

DIGITAL DRUM

Instruction Manual



Congratulations!

Thank you for purchasing this digital drum module. The drum module has been developed to act and play like a drum set but with greater ease. Before you use the instrument, we recommend you to read through this manual.

Taking Care of Your Digital Drum Set

Location

- Do not expose the unit to the following conditions to avoid deformation, discoloration, or more serious damage.
- Direct sunlight.
- High temperature (near a heat source, or in a car during the day time).
- Excessive humidity.

Power Supply

- Make sure to use the suitable AC adaptor, and also make sure the AC outlet voltage at your country matches the input voltage specified on the AC adaptor's label.
- Turn the power switch OFF when the instrument is not in use.
- An AC adaptor should be unplugged from the AC outlet if the instrument is not be used for an extended period of time.
- Unplug the AC adaptor during electric storms.
- Avoid plugging the AC adaptor into the same AC outlet as appliance with high power consumption, such as electric heaters or ovens. Also avoid using multi-plug adaptors since these can result in reducing the sound quality, operation errors, and possibly damage.

Turn Power OFF When Making Connections

- To avoid damage to the instrument and other devices to which it is connected, turn the power switches of all related device OFF prior to connecting or disconnecting cables.

Handling and Transport

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

Cleaning

- Clean the unit with a dry soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- Avoid placing vinyl object on top of the unit (vinyl can stick to and discolor the surface).

Electrical Interference

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

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, AND
(2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

Caution!

- The normal function of the product may be disturbed by Strong Electro Magnetic Interference. If so, simply reset the product to resume normal operation by following the instruction manual. In case the function could not resume, please use the product in other location.

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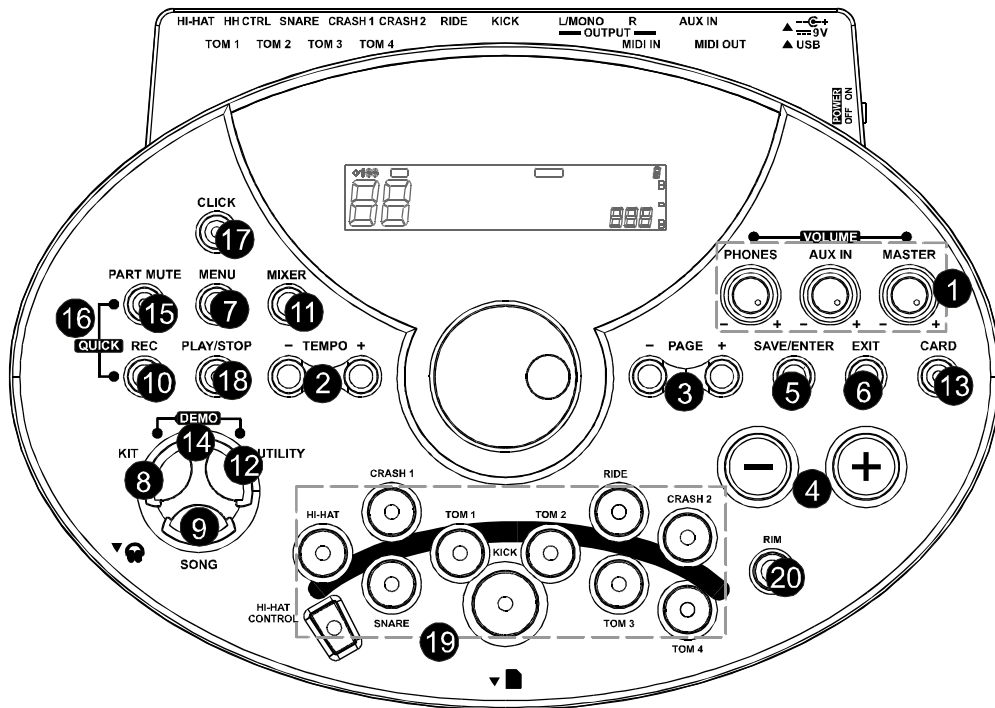
The digital drum is a top grade drum product for all professional drum players. It is easy for performing, tuition, recording or etc. It can be performed freely with almost 700 drum voices and 220 songs of High quality! Also, you can use SD card to store your own songs or USB MIDI function to connect the computer.

Features

- **Maximum Polyphony:** 64
- **Drum Voices:**
Drum Voices: 698 (Drums, Percussion, SFX...) + 18 Hi-Hat Combinations
General MIDI Backing Voices: 128 GM Instruments
- **Drum Kits:**
Drum Kits: 99 (42 Preset Kits + 57 User Kits)
- **Mixer:**
Drum volume / ACMP Volume / SD Card MIDI Volume / Click Volume
- **Effect Type:**
Reverb
4-Band Master EQ
- **Sequencer:**
Preset song: 120
User song: 100
Song Parts: 7 (Drum, Percussion, Part 1-Part 5)
Play Modes: One Shot/ Loop/Tap/Hit
Tempo: 30-280
Resolution: 192 ticks per quarter note
Metronome Function
Part Mute Function
- **Click:**
Click Voice/ Time signature / Tempo / Interval / Volume
- **MIDI function:**
MIDI IN / MIDI OUT/MIDI THRU (soft), USB MIDI
- **SD Card:**
Save/Load Kits, Songs and User Settings
Play Standard MIDI Files (up to 16 channels)
Update Operating Firmware
- **Hardware:**
Sturdy 4-Legged Drum Rack with All Mounting Hardware
Kick Pad
11" Dual-Zone Snare Pad
9" Dual-Zone Tom Pads x 3
11" Dual-Zone Floor Tom Pad
9" Kick pad
Dual-Zone Crash Pads with Choke x 2
14" Dual-Zone Ride Pad with Bell and Choke
Dual-Zone Hi-Hat Pad with Choke
Hi-Hat Controller Pedal
- **IO Port:**
Phone, MIDI IN/OUT, USB MIDI, AUX IN/OUT

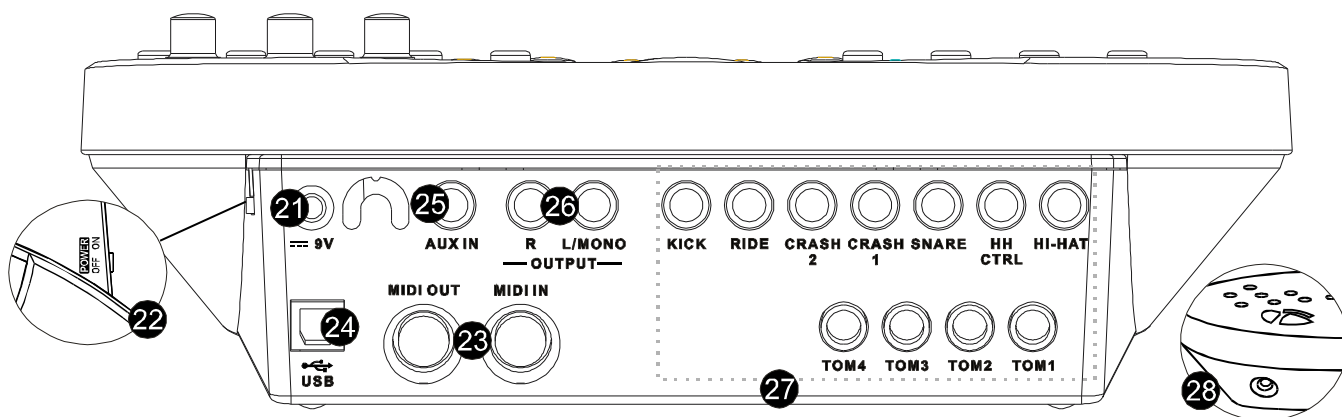
Panel Controls

Front Panel



- 1 [MASTER] / [AUX] / [PHONES] buttons**
Master Volume, Aux In volume, phone volume Knobs
- 2 [TEMPO+] / [TEMPO-] buttons**
Adjust current tempo of Song, Click, etc; Press [TEMPO+] and [TEMPO-] buttons simultaneously to reset to default tempo.
- 3 [PAGE+] / [PAGE-] buttons**
Page Buttons, Scroll through the menu pages, or move the cursor left/right when naming;
- 4 [+]/[-] buttons**
Increase or decrease the current parameter.
- 5 [SAVE/ENTER] button**
Enters the Save menu when available; enter the current folder or confirm current operation;
- 6 [EXIT] button**
Exit from the current sub-menu back to the superior level menu;
- 7 [MENU] button**
Enter current mode's menu to set parameter; Hold [MENU] button then press [PART MUTE] or [CLICK] buttons, would enter mute or click setting menu.
- 8 [KIT] button**
Enter Kit Mode to select a Kit
- 9 [SONG] button**
Enter Song Mode to select a song
- 10 [REC] button**
Enter the Record menu
- 11 [MIXER] button**
Enter MIXER menu, adjust master volume including Kit volume, Song volume, Card midi volume or Click volume.
- 12 [UTILITY] button**
Adjust the parameters of global setup, such as sensitivity, curve, Effect, MIDI setup, etc
- 13 [CARD] button**
Enter SD card menu, load, delete, play or format the SD card;
- 14 [UTILITY] + [KIT] buttons**
Enter DEMO mode and start to play demo.
- 15 [PART MUTE] button**
Part mute switch
- 16 [REC] + [PART MUTE] buttons**
Quick record for quickly recording drum part
- 17 [CLICK] button**
Click switch
- 18 [PLAY/STOP] button**
Control the play of a song or a Card midi, or start/stop recording
- 19 Pad select buttons and indicators (11)**
These buttons can play the pad voices of the current kit. In KIT Menu /Mixer/UTILITY menu, they select the pad to be edited and the indicators show the current selected pad. In SONG/DEMO/Card mode, the indicators will display which pads are being played by the drum track.
- 20 [RIM] button**
Allows access to the second voice for dual-zone triggers (Snare, Hi-Hat, Tom, etc.)

Rear Panel



21 DC input

Connection for the DC 9V power adapter.

22 Power switch

This switch turns power on and off.

23 MIDI IN and MIDI OUT

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

24 USB port

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

25 AUX IN

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

26 Line output jacks

Stereo output connection to an audio system or drum amplifier.

27 Pad input jacks

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

28 Phone jack

This stereo jack is used to connect headphones.

Setup

Caution!

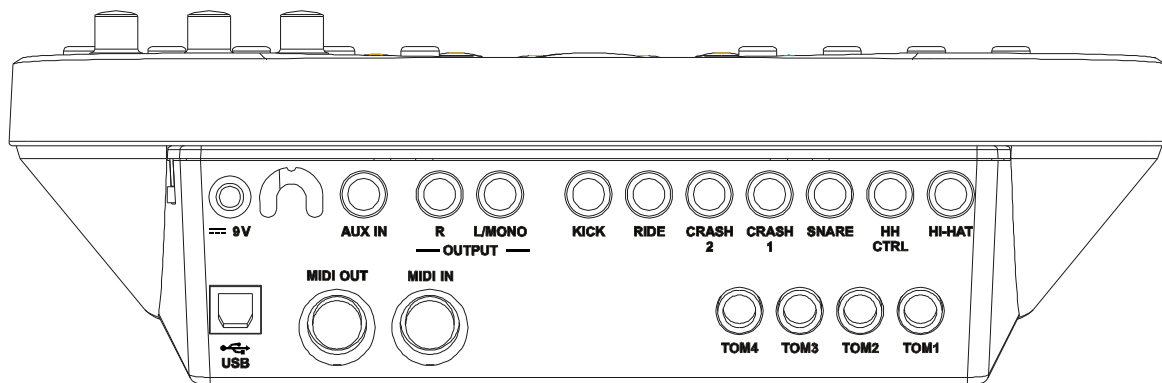
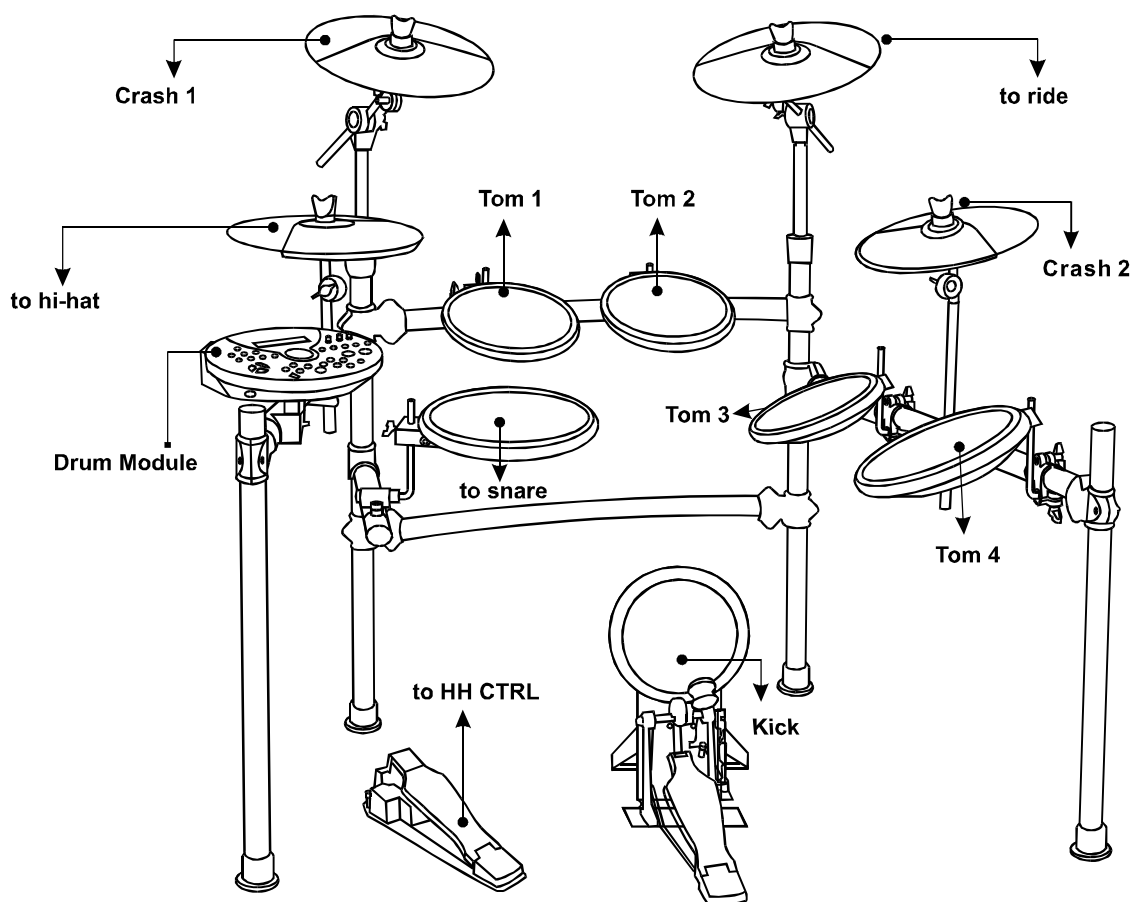
To prevent electric shock and damage to the device, make sure the power is switched OFF on the drum and all related device before making any connection.

Connect The Pads And The Pedals

Using the provided cables, connect each Trigger input jack on the rear panel of the module, and make sure each pad is connected to its corresponding Trigger input jack.

Note:

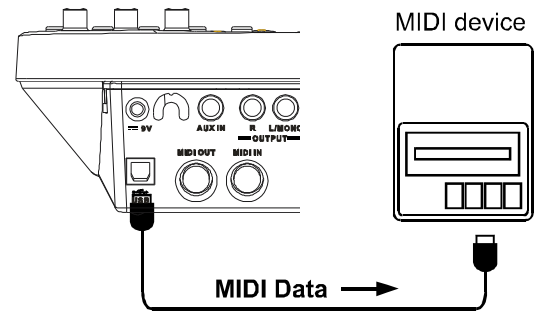
1. The voice of hi-hat pad hitting is controlled by hi-hat pedal. Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is stepped, it functions as a 'closed hi-hat'.
2. The valid striking area of a cymbal pad (ride, crash or hi-hat) is near the edge of the pad, which is different from other pads.



Connect A MIDI And USB Device

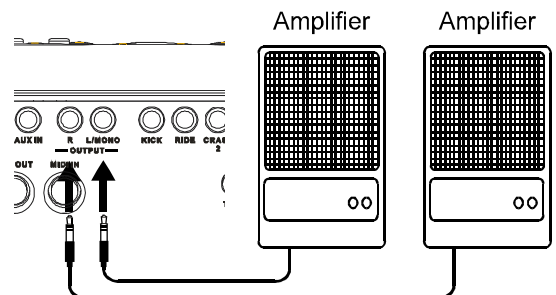
This is for you want to use an external sound module or MIDI sequencer.

