MPS-600

Owner's manual

DIGITAL DRUMS

th•mann

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 sure 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.

Contents

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
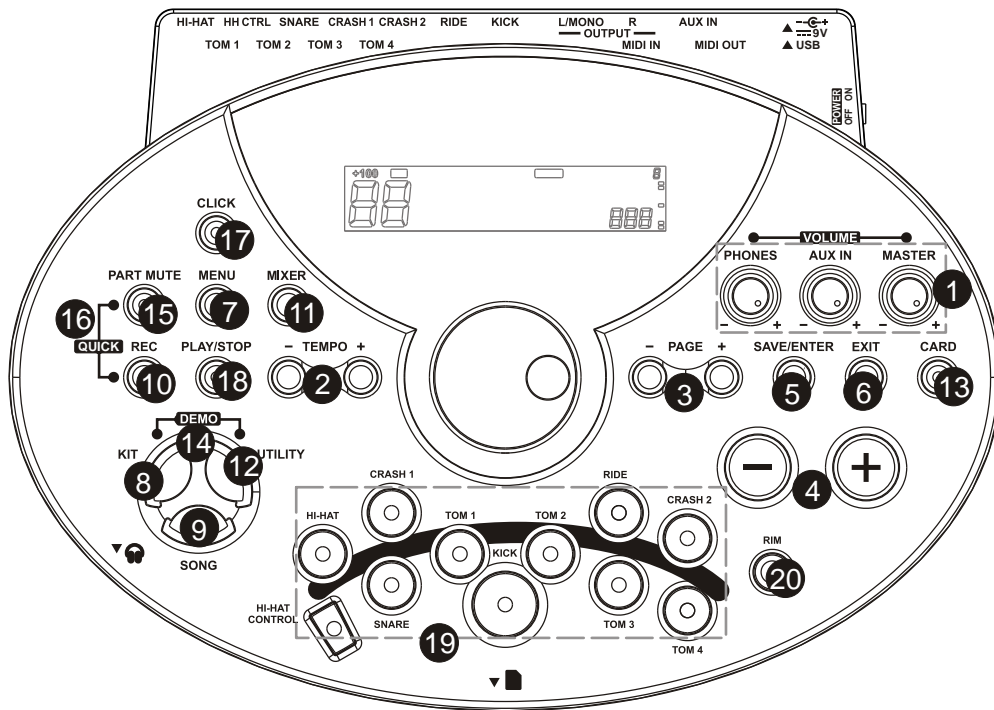
1 **[MASTER] / [AUX] / [PHONES] buttons**
Mater Volume, Aux In volume,
phone volume Knobs

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, Accompaniment 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
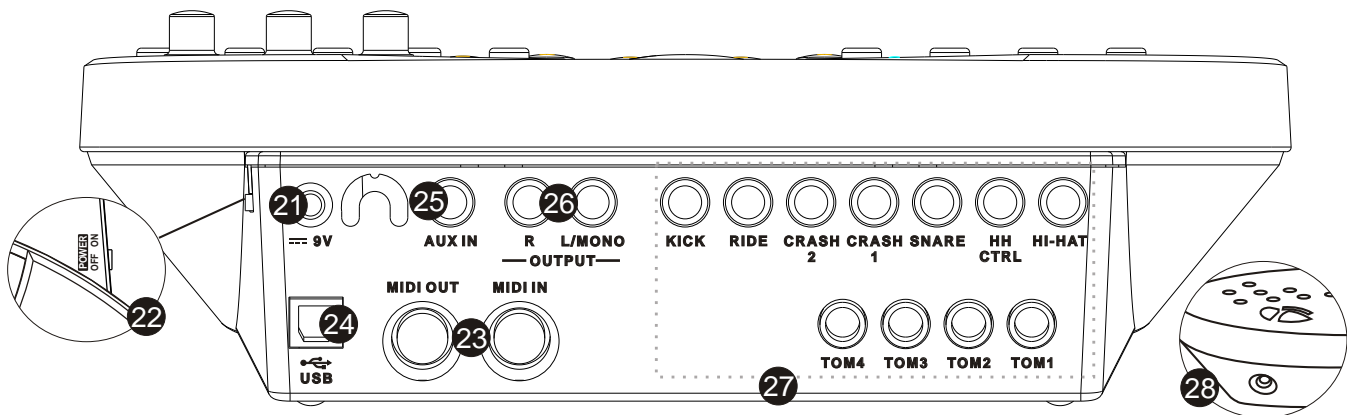
21 DC input
Connection for the DC 9V power adapter.

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

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 stepped. When the pedal is released, 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.
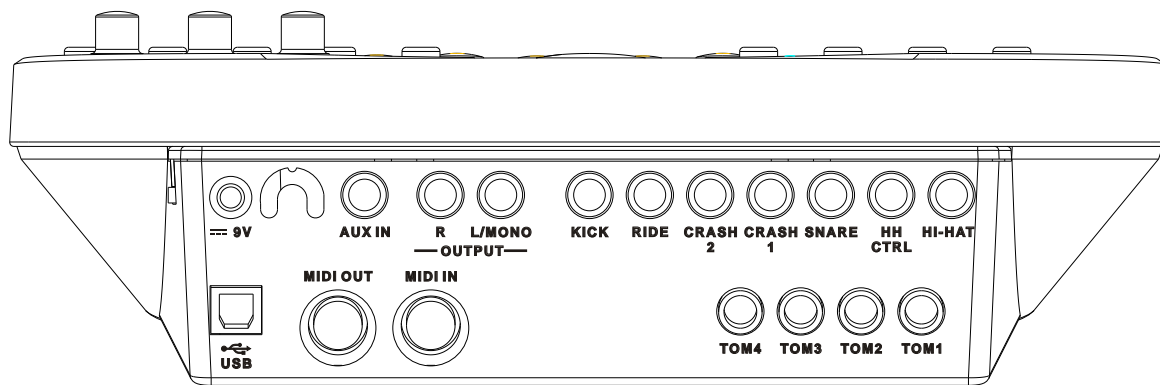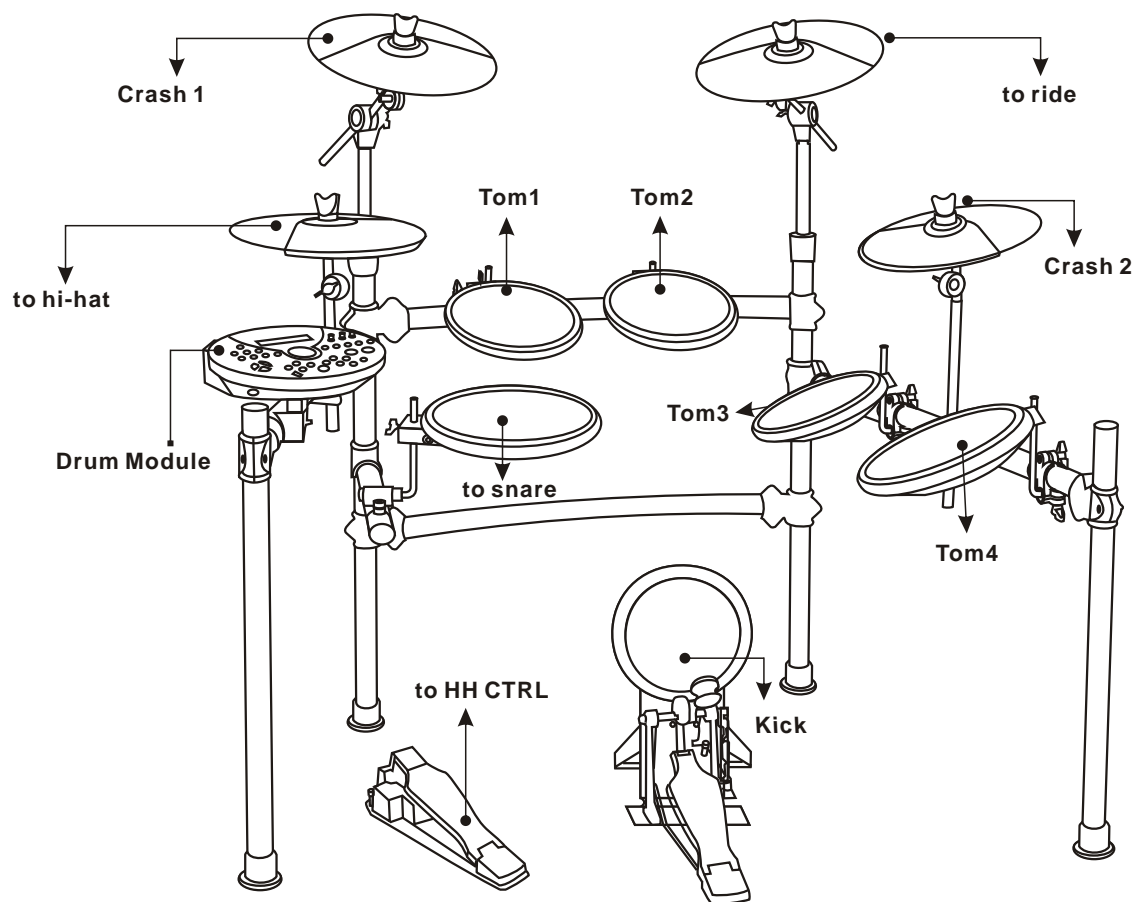
Connect a MIDI and USB device

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.

