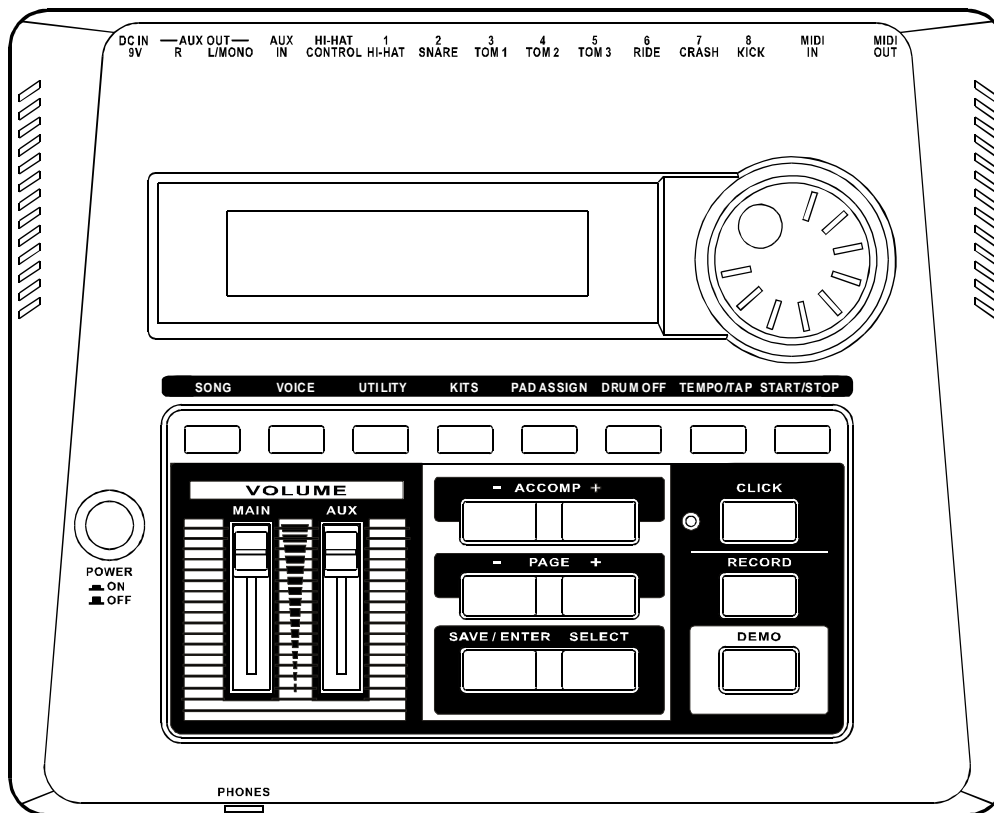


Instruction Manual

DIGITAL DRUM



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

Your digital drum set will give you years of playing pleasure if you follow the rules shown below:

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.
- Excessive dust.
- Strong vibration

Power Supply

- Turn the power switch OFF when the instrument is not in use.
- If an AC adaptor is used, it should be unplugged from the AC outlet if the instrument is not to 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 reduced 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 cabinet and panel 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

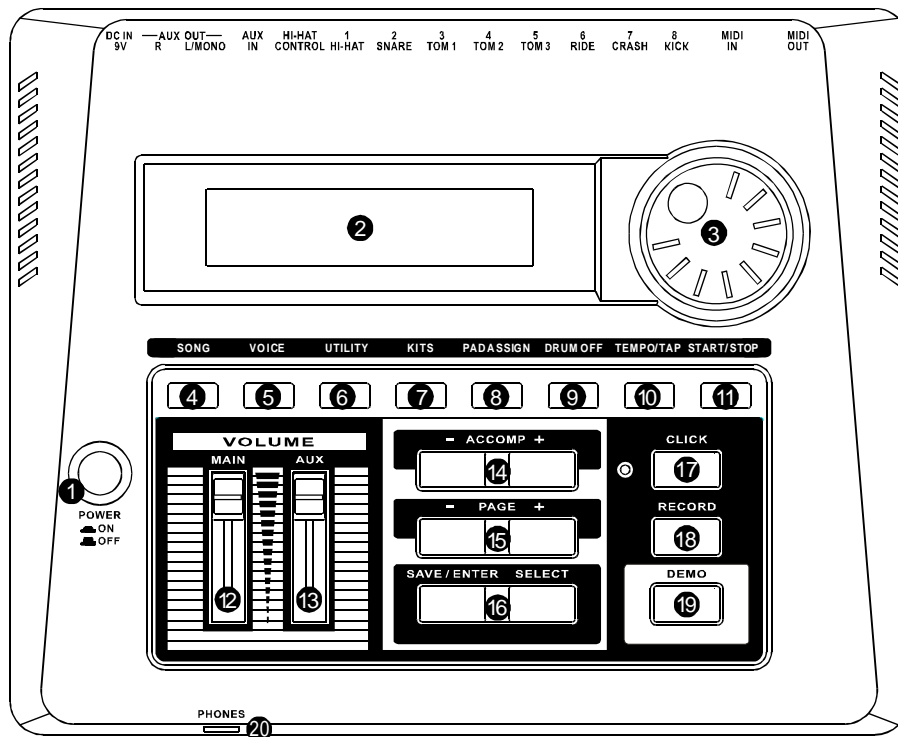
- This instrument contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the instrument further away from the affected equipment.

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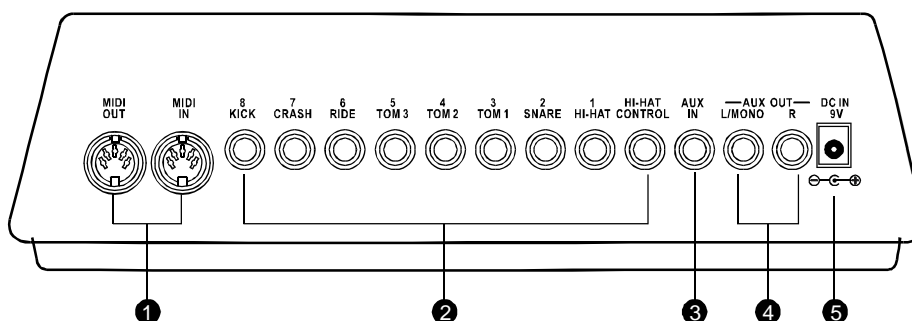
Controls

Front Panel



- | | | |
|----------------|----------------|------------------------|
| 1 POWER SWITCH | 8 PAD ASSIGN | 15 PAGE +/- |
| 2 LCD DISPLAY | 9 DRUM OFF | 16 SAVE/ENTER / SELECT |
| 3 DATA DIAL | 10 TEMPO/TAP | 17 CLICK |
| 4 SONG | 11 START/STOP | 18 RECORD |
| 5 VOICE | 12 MAIN VOLUME | 19 DEMO |
| 6 UTILITY | 13 AUX VOLUME | 20 PHONES JACK |
| 7 KITS | 14 ACCOMP +/- | |