The drum will output all the MIDI codes generated by hitting pads or stepping pedal via the MIDI output or USB port. But clicking and the MIDI codes in songs are excluded. The USB are only for MIDI messages. MIDI clocks will be sent automatically after power-on.



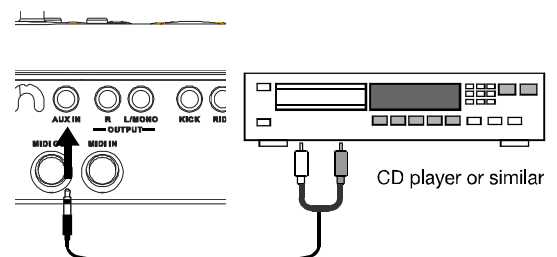
Connect An Audio Equipment

1. When you want to listen to the voices with an amplifier, connect amplifiers with the Output L/MONO and R jacks on the rear panel. (For monaural playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.)
2. The volume is adjusted with the VOLUME knob.



Connect A CD Player, Etc.(Aux In Jack)

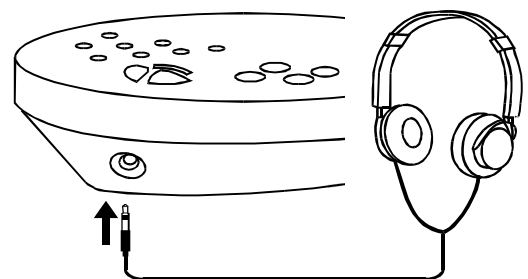
1. The audio output of a CD player, or other audio source, to connect with the AUX IN jack on the rear panel can be mixed with the sound of the drum. This function is convenient that lets you play along with a favourite song.
2. The volume of the external signal is adjusted with the VOLUME knob.



Connect Headphones

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

* Adjust the volume to a comfortable level.

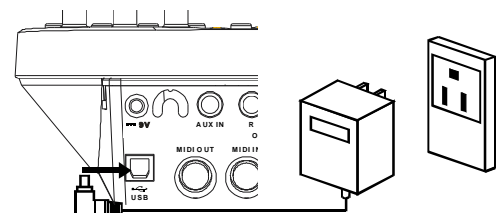


Connect The Power Supply Jack

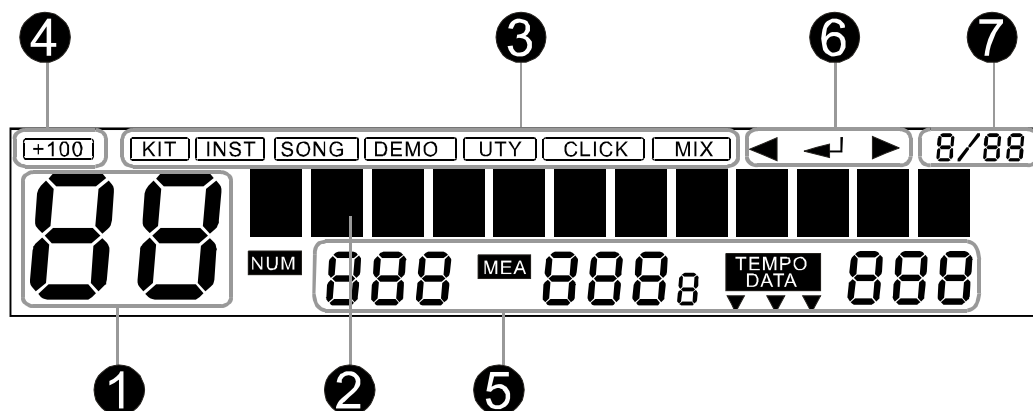
Make sure the power is switched OFF and connect the power adaptor with the DC IN jack on the rear panel.

Note:

1. To protect the speakers, amplifier and the drum module from damage, rotate the volume knob to the minimum volume level before switching the power ON.
2. Make sure the power is switched OFF when connecting drum module with external devices.



LCD



① Current Kit index

② **Main Display:** A dot matrix that allows displaying variable size fonts and icons.
The main part of this dot matrix is used to display the current kit or song name, and all the various Menus.

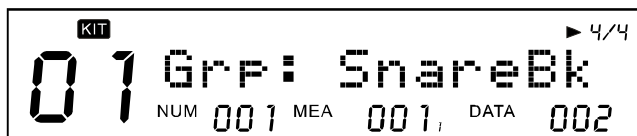
③ **Mode icon:** The top line of the LCD display current mode icon. ("KIT" icon is always lightened)

④ Current Kit index

⑤ Song num, Measure, beat, Tempo

(In menu pages, when selecting group, voice or pad pattern index, the icon "DATA" is lightened, indicates the current voice or song's index)

For instance:



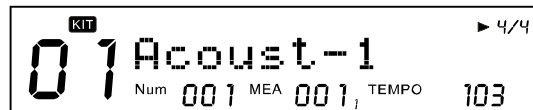
⑥ These icons indicate that the [PAGE-] / [SAVE/ENTER] / [PAGE+] is valid

⑦ The current time signature

Quick Start

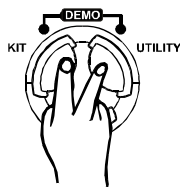
Power On

Connect the DC 9V power adapter to the Drum Module, and then set the power switch to the "ON" position.

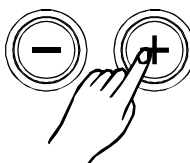


Demo

Press **[KIT]** button and **[UTILITY]** button simultaneously to enter Demo Mode:



Press **[+]/[-]** buttons to select a Demo to play; use **[PLAY/STOP]** button control the play.



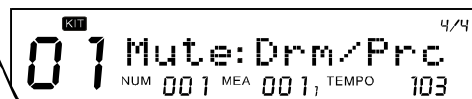
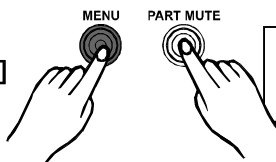
Basic Operation

Enter Menu

1. Press **[MENU]** button to enter current menu (refer to current mode, for instance : KIT mode, Song mode, etc)

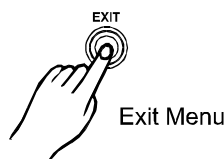


2. Hold **[MENU]** button and then press **[PART MUTE]** or **[CLICK]** button to enter Mute Menu or Click Setting Menu.



Exit Menu

Press **[EXIT]** button to Exit from the current sub-menu back to the superior level menu;
Or press the correspond buttons (such as **[KIT]** or **[Song]** .etc) to immediately enter another menu.



Exit Menu

Adjust Value

1. Select the parameter to be adjusted referring to the LCD icon" ◀↔▶ "

([Page -] / [SAVE/ENTER] / [PAGE +] is valid):

2. Adjust the value using [+] / [-] buttons or DIAL ;

Rename

Operating guide LCD display

M₅Kit001

[PAGE+] M₅Kit001 Move the cursor right

[PAGE-] M₅Kit001 Move the cursor left

[+] N₅Kit001 Change the character (see ASCII list)

[-] M₅Kit001 Change the character

[SAVE/ENTER] SAVE OK! Rename Succeed!

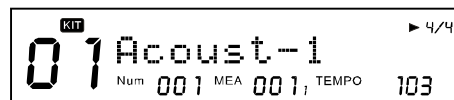
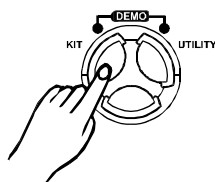
Kit

The digital drum has 99 (including 42 Preset Kits + 57 User Kits) Kits for you to select.

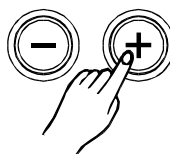
Selecting Kit

1. Enter KIT Mode

Press the **[KIT]** button to enter KIT mode. The Kit indicator "KIT" is lightened and the LCD displays the current Kit number and Kit name like below:



Press the **[+]/[-]** button or use the DIAL to select a Kit (next or previous one);



Press the **[PAGE+]/[PAGE-]** button to quickly skip through Kit groups(Preset Kits, User Kits).Like below(Table 1.1):

>>Table 1.1

Operating guide LCD display

[KIT]	Acoust-1	Enter KIT mode
[PAGE+]	MyKit001=U=	Select user kit
[+]	FunkBand	Select next kit
[-]	Acoust-1	Select previous kit

2. Selecting Pad

The digital drum has 10 Pad triggers and 1 pedal controller, see Table 1.2 as below:

>> Table 1.2

PAD NUM	TRIG NUM	NAME	MIDI Note
1	1	KICK	36
2	2	SNARE	38
	3	SNARE R	40
3	4	TOM1	48
	5	TOM1 R	50
4	6	TOM2	45
	7	TOM2 R	47
5	8	TOM3	43
	9	TOM3 R	58
6	10	TOM4	41
	11	TOM4 R	39
7	12	RIDE	51
	13	RIDE R	59
	14	RIDE Bell	53
8	15	CRASH1	49
	16	CRASH1 R	55
9	17	CRASH2	57
	18	CRASH2 R	52
10	19	O HIHAT	46
	20	O HIHAT R	26
	21	Half Open HIHAT	23
	22	Half Open HIHAT R	24
	23	C HIHAT	42
	24	C HIHAT R	22
CTRL	25	P HIHAT	44
	26	Splash	21

The current pad to be edited can be selected either by pressing its Pad Select button or by striking the pad itself.

NOTE:

- How to select C HIHAT(C HIHAT R): Press [HI-HAT CONTROL] + [HI-HAT] simultaneously ;
- When using Pad Select button, some of the pad trigger can't be selected, for example: RIDE BELL, Half Open HIHAT, Half Open HIHAT R, Splash.

3. Pad Select button LED

Pad Selected	Pad Select indicator
RIDE BELL	[RIDE] sparkling
Half Open HIHAT	[HI-HAT] lighten, [HI-HAT CONTROL] sparkling
Half Open HIHAT R	[HI-HAT] lighten, [HI-HAT CONTROL] sparkling, [RIM] lighten
C HIHAT	[HI-HAT] lighten, [HI-HAT CONTROL] lighten
C HIHAT R	[HI-HAT] lighten, [HI-HAT CONTROL] lighten, [RIM] lighten

Editing Kit

1.Editing Pad voices

In Kit menu, Press [MENU] button to edit Pad Voices of the current kit. All parameters of the Pad, as voices, volume, pan, decay, pitch .etc can be adjusted.



>>Table 1.3

Operating guide	LCD display
[KIT]	Acoust-1 — Enter Kit mode
[MENU]	VOICE — Enter Kit menu
[SAVE/ENTER]	Grp: KickBk
[PAGE+]	Voc: ClascBd1
[PAGE+]	Volume: 110
[+]	Volume: 111
[-]	Volume: 110
	See Table 1.4 Pad trigger Parameter set.
[PAGE+]	PATTERN: OFF — Pad pattern set (default:OFF)
	PATTERN: ON — Set pad pattern ON
[+]	Grp: DrumLoop
[SAVE/ENTER]	Sne: Fusion1
[PAGE+]	Retrie: ST/SP
[PAGE+]	Retrie: ReST
	Parameter set, see Table 1.7
[PAGE+]	EXCHANGE — Exchange kit order
[SAVE/ENTER]	MyKit001
[SAVE/ENTER]	EXCHANGE OK!
[PAGE+]	RENAME — KIT RENAME

NOTE:

EXCHANGE and RENAME menu can't be seen when it's Preset Kits.

>>Table 1.4

PARAMET	EREXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
Grp*	Pad voice group	(See detail below)	(according to different Pad triggers)
Voc*	Voice index/ HH combi group index	1~698 (See detail below)	
Volume	Volume	0~127	
Pan	Pan	L8~R8/Center	
Pitch	Pitch	-8~+8	
Decay	Decay	-5~0	
RvbLevel	Reverb Level	0~127	
MidiNote*	Pad note (MIDI out)	(See detail below)	
Duration	Pad note length(MIDI out)	0.0s~0.8s	
StartVol	Pad voice start volume	0~127	

Explain Details:**Grp:**

a) Pad voice group

--8 common Voice group:

"KickBk", "SnareBk", "TomBk", "RideBk", "CrashBk", "HiHat", "Percusn", "SFX"

--1 HH Combi group:

"HH_Combi" (just can be selected when current Pad Trigger is No.19~26, see Table 1.2) ;

b) Adjust HH Combi group parameter

The digital drum has 18 HH Combi group, see detail on Appendix.

See operation table below (Table 1.5):

>>Table 1.5

Operating guide

LCD display

[KIT]

Acoust-1

— Enter Kit mode

[MENU]

VOICE

— Enter Kit menu

...select a Pad trigger...

[SAVE/ENTER]

Grp: HH_Combi

[PAGE+]

Standrd A

— Select a HH Combi group(1~18)

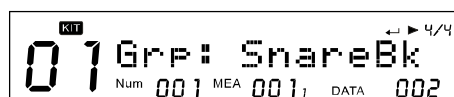
[PAGE+]

Volume:120

— Adjust current Hi-hat triggers' volume

NOTE:

- After selecting HH Combi group, you can adjust the parameter of all the hi-hat pad together, including O HIHAT, O HIHAT R, HO HIHAT, HO HIHAT R, C HIHAT, C HIHAT R, P HIHAT, Splash;
- Distinguishingly, Hi-Hat Pedal volume (including P HIHAT and Splash), can be adjusted separately; Close hi-hat volume (including C HIHAT and C HIHAT R), can be adjusted separately;
- In menu "Grp: snareBk" as below, the "DATA: 002" icon indicate current HH Combi group index:



Voc:

The digital drum has up to 698 Drum voices.

Press the **[+]/[-]** button or use the DIAL to select a drum voice; when another voice group is selected, the menu "Grp: " Will refresh simultaneously.

NOTE:

In the menu as below, the "DATA: 290 " icon indicate current Voice index:

**MIDI note:**

Define: Adjust the midi note of each pad triggers sending out through MIDI OUT Port.

For each Pad trigger's default MIDI Note, see "Table 1.2".

If current midi note parameter has been selected by another trigger, LCD displays "!" to suggest you to adjust it.

2. Pad Pattern Setting

Define: when Pad Pattern Function is "On", you can play a pattern by triggering a pad .

>>Table 1.6

Operating Guide	Lcd Display
[KIT]	Acoust-1 — Enter Kit mode
[MENU]	VOICE — Enter Kit menu
[PAGE+]	PATTERN: OFF — Pad Pattern OFF
[+]	PATTERN: ON — [+]/[-] to ON/OFF
[SAVE/ENTER]	Grp: DrumLoop
[PAGE+]	Sng: Fusion1
[PAGE+]	Retrig: ST/SP
[+]	Retrig: ReST

See Table 1.7 for detail

>>Table 1.7

ARAMETER	EXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
Pattern*	Pad Pattern switch	OFF/ON	OFF
Grp*	Pad pattern group	DrumLoop/1 Shot/ PercLoop/HIT/TAP/ UserSong	DrumLoop
Sng*	Pad pattern index	1~220	1
Retrig*	retrigger mode	ST/SP、 ReST	ST/SP
VelCtrl*	velocity control volume	OFF/ON	ON
Volume	Volume	0~127	100
X'Pose	Pad pattern's transpose	-12~12	0
RstTime*	reset time	OFF/0.1s~4.0s(unit 0.1s)	4.0s
DrumVoc*	Whether drum voice sound	OFF/ON	ON

Explain Details:**Pattern:**

At most 7 pads can use Pad pattern (Hit or Tap types) simultaneously.

Grp、Sng:

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

VelCtrl:

Define: Choose that whether you want to use the velocity that you trigger the pad to control the volume of the pad pattern's play.

ON: Control the volume of the pad pattern's play by trigger velocity

OFF: do NOT Control the volume of the pad pattern's play by trigger velocity, but use the default volume (adjusted in the next menu "volume:").

Retrig and RstTime:

When you select the Song of type...

Loop or 1shot: "RstTime" menu displays invalid ("---");

Tap: "Retrig" menu displays invalid ("---");

Hit: RstTime and Retrig menu all display invalid ("---");

DrumVoc:

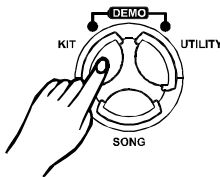
Define: Choose that whether sound drum voice when pad pattern is ON.

