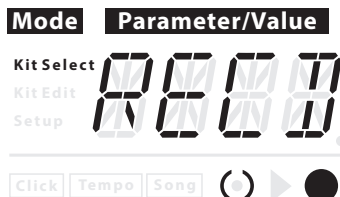
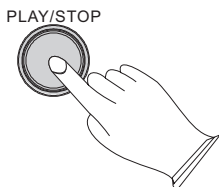
Recording Function

Press the [RECORD] button to enter the record mode, then use the [+/-] buttons to change the menu.



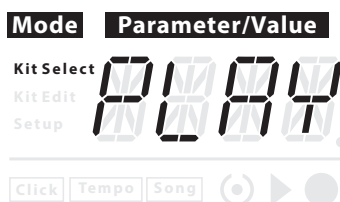
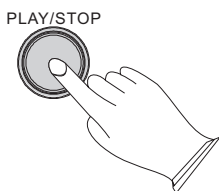
A. "RECD" (Record)

Press the [RECORD] button the LCD will display "RECD", then press [ENTER] button to start recording, press [BACK] or [RECORD] button to end recording.



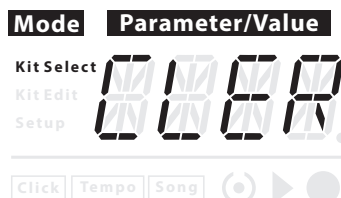
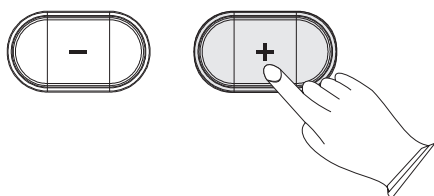
B. "PLAY"

Press the [RECORD] button the LCD will display "RECD", now you can press the [PLAY/STOP] button or use [+/-] buttons to select "PLAY" and press [ENTER] button to start playing the song, press [PLAY/STOP] button again to stop playing.



C. "CLER" (Clear)

Press the [RECORD] button the LCD will display "RECD", then use [+/-] buttons to select "CLER". Press [Enter] button to confirm. The display will flash "END" and return to the "CLER" menu.



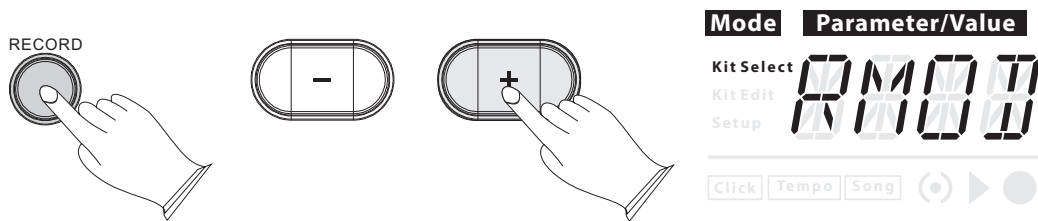
Begin Playing the Drums

D. “RMOD”

Press the [RECORD] button the LCD will display “RECD”, Use the [+/-] button to select “RMOD”, then press the [ENTER] button and use the [+/-] button to select “SYNC” or “AUTM”.

SYNC ----- If you use Syn mode ,it will start recording when you start playing the instrument.

AUTM ----- Means that After four beats it will automatically start recording.

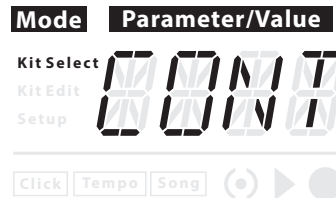
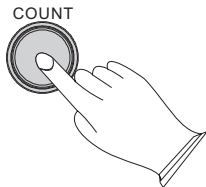


Begin Playing the Drums

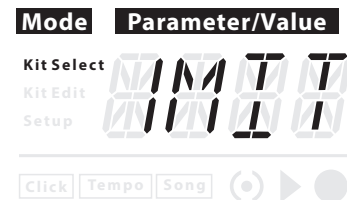
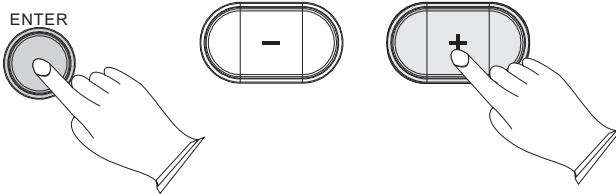
[COUNT] Button

Count the number of hitting drums in the certain period.

