# Pearl

# r·e·d·box

## Real • Electronic • Drums



**R B M   2 0**
**O W N E R S   M A N U A L**

r·e·d·box

Real • Electronic • Drums

## INTRODUCTION

Welcome to the Pearl Redbox drum module! The RBM-20 includes lots of high-fidelity drum, percussion, and accompaniment sounds giving you the sonic realism of acoustic drums but with the convenience and flexibility of electronic drums.

This manual details all the RBM-20 module's features. If you want to learn fast so you can dive right into playing, refer to the included Quickstart Guide. Or, for a brief overview of the module's features, see the BASICS chapter. Of course, we also recommend reading through this manual so you can take full advantage of all the amazing functions of the RBM-20.

Pearl Corporation

CONNECTION DIAGRAM
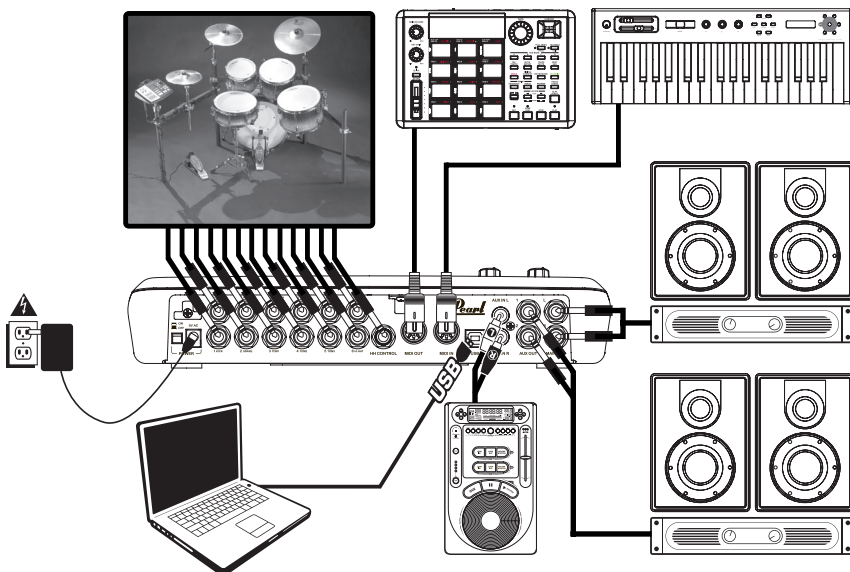


• Connect your electronic drum set's triggers to the corresponding inputs on the module with the appropriate 1/4" cables. Dual-zone pads or cymbals (e.g., a drum with head and rim triggers or a cymbal that can produce bow and bell sounds) will require TRS cables to trigger both zones.

• Plug 1/4" TS cables from the MAIN OUT or AUX OUT to an amplifier, mixer, or speaker system. (For mono sound, you can connect only one output.)

• You can connect a set of 1/4" TRS headphones to the PHONES OUTPUT.

• You can connect another audio device to the AUX IN using standard RCA cables.

See the included assembly poster for further instructions on setting up the E-PRO LIVE Kit and connecting it to the RBM-20 module.

## IMPORTANT:

• Always turn down your volume level(s) to zero before plugging or unplugging your cables from your triggers or the module.

• The RBM-20 module may be affected by static electricity. If this occurs, simply turn the module off and wait at least a few seconds before turning it on again.

## GETTING STARTED

**Please read the following instructions to set up your RBM-20 module for its first use!**

### RESETTING THE MODULE TO FACTORY DEFAULTS
If you ever need to return the module to its original default factory settings, press and hold the **EXIT** and **SAVE** buttons simultaneously while turning it on.

### CHECK FOR UPDATES
Since the initial release of this module, we may have released new firmware or sound ROM files.
To ensure your RBM-20 module has the latest sounds and software features, we recommend checking the Customer Support tab of www.redboxsoundshop.com for available updates.
 See the **UPDATING THE MODULE** chapter for more information.

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### IMPORTANT NOTICE FOR EPC-14T PLASTIC RIDE CYMBAL USERS

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The **Ride Cymbal Trigger Settings** are pre-set at the factory for
 **E-Classic Metal RIDE cymbals.** If you're using an
 **E-Classic Metal RIDE cymbal** you don't have to do anything.

However, if you're using an **EPC-14T Plastic RIDE cymbal**, please follow the steps below to optimize playability.

1. Press **TRIG EDIT** to enter the main Trig. Edit Menu page. The first page shown should be **INP (F1).**
2. Highlight the instrument at the top of the screen using the **CURSOR UP / DOWN** buttons then use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it to RideBell.
3. Use **CURSOR UP / DOWN** to move through the menu items and select InputType.
4. Use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** and change **PIEZO to SWITCH.**
5. Press the **SAVE** button to save this setting.
6. Press **KIT SELECT** to continue playing.

```
Input:RideBell
Sensitvty : 85
 Function : TRIGGER
InputType : PIEZO

 INP  TRIG  CURV  MODE
```

```
Input:RideBell
Sensitvty : 85
 Function : TRIGGER
InputType : SWITCH

 INP  TRIG  CURV  MODE
```

**DEACTIVATE WRITE PROTECTION**

Out of the box, the RBM-20 module is write-protected, so you will be unable to save any changes you make to the Kits, Instruments, Sequences, etc.

To turn write protection off:

**1. Press UTILITIES.**
**2. Press SYS (F4).**
**3. Press O/S (F3).**
**4. Press MEM (F4).**
**5. Press DEC- / INV+** or move the **VALUE / TEMPO DIAL** counterclockwise until the "WriteProt" field says "OFF."
**6. Press KIT SELECT** to return to the main page.

```
Utilities:General
   Tempo : PATTERN
  Output : MAIN&AUX
Acc Pitch : A=440Hz
 Contrast : 60

 CLK   MIDI  TRIG  SYS
```

```
Utilities:O/S
 Trig OS : V1.00
Sound ROM : V1.00
 Sound OS : V1.00


 SYSX  INIT  O/S   MEM
```

```
Utilities:Memory
  Memory : 99% FREE
WriteProt : OFF


 SYSX  INIT  O/S   MEM
```

**THE BASICS**

This section of the manual outlines the basic features and concepts of the RBM-20.
Each section below refers to another part of this manual that will explain the features in greater depth.

**NAVIGATING MENUS & ADJUSTING SETTINGS**

We designed the RBM-20's user interface to be as simple and as easy to use as possible.

• **KIT SELECT** – Press this button to select the Main Screen, where you can select the current Kit. (From this page, you can press **CURSER DOWN/KIT CONFIG** to enter the **KIT CONFIG Screen**, where you
can adjust the overall Kit volume level, MIDI Program Change settings, or restore the current Kit's factory settings.)
• **UTILITIES** – Press this button to enter the UTILITIES Menu, where you can adjust click and MIDI settings, update or reset the module, and more. You can navigate the menus and adjust settings and parameters shown on the module's LCD with the following controls:
• **TRIG EDIT** – Press this button to adjust sensitivity, crosstalk, thresholds, velocity curves, and other settings for the triggers.
• **DRUM/LAYER or EDIT ACCOMP** – Press one of these buttons to reassign the sound for a trigger or to edit the sound of the Accompaniment track. You can also adjust other settings such as effects, velocity-related parameters, MIDI settings, and more.
• **F-BUTTONS** – Pressing the **F1, F2, F3,** and **F4** buttons will select whatever "tab" is displayed above it on the LCD.
• **DEC- / INC+** – Press the **DEC- / INC+** buttons to adjust the selected
menu item (usually highlighted) one increment at a time. These buttons are better for more precise adjustment of settings than the **VALUE / TEMPO DIAL.**
• **CURSOR UP / DOWN** – Press either of these buttons to move up or down through the menu on the screen. (Pressing the **CURSOR DOWN/KIT CONFIG** button while on the Main Screen will call up the **KIT CONFIG** screen where you can adjust the volume and MIDI settings of the current Kit.)
• **VALUE / TEMPO DIAL** – Turn the wheel clockwise or counterclockwise to adjust the selected menu item (usually highlighted). This allows for quick adjustment of settings and parameters – the faster you turn the wheel, the faster it will scroll through the options.
• **SEQ/SONG** – Press this button to enter the sequencer, where you can select a Sequence to play and adjust overall settings for the module's sequencer.
• **EXIT** – Press this to return to the previous menu.

See the T**OP PANEL FEATURES** chapter for more information about these and other controls.

## KITS

The RBM-20 module includes 100 Preset Kits and 100 empty User Kits. A Kit is a set of sounds that you can select in the module that will be triggered by your drums when you play them. The Preset Kits come preprogrammed so you can start playing with premium sounds right away. The empty User Kits are for you to create your own by assigning individual sounds to each trigger in the Kit. Furthermore, you can save over the Preset Kits in user memory, allowing for even more creative space. (The defaults can be easily restored by reinitializing the module).
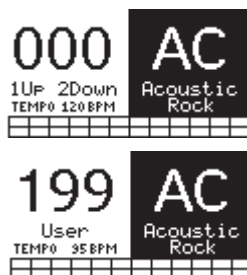
**To select a Kit, simply press KIT SELECT to enter the Main Screen, then use the DEC- / INC+ buttons or VALUE / TEMPO DIAL to select a new Kit number.** For more information on selecting and editing Kits, see the KITS, VOICES, ACCOMPANIMENT & INSTRUMENTS chapter.