ON: Default setting. When triggering the pad, sound the pad pattern also with drum voice;

OFF: When triggering the pad, just sound the pad pattern.

3. Exchange Kit Order

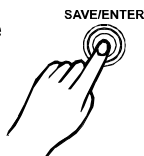
1) Select an user kit:



2) Press the **[MENU]** button, and the **[PAGE+]/[PAGE-]** button, enter the menu displayed "EXCHANGE"



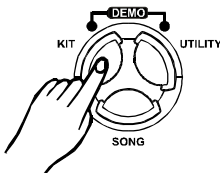
3) Press the **[SAVE/ENTER]** button to set exchange position, then press the **[EXIT]** button to go back to the menu displayed "EXCHANGE"

**NOTE:**

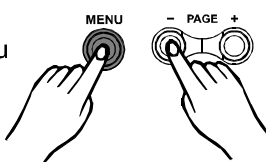
When exchange operation is done, LCD displays "EXCHANGE OK!" temporarily, 2 seconds later, LCD shows the KIT mode automatically, and original Kit is selected. (as "MyKit001" in this example).

4. Rename

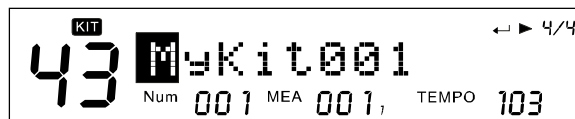
1) Select an user kit:



2) Press the **[MENU]** button, then press **[PAGE+]/[PAGE-]** button, enter the menu displayed "RENAME":



3) Press the **[SAVE/ENTER]** button to enter the rename operation, see the basic operation Rename in detail.



Saving Kit

The digital drum allows modifying and saving user Kits in local or SD Card, it is convenient for you to transit and use.

NOTE:

In the inner of the menu, press the **[SAVE/ENTER]** button, you can also enter saving page to save current kit.

Saving Preset KIT

Select a preset Kit, then press the **[SAVE/ENTER]** button, LCD indicates "Sv ▶ MyKit001 " for you to select a place to save current preset kit to. (MyKit001 is default set)



NOTE:

In the menu below, the "DATA 043 " icon indicates the destination place of saving current kit (no.001):

Before saving:



After saving:

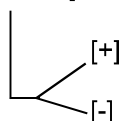


>>Table 1.9

Operating guide

LCD display

[SAVE/ENTER]



Sv ▶ MyKit001

Sv ▶ MyKit002

Sv ▶ MyKit001

[+]/[-] to switch destination

[SAVE/ENTER]

M yKit001

Enter rename operation

[SAVE/ENTER]

SAVE OK!

Save success (display temporarily)

2 seconds later..

MyKit001=U=

Back to KIT mode

NOTE:

If the edited Kit is not saved before selecting another Kit or turn off the digital drum, changes will be lost.

▪Saving User Kit

Select a user Kit, for example "MyKit001":



Press the **[SAVE/ENTER]** button to enter the saving page, with the operation as below (Table 1.10):

>>Table 1.10

Operating guide

LCD display

[SAVE/ENTER]	Sv ▶ MyKit001	Save to local (see Table 1.9)
[+]	Sv ▶ MyKit002	[+]/[-] to select a Kit
[PAGE+]	CurKit ▶ Card	Save current Kit to SD Card
[SAVE/ENTER]	MyKit001	Rename operation
[SAVE/ENTER]	SAVE OK!	(Display temporarily)
If card is error, see detail on Table 9.3		
[PAGE+]	AllKits ▶ Card	Save all user kits to SD card
[SAVE/ENTER]	ALL_KITS	Rename Operation
[SAVE/ENTER]	SAVE OK!	(Display temporarily)
If card is error, see detail on Table 9.3		

NOTE:

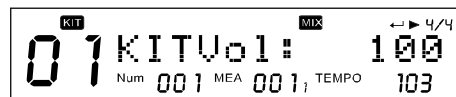
When saving Kits to SD card, The digital drum will automatically save it (them) on local at the same time, although SD card saving is failed (for example "No Card!" or "Card error!". etc) .

Mixer

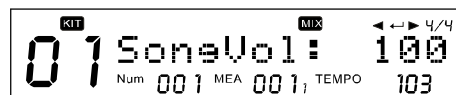
Master Kit volume, Song Volume, Click Volume and Card MIDI Volume can be balanced together in the drum module mixer menu.

•Master Volume

Press the **[MIXER]** button to enter mixer menu:



Press the **[PAGE+]** button constantly to select "SongVol", "ClickVol" or "CardVol";
Then press the **[+]/[-]** button to adjust each volume, see Table 2.1:



>>Table 2.1

Operating guide	LCD display	
[MIXER]	KITVol:110	Master Kit Volume
└─[+]	KITVol:111	Adjust volume
[PAGE+]	SongVol:110	Master Song Volume
└─[+]	SongVol:111	Adjust volume
[PAGE+]	CardVol:110	CARD mode
[PAGE+]	ClickVol:110	Click volume

● Inner Volume

--In the menu page "KITVol: 110", press the **[SAVE/ENTER]** button to enter kit inner volume page, showing current pad trigger's volume. You can adjust the value using **[+]/[-]** or **DIAL**.

The adjustments of the inner volume equals to the operation in KIT MENU. Don't forget to save current Kit before you select another Kit or power down this digital drum.

--In the menu page "SongVol: 110", press the **[SAVE/ENTER]** button to enter Song inner volume page, showing current song parts' volumes. You can adjust the value using **[+]/[-]** or **DIAL**.

The adjustments of the inner volume equals to the operation in SONG MENU. Don't forget to save current Song before you select another Song or turn off this digital drum.

>>Table 2.2

Operating guide	LCD display
[MIXER]	KITVol:100 — Master Kit Volume
[SAVE/ENTER]	TrisVol:100
[+]	TrisVol:101
	Adjust trigger's volume
[PAGE+]	SoneVol:100 — Master Song Volume
[SAVE/ENTER]	DrumVol:100
[PAGE+]	PercVol:100
	Adjust Song parts' volume
[PAGE+]	CardVol:100 — Click volume
[PAGE+]	ClickVol:100 — Card Midi volume

>>Table 2.3

PARA	Secondary PARAE	Explain	Value	Range Default
KITVol		Master Kit volume	0~127	120
	TrigVol	Current trigger volume	0~127	--
SongVol		Master Song volume	0~127	110
	DrumVol	Current Song Drum volume	0~127	--
	PercVol	Current Song Percussion volume	0~127	--
	Part1Vol	Current Song Part1 volume	0~127	--
	Part2Vol	Current Song Part2 volume	0~127	--
	Part3Vol	Current Song Part3 volume	0~127	--
	Part4Vol	Current Song Part4 volume	0~127	--
	Part5Vol	Current Song Part5 volume	0~127	--
CardVol		Card Midi volume	0~127	110
ClickVol		Click volume	0~127	100

NOTE:

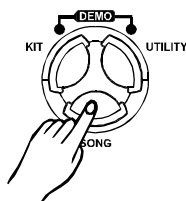
ClickVol in mixer menu equals to the "ClickVol " in Click menu.

Song

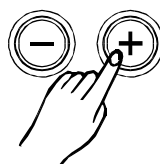
- The digital drum comes with 220 songs. Preset (Internal) Songs (Songs 1-120), User Songs (Songs 121-220).
- The digital drum's sequencer organizes music into seven parts. The Drum Kit part is used to record/play back what is played on the pads. Additionally, Percussion part, Part 1, Part 2, Part 3, Part 4 and Part 5 are the 6 backing instrument parts (backing parts). The collective performance of these 7 parts is called a song.

Song Choosing

1. Press **[SONG]**, and the SONG screen appears:
Song Number, Song Name, Beat, Measure
Number-Current Beat, New User Song (" * " indicates a new User song);



2. Press **[+] / [-]** or DIAL to select the Song.



3. Press **[PAGE+] / [PAGE-]** to select the song category.



SONG CATEGORY:

Pattern Loop, 1 Shot, Percussion Loop, Hit, Tap, User Song

>>Table 3.1

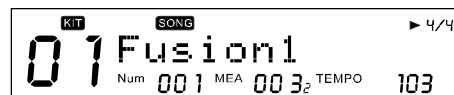
Operating guideL

LCD display

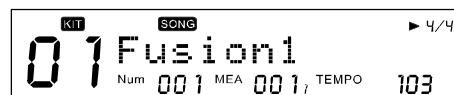
[SONG]	Fusion 1	—	Preset Song Name(1st Song of Pattern Loop)
[PAGE+]	Ltin Jz4	—	(1st Song of 1 Shot)
[PAGE+]	World2	—	(1st Song of Percussion Loop)
[PAGE+]	Choru T1	—	(1st Song of Hit)
[PAGE+]	Bass T1	—	(1st Song of Tap)
[PAGE+]	MySne001 *=U=	—	User Song Name (1st Song of User)

Song Playing Back

1. Press **[PLAY/STOP]** to play a song,[PLAY/STOP] lights.(During playback of a song, you can have the pads' buttons corresponding to the drums being played in the percussion part light up.)



2. During playback of a song, press **[PLAY/STOP]** to stop playback of the song, and return to the beginning of the song,[PLAY/STOP] light goes out.



Adjusting Song Acmp Volume

Adjust background volume of the song to balance the Kit volume.
(refer to MIXER)

Adjusting Temporarily Tempo

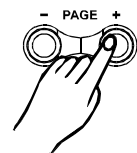
You can temporarily change the tempo of a song while playback is in progress. The song returns to its preset tempo when a different song is selected. (refer to Song Editing)

Song Editing

1.On song screen, press [MENU] to enter the screen of song editing:



2. Press [PAGE+]/[PAGE-],switch setting menus.



>>Table 3.2

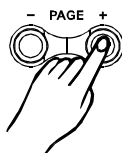
Operating guide	LCD display
[MENU]	SETUP — Song Whole Settings
[PAGE+]	PART:DRUM — Drum Part Settings
[+]	PART:PERC
[+]	PART:PART1
[+]	PART:PART2
[+]	PART:PART3
[+]	PART:PART4
[+]	PART:PART5
[PAGE+]	ERASE:DRUM — Only User Songs use the function
[+]	ERASE:PERC
[+]	ERASE:PART1
[+]	ERASE:PART2
[+]	ERASE:PART3
[+]	ERASE:PART4
[+]	ERASE:PART5
[+]	ERASE:ALL

Whole Settings(SET UP)

1. On "BSET UP" screen, Press **[SAVE/ENTER]** to enter the screen of whole settings:



2. Press **[PAGE+]/[PAGE-]**, switch setting menus.



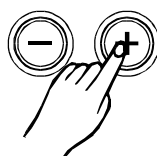
>>Table 3.3

Operating Guide

LCD display

[SAVE/ENTER]	Tempo:103	— SONG playback rate
[PAGE+]	T-Sig:4/4	— SONG Beat
[PAGE+]	Mode:1 SHOT	— SONG playback mode
[PAGE+]	Pre Count:0	— Measures before playback of a song begins
[PAGE+]	Kit Link:ON	— Kit change with song
[PAGE+]	Tap Sync:OFF	— Tap continuous playback

3. Press **[+]/[-]** or DIAL to edit Tempo/Time Sig/ Mode/Pre Count/ Kit Link/ Tap Sync



>>Table 3.4

Parameter	Brief Explain	Range	Default Value
Tempo*	SONG playback rate	30-280	--
T-Sig *	SONG Beat	1-9/2, 1-9/4, 1-9/8, 1-9/16	/
Mode*	SONG playback mode	Loop/1 Shot/TAP/HIT	/
Pre Count*	Measures before playback of a song begins	0、1、2	0
Kit Link*	Kit change with song	OFF/ON	ON
Tap Sync*	Tap continuous playback	OFF/ON	OFF

NOTE:

The parameters of Pre Count, Kit Link, Tap Sync are global settings, can not be saved to a user song.

Parameters Explanations:

If during playback of a song, the parameters edited become effective at once.

TEMPO

You can temporarily change the tempo of a song while playback is in progress.

The song returns to its preset tempo when a different song is selected.

T-Sig

For the preset songs, this parameter shows the current song's default value; for the user songs, the default value is 4/4; It can not be changed.

1. Each Song has its own Time Signature as default.

Mode

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

Pre Count

This is an auxiliary function available when "LOOP" and "1 SHOT" are specified as the Play Mode for the song. You can have a count sound (click) inserted before playback of a song begins.

0:

Playback begins without a count-in.

1:

Playback begins after a 1-measure count-in.

2:

Playback begins after a 2-measure count-in.

Kit Link

This is an auxiliary function available when "LOOP" and "1 SHOT" are specified as the Play Mode for the song. ON: While selecting song, the kit selection would be changed according to the kit selection of the drum part of current song.

-During playback of a song, the function will become effective at once while switched from "OFF" to "ON".

-If you want to change some other kit for your performance, you can simply enter Kit mode to select a new kit.

OFF: While you are selecting a new song, the kit selection won't be changed with the songs.

Tap Sync

This is an auxiliary function available when "TAP" and "HIT" are specified as the Play Mode for the song. In Tap and HIT playback, if one sound is set to play before the previous sound has finished playing, this setting allows you to either have the previous sound stop and the subsequent sound start playing (OFF) or have the two sounds layered (ON).

ON: The previous sound continues to play to the end, while the subsequent sound is superimposed on it.

OFF: The previous sound stops while in progress, and the subsequent sound starts playing.

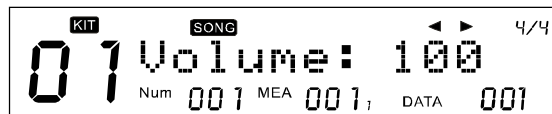
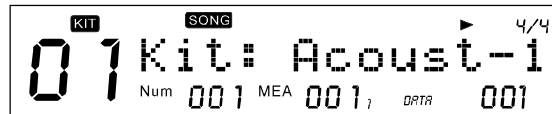
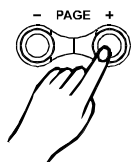
Part Settings(Drum/Perc/PART1~Part5)

==Drum/Perc Part==

1. On song menu screen, select corresponding part, then press **[SAVE/ENTER]** to enter the screen of part settings:



2. Press **[PAGE+]/[PAGE-]**, switch setting menu:



>>Table 3.5

Operating guide

LCD display

[PAGE+]	PART: DRUM	Part Setting
[SAVE/ENTER]	KIT: Acoust-1	Kit Number applied for drum/perc part
[PAGE+]	Volume: 100	Part Volume
[PAGE+]	Reverb: 64	Part Reverb

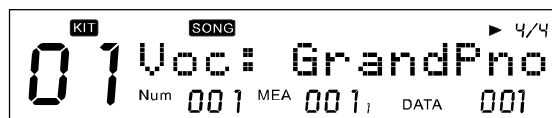
3. Press **[+]/[-]** or DIAL to adjust settings of the corresponding parameters.

>>Table 3.6

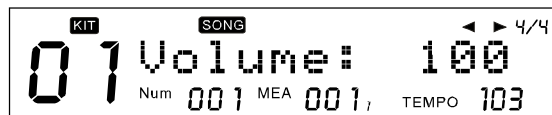
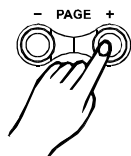
Parameter	Brief Explain	Range	Default Value
Kit Set	Kit Number applied for drum part	1-109 (include GM KIT) 1-99 (if programmed with Local Kit) 100-109(if programmed with GM Kit)	--
Volume	Part Volume	0~127	100
Reverb	Part Reverb	0~127	--

==Part1~Part5 ==

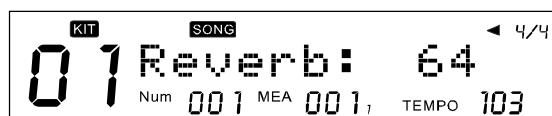
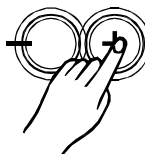
1. On song menu screen, select corresponding part, then press **[SAVE/ENTER]** to enter the screen of part settings:



2. Press **[PAGE+]/[PAGE-]** switch setting menu:



3. Press **[+]/[-]** or DIAL to adjust settings of the corresponding parameters.



>>Table 3.7

Operating guide	LCD display		
[SAVE/ENTER]	Voc:GrandPno	—	Voice applied for part1~part5
[PAGE+]	Volume:100	—	Part volume
[PAGE+]	Pan: Center	—	Part pan
[PAGE+]	Reverb: 64	—	Part reverb

>>Table 3.8

Parameter	Brief Explain	Range	Default
Voc*	Voice applied for part1~part5	detailed instructions below	--
Volume	Part volume	0~127	100
Pan	Part pan	L8~Center~R8	--
Reverb	Part reverb	0~127	--

Parameters Explanations:**Voc:**

Each preset song has its default voice.