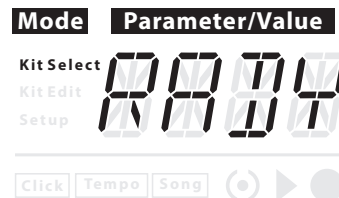
1. Press the [COUNT] button, the LCD will display “CONT” .



2. Press the [ENTER] button, and use the [-/+] buttons to select “1MIT” , “2MIT” and “3MIT” (“1MIT” : One minute, “2MIT” : Two minutes, “3MIT” : Three minutes)



3. Press [ENTER] button again, the LCD will display “RADY” .

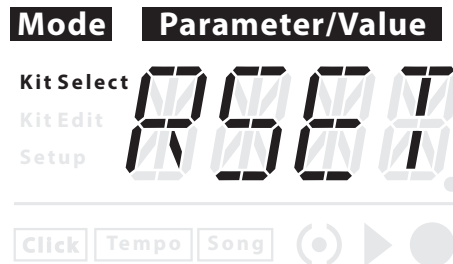
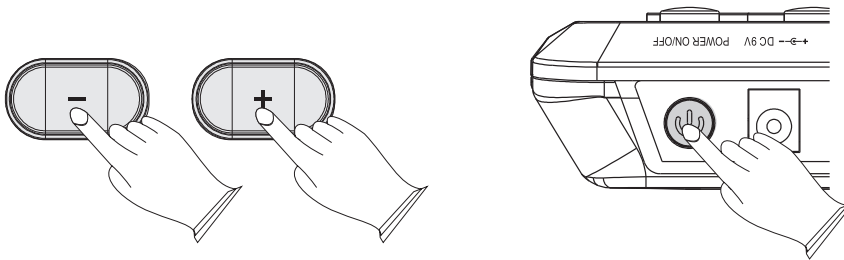


4. It starts counting by hitting the drum.
5. When time is out, the number of hitting drum will be displayed on the LCD and return to the “KIT” menu.

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:

1. Turn the power switch to OFF
2. Hold down the [-/+] buttons and turn the power switch to ON. The display will show “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	026	Mute Standard 1
002	Acoustic 2	027	Mute Standard 2
003	Room	028	Electronic 1
004	Nine-oh	029	Mute Standard 3
005	Rock 1	030	Jazz 1
006	Dance Club	031	Jazz 2
007	Jazz	032	Latin 1
008	Rap-hop	033	Power Rock 1
009	Early R&B	034	Latin 2
010	Electronic 1	035	Power Rock 2
011	Crunch	036	Power Rock 3
012	Compressed	037	Electro Rock 1
013	Electronic 2	038	Hard Rock 1
014	Analog	039	Explosion
015	Drum Box 1	040	Electro Rock 2
016	Latin	041	Hard Rock 2
017	Pop	042	Electro Rock 3
018	Eight-oh	043	Latin Rock
019	Electro-pop	044	Metal
020	Trash	045	Power Rock 4
021	Rock 2		
022	Reggae-pop		
023	Brush		
024	Modern R&B		
025	Drum Box 2		

Voice List

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 1
28 Drum box kick 2
29 Crunch kick
30 Electro-pop kick
31 Thick kick

BD_DP50_Fatso
BD_DP50_Tape
BD_DP50_Warm_Fatso
BD_DP50_Warm_Tape
BD_DP50_X
BD_DP50_Warm_X
MD16_BD_Elec_1
MD16_BD_Gated_2
MD16_BD_Slap_1
MD16_BD_Slap_2

