

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.

Contents

| | |
|---|--------------|
| Features | 5 |
| Panel Controls | 6 |
| -Front Panel..... | 6 |
| -Rear Panel | 7 |
| Setup | 8 |
| - Connect The Pads And The Pedals..... | 8 |
| - Connect A MIDI And USB Device..... | 9 |
| - Connect An Audio Equipment..... | 9 |
| - Connect A CD Player, Etc.(Aux In Jack)..... | 9 |
| - Connect Headphones..... | 9 |
| - Connect The Power Supply Jack..... | 9 |
| LCD | 10 |
| Quick Start | 11 |
| -Power On..... | 11 |
| -Demo..... | 11 |
| -Basic Operation..... | 11 |
| -Adjust Value..... | 12 |
| Kit | 13 |
| -Selecting Kit..... | 13-14 |
| -Editing Kit..... | 15-19 |
| -Saving Kit..... | 20-21 |
| Mixer | 22-23 |
| Song | 24 |
| -Song Choosing..... | 24 |
| -Song Playing Back..... | 24-25 |
| -Song Editing..... | 25-29 |
| -Saving Song..... | 30-31 |
| Mute | 32 |
| -Setting Mute..... | 32-33 |
| Record | 34 |
| -Record A New Song..... | 34 |
| -Quick Record..... | 34 |
| -Record..... | 35 |
| -Recording Based On Preset Song..... | 36 |
| -Setting Record..... | 36-37 |
| Click | 38 |
| -Click On/off..... | 38 |
| -Click Settings..... | 38 |

| | |
|---|-----------|
| Save..... | 39 |
| -Saving User Kit..... | 39 |
| -Saving User Song..... | 39 |
| -Saving Global Setup..... | 39 |
| Utility..... | 40 |
| -Trigger..... | 41-42 |
| -Effect..... | 43 |
| -MIDI Settings..... | 43 |
| -Reset..... | 43 |
| -Automatic Shutdown..... | 43 |
| SD Card..... | 44 |
| -Explore The Files In A SD Card..... | 44 |
| -Playback MIDI Files In A SD Card..... | 44 |
| -Mute A Channel Of The MIDI File..... | 45 |
| -Load..... | 46-47 |
| -Delete..... | 48 |
| -Loop..... | 48 |
| -Format..... | 48 |
| -The Error Information During A Card Operation..... | 48 |
| Appendix..... | 49 |
| -Voice List..... | 49-56 |
| -Kit List..... | 57 |
| -Song List..... | 58-60 |
| -Demo List..... | 61 |
| -Ascii Character List..... | 61 |
| -GM Drum Kit List..... | 62-64 |
| -GM Backing Instrument List..... | 65-66 |
| -MIDI Implementation Chart..... | 67 |

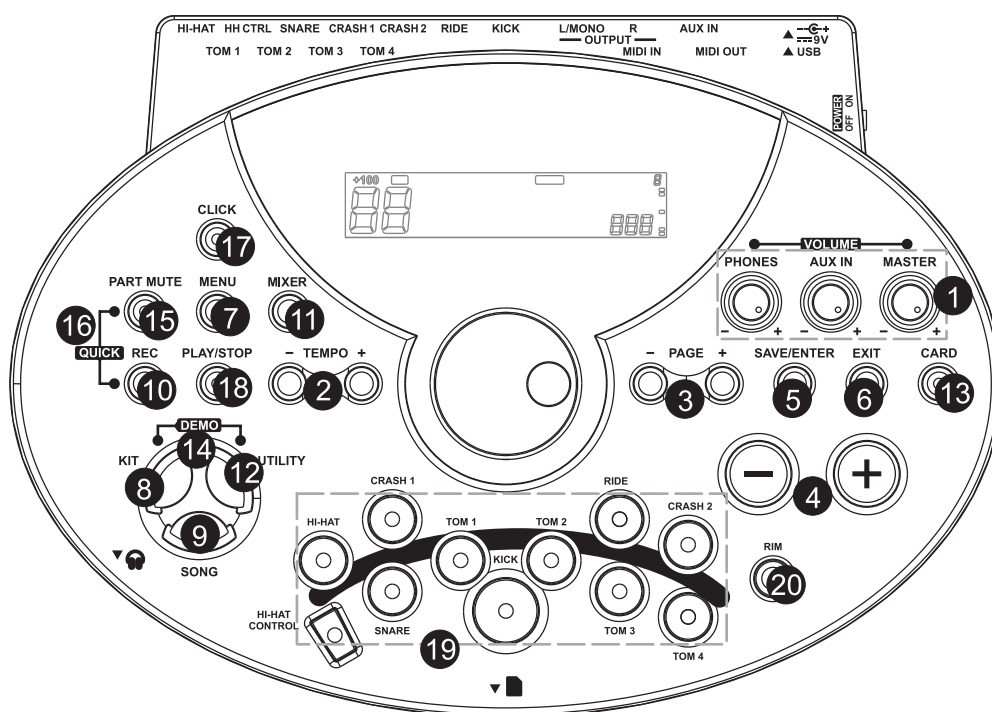
The digital drum is a top grade drum product for all professional drum players. It is easy for performing, tuition, recording or etc. It can be performed freely with almost 700 drum voices and 220 songs of High quality! Also, you can use SD card to store your own songs or USB MIDI function to connect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

Features

- **Maximum Polyphony:** 64
- **Drum Voices:**
Drum Voices: 674 (Drums, Percussion, SFX...) + 18 Hi-Hat Combinations
General MIDI Backing Voices: 128 GM Instruments
- **Drum Kits:**
Drum Kits: 99 (40 Preset Kits + 59 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

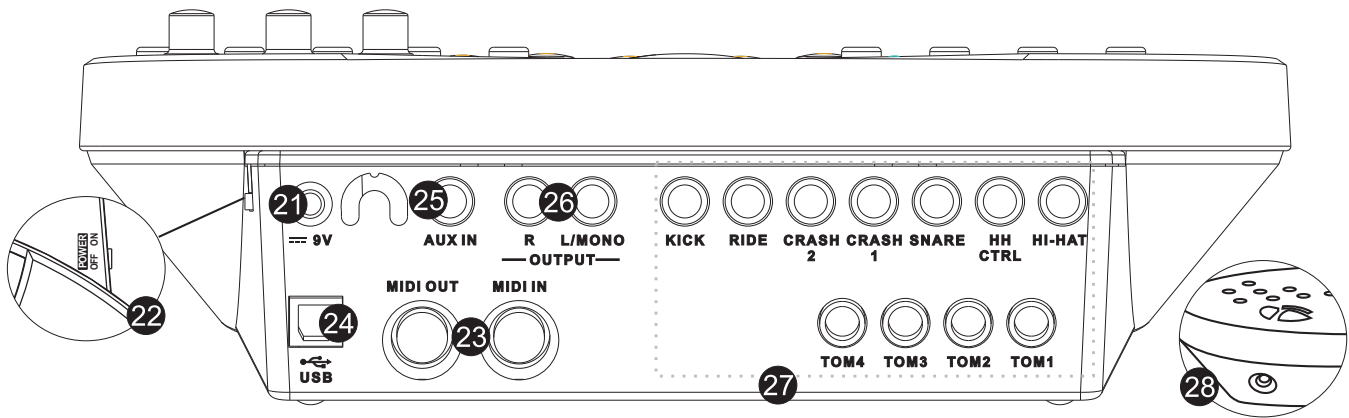
Panel Controls

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!