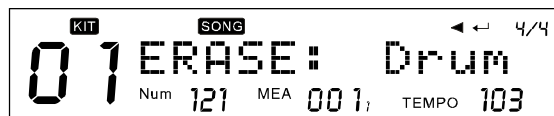
NOTE:

While setting this parameter, "DATA:" displayed in right bottom of the LCD shows the number of the current voice.

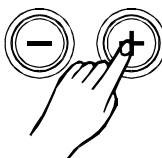
Erase

Attention: This is an auxiliary function available when song category is User Song.

1. Select erase function.



2. Press [+]/[-] or DIAL to select the part to be erased; in addition, you can select "ALL" to erase the whole user song. After select the part to be erased, press [SAVE/ENTER]



3. Press [SAVE/ENTER] for make sure. When you have finished deleting the song, the completed screen appears.



4. Press [EXIT] to cancel the operation, return to screen of "ERASE: XXXX".



Saving Song

The digital drum allow you to edit preset song and save to user song for using conveniently. Also allow to save current user song and all user songs to SD card.

NOTE:

Not only on SONG screen, but also in the deeper menu of song editing, press [SAVE/ENTER] will enter Song Save screen.

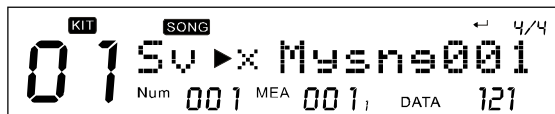
Saving Preset Song

Editing one parameter of the preset song, effects will be done at once; but after switch song, parameters edited just now will be lost. For saving these editings, you can save the preset song edited to user song. Select a preset song, press [SAVE/ENTER], It will let you save current song to user song (The digital drum will select the first empty user song as default user song memory slot, "*" appears ahead of the user song's name) :

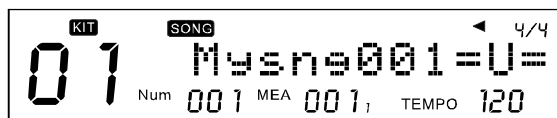
NOTE:

Picture below, "DATA 121" displayed on LCD right bottom show current song number.

Before song save: (For example, current selected song is the first song of user song category.)



After complete song saving:



>>Table 3.9

Operating guide

LCD display

[SAVE/ENTER]

Sv▶x MySng005

[+]

Sv▶x MySne006

[-]

Sv▶x MySne005

Select the destination song

[SAVE/ENTER]

MySne005

— Enter Rename

[SAVE/ENTER]

Save Ok!

— Save Ok (temporarily display)

MySne005

— Return to song screen

NOTE:

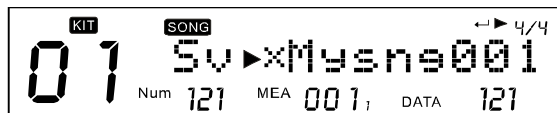
After you have edited the parameters, and did not save the song before powering off, the unsaved changes would be lost.

Saving user Song

You can edit user songs and save, also can save to SD card.

Select one user song, press [SAVE/ENTER]:

For example, select first user song "MySng001":



== EACH SONG SAVING ==

If user song edited, press **[SAVE/ENTER]**:

If no identified SD card, you can save song to local, reference operation as follows:

>>Table 3.10

Operating guide	LCD display	
[SAVE/ENTER]	Sv ▶×MySne001	—— Select save position
[+]	Sv ▶×MySne002	—— Select user song
[-]	Sv ▶×MySne001	
[SAVE/ENTER]	MySne001	—— Rename (refer to "Rename")
[SAVE/ENTER]	Save Ok !	—— Save Ok (temporarily display)
	MySne001	—— Return to song screen

If exist identified SD card, you need enter menu to select file type for saving(CurSng/AllSngs) and saving position (Local/Card) :

>>Table 3.11

Operating guide	LCD display	
[SAVE/ENTER]	Sv ▶×MySne001	—— Select save position (Local/Card) save to local
[+]	Sv ▶×MySne002	—— Select user song
[-]	Sv ▶×MySne001	
[PAGE+]	CurSne ▶ Card	—— Current song save to sd card
[PAGE+]	AllSnes ▶ Card	—— All songs save to sd card
[SAVE/ENTER]	MySne001	—— Rename (refer to "Rename")
[SAVE/ENTER]	SaveOk !	—— Save OK (temporarily display)
	MySne001	—— Return to song mode

NOTE:

Once current song is saved to SD card, it will be saved to local automatically. If there is not enough memory on SD card,new song also will be saved to local; If local and SD card both have not enough space for saving, then show hints and cancel the operation of saving.

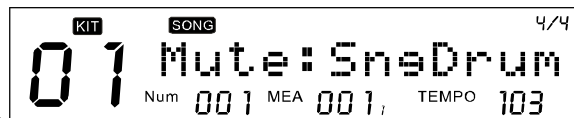
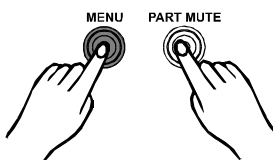
==All User Song Saving==

First, be sure that you insert available SD card in the card slot; Refer to table 3.11, select "AllSngs ▶ Card "and make sure for saving.

Mute

MUTE ON:

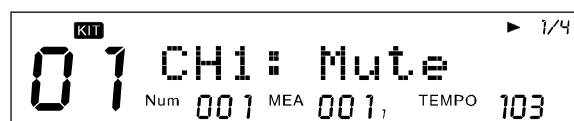
Press and hold the **[MENU]** button, then press **[PART MUTE]** button, enter the Mute



When mute on, the **[PART MUTE]** led is lighten.
In SONG mode, press the **[PART MUTE]** button, you can mute Song parts (drum, percussion, part1~part5);



In Card mode, press **[PART MUTE]** button, you can mute each SD card MIDI channel (Channel 1~ Channel 16);



MUTE OFF:

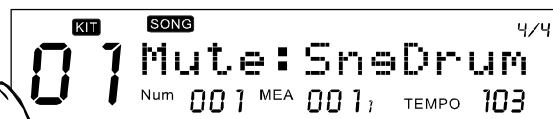
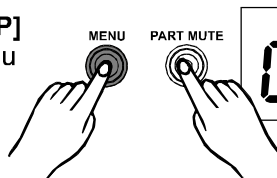
When Mute on, press **[PART MUTE]** button to shut down mute function; **[PART MUTE]** led is dark.

Setting Mute

▪Mute a part of Song

1.If it plays Song when pressing **[PLAY/STOP]** button, (whatever in KIT mode,UTILITY menu etc.),

press and hold **[MENU]** button, then press **[PART MUTE]** button to choose the parts for mute of current song.



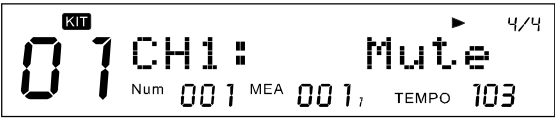
2. Then press **[+]/[-]** button to switch the mute part, see Table 4.1 in detail:

>>Table 4.1

Operating guide	LCD display	
[MENU]+[PARTMUTE]	Mute:SndDrum	— Mute drum part (default set)
[+]	Mute: Acmp	— Mute percussion part and part1~part5
[+]	Mute: Drm/Prc	— Mute drum and percussion parts
[+]	Mute: Part1-5	— Mute part1~5
[+]	Mute: Part1	— Mute part1
[+]	Mute: Part2	— Mute part2
[+]	Mute: Part3	— Mute part3
[+]	Mute: Part4	— Mute part4
[+]	Mute: Part5	— Mute part5

Mute a channel of the MIDI file

1.When browsing the SD card, press and hold [MENU] button, then press [PART MUTE] to select the settings of the mute option. You can select any of the 16 channels to be muted when the part mute function is enabled.



2.You can press [PAGE+]/[PAGE-] buttons to select any of the 16 channels ,and press [+] /[-] buttons to set it muted when the part mute function is enabled. (default setting: Ch10 :Mute; other channels are "Play")

>>Table 4.2

Operating guide	LCD display
[CARD]	MYSNG001.MID
[MENU]+[PART MUTE]	CH1: Mute
└─[+]	CH1: Play
	Use [+] or [-] to switch Mute / Play
[PAGE+]	CH2: Play
[PAGE+]	CH3: Play

[PAGE+]	CH16:Play

Record

100 user songs can be recorded, each song has 7 record tracks (Drum + Percussion + Part1~Part5), in which Part1~Part 5 can only be recorded by MIDI IN.

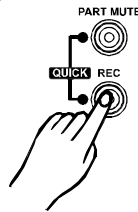
Record A New Song

1. Select a new song (ahead of the song's name, there is a "*" icon), then press the **[REC]** button to enter record menu.

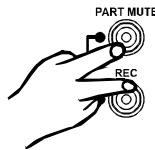
The click would be started automatically. The **[REC]** button is lightened;

At this time, if SYNC start is ON, **[PLAY/STOP]** button would spark;

If not, **[PLAY/STOP]** button would be darkened.



2. Choose "QUICK RECORD" (without any setting step, you can immediately start recording) or common "RECORD".

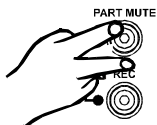


Quick Record

Without any setting step, you can immediately start recording drum. In Quick Record, what you record is what you hear (without click sound), it can't be quantized or other setting.

1. Press **[REC]** button and **[PART MUTE]** button simultaneously to enter recording statement.

A new song is selected automatically,



2. In Quick Record, SYNC start is always ON, trigger the pads to start recording; or you can press **[PLAY/STOP]** button to start too. In recording statement, the **[REC]** button and **[PLAY/STOP]** button both are lightened; LCD displays "Recording...";

3. In recording statement, press **[REC]** button to enter rehearsing statement, in which nothing can be recorded but time is passing. At this time, the **[REC]** button is sparking, **[PLAY/STOP]** button is lightened; LCD displays "-Rehearsal-".

Press **[REC]** button again to go on recording, back to recording statement.

4. Press **[PLAY /STOP]** button again to stop recording.

Record

1.Start Recording

==Recording Drum/Percussion parts==

In record waiting statement, press **[PLAY/STOP]** button or trigger the pads (when SYNC Start is ON) to start recording. LCD displays "Recording...", the measure and beat icons would refresh. At this time, **[REC]** button and **[PLAY/STOP]** button both would be lightened.

NOTE:

- CLICK sounds could not be recorded.
- In recording statement, you could not adjust the tempo value, and tempo changes can not be recorded too.

==Recording Part1~Part5==

1)Link MIDI keyboard (or other MIDI equipment such as computer) to the MIDI IN port of the digital drum;

2)Press **[PLAY/STOP]** button to start recording. The midi channel 12~16 would be recorded to corresponding part.

MIDI Channel	Part
12	Part 1
13	Part 2
14	Part 3
15	Part 4
16	Part 5

3)Stop recording

In recording statement, press **[PLAY/STOP]** button or **[EXIT]** button to stop recording. The **[REC]** button and **[PLAY/STOP]** button are putting out.

4)Playback

After recording stops, it would enter SONG Mode automatically; press **[PLAY/STOP]** button to playback the song you just recorded.

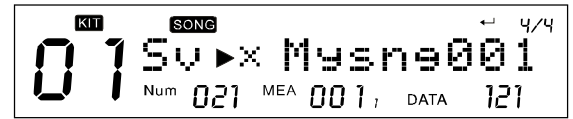
NOTE:

- In recording statement, press **[REC]** button to enter rehearsing statement, in which nothing can be recorded but time is passing. At this time, the **[REC]** button is sparking, **[PLAY/STOP]** button is lightened; LCD displays "-Rehearsal-"
- Only 1 drum or percussion part can be recorded at one time, other parts (part1~part5) can be recorded simultaneously.

Recording Based On Preset Song

1. Select a preset song (for example 021), press **[REC]** button, the digital drum indicates saving it to a user song, it would select the first new user song to be the destination (if there is no new user song, select the very first user song):

LCD icon "NUM: 021" indicates that the original song index is 021;



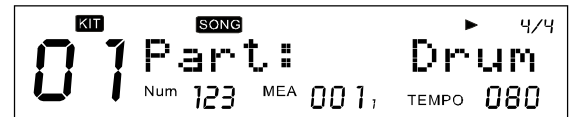
2. Press **[+]/[-]** buttons to select a proper user song;



3. Press **[SAVE/ENTER]** button to confirm to enter rename menu, see Rename;



4. Then, LCD displays "Save Ok!" temporarily; 2 seconds later, LCD displays record menu as below:



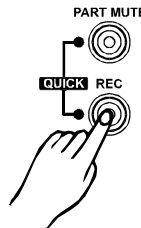
5. The click would be started automatically.

The **[REC]** button is lightened; at this time, if SYNC start if ON, **[PLAY/STOP]** button would spark; if not, **[PLAY/STOP]** button would be darkened.

6. Choose "QUICK RECORD" (without any setting step, you can immediately start recording) or common "RECORD".

Setting Record

Press **[REC]** button to enter to record setting page .



>>Table 5.1

Operating guide

LCD display

[REC]

Part:Drum

[PAGE+]

TimeSig:4/4

[+]
[-]

TimeSig:5/4

TimeSig:4/4

Adjust time signature

[PAGE+]

Tempo: 120

...see Table 5.2...

>>Table 5.2

PARAMETER	EXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
Part *	Select record part	Drum/Perc	Drum
TimeSig	record time signature	1-9/2, 1-9/4, 1-9/8, 1-9/16	4/4
Tempo	tempo	30~280	120
Mode *	record mode	New /Overdub	Overdub
Loop *	loop length	OFF/ALL/1~99	OFF
Qntize *	Quantize resolution	OFF /8/8t/16/16t/32/32t/64	OFF
Sync-ST	Synchronous start	OFF/ON	OFF
Precount	Set pre-count measure	0~2	0

Explain Details:**Part**

record drum or percussion part(Part1 ~ Part5 should also be recorded if ch12~ch15 of MIDI IN have notes)

NOTE:

- When select the part Perc whose original voice is GM KIT, you are just allowed to record by the New mode. The menu of Mode should select the parameter "New" automatically, and you can't change the parameter.

Mode

- refer to Drum/Percussion parts:
Overdub: record based on the original part.
New: delete the original part and record a new one.

- refer to Part1~Part5:
Always record based on the original Parts.

Loop

OFF: 1 shot;
1~99: loop 1 ~ 99 measures(If you record a song based on a preset song, it will not display 1. For example, if you choose Fusion1 as record song, it will display "9"~99 which is longer than the length of preset song.);
All: Loop all measure ;

Qntize

- Quantize all the parts which are being recorded, including drum, percussion, part1 ~part5;
- Refer to note on: quantize the note starting position but not note length;
- Refer to controllers: NOT quantizez

The information during record

>>Table 5.3

LCD Display	Explain
Too Large	There is full of data in the current song, you can not record any data.
Space Full	There is full of data in all songs' memory.

Click

Click On/off

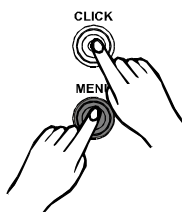
You can switch the click sound on and off by pressing [CLICK]. [CLICK] lights while the click sound is set to be played.

NOTE:

In DEMO,[CLICK] is invalid.

Click Settings

- 1.Holding down [MENU] and pressing [CLICK] enter the screen of click settings:



NOTE:

During click playing, entering the menu of click settings will not interrupt playback of click.

- 2.Press [Page+]/[Page-] to switch menu of click settings.

>>Table 6.1

Operating guide	LCD display		
[Menu]+[Click]	ClickVol: 100	—	Click whole volume
[PAGE+]	TimeSig: 4/4	—	Click time Signature
[PAGE+]	Inter: 1/4	—	Click playback Interval
[PAGE+]	Voc: Voice	—	Click voice

- 3.Press [+] / [-] or DIAL to adjust parameters.

>>Table 6.2

ARAMET	EREXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
ClickVol	Click whole volume	0-127	100
TimeSig*	Click time signature	0-9/2,0-9/4,0-9/8,0-9/16	4/4
Interval	Click playback Interval	1/2,3/8,1/4,1/8,1/12,1/16	1/4
Voc	Click voice	Voice/Metro/Claves/Sticks/Cowbell/Click	Voice

Parameters Explanation:

TimeSig:

Specify the time signature of the click sound. When the beats per measure is set to “0,” no accent is added to the first beat. The metronome click sound then plays at a fixed volume.

