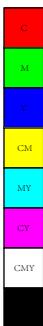
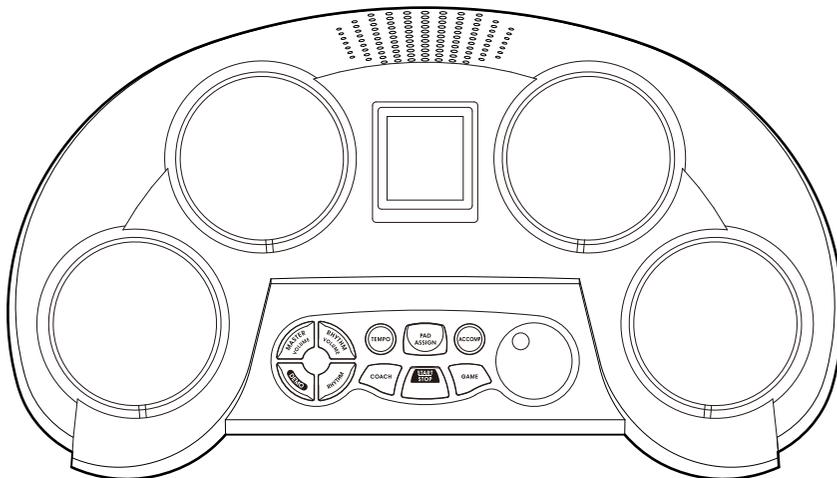


Digital Drum

Owner's Manual



INFORMATION FOR YOUR SAFETY!

THE FCC REGULATION WARNING (for USA)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

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 owner's manual. In case the function could not resume, please use the product in other location.

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

Please keep this manual in a safe place for future reference.

Power Supply

Please connect the designated AC adaptor to an AC outlet of the correct voltage.

Do not connect it to an AC outlet of voltage other than that for which your instrument is intended.

Unplug the AC power adaptor when not using the instrument, or during electrical storms.

Connections

Before connecting the instrument to other devices, turn off the power to all units. This will help prevent malfunction and / or damage to other devices.

Location

Do not expose the instrument to the following conditions to avoid deformation, discoloration, or more serious damage:

Direct sunlight
 Extreme temperature or humidity
 Excessive dusty or dirty location
 Strong vibrations or shocks
 Close to magnetic fields

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Cleaning

Clean only with a soft, dry cloth.
 Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling

Do not apply excessive force to the switches or controls.

Do not let paper, metallic, or other objects into the instrument. If this happens, remove the electric plug from the outlet. Then have the instrument inspected by qualified service personnel.

Disconnect all cables before moving the instrument.

Connects

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Panel & Display Description

LCD Display



1. Mode

Display the current mode.

2. Beat

Display the beats when playing back the click or song.

3. Parameters

Display the mode parameters, such as song number, game rhythm number or coach song number.

4. Difficulty Level

Display the difficulty level of playing a game rhythm or a coach song.

5. Dropping Bars

Display the dropping bars during rhythm playback.

6. Playing Accuracy

Display the accuracy of your strikes in game mode or coach mode.



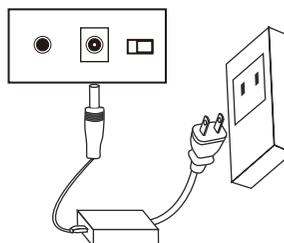
Getting Ready to Play

Setting up the Power Supply

You can power the digital drum either by using the power adaptor or by batteries.

Using power adaptor

1. Connect the adaptor to the DC jack on the rear panel.
2. Connect the other end of the power cord to an appropriate AC outlet.



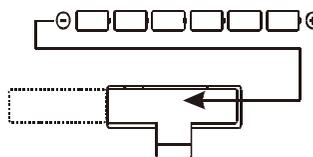
Notes:

1. Please use the specified AC adaptor.
2. Even when the digital drum is turned off, electricity is still flowing to it at minimum level. Please unplug the digital drum when it is not in use for a long time.

Using batteries

The digital drum requires 6 pieces of "C" size, R14, SUM-2 or equivalent batteries for power supply.

1. Open the battery compartment cover located on the bottom of the module.
2. Insert the batteries. Follow carefully the polarity markings on the cabinet.
3. Replace the compartment cover. Make sure it locks firmly in place.

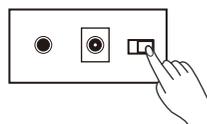


Notes:

1. Do not mix using the used and new batteries.
2. Always use the same types of batteries.
3. Remove the batteries when the digital drum is not being used for a long period of time.

Turning the power on

Set the POWER switch to ON, the LCD will be lit, indicating the digital drum is turned on.