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

Voice List

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
65 Piccolo snare 3
66 Piccolo rimshot 2
67 Rock snare 6
68 Rock rimshot 3
69 SD_DP50_Fatso
70 SD_DP50_Tape
71 SD_DP50_warm_Fatso
72 SD_DP50_warm_Tape
73 MD16_SD_Fusion_1
74 MD16_SD_Acoust_1
75 MD16_SD_Killa_1
76 MD16_SD_Acoust_1
77 Rim_DP50_Fatso
78 Rim_DP50_Tape
79 Rim_DP50_warm_Fatso
80 Rim_DP50_warm_Tape
81 Tamb_DP50_Fatso
82 MD16_Stick_2
83 MD16_Stick_3
84 MD16_SD_Ska_3
85 MD16_Clap_1

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)

Voice List

71 Electronic tom 1 (mid)	105 Tom_DP50_03_warm_Fatso	09 Mid splash
72 Electronic tom 1 (low)	106 Tom_DP50_01_warm_Tape	10 High splash
73 Electronic tom 2 (high)	107 Tom_DP50_02_warm_Tape	11 Crispy splash
74 Electronic tom 2 (mid)	108 Tom_DP50_03_warm_Tape	12 Trash splash
75 Electronic tom 2 (low)	109 Tom_DP50_01_X	13 Small splash
76 Analog tom (high)	110 Tom_DP50_02_X	14 Electro splash
77 Analog tom (mid)	111 Tom_DP50_03_X	15 Dark splash
78 Analog tom (low)	112 Tom_DP50_01_warm_X	16 Low crash 1
79 9-oh tom (high)	113 Tom_DP50_02_warm_X	17 Low crash 2
80 9-oh tom (mid)	114 Tom_DP50_03_warm_X	18 Analog crash
81 9-oh tom (low)	115 Conga_DP50_H_Fatso	19 Electro-pop crash
82 9-oh tom 2 (high)	116 Conga_DP50_L_Fatso	20 Dance club crash
83 9-oh tom 2 (mid)	117 MD16_Tom_Elec_1	21 Electro crash 1
84 9-oh tom 2 (low)	118 MD16_Tom_Elec_2	22 Electro crash 2
85 8-oh tom-fall (high)	119 MD16_Tom_Elec_3	23 Falling crash
86 8-oh tom-fall (mid)	120 MD16_Tom_1	24 Submarine crash
87 8-oh tom-fall (low)	121 MD16_Tom_2	25 Sizzle ride
88 Drum box tom 1 (high)	122 MD16_Tom_3	26 Sizzle ride plus bell
89 Drum box tom 1 (mid)	123 MD16_Timb_1	27 Cymbal ride bell 1
90 Drum box tom 1 (low)	124 MD16_Timb_2	28 Cymbal ride bell 2
91 Drum box tom 2 (high)	125 MD16_Timb_3	29 Low ride
92 Drum box tom 2 (mid)	126 MD16_Cow_03	30 Early R&B ride
93 Drum box tom 2 (low)	127 MD16_Cow_02	31 Ride crash
94 Dance club tom (high)		32 Brush ride
95 Dance club tom (mid)	Group 4: Cymbals	33 Cymbal ride plus bell 3
96 Dance club tom (low)		34 Latin ride & cowbell
97 Tom_Dp50_01_Fatso	01 Crash cymbal 1	35 Cymbal ride plus bell 1
98 Tom_Dp50_02_Fatso	02 Crash cymbal 2	36 Cymbal ride plus bell 2
99 Tom_Dp50_03_Fatso	03 Rap-hop crash	37 Trash ride
100 Tom_DP50_01_Tape	04 Mid crash 1	38 Electronic ride 1
101 Tom_DP50_02_Tape	05 Mid crash 2	39 Electro-pop ride
102 Tom_DP50_03_Tape	06 Dark crash	40 High ping ride
103 Tom_DP50_01_warm_Fatso	07 18" crash 1	41 Drum box ride
104 Tom_DP50_02_warm_Fatso	08 18" crash 2	42 9-oh ride crash