Important: At any given time, the RBM-20 module has a Kit selected and a Sequence selected. If you change the Sequence, this will change your current Kit to the one that is associated with that Sequence. If you change the Kit, this will NOT change the current Sequence. However, if you then play the current Sequence, the chords or "hit groups" may sound unusual. In this case, we recommend muting Layer B of that Kit's Accompaniment (see EDITING VOICE & ACCOMPANIMENT PARAMETERS for more information) or muting the Accompaniment altogether by pressing MUTE ACCOMP.

## VOICES: LAYERS & INSTRUMENTS

Whenever you strike a trigger on your electronic drum set (e.g., a cymbal, a drum pad, etc.), it will trigger a Voice in the module. A Voice is the sound assigned to that trigger. Each Voice consists of two Layers, and each Layer has its own Instrument (a drum sound such as a tom, snare, hi-hat, etc.) which can be selected or edited.

We created the dual-layer feature in the RBM-20 so you can play With more powerful composite and layered sounds and timbres using your electronic drum kit. You can make subtle or dramatic changes to the sound of your Kits by changing the Instruments in each Layer. Furthermore, you can adjust certain parameters of the drum Voices (e.g., tuning, velocity, reverb, panning, etc.) in the module.

For more information on selecting and editing Voices, see the KITS, VOICES, ACCOMPANIMENT & INSTRUMENTS chapter.

## VOLUME

You may have noticed that there are several ways to adjust the volume of your performance when using the RBM-20. You can:

• **Adjust the levels of the Voices in the Kit:** Press KIT SELECT to enter the main screen then DRUM / LAYER. Press INST (F1) and select the Voice to edit (top of the LCD) with the DEC- / INC+ buttons or VALUE / TEMPO DIAL (or by striking the trigger with PAD ID on). Press LVL (F2) to enter the Level page. (Remember that each Voice has two Layers, A and B, which you can toggle between by pressing the DRUM/LAYER button.)
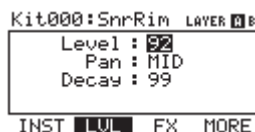
• **Adjust the level of the entire Kit:** Press KIT SELECT to enter the main screen then **CURSER DOWN/KIT CONFIG** to enter the **KIT CONFIG Screen**, where you can set the overall Kit level.

4
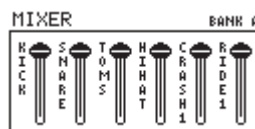
• Adjust the levels of drum sounds with the **MIXER:**
Slide the faders on the module's MIXER.
Use the  **A/B SELECT** button to toggle between the
two banks of sounds.

Please note the module's trigger sensitivity, threshold, velocity curve settings
can also affect the dynamics of your performance. See the TRIG. EDIT MENU
chapter for more information on adjusting these other settings.

**SEQUENCES**
The RBM-20's built-in sequencer lets you record, overdub, edit, play
back, and loop Sequences (drum patterns). You can adjust
settings like the tempo, time signature, and quantization for a
Sequence.

```
Seq00:Indie Rock  0
      Tempo :  95 BPM
  Time Sig : 4/4
     #Bars : 26
      Loop : OFF
REC  EDIT CLIK QUAN
```

**To access the sequencer, press the module's SEQ / SONG button
And navigate the menus or adjust the settings accordingly.**
For more information on using the sequencer, see the **SEQUENCES** chapter.

**Important:** At any given time, the RBM-20 module has a Kit selected
and a Sequence selected. If you change the Sequence, this will change
your current Kit to the one that is associated with that Sequence.
If you change the Kit, this will NOT change the current Sequence.
However, if you then play the current Sequence, the chords or "hit
groups" may sound unusual. In this case, we recommend muting Layer
B of that Kit's Accompaniment (see **EDITING VOICE & ACCOMPANIMENT
PARAMETERS** for more information) or muting the Accompaniment
altogether by pressing **MUTE ACCOMP**.

**STORING DATA**

The RBM-20 module can store the information you enter for use in
future sessions. This includes Kits you edit or record, Sequences
you edit or record, Instrument or Kit parameters, and more.
Furthermore, while there are several slots for User Kits and
Sequences, you can also save over the Presets (the first 100 Kits
or the first 75 Sequences).

```
Save/Copy

   Please
   Select

DRUM KIT  INSTRMENT
```

**To store a Kit, Instrument, or Sequence, press the KIT SELECT
or SEQ/SONG button (respectively) to select the item you want
to store, then press the SAVE button. (**If you are storing a Kit or
Instrument, you will be asked to specify which.)

Use the **CURSOR UP / DOWN** buttons and **DEC- / INC+**
buttons or **VALUE / TEMPO DIAL** to select the "From" Kit
or /sequence (the one you want to save) and the "To" Kit
or /sequence (where you want to save it to).

```
Save Kit

  From:00 1Up 2Down
         ↓
    To:101 User

NAME COPY     SAVE
```

For more information on using storing data, see the **STORING & COPYING DATA** chapter.

## UTILITIES

The **UTILITIES** Menu lets you control global settings such as the output routing and trigger sensitivity as well as click, MIDI, and tempo settings. You can also transmit SysEx data in this menu as well as re-initialize the RBM-20 (i.e., return it to its factory settings). To access the UTILITIES Menu, press the module's UTILITIES Button and navigate the menus or adjust the settings accordingly. For more information, see the UTILITIES MENU chapter.

```
Utilities:General
    Tempo : PATTERN
   Output : MAIN&AUX
Acc Pitch : A=440Hz
 Contrast : 60
  CLK  MIDI  TRIG  SYS
```

## REAR PANEL FEATURES
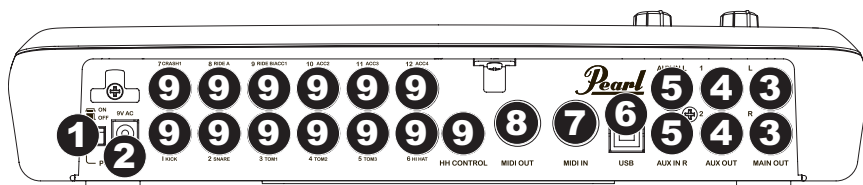


**1. POWER SWITCH** – Turns the module on and off.

**2. POWER IN** – Connect the included AC adapter to this input, then connect the adapter to a power source.

**3. MAIN OUT** – Use 1/4" TS cables to connect these outputs to an amplifier or speaker system. The volume of these outputs is controlled by the **VOLUME** knob on the top panel.

**4. AUX OUT** – Use a 1/4" TS cables to connect these outputs to a monitor system or recording device. The **AUX OUT** signal can be set to be identical to or independent of the MAIN OUT signal.

**5. AUX IN** – Connect an external sound source, such as a CD player, to these inputs using a stereo pair of RCA cables.

**6. USB – Use a standard USB cable to connect the module to your computer via this USB port.**
This connection allows the module to send MIDI messages via USB to an external drum software module. You can also transmit SysEx files over this connection.

**7. MIDI IN** – Use a standard five-pin MIDI cable to connect this input to the MIDI OUT of an external MIDI device.

**8. MIDI OUT** – Use a standard five-pin MIDI cable to connect this output to the MIDI IN of an external MIDI device.

**9. TRIGGER INPUTS** – Connect the triggers of your drum kit to the appropriate inputs here. Please note that dual-zone pads or cymbals (e.g., a drum with head and rim triggers or a cymbal with bow and bell sounds) will require TRS cables to trigger both zones.
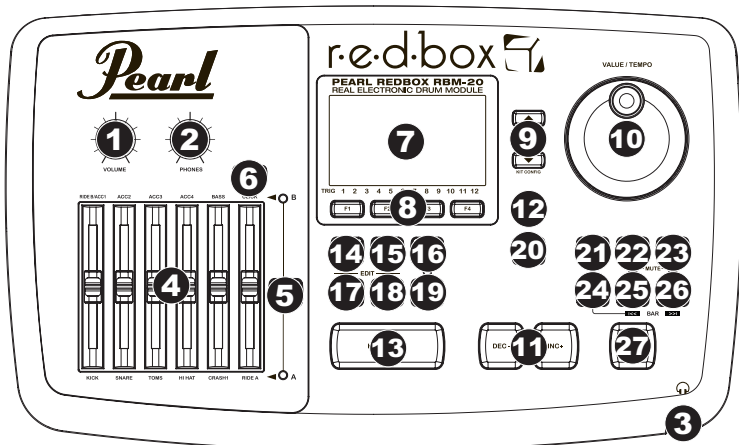
> **WARNING:**
> **Use only the included Pearl Redbox power supply with the RBM-20 module.**

> **IMPORTANT:**
> **Always turn down your volume level(s) to zero before plugging orunplugging your cables from your triggers or the module.**

> **Note:**
> **The module's HI-HAT CONTROL TRIGGER INPUT does not support keyboard-style expression pedals.**

**TOP PANEL FEATURES**



**1. VOLUME** – Adjusts the volume level of the MAIN OUT.

**2. PHONES** – Adjusts the volume level of the PHONES OUTPUT on the module's front panel. The PHONES volume is independent of the module's VOLUME.

**3. PHONES OUTPUT** – Connect your 1/4" headphones to this output. You can adjust the volume of this output with the PHONES volume knob on the module's top panel.

**4. MIXER** – Slide these faders to adjust the levels for the different groups of drum sounds. Each fader controls a drum sound in each bank. The current bank (A or B) is determined by the A/B SELECT button.

**5. A/B SELECT** – Toggles between Banks A and B, determining which bank of triggers the MIXER's faders are affecting. An LED indicates the current bank. When neither LED is lit, these faders are disabled.