Rear Panel

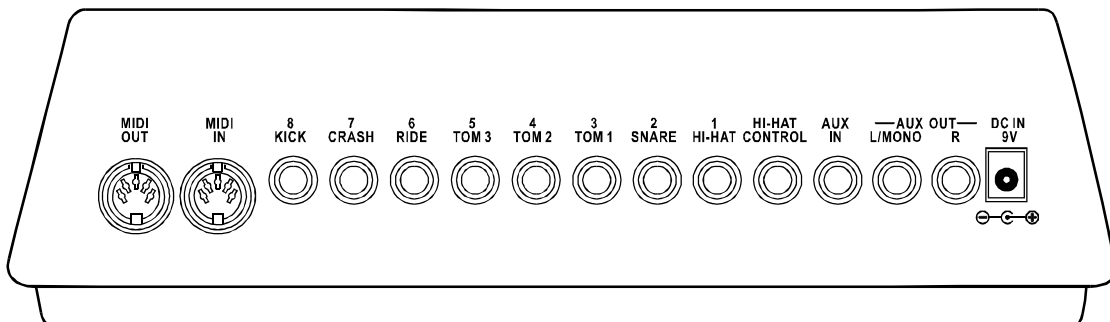
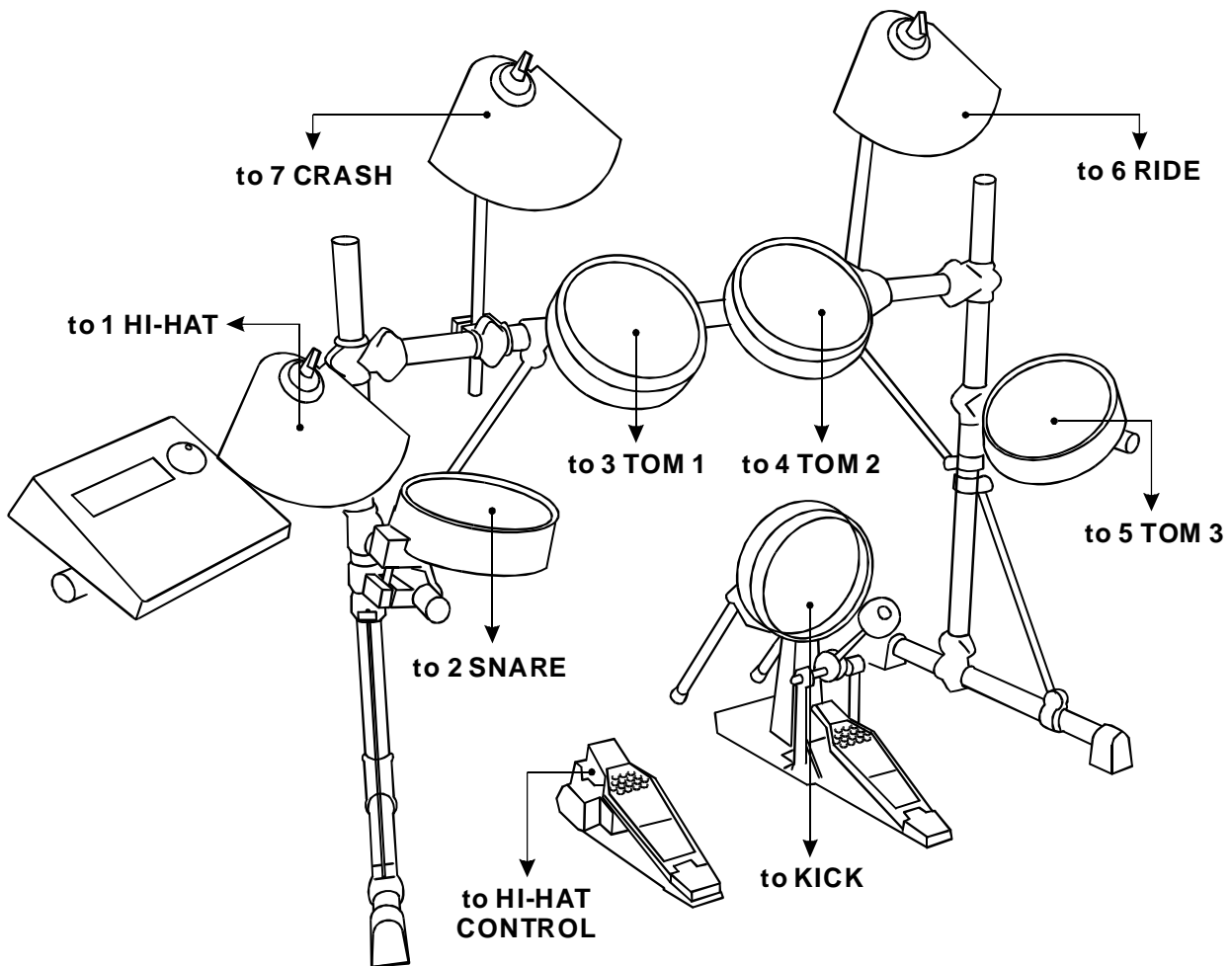


- | | | |
|----------------------|----------------------------|--------------------------------|
| 1 MIDI IN/OUT JACK | 3 AUX IN JACK | 5 POWER SUPPLY JACK (DC IN 9V) |
| 2 TRIGGER INPUT JACK | 4 AUX OUT (L/MONO, R) JACK | |

Setting Up

Caution!

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



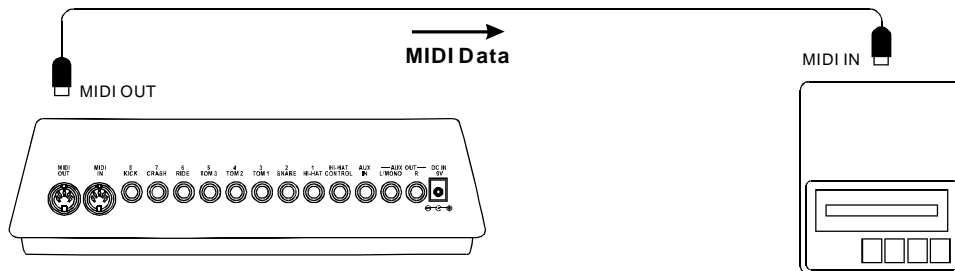
Setting Up

■ Connecting a MIDI Device

Data in the drum brain can be stored to a MIDI device.

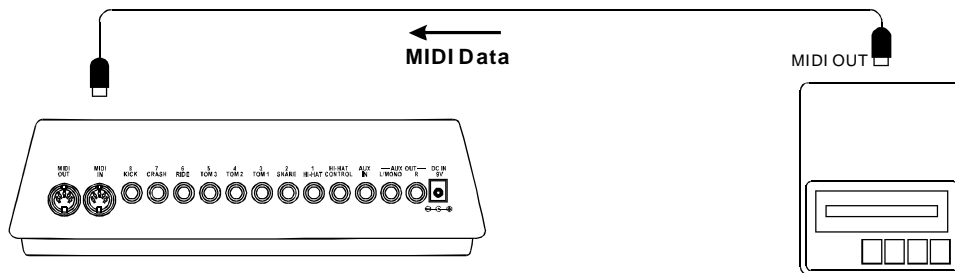
● Transmit MIDI Data

Use a MIDI cable to connect the MIDI OUT jack on the drum brain with the MIDI IN jack on the external MIDI device.



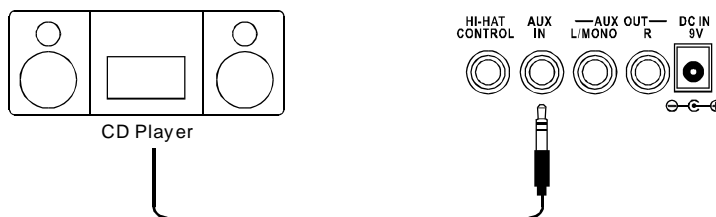
● Receive MIDI Data

Use a MIDI cable to connect the MIDI IN jack on the drum brain with the MIDI OUT jack on the external MIDI device.



■ Connecting a CD Player, etc. (AUX IN jack)

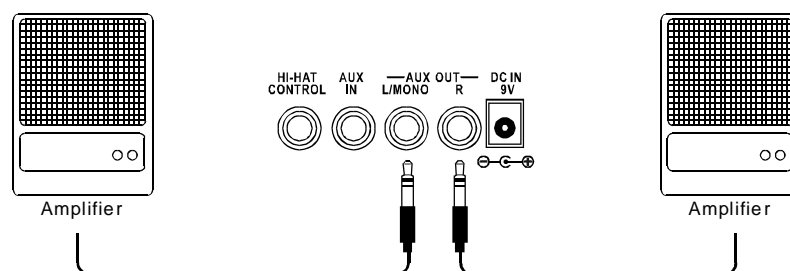
The audio output from a CD player connected to the AUX IN jack on the rear panel can be mixed with the sound of the drum brain. This function is convenient when you want to play along with a favourite song. The volume of the external signal is adjusted with the AUX VOLUME slider.



■ Connecting an Amplifier

When you want to listen to the voices with an amplifier, connect amplifiers to the AUX OUT L/MONO and R jacks on the rear panel. The volume is adjusted with the MASTER VOLUME slider.

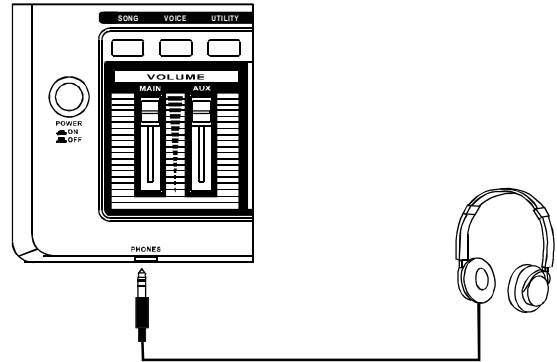
(For monaural playback use the L/MONO jack, for stereo playback connect both L/MONO and R jacks.)



Setting Up

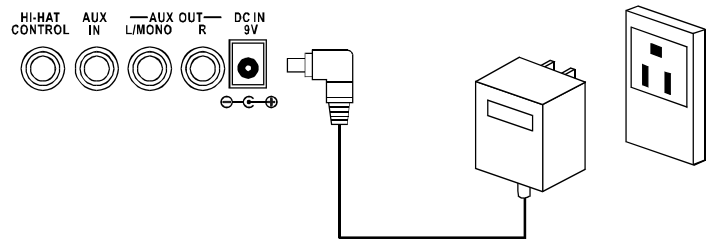
■ Using headphones

An optional set of stereo headphones can be connected to the PHONES jack located on the front of the unit.



■ Connecting the Power Supply

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



Before switching the power ON:

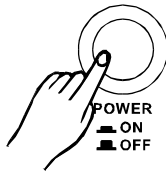
- To protect the speakers, amplifier and the drum brain from damage, slide the master volume slider to the minimum volume level before switch the power ON.
- Make sure the power is switched OFF on all external devices connect to the drum brain. After the drum brain's power is switched ON, switch the other devices's power ON.