Turning the power off

Set the POWER switch to OFF, the LCD becomes unlit, indicating the digital drum is turned off.

Auto Power Off Function

In order to save energy, this digital drum will automatically shut down after 30 minutes if it is not in use. To disable this function, hold down [START/STOP] button, then turn on the power.

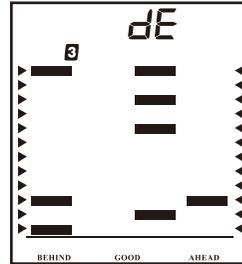
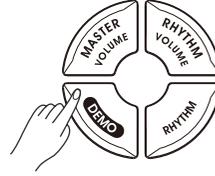


Playing the Demo

The demo allows you to enjoy the beautiful voice and effect of the digital drum.

Start or Stop the Demo

1. Press the [DEMO] button to play the demo. The LCD displays "dE". The drum indicators will flash in sync with the rhythm sound.
2. To stop the demo, press the [DEMO] button or [START/STOP] button.

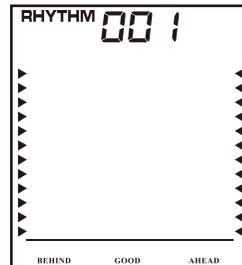
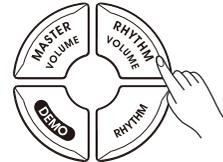


Rhythm

The digital drum features a variety of rhythms (please refer to Rhythm List for details).

Selecting a Rhythm

1. Press the [RHYTHM] button to enter the rhythm mode. The LCD displays "RHYTHM" and the current rhythm number.
2. Use the data dial to select a desired rhythm.



Start or Stop Playing a Rhythm

Press the [START/STOP] button to play the rhythm. The LCD displays the dropping bars in sync with rhythm play-back. The LED indicator of the current drum will also flash along.

To stop the playback, press the [START/STOP] button again.



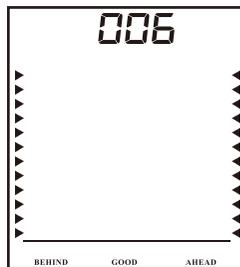
Rhythm

Master Volume

1. Press the [MASTER VOLUME] button, the master volume value will flash on LCD.
2. When the value is flashing, use the data dial to set the volume.

Notes:

1. The adjustable range is 0~8.
2. After adjusting the volume, the LCD will return to rhythm mode in 3 seconds.



Rhythm Volume

1. Press the [RHYTHM VOLUME] button, the rhythm volume value will flash on LCD.
2. When the value is flashing, use the data dial to set the volume.

Notes:

1. The adjustable range is 0~5.
2. After adjusting the volume, the LCD will return to rhythm mode in 3 seconds.



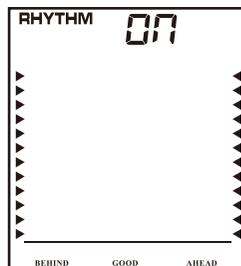
Accompaniment

You can turn the accompaniment on or off during rhythm playback.

Press the [ACCOMP] button to turn the accompaniment on or off. The LCD displays "On" or "OFF".

Notes:

1. "On" indicates accompaniment is turned on, while "OFF" indicates accompaniment is turned off.
2. After setting, the LCD will return to rhythm mode in 3 seconds.

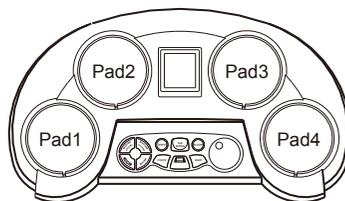


Playing the Pads

The digital drum has 4 drum pads, corresponding to the four dropping bar columns on screen (from left to right).

Changing the Pad Voices

The pad voices will change when you select a different rhythm or use the pad assign function.



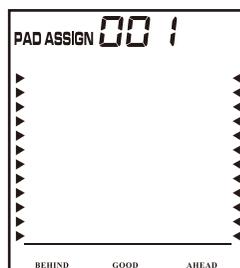
Pad Assign

You can assign separately different voices to pads. A total of 70 voices and 14 voice effects can be assigned to each of the drum pads.

1. Use the data dial to select a rhythm that you want.
2. Press the [PAD ASSIGN] button. The "PAD ASSIGN" indicator appears on LCD and the LED indicator of pad 1 turns on.
3. Strike the drum pad that you want to assign. For example, strike pad 2, and the pad 2 indicator lights up. The LCD displays the current voice and effect number.
4. Strike the current pad repeatedly or use the data dial to select a desired voice.
5. Press the [PAD ASSIGN] button to confirm the setting.
6. Repeat step 2 ~ 5 to assign another drum pad.
7. Play the pads to use the assigned voices for performance.