MIDI device

MIDI Data ➔
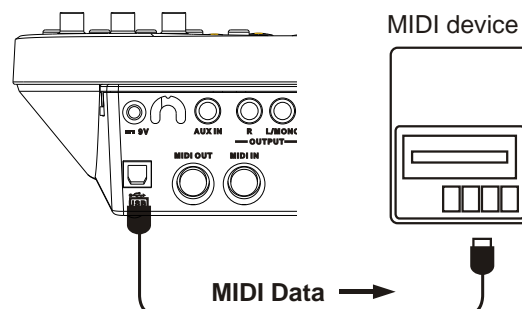
Connect a audio equipment

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.

Amplifier   Amplifier
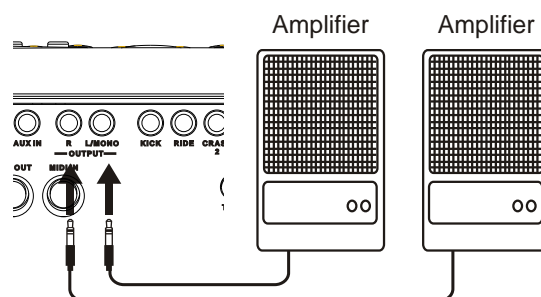
Connect a CD player, etc.(Aux. In jack)

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.

CD player or similar
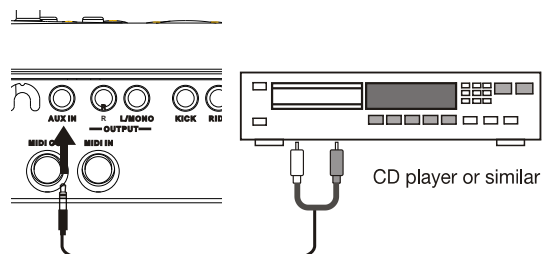
Connect Headphones

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.
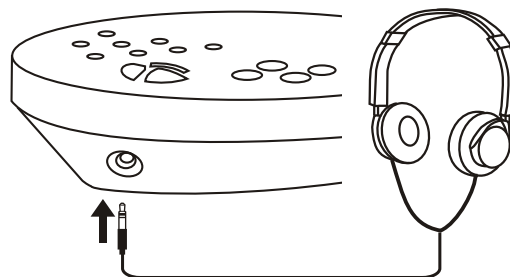
Connect the Power supply jack

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.

8
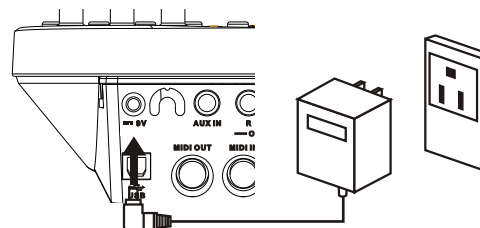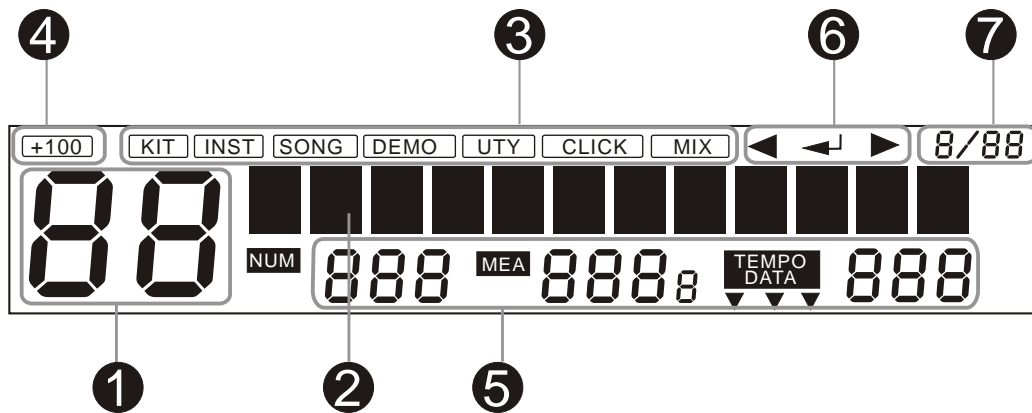
❶ Current Kit index

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. In all menus, the current selected field is highlighted (inverted, on black background).

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 voice or song or group, 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.

```
KIT
01 Acoust-1                    ►4/4
      Num 001 MEA 001, TEMPO    103
```

DEMO

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

```
KIT    DEMO
01 FUSION                      ►4/4
      NUM 001 MEA 001, TEMPO    100
```
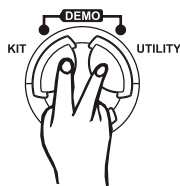
Press **[+]/[-]** buttons to select a Demo to play; use **[PLAY/STOP]** button control the play.

```
KIT    DEMO
01 WORLD                       ►4/4
      NUM 001 MEA 001, TEMPO    100
```
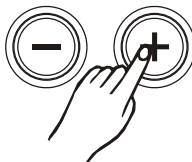
BASIC OPERATION

Enter Menu

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

```
KIT
01 VOICE                    ↵ ►4/4
      NUM 001 MEA 001, TEMPO    103
```

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

```
KIT
01 Mute:Drm/Prc                ►4/4
      NUM 001 MEA 001, TEMPO    103
```
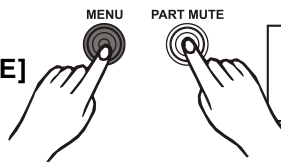
Exit Menu

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

Exit Menu
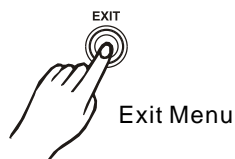
Adjust Value

1. Select the parameter to be adjusted referring to the LCD icon" ◄←► "

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

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

 Rename

 Operating guide   LCD display

                  MyKit001

[PAGE+]   MyKit001   Move the cursor right

[PAGE-]   MyKit001   Move the cursor left

  [+]   NyKit001   Change the character£see ASCII list£

  [-]   MyKit001   Change the character

[SAVE/ENTER]   Save Ok!   Rename succeed!

KIT

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:
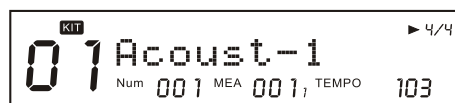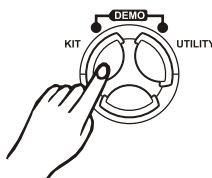
Press the **[+]/[-]** button or use the DIAL to select a Kit (next or previous one);
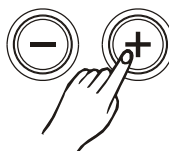
Press the **[PAGE+]/[PAGE-]** button to quickly skip through Kit groups(Preset Kits, User Kits).Like below(Table 1.1):

>>Table 1.1

Operating guide		LCD display
[KIT]	Acoust-1	enter KIT mode
[PAGE+]	MyKit001=U=	select user kit
[+]	Acoust-2	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 [HH 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, [HH CONTROL] sparkling
Half Open HIHAT R	[HI-HAT] lighten, [HH CONTROL] sparkling, [RIM] lighten
C HIHAT	[HI-HAT] lighten, [HH CONTROL] lighten
C HIHAT R	[HI-HAT] lighten, [HH 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.

MENU

KIT

01 ⊟VOICE

↩▶4/4

Num 001 MEA 001₁ TEMPO 103

>>Table 1.3

Operating guide   LCD display

[KIT] | Acoust-1 | — Eenter Kit menu

[MENU] | ⊟VOIC | — Eenter Kit menu

[SAVE/ENTER] | Grp:Kick1Bk |

[PAGE+] | Voc:dwkick |

[PAGE+] | Volume:120 | See Table 1.4 Pad trigger Parameter set.