NOTE:

During playback of a song, time signature can not be edited.

Save

ALL User Kits, user Songs and Global Setup (including click, pad, and mixer setting .etc)
can be saved in SD Card.
see the default saving path:

>>Table 7.1

File Type	Format	Saving Path
User Kit	*.KIT	..Root\ MY_EDRUM \
All user Kits	*.KIT	..Root\ MY_EDRUM \
User Song	*.MID	..Root\ MY_EDRUM \
All user Song	*.SNG	..Root\ MY_EDRUM \
Global Setup	*.SET	..Root\ MY_EDRUM \

- **Saving user Kit**

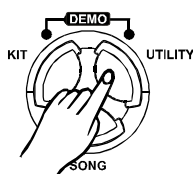
Refer to “Saving user Kit”

- **Saving user Song**

Refer to “Saving user Song”

- **Saving Global Setup**

Be sure that your SD Card is inserted and valid.
Press **[UTILITY]** button to enter Global Setup
saving page

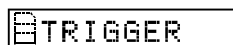


>>Table 7.2

Operating guide

LCD display

[UTILITY]

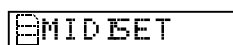


— Enter UTILITY menu

[PAGE+]



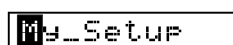
[PAGE+]



[PAGE+]



[SAVE/ENTER]



— See Rename (page 12)

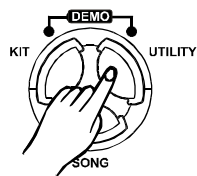
[SAVE/ENTER]




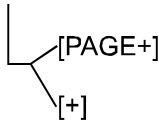






— Save succeed! (displays temporarily)

Utility

The trigger detection parameters, reverb effect, EQ, MIDI set up, reset to factory default can be set in UTILITY menu.
Press [UTILITY] button to enter the utility menu:



>>Table 8.1

Operating guide	LCD display	
[UTILITY]	 TRIGGER	— Trigger detection parameters
[SAVE/ENTER]		
[PAGE+]		
[+]	 Sensitive#1	— Sensitivity
	 Sensitive#2	— Change value
[PAGE+]	 EFFECT	— Reverb and EQ
[PAGE+]	 MIDI SET	— MIDI set up
[PAGE+]	 SAVE GLOBAL	— Save global settings to SD card
[PAGE+]	 RESET	— Set global settings to factory default

Trigger

You can set the parameters of each drum pad and cymbals in the Trigger menu. During the setting, you can select each trigger by hitting the corresponding trigger or use the drum buttons on the panel.

Here are the parameters for triggers:

>>Table 8.2

Item	Explain	Parameter ([+]/[-])	Default
Sensitive *	Sensitivity	1~48	--
Thresh *	Threshold	0~120	--
Curve *	Trigger curve	Normal/Exp1/Exp2/Log1/Log2/Loud/	Normal
Retrig-C *	Retrigger cancel	0~50	--
X-Talk *	Cross talk	0~20	--
Scan-T*	Scan time	2ms~20ms	--
Rjct -T*	Rejection time	0.0s~2.0s	--
Mask -T*	Mask time	0.01s~1.0s	--
Rim -Sens*	Rim sensitivity	1~32	--
Splash -S*	Splash sensitivity	20~200	30

Explain Details:

Sensitivity

Adjust the sensitivity of the pad to regulate the pad response. Higher settings result in higher sensitivity, so that the pad will produce a loud volume even when struck softly.

You can also adjust the sensitivity of the splash in SPLASH SENSITIVITY.

Threshold

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

Curve (Trigger curve)

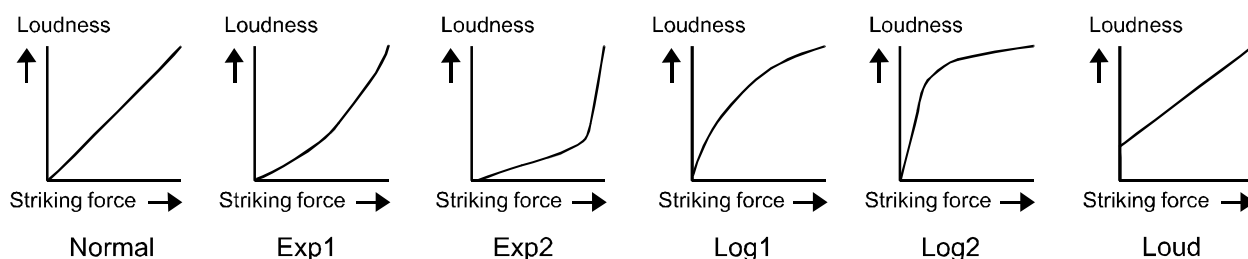
This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

Normal: The standard setting. This produces the natural correspondence between the strength of the strike and the change in volume.

Exp1/2: Compared to Normal, a strong strike will produce a greater change.

Log1/2: Compared to Normal, a soft strike will produce a greater change.

Loud: Changes made in response to the striking force are minor. When using drum triggers, these settings help maintain stable levels.



Retrig-C (Retrigger cancel)

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

X- Talk(Cross talk)

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

Scan-T (Scan time)

Since the rise time of the trigger signal waveform may differ slightly depending on the characteristics of each pad or acoustic drum trigger (drum pickup), you may notice that identical hits (velocity) may produce sound at different volumes. If this occurs, you can adjust the "SCAN TIME" so that your velocity of playing can be detected more precisely. As the value is set higher, the time it takes for the sound to be played increases.

Rjct-T

When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad (this is called X-Talk), the Reject Time setting helps to prevent the X-Talk. Once the other pad has been hit, the pad that has small vibration signals occurring within the specified "Reject Time" will be ignored.

Mask-T (Mask time)

On a kick pad, for example, if the beater bounces back and strikes the pad a second time immediately after the intended stroke – or, like with acoustic drums if you leave the bass drum beater against the head – it can cause a single strike to "double trigger" (two sounds instead of the intended one). The Mask Time setting helps to prevent such problems. Once a pad has been hit, any additional trigger signals occurring within the specified "MASK TIME" will be ignored. When set to a high value, it then becomes easy for sounds to be omitted when the kick is struck repeatedly in rapid succession. Set this to as low a value as you can.

Rim-Sens

When select Snare/Tom1~Tom4 or the trigger rims, the parameter displays the rim sensitivity; if not, it displays "----". If the rim instrument to sound as well when the head is struck, you can adjust this value.

Splash-S

When select P HIHAT or Splash, the parameter displays the splash sensitivity; if selected other triggers, it displays "----".

Effect

You can set the Reverb effect and the 4 band EQ parameters in the “Effect” menu.

>>Table 8.3

Item	Explain	Parameters	Default
Reverb	Master reverb switch	OFF/ON	According to current KIT
RvbTyp	Reverb type	SRoom/MRoom/L Room/Hall1/Hall2/Plate/Delay/P.Dely	
EQSwitch	4 band EQ master switch	OFF/ON	
EQLow	EQ low band	-12dB~12dB	
EQLMid	EQ low middle band	-12dB~12dB	
EQH.Mid	EQ high middle band	-12dB~12dB	
EQHigh	EQ high band	-12dB~12dB	

MIDI Settings

You can connect The digital drum to other MIDI device thru standard MIDI cable or to PC thru USB cable.

Note:

If you want to save all the effects for current kit, see “[Saving KIT](#)”.

>>Table 8.4

Item	Explain	Default
Local *	ON: Output both local sound and MIDI data. OFF: Mute the local sound output, only output MIDI data.	ON
SoftThru	ON: Forward all input MIDI data to MIDI out. OFF: MIDI output only local MIDI data.	OFF
GM Mode	ON: The input program change of MIDI channel 10 is processed as GM kit selection. OFF: The input program change of MIDI channel 10 is processed as local kit selection.	ON

Reset

You can reset only global menu parameter settings of the digital drum to factory default, or reset also all user songs and user kits.

>>Table 8.5

Item	Explain
Reset Para	Reset only global menu parameter settings (MIXER, UTILITY trigger settings, CLICK, Song setup, etc.).
Reset All	Reset the global menu parameters and all user songs, user kits. After the operation, this digital drum would show back the main screen.

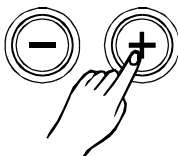
SD Card


Explore The Files In A SD Card

1. Press the **[CARD]** button, the button would be lightened, and the root folder of the card would be opened. You'll see the folders and the supported files in the folder.
*the digital drum can support *.MID, *.KIT, *.SNG, *.SET files.



2. By pressing the **[+]/[-]** button or using the DIAL, you can browse through the files in a folder.
The files are sorted according to their types and their names.



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



Enter the folder

Note:

- If there's no folders or supported files in current directory, "No File!" would be shown and you can use [EXIT] button to exit to the last directory you were browsing.
- If there's more than 128 folders or supported files in current directory, "Too Many File!" would be shown.
- The digital drum supports SD and SDHC card from 16M to 32G, it supports FAT16 and FAT32. It does not support a SD card which contains more than 1 partition, in this case, only the first partition can be opened and browsed.
- We strongly recommend use the SD card formatted by the digital drum.
- Press [KIT]、[SONG]、[KIT]+[UTILITY] to quit SD CARD.

Playback MIDI Files In A SD Card

Playback

1. When a MIDI file is selected, its initial tempo and time signature would be set in less than 1 sec if the playback is not started. Press the **[PLAY/STOP]** button, the playback will start.



2. During the playback, press [PLAY/STOP] again can stop the playback.

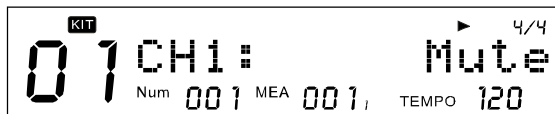
Note:

You can set up the file loop rule in the MENU of card.

The digital drum can support SMF 0 & 1 (the amount of track should be less than 32). PPQN <= 1024. The maximum file size is 542 Kbytes.

Mute A Channel Of The MIDI File

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



>>Table 9.1

Operating guide	LCD display	Explain
[CARD]	MYSNG001.MID	
[MENU]+[PARTMUTE]	CH1: Mute	
[+]	CH1: Play	Use [+] or [-] to change value
[PAGE+]	CH2: Play	
[PAGE+]	CH3: Play	
	
[PAGE+]	CH16: Play	

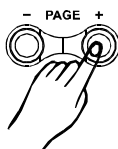
File operations

You can easily delete a file, load back your previous settings, format the card or even put your favorite song into the digital drum as a user song by using the SD card menu.

- 1.Press **[MENU]** button when browsing the card to open the card menu.



- 2.Use **[PAGE+]** or **[PAGE-]** to select operations, as shown in table 9.2:



>>Table 9.2

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

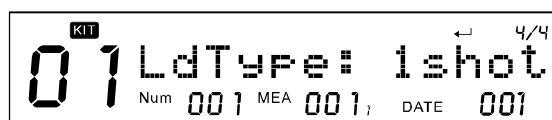
Note:

“Load” and “Delete” are shown only when the current selected item is a file (not folder).

Load

You can load a MIDI file to be a user song, or load back the setting of the KITs (*.KIT), all user songs (*.SNG), or your global setting (*.SET).
E.g. if you want to load a MIDI file to be a user song, after you've selected the "Load" in the card menu:

1. Press **[SAVE/ENTER]** button, you'll be asked to select the type of the user song after the MIDI file is loaded. Use **[+]**, **[-]** or **DIAL** to select among 1 Shot, Loop, Tap and Hit:



2. Press **[SAVE/ENTER]** to confirm your selection, you will be asked to select the user song memory slot which should be used to save the new song. If there's a " * " before the name of the selection, it means it's empty and it's safe to save the new song into it without worrying about losing your previous data.



3. Press **[SAVE/ENTER]** to confirm your selection. If you have selected a user song memory slot which is not empty, we will ask you to confirm the over write operation. You can use **[SAVE/ENTER]** to confirm or use **[EXIT]** to go back to the last step and change your selection.



- 4.If you confirm the selection, the MIDI file would be loaded to the selected user song memory slot, and you will see "Song Loaded!"

Note:

Only MIDI files smaller than 32 Kbytes can be loaded.

The load user song function support SMF 1 only, and up to 7 channels of the MIDI file can be used in the 1 shot or loop type user song. For tap or hit type, only 1 channel can be used.

Here's the table for the available channel:

1 Shot / Loop:

MIDI Channel	Part	Note
10	Drum	Set controller 0 to select bank as 127 to use internal KIT, otherwise GM kit would be used.
11	Percussion	
12	Part 1	
13	Part 2	
14	Part 3	
15	Part 4	
16	Part 5	

Tap / Hit:

Only the first of channel 12~16 in the MIDI file would be used.

Error information when loading a file:

LCD displays	explain
NoUsableData	There's no usable notes in the MIDI file.
FileError	File error.
FileTooBig	The MIDI file is larger than 32 Kbytes.
No Space	the user data space is full

(Note: If you load the MIDI file to a user song which is not empty, the original User Song would be deleted even when displays "No Space" .)


Delete

- 1.Select "Delete" in card menu, press **[SAVE/ENTER]**, we will ask you to confirm the operation.





- 2.Press **[SAVE/ENTER]** to confirm or press **[EXIT]** to abort. After the deletion, the display will go back to the folder you were browsing. If there are no supportable files in the folder, a "No File!" would be shown.

Loop

: The playback would loop through all the MIDI files in current folder.

1: The playback would loop for the current MIDI file only.

>>Table 9.3

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

Format

1. Select "Format" in card menu, press **[SAVE/ENTER]**, we will ask you to confirm the operation.



2. Press **[SAVE/ENTER]** to confirm or press **[EXIT]** to abort.

Note:

After format, all previous data in the card will be erased. Please make sure that you have back up all the important information in the card. The drum module support FAT16 and FAT32 only, some SD card with small capacity (under 32M) may be using FAT12, in this case, the card would be formatted into FAT16.

The Error Information During A Card Operation

You may see some error information during a card operation. They are caused by the hardware or file system error of the SD card.

>>Table 9.4

LCD Display	Explain
No Card !	The card is not properly inserted into the card slot.
Card Locked!	The card is found protected/locked during save/delete or format.*
Card Error !	A fatal error occurred during reading or writing the card. **
FS Error !	The file system of the card is not supported. ***

* Please take out the card, unlock the card and try again.

** The fatal error can be caused by a damaged card, poor contact, etc. Please clean the metal connection part of the card and try again.