**6. CLICK ON / OFF** – Turns the **CLICK** on or off. You can adjust the click volume with the fader directly underneath this button (when **A/B SELECT** is set to Bank B).

**7. LCD** – Displays system menus, parameters, and other settings as you use the RBM-20.

**8. F-BUTTONS (1-4)** – These buttons allow you to navigate the menus shown in the LCD. Press an F-BUTTON to select the "virtual" button or tab shown above it in the LCD

**9. CURSOR UP / DOWN** – Use these buttons to move (vertically) through the available parameters shown in menus in the LCD.
Note: Pressing **CURSER DOWN/KIT CONFIG** from the Main Screen allows you to adjust overall parameters for the current Kit.

**10. VALUE / TEMPO DIAL** – Turn this wheel to increase and decrease values and settings shown in the LCD.

**11. DEC- / INC+ –** Use these buttons to decrease and increase values and settings shown in the LCD. These may be easier to use than the **VALUE / TEMPO DIAL** when making incremental adjustments to your parameters.

**12. EXIT** – Press this button to return to the previous menu shown in the LCD.

**13. KIT SELECT** – Returns the LCD to the Main Screen. From here, you can select the current Kit with the **VALUE / TEMPO DIAL** or **DEC- / INC+** buttons.

**14. UTILITIES** – Enters the **UTILITIES** Menu, which allows you to set certain "global" parameters that affect the RBM-20's overall operation (e.g., tempo, MIDI, output routing, trigger sensitivity, etc.). (See the Reference Manual for more information.)

**15. TRIG EDIT** – Allows you to adjust parameters related to triggering. Customizing these parameters changes the feel and responsiveness of the Kit.
Note: Changes to these parameters will affect ALL Kits.

**16. PAD ID** – Turns **PAD ID** on or off. When **PAD ID** is on, striking a trigger automatically selects it for editing. Alternatively, you can select a trigger by highlighting the trigger field in the LCD with the **CURSOR UP / DOWN** buttons then using the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL**.

**17. DRUM/LAYER** – Press this button then **INST (F1)** to edit the Instrument assigned to a trigger input. While editing, pressing it toggles between the two Layers of the trigger. The current Layer (A or B) will be highlighted on the top-right corner of the LCD.

**18. EDIT ACCOMP** – Press this button to adjust the settings for your Accompaniment.
The adjustable parameters will be shown in the LCD.

**19. PREVIEW** – Press this velocity-sensitive button to preview the sound of the current trigger. This can be useful when programming the RBM-20 if it is not connected to your drum kit, if it is not convenient to strike the pads, etc.

**20. SAVE** – Press this button to save changes made to the current Kit, Sequence, trigger settings, or global settings. Use the **VALUE / TEMPO DIAL or DEC- / INC+** buttons to select a destination where the current Kit or Sequence will be stored. When saving a Kit, its Instruments and all its parameters will also be stored. When saving a Sequence, it will remember its corresponding Kit and Accompaniment.

**21. SEQ/SONG** – Press this button to access the module's Sequencer where you can create and edit drum and accompaniment patterns.

**22. MUTE DRUMS** – Press this button to mute the drum track of a Sequence.

**23. MUTE ACCOMP** – Press this button to mute the Accompaniment track of a Sequence.

**24. STOP** – Stops playback of the current Sequence. Hold down **STOP** and turn the **VALUE / TEMPO DIAL** to "scrub" forwards and backwards through the Sequence. Hold down **STOP** and press **DEC- / INC+** to "step" forwards or backwards through each "event" in the Sequence. While navigating the Sequence in these ways, you will hear the Sequence play as you move through it.

25. **PLAY** ⬜ **– Plays the current Sequence. You can also hold down STOP and press this button to move back to** the previous bar in the Sequence.

**26. RECORD** ⬜ **– Records a new Sequence.** You can also hold down **STOP** and press this button to move to the next bar in the Sequence.

**27. TAP TEMPO** ⬜ – **Tap this button at the desired rate to enter a new tempo for the Sequence.** You can also change the tempo by holding down the **TAP TEMPO** button and using the **VALUE / TEMPO or DEC- / INC+** buttons.

## KITS, VOICES, ACCOMPANIMENT & INSTRUMENTS

The RBM-20 Module has 100 Preset Kits and 100 User Kits, which you can select from the Main Screen. Each Kit is a collection of Voices – or drum sounds – that are assigned to each **TRIGGER INPUT** on the RBM-20 module's rear panel. When a trigger connected to that input is struck, that Voice will sound.

Each Voice consists of two Layers, each with its own Instrument. Both Layers sound together, helping to create powerful composite and layered sounds and timbres for a more dynamic performance.

You can change the sound of your performance by selecting different Kits or by editing the Kits by changing the Instruments that make up each Voice. You can also edit various parameters of each Instrument themselves (e.g., level, panning, decay, reverb, etc.) in each Kit.

**IMPORTANT:** At any given time, the RBM-20 module has a Kit selected and a Sequence selected. If you change the Sequence, this will change your current Kit to the one that is associated with that Sequence. If you change the Kit, this will NOT change the current Sequence. However, if you then play the current Sequence, the chords or "hit groups" may sound unusual. In this case, we recommend muting Layer B of that Kit's Accompaniment (see **EDITING VOICE & ACCOMPANIMENT PARAMETERS** for more information) or muting the Accompaniment altogether by pressing **MUTE ACCOMP**.

## SELECTING A KIT

1. Press the **KIT SELECT** button to bring up the Main Screen.
2. Use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to select a Kit. The Kit number, name, and graphic will change as you move through the different Kits.
3. Hit the triggers to try out the sounds of the Kit. To make quick adjustments to the volume of different parts of the Kit, slide the faders of the MIXER. (Use **A/B SELECT** to toggle between Banks A and B to access all available triggers.) Note that the levels you set with the MIXER will be lost when you switch the module off.
To set levels that can be recalled with the Kit, set the "Level" parameters for the individual triggers (see **EDITING VOICE & ACCOMPANIMENT PARAMETERS** in this chapter) and/or the entire Kit (see **KIT SELECT SETUP** in this chapter).

**EDITING INSTRUMENTS IN A KIT**

**1. Press KIT SELECT** to go to the Main Screen.

**2. Press DRUM/LAYER.** The top of the screen will show the number and name of the Kit whose Instruments (drum voices) you will be editing.

**3. Select INST (F1)**. The new screen will show:

a. the trigger Voice you are editing (the Kit number and name of the Voice will be shown)

b. the Layer (each Voice consists of two layers, each with its own Instrument)

c. the Category (the type or "class" of drum sound currently assigned to that Layer)

d. the Instrument (the drum sound for that Layer)

**4. Select the Voice** whose Instrument you want to change by pressing **PAD ID** then striking the desired trigger.

Alternatively, you can highlight the Voice (next to the Kit number) using the **CURSOR UP / DOWN** buttons to highlight it and use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it.

**5. Select which Layer** of that Voice you will edit by pressing **DRUM/LAYER**. It will toggle between Layer A and B.

**6. Select the Category** you want to assign to that Voice by pressing **CURSOR UP / DOWN** to highlight the Category field, then use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it.

**7. Select the Instrumen**t for that Layer by pressing **CURSOR UP / DOWN** to highlight the Instrument field, then use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it. To hear the currently selected sound, strike the corresponding trigger or press **PREVIEW** on the module.

> **NOTE:** The available instruments for the hi-hat and Ride cymbal categories are pro-defined setsof sounds designed to work together (e.g. the hi-hat can produceopen, closed, "chick", or splash sounds) You can assign any category or instrument you like for the hi-hat and Ride cymbal triggers, but because other instruments are designed to work differently, the results will vary.

**EDITING ACCOMPANIMENT IN A KIT**

1. When you are in the Kit whose Accompaniment you want to edit, press **EDIT ACCOMP**. The screen will show:

a. the number of the Kit whose Accompaniment you will be editing

b. the Layer (the Accompaniment consists of two layers, each with its own Instrument)

c. the Category (the type or "class" of sound currently assigned to that Layer)

d. the Instrument (the sound for that Layer)

2. Select which Layer of the Accompaniment you will edit by pressing **DRUM/LAYER** It will toggle between Layer A and B.

3. Select the Category you want to assign to that Voice by pressing **CURSOR UP / DOWN** to highlight the Category field, then use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it.

4. Select the Instrument for that Layer by pressing **CURSOR UP / DOWN** to highlight the Instrument field, then use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it. To hear the currently selected sound, strike the corresponding trigger or press **PREVIEW** on the module.

**Useful information about Accompaniment:**

The Accompaniment track includes the bass line and other synthesizer sounds that you hear when the module is playing a Sequence. The drum track and Accompaniment track play simultaneously, and you can mute either of the tracks as they play with the **MUTE DRUMS** or **MUTE ACCOMP** buttons.

Just as each drum Instrument of a Kit belongs to a Category (e.g., **KICKS, SNARES, LATIN PERC,** etc.) Accompaniment Instruments are also grouped into several Categories: **BASS, SYN BASS, FX**, and **HIT GROUPS.**

Also, just like drum Voices, the Accompaniment has two Layers of Instruments. Layer A is usually the bass line. Layer B is often something different – another melodic line, chords, or "hits."

Instrument changes within or between the **BASS** and **SYN BASS** Categories may sometimes be desirable – the bass will have a different tone or quality while the bass line itself (the notes you hear) remains the same. However, if you edit the Instruments in the FX or HIT GROUPS Categories, it may dramatically change the way a Sequence sounds if it uses that Kit.