[+] | Volume: 121 |

[-] | Volume:120 |

[PAGE+] | ⊟Pattern:OFF | — Pad Pattern set£default:OFF£

[+] | ⊟ Pattern:ON | — set pad pattern ON

[SAVE/ENTER] | Grp:DrumLoop |

[PAGE+] | Sne: Fusion1 | Parameter set ,see
                                                Table 1.4
[PAGE+] | Retrig:ST/SP |

[+] | Retrig: ReST |

[PAGE+] | ⊟EXCHANG | — Exchange kit order

[SAVE/ENTER] | ◀--▶ MyKit001 |

[SAVE/ENTER] | EXCHANGE OK£ |

[PAGE+] | ⊟RENAME | — KIT RENAME

NOTE:

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

>>Table 1.4

PARAMET	EREXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
Grp*	Pad voice group	(See detail below)	
Voc*	Voice index/ HH combi group index	1~674£ See detail below£	
Volume	Volume	0~127	
Pan	Pan	L8~R8/Center	(according to different Pad triggers)
Pitch	Pitch	-8~+8	
Decay	Decay	0~-5	
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:
   "Kick1Bk","Snare1Bk","Tom1Bk","Ride1Bk","Crash1Bk","Hihat","Percusn","SFX1"

   --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+] | Standard A | —— Select a HH Combi group(1~18)

[PAGE+] | Volume:100 | —— 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: snare1Bk" as below, the "DATA: 002 " icon indicate current Voice group index:

| KIT 01 Grp: Snare1Bk ↵ ▶4/4 |
| Num 001 MEA 001 DATA 002 |

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:

```
KIT
07  Voc: jazztom3          ↵ ►4/4
    Num 001 MEA 001₁  DATA  290
```

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]   `▤VOIC`   — Eenter Kit menu

[PAGE+]   `Pattern: OFF` — Pad Pattern OFF

[+]   `Pattern:  ON` — [+]/[-] to ON/OFF

  [SAVE/ENTER]   `Grp: DrumLoop`

  [PAGE+]   `Sng:  Fusion1`   ⟩see Table 1.7 for detail

  [PAGE+]   `Retrig:ST/SP`

  [+]   `Retrig: ReST`

>>Table 1.7

ARAMETER	EXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
Pattern*	Pad Pattern switch	OFF/ON	OFF
Grp*	Pad pattern group	DrumLoop/1 Shot/ PercLoop/HIT/TAP/ UserSong	DrumLoop
Sng*	Pad pattern index	1~220	1
Retrig*	retrigger mode	ST/SP ReST	ST/SP
VelCtrl*	velocity control volume	OFF/ON	OFF
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:").

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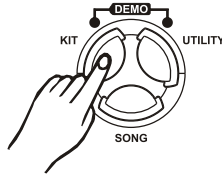
2)Press the **[MENU]** button, and the **[PAGE+]/**
   [PAGE-] button, enter the menu
   displayed"EXCHANGE"

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 a Kit:
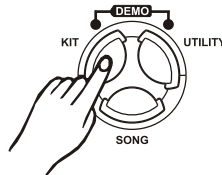
2)Press the **[MENU]** button, then press
   [PAGE+]/**[PAGE-]** button, enter the menu
   displayed "RENAME":
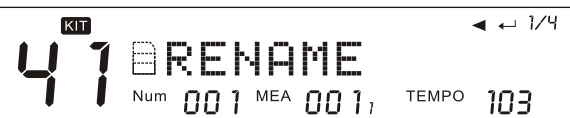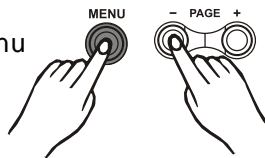
3)Press the **[SAVE/ENTER]** button to enter the
   rename operation, see the basic operation
   Rename in detail.

18

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 "Sav MyKit001 " for you to select a place to save current preset kit to.(MyKit001 is default set)

SAVE/ENTER

`KIT 41  Sav ▶ MyKit001    ↵ ▶ 1/4`
`Num 001  MEA 001₁  DATA 103`

NOTE:
In the menu below, the "DATA: 041 " icon indicates the destination place of saving current kit (no.001):

Before saving:

`KIT 01  Sav ▶ MyKit001    ↵  4/4`
`Num 001  MEA 001₁  TEMPO 041`

After saving:

`KIT 41  MyKit001 =U=    ◄  4/4`
`Num 001  MEA 001₁  TEMPO 103`

>>Table 1.9

Operating guide	LCD display	
[SAVE/ENTER]	`Sav ▶MyKit001`	
[+]	`Sav ▶ MyKit002`	[+]/[-] to switch destination
[-]	`Sav ▶ MyKit001`	
[SAVE/ENTER]	`■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":

```
  KIT                          ◄   4/4
4ꓶ7 MyKit001    =U=
      Num 001 MEA 001₁  TEMPO 103
```
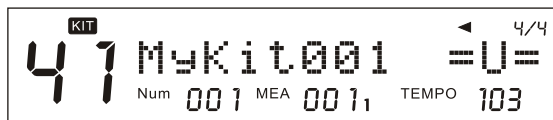
Press the **[SAVE/ENTER]** button to enter the saving page, with the operation as below (Table 1.10):

>>Table 1.10

Operating guide	LCD display

[SAVE/ENTER] → `Sav▶MyKit001` ——— save to local   (see Table 1.9)

└——[+] → `Sav▶MyKit002` ——— [+]/[-] to select a Kit

[PAGE+] → `CurKit▶Card` ——— Save current Kit to SD card

    ┌[SAVE/ENTER] → `MyKit001` ——— Rename operation

    └[SAVE/ENTER] → `SAVE OK!` ——— (display temporarily)

If card is error, see detail on Table 9.3

[PAGE+] → `AllKits▶Card` ——— Save all user kits to SD card

    ┌[SAVE/ENTER] → `ALL_KITS` ——— Rename Operation

    └[SAVE/ENTER] → `SAVE OK!` ——— (display temporarily)

If card is error, see detail on Table 9.3

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

MIXER

Master Kit volume, Accompaniment Volume (=Master Song play 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:

```
      KIT                    MIX        ↵ ► 4/4
 01  KITVol:        100
      Num 001 MEA 001; TEMPO   103
```

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

```
      KIT                    MIX      ◄ ↵ ► 4/4
 01  SongVol:       100
      Num 001 MEA 001; TEMPO   103
```

>>Table 2.1

Operating guide   LCD display

[MIXER] | KITVol:100 | ——— Master Kit Volume
   └── [+] | KITVol: 111 | ——— Adjust volume
[PAGE+] | SongVol:110 | ——— Master Accompaniment Volume
   └── [+] | SongVol:111 | ——— Adjust volume
[PAGE+] | CardVol:110 | ——— Card Midi volume
[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]   `TrigVol:100`

    [+]   `TrigVol:101` —— Adjust trigger's volume

[PAGE+]   `AcmpVol:100` —— Master Accompaniment Volume

    [SAVE/ENTER]   `DrumVol:100`

    [PAGE+]   `PercVol:100` —— Adjust Song parts' volume

[PAGE+]   `ClickVol:100` —— Click volume

[PAGE+]   `CardVol:100` —— Card Midi volume

>>Table 2.3

PARA	Secondary PARAE	Explain	Value	RangeDefault
KITVol		Master Kit Volume	0~127	100
	TrigVol	Current trigger volume	0~127	--
AcmpVol		Master Accompaniment Volume	0~127	100
	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	--
ClickVol		Click volume	0~127	100
CardVol		Card Midi 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 is 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);

```
KIT   SONG        ▶ 4/4
01 Fusion
      Num 001 MEA 001₁ TEMPO 103
```

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

```
KIT   SONG        ▶ 4/4
21 Hiphop
      Num 002 MEA 001₁ TEMPO 113
```
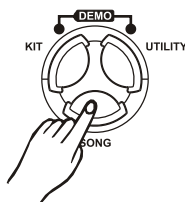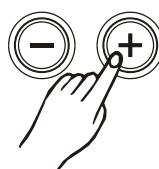
3. Press **[PAGE+] / [PAGE-]** to select the song category.

```
KIT   SONG        ▶ 4/4
08 Ltin jz4
      Num 076 MEA 001₁ TEMPO 080
```

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+]	Latin jz4	—— (1st Song of 1 Shot)
[PAGE+]	World2	—— (1st Song of Percussion Loop)
[PAGE+]	Choru t1	—— (1st Song of Hit)
[PAGE+]	Bass tr1	—— (1st Song of Tap)
[PAGE+]	MySng001 *=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.)

```
KIT       SONG   ▶ 4/4
08 Fusion
      Num 001 MEA 003₂ TEMPO 103
```

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.

```
KIT       SONG   ▶ 4/4
08 Fusion
      Num 001 MEA 003₂ TEMPO 103
```

Adjusting Song Acmp Volume

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

Adjusting Temporarily Tempo

Song Editing

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

2. Press **[PAGE+]/[PAGE-]**,switch setting menus.
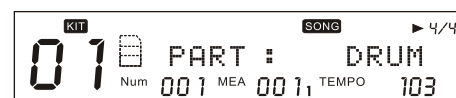
>>Table 3.2
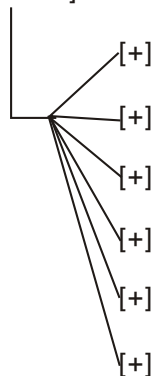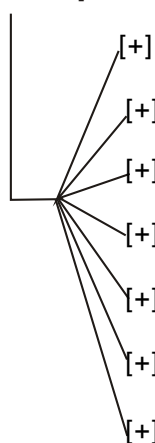
Operating guide	LCD display	
[MENU]	SET UP	—— Song Whole Settings
[PAGE+]	PART DRUM	—— Drum Part Settings
[+]	PART:PERC	
[+]	PART:PART1	
[+]	PART:PART2	
[+]	PART:PART3	
[+]	PART:PART4	
[+]	PART:PART5	
[PAGE+]	ERASE:DRUM	—— Only User Songs use the function
[+]	ERASE:PERC	
[+]	ERASE:PART1	
[+]	ERASE:PART2	
[+]	ERASE:PART3	
[+]	ERASE:PART4	
[+]	ERASE:PART5	
[+]	ERASE:ALL	

Whole Settings(SET UP)

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

SAVE/ENTER

```
KIT          SONG                    ►      4/4
01  Tempo   103
     Num  001  MEA  001₁   TEMPO  103
```

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

– PAGE +

```
KIT          SONG                    ►      4/4
01  Tempo   103
     Num  001  MEA  001₁   TEMPO  103
```

>>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 Synchronizing
[PAGE+]	Tap Sync:OFF	—— Tap continuous playback

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

```
KIT          SONG                    ►      4/4
01  Tempo   103
     Num  001  MEA  001₁   TEMPO  103
```
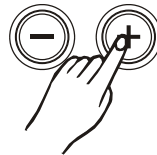
>>Table 3.4

Parameter	Brief Explain	Range	Default Value
Tempo*	SONG playback rate	30-280	--
T-Sig*	SONG Beat	0-9/2,0-9/4,0-9/8,0-9/16	/
Mode*	SONG playback mode	Loop/1 Shot/TAP/HIT	/
Pre Count*	measures before playback of a song begins	0¡1¡2	0
Kit Link*	SONG Kit Synchronizing	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 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.