Voice List

43 Pie tin ride
44 Electronic ride 2
45 Crunch ride
46 Electronic crash-ride
47 Electronic ride 3
48 Ride_DP50_Fatso
49 Ride_DP50_Tape
50 Crash_DP50_Tape
51 Ride_DP50_Fatso
52 Crash_DP50_Fatso
53 Shaker_DP50_Fatso
54 MD16_Ride
55 MD16_Crash
56 MD16_Whistle
57 MD16_Shaker
58 00105_Rim
59 000ed_Rim
60 00100_Rim
61 000ea_Rim
62 00103_Rim
63 000e7_Rim
64 00110_Rim
65 000f1_Rim
66 00101_Rim
67 0010f_Rim
68 000F0_Rim
69 00111_Rim
70 000e9_Rim
71 00104_Rim
72 000eb_Rim
73 00112_Rim
74 000fb_Rim
75 00113_Rim

76 000fd_Rim
77 0010c_Rim
78 000f7_Rim
79 0010e_Rim
80 000f8_Rim
81 000f4_Rim
82 000fa_Rim
83 00108_Rim
84 0010a_Rim
85 000ee_Rim
86 0010d_Rim
87 000f9_Rim
88 0010b_Rim
89 000f2_Rim
90 00107_Rim
91 000ef_Rim
92 00106_Rim
93 00115_Rim
94 000fc_Rim
95 Ride_DP50_Fatso_Rim
96 Crash_DP50_Fatso_Rim

Group 5: Hi-hats

1 Brush hat 1 closed
2 Brush hat 1 foot
3 Brush hat 1 open
4 Brush hat 1 splash
5 Brush hat 2 closed
6 Brush hat 2 foot
7 Brush hat 2 open
8 Brush hat 2 splash
9 Room hat closed

10 Room hat foot
11 Room hat open
12 Room hat splash
13 Rock hat 1 closed
14 Rock hat 1 foot
15 Rock hat 1 open
16 Rock hat 1 splash
17 Rock hat 2 closed
18 Rock hat 2 foot
19 Rock hat 2 open
20 Rock hat 2 splash
21 Small hat 1 closed
22 Small hat 1 foot
23 Small hat 1 open
24 Small hat 1 splash
25 Small hat 2 closed
26 Small hat 2 foot
27 Small hat 2 open
28 Small hat 2 splash
29 Snappy brush hat closed
30 Snappy brush hat foot
31 Snappy brush hat open
32 Snappy brush hat splash
33 Trash hat closed
34 Trash hat foot
35 Trash hat open
36 Trash hat splash
37 Early R&B hat closed
38 Early R&B hat foot
39 Early R&B hat open
40 Early R&B hat splash
41 Boom snap hat closed
42 Boom snap hat open

Voice List

43 Boom snap hat splash
44 Rock hat 3 closed
45 Rock hat 3 open
46 8-oh hat closed
47 8-oh hat foot
48 8-oh hat open
49 Dance club hat closed
50 Dance club hat foot
51 Dance club hat open
52 Rap-hop hat closed
53 Rap-hop hat foot
54 Rap-hop hat open
55 Rap-hop hat splash
56 Electronic hat 1 closed
57 Electronic hat 1 foot
58 Electronic hat 1 open
59 Crunch hat closed
60 Crunch hat foot
61 Crunch hat open
62 Electronic hat 2 closed
63 Electronic hat 2 foot
64 Electronic hat 2 open
65 Electronic hat 2 splash
66 Analog hat closed
67 Analog hat foot
68 Analog hat open
69 Drum box hat 1 closed
70 Drum box hat 1 foot
71 Drum box hat 1 open
72 9-oh hat closed
73 9-oh hat foot
74 9-oh hat open
75 9-oh hat splash
76 Electro-pop hat closed

77 Electro-pop hat foot
78 Electro-pop hat open
79 Electro-pop hat splash
80 Modern R&B hat closed
81 Modern R&B hat foot
82 Modern R&B hat open
83 Modern R&B hat splash
84 Drum box hat 2 closed
85 Drum box hat 2 foot
86 Drum box hat 2 open
87 Shaker hat closed
88 HHo_DP50_Fatso
89 HH_DP50_Fatso
90 HHo_DP50_Tape
91 HH_DP50_Tape
92 TriOpen_DP50_Fatso
93 TriClosed_DP50_Fatso
94 MD16_HH_2
95 MD16_HH_1
96 MD16_HH_pedal
97 MD16_HHo

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 Tambourine (down)
17 Tambourine (up)
18 Tambourine (up/down)
19 Cowbell
20 8-oh cowbell