In this case, we recommend muting that Layer of that Kit's Accompaniment (see **EDITING VOICE & ACCOMPANIMENT PARAMETERS** for more information) or muting the Accompaniment altogether by pressing **MUTE ACCOMP**.

### EDITING VOICE & ACCOMPANIMENT PARAMETERS

While editing your Kits by changing the Instruments in a drum Voice or the Accompaniment, you can also edit various parameters that affect each Layer and, therefore, the Instrument on that Layer. You can do this for the drum Voices or the Accompaniment, though some parameters below may only be editable for one of these.

**1. Press KIT SELECT** to go to the Main Screen.
**2. Press DRUM/LAYER** to edit drum Voice parameters or **EDIT ACCOMP** to edit Accompaniment parameters. The top of the screen will show the number and name of the Kit whose Instruments (drum Voices or Accompaniment) you will be editing.
3. **Select INST (F1).** The new screen will show:
a. the trigger Voice you are editing (the Kit number and name of the Voice will be shown). If you are editing the Accompaniment, this will read "Accomp."
b. the Layer (each trigger sound or Accompaniment track consists of two Layers, each with its own Instrument)
c. the Category (the type or "class" of drum sound or Accompaniment currently assigned to that Layer)
d. the Instrument (the drum or Accompaniment sound for that Layer)

**4. If you are editing a Voice,** select the Voice whose Instrument you want to change by pressing **PAD ID** then striking the desired trigger. Alternatively, you can highlight the Voice (next to the Kit number) using the **CURSOR UP / DOWN** buttons to highlight it and use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it. (This step is not necessary when editing Accompaniment.)

Note: You can also change the current Voice in this fashion in any of the subsequent menus. You can also toggle between Layers by pressing **DRUM/LAYER** whenever the "Layer: A B" selector is shown on the upper right corner of the LCD.
**5. Select any of the options at the bottom of the LCD using the F-BUTTONS**.
Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings.

> **Note:**
> The RBM-20 will retain any changes you make to Instruments or parameters as you move between the various kits.
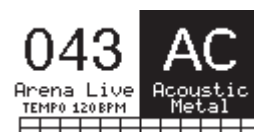
**• LVL (F2, 1st page):**
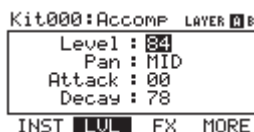 • Level: The volume level for the selected Layer
(**01-99 or "OFF"**).
 • **Pan:** The panning for the selected Layer ("L50" to "MID" to "R50").
 • **Attack:** The volume level of the initial attack of the note (00-99).
This parameter is only available when editing Accompaniment.
 • **Decay:** How long the sound can be heard before decaying to
silence (**00-99 or "OFF"**).
Note: Setting this parameter to "**OFF**" disables the Decay parameter
and the sound will be heard for its entire duration with no "shaping."

```
Kit000:AccomP  LAYER A B
    Level : 84
      Pan : MID
   Attack : 00
    Decay : 78
INST  LVL   FX   MORE
```

**• FX (F3, 1st page):**
 • **Reverb:** The amount of reverb on the Voice (00-99).
 • **Effects:** The Voice volume level sent to the RBM-20's
effects processor (00-99).
 • **EQ/Comp:** This sends the Voice to the RBM-20's
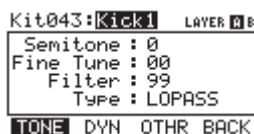equalizer and compressor ("ON" or "OFF").

```
Kit043:Kick1
   Reverb : 79
  Effects : 00
  EQ/Comp : ON
INST  LVL   FX   MORE
```

**• TONE (F1, 2nd page):**
 • **Semitone:** Tunes the Instrument ±12 semitones.
 • **Fine Tune:** Tunes the Instrument ±50 cents.
 • **Filter:** The cutoff frequency for the type of filter
(see below) (00-99).
 • **Type:** The type of filter ("LOPASS" or "HIPASS").

```
Kit043:Kick1  LAYER A B
 Semitone : 0
Fine Tune : 00
   Filter : 99
     Type : LOPASS
TONE  DYN  OTHR  BACK
```

**• DYN (F2, 2nd page):**
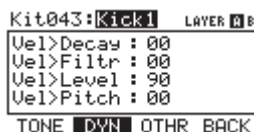 • **Vel>Decay:** The velocity of a note will control
the decay time of its sound (±00-99). With a
positive value, higher-velocity notes will have a
longer decay time. With a negative value,
higher-velocity notes will have a shorter decay
time.
 • **Vel>Filtr:** The velocity of a note will control the
filter cutoff (±00-99).
 • **Vel>Level:** This lets you set how velocity-sensitive the Instrument
is (00-99). The higher the setting, the greater the dynamic range you'll have while playing. At
"00," there will be no dynamic variation at all.
 • **Vel>Pitch:** The velocity with which you strike the trigger will control the sound's pitch (±00-
99).
With a positive value, stronger hits will increase the pitch. With a negative value, stronger hits
will decrease the pitch. (This parameter is not available for anything in the **BASS** or **SYN
BASS** Categories when editing the Accompaniment.)

```
Kit043:Kick1  LAYER A B
Vel>Decay : 00
Vel>Filtr : 00
Vel>Level : 90
Vel>Pitch : 00
TONE  DYN  OTHR  BACK
```

**• OTHR (F3, 2nd page):**

**• Output:** The output through which the Voice or Accompaniment will be sent. When "MAIN" is selected, the Voice or Accompaniment will be sent out of the **MAIN OUT**. When **"AUX"** is selected, the Voice or Accompaniment will be sent out of the AUX OUT. **Note:** If your **UTILITIES** Menu setting for the "Output" is set to "Main>Aux," the **"AUX"** option here will show up as "**AUX (N/A)**." This is because the **AUX OUT** signal is "mirroring" the MAIN OUT signal. See the **GENERAL** menu part of the **UTILITIES MENU** section for more information.

**• Priority: How high the Voice's or Accompaniment's "polyphony** priority" is – "LOW," "MEDIUM," or "HIGH." **"Polyphony"** is the simultaneous sounding of Instruments (e.g., if you strike multiple triggers at the same time, like the hi-hat, snare, and kick drum). The RBM-20 has **64-voice polyphony**, meaning up to 64 voices can sound at the same time. After exceeding that limit, Voices or Accompaniment with lower polyphony priority may be silenced so the ones with higher priority can sound.

**• MuteGroup:** The MuteGroup the Voice is assigned to, if any (01-09 or "OFF"). When two or more triggers are assigned to a MuteGroup, a Voice that is currently sounding will be silenced when another Voice from that MuteGroup begins. There are nine available MuteGroups. **Example:** If your "Kick1" (kick drum) and "SnrHd" (snare drum head) are assigned to the same MuteGroup, the decay of your snare drum will be cut off when you hit the kick drum andvice versa.

**• Playback:** Indicates whether repeated strikes of the same trigger will be considered polyphonic **(POLY)** or monophonic **(MONO)**. When set to **"POLY"** (the default), successive strikes of the same trigger will be allowed to sound simultaneously as polyphony (see "**Priority**" above). When set to "**MONO**," successive strikes of the same trigger will silence previous ones.

**EDITING MIDI PARAMETERS**

This page allows you to edit various MIDI-related settings for each trigger. To edit them,
1. Press **KIT SELECT** to go to the Main Screen.
2. Press **DRUM/LAYER.** The top of the screen will show the number and name of the Kit whose Instruments (drum voices) you will be editing.
3. Select **MIDI (F2)**. The top of the new screen will show the trigger Voice you are editing. You can select another trigger by pressing **PAD ID** then striking the desired trigger. Alternatively, you can highlight the Voice (next to the Kit number) using the **CURSOR UP / DOWN** buttons to highlight it and use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it.

**Note:** You can also change the current Voice in this fashion in any of the subsequent menus.

4. When you have selected the Voice you want to edit, select either of the options at the bottom of the LCD using the **F-BUTTONS**. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings:

Kit043:**Kick1**
```
  Output : MAIN
 Priority : MEDIUM
MuteGroup : OFF
 Playback : POLY
TONE  DYN  OTHR  BACK
```

**Note: The MuteGroup function is especially useful for setting up multiple sounds shared by the same instruments, like "open" vs. "closed" triangle sounds or struck vs. stroked güiros.**

**Note: The default Playback setting is POLY, which is more natural for acoustic drums. MONO is a useful setting for synth drums or for emulating older drum machines.**

Kit000:1Up 2Down
## Instrument Edit
INST  MIDI      FX

Kit000:**Kick1**
```
MIDI Chan : 10
MIDI Note : 036 C1
Gate Time : OFF
 Note Off : SENT
MIDI  CHORD/ARP
```

**MIDI**

 • **MIDI Chan:** The MIDI channel over which the trigger will transmit MIDI messages.

 • **MIDI Note:** The MIDI note that will be transmitted. The number is the MIDI Note number; the corresponding musical note is shown next to it. (Note: The MIDI note for the hi-hat and ride cymbals is fixed and can not be reassigned.)

 • **Gate Time:** The duration of the note sent from the trigger when struck. The available range is from 00-99 ms, then note values (1/32, 1/16, 1/8, 1/4, and 1/2 – with regular and triplet divisions for each value), or "OFF."

 • **Note Off:** How the MIDI Note Off message is sent. When "NOT SENT" is selected, a MIDI Note Off will not be transmitted. When "SENT" is selected, a MIDI Note Off will be sent after the length of time specified by the Gate Time (above). When "ALTERNATE" is selected, striking a trigger once will cause it to send its MIDI Note; striking it a second time will cause it to send a MIDI Note Off.