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 be 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 songs, 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 (ON) or have the two sounds layered (OFF).
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)

```
KIT                           ↵ ►    4/4
01 ▤PART:  DRUM
   Num 001 MEA 001₇ TEMPO 103
```

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

SAVE/ENTER

```
KIT                              ►   4/4
01 Kit:  Kit001
   Num 001 MEA 001₇ DATA    001
```

– PAGE +

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

```
KIT                              ►   4/4
01 Volume: 100
   Num 001 MEA 001₇ DATA    001
```
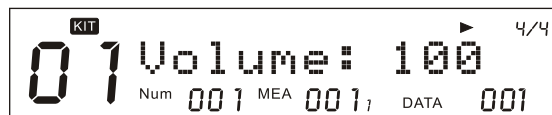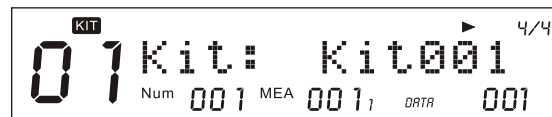
>>Table 3.5

Operating guide	LCD display	
[PAGE+]	PART: DRUM	—— Part Setting
[SAVE/ENTER]	KIT: Kit001	—— 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	64

==Part1~Part5 ==

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

SAVE/ENTER

```
KIT      SONG                    ►   4/4
01 Voc: GrandPno
   Num 001 MEA 001₇ DATA    001
```

– PAGE +

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

```
KIT      SONG                  ◄ ►  4/4
01 Volume:    100
   Num 001 MEA 001₇ TEMPO 103
```
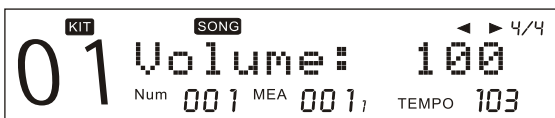
3. Press **[+]/[-]** or DIAL to adjust settings of the
   corresponding parameters.
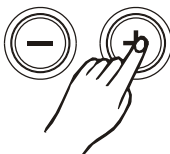
>>Table 3.7

Operating guide | LCD display

[SAVE/ENTER] | Voc:GrandPno ── Voice applied for part1~part5

[PAGE+] | Volume:100 ── Part volume

[PAGE+] | Reverb: 64 ── Part reverb

[PAGE+] | Pan: Center ── Part pan

>>Table 3.8

Parameter	Brief Explain	Range	Default
Voc*	Voice applied for part1~part5	detailed instructions below	--
Volume	Part volume	0~127	100
Reverb	Part reverb	0~127	64
Pan	Part pan	L8~Center~R8	Center

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, press **[SAVE/ENTER]** to enter setting screen of erase function:

KIT | SONG | ◄ ↵ 4/4
01 Erase Drum
Num 001 MEA 001₁ TEMPO 103

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]**

KIT | SONG | ↵ 4/4
01 Sure?
Num 001 MEA 001₁ TEMPO 103
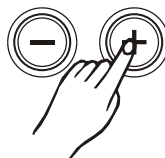
3. Press **[SAVE/ENTER]** for make sure. When you have finished deleting the song, the completed screen appears.

KIT | SONG | ◄ 4/4
01 Erase OK!
Num 001 MEA 001₁ TEMPO 103

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's 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.£

```
KIT        SONG                    ↵  4/4
01  Sv ▶× Mysng001
   Num  001  MEA  001 ,   DATA    121
```

After complete song saving:

```
   KIT         SONG                ↵  4/4
01       Mysng001
   Num  001  MEA  001 ,  TEMPO   120
```

>>Table 3.9

Operating guide   LCD display

[SAVE/ENTER]   `Sv▶×MySng005`

        [+]   `Sv▶×MySng006`
                                            ⟩ Select the destination song
        [-]   `Sv▶×MySng005`

[SAVE/ENTER]   `MySng005`   —— Enter Rename

[SAVE/ENTER]   `Save Ok !`   —— Save Ok£temporarily display£

                     `MySng005`   —— Return to song screen

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

Saving user Song
You can edit user songs and save, also can save to SD card.
Select one user song, press **[SAVE/ENTER]**:
For example, select first user song "MySng001":

```
KIT        SONG                    ↵  4/4
01      Sv ▶×Mysng001
   Num  001  MEA  001 ,   DATA    121
```

== 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▸xMySng001`	—— Select save position
[+]	`Sv▸xMySng002`	—— Select user song
[-]	`Sv▸xMySng001`	
[SAVE/ENTER]	`MySng001`	—— Rename£refer to "Rename"£
[SAVE/ENTER]	`Save Ok!`	—— Save Ok£temporarily display£
	`MySng001`	—— 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 ▸xMySng001`	—— Select save position£Local/Card£ Save to local
[+]	`Sv ▸x MySng002`	—— Select user song
[-]	`Sv ▸x MySng001`	
[PAGE+]	`CurSng▸ Card`	—— Current song save to sd card
[PAGE+]	`AllSngs▸Card`	—— All songs save to sd card
[SAVE/ENTER]	`MySng001`	—— Rename£refer to"Rename"£
[SAVE/ENTER]	`SaveOk!`	—— Save OK (temporarily display£
	`MySng001`	—— 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

KIT SONG	1/4
01 Mute:SneDrum	
Num 001 MEA 001, TEMPO 103	
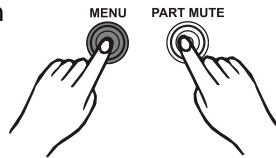
When mute on, the **[PART MUTE]** led is lighten. In SONG mode, press the [PART MUTE] button, you can mute Song parts (drum, percussion, part1~part5);

KIT SONG	1/4
01 Mute:SneDrum	
Num 001 MEA 001, TEMPO 103	

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

KIT SONG	1/4
01 CH1: Mute	
Num 001 MEA 001, TEMPO 103	

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.

KIT	4/4
01 Mute:SneDrum	
Num 001 MEA 001, TEMPO 103	
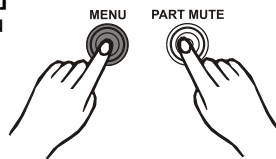
2. Then press **[+]/[-]** button to switch the mute part, see Table 4.1 in detail:

>>Table 4.1

Operating guide	LCD display	
[MENU]+[PART MUTE]	Mute:SneDrum	——Mute drum part (default set)
[+]	Mute: Acmp	——Mute percussion part and part1¡Part5
[+]	Mute:Drum/Perc	——Mute drum and percussion parts
[+]	Mute: Part1	——Mute part1
[+]	Mute: Part2	——Mute part 2
[+]	Mute: Part3	——Mute part 3
[+]	Mute: Part4	——Mute part 4
[+]	Mute: Part5	——Mute part 5
[+]	Mute:AllPart	——Mute all parts(part1~ part 5)

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.

```
 ┌─┐     KIT
 │ ┐ ╷ CH1:        Mute    ►  4/4
 └─┘ │     Num  001  MEA 001₇  TEMPO  103
```

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]	SONG1.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.
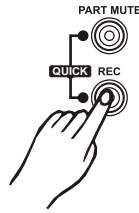
2. Choose "QUICK RECORD" (without any setting step, you can immediately start recording) or common "RECORD".
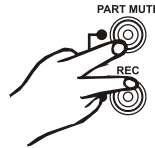
QUICK RECORD

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)If current song is a NEW song, start to record its drum part;
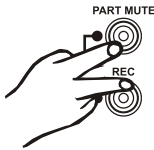
b)If current mode is not the song mode (for example KIT mode or UTILITY menu .etc), assign a NEW song automatically to start drum part recording;
c)If there is drum part already in current user song, then delete original drum part and record new.

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 "-Rehearsing-". 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	Note
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 "-Rehearsing-"
- 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;

```
KIT        SONG                  ↵  4/4
07  Sv ►× Mysng001
    Num  001  MEA  001;  DATA   121
```

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

```
KIT        SONG                  ↵  4/4
07  Sv ►  ×Mysng003
    Num  001  MEA  001;  DATA   123
```

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

```
KIT        SONG              ►    4/4
07     Mysng003
    Num  124  MEA  001;  TEMPO   120
```

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

```
KIT        SONG              ►    4/4
07  Part:        Drum
    Num  124  MEA  001;  TEMPO   120
```

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 darken.