Start to play the drum

1. Switch the power ON

After confirming that each of the devices, pads, external devices, etc. are all properly connected, press the POWER ON/OFF button on the front panel to turn on the unit.

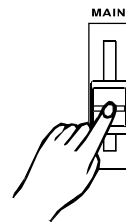
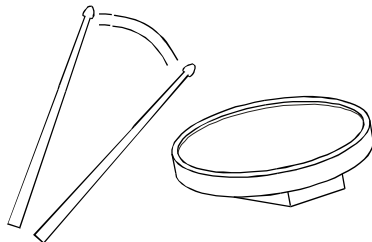
The drum module is ready to operate when the display shown below, for selecting the drum kit and song appears (Song Mode).



SONG SEL
1 New World

2. Hit a pad

While hitting a pad, slide the MAIN VOLUME switch little by little upward until a comfortable volume level is reached.



3. Play the DEMO song

Press the [DEMO] button to start the demo song. To stop the demo song, press the [DEMO] button again or press the [START/STOP] button once.



DEMO
Now Playing!

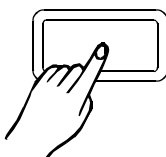
4. TEMPO

You can adjust the tempo of the songs ranges from 30 to 280.

Press the [TEMPO/TAP] button, you can tap the pad to get the current TEMPO. Tap 4 times and the beat is just as the interval of last two times you tap. After that the song will be playing at this tempo. At the same time, you can rotate the Data Dial to adjust the tempo.

When the song is playing, the tapping method will not take effect.

TEMPO
TAP



SONG TEMPO
Tempo: 80

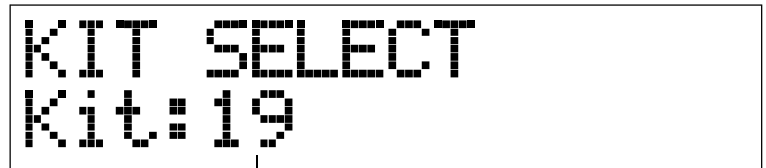
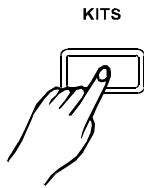
Start to play the drum

5. Change the Drum Kit

Try out the voices for each of the kits.

Drum kit numbers 1-30 consist of 30 types of preset drum kits.

Press the [KITS] button, the display will be as shown below, with the kit no. Flashing.

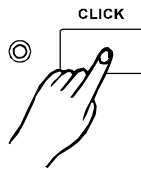


Drum Kits Number

Turn the Data Dial to select the Drum Kit Number.

6. Click

Press the [CLICK] button to start the metronome. To turn off the metronome, press the [CLICK] button again. Please read the Utility section in this manual for the parameter the metronome adjustment.



Play Song

1. Select a Song

Press the [SONG] button, the song number indicator flashes on the display:



Then turn the Data Dial to select the song.

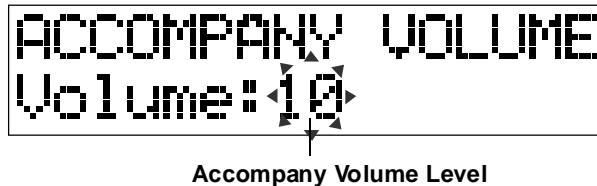
2. Listen to the Song

Press the [START/STOP] button to playback the song.

The song will stop when it reaches the end,
or stop the song during playing by pressing the [START/STOP] button.

3. Adjust the Song Volume

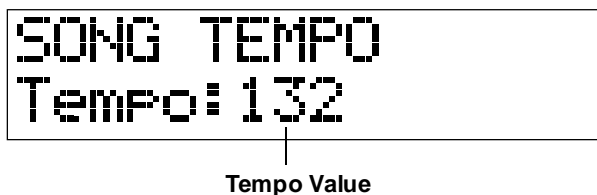
Press the [ACCOMP -] or [ACCOMP+] to display the current accompany volume level.



Using the same display, then press the [ACCOMP-] or [ACCOMP+] button to adjust the accompany volume.

4. Change the Song's Tempo

Press the [TEMPO/TAP] button to display the tempo setting,



Then turn the Data Dial to set the tempo (30-280).
Press the [SONG] button to return the Song Mode display.

5. Mute a Drum Voice

Press the [DRUM OFF] button, a sign "D" will appear on the bottom right of the Song Mode display, and the main drum part song will be muted.



You can then play along with the song. Press the [DRUM OFF] button again and the drum part will restore.

Play Song

6. Play along with Click Voice

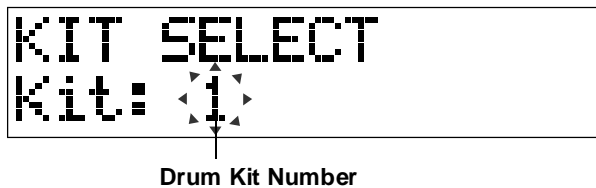
Press [CLICK] button to start the metronome. The click 's LED flashes.



To turn off the metronome, press the [CLICK] Button again.

7. Change the Drum Kit

Press the [KIT] button to select a different Drum Kit with song.

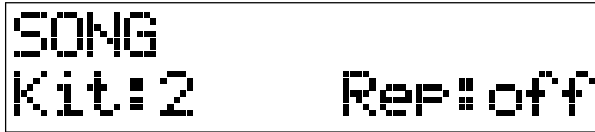


Then turn the Data Dial to select the drum kit number (1-30).
(When a song is started, the kit number will shift to its default automatically.
If you want to use another kit, you can change it when the song is playing.)

Song

1. Repeat Playback

1.1 In the Song Mode, press the [PAGE+] button, the LCD display:



SONG
Kit: 2 Ref: off

1.2 Press the [SELECT] button to move the flashing cursor to the Repeat on/off position, then turn the Data Dial to set repeat play.

2. Merge Track

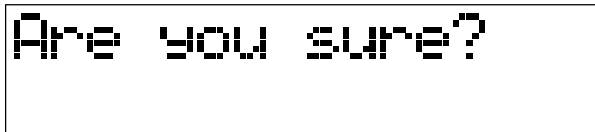
Before merge operation, it is necessary to select the User Song (Number 51-54).
This function merges the data in track 1 and track 2 of the user song to track 1.

2.1 In the Song Mode, press the [PAGE +] button to select the Merge Track Model setting display shown below:



USER SONG TR: 1
Merge Track +

2.2 Press the [SAVE/ENTER] button, the confirmation shown below:



Are you sure?

2.3 Press the [SAVE/ENTER] button again to confirm.

"Complete!" will appear, then the display will return to Song mode.

(Press the [SONG] button to cancel the merge track operation, and return to Song Mode display.

* If a preset SONG (No. 1-50) is already selected, the following display will appear and the User Song Mode cannot be entered.



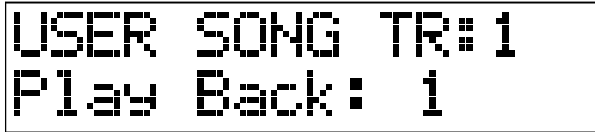
CAN'T EDIT
PRESET SONG

Press the [SONG] button to return to Song Mode display.

Song

3. Play Back Track

In the Song Mode, press the [PAGE +] button to select the PlayBack Track setting display shown below:



```
USER SONG TR: 1
Play Back: 1
```

- " TR: -- " The tracks in the user song is empty.
- " TR: 1 " Track 1 already has recorded data.
- " TR: 2 " Track 2 already has recorded data.
- " TR: 1&2 " Both track (1&2) already has recorded data.

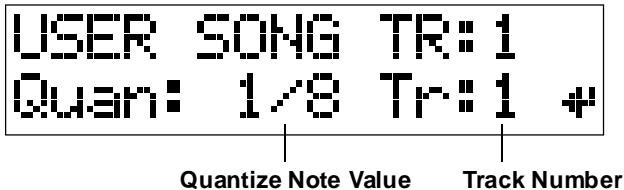
Turn the Data Dial to select tracks to be playback.

- * If the User Song contain 2 tracks, you can select only playback track 1 (Play Back: 1)
or track 2 (Play Back: 2),
or playback two tracks together (Play Back: 1&2).

When one track is playing, the kit itself is the recording kit. When two tracks are playing together, the kit is just the same as track 1.

4. Quantize Notes

4.1 In the Song Mode, press the [PAGE +] button to select the quantize setting display shown below:



```
USER SONG TR: 1
Quan: 1/8 Tr: 1 #
```

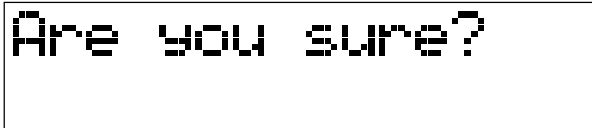
Quantize Note Value Track Number

Turn the Data Dial to select the quantize value:

- 1/4 : quarter note 1/16 : sixteenth note
- 1/8 : eighth note 1/24 : sixteenth note triplet
- 1/12 : eighth note triplet

4.2 Press the [SELECT] button, the track indicator flashes on display, then turn the Data Dial to assigns the track 1 or 2 to be quantized.