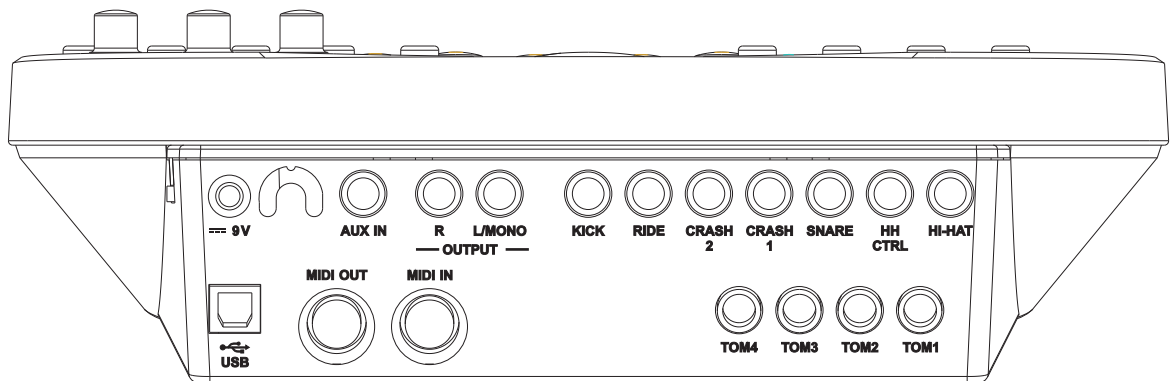
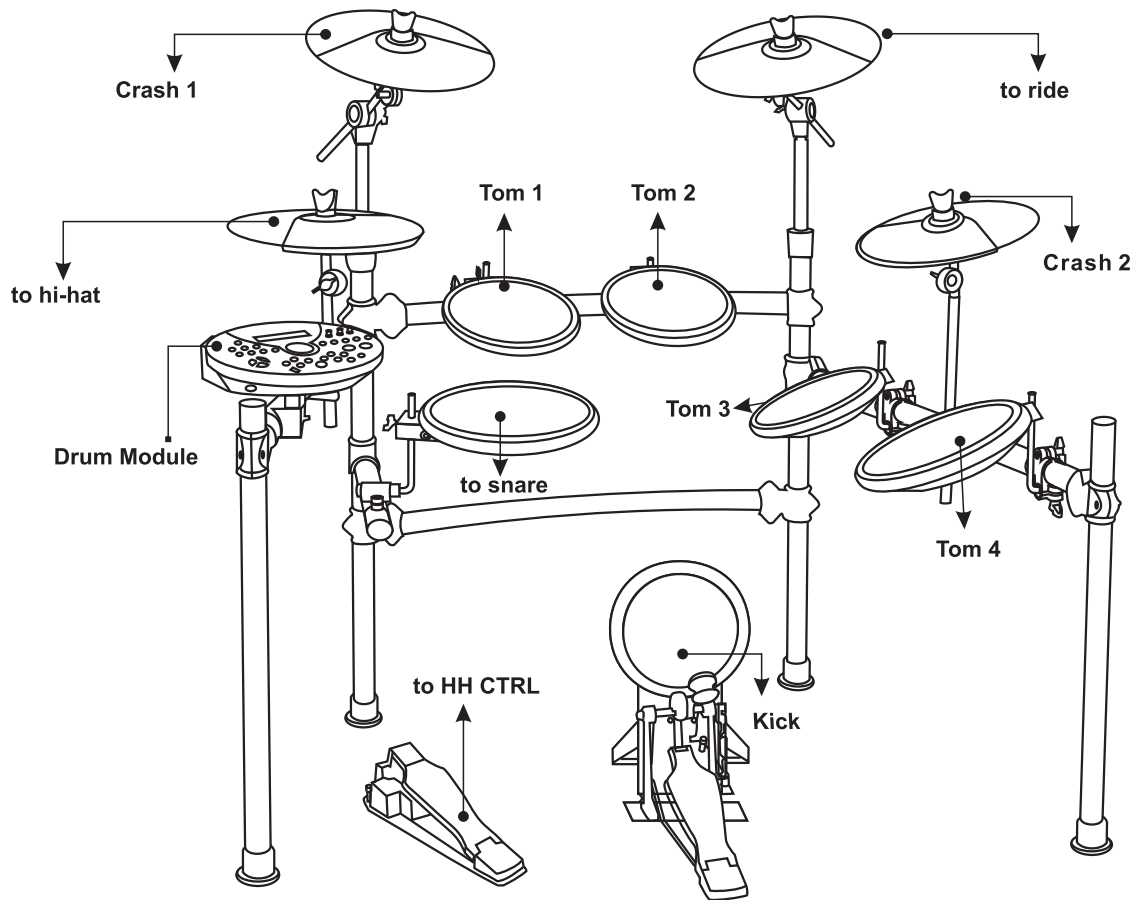
To prevent electric shock and damage to the device, make sure the power is switched OFF on the drum and all related device before making any connection.

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:

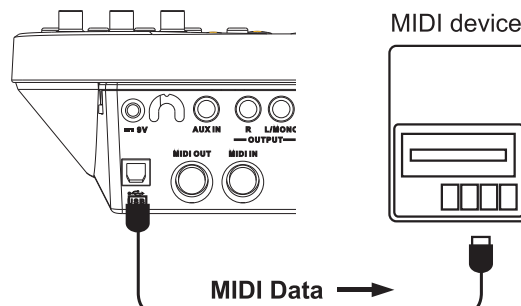
1. The voice of hi-hat pad hitting is controlled by hi-hat pedal. Similar to a real drum kit, the hi-hat pad functions as an 'open hi-hat' when the pedal is released. When the pedal is stepped, it functions as a 'closed hi-hat'.
2. The valid striking area of a cymbal pad (ride, crash or hi-hat) is near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



Connect A MIDI And USB Device

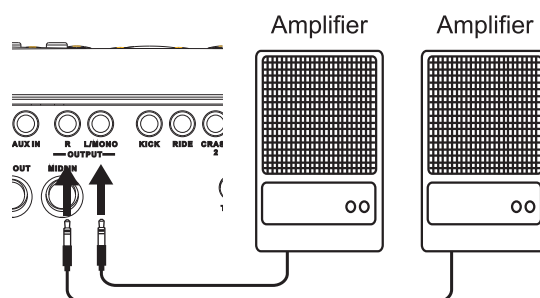
This is for you want to use an external sound module or MIDI sequencer.

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.



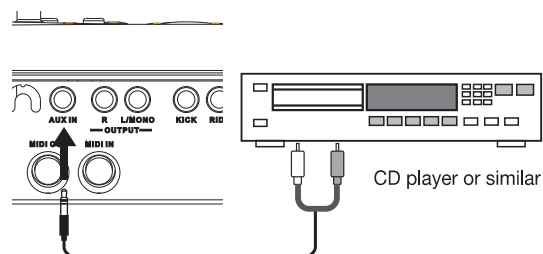
Connect An Audio Equipment

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)

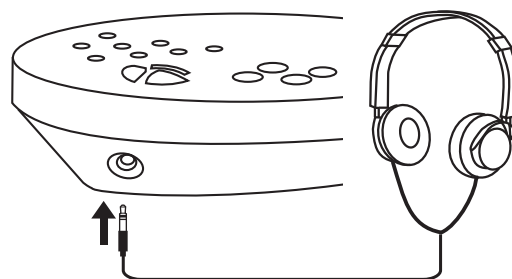
1. The audio output of a CD player, or other audio source, to connect with the AUX IN jack on the rear panel can be mixed with the sound of the drum. This function is convenient that lets you play along with a favourite song.
2. The volume of the external signal is adjusted with the VOLUME knob.



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.

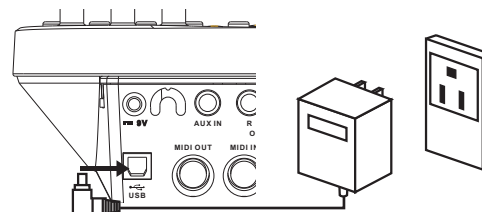


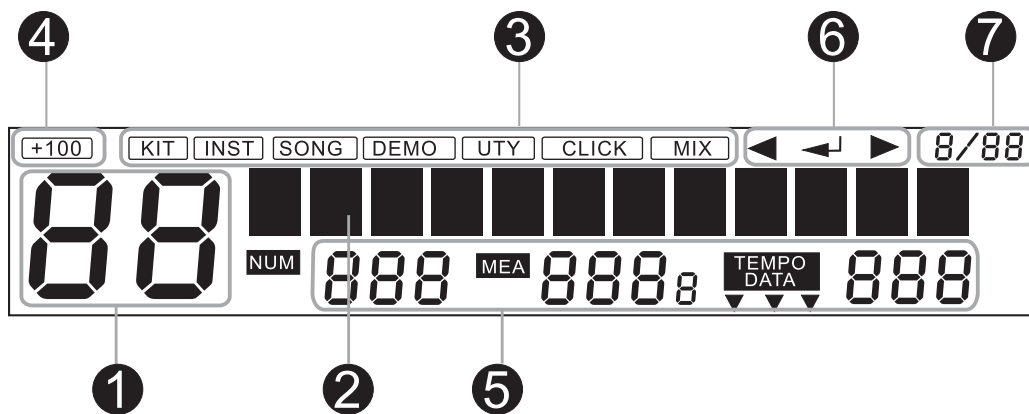
Connect The Power Supply Jack

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.
3. In the IDLE mode, the drum module will automatically shutdown in 30 minutes later if you do not take any action on the drum module or hit pad.





- ❶ **Current Kit index**
- ❷ **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.
- ❸ **Mode icon:** The top line of the LCD display current mode icon. ("KIT" icon is always lightened)
- ❹ **Current Kit index**
- ❺ **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:



- ❻ These icons indicate that the [PAGE-] / [SAVE/ENTER] / [PAGE+] is valid
- ❼ The current time signature

Quick Start

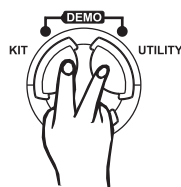
Power On

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

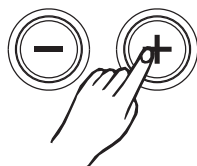


Demo

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.



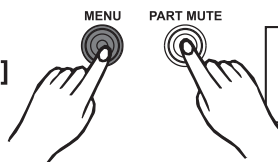
Basic Operation

Enter Menu

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

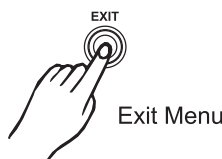


2. Hold **[MENU]** button and then press **[PART MUTE]** or **[CLICK]** button to enter Mute Menu or Click Setting Menu.



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.