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 .
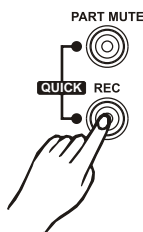
>>Table 5.1

Operating guide	LCD display
[REC]	Part:Drum
[PAGE+]	TimeSig:4/4
[+]	TimeSig:5/4
[-]	TimeSig:4/4
[PAGE+]	Tempo: 120

Adjust time signature

…see Table 5.2…

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>>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 theparameter.

Mode
- refer to Drum/Percussion parts:
Overdub: record based on the original part ("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;
All: Loop all measure (it appears only when current song is not a new one);

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 quantize
4.The error information during record

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

Holding down **[MENU]** and pressing **[CLICK]**
enter the screen of click settings:
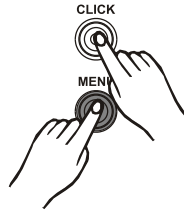
NOTE:
During click playing, entering the menu of
click settings will not interrupt playback of
click.

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

>>Table 6.1

Operating guide	LCD display	
[Menu]+[Click]	ClickVol:110	—— Click whole volume
[PAGE+]	TimeSig: 4/4	—— Click time signature
[PAGE+]	Interval:1/4	—— Click playback Interval
[PAGE+]	Voc: Voice	—— Click voice

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

>>Table 6.2

PARAMETER	EXPLAIN	PARA RANGE ([+]/[-])	DEFAULT
ClickVol	Click whole volume	0-127	110
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
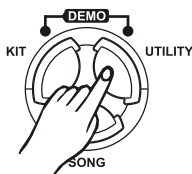
>>Table 7.2

Operating guide	LCD display	
[UTILITY]	⊟TRIGGER	—— Enter UTILITY menu
[PAGE+]	⊟Effect	
[PAGE+]	⊟MIDISET	
[PAGE+]	⊟SAVEGLOBAL	—— Rename£**page 12**£
[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:
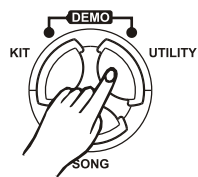
>>Table 8.1

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

Trigger

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

>>Table 8.2

Item	Explain	Parameter([+]/[])	Default
Sensitive*	Sensitivity	1~48	--
Thresh*	Threshold	0~120	--
Curve*	Trigger curve	Normal/Exp1/Exp2/Log1/Log2/Loud/	Normal
RetrigC *	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	1~24	1
Splash-S*	Splashsensitivity	20¡200	80

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.

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

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

Scan-T (Scan time)

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

Mask-T (Mask time)

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

Rim-Sens

When select Snare/Tom1~Tom4 or the trigger rims, the parameter displays the rim sensitivity; if not, it displays"---".

Splash-S

When select P HIHAT or Splash, the parameter displays the splash sensitivity; if selected other I nvalid 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	
RvbTyp	Reverb type	SRoom/MRoom/LRoom/Hall1/ Hall2/Plate/Delay/P.Dely	
EQSwitch	4 band EQ master switch	OFF/ON	According to current KIT
EQLow	EQ low band	-12dB~12dB	
EQL.Mid	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 digita 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.).
ResetAll	Reset the global menu parameters and all user songs, user kits. After the operation, this digital drum would show back the main screen.

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.

CARD

```
  KIT                        ↵◄      4/4
 ⌐¬  ⌐My_EDRUM
 ∪ ║  Num 001 MEA 001₇  TEMPO 103
```

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.

```
  KIT                        ↵◄      4/4
 ⌐¬  ⌐My_EDRUM2
 ∪ ║  Num 001 MEA 001₇  TEMPO 103
```
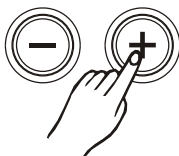
3. By pressing the **[PAGE+]** or **[PAGE-]** button, you can jump to the first file of the next file type.

SAVE/ENTER

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.
- The digital drum supports SD card from 16M to 2G, it supports FAT16 and FAT32. 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.

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.

PLAY/STOP

```
  KIT                        ◄ ►     4/4
 ⌐¬  SONG.MID
 ∪ ║  Num 001 MEA 001₇  TEMPO 103
```

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 drume 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.

```
KIT                          ►    4/4
01 CH1:          Mute
   Num 001 MEA 001₁  TEMPO 120
```

>>**Table 9.1**

Operating guide	LCD display	Explain
[CARD]	` SONG1.MID `	
[MENU]+[PART MUTE]	` 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.

```
            KIT              ◄    4/4
MENU   01   LOAD
            Num 001 MEA 001₁  TEMPO 120
```

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

```
            KIT              ◄    4/4
− PAGE +   01   DELETE
            Num 001 MEA 001₁  TEMPO 120
```

>>**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.

45
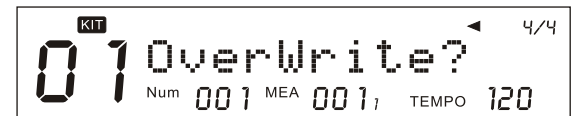
4.If you confirm the selection, the MIDI file would be loaded to the selected user song memory slot, and you will see "Song Loaded!"

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
11	Percussion	to use internal KIT,otherwise GM kit
12	Part 1|	would be used.
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.

SAVE/ENTER

KIT 01 Delet File? 4/4
Num 001 MEA 001 ｜ TEMPO 120

1.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.

Format

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

```
KIT                              ◄   4/4
01  Format card
    Num 001  MEA 001₁   TEMPO 120
```

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. MPS-600 supports 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 9.3

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

NUM	94I name	Full Name	NUM	94I name	Full Name
1	StdBd1	Standard Kick 1	43	AcBd17	Acoust Kick 17
2	StdBd2	Standard Kick 2	44	AcBd18	Acoust Kick 18
3	ClascBd1	Classic Kick 1	45	AcBd19	Acoust Kick 19
4	ClascBd2	Classic Kick 2	46	AcBd20	Acoust Kick 20
5	RockBd1	Rock Kick 1	47	AcBd22	Acoust Kick 22
6	RockBd2	Rock Kick 2	48	AcBd23	Acoust Kick 23
7	RockBd3	Rock Kick 3	49	AcBd24	Acoust Kick 24
8	RoomBd1	Room Kick 1	50	AcBd26	Acoust Kick 26
9	RoomBd2	Room Kick 2	51	AcBd27	Acoust Kick 27
10	JazzBd1	Jazz Kick 1	52	AcBd28	Acoust Kick 28
11	JazzBd2	Jazz Kick 2	53	AcBd29	Acoust Kick 29
12	BandBd1	Big Band Kick 1	54	AcBd30	Acoust Kick 30
13	BandBd2	Big Band Kick 2	55	HouseBd1	House Kick 1
14	CamcoBd1	Camco Kick 1	56	HouseBd2	House Kick 2
15	CamcoBd2	Camco Kick 2	57	HouseBd3	House Kick 3
16	FunkBd1	Funk Kick 1	58	HouseBd4	House Kick 4
17	FunkBd2	Funk Kick 2	59	StepBd	Step Kick
18	FunkBd3	Funk Kick 3	60	TechBd	Teckno Kick
19	HipopBd1	Hiphop Kick 1	61	DrBsBd	Drum Bass Kick
20	HipopBd2	Hiphop Kick 2	62	JunkydBd	Junkyard Kick
21	HipopBd3	Hiphop Kick 3	63	NoiseBd	Noise Kick
22	HipopBd4	Hiphop Kick 4	64	IndBd	Industry
23	1969Bd	1969 Kick	65	LowfiBd	Lowfi Kick
24	1971Bd	1971 Kick	66	DiscoBd	Disco Kick
25	1976Bd	1976 Kick	67	808Bd	808 Kick
26	PwrBd	Pwrbd Kick	68	909Bd	909 Kick
27	R&B	BdR&B Kick	69	ElBd1	Electron Kick 1
28	VoiceBd	Voice Kick	70	ElBd2	Electron Kick 2
29	AcBd1	Acoust Kick 1	71	ElBd3	Electron Kick 3
30	AcBd2	Acoust Kick 2	72	ElBd4	Electron Kick 4
31	AcBd3	Acoust Kick 3	73	ElBd5	Electron Kick 5
32	AcBd4	Acoust Kick 4	74	ElBd6	Electron Kick 6
33	AcBd5	Acoust Kick 5	75	ElBd7	Electron Kick 7
34	AcBd6	Acoust Kick 6	76	ElBd8	Electron Kick 8
35	AcBd7	Acoust Kick 7	77	ElBd9	Electron Kick 9
36	AcBd8	Acoust Kick 8	78	ElBd10	Electron Kick 10
37	AcBd9	Acoust Kick 9	79	ElBd11	Electron Kick 11
38	AcBd10	Acoust Kick 10	80	ElBd12	Electron Kick 12
39	AcBd12	Acoust Kick 12	81	ElBd13	Electron Kick 13
40	AcBd13	Acoust Kick 13	82	ElBd14	Electron Kick 14
41	AcBd15	Acoust Kick 15	83	ElBd15	Electron Kick 15
42	AcBd16	Acoust Kick 16	84	ElBd16	Electron Kick 16
			85	ElBd17	Electron Kick 17