4.3 Press the [SAVE/ENTER] button, the confirmation shown below:



```
Are you sure?
```

4.4 Press the [SAVE/ENTER] button again to confirm.

- " Complete! " will appear, then the display will return to Song mode.
(Press the [SONG] button to cancel the quantize operation, and return to the Song Mode display.)

The quantize operation is not available when a song is playing, and the display will return to Song Mode display.

Song

5. Clear Track

This function clears all data in the assigned track 1 or track 2 in the user song.

5.1 In the Song Mode, press the [PAGE +] button to select the Clear Track setting display shown below:

```
USER SONG TR: 1
Clean Track: 1 #
```

Turn the Data Dial to assign the track you want to clear (track 1 or track 2).

5.2 Press the [SAVE/ENTER] button, the confirmation shown below:

```
Are you sure?
```

5.3 Press the [SAVE/ENTER] button again to confirm.

" **Complete!** " will appear, then the display will return to Song mode.

(Press the [SONG] button to cancel the Clear Track operation, and return to the Song Mode display.)

The Clear Track operation is not available when a song is playing, and the display will return to Song Mode display.

6. Song Copy

This function copies the preset song to the user song

6.1 In the Song Mode, press the [PAGE +] button to select the Song Copy setting display shown below:

```
USER SONG TR: 1
Copy From: 1
```

Song Number

Turn the Data Dial to assign the preset song (No. 1-50).

6.2 Press the [SAVE/ENTER] button, the confirmation shown below:

```
Are you sure?
```

6.3 Press the [SAVE/ENTER] button again to confirm.

" **Complete!** " will appear, then the display will return to Song mode.

The data in track 2 will be deleted thoroughly thisafter operation.

(Press the [SONG] button to cancel the Song Copy operation, and return to the Song Mode display.)

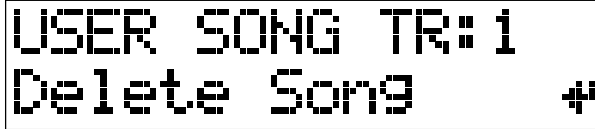
The Song Copy operation is not available when a song is playing, and the display will return to Song mode.

Song

7. Delete Song

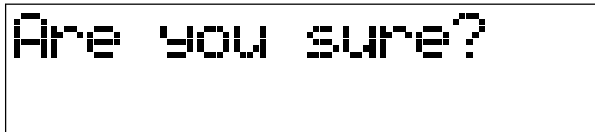
This function clears all data in the assigned track 1 or track 2 in the user song.

7.1 In the Song Mode, press the [PAGE +] button to select the Delete Song setting display shown below:



USER SONG TR: 1
Delete Song #

7.2 Press the [SAVE/ENTER] button, the confirmation shown below"



Are you sure?

7.3 Press the [SAVE/ENTER] button again to confirm.

"Complete!" will appear, then the display will return to Song mode.

(Press the [SONG] button to cancel the Delete Song operation, and return to the Song Mode.)

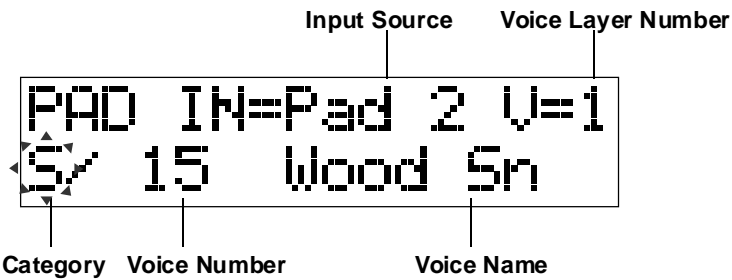
The Delete Song operation is not available when a song is playing, and the display will return to Song mode.

Voice

1. Select the Drum Voice

1.1 Select Drum voice category

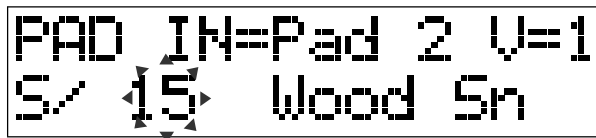
Press the [VOICE] button to enter the Voice Mode display, the voice category indicator flashes on the display:



Turn the Data Dial to select the drum voice category.

1.2 Select the Drum Voice

Press the [SELECT] button, the voice number indicator flashes on the display:



Turn the Data Dial to select the drum voice category.

1.3 Select a Drum for the Input Source

Press the [SELECT] button, the voice input source indicator flashes on the display:



Then turn the Data Dial to select the input source that is connected to trigger input jack is selected.

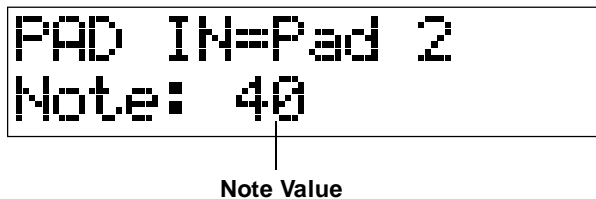
The value " V=1" indicator that the layer number is 1, two voices can be delivered with one input source.

Voice

2. Change the Note value

Change the note value of each pad's MIDI out.

In the Voice Mode, press the [PAGE +] button to select the Note value setting display shown below:



Turn the Data Dial to define the note value.

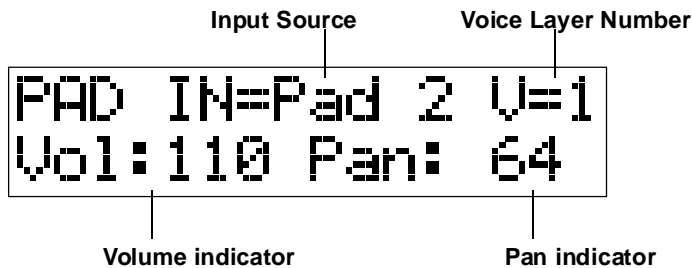
Use the [SELECT] button to select the input source.

3. Change the Drum Volume

3.1 Change the PAD Volume

Change the volume of the drum voice when the pad is hit.

In the Voice Mode, press the [PAGE +] button to select the volume setting display shown display:

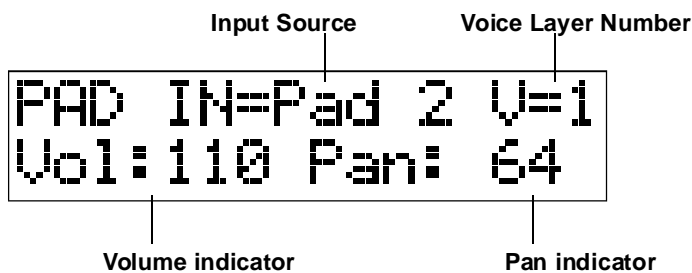


Then turn the Data Dial to set the volume level (0-127).

3.2 Change the PAN Volume

This Pan setting can move the position of the currently selected drum voice within the stereo field.

Use the same display, press the [SELECT] button, the Pan indicator flashes on the display :



Then turn the Data Dial to set the pan value (0-127).

Voice

4. Change the Pad Function

In the Voice Mode, press the [PAGE +] button to select the function setting display shown below:



PAD IN=Pad 2
Func: Normal

Turn the Data Dial to select other functions to the trigger from the input source.

" **Normal** ": The drum pad is used as normal pad operations.

" **Click onoff** ": Switch the click sound on/off

" **Start/Stop** ": Assign the playback function to the current Song.

" **Pad Song** ": Assign the playback of the pad of the pad song

Caution: If there is more than two pads be assigned to pad song, and tap another pad when one pad song is playing, the pad song will stop immediately and other pad song will start. Also when pad song is playing and you change the parameter if this page and the next page, the song will stop immediately. This function can't be use when recording.

5. Select Pad Song

This pad song function is assign the pad song number when the trigger type of the pad's pad song. In the Voice Mode, press the [PAGE +] button to select the song setting display shown below :




PAD IN=Pad 2
Song: 1 Rep: off

Turn the Data Dial to select the song number (1-54) that is assigned to the pad song.

Use the same display, press the [SELECT] button, the repeat indicator flashes in the display, then turn the Data Dial to assign repeat playback of the song or normal play.

6. Adjust the Reverb

In the Voice Mode, press the [PAGE +] button to select the reverb setting shown below:



PAD IN=Pad 2
Reverb Send: 70

Turn the Data Dial to set the reverb value (0-127).

When the reverb value is set to 0, it will no reverb, large values will increase the amount of reverb applied to the voice

Voice

7. Voice Copy

This function is copy the input source data to the pad.

In the Voice Mode, press the [PAGE +] button to select the copy setting display shown below:



PAD IN=Pad 2
Copy to: Pad 2 #

Turn the Data Dial to set the destination pad (Pad 1-7/Pedal/Open/Closed).