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

MyKit001

[PAGE+]

MyKit001

Move the cursor right

[PAGE-]

MyKit001

Move the cursor left

[+]

MyKit001

Change the character (see ASCII list)

[-]

MyKit001

Change the character

[SAVE/ENTER]

SAVE OK!

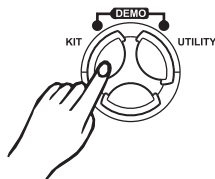
Rename Succeed!

The digital drum has 99 (including 40 Preset Kits + 59 User Kits) Kits for you to select.

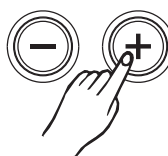
Selecting Kit

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

[KIT]

[MENU]

[SAVE/ENTER]

[PAGE+]

[PAGE+]

[+]

[-]

[PAGE+]

[+]

[SAVE/ENTER]

[PAGE+]

[PAGE+]

[+]

[PAGE+]

[SAVE/ENTER]

[SAVE/ENTER]

[PAGE+]

LCD display

Acoust-1

— Enter Kit mode

VOICE

— Enter Kit menu

Grp: KickBk

Voc: ClascBd1

Volume: 110

Volume: 111

Volume: 110

See Table 1.4 Pad trigger Parameter set.

PATTERN:OFF

— Pad pattern set (default:OFF)

PATTERN:ON

— Set pad pattern ON

Grp: DrumLoop

Sne: Fusion1

Retrie:ST/SP

Retrie: ReST

Parameter set, see Table 1.7

EXCHANGE

— Exchange kit order

MyKit001

EXCHANGE OK!

RENAME

— KIT RENAME

NOTE:

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

>>Table 1.4

| PARAMET | EREPLAIN | PARA RANGE ([+]/[-]) | DEFAULT |
|-----------|--------------------------------------|---------------------------|---------------------------------------|
| Grp* | Pad voice group | (See detail below) | (according to different Pad triggers) |
| Voc* | Voice index/ HH combi group index | 1~674 (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

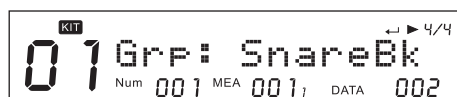
LCD display

[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 674 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 | See Table 1.7 for detail |
| [PAGE+] | Sng: Fusion1 | |
| [PAGE+] | Retrig: ST/SP | |
| [+] | Retrig: ReST | |

>>Table 1.7

| PARAMETER | EXPLAIN | PARAMETER 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:

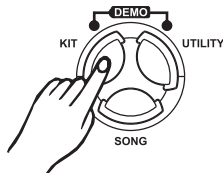
Define: Choose that whether sound drum voice when pad pattern is ON.

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

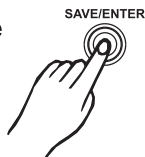
1) Select an user kit:



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"

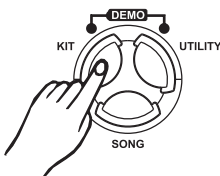


NOTE:

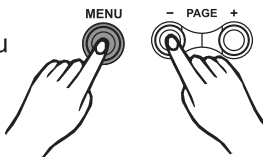
When exchange operation is done, LCD displays "EXCHANGE OK!" temporarily, 2 seconds later, LCD shows the KIT mode automatically, and original Kit is selected. (as "MyKit001" in this example).

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 041 " icon indicates the destination place of saving current kit (no.001):

Before saving:



After saving:

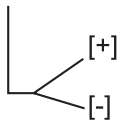


>>Table 1.9

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) .

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:

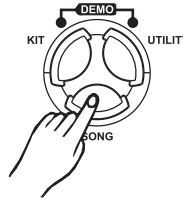
ClickVol in mixer menu equals to the "ClickVol " in Click menu.

Song

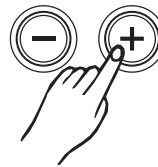
- The digital drum comes with 220 songs. Preset (Internal) Songs (Songs 1-120)、User Songs (Songs 121-220).
- The digital drum's sequencer organizes music into seven parts. The Drum Kit part is used to record/play back what is played on the pads. Additionally, Percussion part, Part 1, Part 2, Part 3, 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 Tp1 | — | (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

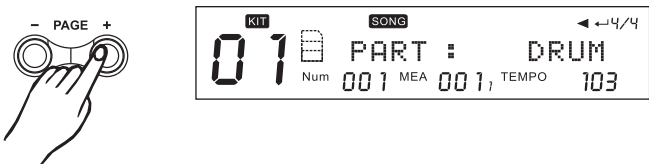
You can temporarily change the tempo of a song while playback is in progress. The song returns to its preset tempo when a different song is selected. (refer to Song Editing)

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.



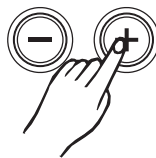
>>Table 3.3

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.

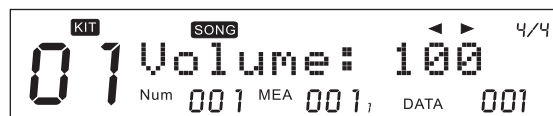
Part Settings(Drum/Perc/PART1~Part5)

==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.

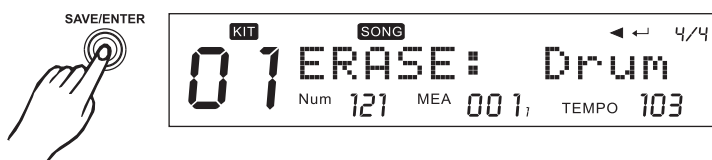
NOTE:

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

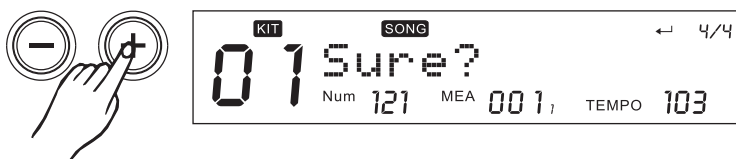
Erase

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

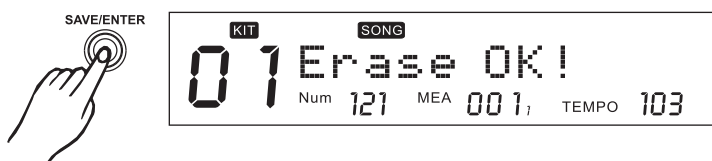
1. Select erase function.



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.)



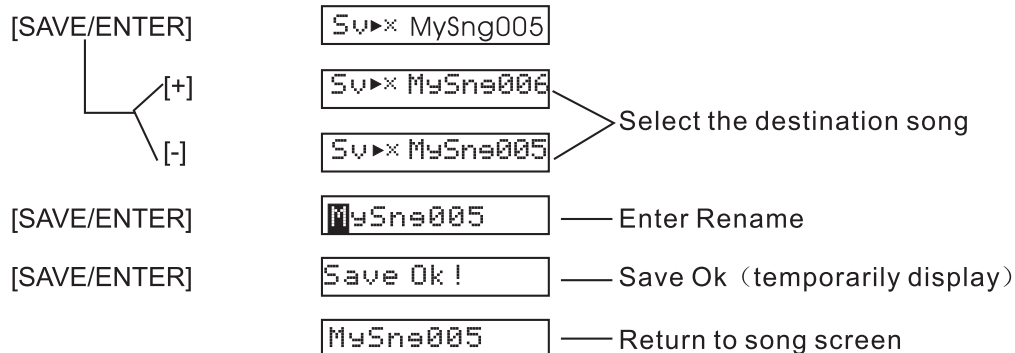
After complete song saving:



>>Table 3.9

Operating guide

LCD display



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.

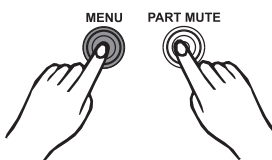
==All User Song Saving==

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);



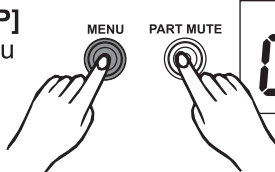
MUTE OFF:

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:SnsDrum | — 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

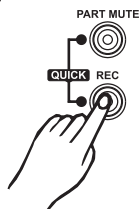
1. Select a new song (ahead of the song's name, there is a "*" icon), then press the **[REC]** button to enter record menu.

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

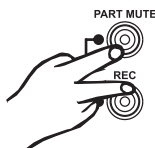
At this time, if SYNC start is ON, **[PLAY/STOP]**

button would spark;

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



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

1. Quantize all the parts which are being recorded, including drum, percussion, part1 ~part5;
2. Refer to note on: quantize the note starting position but not note length;
3. 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

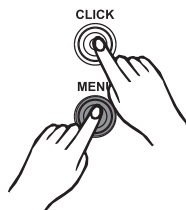
You can switch the click sound on and off by pressing [CLICK]. [CLICK] lights while the click sound is set to be played.