86	ElBd18	Electron Kick 18		129	506Sn1	506 Snare 1
87	ClasSn1	Classic Snare 1		130	506SnR1	506 Snare Rim 1
88	ClasSnR1	Classic Snare Rim 1		131	506Sn2	506 Snare 2
89	ClasSn2	Classic Snare 2		132	506SnR3	506 Snare Rim 3
90	ClasSnR2	Classic Snare Rim 2		133	1969Sn	1969 Snare
91	AcSn	Acoust Snare		134	1969SnR	1969 Snare Rim
92	AcSnR	Acoust Snare Rim		135	1971Sn	1971 Snare
93	StdSn1	Standard Snare 1		136	1971SnR	R1971 Snare Rim
94	StdSnR1	Standard Snare Rim 1		137	1976Sn	1976 Snare
95	StdSn2	Standard Snare 2		138	1976SnR	R1976 Snare Rim
96	StdSnR2	Standard Snare Rim 2		139	R&BSn	R&B Snare
97	StdSn3	Standard Snare 3		140	R&BSnS	R&B Snare Stick
98	RockSn1	Rock Snare 1		141	LowfiSn	Lowfi Snare
99	RockSnR1	Rock Snare Rim 1		142	LowfiSnS	SLowfi Snare Stick
100	RockSn2	Rock Snare 2		143	VoiceSn	voices Snare
101	RockSn3	Rock Snare 3		144	VoiceSnR	voices Snare Rim
102	RoomSn1	Room Snare 1		145	AcSn1	Acoust Snare 1
103	RoomSn2	Room Snare 2		146	AcSn2	Acoust Snare 2
104	RoomSn3	Room Snare 3		147	AcSn3	Acoust Snare 3
105	JazzSn1	Jazz Snare 1		148	AcSn4	Acoust Snare 4
106	JazzSnR1	Jazz Snare Rim 1		149	AcSn5	Acoust Snare 5
107	JazzSn2	Jazz Snare 2		150	AcSn6	Acoust Snare 6
108	JazzSnR3	Jazz Snare Rim 3		151	AcSn7	Acoust Snare 7
109	JzLtSn	Jazz latin Snare		152	HouseSn1	House Snare 1
110	BigBdSn	Big Band Snare		153	HouseSn2	House Snare 2
111	CamoSn	Camco Snare		154	HouseSn3	House Snare 3
112	CamoSnR	Camco Snare Rim		155	StepSn	Step Snare
113	BrushSn1	Brush Snare 1		156	StepSnS	Step Snare Stick
114	BrushSn2	Brush Snare 2		157	TechSn1	Teckno Snare 1
115	BrushSnR	Brush Snare Rim		158	TechSn2	Teckno Snare 2
116	FunkSn1	Funk Snare 1		159	808Sn	808 Snare
117	FkStick	Funk Stick		160	909Sn	909 Snare
118	FunkSn	Funk Band Snare		161	InSn	Industry Snare
119	FunkSnR	Funk Band Snare Rim		162	InSnS	Industry Snare Stick
120	FunkSnS	Funk Band Snare Stick		163	DrBsSn1	Drum Bass Snare 1
121	FusionSn	Fusion Snare		164	DrBsSn2	Drum Bass Snare 2
122	FusnSnS	Fusion Snare Stick		165	JySn	Junkyard Snare
123	SnareS	Snare Stick		166	JySnS	Junkyard Snare Stick
124	PwrSn	Pwrbd Snare		167	Noise	SnNoise Snare
125	RingoSn	Ringo Snare		168	606Sn	TR606 Snare
126	RingoSn	Ringo Snare Rim		169	ElSn1	Electronic Snare 1
127	HipopSn1	Hiphop Snare 1		170	ElSn2	Electronic Snare 2
128	HipopSn2	Hiphop Snare 2		171	ElSn3	Electronic Snare 3

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172	ElSn4	Electronic Snare 4		215	ClsTmR1b	Classic Tom Rim 1 b
173	ElSn5	Electronic Snare 5		216	ClsTm2b	Classic Tom 2 b
174	ElSn6	Electronic Snare 6		217	ClsTmR2b	Classic Tom Rim 2 b
175	ElSn7	Electronic Snare 7		218	ClsTm3b	Classic Tom 3 b
176	ElSn9	Electronic Snare 9		219	ClsTmR3b	Classic Tom Rim 3 b
177	ElSn10	Electronic Snare 10		220	ClsTm4b	Classic Tom 4 b
178	ElSn12	Electronic Snare 12		221	ClsTmR4b	Classic Tom Rim 4 b
179	ElSn13	Electronic Snare 13		222	ClsTm5b	Classic Tom 5 b
180	ElSn14	Electronic Snare 14		223	ClsTmR5b	Classic Tom Rim 5 b
181	ElSn15	Electronic Snare 15		224	ClsTm6b	Classic Tom 6 b
182	ElSn16	Electronic Snare 16		225	ClsTmR6b	Classic Tom Rim 6 b
183	ElSn17	Electronic Snare 17		226	CamcoTm1	Camco Tom 1
184	ElSn18	Electronic Snare 18		227	CamcoTm2	Camco Tom 2
185	ElSn19	Electronic Snare 19		228	CamcoTm3	Camco Tom 3
186	ElSn20	Electronic Snare 20		229	CamcoTm4	Camco Tom 4
187	ElSn21	Electronic Snare 21		230	CamcoTm5	Camco Tom 5
188	ElSn22	Electronic Snare 22		231	CamcoTm6	Camco Tom 6
189	ElSn23	Electronic Snare 23		232	AcTm1	Acoust Tom 1
190	ElSn24	Electronic Snare 24		233	AcTmR1	Acoust Tom Rim 1
191	ElSn25	Electronic Snare 25		234	AcTm2	Acoust Tom 2
192	ElSn26	Electronic Snare 26		235	AcTmR2	Acoust Tom Rim 2
193	ElSn27	Electronic Snare 27		236	AcTm3	Acoust Tom 3
194	ElSn28	Electronic Snare 28		237	AcTmR3	Acoust Tom Rim 3
195	ElSn29	Electronic Snare 29		238	AcTm4	Acoust Tom 4
196	ElSn30	Electronic Snare 30		239	AcTmR4	Acoust Tom Rim 4
197	ElSn31	Electronic Snare 31		240	AcTm5	Acoust Tom 5
198	ElSn32	Electronic Snare 32		241	AcTmR5	Acoust Tom Rim 5
199	ElSn33	Electronic Snare 33		242	AcTm6	Acoust Tom 6
200	ElSn34	Electronic Snare 34		243	AcTmR6	Acoust Tom Rim 6
201	ElSn35	Electronic Snare 35		244	StdTm1	Standard Tom 1
202	ClsTm1a	Classic Tom 1 a		245	StdTm2	Standard Tom 2
203	ClsTmR1a	Classic Tom Rim 1 a		246	StdTm3	Standard Tom 3
204	ClsTm2a	Classic Tom 2 a		247	StdTm4	Standard Tom 4
205	ClsTmR2a	Classic Tom Rim 2 a		248	StdTm5	Standard Tom 5
206	ClsTmR3a	Classic Tom 3 a		249	StdTm6	Standard Tom 6
207	ClsTmR3a	Classic Tom Rim 3 a		250	RockTm1	Rock Tom 1
208	ClsTm4a	Classic Tom 4 a		251	RockTm2	Rock Tom 2
209	ClsTmR4a	Classic Tom Rim 4 a		252	RockTm3	Rock Tom 3
210	ClsTm5a	Classic Tom 5 a		253	RockTm4	Rock Tom 4
211	ClsTmR5a	Classic Tom Rim 5 a		254	RockTm5	Rock Tom 5
212	ClsTm6a	Classic Tom 6 a		255	RockTm6	Rock Tom 6
213	ClsTmR6a	Classic Tom Rim 6 a		256	RoomTm1	Room Tom 1
214	ClsTm1b	Classic Tom 1 b		257	RoomTm2	Room Tom 2