**b. CHORD / ARP:** Select "OFF," "CHORD," or "ARPEGGIO." (Note: The CHORD / ARP function is not available for the hi-hat and ride cymbals.)

 • **OFF:** The trigger will transmit only the MIDI note assigned to it.

 • **CHORD:** The trigger will transmit up to four MIDI notes simultaneously whenever it is struck. You can select the additional three notes here. The number is the MIDI Note number; the corresponding musical note is shown next to it in parentheses.

 • **ARPEGGIO:** The trigger will transmit up to four MIDI notes but will "rotate" through them with each strike (e.g., the first time the trigger is struck, it will send its first MIDI note; the next time, it will send Note #2; the next time, it will send Note #3). You can select the three additional notes here. The number is the MIDI Note number; the corresponding musical note is shown next to it in parentheses.


**EDITING EFFECTS PARAMETERS**
On this page, you can apply a variety of effects such as reverb, chorus, or delay to the entire Kit:
**1. Press KIT SELECT** to go to the Main Screen.
**2. Press DRUM/LAYER.** The top of the screen will show the number
and name of the Kit whose effects you will be editing.
**3. Select FX (F4).**
**4. Select any of the options** at the bottom of the LCD using the F-BUTTONS.
Use **CURSOR UP / DOWN** to move through the menu items and
**DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings:
**a. RVB (reverb)**

 • **Type:** The kind of reverb applied (most often, types of reverb are named
after the kind of room whose reverb is being emulated). To disable effects
on the Kit, select "OFF."

 • **Size:** The size of the virtual "room" as designated by the reverb Type.

 • **Color:** The amount of high-frequency dampening of the
reverb, which affects its tone.

 • **Level:** The level of the reverb.

**b. FX (other effects)**

 • **Type:** The kind of effect applied. To disable effects on the Kit, select **"OFF."**
The effects –and their editable parameters – are as follows:

 • **FLANGER:** Flanging is a kind of phasing or phase-shifting.
The RBM-20's flangers have the same editable parameters.

 • **Mono Flanger:** Traditional flanging effect.

 • **Stereo Flanger:** Flanger with a simulated stereo effect, creating a "wider" sound.

 • **XOver Flanger:** The flanging effect
"moves" around the stereo field.

 • **Rate:** The speed at which the sound will "flange."

 • **Depth:** How much of the delayed (or phase-shifted)
signal is added to the original.

 • **Feedback:** How much of the flanging signal will be routed back into the flanger
again, which intensifies the effect.

 • **Level:** The volume level of the flanging signal.
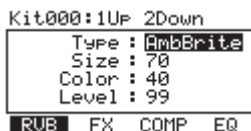
**CHORUS:** A chorus effect is produced by adding a slightly delayed and slightly pitchshifted "wet" signal to the original ("dry") signal, producing a sound with a depth similar to that of a string section or choir. The RBM-20's chorus effects have the same editable parameters.

```
Kit000:1Up 2Down
Type : Mono Chorus 1
Rate : 36    Depth : 58
 Feedback : 0%
     Level : 99
RUB   FX   COMP    EQ
```

    **Mono Chorus 1:** Traditional chorus effect.
    **Mono Chorus 2:** A variation of the traditional chorus effect.
    **Stereo Chorus:** Chorus with a simulated stereo effect, creating a "wider" sound.
    **XOver Chorus:** The chorus effect "moves" around the stereo field.
    **Rate:** The speed of the modulation of the chorus (or how much the signal is delayed).
    **Depth:** How much the chorus's delay varies.
    **Feedback:** How much of the delayed signal will be routed back into the processor again, which creates a thicker chorus effect.
    **Level:** The volume level of the chorus signal.

**VIBRATO:** Vibrato is produced by causing the pitch of a note to "waver" slightly back and forth, creating a subtle pulsing effect. This effect is often created by players of string instruments and horns. The RBM-20's vibrato effects have the same editable parameters.

```
Kit000:1Up 2Down
Type : Vibrato
Rate : 43    Depth : 36

    Level : 99
RUB   FX   COMP    EQ
```

    **Mono Vibrato:** Traditional vibrato effect.
    **Vibrato:** Vibrato with a simulated stereo effect, creating a "wider" sound.
    **Rate:** The speed of the vibrato (how quickly the pitch wavers).
    **Depth:** How much the pitch wavers from the center/original pitch.
    **Level:** The volume level of the vibrato.

**DELAYS:** A delay effect is a kind of echo, which varies depending on the size of the room it emulates and the rate, volume, and decay of the echo. The RBM-20's delay effects have some common parameters with some notable differences.

```
Kit000:1Up 2Down
Type : Doubler
      Delay : 50ms

    Level : 99
RUB   FX   COMP    EQ
```

    **Mono Doubler:** A very quick delay that creates a "double-hit" effect.
    **Doubler:** A very quick delay that creates a "double-hit" effect in a stereo field.
    **Delay:** The speed of the delay/echo.
    **Level:** The volume level of the delayed signal.

    **Mono Slapback:** A quick – almost immediate – delay.
    **Slapback:** Quick delay with a simulated stereo effect, creating a "wider" sound.

```
Kit000:1Up 2Down
Type : Slapback
      Delay : 140ms

    Level : 99
RUB   FX   COMP    EQ
```

    **Delay:** The speed of the delay/echo.
    **Level:** The volume level of the delayed signal.
    **Mono Delay:** A traditional delay effect.
    **Delay:** The speed of the delay/echo.
    **Feedback:** How much of the echo will be routed back into the processor again, which creates a longer-lasting, intensified echo effect.

```
Kit000:1Up 2Down
Type : Mono delay
      Delay : 300ms
 Feedback : 55%
Damp : 00    Level : 99
RUB   FX   COMP    EQ
```

**Damp (dampening):** The amount of low- and high-frequency dampening of the echo. At negative values, the sound of the echo gets progressively duller, which is the most "natural" echo effect. This is also useful for simulating tape echo. At positive values, the sound of the echo gets progressively thinner.

**Level:** The volume level of the delayed signal.

**Delay:** A traditional delay with two independent delay lines.
**LDly / RDly** (left/right delay): The speed of the delay/echo. This can be set independently for the left and right channels to create an even wider, more varied sound.
**LFBk / RFBk** (left/right feedback): How much of the echo will be routed back into the processor again, which creates a longer-lasting, intensified echo effect. This can be set independently for the left and right channels to create an even wider, more varied sound.

```
Kit000:1Up 2Down
Type : Delay
Delay L:800ms R:300ms
FdBck L:55%   R:78%
Damp : 00    Level : 99
  RVB   FX  COMP   EQ
```

**Damp (damping):** The amount of low- and high-frequency dampening of the echo. At negative values, the sound of the echo gets progressively duller. At positive values, the sound of the echo gets progressively thinner.

**Level:** The volume level of the delayed signal.

**XOver Delay:** This delay has a stereo effect. The echo pans around the stereo field.
**LDly / RDly (left/right delay):** The speed of the delay/echo. This can be set differently for the left and right channels to create an even wider, more varied sound.

**Feedback:** How much of the echo will be routed back into the processor again, which creates a longer-lasting, intensified echo effect.

**Damp (damping):** The amount of low- and high-frequency dampening of the echo. At negative values, the sound of the echo gets progressively duller. At positive values, the sound of the echo gets progressively thinner.

```
Kit000:1Up 2Down
Type : XOver delay
Delay L:300ms R:600ms
 Feedback : 71%
Damp : 00    Level : 99
  RVB   FX  COMP   EQ
```

**Level:** The volume level of the delayed signal.

**PingPong:** This delay has a stereo effect, but instead of echoing in both lft and right channels simultaneously, the echo alternates between them.

**Delay:** The speed of the delay/echo.

**Feedback:** How much of the echo will be routed back into the processor again, which creates a longer-lasting, intensified echo effect.

```
Kit000:1Up 2Down
Type : PingPong
    Delay : 500ms
 Feedback : 90%
Damp : 00    Level : 99
  RVB   FX  COMP   EQ
```

**Damp (damping):** The amount of low- and high-frequency dampening of the echo. At negative values, the sound of the echo gets progressively duller. At positive values, the sound of the echo gets progressively thinner.
**Level:** The volume level of the delayed signal.

### c. COMP (compression)

• **Type:** The kind of compression applied. To disable the dynamic processor on the Kit, select "OFF."

• **Compress (compression):** The compression ratio applied to the signal from the Kit.

• **Out Level (output level):** The output level of the compressor. This is parameter is useful for boosting the Kit's signal if its volume has decreased due to the compression.

```
Kit000:1Up 2Down
     Type : Rok1
 Compress : 09
Out Level : 03dB

  RVB   FX   COMP   EQ
```

### d. EQ (equalization)

• **LF Gain (low-frequency gain):** The amount of boost or cut of the low frequency band (as determined by the LF Freq setting).

• **LF Freq (low frequency):** The frequency the LF Gain will boost or cut.

• **HF Gain (high-frequency gain):** The amount of boost or cut of the high frequency band (as determined by the HF Freq setting).

• **HF Freq (high frequency):** The frequency the HF Gain will boost or cut.

```
Kit000:1Up 2Down
   LF Gain : 02dB
   LF Freq : 180Hz
   HF Gain : 05dB
   HF Freq : 2.7kHz
  RVB   FX   COMP   EQ
```

### KIT SELECT SETUP

While selecting Kits, you can enter the **KIT CONFIG** Screen to access a few useful parameters pertaining to the current Kit.