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**

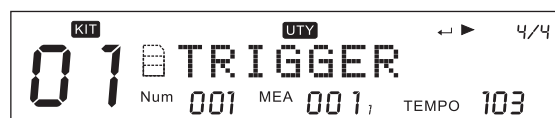
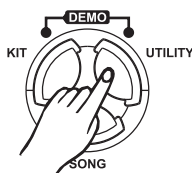
Refer to “Saving user Kit”

- **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]

TRIGGER

— Enter UTILITY menu

[PAGE+]

EFFECT

[PAGE+]

MIDSET

[PAGE+]

SAVEGLOBAL

[SAVE/ENTER]

My_Setup

— See Rename (page 12)

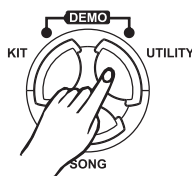
[SAVE/ENTER]

SAVEOK!

— 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 |
| [PAGE+] | AUTOMATIC SHUTDOWN | — Set the time of Automatic Shutdown |

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)

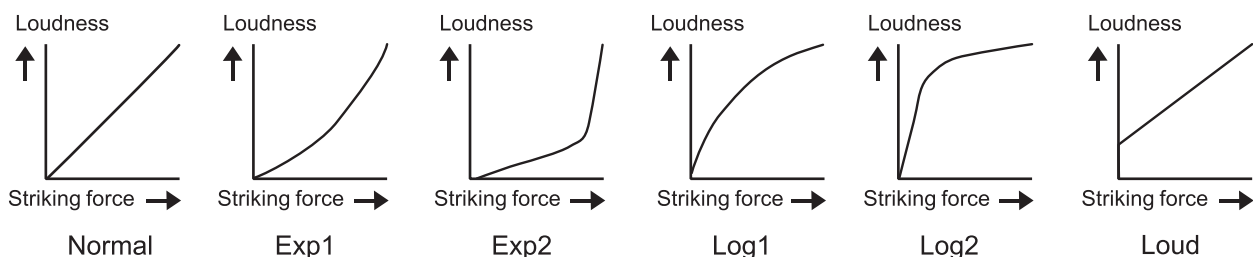
This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve.) Adjust this curve until the response feels as natural as possible.

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)

With the difference on the characteristics of each pad or acoustic drum pad trigger, the trigger signal waveform may slightly differ. You may find that strike the pad with equal force may cause sound at different volume levels. If this occurs, try to adjust the "SCAN TIME" parameter to an appropriate value. The value is set higher, it takes longer time for the sound.

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)

Playing a kick trigger, the beater will rebound from the pad and hit the head a second time immediately, as acoustic drums, the beater sometimes stays against the head. Setting the "MASK TIME" parameter to an appropriate value can help to prevent this "double trigger" problems. If this value is set too high, it is hard to play fast, so, try to adjust this value as low as possible.

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. |

Automatic Shutdown

This function is used to set the time of automatic shutdown: 30、60、OFF

1. The LCD displays the time value. Use [+] / [-] or Data Dial to change time value.

2. The default automatic shutdown time is 30 minutes.



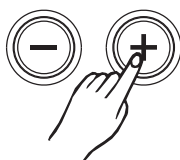
SD Card


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.

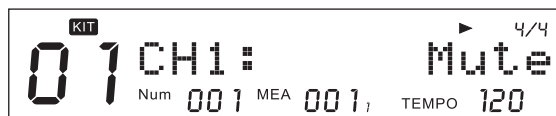
Note:

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. | LCD Display | Full Name |
|-------------|-------------|------------------|
| KICK | | |
| 1 | StandK1 | Standard Kick 1 |
| 2 | StandK2 | Standard Kick 2 |
| 3 | ClassK1 | Classic Kick 1 |
| 4 | ClassK2 | Classic Kick 2 |
| 5 | RockK1 | Rock Kick 1 |
| 6 | RockK2 | Rock Kick 2 |
| 7 | RockK3 | Rock Kick 3 |
| 8 | RoomK1 | Room Kick 1 |
| 9 | RoomK2 | Room Kick 2 |
| 10 | JazzK1 | Jazz Kick 1 |
| 11 | JazzK2 | Jazz Kick 2 |
| 12 | BigBdK1 | Big Band Kick 1 |
| 13 | BigBdK2 | Big Band Kick 2 |
| 14 | CamcoK1 | Camco Kick 1 |
| 15 | CamcoK2 | Camco Kick 2 |
| 16 | FunkK1 | Funk Kick 1 |
| 17 | FunkK2 | Funk Kick 2 |
| 18 | FunkK3 | Funk Kick 3 |
| 19 | HipopK1 | HipHop Kick 1 |
| 20 | HipopK2 | HipHop Kick 2 |
| 21 | HipopK3 | HipHop Kick 3 |
| 22 | HipopK4 | HipHop Kick 4 |
| 23 | 1969K | 1969 Kick |
| 24 | 1971K | 1971 Kick |
| 25 | 1976K | 1976 Kick |
| 26 | PowerK | Power Kick |
| 27 | R&BK | R&B Kick |
| 28 | VoiceK | Voice Kick |
| 29 | AcousK1 | Acoustic Kick 1 |
| 30 | AcousK2 | Acoustic Kick 2 |
| 31 | AcousK3 | Acoustic Kick 3 |
| 32 | AcousK4 | Acoustic Kick 4 |
| 33 | AcousK5 | Acoustic Kick 5 |
| 34 | AcousK6 | Acoustic Kick 6 |
| 35 | AcousK7 | Acoustic Kick 7 |
| 36 | AcousK8 | Acoustic Kick 8 |
| 37 | AcousK9 | Acoustic Kick 9 |
| 38 | AcousK10 | Acoustic Kick 10 |
| 39 | AcousK11 | Acoustic Kick 11 |
| 40 | AcousK12 | Acoustic Kick 12 |
| 41 | AcousK13 | Acoustic Kick 13 |
| 42 | AcousK14 | Acoustic Kick 14 |
| 43 | AcousK15 | Acoustic Kick 15 |

| No. | LCD Display | Full Name |
|--------------|-------------|--------------------|
| 44 | AcousK16 | Acoustic Kick 16 |
| 45 | AcousK17 | Acoustic Kick 17 |
| 46 | AcousK18 | Acoustic Kick 18 |
| 47 | AcousK19 | Acoustic Kick 19 |
| 48 | AcousK20 | Acoustic Kick 20 |
| 49 | AcousK21 | Acoustic Kick 21 |
| 50 | AcousK22 | Acoustic Kick 22 |
| 51 | AcousK23 | Acoustic Kick 23 |
| 52 | AcousK24 | Acoustic Kick 24 |
| 53 | AcousK25 | Acoustic Kick 25 |
| 54 | AcousK26 | Acoustic Kick 26 |
| 55 | HouseK1 | House Kick 1 |
| 56 | HouseK2 | House Kick 2 |
| 57 | HouseK3 | House Kick 3 |
| 58 | HouseK4 | House Kick 4 |
| 59 | StepK | Step Kick |
| 60 | TechK | Teckno Kick |
| 61 | D&BK | Drum&Bass Kick |
| 62 | JunkydK | Junkyard Kick |
| 63 | NoiseK | Noise Kick |
| 64 | IndustrK | Industry Kick |
| 65 | LowFiK | Low Fi Kick |
| 66 | DiscoK | Disco Kick |
| 67 | 808K | 808 Kick |
| 68 | 909K | 909 Kick |
| 69 | ElectK1 | Electronic Kick 1 |
| 70 | ElectK2 | Electronic Kick 2 |
| 71 | ElectK3 | Electronic Kick 3 |
| 72 | ElectK4 | Electronic Kick 4 |
| 73 | ElectK5 | Electronic Kick 5 |
| 74 | ElectK6 | Electronic Kick 6 |
| 75 | ElectK7 | Electronic Kick 7 |
| 76 | ElectK8 | Electronic Kick 8 |
| 77 | ElectK9 | Electronic Kick 9 |
| 78 | ElectK10 | Electronic Kick 10 |
| 79 | ElectK11 | Electronic Kick 11 |
| 80 | ElectK12 | Electronic Kick 12 |
| 81 | ElectK13 | Electronic Kick 13 |
| 82 | ElectK14 | Electronic Kick 14 |
| 83 | ElectK15 | Electronic Kick 15 |
| 84 | ElectK16 | Electronic Kick 16 |
| 85 | ElectK17 | Electronic Kick 17 |
| 86 | ElectK18 | Electronic Kick 18 |
| SNARE | | |