Notes:

Assigning a voice to a pad will overwrite the voice previously assigned to this pad.

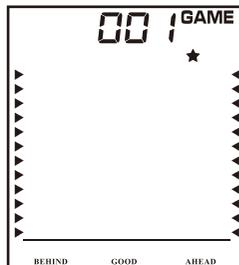


Playing the Games

The game feature lets you learn and play a rhythm in a more easy and fun way. Simply follow the dropping bars on screen, then strike the corresponding drum pad when the dropping bars reach the bottom line. The LCD will display the accuracy of each strike. Your score will add up each time when you strike correctly.

Enter Game Mode

Press the [GAME] button to enter game mode. The LCD displays "GAME" and the current rhythm number.



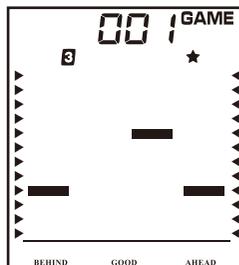
Select a Game Rhythm

Use the data dial to select a game rhythm. The LCD displays the difficulty level of the current rhythm.

- GAME → Easy
- ★
- GAME → Normal
- ★★
- GAME → Hard
- ★★★

Start the Game

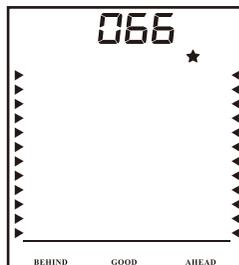
Press the [START/STOP] button to start the game. The on-screen bars start dropping in sync with rhythm playback. Strike the corresponding pads when the bars reach the bottom line.



Score

When the game is finished, it will pause temporarily and display your score. A voice comment will sound as well.

score	Comment
0-29	OK
30-59	GOOD
60-79	Very Good
80-100	Excellent



Stop the Game

The game will automatically start again after displaying the score for 3 seconds. Press the [START/STOP] button to stop the game.

Coach

Coach is a game-like function, specially designed for beginners to practice basic drum techniques. It provides two practice modes: Rhythm Practice and Beat Practice.

Rhythm Practice

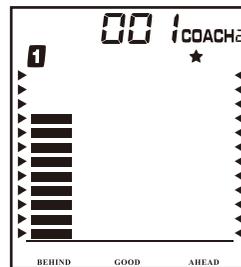
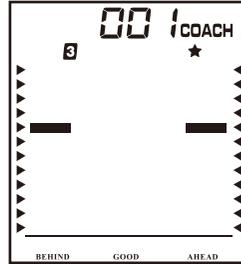
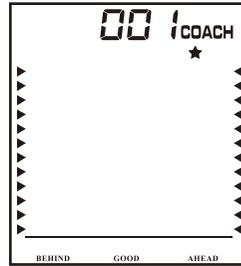
When rhythm is playing back, the four columns of dropping bars on screen correspond to the four drum pad. Strike the corresponding drum pad when the dropping bars reach the bottom line.

Beat Practice

Beat practice offers two types of practice: Change Up and Tap! Tap!.

Change Up

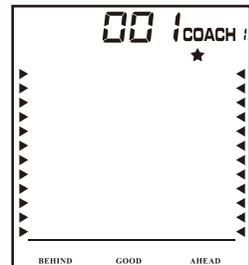
This practice is similar to four children clapping their hands, and you are the fourth one. The other three will clap their hands at a certain tempo, then you should clap your hands at the same tempo. Likewise, you should follow the rhythm, then strike any one of the four drum pads. The drum indicators will flash as a hint, and the LCD will also display "HIT PAD!", telling you it's time to strike a pad.



Coach

Tap! Tap!

In this practice, it will first play “DO MI SO DO SO” at a certain tempo. All you need to do is to strike a drum pad when it comes to “So”. Your score will add up each time when you strike correctly, and the LCD will display the accuracy of each strike. However, if you strike incorrectly, your score will be subtracted. Listen to the rhythm, then strike any one of the drum pads when it plays “So”. The drum indicators will flash as a hint, and the LCD will also display “HIT PAD!”, telling you it’s time to strike a pad.



Enter Coach Mode

Press the [COACH] button to enter coach mode. The LCD displays “COACH 1”, indicating it enters rhythm practice. Press this button again, and the LCD displays “COACH 2”, indicating it enters beat practice. The LCD will also display the current coach song number.



Select a Coach Song

Rhythm Practice

Use the data dial to select a coach song. Totally there are 20 coach songs for practice.

Beat Practice

Use the data dial to select a coach song. Each song has a preset practice type.