258	RoomTm3	Room Tom 3	301	BshTm2b	Brush Tom 2 b
259	RoomTm4	Room Tom 4	302	BshTmR2b	Brush Tom Rim 2 b
260	RoomTm5	Room Tom 5	303	BshTm3b	Brush Tom 3 b
261	RoomTm6	Room Tom 6	304	BshTmR3b	Brush Tom Rim 3 b
262	Timpani	Timpani	305	BshTm4b	Brush Tom 4 b
263	FunkTm1	Funk Tom 1	306	BshTmR4b	Brush Tom Rim 4 b
264	FunkTm2	Funk Tom 2	307	BshTm5b	Brush Tom 5 b
265	FunkTm3	Funk Tom 3	308	BshTmR5b	Brush Tom Rim 5 b
266	FusnTm1	Fusion Tom 1	309	BshTm6b	Brush Tom 6 b
267	FusnTm2	Fusion Tom 2	310	BshTmR6b	Brush Tom Rim 6 b
268	FusnTm3	Fusion Tom 3	311	TomRim	Tom Rim
269	1969Tm1	1969 Tom 1	312	606Tm1	TR606 Tom 1
270	1969Tm2	1969 Tom 2	313	606Tm2	TR606 Tom 2
271	1969Tm3	1969 Tom 3	314	606Tm3	TR606 Tom 3
272	1971Tm1	1971 Tom 1	315	606Tm4	TR606 Tom 4
273	1971Tm2	1971 Tom 2	316	606Tm5	TR606 Tom 5
274	1971Tm3	1971 Tom 3	317	606Tm6	TR606 Tom 6
275	1976Tm1	1976 Tom 1	318	808Tm1	808 Tom 1
276	1976Tm2	1976 Tom 2	319	808Tm2	808 Tom 2
277	1976Tm3	1976 Tom 3	320	808Tm3	808 Tom 3
278	HiphpTm1	Hiphop Tom 1	321	808Tm4	808 Tom 4
279	HiphpTm2	Hiphop Tom 2	322	808Tm5	808 Tom 5
280	HiphpTm3	Hiphop Tom 3	323	808Tm6	808 Tom 6
281	HiphpTm4	Hiphop Tom 4	324	ElTm1	Electronic Tom 1
282	HiphpTm5	Hiphop Tom 5	325	ElTm2	Electronic Tom 2
283	HiphpTm6	Hiphop Tom 6	326	ElTm3	Electronic Tom 3
284	JazzTm1a	Jazz Tom 1 a	327	ElTm4	Electronic Tom 4
285	JazzTm2a	Jazz Tom 2 a	328	ElTm5	Electronic Tom 5
286	JazzTm3a	Jazz Tom 3 a	329	ElTm6	Electronic Tom 6
287	JazzTm1b	Jazz Tom 1 b	330	StepTm1	Step Tom 1
288	JazzTm2b	Jazz Tom 2 b	331	StepTm2	Step Tom 2
289	JazzTm3b	Jazz Tom 3 b	332	StepTm3	Step Tom 3
290	JazzTm4b	Jazz Tom 4 b	333	909Tm1	909 Tom 1
291	JazzTm5b	Jazz Tom 5 b	334	909Tm2	909 Tom 2
292	JazzTm6b	Jazz Tom 6 b	335	909Tm3	909 Tom 3
293	BshTm1a	Brush Tom 1 a	336	JyTm1	Junkyard Tom 1
294	BshTm2a	Brush Tom 2 a	337	JyTm2	Junkyard Tom 2
295	BshTm3a	Brush Tom 3 a	338	JyTm3	Junkyard Tom 3
296	BshTm4a	Brush Tom 4 a	339	NoiseTm1	Noise Tom 1
297	BshTm5a	Brush Tom 5 a	340	NoiseTm2	Noise Tom 2
298	BshTm6a	Brush Tom 6 a	341	NoiseTm3	Noise Tom 3
299	BshTm1b	Brush Tom 1 b	342	VoiceTm1	Voices Tom 1
300	BshTmR1b	Brush Tom Rim 1 b	343	VoiceTm2	Voices Tom 2

344	VoiceTm3	Voices Tom 3
345	IndTm1	Industry Tom 1
346	IndTm2	Industry Tom 2
347	IndTm3	Industry Tom 3
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	ClsRd	Classic Ride
365	ClsRdBl	Classic Ride Bell
366	AcRd	Acoustic Ride
367	AcRdBl	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	ClPopRdR	Clean Pop Ride Rim
377	SkyRdR	Sky Ride Rim
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	ClsCr1	Classic Crash 1

387	ClsCr2	Classic Crash 2
388	ClsCr3	Classic Crash 3
389	ClsCr4	Classic Crash 4
390	Splash	Splash
391	SplashBl	Splash Bell
392	RockCr	Rock Crash
393	RkSplash	Rock Splash
394	JzSplash	Jazz Splash
395	JzSpBl	Jazz Splash Bell
396	BshCr	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	DrBsCr1	Drum Bass Crash 1
405	DrBsCr2	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	JyCr1	Junkyard Cymba1 1
414	JyCr2	Junkyard Cymba1 2
415	EfCr1	Cymbal Effect 1
416	EfCr2	Cymbal Effect 2
417	LaserRay	Laser Ray
418	DriveBy	Drive By
419	IndShort	Industrial Short
420	IndLong	Industrial Long
421	StdHats1	Standard Hats 1
422	StdHats2	Standard Hats 2
423	StdHOpB	OpenStandard HH B
424	StdHOpRB	Standard HH Open Rim B
425	RockHOp	Rock HH Open
426	PopHOp	Pop HH Open
427	PopHOpR	Pop HH Open Rim
428	BrshHOp	Brush HH Open
429	60'sHOp	60's HH Open

430	MiniHOp	Mini HH Open
431	MiniHOpR	Mini HH Open Rim
432	ClsHOpA	Classic HH Open A
433	ClsHOpB	Classic HH Open B
434	CamcoHOp	Camco HH Open
435	VoiceHOp	Voice HH Open
436	HouseHOp	House HH Open
437	606HOp	TR 606 HH Open
438	808HOp	TR 808 HH Open
439	909HOp	TR 909 HH Open
440	JyHOp	Junkyard HH Open
441	NoiseHOp	Noise HH Open
442	BassHOp	Bass HH Open
443	StdHfOp	Standard HH Half Open
444	RockHfOp	Rock HH Half Open
445	PopHfOp	Pop HH Half Open
446	PopHfR	Pop HH Half Rim
447	BrshHfOp	Brush HH Half Open
448	60'sHfOp	60's HH Half Open
449	MiniHfOp	Mini HH Half Open
450	MiniHfR	Mini HH Half Rim
451	ClsHfRA	Classic HH Half Rim a
452	ClsHfRB	Classic HH Half Rim B
453	CamHfOp	Camco HH Half Open
454	JyHfR	Junkyard HH Half Rim
455	StdHCsA	Standard HH Close A
456	StdHCsB	Standard HH Close B
457	RockHCs	Rock HH Close
458	PopHCs	Pop HH Close
459	PopHCsR	Pop HH Close Rim
460	BrshHCs	Brush HH Close
461	60'sHCs	60's HH Close
462	MiniHCs	Mini HH Close
463	MiniHCsR	Mini HH Close Rim
464	ClsHCsA	Classic HH Close A
465	ClsHCsB	Classic HH Close B
466	ClsHCsRB	Classic HH Close Rim B
467	CamcoHCs	Camco HH Close
468	VoiceHCs	Voices HH Close
469	HouseHCs	House HH Close
470	606HCs	TR 606 HH Close
471	808HCs	TR 808 HH Close
472	909HCs	TR 909 HH Close

473	JyHCs	Junkyard HH Close
474	NoiceHCs	Noices HH Close
475	BrshHCs	Bass HH Close
476	StdHPdA	Standard HH Pad A
477	StdHPdB	Standard HH Pad B
478	RockHPd	Rock HH Pad
479	PopHpd	Pop HH Pad
480	BrshHPd	Brush HH Pad
481	60'sHPd	60's HH Pad
482	MiniHPd	Mini HH Pad
483	ClsHPdA	Classic HH Pad A
484	ClsHPdB	Classic HH Pad B
485	CamcoHPd	Camco HH Pad
486	VoiceHPd	Voices HH Pad
487	HouseHPd	House HH Pad
488	606HPd	TR 606 HH Pad
489	808HPd	TR 808 HH Pad
490	JyHPd	Junkyard HH Pad
491	NoiceHPd	Noices HH Pad
492	BrshHPd	Bass HH Pad
493	Splashed	Splashed
494	PopSPd	Pop Splashed
495	MiniSPd	Mini Splashed
496	ClsSPdA	Classic Splashed A
497	ClsSPdB	Classic Splashed b
498	Mute	Mute
499	MetronBl	MetronomeBell
500	MetronCl	MetronomeClick
501	Scratch	Scratch
502	ScratchP	ScratchPush
503	DJ Efx	DJEFX
504	HiQZap	HiQZap
505	DingBl	DingBell
506	FingeSnp	FingerSnaps
507	StdClap	StandardClap
508	Tambour	Tambourine
509	Vibraslp	Vibraslap
510	AgogoLo	AgogoLow
511	AgogoHi	AgogoHigh
512	BellTree	BellTree
513	BongoHi	BongoHigh
514	BongoLo	BongoLow
515	Shaker	Shaker

516	CgslpLo	Conga SlapLow
517	CgslpHi	Conga Slap High
518	ElectCgL	Elect Conga Low
519	OpCga	Open Conga
520	Cgaslp	Conga Slap
521	CowBl	Cow bell
522	TimbHi	Tim bale Hi
523	TimbLo	Tim bale Low
524	TimpHi	Tim pani High
525	TimpLo	Tim pani Low
526	OpTblHi	Open Tabla High
527	OpTblLo	Open Tabla Low
528	SlpTbl	Slap Tabla
529	MuTblslp	Mute Tablaslap
530	Cabasa	Cabasa
531	Maracas	Maracas
532	Whistle	Short Whistle
533	GuiroS	Guiro Short
534	GuiroL	Guiro Long
535	Claves	Claves
536	Woodbk	Wood block
537	CuicaMut	Cuica Muted
538	CuicaOp	Cuica Open
539	TriaMut	Triangle Muted
540	TriaOp	Triangle Open
541	SleighBl	Sleigh Bells
542	WindCh	WindChimes
543	Castanet	Castanets
544	SurdoMut	SurdoMuted
545	SurdoOpn	SurdoOpen
546	LotusDrm	LotusDrum
547	Cowbell1	Cowbell 1
548	Cowbell2	Cowbell 2
549	Cowbell3	Cowbell 3
550	Cowbell4	Cowbell 4
551	Cowbell5	Cowbell 5
552	Cowbell6	Cowbell 6
553	Cowbell7	Cowbell 7
554	Cowbell8	Cowbell 8
555	Cowbell9	Cowbell 9
556	Cowbel10	Cowbell 10
557	Cowbel11	Cowbell 11
558	Tabla1	Tabla 001
559	Tabla2	Tabla 002