| No. | LCD Display | Full Name |
|-----|-------------|-----------------------|
| 87 | ClassSn1 | Classic Snare 1 |
| 88 | ClassSnR1 | Classic Snare Rim 1 |
| 89 | ClassSn2 | Classic Snare 2 |
| 90 | ClassSnR2 | Classic Snare Rim 2 |
| 91 | AcoutSn | Acoustic Snare |
| 92 | AcoutSnR | Acoustic Snare Rim |
| 93 | StdSn1 | Standard Snare 1 |
| 94 | StdSnR1 | Standard Snare Rim 1 |
| 95 | StdSn2 | Standard Snare 2 |
| 96 | StdSnR2 | Standard Snare Rim 2 |
| 97 | StdSn3 | Standard Snare 3 |
| 98 | RockSn1 | Rock Snare 1 |
| 99 | RockSnR1 | Rock Snare Rim 1 |
| 100 | RockSn2 | Rock Snare 2 |
| 101 | RockSn3 | Rock Snare 3 |
| 102 | RoomSn1 | Room Snare 1 |
| 103 | RoomSn2 | Room Snare 2 |
| 104 | RoomSn3 | Room Snare 3 |
| 105 | JazzSn1 | Jazz Snare 1 |
| 106 | JazzSnR1 | Jazz Snare Rim 1 |
| 107 | JazzSn2 | Jazz Snare 2 |
| 108 | JazzSnR2 | Jazz Snare Rim 2 |
| 109 | JzLtSn | Jazz Latin Snare |
| 110 | BigBdSn | Big Band Snare |
| 111 | CamoSn | Camco Snare |
| 112 | CamoSnR | Camco Snare Rim |
| 113 | BrushSn1 | Brush Snare 1 |
| 114 | BrushSn2 | Brush Snare 2 |
| 115 | BrushSnR | Brush Snare Rim |
| 116 | FunkSn1 | Funk Snare 1 |
| 117 | FunkSt | Funk Stick |
| 118 | FunkSn | Funk Band Snare |
| 119 | FunkSnR | Funk Band Snare Rim |
| 120 | FunkSnSt | Funk Band Snare Stick |
| 121 | FusionSn | Fusion Snare |
| 122 | FusnSnSt | Fusion Snare Stick |
| 123 | SnareSt | Snare Stick |
| 124 | PowerSn | Power Snare |
| 125 | RingoSn | Ringo Snare |
| 126 | RingoSnR | Ringo Snare Rim |
| 127 | HipopSn1 | HipHop Snare 1 |
| 128 | HipopSn2 | HipHop Snare 2 |
| 129 | 506Sn1 | 506 Snare 1 |
| 130 | 506SnR1 | 506 Snare Rim 1 |

| No. | LCD Display | Full Name |
|-----|-------------|----------------------|
| 131 | 506Sn2 | 506 Snare 2 |
| 132 | 506SnR2 | 506 Snare Rim 2 |
| 133 | 1969Sn | 1969 Snare |
| 134 | 1969SnR | 1969 Snare Rim |
| 135 | 1971Sn | 1971 Snare |
| 136 | 1971SnR | 1971 Snare Rim |
| 137 | 1976Sn | 1976 Snare |
| 138 | 1976SnR | 1976 Snare Rim |
| 139 | R&BSn | R&B Snare |
| 140 | R&BSnSt | R&B Snare Stick |
| 141 | LowFiSn | Low Fi Snare |
| 142 | LowFiSnSt | Low Fi Snare Stick |
| 143 | VoiceSn | Voice Snare |
| 144 | VoiceSnR | Voice Snare Rim |
| 145 | AcoutSn1 | Acoustic Snare 1 |
| 146 | AcoutSn2 | Acoustic Snare 2 |
| 147 | AcoutSn3 | Acoustic Snare 3 |
| 148 | AcoutSn4 | Acoustic Snare 4 |
| 149 | AcoutSn5 | Acoustic Snare 5 |
| 150 | AcoutSn6 | Acoustic Snare 6 |
| 151 | AcoutSn7 | Acoustic Snare 7 |
| 152 | HouseSn1 | House Snare 1 |
| 153 | HouseSn2 | House Snare 2 |
| 154 | HouseSn3 | House Snare 3 |
| 155 | StepSn | Step Snare |
| 156 | StepSnSt | Step Snare Stick |
| 157 | TechSn1 | Teckno Snare 1 |
| 158 | TechSn2 | Teckno Snare 2 |
| 159 | 808Sn | 808 Snare |
| 160 | 909Sn | 909 Snare |
| 161 | IndustSn | Industry Snare |
| 162 | IndustSnSt | Industry Snare Stick |
| 163 | D&BSn1 | Drum&Bass Snare 1 |
| 164 | D&BSn2 | Drum&Bass Snare 2 |
| 165 | JukySn | Junkyard Snare |
| 166 | JukySnSt | Junkyard Snare Stick |
| 167 | Noise | Noise Snare |
| 168 | TR606Sn | TR606 Snare |
| 169 | ElecSn1 | Electronic Snare 1 |
| 170 | ElecSn2 | Electronic Snare 2 |
| 171 | ElecSn3 | Electronic Snare 3 |
| 172 | ElecSn4 | Electronic Snare 4 |
| 173 | ElecSn5 | Electronic Snare 5 |
| 174 | ElecSn6 | Electronic Snare 6 |

| No. | LCD Display | Full Name |
|------------|-------------|---------------------|
| 175 | ElecSn7 | Electronic Snare 7 |
| 176 | ElecSn8 | Electronic Snare 8 |
| 177 | ElecSn9 | Electronic Snare 9 |
| 178 | ElecSn10 | Electronic Snare 10 |
| 179 | ElecSn11 | Electronic Snare 11 |
| 180 | ElecSn12 | Electronic Snare 12 |
| 181 | ElecSn13 | Electronic Snare 13 |
| 182 | ElecSn14 | Electronic Snare 14 |
| 183 | ElecSn15 | Electronic Snare 15 |
| 184 | ElecSn16 | Electronic Snare 16 |
| 185 | ElecSn17 | Electronic Snare 17 |
| 186 | ElecSn18 | Electronic Snare 18 |
| 187 | ElecSn19 | Electronic Snare 19 |
| 188 | ElecSn20 | Electronic Snare 20 |
| 189 | ElecSn21 | Electronic Snare 21 |
| 190 | ElecSn22 | Electronic Snare 22 |
| 191 | ElecSn23 | Electronic Snare 23 |
| 192 | ElecSn24 | Electronic Snare 24 |
| 193 | ElecSn25 | Electronic Snare 25 |
| 194 | ElecSn26 | Electronic Snare 26 |
| 195 | ElecSn27 | Electronic Snare 27 |
| 196 | ElecSn28 | Electronic Snare 28 |
| 197 | ElecSn29 | Electronic Snare 29 |
| 198 | ElecSn30 | Electronic Snare 30 |
| 199 | ElecSn31 | Electronic Snare 31 |
| 200 | ElecSn32 | Electronic Snare 32 |
| 201 | ElecSn33 | Electronic Snare 33 |
| TOM | | |
| 202 | Cls1Tm1 | Classic 1 Tom 1 |
| 203 | Cls1TmR1 | Classic 1 Tom Rim 1 |
| 204 | Cls1Tm2 | Classic 1 Tom 2 |
| 205 | Cls1TmR2 | Classic 1 Tom Rim 2 |
| 206 | Cls1TmR3 | Classic 1 Tom 3 |
| 207 | Cls1TmR3 | Classic 1 Tom Rim 3 |
| 208 | Cls1Tm4 | Classic 1 Tom 4 |
| 209 | Cls1TmR4 | Classic 1 Tom Rim 4 |
| 210 | Cls1Tm5 | Classic 1 Tom 5 |
| 211 | Cls1TmR5 | Classic 1 Tom Rim 5 |
| 212 | Cls1Tm6 | Classic 1 Tom 6 |
| 213 | Cls1TmR6 | Classic 1 Tom Rim 6 |
| 214 | Cls2Tm1 | Classic 2 Tom 1 |
| 215 | Cls2TmR1 | Classic 2 Tom Rim 1 |
| 216 | Cls2Tm2 | Classic 2 Tom 2 |
| 217 | Cls2TmR2 | Classic 2 Tom Rim 2 |