> **Note:**
> The RBM-20 will retain any changes you make to the Instruments or parameters as you move between the various Kits.

**1. Press KIT SELECT** to go to the Main Screen.

**2. Use the DEC- / INC+** buttons or VALUE / TEMPO DIAL to select a Kit.

**3. Press CURSOR DOWN/KIT CONFIG** to enter the KIT CONFIG Screen for that Kit.

**4. Select any of the options** at the bottom of the LCD using the **F-BUTTONS**. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings.

• **MAIN (F1):**

• **Kit Level:** The overall volume level for the Kit (00-99)

• **Graphic:** The image used to identify the Kit on the main screen.

• **MIDI (F2):**

• **MIDI Chan:** The MIDI channel over which the module will send out Program Change messages (01-16 or "OFF"). (When set to "OFF," the other parameters below will not be displayed.) You will need to set this properlywhen using the RBM-20 module to play sounds on another module.

• **Ext Prog#:** The Program Change number the module will send out (00-99).

• **MSB:** Sets the Most Significant Byte when using sounds on an external module that requires bank changes (00-127 or "OFF").

• **LSB:** Sets the Least Significant Byte when using sounds on an external module that requires bank changes (00-127 or "OFF").

```
Kit:Main
Kit Level : 99
Graphic : AC ROCK

 MAIN  MIDI   RESTORE
```

```
Kit:MIDI Prog Change
MIDI Chan : 01
Ext Prog# : 00
     MSB : OFF
     LSB : OFF
 MAIN  MIDI   RESTORE
```

**• RESTORE (F3 or F4):**
 **• Restore:** Returns the Kit to its original factory settings.
Any edits you made to its Instruments, Accompaniment, etc.
will be discarded. To restore the original settings,
press (**F1 or F2**). To cancel, press **EXIT**.

```
Kit:Restore Kit
┌─────────────────────┐
│ Press RESTORE to set│
│      1Up 2Down      │
│ back to its original│
│   factory settings  │
└─────────────────────┘
   RESTORE  RSTR
```

## SEQUENCES

A Sequence is a recorded pattern stored in the RBM-20 module that
includes drums and Accompaniment. The drum part of the Sequence
includes the Kit sounds (Instruments) as well the recorded pattern itself.
 The Accompaniment is the music that plays along with the drum part.
Sequences can be recorded, edited, looped, and stored. You can also mute
 the drum part and/or Accompaniment while playing a Sequence.

To hear a demo Sequence, simply hold down **SEQ/SONG** and press **PLAY.**

Important: At any given time, the RBM-20 module
has a Kit selected and a Sequence selected.
• If you change the Sequence, this will change your current Kit
to the one that is associated with that Sequence.
• If you change the Kit, this will NOT change the current Sequence.
However, if you then play the current Sequence, the chords or "hit groups"
may sound unusual. In this case, we recommend muting Layer B of that
Kit's Accompaniment (see **EDITING VOICE & ACCOMPANIMENT PARAMETERS**
for more information) or muting the Accompaniment
altogether by pressing MUTE ACCOMP.
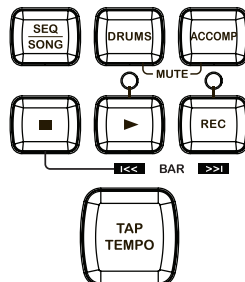
**Note:** Whenever you edit a Sequence or make changes to any parameters,
an "E" will appear in the upper-right corner of the main screen of the Sequencer
to indicate this. In order to retain these settings for future sessions, you must
store the Sequence (see **STORING SEQUENCES** under the **STORING &**
**COPYING DATA** chapter).

## PLAYING SEQUENCES
1. Press **SEQ/SONG** to enter the main screen of the Sequencer.
2. Use the **CURSOR UP / DOWN** buttons to highlight the
"Seq" field at the top of the LCD.
3. Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to
select a Sequence.
4. You can press **PLAY** to play the Sequence, or you can use
the **CURSOR UP / DOWN** buttons to select settings to edit
for that Sequence. Use the **DEC- / INC+** buttons
or the **VALUE / TEMPO DIAL** to change the settings:
• Tempo: The speed (in BPM or beats per minute) of the sequence.
You can set the tempo here, or you can press the **TAP TEMPO**
button several times at the desired tempo to enter a new one.
The range is 30 to 300 BPM.

```
Seq00:Indie Rock    ▯▯
┌─────────────────────┐
│    Tempo :  97 BPM  E│
│ Time Sig : 4/4      │
│    #Bars : 26       │
│     Loop : OFF      │
└─────────────────────┘
  REC  EDIT  CLIK  QUAN
```

```
Seq00:Indie Rock    ▯▯
┌─────────────────────┐
│    Tempo :  95 BPM  │
│ Time Sig : 4/4      │
│    #Bars : 26       │
│     Loop : OFF      │
└─────────────────────┘
  REC  EDIT  CLIK  QUAN
```

**Note**: If the Tempo field of the **UTILITIES** Menu's main page is set to **"GLOBAL,"** the letter "G" will be shown. If the Clock In field of the **UTILITIES** Menu's MIDI page is set to **"RECEIVE,"** the letter "E" will be shown.

• **Time Sig** (Time Signature): The time signature of the sequence. The first number indicates how many beats there are in a measure; the second number indicates the note value of those beats. (Example: "3/4" means one measure is three quarter notes long. "12/8" means one measure is twelve eighth notes long.)

• **#Bars:** The number of bars in the Sequence, which you can set from 1 to 99.

• **Loop:** You can set the Sequence to loop or to play only once.

5. Press **PLAY t**o play the Sequence. A **"PLAY BUTTON"** will appear on the upper right-hand corner of the LCD. To mute the drums or Accompaniment in the Sequence, press the **MUTE DRUMS** or **MUTE ACCOMP** button, respectively. The upper right-hand corner of the LCD indicates whether the drums ("D") and Accompaniment ("A") are muted. When unmuted, the letter is highlighted.(This is a useful tool when you want to play your own drum patterns to the Accompaniment or vice versa.)

## RECORDING SEQUENCES

1. Press **SEQ/SONG** to enter the main screen of the Sequencer.
2. Press the **REC** tab (F1).
3. Use the **CURSOR UP / DOWN** buttons to select settings to edit for that Sequence. Use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to change the settings:

• **Track:** The track of the Sequence over which you will be recording – **"DRUMS" or "ACCOMP."**

• **Rec Type:** How the performance will be recorded. When **"RECORD"** is selected, the performance you record will replace the recording on that Track of the Sequence. When **"OVERDUB"** is selected, the performance you record will be added to the existing recording on that Track of the Sequence.

• **Quantize:** The quantization level of the recording. When on, this function will "snap" all recorded notes to the nearest interval of that measure, which you select. (For instance, if you select "1/8," any notes you record that do not fall on an eighth-note pulse will be shifted automatically to the nearest one.) The range is 1/4 – 1/64 (regular or triplet) and "OFF."

• **Swing:** The amount of swing applied to the recording – 54%, 58%, 62%, or "OFF."

6. Press the module's **REC** button and record your performance.
7. When you are finished recording, press **STOP.**

## EDITING SEQUENCES (DRUMS)

The editing screen for a Sequence's drum part allows you to see a visual representation of the drum pattern.

1. Press **SEQ/SONG** to enter the main screen of the Sequencer.
2. Use the **CURSOR UP / DOWN** buttons to select the "Seq" field at the top of the LCD, then use the VALUE UP / DOWN buttons or the **VALUE / TEMPO DIAL** to select the Sequence you want to edit.
3. Press REC (F1). Use the **CURSOR UP / DOWN** buttons to select the "Track" field, then use the **VALUE** UP / DOWN buttons or the **VALUE / TEMPO DIAL** to select "DRUMS."

4. Press **EDIT (F2).** You will see a grid on the screen. The diamonds indicate triggered notes or "events"; the black diamond is the currently selected event. Each column represents an interval/subdivision of the bar. Each row of the grid represents a drum Voice:
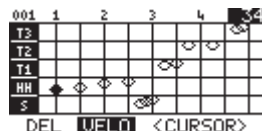
• **K = kick drum**
• **S = snare drum**
• **HH = hi-hat**
• **T1 = 1st tom**

• **T2 = 2nd tom**
• **T3 = floor tom**
• **C = crash cymbal**
• **R = ride cymbal**

• **A1 = Ride2 / Acc1 trigger**
• **A2 = Acc2 trigger**
• **A3 = Acc3 trigger**
• **A4 = Acc4 trigger**
• The numbered rows correspond to available MIDI note numbers.

5. You can use the following controls to edit your Sequence in this screen:

• **CURSOR UP / DOWN** scrolls up or down, allowing you to view other parts of the editing grid.

• You can move through the Sequence in several ways:

 • **by bar:** Press and hold **STOP** and press either **PLAY** or **RECORD** to step through the Sequence bar by bar.

 • **by event:** Use **CURSOR < / >** (F3 and F4) or press and hold **STOP** and use the **DEC- / INC+** to step through the **Sequence** event by event. Each event will play as it is selected.

 • **"Scrubbing":** Press and hold STOP and turn the **VALUE / TEMPO DIAL** to move fluidly through the Sequence. The Sequence will play back at the speed with which you rotate the **VALUE / TEMPO DIAL**.

• **DEC- / INC+ or the VALUE / TEMPO DIAL** will either shift the event in time (earlier or later) or adjust its velocity (higher or lower), depending on the setting of the F2 button.