7.1 When the destination pad is selected, press the [SAVE/ENTER] button, the confirmation shown below:



Are you sure?

7.2 Press the [SAVE/ENTER] button again to confirm.

(Press the [VOICE] button to cancel the copy operation, and return to the Voice Mode display.)

Song Recording

Song recording lets you record data, produced as the drum kit is played to the sequencer in real-time (one track at a time). All MIDI channels are recorded simultaneously.

1. Select the User Song

Press the [RECORD] button to enter the record mode:

```
RECORD   TR:  --
User Song: 51
```

Turn the Data Dial to set the User Song number (no.51-54) that you want to record to.

* Only User Songs no.51-54 can be used for recording.

* User song that already has recorded data in tracks can't be recorded to.

" TR: -- " The tracks in the user song is empty.

" TR: 1 " Track 1 already has recorded data.

" TR: 2 " Track 2 already has recorded data.

" TR: 1&2 " Both track (1&2) already has recorded data.

2. Set the Track

Press the [PAGE +] button, the display shown below:

```
RECORD   TR:  --
Track : 1
```

Then turn the Data Dial to select a track 1 or 2 for recording.

* User Songs contain 2 tracks that can be recorded to.

3. Get ready to record

Press the [PAGE +] button to ready to record :

```
RECORD
Get ready!
```

Song Recording

4. Start recording

Press the [START/STOP] button to start to recording :



```
Now recording!
```

* When the track that already has recorded data and the [START/STOP] button is pressed, the error message shown below:



```
ERROR  
Track not empty!
```

5. Playback to the Song

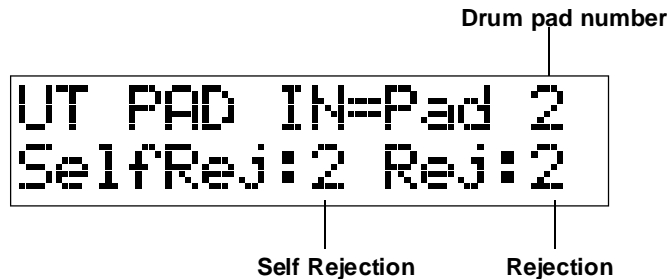
After you have recorded a performance, you can press the [START/STOP] button to playback the recorded performance. Playback stops when the [START/STOP] button is pressed again or the song will stop when it reaches the end.

Utility

1. Self Rejection, Rejection

This function is used to prevent double triggers and cross talk (mixed input signals between the jacks) for each pad.

Press the [UTILITY] button to enter the Utility Mode, the LCD displays:



1.1 Self Rejection (SelfRej)

Prevents double triggers from occurring in the pad assigned in UT PAD IN. After an even is detected, further events will be automatically muted for a certain length of time. Larger value set longer times. Turn the Data Dial to select the pad (0-9).

1.2 Rejection (Rej)

Prevents cross talk from occurring in the pad assigned in UT PAD IN. Events triggered by other pads that are of a lower input value than what is set here will not be delivered for a set length of time. Press the [SELECT] button, then turn the Data Dial to select the pad (0-9).

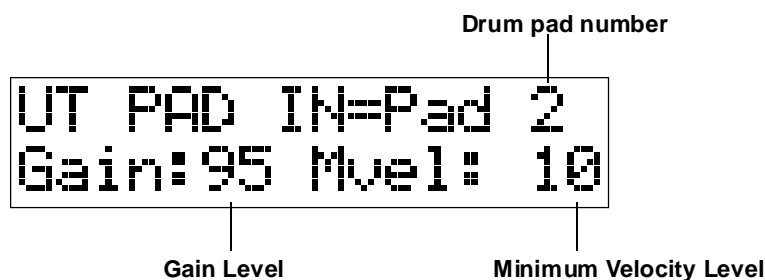
1.3 UT PAD IN

Assign the drum pad number.

2. Gain, Minimum Velocity

This function sets the input sensitivity (Gain) and velocity range (Minimum Velocity) for each pad.

In the Utility Mode, press the [PAGE +] button to select the gain/velocity setting display shown below:



2.1 Gain

Adjusts the input gain level for the pad assigned. Entering a larger value here allows smaller input levels to sound the voice. Turn the Data Dial to select the gain level (0-99).

2.2 Minimum Velocity (Mvel)

Sets the MIDI Velocity that is transmitted when the pad is hit the weakest. Large values will produce a high volume level even if the pad is hit softly. However, this will result in a narrow volume range making it difficult to adequately produce wider dynamic levels. Press the [SELECT] button, then turn the Data Dial to select the velocity level (1-127).

2.3 UT PAD IN

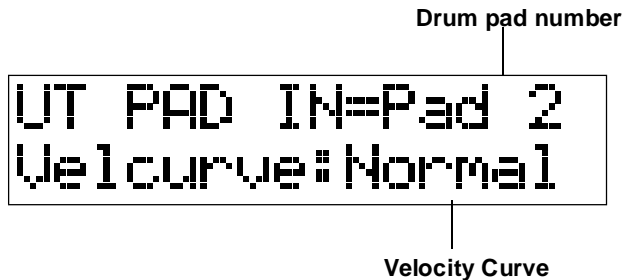
Assign the drum pad number.

Utility

3. Velocity Curve

This function sets the MIDI Velocity Curve for the sensitivity for each pad.

In the Utility Mode, press the [PAGE +] button to select the velocity curve setting display shown below:



3.1 Velocity Curve (Velcurve)

Sets the Input Velocity Curve for the trigger input jack assigned in drum pad.

Turn the Data Dial to select the curve (Normal, Loud1, Loud 2, Hard 1, Hard 2).

3.2 UT PAD IN

Assign the drum pad number.

4. Assign Order

This set the pad function that allows the currently selected drum kit number to be increased or decrease by hitting the specified pad.

In the Utility Mode, press the [PAGE +] button to select the assign order setting display shown below:



4.1 Assign Order

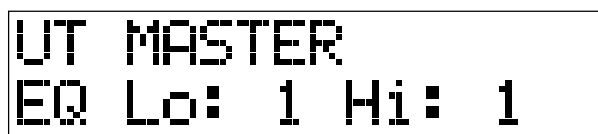
Turn the Data Dial to assign Increment (Inc) or Decrement (Dec).

4.2 UT PAD IN

Assign the drum pad number.

5. Equalizer

In the Utility Mode, press the [PAGE +] button to select the equalizer setting display shown below:



5.1 Low Gain (EQ Lo)

Turn the Data Dial to adjust the low gain level range from (0-12dB).

5.2 High Gain (EQ Hi)


Press the [SELECT] button, then turn the Data Dial to adjust the high gain level rang from (0-12dB).

Utility

6. Hi-Hat Offset

This sets the value of the data sent by a foot controller connected the HI-HAT CONTROL jack on the rear panel.

In the Utility Mode, press the [PAGE +] button to select the Hi-Hat offset setting display shown below:



UT SYSTEM
HH Offset: -31

Turn the Data Dial to set the value.

* When a low data value is received from a foot controller, the voice will sound sooner. So, slightly pressing the foot controller will result in the voice sounding. In the case of the hi-hat controller, adjustment of the controller's "closed" point is possible.

7. Trigger Bypass

This function prohibits reception of pad signals from pads (the Hi-Hat controller too) connected to the drum brain. You will not be able to produce voices or transmit MIDI data. The sequencer and tone generator will function normally.

In the Utility Mode, press the [PAGE +] button to select the trigger bypass setting display shown below:



UT SYSTEM
Tri9Bypass: off

Turn the Data Dial to set the value.

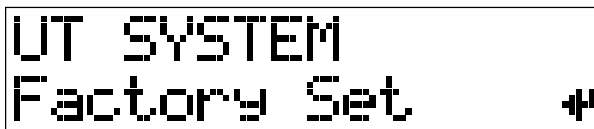
on : Bypasses the trigger (does not receive).

off : The trigger function normally (receives trigger).

8. Factory Set

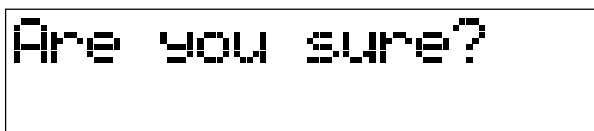
This function replaces all internal settings

8.1 In the Utility Mode, press the [PAGE +] button to select the factory setting display shown below:



UT SYSTEM
Factory Set +

8.2 Press the [SAVE/ENTER] button, the confirmation shown below:



Are you sure?

8.3 Press the [SAVE/ENTER] button again to confirm.

" Complete!" will appear, then the display will return to Song mode.

(Press the [UTILITY] button to cancel the reset operation, and return to the Utility Mode display.)

Utility

9. Click Voice

This function sets each of the click voices used for the click sound. Drum voices are assigned.
In the Utility Mode, press the [PAGE +] button to select the click voice setting display shown below:

```
UT SEQ CLICK
P/ 29 MtBel
```

9.1 Voice Category

Sets the voice to be used for the Click Voice.
Turn the Data Dial to select category.