*** The digital drum can support only FAT16 and FAT32.

Voice List

No.	Full Name	LCD Display
KICK		
1	Standard Kick 1	StdBd1
2	Standard Kick 2	StdBd2
3	Classic Kick 1	ClascBd1
4	Classic Kick 2	ClascBd2
5	Rock Kick 1	RockBd1
6	Rock Kick 2	RockBd2
7	Rock Kick 3	RockBd3
8	Room Kick 1	RoomBd1
9	Room Kick 2	RoomBd2
10	Jazz Kick 1	JazzBd1
11	Jazz Kick 2	JazzBd2
12	Big Band Kick 1	BandBd1
13	Big Band Kick 2	BandBd2
14	Camco Kick 1	CamcoBd1
15	Camco Kick 2	CamcoBd2
16	Funk Kick 1	FunkBd1
17	Funk Kick 2	FunkBd2
18	Funk Kick 3	FunkBd3
19	HipHop Kick 1	HipopBd1
20	HipHop Kick 2	HipopBd2
21	HipHop Kick 3	HipopBd3
22	HipHop Kick 4	HipopBd4
23	1969 Kick	1969Bd
24	1971 Kick	1971Bd
25	1976 Kick	1976Bd
26	Power Kick	PwrBd
27	R&B Kick	R&BBd
28	Voice Kick	VoiceBd
29	Acoustic Kick 1	AcBd1
30	Acoustic Kick 2	AcBd2
31	Acoustic Kick 3	AcBd3
32	Acoustic Kick 4	AcBd4
33	Acoustic Kick 5	AcBd5
34	Acoustic Kick 6	AcBd6
35	Acoustic Kick 7	AcBd7
36	Acoustic Kick 8	AcBd8
37	Acoustic Kick 9	AcBd9
38	Acoustic Kick 10	AcBd10
39	Acoustic Kick 12	AcBd12
40	Acoustic Kick 13	AcBd13
41	Acoustic Kick 15	AcBd15
42	Acoustic Kick 16	AcBd16
43	Acoustic Kick 17	AcBd17
44	Acoustic Kick 18	AcBd18
45	Acoustic Kick 19	AcBd19
46	Acoustic Kick 20	AcBd20
47	Acoustic Kick 22	AcBd22

48	Acoustic Kick 23	AcBd23
49	Acoustic Kick 24	AcBd24
50	Acoustic Kick 26	AcBd26
51	Acoustic Kick 27	AcBd27
52	Acoustic Kick 28	AcBd28
53	Acoustic Kick 29	AcBd29
54	Acoustic Kick 30	AcBd30
55	House Kick 1	HouseBd1
56	House Kick 2	HouseBd2
57	House Kick 3	HouseBd3
58	House Kick 4	HouseBd4
59	Step Kick	StepBd
60	Teckno Kick	TechBd
61	Drum & Bass Kick	DrBsBd
62	Junkyard Kick	JunkydBd
63	Noise Kick	NoiseBd
64	Industry Kick	IndBd
65	Low Fi Kick	LowfiBd
66	Disco Kick	DiscoBd
67	808 Kick	808Bd
68	909 Kick	909Bd
69	Electronic Kick 1	EIBd1
70	Electronic Kick 2	EIBd2
71	Electronic Kick 3	EIBd3
72	Electronic Kick 4	EIBd4
73	Electronic Kick 5	EIBd5
74	Electronic Kick 6	EIBd6
75	Electronic Kick 7	EIBd7
76	Electronic Kick 8	EIBd8
77	Electronic Kick 9	EIBd9
78	Electronic Kick 10	EIBd10
79	Electronic Kick 11	EIBd11
80	Electronic Kick 12	EIBd12
81	Electronic Kick 13	EIBd13
82	Electronic Kick 14	EIBd14
83	Electronic Kick 15	EIBd15
84	Electronic Kick 16	EIBd16
85	Electronic Kick 17	EIBd17
86	Electronic Kick 18	EIBd18
SNARE		
87	Classic Snare 1	ClasSn1
88	Classic Snare Rim 1	ClasSnR1
89	Classic Snare 2	ClasSn2
90	Classic Snare Rim 2	ClasSnR2
91	Acoustic Snare	AcSn
92	Acoustic Snare Rim	AcSnR
93	Standard Snare 1	StdSn1
94	Standard Snare Rim 1	StdSnR1
95	Standard Snare 2	StdSn2

Voice List

96	Standard Snare Rim 2	StdSnR2
97	Standard Snare 3	StdSn3
98	Rock Snare 1	RockSn1
99	Rock Snare Rim 1	RockSnR1
100	Rock Snare 2	RockSn2
101	Rock Snare 3	RockSn3
102	Room Snare 1	RoomSn1
103	Room Snare 2	RoomSn2
104	Room Snare 3	RoomSn3
105	Jazz Snare 1	JazzSn1
106	Jazz Snare Rim 1	JazzSnR1
107	Jazz Snare 2	JazzSn2
108	Jazz Snare Rim 3	JazzSnR3
109	Jazz Latin Snare	JzLtSn
110	Big Band Snare	BigBdSn
111	Camco Snare	CamoSn
112	Camco Snare Rim	CamoSnR
113	Brush Snare 1	BrushSn1
114	Brush Snare 2	BrushSn2
115	Brush Snare Rim	BrushSnR
116	Funk Snare 1	FunkSn1
117	Funk Stick	FkStick
118	Funk Band Snare	FunkSn
119	Funk Band Snare Rim	FunkSnR
120	Funk Band Snare Stick	FunkSnS
121	Fusion Snare	FusionSn
122	Fusion Snare Stick	FusnSnS
123	Snare Stick	SnareS
124	Power Snare	PwrSn
125	Ringo Snare	RingoSn
126	Ringo Snare Rim	RingoSnR
127	HipHop Snare 1	HipopSn1
128	HipHop Snare 2	HipopSn2
129	506 Snare 1	506Sn1
130	506 Snare Rim 1	506SnR1
131	506 Snare 2	506Sn2
132	506 Snare Rim 3	06SnR3
133	1969 Snare	1969Sn
134	1969 Snare Rim	1969SnR
135	1971 Snare	1971Sn
136	1971 Snare Rim	1971SnR
137	1976 Snare	1976Sn
138	1976 Snare Rim	1976SnR
139	R&B Snare	R&BSn
140	R&B Snare Stick	R&BSnS
141	Low Fi Snare	LowfiSn
142	Low Fi Snare Stick	LowfiSnS
143	Voice Snare	VoiceSn
144	Voice Snare Rim	VoiceSnR

145	Acoustic Snare 1	AcSn1
146	Acoustic Snare 2	AcSn2
147	Acoustic Snare 3	AcSn3
148	Acoustic Snare 4	AcSn4
149	Acoustic Snare 5	AcSn5
150	Acoustic Snare 6	AcSn6
151	Acoustic Snare 7	AcSn7
152	House Snare 1	HouseSn1
153	House Snare 2	HouseSn2
154	House Snare 3	HouseSn3
155	Step Snare	StepSn
156	Step Snare Stick	StepSnS
157	Teckno Snare 1	TechSn1
158	Teckno Snare 2	TechSn2
159	808 Snare	808Sn
160	909 Snare	909Sn
161	Industry Snare	InSn
162	Industry Snare Stick	InSnS
163	Drum & Bass Snare 1	DrBsSn1
164	Drum & Bass Snare 2	DrBsSn2
165	Junkyard Snare	JySn
166	Junkyard Snare Stick	JySnS
167	Noise Snare	NoiseSn
168	606 Snare	606Sn
169	Electronic Snare 1	EISn1
170	Electronic Snare 2	EISn2
171	Electronic Snare 3	EISn3
172	Electronic Snare 4	EISn4
173	Electronic Snare 5	EISn5
174	Electronic Snare 6	EISn6
175	Electronic Snare 7	EISn7
176	Electronic Snare 9	EISn9
177	Electronic Snare 10	EISn10
178	Electronic Snare 12	EISn12
179	Electronic Snare 13	EISn13
180	Electronic Snare 14	EISn14
181	Electronic Snare 15	EISn15
182	Electronic Snare 16	EISn16
183	Electronic Snare 17	EISn17
184	Electronic Snare 18	EISn18
185	Electronic Snare 19	EISn19
186	Electronic Snare 20	EISn20
187	Electronic Snare 21	EISn21
188	Electronic Snare 22	EISn22
189	Electronic Snare 23	EISn23
190	Electronic Snare 24	EISn24
191	Electronic Snare 25	EISn25
192	Electronic Snare 26	EISn26
193	Electronic Snare 27	EISn27

194	Electronic Snare 28	EISn28
195	Electronic Snare 29	EISn29
196	Electronic Snare 30	EISn30
197	Electronic Snare 31	EISn31
198	Electronic Snare 32	EISn32
199	Electronic Snare 33	EISn33
200	Electronic Snare 34	EISn34
201	Electronic Snare 35	EISn35
TOM		
202	Classic 1 Tom 1	ClstM1a
203	Classic 1 Tom Rim 1	ClstMR1a
204	Classic 1 Tom 2	ClstM2a
205	Classic 1 Tom Rim 2	ClstMR2a
206	Classic 1 Tom 3	ClstM3a
207	Classic 1 Tom Rim 3	ClstMR3a
208	Classic 1 Tom 4	ClstM4a
209	Classic 1 Tom Rim 4	ClstMR4a
210	Classic 1 Tom 5	ClstM5a
211	Classic 1 Tom Rim 5	ClstMR5a
212	Classic 1 Tom 6	ClstM6a
213	Classic 1 Tom Rim 6	ClstMR6a
214	Classic 2 Tom 1	ClstM1b
215	Classic 2 Tom Rim 1	ClstMR1b
216	Classic 2 Tom 2	ClstM2b
217	Classic 2 Tom Rim 2	ClstMR2b
218	Classic 2 Tom 3	ClstM3b
219	Classic 2 Tom Rim 3	ClstMR3b
220	Classic 2 Tom 4	ClstM4b
221	Classic 2 Tom Rim 4	ClstMR4b
222	Classic 2 Tom 5	ClstM5b
223	Classic 2 Tom Rim 5	ClstMR5b
224	Classic 2 Tom 6	ClstM6b
225	Classic 2 Tom Rim 6	ClstMR6b
226	Camco Tom 1	CamcoTm1
227	Camco Tom 2	CamcoTm2
228	Camco Tom 3	CamcoTm3
229	Camco Tom 4	CamcoTm4
230	Camco Tom 5	CamcoTm5
231	Camco Tom 6	CamcoTm6
232	Acoustic Tom 1	AcTm1
233	Acoustic Tom Rim 1	AcTmR1
234	Acoustic Tom 2	AcTm2
235	Acoustic Tom Rim 2	AcTmR2
236	Acoustic Tom 3	AcTm3
237	Acoustic Tom Rim 3	AcTmR3
238	Acoustic Tom 4	AcTm4
239	Acoustic Tom Rim 4	AcTmR4
240	Acoustic Tom 5	AcTm5
241	Acoustic Tom Rim 5	AcTmR5

242	Acoustic Tom 6	AcTm6
243	Acoustic Tom Rim 6	AcTmR6
244	Standard Tom 1	StdTm1
245	Standard Tom 2	StdTm2
246	Standard Tom 3	StdTm3
247	Standard Tom 4	StdTm4
248	Standard Tom 5	StdTm5
249	Standard Tom 6	StdTm6
250	Rock Tom 1	RockTm1
251	Rock Tom 2	RockTm2
252	Rock Tom 3	RockTm3
253	Rock Tom 4	RockTm4
254	Rock Tom 5	RockTm5
255	Rock Tom 6	RockTm6
256	Room Tom 1	RoomTm1
257	Room Tom 2	RoomTm2
258	Room Tom 3	RoomTm3
259	Room Tom 4	RoomTm4
260	Room Tom 5	RoomTm5
261	Room Tom 6	RoomTm6
262	Timpani	Timpani
263	Funk Tom 1	FunkTm1
264	Funk Tom 2	FunkTm2
265	Funk Tom 3	FunkTm3
266	Fusion Tom 1	FusnTm1
267	Fusion Tom 2	FusnTm2
268	Fusion Tom 3	FusnTm3
269	1969 Tom 1	1969Tm1
270	1969 Tom 2	1969Tm2
271	1969 Tom 3	1969Tm3
272	1971 Tom 1	1971Tm1
273	1971 Tom 2	1971Tm2
274	1971 Tom 3	1971Tm3
275	1976 Tom 1	1976Tm1
276	1976 Tom 2	1976Tm2
277	1976 Tom 3	1976Tm3
278	HipHop Tom 1	HiphpTm1
279	HipHop Tom 2	HiphpTm2
280	HipHop Tom 3	HiphpTm3
281	HipHop Tom 4	HiphpTm4
282	HipHop Tom 5	HiphpTm5
283	HipHop Tom 6	HiphpTm6
284	Jazz 1 Tom 1	JazzTm1a
285	Jazz 1 Tom 2	JazzTm2a
286	Jazz 1 Tom 3	JazzTm3a
287	Jazz 2 Tom 1	JazzTm1b
288	Jazz 2 Tom 2	JazzTm2b
289	Jazz 2 Tom 3	JazzTm3b

Voice List

290	Jazz 2 Tom 4	JazzTm4b
291	Jazz 2 Tom 5	JazzTm5b
292	Jazz 2 Tom 6	JazzTm6b
293	Brush 1 Tom 1	BshTm1a
294	Brush 1 Tom 2	BshTm2a
295	Brush 1 Tom 3	BshTm3a
296	Brush 1 Tom 4	BshTm4a
297	Brush 1 Tom 5	BshTm5a
298	Brush 1 Tom 6	BshTm6a
299	Brush 2 Tom 1	BshTm1b
300	Brush 2 Tom Rim 1	BshTmR1b
301	Brush 2 Tom 2	BshTm2b
302	Brush 2 Tom Rim 2	BshTmR2b
303	Brush 2 Tom 3	BshTm3b
304	Brush 2 Tom Rim 3	BshTmR3b
305	Brush 2 Tom 4	BshTm4b
306	Brush 2 Tom Rim 4	BshTmR4b
307	Brush 2 Tom 5	BshTm5b
308	Brush 2 Tom Rim 5	BshTmR5b
309	Brush 2 Tom 6	BshTm6b
310	Brush 2 Tom Rim 6	BshTmR6b
311	Tom Rim	TomRim
312	606 Tom 1	606Tm1
313	606 Tom 2	606Tm2
314	606 Tom 3	606Tm3
315	606 Tom 4	606Tm4
316	606 Tom 5	606Tm5
317	606 Tom 6	606Tm6
318	808 Tom 1	808Tm1
319	808 Tom 2	808Tm2
320	808 Tom 3	808Tm3
321	808 Tom 4	808Tm4
322	808 Tom 5	808Tm5
323	808 Tom 6	808Tm6
324	Electronic Tom 1	EITm1
325	Electronic Tom 2	EITm2
326	Electronic Tom 3	EITm3
327	Electronic Tom 4	EITm4
328	Electronic Tom 5	EITm5
329	Electronic Tom 6	EITm6
330	Step Tom 1	StepTm1
331	Step Tom 2	StepTm2
332	Step Tom 3	StepTm3
333	909 Tom 1	909Tm1
334	909 Tom 2	909Tm2
335	909 Tom 3	909Tm3
336	Junkyard Tom 1	JyTm1
337	Junkyard Tom 2	JyTm2
338	Junkyard Tom 3	JyTm3

339	Noise Tom 1	NoiseTm1
340	Noise Tom 2	NoiseTm2
341	Noise Tom 3	NoiseTm3
342	Voice Tom 1	VoiceTm1
343	Voice Tom 2	VoiceTm2
344	Voice Tom 3	VoiceTm3
345	Industry Tom 1	IndTm1
346	Industry Tom 2	IndTm2
347	Industry Tom 3	IndTm3
RIDE		
348	Standard 20 Ride	Std20Rd
349	Standard 22 Ride	Std22Rd
350	Standard Ride Bell	StdRdBI
351	Rock Ride	RockRd
352	Rock Bell	RockBI
353	Dry Ride Bell	DryRdBI
354	Vintage Ride	VintgRd
355	60's Ride	60'sRd
356	Clean Pop Ride	CInPopRd
357	Clean Pop Ride Bell	PopRdBI
358	Light Flat Ride	LightRd
359	Flat Ride	FlatRd
360	Teckno Ride 1	TechRd1
361	Teckno Ride 2	TechRd2
362	Junkyard Break	JyBreak
363	Junkyard Metal	JyMetal
364	Classic Ride	ClisRd
365	Classic Ride Bell	ClisRdBI
366	Acoustic Ride	AcRd
367	Acoustic Ride Bell	AcRdBI
368	Jazz Ride	JazzRd
369	Jazz Ride Bell	JazzRdBI
370	Brush Ride	BrshRd
371	Brush Ride Bell	BrshRdBI
372	Mute Ride Bell	MuteRdBI
373	Ride Edge 1	RideEg1
374	Ride Edge 2	RideEg2
375	60's Ride Rim	60'sRdR
376	Clean Pop Ride Rim	CIPopRdR
377	Sky Ride Rim	SkyRdR
CRASH		
378	Classic Crash Bell 1	ClisCrBI1
379	Classic Crash Bell 2	ClisCrBI2
380	Standard Crash 1	StdCr1
381	Class China	ClisChina
382	Standard Crash 2	StdCr2
383	Standard Crash Bell 1	StdCrBI1
384	Standard Crash Bell 2	StdCrBI2