| No. | LCD Display | Full Name |
|-----|-------------|---------------------|
| 218 | Cls2Tm3 | Classic 2 Tom 3 |
| 219 | Cls2TmR3 | Classic 2 Tom Rim 3 |
| 220 | Cls2Tm4 | Classic 2 Tom 4 |
| 221 | Cls2TmR4 | Classic 2 Tom Rim 4 |
| 222 | Cls2Tm5 | Classic 2 Tom 5 |
| 223 | Cls2TmR5 | Classic 2 Tom Rim 5 |
| 224 | Cls2Tm6 | Classic 2 Tom 6 |
| 225 | Cls2TmR6 | Classic 2 Tom Rim 6 |
| 226 | CamcoTm1 | Camco Tom 1 |
| 227 | CamcoTm2 | Camco Tom 2 |
| 228 | CamcoTm3 | Camco Tom 3 |
| 229 | CamcoTm4 | Camco Tom 4 |
| 230 | CamcoTm5 | Camco Tom 5 |
| 231 | CamcoTm6 | Camco Tom 6 |
| 232 | AcouTm1 | Acoustic Tom 1 |
| 233 | AcouTmR1 | Acoustic Tom Rim 1 |
| 234 | AcouTm2 | Acoustic Tom 2 |
| 235 | AcouTmR2 | Acoustic Tom Rim 2 |
| 236 | AcouTm3 | Acoustic Tom 3 |
| 237 | AcouTmR3 | Acoustic Tom Rim 3 |
| 238 | AcouTm4 | Acoustic Tom 4 |
| 239 | AcouTmR4 | Acoustic Tom Rim 4 |
| 240 | AcouTm5 | Acoustic Tom 5 |
| 241 | AcouTmR5 | Acoustic Tom Rim 5 |
| 242 | AcouTm6 | Acoustic Tom 6 |
| 243 | AcouTmR6 | Acoustic Tom Rim 6 |
| 244 | StandTm1 | Standard Tom 1 |
| 245 | StandTm2 | Standard Tom 2 |
| 246 | StandTm3 | Standard Tom 3 |
| 247 | StandTm4 | Standard Tom 4 |
| 248 | StandTm5 | Standard Tom 5 |
| 249 | StandTm6 | Standard Tom 6 |
| 250 | RockTm1 | Rock Tom 1 |
| 251 | RockTm2 | Rock Tom 2 |
| 252 | RockTm3 | Rock Tom 3 |
| 253 | RockTm4 | Rock Tom 4 |
| 254 | RockTm5 | Rock Tom 5 |
| 255 | RockTm6 | Rock Tom 6 |
| 256 | RoomTm1 | Room Tom 1 |
| 257 | RoomTm2 | Room Tom 2 |
| 258 | RoomTm3 | Room Tom 3 |
| 259 | RoomTm4 | Room Tom 4 |
| 260 | RoomTm5 | Room Tom 5 |
| 261 | RoomTm6 | Room Tom 6 |

| No. | LCD Display | Full Name |
|-----|-------------|-------------------|
| 262 | Timpani | Timpani |
| 263 | FunkTm1 | Funk Tom 1 |
| 264 | FunkTm2 | Funk Tom 2 |
| 265 | FunkTm3 | Funk Tom 3 |
| 266 | FusnTm1 | Fusion Tom 1 |
| 267 | FusnTm2 | Fusion Tom 2 |
| 268 | FusnTm3 | Fusion Tom 3 |
| 269 | 1969Tm1 | 1969 Tom 1 |
| 270 | 1969Tm2 | 1969 Tom 2 |
| 271 | 1969Tm3 | 1969 Tom 3 |
| 272 | 1971Tm1 | 1971 Tom 1 |
| 273 | 1971Tm2 | 1971 Tom 2 |
| 274 | 1971Tm3 | 1971 Tom 3 |
| 275 | 1976Tm1 | 1976 Tom 1 |
| 276 | 1976Tm2 | 1976 Tom 2 |
| 277 | 1976Tm3 | 1976 Tom 3 |
| 278 | HipHpTm1 | HipHop Tom 1 |
| 279 | HipHpTm2 | HipHop Tom 2 |
| 280 | HipHpTm3 | HipHop Tom 3 |
| 281 | HipHpTm4 | HipHop Tom 4 |
| 282 | HipHpTm5 | HipHop Tom 5 |
| 283 | HipHpTm6 | HipHop Tom 6 |
| 284 | Jazz1Tm1 | Jazz 1 Tom 1 |
| 285 | Jazz1Tm2 | Jazz 1Tom 2 |
| 286 | Jazz1Tm3 | Jazz 1 Tom 3 |
| 287 | Jazz2Tm1 | Jazz 2 Tom 1 |
| 288 | Jazz2Tm2 | Jazz 2 Tom 2 |
| 289 | Jazz2Tm3 | Jazz 2 Tom 3 |
| 290 | Jazz2Tm4 | Jazz 2 Tom 4 |
| 291 | Jazz2Tm5 | Jazz 2 Tom 5 |
| 292 | Jazz2Tm6 | Jazz 2 Tom 6 |
| 293 | Bsh1Tm1 | Brush 1 Tom 1 |
| 294 | Bsh1Tm2 | Brush 1 Tom 2 |
| 295 | Bsh1Tm3 | Brush 1 Tom 3 |
| 296 | Bsh1Tm4 | Brush 1 Tom 4 |
| 297 | Bsh1Tm5 | Brush 1 Tom 5 |
| 298 | Bsh1Tm6 | Brush 1 Tom 6 |
| 299 | Bsh2Tm1 | Brush 2 Tom 1 |
| 300 | Bsh2TmR1 | Brush 2 Tom Rim 1 |
| 301 | Bsh2Tm2 | Brush 2 Tom 2 |
| 302 | Bsh2TmR2 | Brush 2 Tom Rim 2 |
| 303 | Bsh2Tm3 | Brush 2 Tom 3 |
| 304 | Bsh2TmR3 | Brush 2 Tom Rim 3 |
| 305 | Bsh2Tm4 | Brush 2 Tom 4 |

| No. | LCD Display | Full Name |
|------|-------------|-------------------|
| 306 | Bsh2TmR4 | Brush 2 Tom Rim 4 |
| 307 | Bsh2Tm5 | Brush 2 Tom 5 |
| 308 | Bsh2TmR5 | Brush 2 Tom Rim 5 |
| 309 | Bsh2Tm6 | Brush 2 Tom 6 |
| 310 | Bsh2TmR6 | Brush 2 Tom Rim 6 |
| 311 | TomRim | Tom Rim |
| 312 | 606Tm1 | TR606 Tom 1 |
| 313 | 606Tm2 | TR606 Tom 2 |
| 314 | 606Tm3 | TR606 Tom 3 |
| 315 | 606Tm4 | TR606 Tom 4 |
| 316 | 606Tm5 | TR606 Tom 5 |
| 317 | 606Tm6 | TR606 Tom 6 |
| 318 | 808Tm1 | 808 Tom 1 |
| 319 | 808Tm2 | 808 Tom 2 |
| 320 | 808Tm3 | 808 Tom 3 |
| 321 | 808Tm4 | 808 Tom 4 |
| 322 | 808Tm5 | 808 Tom 5 |
| 323 | 808Tm6 | 808 Tom 6 |
| 324 | ElectTm1 | Electronic Tom 1 |
| 325 | ElectTm2 | Electronic Tom 2 |
| 326 | ElectTm3 | Electronic Tom 3 |
| 327 | ElectTm4 | Electronic Tom 4 |
| 328 | ElectTm5 | Electronic Tom 5 |
| 329 | ElectTm6 | Electronic Tom 6 |
| 330 | StepTm1 | Step Tom 1 |
| 331 | StepTm2 | Step Tom 2 |
| 332 | StepTm3 | Step Tom 3 |
| 333 | 909Tm1 | 909 Tom 1 |
| 333 | 909Tm1 | 909 Tom 1 |
| 334 | 909Tm2 | 909 Tom 2 |
| 335 | 909Tm3 | 909 Tom 3 |
| 336 | JunkyTm1 | Junkyard Tom 1 |
| 337 | JunkyTm2 | Junkyard Tom 2 |
| 338 | JunkyTm3 | Junkyard Tom 3 |
| 339 | NoiseTm1 | Noise Tom 1 |
| 340 | NoiseTm2 | Noise Tom 2 |
| 341 | NoiseTm3 | Noise Tom 3 |
| 342 | VoiceTm1 | Voice Tom 1 |
| 343 | VoiceTm2 | Voice Tom 2 |
| 344 | VoiceTm3 | Voice Tom 3 |
| 345 | InduTm1 | Industry Tom 1 |
| 346 | InduTm2 | Industry Tom 2 |
| 347 | InduTm3 | Industry Tom 3 |
| RIDE | | |

| No. | LCD Display | Full Name |
|--------------|-------------|-----------------------|
| 348 | Std20Rd | Standard 20" Ride |
| 349 | Std22Rd | Standard 22" Ride |
| 350 | StdRdBl | Standard Ride Bell |
| 351 | RockRd | Rock Ride |
| 352 | RockBl | Rock Bell |
| 353 | DryRdBl | Dry Ride Bell |
| 354 | VintgRd | Vintage Ride |
| 355 | 60'sRd | 60's Ride |
| 356 | ClnPopRd | Clean Pop Ride |
| 357 | PopRdBl | Clean Pop Ride Bell |
| 358 | LightRd | Light Flat Ride |
| 359 | FlatRd | Flat Ride |
| 360 | TechRd1 | Teckno Ride 1 |
| 361 | TechRd2 | Teckno Ride 2 |
| 362 | JyBreak | Junkyard Break |
| 363 | JyMetal | Junkyard Metal |
| 364 | ClasRd | Classic Ride |
| 365 | ClasRdBl | Classic Ride Bell |
| 366 | AcouRd | Acoustic Ride |
| 367 | AcouRdBl | Acoustic Ride Bell |
| 368 | JazzRd | Jazz Ride |
| 369 | JazzRdBl | Jazz Ride Bell |
| 370 | BrshRd | Brush Ride |
| 371 | BrshRdBl | Brush Ride Bell |
| 372 | MuteRdBl | Mute Ride Bell |
| 373 | RideEg1 | Ride Edge 1 |
| 374 | RideEg2 | Ride Edge 2 |
| 375 | 60'sRdR | 60's Ride Rim |
| 376 | CIPopRdR | Clean Pop Ride Rim |
| 377 | SkyRdR | Sky Ride Rim |
| CRASH | | |
| 378 | ClsCrBl1 | Classic Crash Bell 1 |
| 379 | ClsCrBl2 | Classic Crash Bell 2 |
| 380 | StdCr1 | Standard Crash 1 |
| 381 | ClsChina | Class China |
| 382 | StdCr2 | Standard Crash 2 |
| 383 | StdCrBl1 | Standard Crash Bell 1 |
| 384 | StdCrBl2 | Standard Crash Bell 2 |
| 385 | China1 | China 1 |
| 386 | ClassCr1 | Classic Crash 1 |
| 387 | ClassCr2 | Classic Crash 2 |
| 388 | ClassCr3 | Classic Crash 3 |
| 389 | ClassCr4 | Classic Crash 4 |
| 390 | Splash | Splash |