9.2 Voice Number, Voice Name

Selects the voice that will be assigned. If this parameter is set to 0, " No Assign " will appear on the display and sound will not be produced.
Press the [SELECT] button, then turn the Data Dial to select the voice.

10. Click Tune

This sets the pitch of each of the Click Voices.
In the Utility Mode, press the [PAGE +] button to select the click tune setting display shown below:

```
UT SEQ CLICK
Tune C:  0 F:  0
```

10.1 Tune Coarse (Tune C)

The Click Voice will be tuned in increments fo a half-setp
Turn the Data Dial to set the tune coarse value (-24 to 0 to +24).

10.2 Tune Fine (Tune F)

The Click Voice will be tuned in increments of about 1.17 cents.
Press the [SELECT] button, then turn the Data Dial to set the tune fine value (-64 to 0 to +63).

11. Click Note Number

Sets the MIDI Note Number for each of the Click Voices.
In the Utility Mode, press the [PAGE +] button to select the click note setting display shown below:

```
UT SEQ CLICK
Note: 21
```

Turn the Data Dial to set the click note (0-127).

Utility

12. Use Tempo

This function sets the tempo of a song to either change each time to its default tempo, or remain unchanged at the currently set tempo when the song is switched.

In the Utility Mode, press the [PAGE +] button to select the use tempo setting display shown below:

```
UT SEQ SETUP
Use Tempo: Song
```

Turn the Data Dial to set the value.

"Song" : Changes the tempo of the song to its default tempo when the song is switched.

"Global" : The tempo remains unchanged at the currently set tempo when the song is switched.

13. System Real time

This enables or disables the drum to transmit or receive system real time message (start/continue/stop).

In the Utility Mode, press the [PAGE +] button to select the system real time setting display shown below:

```
UT SEQ SETUP
SYS Realtime#off
```

Turn the Data Dial to set the value.

"on" : Transmits and receives the system real time messages.

"off" : Does not transmits and receives system real time messages.

14. Reverb Type, Reverb Time

This function sets the reverb effect of the drum.

In the Utility Mode, press the [PAGE +] button to select reverb type and time setting display shown below:

```
UT REVERB SETUP
Type: Hall12 T: 32
```

14.1 Reverb Type (Type)

Turn the Data Dial to set the reverb type:

```
Room1 Room2 Room3 Hall1 Hall12 Plate Delay
```

14.2 Reverb Time (T)

Press the [Select] button, then turn the Data Dial to set the reverb time (0-127).

Utility

15. Local control

In the Utility Mode, press the [PAGE +] button to select the local control setting display shown below:



UT MIDI SETUP
Local: on

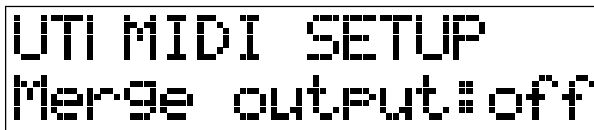
Then turn the Data Dial to set the Local Control on or off.

off: MIDI signals triggered by the connected pads is disconnected from the drum brain's tone generator, there will be no sound produced by the drum brain's tone generator. The drum brain will transmit MIDI signals from the MIDI out.

On: Normal operation. MIDI signals will be transmitted to the brain's tone generator as well as the MIDI OUT jacks.

16. MIDI Merge

In the Utility Mode, press the [PAGE +] button to select the MIDI merge setting display shown below:



UT MIDI SETUP
Merge output: off

Then turn the Data Dial to set the Local Control on or off.

off: MIDI signals triggered by the connected pads is disconnected from the drum brain's tone generator, there will be no sound produced by the drum brain's tone generator. The drum brain will transmit MIDI signals from the MIDI out.

On: Normal operation. MIDI signals will be transmitted to the brain's tone generator as well as the MIDI OUT jacks.

17. Program Change

In the Utility Mode, press the [PAGE +] button to select the program change setting display shown below:



UT MIDI RECEIVE
PC: on

Then turn the Data Dial to set the receive program on or off.

It is necessary to set the receive parameter to on in the display in order to switch the drum kits from a song or an external MIDI device

off: Does not receive

On: receives

18. System Exclusive Message

In the Utility Mode, press the [PAGE +] button to select the system exclusive setting display shown below:



UT MIDI RECEIVE
SysEx: off

Then turn the Data Dial to set the System Exclusive Message on or off.

This enables or disables the drum to receive system exclusive messages from all MIDI channels.

off: Does not receive system exclusive messages.

On: Receives system exclusive messages.

Pad Assign

This function sets each to the voices used form the drum pad.

1. Select the Voice Category

Press the [PAD ASSIGN] button, the LCD display:



PAD ASSIGN: Pad 2
S/ 15 Wood Sn

Turn the Data Dial to set the voice category.

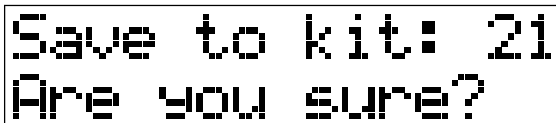
2. Select the Voice Number

Press the [SELECT] button, then turn the Data Dial to select the voice number.

You can also assign the pad by taping it, when you hit the pad the voice will change, hit the pad until you reach the voice you desired.

3. Save the user Drum Kit

3.1 Press the [SAVE/ENTER] button, the LCD display:



Save to kit: 21
Are you sure?

3.2 Then turn the Data Dial to set the drum kit number (21-30) for saving your drum kit to.

3.3 Press the [SAVE/ENTER] button again to save it, then the display will return to previous display.
(Press the [PAD ASSIGN] button to cancel the save operation, and return to the Pad Assign Mode display.)

Preset Drum Kit List

Kit 1,21	Standard1
1 kick	K/ 3 Real Bd1
2 snare	S/15 Snare5
3 tom1	T/2 Tom-Std5
4 tom2	T/4 Tom-Std3
5 tom3	T/6 Tom-Std1
6 ride	C/11 RideBel1
7 crash	C/1 CrashStd
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 2	Standard2
1 kick	K/ 3 Real BD1
2 snare	S/65 SidStik1
3 tom1	T/2 Tom-Std5
4 tom2	T/4 Tom-Std3
5 tom3	T/6 Tom-Std1
6 ride	C/11 RideBel1
7 crash	C/1 CrashStd
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 3,22	Dance 1
1 kick	k/ 4 MrDance1
2 snare	s/6 SD-Ana6
3 tom1	t/6 Tom-A5
4 tom2	t/8 Tom-A3
5 tom3	t/10 Tom-A1
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	H/24 Ana HH1
Close	H/4 H.H Cls4
Pedal	H/3 H.H Cls3

Kit 4,23	Jazz Latin
1 kick	K/ 8 Real BD6
2 snare	S/65 SidStik1
3 tom1	T/8 Tom-JazM
4 tom2	T/10 Tom-JazF
5 tom3	T/41 Tom-Rm2L
6 ride	C/11 RideBel1
7 crash	C/1 CrashStd
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 5,24	Room 1
1 kick	K/ 11 Room BD1
2 snare	S/3 SD-Std3
3 tom1	T/21 Tom-Rom4
4 tom2	T/22 Tom-Rom3
5 tom3	T/24 Tom-Rom1
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 6	Electric
1 kick	K/ 18 Rock BD3
2 snare	S/63 SnareDr7
3 tom1	t/25 Tom-El4
4 tom2	t/26 Tom-El3
5 tom3	t/28 Tom-El1
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 7	Brush
1 kick	K/ 12 Room BD2
2 snare	s/53 Brush8
3 tom1	T/11 Tom-BrsH
4 tom2	T/13 Tom-BrsL
5 tom3	T/14 Tom-BrsF
6 ride	C/13 RK Ride2
7 crash	C/1 CrashStd
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 8	Room_stick
1 kick	K/ 11 Room BD1
2 snare	S/65 SidStik1
3 tom1	T/21 Tom-Rom4
4 tom2	T/22 Tom-Rom3
5 tom3	T/24 Tom-Rom1
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	H/20 Open Hh7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 9	Latin 1
1 kick	K/ 3 Real BD1
2 snare	S/15 Snare5
3 tom1	T/2 Tom-Std5
4 tom2	T/4 Tom-Std3
5 tom3	T/5 Tom-Std2
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	P/18 CowBell1
Close	P/18 CowBell1
Pedal	H/22 HH pedI2

Kit 10	Latin 2
1 kick	K/ 3 Real BD1
2 snare	S/65 SidStik1
3 tom1	T/2 Tom-Std5
4 tom2	T/4 Tom-Std3
5 tom3	T/5 Tom-Std2
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	P/18 CowBell1
Close	P/18 CowBell1
Pedal	H/22 HH pedI2