Voice List

385	China 1	China1
386	Classic Crash 1	ClcCr1
387	Classic Crash 2	ClcCr2
388	Classic Crash 3	ClcCr3
389	Classic Crash 4	ClcCr4
390	Splash	Splash
391	Splash Bell	SplashBl
392	Rock Crash	RockCr
393	Rock Splash	RkSplash
394	Jazz Splash	JzSplash
395	Jazz Splash Bell	JzSpBl
396	Brush Crash	BshCr
397	Crystal Crash	CrystlCr
398	Crystal Crash Bell	CryCrBl
399	China 2	China2
400	China Low	ChinaLow
401	Orchestra Hit 1	OrHit1
402	Orchestra Hit 2	OrHit2
403	Orchestra Hit Bell	OrHitBl
404	Drum & Bass Crash 1	DrBsCr1
405	Drum & Bass Crash 2	DrBsCr2
406	China 3	China3
407	606 Cymbal 1	606Cr1
408	606 Cymbal 2	606Cr2
409	808 Cymbal 1	808Cr1
410	808 Cymbal 2	808Cr2
411	909 Cymbal 1	909Cr1
412	909 Cymbal 2	909Cr2
413	Junkyard Cymbal 1	JyCr1
414	Junkyard Cymbal 2	JyCr2
415	Cymbal Effect 1	EfCr1
416	Cymbal Effect 2	EfCr2
417	Laser Ray	LaserRay
418	Drive By	DriveBy
419	Industrial Short	IndShort
420	Industrial Long	IndLong
HIHAT		
421	Standard 1 Hi-hat 1	StdHats1
422	Standard 1 Hi-hat 2	StdHats2
423	Standard 2 Hi-hat Open	StdHOpB
424	Standard 2 Hi-hat Open Rim	StdHOpRB
425	Rock Hi-hat Open	RockHOp
426	Pop Hi-hat Open	PopHOp
427	Pop Hi-hat Open Rim	PopHOpR
428	Brush Hi-hat Open	BrshHOp
429	60's Hi-hat Open	60'sHOp
430	Mini Hi-hat Open	MiniHOp

431	Mini Hi-hat Open Rim	MiniHOpR
432	Classic Hi-hat Open 1	ClcHOpA
433	Classic Hi-hat Open 2	ClcHOpB
434	Camco Hi-hat Open	CamcoHOp
435	Voice Hi-hat Open	VoiceHOp
436	House Hi-hat Open	HouseHOp
437	606 Hi-hat Open	606HOp
438	808 Hi-hat Open	808HOp
439	909 Hi-hat Open	909HOp
440	Junkyard Hi-hat Open	JyHOp
441	Noise Hi-hat Open	NoiseHOp
442	Bass Hi-hat Open	BassHOp
443	Standard Hi-hat Half Open	StdHfOp
444	Rock Hi-hat Half Open	RockHfOp
445	Pop Hi-hat Half Open	PopHfOp
446	Pop Hi-hat Half Open Rim	PopHfR
447	Brush Hi-hat Half Open	BrshHfOp
448	60's Hi-hat Half Open	60'sHfOp
449	Mini Hi-hat Half Open	MiniHfOp
450	Mini Hi-hat Half Open Rim	MiniHfR
451	Classic Hi-hat Half Open Rim 1	ClcHfRA
452	Classic Hi-hat Half Open Rim 2	ClcHfRB
453	Camco Hi-hat Half Open	CamHfOp
454	Junkyard Hi-hat Half Open Rim	JyHfR
455	Standard Hi-hat Close 1	StdHCsA
456	Standard Hi-hat Close 2	StdHCsB
457	Rock Hi-hat Close	RockHCs
458	Pop Hi-hat Close	PopHCs
459	Pop Hi-hat Close Rim	PopHCsR
460	Brush Hi-hat Close	BrshHCs
461	60's Hi-hat Close	60'sHCs
462	Mini Hi-hat Close	MiniHCs
463	Mini Hi-hat Close Rim	MiniHCsR
464	Classic Hi-hat Close 1	ClcHCsA
465	Classic Hi-hat Close 2	ClcHCsB
466	Classic Hi-hat Close Rim	ClcHCsRB
467	Camco Hi-hat Close	CamcoHCs
468	Voice Hi-hat Close	VoiceHCs
469	House Hi-hat Close	HouseHCs
470	606 Hi-hat Close	606HCs
471	808 Hi-hat Close	808HCs
472	909 Hi-hat Close	909HCs
473	Junkyard Hi-hat Close	JyHCs
474	Noise Hi-hat Close	NoiceHCs
475	Bass Hi-hat Close	BrshHCs
476	Standard Hi-hat Pedal 1	StdHPdA

Voice List

477	Standard Hi-hat Pedal 2	StdHPdB
478	Rock Hi-hat Pedal	RockHPd
479	Pop Hi-hat Pedal	PopHPd
480	Brush Hi-hat Pedal	BrshHPd
481	60's Hi-hat Pedal	60'sHPd
482	Mini Hi-hat Pedal	MiniHPd
483	Classic Hi-hat Pedal 1	ClsHPdA
484	Classic Hi-hat Pedal 2	ClsHPdB
485	Camco Hi-hat Pedal	CamcoHPd
486	Voice Hi-hat Pedal	VoiceHPd
487	House Hi-hat Pedal	HouseHPd
488	606 Hi-hat Pedal	606HPd
489	808 Hi-hat Pedal	808HPd
490	Junkyard Hi-hat Pedal	JyHPd
491	Noise Hi-hat Pedal	NoiceHPd
492	Bass Hi-hat Pedal	BrshHPd
493	Splash	Splashed
494	Pop Splash	PopSPd
495	Mini Splash	MiniSPd
496	Classic Splash 1	ClsSPdA
497	Classic Splash 2	ClsSPdB
498	Mute	Mute
PERCUSSION		
499	Metronome Bell	MetronBI
500	Metronome Click	MetronCI
501	Scratch	Scratch
502	Scratch Push	ScratchP
503	DJ Electronic FX	DJ Efx
504	High Q	HiQZap
505	Ding Bell	DingBI
506	Finger Slaps	FingeSnp
507	Standard Clap	StdClap
508	Tambourine	Tambour
509	Vibra-slap	Vibraslp
510	Agogo High	AgogoLo
511	Agogo Low	AgogoHi
512	Bell Tree	BellTree
513	Bongo High	BongoHi
514	Bongo Low	BongoLo
515	Shaker	Shaker
516	Conga Slap High	CgslpLo
517	Conga Slap Low	CgslpHi
518	Electronic Conga Low	ElectCgL
519	Open Conga	OpCga
520	Conga Slap	Cgaslp
521	Cowbell	CowBI
522	Timbale High	TimbHi
523	Timbale Low	TimbLo

524	Timpani High	TimpHi
525	Timpani Low	TimpLo
526	Open Tabla High	OpTblHi
527	Open Tabla Low	OpTblLo
528	Tabla Slap	SlpTbl
529	Mute Tabla Slap	MuTblslp
530	Cabasa	Cabasa
531	Maracas	Maracas
532	Short Whistle	Whistle
533	Short Guiro	GuiroS
534	Long Guiro	GuiroL
535	Claves	Claves
536	Wood Block	Woodbk
537	Mute Cuica	CuicaMut
538	Open Cuica	CuicaOp
539	Mute Triangle	TriaMut
540	Open Triangle	TriaOp
541	Sleigh Bells	SleighBI
542	Wind Chimes	WindCh
543	Castanets	Castanet
544	Mute Surdo	SurdoMut
545	Open Surdo	SurdoOpn
546	Lotus Drum	LotusDrm
547	Cowbell 1	Cowbell1
548	Cowbell 2	Cowbell2
549	Cowbell 3	Cowbell3
550	Cowbell 4	Cowbell4
551	Cowbell 5	Cowbell5
552	Cowbell 6	Cowbell6
553	Cowbell 7	Cowbell7
554	Cowbell 8	Cowbell8
555	Cowbell 9	Cowbell9
556	Cowbell 10	Cowbell10
557	Cowbell 11	Cowbell11
558	Tabla 1	Tabla1
559	Tabla 2	Tabla2
560	Tabla 3	Tabla3
561	Tabla 4	Tabla4
562	Tabla 5	Tabla5
563	Tabla 6	Tabla6
SFX		
564	FX 1	FX1
565	FX 2	FX2
566	FX 3	FX3
567	FX 4	FX4
568	FX 5	FX5
569	FX 6	FX6
570	FX 7	FX7

Voice List

571	FX 8	FX8
572	FX 9	FX9
573	FX 10	FX10
574	FX 11	FX11
575	FX 12	FX12
576	FX 13	FX13
577	FX 14	FX14
578	FX 15	FX15
579	FX 16	FX16
580	FX 17	FX17
581	FX 18	FX18
582	FX 19	FX19
583	FX 20	FX20
584	FX 21	FX21
585	FX 22	FX22
586	FX 23	FX23
587	FX 24	FX24
588	FX 25	FX25
589	FX 26	FX26
590	FX 27	FX27
591	FX 28	FX28
592	FX 29	FX29
593	FX 30	FX30
594	FX 31	FX31
595	FX 32	FX32
596	FX 33	FX33
597	FX 34	FX34
598	FX 35	FX35
599	FX 36	FX36
600	FX 37	FX37
601	FX 38	FX38
602	FX 39	FX39
603	FX 40	FX40
604	FX 41	FX41
605	FX 42	FX42
606	FX 43	FX43
607	FX 44	FX44
608	FX 45	FX45
609	FX 46	FX46
610	FX 47	FX47
611	FX 48	FX48
612	FX 49	FX49
613	FX 50	FX50
614	FX 51	FX51
615	FX 52	FX52
616	FX 53	FX53
617	FX 54	FX54
618	FX 55	FX55
619	FX 56	FX56

620	FX 57	FX57
621	FX 58	FX58
622	FX 59	FX59
623	FX 60	FX60
624	FX 61	FX61
625	FX 62	FX62
626	FX 63	FX63
627	FX 64	FX64
628	FX 65	FX65
629	FX 66	FX66
630	FX 67	FX67
631	FX 68	FX68
632	FX 69	FX69
633	FX 70	FX70
634	DJ 1	DJ1
635	DJ 2	DJ2
636	DJ 3	DJ3
637	DJ 4	DJ4
638	DJ 5	DJ5
639	DJ 6	DJ6
640	DJ 7	DJ7
641	DJ 8	DJ8
642	DJ 9	DJ9
643	DJ 10	DJ10
644	Fx 1	Fx1
645	Fx 2	Fx2
646	Fx 3	Fx3
647	Fx 4	Fx4
648	Fx 5	Fx5
649	Fx 6	Fx6
650	Fx 7	Fx7
651	Fx 8	Fx8
652	Fx 9	Fx9
653	Fx 10	Fx10
654	Fx 11	Fx11
655	Fx 12	Fx12
656	Fx 13	Fx13
657	Fx 14	Fx14
658	Fx 15	Fx15
659	Fx 16	Fx16
660	Fx 17	Fx17
661	One	One
662	Two	Two
663	Three	Three
664	Four	Four
665	Five	Five
666	Six	Six
667	Seven	Seven
668	Eight	Eight

669	Nine	Nine
670	Ti	Ti
671	Ta	Ta
672	Ei	Ei
673	An	An
674	E	E
675	Da Gu 1	DaGu1
676	Da Gu 2	DaGu2
677	Zhu Ban	ZhuBan
678	Nan Bang	NanBang
679	Da Mu Yu	DaMuYu
680	Xiao Mu Yu 1	XiMuYu1
681	Xiao Mu Yu 2	XiMuYu2
682	Xiao Mu Yu 3	XiMuYu3
683	Xiao Mu Yu 4	XiMuYu4
684	Pai Gu 1	PaiGu1
685	Pai Gu 2	PaiGu2
686	Pai Gu 3	PaiGu3
687	Mang Luo 1	MangLuo1
688	Mang Luo 2	MangLuo2
689	Mang Luo 3	MangLuo3
690	Da Luo 1	DaLuo1
691	Da Luo 2	DaLuo2
692	Da Bo 1	DaBo1
693	Da Bo 2	DaBo2
694	Xiao Bo	XiaoBo
695	Xiao Luo	XiaoLuo
696	Ten Luo	TenLuo
697	Peng Lin	PengLin
698	Gou Luo	GouLuo
HIHAT COMBINATION		
699	Standard 1	Standrd1
700	Standard 2	Standrd2
701	Rock	Rock
702	Pop	Pop
703	Brush	Brush
704	Vintage	Vintage
705	Mini	Mini
706	Classic 1	Classic1
707	Classic 2	Classic2
708	Jazz	Jazz
709	Voice	Voice
710	House	House
711	606	606
712	808	808
713	909	909
714	Junk	Junk
715	Dirty	Dirty
716	Bass	Bass

Kit List

No.	Full Name	LCD Display
1	Acoustic 1	Acoust-1
2	Funk Band	FunkBand
3	Power	Pwrbd
4	Standard 2	Std-2
5	Acoustic 2	Acoust-2
6	Fusion	Fusion
7	Camco	Camco
8	Jazz Brush	JzBrush
9	Room	Room
10	Rock	Rock
11	Pop Rock	PopRock
12	Jazz	Jazz
13	Brush	Brush
14	Songo	Songo
15	1971's	1971's
16	Timbals	Timbals
17	Old School	O school
18	606	606
19	Disco	Disco
20	909	909
21	Drum & Bass	DrumBass
22	Funk	Funk
23	HipHop 1	HipHop-1
24	HipHop 2	HipHop-2
25	House 1	House-1
26	House 2	House-2
27	Vintage	Vintage
28	Junkyard	Junkyard
29	M-box	M-box
30	Step	Step
31	Industry	Industry
32	Low Fi	Lowfi
33	Metal	Metal
34	Electronic	Electron
35	Jazz Latin	JzLatin
36	Noise	Noise
37	Standard 1	Std-1
38	R&B	R&B
39	Magic	Magic
40	Teckno	Teckno
41	Traditional 1	Tradit-1
42	Traditional 2	Tradit-2

Song List

Number	Group	LCD Name	Name
1	Pattern Loop	Fusion1	Fusion 1
2		Hiphop	HipHop
3		16Bt Pop	16Beat Pop
4		Dance1	Dance 1
5		LtinDan1	Latin Dance
6		Rock1	Rock 1
7		Ltin Jz1	Latin Jazz 1
8		Funk1	Funk 1
9		LtinPop1	Latin Pop 1
10		60'sRock	60's Rock
11		BigBand1	Big Band 1
12		D&B1	Drum & Bass 1
13		Ballad1	Ballad 1
14		Swing1	Swing 1
15		Pop1	Pop 1
16		Funk2	Funk 2
17		LatinJz2	Latin Jazz 2
18		PopFunk1	Pop Funk 1
19		Latin Rk1	Latin Rock 1
20		BigBand2	Big Band 2
21		PopBalld	Pop Ballad
22		PopFunk2	Pop Funk 2
23		3/4 Jazz	3/4 Jazz
24		PopBossa	Pop Bossa
25		Samba1	Samba 1
26		6/8Bald1	6/8 Ballad 1
27		Fusion2	Fusion 2
28		Jazz1	Jazz 1
29		GtrBossa	Guitar Bossa
30		BreakBt1	Break Beat 1
31		World1	World 1
32		Funk3	Funk 3
33		LatinJz3	Latin Jazz 3
34		LtinPop2	Latin Pop 2
35		Reggae1	Reggae1
36		Fusion3	Fusion 3
37		Swing2	Swing 2
38		PopShufl	Pop Shuffle
39		Ballad2	Ballad 2
40		PianoRk	Piano Rock
41		Blues1	Blues 1
42		R&B1	R&B 1

43	Pattern Loop	Funk4	Funk 4
44		Mambo	Mambo
45		LtinDan2	Latin Dance 2
46		D&B2	Drum & Bass 2
47		PopRock	Pop Rock
48		Punk	Punk
49		Fusion4	Fusion 4
50		BreakBt2	Break Beat 2
51		DanceRk	Dance Rock
52		Funk5	Funk 5
53		Fusion5	Fusion 5
54		Reggae2	Reggae 2
55		CoutyBlu	Country Blues
56		Pop2	Pop 2
57		Dance2	Dance 2
58		R&B2	R&B 2
59		R N'R1	Rock N'Roll 1
60		Boogie1	Boogie 1
61		Beguine	Beguine
62		Newage	Newage
63		16Beat	16 Beat
64		Metal1	Metal 1
65		6/8Bald2	6/8 Ballad 2
66		Dance3	Dance 3
67		8Beat	8 Beat
68		Blues2	Blues 2
69		Disco1	Disco 1
70		Arabic1	Arabic 1
71		House	House
72		Arabic2	Arabic 2
73		R N'R2	Rock N'Roll 2
74		PianoBt	Piano 8 Beat
75		Rock2	Rock 2
76	1 Shot	LtinJz4	Latin Jazz 4
77		Country	Country
78		BigBand3	Big Band 3
79		SlowFus	Slow Fusion
80		ModenJz	Modern Jazz
81		D&B3	Drum & Bass 3
82		Reggae3	Reggae 3
83		Funk6	Funk 6
84		Funk7	Funk 7
85		Swing3	Swing 3