| No. | LCD Display | Full Name |
|--------------|-------------|----------------------------|
| 391 | SplashBl | Splash Bell |
| 392 | RockCr | Rock Crash |
| 393 | RkSplash | Rock Splash |
| 394 | JzSplash | Jazz Splash |
| 395 | JzSpBl | Jazz Splash Bell |
| 396 | BrushCr | Brush Crash |
| 397 | CrystlCr | Crystal Crash |
| 398 | CryCrBl | Crystal Crash Bell |
| 399 | China2 | China 2 |
| 400 | ChinaLow | China Low |
| 401 | OrHit1 | Orchestra Hit 1 |
| 402 | OrHit2 | Orchestra Hit 2 |
| 403 | OrHitBl | Orchestra Hit Bell |
| 404 | D&BCr1 | Drum & Bass Crash 1 |
| 405 | D&BCr2 | Drum & Bass Crash 2 |
| 406 | China3 | China 3 |
| 407 | 606Cr1 | TR 606 Cymbal 1 |
| 408 | 606Cr2 | TR 606 Cymbal 2 |
| 409 | 808Cr1 | TR 808 Cymbal 1 |
| 410 | 808Cr2 | TR 808 Cymbal 2 |
| 411 | 909Cr1 | TR 909 Cymbal 1 |
| 412 | 909Cr2 | TR 909 Cymbal 2 |
| 413 | JunkyCr1 | Junkyard Cymbal 1 |
| 414 | JunkyCr2 | Junkyard Cymbal 2 |
| 415 | EffecCr1 | Cymbal Effect 1 |
| 416 | EffecCr2 | Cymbal Effect 2 |
| 417 | LaserRay | Laser Ray |
| 418 | DriveBy | Drive By |
| 419 | IndShort | Industrial Short |
| 420 | IndLong | Industrial Long |
| HIHAT | | |
| 421 | Std1HH1 | Standard 1 Hi-hat 1 |
| 422 | Std1HH2 | Standard 1 Hi-hat 2 |
| 423 | St2HHOp | Standard 2 Hi-hat Open |
| 424 | St2HHOpR | Standard 2 Hi-hat Open Rim |
| 425 | RockHHOp | Rock Hi-hat Open |
| 426 | PopHHOp | Pop Hi-hat Open |
| 427 | PopHHOpR | Pop Hi-hat Open Rim |
| 428 | BrshHHOp | Brush Hi-hat Open |
| 429 | 60'sHHOp | 60's Hi-hat Open |
| 430 | MiniHHOp | Mini Hi-hat Open |
| 431 | MiniHHOpR | Mini Hi-hat Open Rim |
| 432 | ClsHHOp1 | Classic Hi-hat Open 1 |
| 433 | ClsHHOp2 | Classic Hi-hat Open 2 |

| No. | LCD Display | Full Name |
|-----|-------------|--------------------------------|
| 434 | CamoHHOp | Camco Hi-hat Open |
| 435 | VoicHHOp | Voice Hi-hat Open |
| 436 | HousHHOp | House Hi-hat Open |
| 437 | 606HHOp | TR 606 Hi-hat Open |
| 438 | 808HHOp | TR 808 Hi-hat Open |
| 439 | 909HHOp | TR 909 Hi-hat Open |
| 440 | JukyHHOp | Junkyard Hi-hat Open |
| 441 | NoisHHOp | Noise Hi-hat Open |
| 442 | BassHHOp | Bass Hi-hat Open |
| 443 | StdHfOp | Standard Hi-hat Half Open |
| 444 | RockHfOp | Rock Hi-hat Half Open |
| 445 | PopHfOp | Pop Hi-hat Half Open |
| 446 | PopHfOpR | Pop Hi-hat Half Open Rim |
| 447 | BrshHfOp | Brush Hi-hat Half Open |
| 448 | 60'sHfOp | 60's Hi-hat Half Open |
| 449 | MiniHfOp | Mini Hi-hat Half Open |
| 450 | MiniHfOpR | Mini Hi-hat Half Open Rim |
| 451 | ClHfOpR1 | Classic Hi-hat Half Open Rim 1 |
| 452 | ClHfOpR2 | Classic Hi-hat Half Open Rim 2 |
| 453 | CamHfOp | Camco Hi-hat Half Open |
| 454 | JyHfOpR | Junkyard Hi-hat Half Open Rim |
| 455 | StdHCsA | Standard Hi-hat Close 1 |
| 456 | StdHCsB | Standard Hi-hat Close 2 |
| 457 | RockHHCs | Rock Hi-hat Close |
| 458 | PopHHCs | Pop Hi-hat Close |
| 459 | PopHHCsR | Pop Hi-hat Close Rim |
| 460 | BrshHHCs | Brush Hi-hat Close |
| 461 | 60'sHHCs | 60's Hi-hat Close |
| 462 | MiniHHCs | Mini Hi-hat Close |
| 463 | MiniHHCsR | Mini Hi-hat Close Rim |
| 464 | ClSHHCs1 | Classic Hi-hat Close 1 |
| 465 | ClSHHCs2 | Classic Hi-hat Close 2 |
| 466 | ClSHHCsR | Classic Hi-hat Close Rim |
| 467 | CamCHHCs | Camco Hi-hat Close |
| 468 | VoicHHCs | Voices Hi-hat Close |
| 469 | HousHHCs | House Hi-hat Close |
| 470 | 606HHCs | TR606 Hi-hat Close |
| 471 | 808HHCs | TR808 Hi-hat Close |
| 472 | 909HHCs | TR909 Hi-hat Close |
| 473 | JukyHHCs | Junkyard Hi-hat Close |
| 474 | NoicHHCs | Noice Hi-hat Close |
| 475 | BrshHHCs | Bass Hi-hat Close |
| 476 | StdHHPd1 | Standard Hi-hat Pedal 1 |
| 477 | StdHHPd2 | Standard Hi-hat Pedal 2 |

| No. | LCD Display | Full Name |
|-------------------|-------------|------------------------|
| 478 | RockHHPd | Rock Hi-hat Pedal |
| 479 | PopHHpd | Pop Hi-hat Pedal |
| 480 | BrshHHPd | Brush Hi-hat Pedal |
| 481 | 60'sHHPd | 60's Hi-hat Pedal |
| 482 | MiniHHPd | Mini Hi-hat Pedal |
| 483 | ClSHHPd1 | Classic Hi-hat Pedal 1 |
| 484 | ClSHHPd2 | Classic Hi-hat Pedal 2 |
| 485 | CamCHHPd | Camco Hi-hat Pedal |
| 486 | VoicHHPd | Voice Hi-hat Pedal |
| 487 | HouseHHPd | House Hi-hat Pedal |
| 488 | 606HHPd | TR 606 Hi-hat Pedal |
| 489 | 808HHPd | TR 808 Hi-hat Pedal |
| 490 | JukyHHPd | Junkyard Hi-hat Pedal |
| 491 | NoicHHPd | Noice Hi-hat Pedal |
| 492 | BassHHPd | Bass Hi-hat Pedal |
| 493 | Splash | Splash |
| 494 | PopSp | Pop Splash |
| 495 | MiniSp | Mini Splashed |
| 496 | ClssSp1 | Classic Splash 1 |
| 497 | ClssSp2 | Classic Splash 2 |
| 498 | Mute | Mute |
| PERCUSSION | | |
| 499 | MetronBl | Metronome Bell |
| 500 | MetronCl | Metronome Click |
| 501 | Scratch | Scratch |
| 502 | ScratchP | Scratch Push |
| 503 | DJEFX | DJ Electronic FX |
| 504 | HighQ | High Q |
| 505 | DingBl | Ding Bell |
| 506 | FingeSlp | Finger Slaps |
| 507 | StdClap | Standard Clap |
| 508 | Tambour | Tambourine |
| 509 | Vibraslp | Vibra-slap |
| 510 | AgogoLo | Agogo Low |
| 511 | AgogoHi | Agogo High |
| 512 | BellTree | Bell Tree |
| 513 | BongoHi | Bongo High |
| 514 | BongoLo | Bongo Low |
| 515 | Shaker | Shaker |
| 516 | CgslpLo | Conga Slap Low |
| 517 | CgslpHi | Conga Slap High |
| 518 | ElectCgL | Electric Conga Low |
| 519 | OpCga | Open Conga |
| 520 | Cgaslp | Conga Slap |