Group 7:

01 Tom_DP50_04_Fatso
02 Tom1_DR220e
03 Tom2_DR220e
04 Tom3_DR220e
05 MD16_Tabla_3
06 MD16_Tabla_4
07 MD16_Tabla_5
08 MD16_Tabla_4
09 MD16_Tabla_5
10 Tom1_DR220e
11 Tom2_DR220e
12 Tom3_DR220e
13 DMX606_Tom_01
14 DMX606_Tom_03
15 DMX606_Tom_05
16 Kit1_Tom1_Rim
17 Kit1_Tom2_Rim
18 Kit1_Tom3_Rim
19 Kit2_Tom1_Rim
20 Kit2_Tom2_Rim
21 Kit2_Tom3_Rim

Voice List

22 Kit3_Tom1_Rim	56 Kit14_Tom2_Rim	90 Kit26_Tom3_Rim
23 Kit3_Tom2_Rim	57 Kit14_Tom3_Rim	91 Kit27_Tom1_Rim
24 Kit3_Tom3_Rim	58 Kit15_Tom1_Rim	92 Kit27_Tom2_Rim
25 Kit4_Tom1_Rim	59 Kit15_Tom2_Rim	93 Kit27_Tom3_Rim
26 Kit4_Tom2_Rim	60 Kit15_Tom3_Rim	94 Kit28_Tom1_Rim
27 Kit4_Tom3_Rim	61 Kit17_Tom1_Rim	95 Kit28_Tom2_Rim
28 Kit5_Tom1_Rim	62 Kit17_Tom2_Rim	96 Kit28_Tom3_Rim
29 Kit5_Tom2_Rim	63 Kit17_Tom3_Rim	97 Kit29_Tom1_Rim
30 Kit5_Tom3_Rim	64 Kit18_Tom1_Rim	98 Kit29_Tom2_Rim
31 Kit6_Tom1_Rim	65 Kit18_Tom2_Rim	99 Kit29_Tom3_Rim
32 Kit6_Tom2_Rim	66 Kit18_Tom3_Rim	100 Kit30_Tom1_Rim
33 Kit6_Tom3_Rim	67 Kit19_Tom1_Rim	101 Kit30_Tom2_Rim
34 Kit7_Tom1_Rim	68 Kit19_Tom2_Rim	102 Kit30_Tom3_Rim
35 Kit7_Tom2_Rim	69 Kit19_Tom3_Rim	103 Kit31_Tom1_Rim
36 Kit7_Tom3_Rim	70 Kit20_Tom1_Rim	104 Kit31_Tom2_Rim
37 Kit8_Tom1_Rim	71 Kit20_Tom2_Rim	105 Kit31_Tom3_Rim
38 Kit8_Tom2_Rim	72 Kit20_Tom3_Rim	106 Kit32_Tom1_Rim
39 Kit8_Tom3_Rim	73 Kit21_Tom1_Rim	107 Kit32_Tom2_Rim
40 Kit9_Tom1_Rim	74 Kit21_Tom2_Rim	108 Kit32_Tom3_Rim
41 Kit9_Tom2_Rim	75 Kit21_Tom3_Rim	109 MD16_Tom_Elec_1_Rim
42 Kit9_Tom3_Rim	76 Kit22_Tom1_Rim	110 MD16_Tom_Elec_2_Rim
43 Kit10_Tom1_Rim	77 Kit22_Tom2_Rim	111 MD16_Tom_Elec_3_Rim
44 Kit10_Tom2_Rim	78 Kit22_Tom3_Rim	112 MD16_Tom_1_Rim
45 Kit10_Tom3_Rim	79 Kit23_Tom1_Rim	113 MD16_Tom_2_Rim
46 Kit11_Tom1_Rim	80 Kit23_Tom2_Rim	114 MD16_Tom_3_Rim
47 Kit11_Tom2_Rim	81 Kit23_Tom3_Rim	
48 Kit11_Tom3_Rim	82 Kit24_Tom1_Rim	
49 Kit12_Tom1_Rim	83 Kit24_Tom2_Rim	
50 Kit12_Tom2_Rim	84 Kit24_Tom3_Rim	
51 Kit12_Tom3_Rim	85 Kit25_Tom1_Rim	
52 Kit13_Tom1_Rim	86 Kit25_Tom2_Rim	
53 Kit13_Tom2_Rim	87 Kit18_Tom3_Rim	
54 Kit13_Tom3_Rim	88 Kit26_Tom1_Rim	
55 Kit14_Tom1_Rim	89 Kit26_Tom2_Rim	