86	1 Shot	Disco2	Disco 2
87		Boogie2	Boogie 2
88		Metal2	Metal 2
89		HardRock	Hard Rock
90		Latin1	Latin 1
91	Percussion Loop	World2	World 2
92		Latin2	Latin 2
93		Bossa	Bossa
94		Samba2	Samba 2
95		3/4Pop	3/4 Pop
96		Pop3	Pop 3
97		Jazz2	Jazz 2
98		Reggae4	Reggae 4
99		Reggae5	Reggae 5
100		Latin Rk2	Latin Rock 2
101	HIT	Choru T1	Choru Piano Tap 1
102		Fifths	Fifths Tap
103		BrighT1	Brightness Tap 1
104		Atmosphe	Atmosphere
105		ChoruTp2	Choru Piano Tap 2
106	TAP	BassTp1	Bass Tap 1
107		SynStr	Synth String Tap
108		BrighT2	Brightenss Tap 2
109		BassTp2	Bass Tap 2
110		PadTap1	Pad Tap 1
111		Vibrapho	Vibraphone
112		Bass Tp3	Bass Tap 3
113		Rain Tap	Rain Tap
114		Pizz Str	Pizzcato Strings
115		BassTap4	Bass Tap 4
116		Crystal	Crystal
117		Xylophon	Xylophone
118		BassTp5	Bass Tap 5
119		PadTap2	Pad Tap 2
120		Glock Tp	Glockenspiel Tap

Demo List

Demo No.	Name
1	Fusion
2	World

Ascii Character List

!	#	\$	%	&	`	()	{	}
_	-	,	~	@	0	1	2	3	4
5	6	7	8	9	A	B	C	D	E
F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y
Z	a	b	c	d	e	f	g	h	i
j	k	l	m	n	o	p	q	r	s
T	u	v	w	x	y	z			

GM Drum Kit List

Note No.	Standard 1 (bank 0)	Standard 2 (bank 4)	Room (bank 8)	Rock (bank 16)
27-D#1	High Q	<-	<-	<-
28-E1	Slap	<-	<-	<-
29-F1	Scratch Push	<-	<-	<-
30-F#1	Scratch Pull	<-	<-	<-
31-G1	Sticks	<-	<-	<-
32-G#1	Square Click	<-	<-	<-
33-A1	Metronome Click	<-	<-	<-
34-A#1	Metronome Bell	<-	<-	<-
35-B1	Acoustic Bass Drum	<-	Room Bass Drum 1	Rock Bass Drum 1
36-C2	Standard 1 Bass Drum	Standard 2 Bass Drum	Room Bass Drum 2	Rock Bass Drum 2
37-C#2	Side Stick	<-	<-	<-
38-D2	Standard 1 Snare	Standard 2 Snare	Room Snare	Rock Snare
39-D#2	Hand Clap	<-	<-	<-
40-E2	Standard 1 Snare Rim	Standard 2 Snare Rim	Room Snare Rim	Rock Snare Rim
41-F2	Standard 1 Tom 6	Standard 2 Tom 6	Room Tom 6	Rock Tom 6
42-F#2	Standard 1 Hi-hat Close	Standard 2 Hi-hat Close	Room Hi-hat Close	Rock Hi-hat Close
43-G2	Standard 1 Tom 5	Standard 2 Tom 5	Room Tom 5	Rock Tom 5
44-G#2	Standard 1 Hi-hat Pedal	Standard 2 Hi-hat Pedal	Room Hi-hat Pedal	Rock Hi-hat Pedal
45-A2	Standard 1 Tom 4	Standard 2 Tom 4	Room Tom 4	Rock Tom 4
46-A#2	Standard 1 Hi-hat Open	Standard 2 Hi-hat Open	Room Hi-hat Open	Rock Hi-hat Open
47-B2	Standard 1 Tom 3	Standard 2 Tom 3	Room Tom 3	Rock Tom 3
48-C3	Standard 1 Tom 2	Standard 2 Tom 2	Room Tom 2	Rock Tom 2
49-C#3	Standard 1 Crash 1	Standard 2 Crash 1	Room Crash 1	Rock Crash 1
50-D3	Standard 1 Tom 1	Standard 2 Tom 1	Room Tom 1	Rock Tom 1
51-D#3	Standard 1 Ride	Standard 2 Ride	Room Ride	Rock Ride
52-E3	Chinese Cymbal 1	<-	<-	<-
53-F3	Ride Bell	<-	Room Ride Bell	Rock Ride Bell
54-F#3	Tambourine	<-	<-	<-
55-G3	Splash Cymbal	<-	Room Splash Cymbal	Rock Splash Cymbal
56-G#3	Standard 1 Cowbell	Standard 2 Cowbell	Room Cowbell	Rock Cowbell
57-A3	Standard 1 Crash 2	Standard 2 Crash 2	Room Crash 2	Rock Crash 2
58-A#3	Vibra-slap	<-	<-	<-
59-B3	Ride Cymbal	<-	<-	<-
60-C4	Hi Bongo	<-	<-	<-
61-C#4	Low Bongo	<-	<-	<-
62-D4	Mute Hi Conga	<-	<-	<-
63-D#4	Open Hi Conga	<-	<-	<-
64-E4	Low Conga	<-	<-	<-
65-F4	High Timbale	<-	<-	<-
66-F#4	Low Timbale	<-	<-	<-
67-G4	High Agogo	<-	<-	<-
68-G#4	Low Agogo	<-	<-	<-
69-A4	Cabasa	<-	<-	<-
70-A#4	Maracas	<-	<-	<-
71-B4	Short Whistle	<-	<-	<-
72-C5	Long Whistle	<-	<-	<-
73-C#5	Short Guiro	<-	<-	<-
74-D5	Long Guiro	<-	<-	<-
75-D#5	Claves	<-	<-	<-
76-E5	Hi Wood Block	<-	<-	<-
77-F5	Low Wood Block	<-	<-	<-
78-F#5	Mute Cuica	<-	<-	<-
79-G5	Open Cuica	<-	<-	<-
80-G#5	Mute Triangle	<-	<-	<-
81-A5	Open Triangle	<-	<-	<-
82-A#5	Shaker	<-	<-	<-
83-B5	Jingle Bell	<-	<-	<-
84-C6	Bell Tree	<-	<-	<-
85-C#6	Castanets	<-	<-	<-
86-D6	Mute Surdo	<-	<-	<-
87-D#6	Open Surdo	<-	<-	<-

GM Drum Kit List

Note No.	Funk (bank 17)	Electronic (bank 24)	808 (bank 25)	House (bank 28)
27-D#1	<-	<-	<-	<-
28 E1	<-	<-	<-	<-
29-F1	<-	<-	<-	<-
30-F#1	<-	<-	<-	<-
31-G1	<-	<-	<-	<-
32-G#1	<-	<-	<-	<-
33-A1	<-	<-	<-	<-
34-A#1	<-	<-	<-	<-
35-B1	Funk Bass Drum 1	Electronic Bass Drum 1	808 Bass Drum 1	House Bass Drum 1
36-C2	Funk Bass Drum 2	Electronic Bass Drum 2	808 Bass Drum 2	House Bass Drum 2
37-C#2	<-	<-	<-	<-
38-D2	Funk Snare	Electronic Snare	808 Snare	House Snare
39-D#2	<-	<-	<-	House Hand Clap
40-E2	Funk Snare Rim	Electronic Snare Rim	808 Snare Rim	House Snare Rim
41-F2	Funk Tom 6	Electronic Tom 6	808 Tom 6	House Tom 6
42-F#2	Funk Hi-hat Close	Electronic Hi-hat Close	808 Hi-hat Close	House Hi-hat Close
43-G2	Funk Tom 5	Electronic Tom 5	808 Tom 5	House Tom 5
44-G#2	Funk Hi-hat Pedal	Electronic Hi-hat Pedal	808 Hi-hat Pedal	House Hi-hat Pedal
45-A2	Funk Tom 4	Electronic Tom 4	808 Tom 4	House Tom 4
46-A#2	Funk Hi-hat Open	Electronic Hi-hat Open	808 Hi-hat Open	House Hi-hat Open
47-B2	Funk Tom 3	Electronic Tom 3	808 Tom 3	House Tom 3
48-C3	Funk Tom 2	Electronic Tom 2	808 Tom 2	House Tom 2
49-C#3	Funk Crash 1	<-	808 Crash 1	<-
50-D3	Funk Tom 1	Electronic Tom 1	808 Tom 1	House Tom 1
51-D#3	Funk Ride	<-	<-	<-
52-E3	<-	<-	<-	<-
53-F3	<-	<-	<-	<-
54-F#3	<-	<-	<-	<-
55-G3	<-	<-	<-	<-
56-G#3	<-	<-	<-	<-
57-A3	Funk Crash 2	<-	808 Crash 2	<-
58-A#3	<-	<-	<-	<-
59-B3	<-	<-	<-	<-
60-C4	<-	<-	<-	<-
61-C#4	<-	<-	<-	<-
62-D4	<-	<-	808 Mute Hi Conga	<-
63-D#4	<-	<-	808 Open Hi Conga	<-
64-E4	<-	<-	808 Low Conga	<-
65-F4	<-	<-	<-	<-
66-F#4	<-	<-	<-	<-
67-G4	<-	<-	<-	<-
68-G#4	<-	<-	<-	<-
69-A4	<-	<-	<-	<-
70-A#4	<-	<-	808 Maracas	<-
71-B4	<-	<-	<-	<-
72-C5	<-	<-	<-	<-
73-C#5	<-	<-	<-	<-
74-D5	<-	<-	<-	<-
75-D#5	<-	<-	808 Claves	<-
76-E5	<-	<-	<-	<-
77-F5	<-	<-	<-	<-
78-F#5	<-	<-	<-	<-
79-G5	<-	<-	<-	<-
80-G#5	<-	<-	<-	<-
81-A5	<-	<-	<-	<-
82-A#5	<-	<-	<-	<-
83-B5	<-	<-	<-	<-
84-C6	<-	<-	<-	<-
85-C#6	<-	<-	<-	<-
86-D6	<-	<-	<-	<-
87-D#6	<-	<-	<-	<-

Note No.	Jazz (bank 32)	Brush (bank 40)	Orchestra (bank 48)
27-D#1	<-	<-	Concert Hi-hat Close
28 E1	<-	<-	Concert Hi-hat Pedal
29-F1	<-	<-	Concert Hi-hat Open
30-F#1	<-	<-	Concert Ride
31-G1	<-	<-	<-
32-G#1	<-	<-	<-
33-A1	<-	<-	<-
34-A#1	<-	<-	<-
35-B1	Jazz Bass Drum 1	Brush Bass Drum 1	Concert Bass Drum 1
36-C2	Jazz Bass Drum 2	Brush Bass Drum 2	Concert Bass Drum 2
37-C#2	<-	<-	<-
38-D2	Jazz Snare	Brush Snare	Concert Snare 1
39-D#2	<-	<-	Castanets
40-E2	Jazz Snare Rim	Brush Snare Rim	Concert Snare 2
41-F2	Jazz Tom 6	Brush Tom 6	Timpani F
42-F#2	Jazz Hi-hat Close	<-	Timpani F#
43-G2	Jazz Tom 5	Brush Tom 5	Timpani G
44-G#2	Jazz Hi-hat Pedal	<-	Timpani G#
45-A2	Jazz Tom 4	Brush Tom 4	Timpani A
46-A#2	Jazz Hi-hat Open	<-	Timpani A#
47-B2	Jazz Tom 3	Brush Tom 3	Timpani B
48-C3	Jazz Tom 2	Brush Tom 2	Timpani C
49-C#3	<-	Brush Crash 1	Timpani C#
50-D3	Jazz Tom 1	Brush Tom 1	Timpani D
51-D#3	Jazz Ride	Brush Ride	Timpani D#
52-E3	<-	<-	Timpani E
53-F3	<-	<-	Timpani F
54-F#3	<-	<-	<-
55-G3	<-	<-	<-
56-G#3	<-	<-	<-
57-A3	Chinese Cymbal 2	Brush Crash 2	Concert Crash 1
58-A#3	<-	<-	<-
59-B3	<-	<-	Concert Crash 2
60-C4	<-	<-	<-
61-C#4	<-	<-	<-
62-D4	<-	<-	<-
63-D#4	<-	<-	<-
64-E4	<-	<-	<-
65-F4	<-	<-	<-
66-F#4	<-	<-	<-
67-G4	<-	<-	<-
68-G#4	<-	<-	<-
69-A4	<-	<-	<-
70-A#4	<-	<-	<-
71-B4	<-	<-	<-
72-C5	<-	<-	<-
73-C#5	<-	<-	<-
74-D5	<-	<-	<-
75-D#5	<-	<-	<-
76-E5	<-	<-	<-
77-F5	<-	<-	<-
78-F#5	<-	<-	<-
79-G5	<-	<-	<-
80-G#5	<-	<-	<-
81-A5	<-	<-	<-
82-A#5	<-	<-	<-
83-B5	<-	<-	<-
84-C6	<-	<-	<-
85-C#6	<-	<-	<-
86-D6	<-	<-	<-
87-D#6	<-	<-	<-

GM Backing Instrument List

PIANO		STRINGS		LEAD	
1	Acoustic Grand Piano	41	Violin	81	Lead1 (square)
2	Bright Acoustic Piano	42	Viola	82	Lead2 (sawtooth)
3	Electric Grand Piano	43	Cello	83	Lead3 (calliope)
4	Honky-Tonk Piano	44	Contrabass	84	Lead4 (cliff)
5	E.Piano 1	45	Tremolo Strings	85	Lead5 (charang)
6	E.Piano 2	46	Pizzicato Strings	86	Lead6 (voice)
7	Harpsichord	47	Orchestral Harp	87	Lead7 (fifths)
8	Clavi	48	Timpani	88	Lead8 (bass & lead)
MALLET		STRINGSENSEMBLE		PAD	
9	Celesta	49	Strings Ensemble 1	89	Pad1 (newage)
10	Glockenspiel	50	Strings Ensemble 2	90	Pad2 (warm)
11	Music Box	51	Synth Strings 1	91	Pad3 (polysynth)
12	Vibraphone	52	Synth Strings 2	92	Pad4 (choir)
13	Marimba	53	Choir Aahs	93	Pad5 (bowed)
14	Xylophone	54	Voice Oohs	94	Pad6 (metallic)
15	Tubular Bells	55	Synth Voice	95	Pad7 (halo)
16	Dulcimer	56	Orchestra Hit	96	Pad8 (sweep)
ORGAN		BRASS		EFFECTS	
17	Drawbar Organ	57	Trumpet	97	FX1 (rain)
18	Percussive Organ	58	Trombone	98	FX2 (soundtrack)
19	Rock Organ	59	Tuba	99	FX3 (crystal)
20	Church Organ	60	Muted Trumpet	100	FX4 (atmosphere)
21	Reed Organ	61	French Horn	101	FX5 (brightness)
22	Accordion	62	Brass Section	102	FX6 (goblins)
23	Harmonica	63	Synth Brass 1	103	FX7 (echoes)
24	Tango Accordion	64	Synth Brass 2	104	FX8 (sci-fi)
GUITAR		REED		ETHNIC	
25	Nylon Guitar	65	Soprano Sax	105	Sitar
26	Steel Guitar	66	Alto Sax	106	Banjo
27	Jazz Guitar	67	Tenor Sax	107	Shamisen
28	Clean Guitar	68	Baritone Sax	108	Koto
29	Muted Guitar	69	Oboe	109	Kalimba
30	Overdriven Guitar	70	English Horn	110	Bagpipe
31	Distortion Guitar	71	Bassoon	111	Fiddle
32	Guitar Harmonics	72	Clarinet	112	Shanai
BASS		PIPE		PERCUSSIVE	
33	Acoustic Bass	73	Piccolo	113	Tinkle Bell
34	Finger Bass	74	Flute	114	Agogo
35	Pick Bass	75	Recorder	115	Steel Drums
36	Fretless Bass	76	Pan Flute	116	Wood Block
37	Slap Bass 1	77	Blown Bottle	117	Taiko Drum
38	Slap Bass 2	78	Shakuhachi	118	Melodic Tom
39	Synth Bass 1	79	Whistle	119	Synth Drum
40	Synth Bass 2	80	Ocarina	120	Reverse Cymbal

SOUNDEFFECTS

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

MIDI Implementation Chart

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

○:YES

X:NO

valid RPN:0,1,2