560	Tabla3	Tabla003
561	Tabla4	Tabla004
562	Tabla5	Tabla005
563	Tabla6	Tabla006
564	FX1	FX 1
565	FX2	FX 2
566	FX3	FX 3
567	FX4	FX 4
568	FX5	FX 5
569	FX6	FX 6
570	FX7	FX 7
571	FX8	FX 8
572	FX9	FX 9
573	FX10	FX 10
574	FX11	FX 11
575	FX12	FX 12
576	FX13	FX 13
577	FX14	FX 14
578	FX15	FX 15
579	FX16	FX 16
580	FX17	FX 17
581	FX18	FX 18
582	FX19	FX 19
583	FX20	FX 20
584	FX21	FX 21
585	FX22	FX 22
586	FX23	FX 23
587	FX24	FX 24
588	FX25	FX 25
589	FX26	FX 26
590	FX27	FX 27
591	FX28	FX 28
592	FX29	FX 29
593	FX30	FX 30
594	FX31	FX 31
595	FX32	FX 32
596	FX33	FX 33
597	FX34	FX 34
598	FX35	FX 35
599	FX36	FX 36
600	FX37	FX 37
601	FX38	FX 38
602	FX39	FX 39
603	FX40	FX 40

604	FX41	FX 41		649	Fx6	Fx006
605	FX42	FX 42		650	Fx7	Fx007
606	FX43	FX 43		651	Fx8	Fx008
607	FX44	FX 44		652	Fx9	Fx009
608	FX45	FX 45		653	Fx10	Fx010
609	FX46	FX 46		654	Fx11	Fx011
610	FX47	FX 47		655	Fx12	Fx012
611	FX48	FX 48		656	Fx13	Fx013
612	FX49	FX 49		657	Fx14	Fx014
613	FX50	FX 50		658	Fx15	Fx015
614	FX51	FX 51		659	Fx16	Fx016
615	FX52	FX 52		660	Fx17	Fx017
616	FX53	FX 53		661	One	One
617	FX54	FX 54		662	Two	Two
618	FX55	FX 55		663	Three	Three
619	FX56	FX 56		664	Four	Four
620	FX57	FX 57		665	Five	Five
621	FX58	FX 58		666	Six	Six
622	FX59	FX 59		667	Seven	Seven
623	FX60	FX 60		668	Eight	Eight
624	FX61	FX 61		669	Nine	Nine
625	FX62	FX 62		670	Ti	Ti
626	FX63	FX 63		671	Ta	Ta
627	FX64	FX 64		672	Ei	Ei
628	FX65	FX 65		673	An	An
629	FX66	FX 66		674	E	E
630	FX67	FX 67		675	StandrdA	Standrd A
631	FX68	FX 68		676	StandrdB	Standrd B
632	FX69	FX 69		677	Rock	Rock
633	FX70	FX 70		678	Pop	Pop
634	DJ1	DJ 001		679	Brush	Brush
635	DJ2	DJ 002		680	Vintage	Vintage
636	DJ3	DJ 003		681	Mini	Mini
637	DJ4	DJ 004		682	ClassicA	Classic A
638	DJ5	DJ 005		683	ClassicB	Classic B
639	DJ6	DJ 006		684	Jazz	Jazz
640	DJ7	DJ 007		685	Prog	Prog
641	DJ8	DJ 008		686	Voice	Voice
642	DJ9	DJ 009		687	House	House
643	DJ10	DJ 010		688	808	808
644	Fx1	Fx001		689	909	909
645	Fx2	Fx002		690	Junk	Junk
646	Fx3	Fx003		691	Dirty	Dirty
647	Fx4	Fx004		692	Bass	Bass
648	Fx5	Fx005				

NUM	NAME	NUM	NAME
1	Acoust-1	21	DrumBass
2	FunkBand	22	Funk
3	Pwrbd	23	HipHop-1
4	Std-2	24	HipHop-2
5	Acoust-2	25	House-1
6	Fusion	26	House-2
7	Camco	27	Vintage
8	JzBrush	28	Junkyard
9	Room	29	M-box
10	Rock	30	Step
11	PopRock	31	Industry
12	Jazz	32	Lowfi
13	Brush	33	Metal
14	Songo	34	Electron
15	1971's	35	JzLatin
16	Timbals	36	Noise
17	O school	37	Std-1
18	Tr606	38	R&B
19	Disco	39	Magic
20	909	40	Teckno

Number	Group	LCD Name	Name
1	Pattern Loop	Fusion1	Fusion 1
2		Hiphop	Hiphop
3		16Bt Pop	16 Beat Pop
4		Dance1	Dance 1
5		LtinDan1	Latin Dance 1
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 N'B1	Drum N'Bass 1
13		Ballad1	Ballad 1
14		Swing1	Swing 1
15		Pop1	Pop 1
16		Funk2	Funk 2
17		Ltin Jz2	Latin Jazz 2
18		Pop Fuk1	Pop Funk 1
19		Ltin Rk1	Latin Rock 1
20		BigBand2	Big Band 2
21		Pop Bald	Pop Ballad
22		Pop Fuk2	Pop Funk 2
23		3/4 Jazz	3/4 Jazz
24		Pop Bosa	Pop Bossa
25		Samba1	Samba 1
26		6/8Bald1	6/8Ballad 1
27		Fusion2	Fusion 2
28		Jazz1	Jazz 1
29		Gtr Bosa	Guitar Bossa
30		BreakBt1	Break Beat 1
31		World1	World 1
32		Funk3	Funk 3
33		Ltin Jz3	Latin Jazz 3
34		LtinPop2	Latin Pop 2
35		Reggae1	Reggae1
36		Fusion3	Fusion 3
37		Swing2	Swing 2
38		Pop Shuf	Pop Shuffle
39		Ballad2	Ballad 2
40		Piano Rk	Piano Rock
41		Blues1	Blues 1
42		R&B1	R&B 1

43		Funk4	Funk 4
44		Mambo	Mambo
45		LtinDan2	Latin Dance 2
46		D N'B2	Drum N'Bass 2
47		Pop Rk	Pop Rock
48		Punk	Punk
49		Fusion4	Fusion 4
50		BreakBt2	Break Beat 2
51		Dance Rk	Dance Rock
52		Funk5	Funk 5
53		Fusion5	Fusion 5
54		Reggae2	Reggae 2
55		Couty Bl	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	New Age
63		16Beat	16 Beat
64		Metal1	Metal 1
65		6/8Bald2	6/8 Balla 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		Piano Bt	Piano 8 Beat
75		Rock2	Rock 2
76	1 Shot	Ltin Jz4	Latin Jazz 4
77		Country	Country
78		BigBand3	Big Band 3
79		Slow Fs	Slow Fusion
80		Moden Jz	Modern Jazz
81		D N'B3	Drum N'Bass 3
82		Reggae3	Reggae 3
83		Funk6	Funk 6
84		Funk7	Funk 7
85		Swing3	Swing 3

86		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		Ltin Rk2	Latin Rock 2
101	HIT	Choru T1	Choru Piano Tap 1
102		Fifths	Fifths Tap
103		Brigh T1	Brightenss Tap 1
104		Atmosphe	Atmosphere
105		Choru T2	Choru Piano Tap 2
106	TAP	Bass Tp1	Bass Tap 1
107		Syn Str	Synth String Tap
108		Brigh T2	Brightenss Tap 2
109		Bass Tp2	Bass Tap 2
110		Pad Tap1	Pad Tap 1
111		Vibrapho	Vibraphone
112		Bass Tp3	Bass Tap 3
113		Rain Tap	Rain Tap
114		Pizz Str	Pizzcato Strings
115		Bass Tp4	Bass Tap 4
116		Crystal	Crystal
117		Xylophon	Xylophone
118		Bass Tp5	Bass Tap 5
119		Pad Tap2	Pad Tap 2
120		Glock Tp	Glockenspiel Tap

DEMO LIST

Demo No.	NAME
1	**FUSION**
2	**WORLD**

ASCII CHARACTER LIST

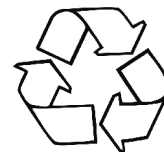|										
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Disposal
Do not dispose of the device at the end of his operating life in your normal domestic waste. This device is subject to the European Guidelines 2002/96/EC.

Have the product disposed of by a professional disposal company of by your communal disposal facility.
Observe the currently applicable regulations. In case of doubt contact your disposal facility.
Dispose of packaging materials in an environmentally responsible manner.