Coach

Coach Song No.	Practice
1	Change Up
2	Tap! Tap!
3	Tap! Tap!
4	Change Up
5	Change Up
6	Tap! Tap!
7	Tap! Tap!
8	Change Up

The LCD will display the difficulty level of the current coach song.

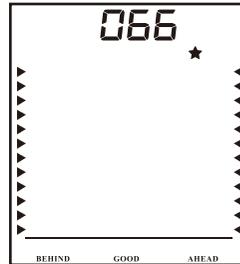
- COACH → Easy
- ★
- COACH → Normal
- ★★
- COACH → Hard
- ★★★

Start the Practice

Press the [START/STOP] button to play the coach song. The on-screen bars will change along to give you a hint. Strike a drum pad whenever it is needed.

Score

When the coach song is completed, it will pause temporarily and display your score. A voice comment will sound.



score	Comment
00-39	OK
40-69	GOOD
70-89	Very Good
90-100	Excellent

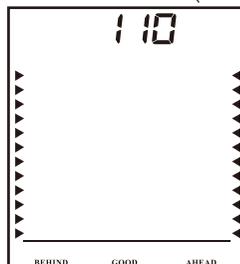
Stop the Practice

The coach song will automatically start again after displaying the score for 3 seconds. Press the [START/STOP] button to stop the practice.

Tempo

You can adjust the tempo for playing the game rhythm, coach song or rhythm.

1. Press the [TEMPO] button, the tempo value will flash on screen.
2. When the tempo value is flashing, use the data dial to change the value.
3. If there is no operation in 3 seconds, it will exit tempo setting and go back to the previous menu.



Troubleshooting

Problem	Possible Cause and Solution
Cannot power on.	<ol style="list-style-type: none"> 1. Make sure the power adaptor is connected properly. 2. Make sure the batteries are installed correctly.
It turns off automatically.	<ol style="list-style-type: none"> 1. Make sure the power adaptor is connected firmly. 2. Make sure the batteries are not loosely installed. 3. The Auto Power Off function will shut down the digital drum in 30 minutes if it is not used. To disable this function, hold down [START/STOP] button, then turn on the power.
No sound.	<ol style="list-style-type: none"> 1. Make sure the master volume is not set to "0". 2. Make sure the rhythm volume is not set to "0". 3. Make sure headphones are not plugged into the Phones jack.
No sound when rhythm is playing.	<ol style="list-style-type: none"> 1. Make sure the master volume is not set to "0". 2. Make sure the rhythm volume is not set to "0".
No sound from the pads.	Make sure the master volume is not set to "0".

Specifications

Triggers	
Trigger	4 triggers with flashing indicators
Display & Polyphony	
Display	Backlit LCD
Polyphony (Max.)	64
Voices	
Voice	84 preset
Sequencer	
Demo	1 preset
Rhythm	60 preset
Others	
Game	60 preset
Coach	2 modes, 28 preset
Tempo	40 – 280
Connection & Expansion	
Phones	Mini stereo
Power Supply	
Power	DC 9V / 500mA
Battery	Six "C" size; SUM-2; R-14
Dimensions & Weight	
Dimensions LWH (mm)	460 x 260 x 150
Weight (kg)	1.5 (without batteries)

* All specifications and appearances are subject to change without notice.

Demo List

No.	Name
1	Funk

Rhythm List

No.	Name
1	8 Beat 1
2	8 Beat 2
3	8 Beat 3
4	8 Beat 5
5	8 Beat 8
6	8 Beat 9
7	8 Beat Ballad
8	Rock 2
9	Heavy Metal 1
10	6/8 Pop 1
11	6/8 Pop 2
12	16 Beat Pop
13	Funk Pop
14	Hourse
15	Slow Rock
16	Soul 1
17	Jazz Swing
18	Blues 2
19	Fusion 1
20	Fusion 2
21	Bounce
22	Reggae 1
23	Bossa Nova 2
24	Latin Rock
25	Cha Cha
26	Rhumba
27	Country
28	Country Rock
29	March
30	Polka

No.	Name
31	Waltz 1
32	8 Beat 4
33	8 Beat Rock 1
34	8 Beat 6
35	Dance Pop 1
36	8 Beat 7
37	8 Beat Pop
38	8 Beat Rock 2
39	Rock 1
40	Hard Rock
41	Heavy Metal 2
42	16 Beat Funk
43	Blues Funk
44	Dance Pop 2
45	Disco
46	Shuffle 2
47	Cool Jazz
48	Reggae 2
49	Samba
50	Mambo
51	SFX 1
52	SFX 2
53	SFX 4
54	Funk 2
55	Hip Hop
56	Rap
57	Blues 1
58	Waltz 2
59	SFX 3
60	SFX 5