Kit 11	Jazz
1 kick	K/ 8 Real BD6
2 snare	S/3 SD-Std3
3 tom1	T/8 Tom-JazM
4 tom2	T/10 Tom-JazF
5 tom3	T/41 Tom-Rm2L
6 ride	C/11 RideBel1
7 crash	C/1 CrashStd
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 12,25	Brush 2
1 kick	K/ 12 Room BD2
2 snare	s/50 Brush5
3 tom1	T/12 Tom-BrsM
4 tom2	T/14 Tom-BrsF
5 tom3	T/18 Tom-BRKF
6 ride	C/13 RK Ride2
7 crash	C/22 SplashC1
Open	s/46 Brush1
Close	s/46 Brush1
Pedal	H/22 HH pedI2

Kit 13	Dance-stick
1 kick	k/ 4 MrDance1
2 snare	s/48 Brush3
3 tom1	t/6 Tom-A5
4 tom2	t/8 Tom-A3
5 tom3	t/10 Tom-A1
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	H/24 Ana HH1
Close	H/4 H.H Cls4
Pedal	H/3 H.H Cls3

Kit 14,26	Orchestra
1 kick	K/25 BD-Var5
2 snare	S/11 Snare1
3 tom1	T/42 Tom-Rm2F
4 tom2	T/10 Tom-JazF
5 tom3	T/41 Tom-Rm2L
6 ride	C/25 Cymbel2
7 crash	C/26 Cymbel3
Open	H/20 Open HH7
Close	H/1 H.H Cls1
Pedal	H/22 HH pedI2

Kit 15,27	Drum&bass
1 kick	k/ 4 MrDance1
2 snare	s/30 Syn-SD11
3 tom1	s/27 Syn-SD8
4 tom2	s/11 SD-Ana11
5 tom3	k/15 Hard BD3
6 ride	C/14 RideBstd
7 crash	C/7 CrshThin
Open	H/4 H.H Cls4
Close	H/3 H.H Cls3
Pedal	H/24 Ana HH1

Kit 16	House
1 kick	k/ 4 MrDance1
2 snare	s/18 SD-Danc6
3 tom1	s/ 7 SD-Ana7
4 tom2	s/19 SD-Elec
5 tom3	P/43 Tambouri
6 ride	C/8 CrashRev
7 crash	C/6 CrashSht
Open	H/19 RK HHOpn
Close	H/20 Open Hh7
Pedal	H/21 HH pedI1

Kit 17,28	R&B
1 kick	k/ 4 MrDance1
2 snare	s/17 SD-Danc5
3 tom1	s/18 SD-Danc6
4 tom2	s/2 SD-Ana2
5 tom3	P/43 Tambouri
6 ride	C/13 RK Ride2
7 crash	C/3 CrashSt2
Open	H/24 Ana HH1
Close	H/16 Open HH4
Pedal	H/15 Open Hh3

Kit 18,29	Jungle
1 kick	k/ 1 BD-Analg
2 snare	s/ 6 SD-Ana6
3 tom1	S/56 SD-Std29
4 tom2	t/12 TOM-T1M
5 tom3	t/6 Tom-A5
6 ride	C/11 RideBel1
7 crash	C/2 CrashBrt
Open	H/24 Ana HH1
Close	H/4 H.H Cls4
Pedal	H/3 H.H Cls3

Kit 19,30	CHINA LUOGU
1 kick	K/26 BigDrum1
2 snare	P/55 BoardDr2
3 tom1	S/72 RowDrum2
4 tom2	S/71 RowDrum1
5 tom3	C/35 BigGong2
6 ride	C/39 B.CymbI2
7 crash	P/64 ImpacBel
Open	C/41 S.CymbI2
Close	C/42 S.Cymb2M
Pedal	C/41 S.CymbI2

Kit 20	Oriental 1
1 kick	K/26 BigDrum1
2 snare	S/72 RowDrum2
3 tom1	C/33 BigGong1
4 tom2	C/43 SmalGong
5 tom3	C/35 BigGong2
6 ride	C/37 B.CymbI1
7 crash	C/39 B.CymbI2
Open	C/41 S.CymbI2
Close	C/42 S.Cymb2M
Pedal	C/41 S.CymbI2

Drum Voice List

Voice Category

K: Acoustic Kick
 k: Electric Kick
 S: Acoustic Snare
 s: Electric Snare
 T: Acoustic Tom
 t: Electric Tom
 C: Cymbal
 H: Hi-Hat
 P: Percussion

K: Acoustic Kick

1 BD Head
 2 BassDrum
 3 Real BD1
 4 Real BD2
 5 Real BD3
 6 Real BD4
 7 Real BD5
 8 Real BD6
 9 BD Std1
 10 BD Std2
 11 Room BD1
 12 Room BD2
 13 Lo BD
 14 BD-Var1
 15 Room BD3
 16 Rock BD1
 17 Rock BD2
 18 Rock BD3
 19 Rock BD4
 20 Rock BD5
 21 Rock BD6
 22 BD-Var2
 23 BD-Var3
 24 BD-Var4
 25 BD-Var5
 26 BigDrum1
 27 BigDrum2

k: Electric Kick

1 BD-Analg
 2 BD-Elect
 3 Hard BD1
 4 MrDance1
 5 MrDance2
 6 MrDance3
 7 MrDance4
 8 MrDance5
 9 BD-Ana1
 10 BD-Ana2
 11 Lo-BD1
 12 Lo-BD2
 13 Lo-BD3
 14 Hard BD2
 15 Hard BD3
 16 Bask BD
 17 KillerBD

S: Acoustic Snare

1 SD-Std1
 2 SD-Std2
 3 SD-Std3
 4 SD-Std4
 5 SD-Std5
 6 SD-R1
 7 SD-R2
 8 SD-R3
 9 SD-R4
 10 SD-R5
 11 Snare1
 12 Snare2
 13 Snare3
 14 Snare4
 15 Snare5
 16 Snare6
 17 Snare7
 18 SD-RK1
 19 SD-RK2
 20 SD-RK3
 21 SD-RK4
 22 SD-RK5
 23 SD-RK6
 24 SD-RK7
 25 SD-RK8
 26 SD-RK9
 27 SD-RM1
 28 SD-RM2
 29 SD-RM3
 30 SD-RM4
 31 SD-RM5
 32 SD-RM6
 33 SD-RM7
 34 SD-RM8
 35 SD-RM9
 36 SD-Sen1
 37 SD-Sen2
 38 SD-Sen3
 39 SD-Sen4
 40 SD-Sen5
 41 SD-Sen6
 42 SD-Sen7
 43 SD-Sen8
 44 SD-Sen9
 45 SD-Sen10
 46 SD-Sen11
 47 SD-Sen12
 48 SD-Std21
 49 SD-Std22
 50 SD-Std23
 51 SD-Std24
 52 SD-Std25
 53 SD-Std26
 54 SD-Std27
 55 SD-Std28
 56 SD-Std29
 57 SnareDr1
 58 SnareDr2
 59 SnareDr3

60 SnareDr4
 61 SnareDr5
 62 SnareDr6
 63 SnareDr7
 64 SnareDr8
 65 SidStik1
 66 SidStik2
 67 Rim1
 68 SnarTimb
 69 SnareR1+
 70 SnareR2+
 71 RowDrum1
 72 RowDrum2
 73 RowDrum3

s: Electric Snare

1 SD-Ana1
 2 SD-Ana2
 3 SD-Ana3
 4 SD-Ana4
 5 SD-Ana5
 6 SD-Ana6
 7 SD-Ana7
 8 SD-Ana8
 9 SD-Ana9
 10 SD-Ana10
 11 SD-Ana11
 12 SstickA1
 13 SD-Danc1
 14 SD-Danc2
 15 SD-Danc3
 16 SD-Danc4
 17 SD-Danc5
 18 SD-Danc6
 19 SD-Elec
 20 Syn-SD1
 21 Syn-SD2
 22 Syn-SD3
 23 Syn-SD4
 24 Syn-SD5
 25 Syn-SD6
 26 Syn-SD7
 27 Syn-SD8
 28 Syn-SD9
 29 Syn-SD10
 30 Syn-SD11
 31 Cool-SD1
 32 Cool-SD2
 33 Cool-SD3
 34 Cool-SD4
 35 Cool-SD5
 36 Cool-SD6
 37 Cool-SD7
 38 Cool-SD8
 39 Cool-SD9
 40 Rim-Cool
 41 Coolrol1
 42 Coolrol2
 43 Coolrol3
 44 Coolrol4

45 HD-SD1
 46 Brush1
 47 Brush2
 48 Brush3
 49 Brush4
 50 Brush5
 51 Brush6
 52 Brush7
 53 Brush8
 54 Brush9
 55 Brush10
 56 Brush11+
 57 Brush12+
 58 Brush13+
 59 Brush14+