| No. | LCD Display | Full Name |
|-----|-------------|-----------------|
| 521 | Cowbell | Cowbell |
| 522 | TimbHi | Timbale High |
| 523 | TimbLo | Timbale Low |
| 524 | TimpHi | Timpani High |
| 525 | TimpLo | Timpani Low |
| 526 | OpTblHi | Open Tabla High |
| 527 | OpTblLo | Open Tabla Low |
| 528 | SlpTbl | Slap Tabla |
| 529 | MtSlpTbl | Mute Tabla Slap |
| 530 | Cabasa | Cabasa |
| 531 | Maracas | Maracas |
| 532 | Whistle | Short Whistle |
| 533 | StGuero | Short Guiro |
| 534 | LgGuero | Long Guiro |
| 535 | Claves | Claves |
| 536 | WoodBl | Wood Block |
| 537 | MtCuica | MuteCuica |
| 538 | OpCuica | Open Cuica |
| 539 | MtTria | Mute Triangle |
| 540 | OpTria | Open Triangle |
| 541 | SleighBl | Sleigh Bells |
| 542 | WindCh | Wind Chimes |
| 543 | Castanets | Castanets |
| 544 | MtSurdo | Mute Surdo |
| 545 | OpSurdo | Open Surdo |
| 546 | LotusDrm | Lotus Drum |
| 547 | Cowbel1 | Cowbell 1 |
| 548 | Cowbel2 | Cowbell 2 |
| 549 | Cowbel3 | Cowbell 3 |
| 550 | Cowbel4 | Cowbell 4 |
| 551 | Cowbel5 | Cowbell 5 |
| 552 | Cowbel6 | Cowbell 6 |
| 553 | Cowbel7 | Cowbell 7 |
| 554 | Cowbel8 | Cowbell 8 |
| 555 | Cowbel9 | Cowbell 9 |
| 556 | Cowbel10 | Cowbell 10 |
| 557 | Cowbel11 | Cowbell 11 |
| 558 | Tabla1 | Tabla 1 |
| 559 | Tabla2 | Tabla 2 |
| 560 | Tabla3 | Tabla 3 |
| 561 | Tabla4 | Tabla 4 |
| 562 | Tabla5 | Tabla 5 |
| 563 | Tabla6 | Tabla 6 |
| SFX | | |

| No. | LCD Display | Full Name |
|-----|-------------|-----------|
| 564 | FX1 | FX1 |
| 565 | FX2 | FX2 |
| 566 | FX3 | FX3 |
| 567 | FX4 | FX4 |
| 568 | FX5 | FX5 |
| 569 | FX6 | FX6 |
| 570 | FX7 | FX7 |
| 571 | FX8 | FX8 |
| 572 | FX9 | FX9 |
| 573 | FX10 | FX10 |
| 574 | FX11 | FX11 |
| 575 | FX12 | FX12 |
| 576 | FX13 | FX13 |
| 577 | FX14 | FX14 |
| 578 | FX15 | FX15 |
| 579 | FX16 | FX16 |
| 580 | FX17 | FX17 |
| 581 | FX18 | FX18 |
| 582 | FX19 | FX19 |
| 583 | FX20 | FX20 |
| 584 | FX21 | FX21 |
| 585 | FX22 | FX22 |
| 586 | FX23 | FX23 |
| 587 | FX24 | FX24 |
| 588 | FX25 | FX25 |
| 589 | FX26 | FX26 |
| 590 | FX27 | FX27 |
| 591 | FX28 | FX28 |
| 592 | FX29 | FX29 |
| 593 | FX30 | FX30 |
| 594 | FX31 | FX31 |
| 595 | FX32 | FX32 |
| 596 | FX33 | FX33 |
| 597 | FX34 | FX34 |
| 598 | FX35 | FX35 |
| 599 | FX36 | FX36 |
| 600 | FX37 | FX37 |
| 601 | FX38 | FX38 |
| 602 | FX39 | FX39 |
| 603 | FX40 | FX40 |
| 604 | FX41 | FX41 |
| 605 | FX42 | FX42 |
| 606 | FX43 | FX43 |
| 607 | FX44 | FX44 |

| No. | LCD Display | Full Name |
|-----|-------------|-----------|
| 608 | FX45 | FX45 |
| 609 | FX46 | FX46 |
| 610 | FX47 | FX47 |
| 611 | FX48 | FX48 |
| 612 | FX49 | FX49 |
| 613 | FX50 | FX50 |
| 614 | FX51 | FX51 |
| 615 | FX52 | FX52 |
| 616 | FX53 | FX53 |
| 617 | FX54 | FX54 |
| 618 | FX55 | FX55 |
| 619 | FX56 | FX56 |
| 620 | FX57 | FX57 |
| 621 | FX58 | FX58 |
| 622 | FX59 | FX59 |
| 623 | FX60 | FX60 |
| 624 | FX61 | FX61 |
| 625 | FX62 | FX62 |
| 626 | FX63 | FX63 |
| 627 | FX64 | FX64 |
| 628 | FX65 | FX65 |
| 629 | FX66 | FX66 |
| 630 | FX67 | FX67 |
| 631 | FX68 | FX68 |
| 632 | FX69 | FX69 |
| 633 | FX70 | FX70 |
| 634 | DJ1 | DJ1 |
| 635 | DJ2 | DJ2 |
| 636 | DJ3 | DJ3 |
| 637 | DJ4 | DJ4 |
| 638 | DJ5 | DJ5 |
| 639 | DJ6 | DJ6 |
| 640 | DJ7 | DJ7 |
| 641 | DJ8 | DJ8 |
| 642 | DJ9 | DJ9 |
| 643 | DJ10 | DJ10 |
| 644 | Fx1 | Fx1 |
| 645 | Fx2 | Fx2 |
| 646 | Fx3 | Fx3 |
| 647 | Fx4 | Fx4 |
| 648 | Fx5 | Fx5 |
| 649 | Fx6 | Fx 6 |
| 650 | Fx7 | Fx 7 |
| 651 | Fx8 | Fx 8 |

| No. | LCD Display | Full Name |
|--------------------------|-------------|------------|
| 652 | Fx9 | Fx 9 |
| 653 | Fx10 | Fx 10 |
| 654 | Fx11 | Fx 11 |
| 655 | Fx12 | Fx 12 |
| 656 | Fx13 | Fx 13 |
| 657 | Fx14 | Fx 14 |
| 658 | Fx15 | Fx 15 |
| 659 | Fx16 | Fx 16 |
| 660 | Fx17 | Fx 17 |
| 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 |
| HIHAT COMBINATION | | |
| 675 | Standrd1 | Standard 1 |
| 676 | Standrd2 | Standard 2 |
| 677 | Rock | Rock |
| 678 | Pop | Pop |
| 679 | Brush | Brush |
| 680 | Vintage | Vintage |
| 681 | Mini | Mini |
| 682 | Classic1 | Classic 1 |
| 683 | Classic2 | Classic 2 |
| 684 | Jazz | Jazz |
| 685 | Prog | Prog |
| 686 | Voice | Voice |
| 687 | House | House |
| 688 | 808 | 808 |
| 689 | 909 | 909 |
| 690 | Junk | Junk |
| 691 | Dirty | Dirty |
| 692 | Bass | Bass |

| No. | NAME |
|-----|-------------|
| 1 | Acoustic 1 |
| 2 | Funk Band |
| 3 | Power |
| 4 | Standard 1 |
| 5 | Acoustic 2 |
| 6 | Fusion |
| 7 | Camco |
| 8 | Jazz Brush |
| 9 | Room |
| 10 | Rock |
| 11 | Pop Rock |
| 12 | Jazz |
| 13 | Brush |
| 14 | Songo |
| 15 | 1971's |
| 16 | Timbals |
| 17 | Old School |
| 18 | TR606 |
| 19 | Disco |
| 20 | 909 |
| 21 | Drum & Bass |
| 22 | Funk |
| 23 | HipHop 1 |
| 24 | HipHop 2 |
| 25 | House 1 |
| 26 | House 2 |
| 27 | Vintage |
| 28 | Junkyard |
| 29 | M-box |
| 30 | Step |
| 31 | Industry |
| 32 | Low Fi |
| 33 | Metal |
| 34 | Electronic |
| 35 | Jazz Latin |
| 36 | Noise |
| 37 | Standard 2 |
| 38 | R&B |
| 39 | Magic |
| 40 | Teckno |

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 | <- | <- | <- |

| 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