• **TIME / VELO (F2)** lets you toggle between two views of the editing grid. When TIME is selected, using the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** will adjust the timing of the selected event, moving it forward or backward in the Sequence (the current "click" number will be shown in the upper right-hand corner of the LCD). When VELO is selected, using the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** will adjust the velocity of the selected event, moving it higher or lower (the current velocity will be shown in the upper right-hand corner of the LCD).

• **DEL (F1)** will delete the selected event from the Sequence. A window will ask you to confirm this choice before deleting it – select YES (F4), NO (F3), or **TRAK (F1)**, which will delete the entire Sequence.

6. When you have finished making your edits, you can press **EXIT** or any button that will enter another screen (e.g., **KIT SELECT, UTILITIES**, etc.). Your edits will be retained in the Sequence for this session. If you want to save your changes for future sessions, though, you will need to store them (see STORING & COPYING DATA for more information).
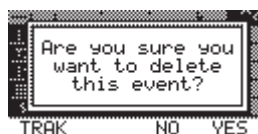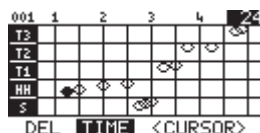
## EDITING SEQUENCES (ACCOMPANIMENT)

The editing screen for a Sequence's Accompaniment is different from the one used to edit drums.

1. Press **SEQ/SONG** to enter the main screen of the Sequencer.

2. Use the **CURSOR UP / DOWN** buttons to select the "Seq" field at the top of the LCD, then use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to select the Sequence you want to edit.

3. Press REC (F1). Use the **CURSOR UP / DOWN** buttons to select the "Track" field, then use the DEC- / INC+ buttons or the **VALUE / TEMPO DIAL** to select **"ACCOMP."**

4. Press EDIT (F2). You will see a table of values. Each row represents a note or "event" in the Sequence. Each column represents the events' positions and parameters:

 • **Bar / Beat / Clk \*** : The position of that event in the Sequence by bar, beat (within that bar), and click (within that beat). As you move down the table, you move through the Sequence.

 • **Note:** The MIDI note being sent. (See next page for an explanation of how the sequencer refers to MIDI note numbers.)

 • **Velo:** The velocity of the note (1-127).

 • **Dur:** The duration of the note, measured in clicks (1-9999).

> **\* Note:**
> A "click" is just a subdivision of a quarter note in the RBM-20's sequencer, which defines its resolution. The RBM-20's resolution is 96 PPQN (pulses per quarter note), meaning each quarter note contains 96 clicks. This is helpful to know while editing Sequences' Accompaniment tracks if you are trying to shift a note into a precise position within a beat

5. You can use the following controls to edit your Sequence in this screen:
• You can move through the Sequence in several ways:
 • **by bar:** Press and hold **STOP** and press either **PLAY** or **RECORD** to step through the Sequence bar by bar.
 • **by event:** Use **CURSOR UP DOWN** to step through the Sequence event by event. Each event will play as it is selected.
 • **"Scrubbing"**: Press and hold STOP and turn the VALUE / TEMPO DIAL to move fluidly through the events in the Sequence. The Sequence will play back at the speed with which you rotate the VALUE / TEMPO DIAL.
• **CURSOR < / > (F3 and F4)** moves the cursor left or right, allowing you to select parameters to edit.
• **DEC- / INC+ or the VALUE / TEMPO DIAL** adjusts the selected parameter.
• **DEL (F1)** will delete the selected event from the Sequence. A window will ask you to confirm this choice before deleting it – select **YES (F4)**, NO **(F3), or TRAK (F1)**, which will delete the entireSequence.
6. When you have finished making your edits, you can press **EXIT** or any button that will enter another screen (e.g., **KIT SELECT, UTILITIES, etc.**).
Your edits will be retained in the Sequence.

---

**How the RBM-20 module's sequencer refers to MIDI note numbers:**
When editing the Accompaniment track of a Sequence, you may notice the "Note" column contains the names of musical notes – A4, D#5, etc. However, the name of the note shown here may not be the actual musical note you hear. On the Accompaniment tracks, the bass notes are mapped chromatically to MIDI notes A0 to A3. In other words, when the "Note" column shows a note from A0 to A3, which is the actual note you are hearing the bass play.The Accompaniment tracks also contain other (non-bass, non-drum) samples, such as chords, "hits," and other sounds. These samples are mapped to MIDI notes C#4 and above – but not in chromatic order, and the collection of samples usually does not contain all chromatic notes.

---

**SETTING UP THE CLICK TRACK**
The **"click track"** is the click that plays as you record a Sequence.
It is an aid to help you keep steady time. You can edit the click track settings from the Sequence page.

1. Press **SEQ/SONG** to enter the main screen of the Sequencer.
2. Press CLIK (F3). The top of the LCD will show the number of the Sequence but with the title "Click Track" to indicate you are editing the click track settings for the Sequencer. (Note: The click track settings apply to all Sequences.)
3. Use the **CURSOR UP / DOW**N buttons to select settings to edit. Use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to change the settings:

• **Count In:** Indicates when the click track will be heard before the Sequence records or plays.
The number of bars can be specified in the "**#Bars**" parameter. When set to **"REC ONLY,"**
the count-in clicks will only be heard while recording a Sequence. When set to "**REC + PLAY**,"
the count-in clicks track will be heard while recording a Sequence and while playing back a Sequence.

• **#Bars:** The number of bars (2-16) that will be counted by the click track before the module actually begins recording. When set to "OFF," the Sequence will begin recording as soon as you press the module's **REC** button with no count-in. When set to **"NOTE ON,"** the Sequence will begin recording from the first note that is sent to it (e.g., when you strike the first trigger, the Sequence will immediately start to record) with no count-in.

• **Click:** Indicates when the click track will be heard. When set to **"REC ONLY,"** the click track will only be heard while recording a Sequence. When set to **"REC + PLAY,"** the click track will be heard while recording a Sequence and while playing back a Sequence. When set to **"MANUAL,"** the click track will be enabled or disabled by the module's **CLICK** button.

• Sound: The sound of the click track. When set to **"CLICK,"** the click track will use the **CLICK** settings from the **UTILITIES** Menu (see the CLIK (F1) part of the **UTILITIES MENU** section for more information). When set to "SIMPLE," the click track will use the default click sound.

5. When you are finished, you can press **EXIT** or any button that will enter another screen **(e.g., KIT SELECT, UTILITIES**, etc.).

### EDITING QUANTIZATION SETTINGS

If the notes of a Sequence are not precisely aligned with a bar's subdivisions
(e.g., eighth notes, 16th notes, etc.), quantization allows you to "snap" them into place automatically.
This page lets you configure the quantization settings for your Sequences:

1. Press **SEQ/SONG** to enter the main screen of the Sequencer.
2. Use the **CURSOR UP / DOWN** buttons to select the "Seq" field at the top of the LCD, then use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to select the Sequence you want to edit.
3. Press **QUAN (F4)**. The top of the LCD will show the number of the Sequence but with the title "Quantize" to indicate you are editing the quantization settings for that Sequence.
4. Use the **CURSOR UP / DOWN** buttons to select settings to edit for that Sequence. Use the DEC- / INC+ buttons or the **VALUE / TEMPO DIAL** to change the settings:
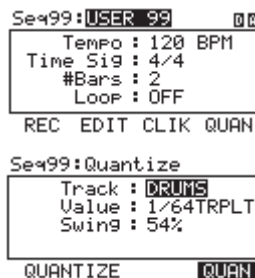
• **Track:** The track of the Sequence – **"DRUMS"** or **"ACCOMP"** (Accompaniment) – to which quantization will be applied.
• **Value:** The subdivision of a bar to which all notes will be quantized. For example, if this set to 1/16, all notes will be "snapped" to the nearest 16th note. The range is 1/4 – 1/64 (regular and triplet) and **"OFF,"** which will turn quantization off.
• **Swing:** The amount of swing applied to the quantization – 54%, 58%, 62%, or "OFF."

5. To apply quantization to the Sequence, press **QUANTIZE (F1 or F2)**. A window will appear to ask you to confirm this choice. Quantization can not be undone, so consider this before confirming. Press **FIX (F4)** to apply quantization or **CANCEL (F2 or F3)** to cancel it.
6. When you are finished, you can press EXIT or any button that will enter another screen **(e.g., KIT SELECT, UTILITIES, etc.).**
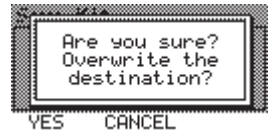
**STORING & COPYING DATA**

The RBM-20 module will "remember" changes to your Kit, Sequence, or **UTILITIES** settings
during a single session, but you will lose changes you have made once you turn the module's power off.
To save your settings so you can recall them in future sessions, you need to "store" them accordingly.

**NAMING**
When storing or copying Kits or Sequences, you can press **NAME (F1**) to enter a new name
for the selected Kit or Sequence. In a naming window, the selected character will be
highlighted by the cursor. Press **CURSOR < / > (F3 and F4)** to move the cursor.
Use the **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to change the character.
When you are done entering a name, press OK (F1).