T: Acoustic Tom

1 Tom-Std6
 2 Tom-Std5
 3 Tom-Std4
 4 Tom-Std3
 5 Tom-Std2
 6 Tom-Std1
 7 Tom-JazH
 8 Tom-JazM
 9 Tom-JazL
 10 Tom-JazF
 11 Tom-BrsH
 12 Tom-BrsM
 13 Tom-BrsL
 14 Tom-BrsF
 15 Tom-BRKH
 16 Tom-BRKM
 17 Tom-BRKL
 18 Tom-BRKF
 19 Tom-Rom6
 20 Tom-Rom5
 21 Tom-Rom4
 22 Tom-Rom3
 23 Tom-Rom2
 24 Tom-Rom1
 25 Tom-Rok6
 26 Tom-Rok5
 27 Tom-Rok4
 28 Tom-Rok3
 29 Tom-Rok2
 30 Tom-Rok1
 31 Tom-VarH
 32 Tom-VarM
 33 Tom-VarL
 34 Tom-VarF
 35 Tom-Rm1H
 36 Tom-Rm1M
 37 Tom-Rm1L
 38 Tom-Rm1F
 39 Tom-Rm2H
 40 Tom-Rm2M
 41 Tom-Rm2L
 42 Tom-Rm2F

t: Electric Tom

1 TomH-A
 2 TomM-A
 3 TomL-A
 4 TomF-A
 5 Tom-A6
 6 Tom-A5
 7 Tom-A4
 8 Tom-A3
 9 Tom-A2
 10 Tom-A1
 11 Tom-T1H
 12 Tom-T1M
 13 Tom-T1L
 14 Tom-T1F
 15 Tom-T3H
 16 Tom-T3M
 17 Tom-T3L
 18 Tom-T3F
 19 Tom-AnH
 20 Tom-AnM
 21 Tom-AnL
 22 Tom-AnF
 23 Tom-EI6
 24 Tom-EI5
 25 Tom-EI4
 26 Tom-EI3
 27 Tom-EI2
 28 Tom-EI1
 29 Tom-HH
 30 Tom-HM
 31 Tom-HL
 32 Tom-HF

Drum Voice List

C: Cymbal

- | | | | | | |
|----|----------|----|----------|----|----------|
| 1 | CrashStd | 9 | RK HHcls | 42 | TalknDrV |
| 2 | CrashBrt | 10 | H.H Opn2 | 43 | Tambouri |
| 3 | CrashSt2 | 11 | H.H Opn3 | 44 | TimbleH |
| 4 | SftCrash | 12 | H.H Opn4 | 45 | TimbleL |
| 5 | CrashSt3 | 13 | Open HH1 | 46 | TimblePH |
| 6 | CrashSht | 14 | Open HH2 | 47 | TimblePL |
| 7 | CrshThin | 15 | Open HH3 | 48 | Triangle |
| 8 | CrashRev | 16 | Open HH4 | 49 | TriagMut |
| 9 | CrashRol | 17 | Open HH5 | 50 | VibrSlap |
| 10 | CrashSt4 | 18 | Open HH6 | 51 | Whistal |
| 11 | RideBel1 | 19 | RK HHOpn | 52 | XfadeTri |
| 12 | RK Ride1 | 20 | Open HH7 | 53 | Smallwod |
| 13 | RK Ride2 | 21 | HH pedl1 | 54 | BoardDr1 |
| 14 | RideBStd | 22 | HH pedl2 | 55 | BoardDr2 |
| 15 | RideStd1 | 23 | HH pedl3 | 56 | LotusBrd |
| 16 | RK Std2 | 24 | Ana HH1 | 57 | BambuBrd |
| 17 | RideBel2 | 25 | Ana Hh2 | 58 | SouthBan |
| 18 | RideBel3 | | | 59 | B.WdFish |
| 19 | LightRid | | | 60 | S.WdFis1 |
| 20 | ChinaBoy | | | 61 | S.WdFis2 |
| 21 | ChinaByH | | | 62 | S.WdFis3 |
| 22 | SplashC1 | | | 63 | S.WdFis4 |
| 23 | SplashC2 | | | 64 | ImpacBel |
| 24 | Cymbel1 | | | 65 | ImpaBelM |
| 25 | Cymbel2 | | | | |
| 26 | Cymbel3 | | | | |
| 27 | MangGng1 | | | | |
| 28 | M.Gong1M | | | | |
| 29 | MangGng2 | | | | |
| 30 | M.Gong2M | | | | |
| 31 | MangGng3 | | | | |
| 32 | M.Gong3M | | | | |
| 33 | BigGong1 | | | | |
| 34 | B.Gong1M | | | | |
| 35 | BigGong2 | | | | |
| 36 | B.Gong2M | | | | |
| 37 | B.Cymb1 | | | | |
| 38 | B.Cymb1M | | | | |
| 39 | B.Cymb12 | | | | |
| 40 | B.Cymb2M | | | | |
| 41 | S.Cymb12 | | | | |
| 42 | S.Cymb2M | | | | |
| 43 | SmalGong | | | | |
| 44 | S.GongM | | | | |
| 45 | TenGong1 | | | | |
| 46 | TenGng1M | | | | |
| 47 | DogGong | | | | |
| 48 | DogGongM | | | | |

H: Hi-Hat

- | | | | |
|---|----------|----|----------|
| 1 | H.H Cls1 | 1 | Agogo-1 |
| 2 | H.H Cls2 | 2 | Agogo-2 |
| 3 | H.H Cls3 | 3 | Bell Tre |
| 4 | H.H Cls4 | 4 | Bongo Hi |
| 5 | H.H Opn1 | 5 | Bongo Lo |
| 6 | H.H ClsH | 6 | Cabasa1 |
| 7 | H.HCNor1 | 7 | Cabasa2 |
| 8 | H.HCNor2 | 8 | Castanet |
| | | 9 | ClapA |
| | | 10 | Clavis1 |
| | | 11 | Clavis2 |
| | | 12 | Conga-Hi |
| | | 13 | Conga-M1 |
| | | 14 | Conga-M2 |
| | | 15 | Conga-3 |
| | | 16 | Conga-4 |
| | | 17 | Conga-5 |
| | | 18 | CowBell1 |
| | | 19 | CowBell2 |
| | | 20 | CuicaH |
| | | 21 | CuicaL |
| | | 22 | Fsnap |
| | | 23 | Guiro1 |
| | | 24 | Guiro2 |
| | | 25 | HiQ |
| | | 26 | JingBell |
| | | 27 | Maracas1 |
| | | 28 | Maracas2 |
| | | 29 | MetroBel |
| | | 30 | MetroClk |
| | | 31 | Scrach |
| | | 32 | Shake |
| | | 33 | Surdo1 |
| | | 34 | Surdo2 |
| | | 35 | Tabla 1 |
| | | 36 | Tabla 2 |
| | | 37 | Tabla 3 |
| | | 38 | Tabla 4 |
| | | 39 | TalkD |
| | | 40 | TalknDrD |
| | | 41 | TalknDrU |

Song List

- 1 NEW WORLD
- 2 HOT SAMBA
- 3 ORGAN FUNK
- 4 MAMBO
- 5 SPEED
- 6 HOLIDAY
- 7 HIP HOP
- 8 WALK
- 9 BRUSH JAZZ
- 10 TRANCE
- 11 HARD BALLAD
- 12 HARD ROCK
- 13 SLOW ROCK
- 14 ROCK & POP 1
- 15 ROCK & POP 2
- 16 ROCK & POP 3
- 17 ROCK & POP 4
- 18 SALSA
- 19 BEGUIN
- 20 BOSSANOVA
- 21 REGGAE
- 22 FUNK 1
- 23 FUNK 2
- 24 FUNK 3
- 25 SHUFFLE
- 26 FUSION
- 27 BIG STD
- 28 JAZZ
- 29 DISCO
- 30 HOUSE
- 31 JUNGLE
- 32 R & B 1
- 33 R & B 2
- 34 R & B 3
- 35 R & B 4
- 36 ROCK 'N' ROLL 1
- 37 ROCK 'N' ROLL 2
- 38 8BEAT 1
- 39 8BEAT 2
- 40 16 BEAT
- 41 BALLAD 1
- 42 BALLAD 2
- 43 BALLAD 3
- 44 BALLAD 4
- 45 BALLAD 5
- 46 BALLAD 6
- 47 WALTZ
- 48 MARCH
- 49 JING OPERA
- 50 CHINESE RYTHM

Specifications

Drum Pad: 7 drum pads + 2 pedals

Voices: 389 voices

Drum kits: 20 preset , 10 user kits

Demo Song: 1 demo song

Song: 50 preset, 4 user songs

Controls: POWER SWITCH, SONG, VOICE, UTILITY, KITS, PAD ASSIGN, DRUM OFF, TEMPO/TAP, START/STOP, MASTER VOLUME, AUX VOLUME, ACCOMP VOLUME +/-, PAGE +/-, SAVE/ENTER, SELECT, CLICK, RECORD, DEMO, DATA DIAL

Display: LCD display

Connections: DC IN
Aux Out L/MONO
Aux Out R
Aux In
Hi-Hat control
Hi-Hat
Snare
Tom 1
Tom 2
Tom 3
Ride
Crash
Kick
MIDI IN/OUT

Power Supply: DC 9V