Style List

Number	Song Name/Style	Number	Song Name/Style
001	Rock Shuffle	026	Swing Reggae
002	Surf Pop	027	English Waltz
003	Techno	028	Tango
004	60's Rock	029	Rhythm & Blues
005	Hard Rock	030	Polka
006	Pop Bossa	031	Bluegrass
007	80's Rock	032	Bossanova
008	16 Beat	033	ClubLatin
009	Pop Shuffle	034	Country
010	Guitar Pop	035	DancePop
011	Modern 6/8	036	DiscoParty
012	Swing Funk	037	Foxtrot
013	Piano Ballad	038	Garage
014	Rap	039	Hippop
015	16 Beat Ballad	040	JazzRock
016	Pop Ballad	041	LatinDisco
017	8 Beat Dance	042	Mambo
018	8 Beat Modern	043	ModernJazz
019	70's Disco	044	Merengue
020	Big Band	045	PopRock
021	Country 8 Beat	046	Rock&Roll
022	3/4 Gospel	047	16beat
023	Soul	048	Salsa
024	8 Beat Two	049	SlowRock
025	Reggae	050	Swing

MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Default	1-16CH	1-16CH	
Channel Changed	1-16CH	1-16CH	
Mode Default	Mode 3	Mode 3	
Messages Altered	X *****	X X	
Note Number : True voice	0~127 *****	0~127 0~127	
Velocity Note ON Note OFF	O 9nH,v=1~127 O 8nH,v=0	O 9nH,v=1~127 O 9nH,v=0 or 8nh	
Affter Key's	X	X	
Pitch Bender	X	O	
Control Change 0, 32	O	O	Bank Select
1	X	O	Modulation
5	X	O	Portamento time
6	O	O	Data Entry
7	O	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	O	O	DSP TYPE
91, 93	O	O	DSP DEPTH
100,101	X	O (*1)	RPN LSB,MSB
121	X	O	Reset all Controllers
Program Change : True	O 0-127 0-127	O 0-127 0-127	
System Exclusive	X	X	
System : Song Position	X	X	
: Song Select	X	X	
Common : Tune	X	X	
Aux : Local on/off	X	O	
: All Notes Off	O	O	
Messages : 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 sensivity

#1: Fine tuning cents

#2: Coarse tuning in half-tones

10506069-V1.0

Specifications

- ☆ **Drum Pads:** 1 Snare with RIM Function, 3 TOM Pads with RIM Function,
2 Cymbal Pads with RIM Function and choke Function,
1 Hi-Hat Pad, 1 Hi-Hat Pedal, 1 Kick Drum Pedal
- ☆ **Display:** Multi-function Backlit LCD Display
- ☆ **Polyphony:** 64 Notes Polyphony Max
- ☆ **Voice Control:** 583 Percussion Voices, 45 Preset and 5 Custom
- ☆ **Effect:** Reverb type (10), Chorus type (13), Level
- ☆ **Styles:** 50 Styles
- ☆ **Pad Control:** Sensitivity, Threshold, Velocity Curve
- ☆ **Demo:** 2 Songs
- ☆ **Song recording:** Real-time Record and Playback
- ☆ **Others:** Tap, Click Level, Click Sound, Click Tempo,
Metronome (1/4, 2/4, 3/4, 4/4, 6/4, 3/8, 6/8, 12/8), Count
- ☆ **Interface:** DC 9V Power Socket, PHONES, USB TO HOST,
Line Out(L/MONO,R), AUX IN, Serial connection jack for
the pad trigger cables

Virgin Musical Instrument Company INC

P O Box 2908

La Mesa, CA 91943

619 244-0006

Virginmusicalinstrumentcompany.com

info@virginmusicainstruments.com