**STORING & COPYING KITS**
1. Press **KIT SELECT** to enter the main screen.
2. Press **SAVE.** A new page will ask you to select **DRUM
KIT (F1 or F2) or INSTRMENT (F3 or F4).**
3. Press **KIT SELECT (F1 or F2).** A new page titled **"SAVE KIT"**
will appear.
4. Use the **CURSOR UP / DOWN** buttons to highlight the
"From" field of the window.
5. Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to
select the Kit you want to store.
6. Use the **CURSOR UP / DOWN** buttons to highlight the "To"
field of the window.
7. Use the **DEC- / INC+ buttons or VALUE / TEMPO DIAL** to
select a location to store the Kit. You can store it in any Kit
number, though there are 100 empty User Kit slots (#100-
199) to choose from.
 • If you want the Kit you are copying to keep the same
name in its new location, press **COPY (F2)**.
 • If you want the Kit you are copying to use the name of the Kit
 currently occupying the "To" slot, press **SAVE (F3 or F4)**.
 • If you want to rename the Kit you are copying, press **NAME (F1)**.
 Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to scroll through
 the available characters, and use the **CURSOR < and >
 (F3 and F4)** buttons to move the cursor. Press OK (F1) when you are done
 entering a name, then press **SAVE (F3 or F4).**

**Note:** By default, the "To" field will initially contain the same Kit number
as the "From" field so you can quickly store changes to the current Kit.

8. A window will appear asking you to confirm your choice.
Press **CANCEL (F2 or F3)** to cancel
storing/copying the Kit. Press **YES (F1)** to store/copy it.



```
Save Kit
  From:00 1Up 2Down
      ↓
    To:101 User
NAME COPY     SAVE
```



```
Are you sure?
Overwrite the
destination?
YES    CANCEL
```

## COPYING INSTRUMENTS

This page allows you to copy an Instrument from one Kit to an Instrument in another Kit.
(You can also copy it to the same Kit, which effectively stores that Instrument in that Kit.)
Use the **CURSOR UP / DOWN** buttons to select the field you want to
edit, and use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to
select a new entry in that field.

1. Press **KIT SELECT** to enter the main screen.
2. Press **SAVE**. A new page will ask you to select KIT SELECT (F1
or F2) or **INSTRMENT** (F3 or F4).
3. Press **INSTRMENT** (F3 or F4). A new page titled "Copy
Instrument" will appear.
4. Make sure the "Copy" field is selected then select the trigger
whose Instrument you want to copy.
5. Select the "From" field.
6. Select the Kit that contains the Instrument you want to copy.
7. Select the "To" field.
8. Select the trigger where you want to copy the
Instrument in the "Copy" field.
9. Select the "To" field then select the Kit where you want to copy the Instrument in the "Copy" field. You can
copy it to any Kit, though there are 100 empty User Kit slots (#100-199) to choose from. Copying an Instru-
ment over an existing one will overwrite it.
Note: By default, the "Copy" and "To" fields and "From" and "User" fields will initially contain the same set-
tings so you can quickly store changes to the Instruments in your current Kit.
10. Press SAVE (F3 or F4).
11. A window will appear asking you to confirm your choice. Press CANCEL (F2 or F3) to cancel storing the
Kit. Press YES (F1) to store it.
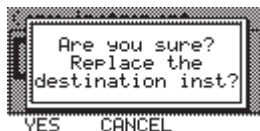
## STORING SEQUENCES

1. Press **SEQ/SONG** to enter the main Sequence page.
2. Press **SAVE**. A new page titled "**Store Sequence**" will appear.
3. Use the **CURSOR UP / DOWN** buttons to highlight the "From"
field of the window.
4. Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to select
the Sequence you want to store.
5. Use the **CURSOR UP / DOWN** buttons to highlight the "To" field
of the window.
6. Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to select a
location to store the Sequence. You can store it in any
Sequence number, though there are 25 empty User Sequence
slots (#75-99) to choose from. Storing a Sequence over an
existing one will overwrite it.
**Note:** By default, the "To" field will initially contain the same Sequence
number as the "From" field so you can quickly store changes to the current Sequence.
7. Press **SAVE (F3 or F4)**.
8. A window will appear asking you to confirm your choice. Press **CANCEL (F2 or F3)**
to cancel storing the Sequence. Press **YES (F1**) to store it.
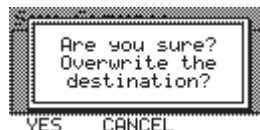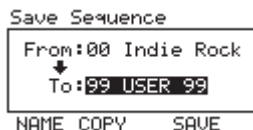
## STORING TRIGGER SETTINGS

Any changes you make to the parameters in the Trig. Edit Menu will remain for the current session but will return to their defaults if you turn off the module. We recommend storing your settings when you change them so you can use them in future sessions.

### To store Trig. Edit settings:

1. Be sure you are in the Trig. Edit Menu by pressing **TRIG EDIT.**
2. Press **SAVE.**
3. A window will appear asking you to confirm your choice. Press **CANCEL (F2 or F3)** to cancel storing your Trig. Edit settings. Press **YES (F1)** to store them.

## TRIG EDIT MENU

The RBM-20's Trig. Edit Menu contains several pages of parameters related to triggering (striking pads, cymbals, etc.). The settings in these pages affect ALL Kits.

## TRIGGER INPUT PARAMETERS

The **INP** page of the Trig. Edit Menu contains some parameters that affect the triggers' sensitivity and function within the module.

1. Press **TRIG EDIT** to enter the main **Trig. Edit Menu** page. The first page shown should be INP (F1).
2. Select the trigger whose parameters you want to edit by pressing **PAD ID** then striking the desired trigger. Alternatively, you can highlight the trigger name at the top of the screen using the **CURSOR UP / DOWN** buttons to highlight it and use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to change it.
3. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to adjust the settings:

• **Sensitivity:** The gain control for the trigger (00-99). The higher the setting, the easier it will be to trigger louder sounds with lighter hits. When setting this parameter, strike the trigger and watch the level meter in the upper right hand corner of the LCD. If it is "clipping" or maxing out too soon, reduce this setting. The meter should only reach its maximum when you are striking the trigger at your hardest.

• **Function:** You can assign different functions for the trigger to execute when you strike it:

• **Trigger:** The associated drum Voice will sound when you strike the trigger.

• **Next Kit:** The current Kit number will increase by one when you strike the trigger.

• **Prev Kit:** The current Kit number will decrease by one when you strike the trigger.

• Tap Tempo: The trigger will function as the TAP TEMPO button, entering a new tempo for the sequencer when struck repeatedly.

• **Seq Play:** Striking the trigger will play the current Sequence.

• **Seq Stop:** Striking the trigger will stop the currently playing Sequence.

• **Play/Stop:** The trigger will function alternately as a "play/stop" button for the current Sequence. Striking the trigger once will start playback; striking it during playback will stop the Sequence.

• **Record:** The trigger will function as a "record" button for the sequencer.

• **Rec/Stop:** The trigger will function alternately as a "record/stop" button for the sequencer. Striking the trigger once will start recording; striking it during recording will stop it.

• **InputType:** Select the type of trigger you have connected to the input. Select "**PIEZO**" for triggers like pads or cymbals. Select **"SWITCH"** if you are using a drum pad with a rim switch, a cymbal with an edge switch, or a footswitch. (Note: This parameter is only seen on certain pages.)

> **Note: The UTILITIES Menu allows you to set the rough "global" sensitivity of all triggers in the Kit ("Trig Sens"). See the UTILITIES MENU chapter for more information.**

> **Note:**
> **When assigning a function other than "Trigger," be sure that the physical (hardware) trigger is placed in such a way that it will not receive "crosstalk" or otherwiseaccidentally trigger as you perform.**

4. When you have finished making your edits, you can press **EXIT** or any button that will enter another screen -e.g., **KIT SELECT, UTILITIES**, etc. Your edits will remain for that session (i.e., until you turn off the module).

### TRIGGERING PARAMETERS
The **TRIG** page of the Trig. Edit Menu contains some parameters that affect the triggers' sensivity and function within the module.
1. Press **TRIG EDIT** to enter the main Trig. **Edit Menu** page. Press **TRIG (F2)**.
2. Select the trigger whose parameters you want to edit by pressing **PAD ID** then striking the desired trigger. Alternatively, you can highlight the trigger name at the top of the screen using the **CURSOR UP / DOWN** buttons to highlight it and use the **DEC- / INC+** buttons or **VALUE DIAL** to change it.
3. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to adjust the settings:

```
Input:SnrHd
Xtalk Rcv : 03
Xtalk Snd : 04
ReTrigger : 15
Threshold : 15

  INP  TRIG  CURV
```

```
Input:SnrRim
Xtalk Rcv : 01
Xtalk Snd : 07
ZoneXtalk : 00

  INP  TRIG  CURV
```

• **Xtalk Rcv * :** How susceptible the trigger is to "crosstalk" from other triggers (00-07). The higher the value, the less likely crosstalk from other triggers will affect it.

• **Xtalk Snd * :** How likely the trigger will cause "crosstalk" in other triggers (00-07). The higher the value, the less likely it will be a source of crosstalk on other triggers.

• **Retrigger:** How quickly the module processes repeated strikes of the same trigger (00-99). This is the minimum amount of time needed between successive strikes of the same trigger for the second one to produce a sound. (For instance, if your Retrigger setting is 50 and you strike the trigger once, it will produce a sound if the next strike is at least 50 milliseconds later. Otherwise, it will be silent.) (Note: This parameter is only seen on certain pages since it already affects both zones of a drum pad or cymbal that "share" the same **TRIGGER INPUT**.)

• **Threshold:** How much velocity (force) is required for a Voice to sound (00-99). At lower settings, very light strikes of the triggers will produce sounds. At higher settings, you will need to strike the triggers harder to produce a sound. (Note: This parameter is only seen on certain pages since it already affects both zones of a drum pad or cymbal that "share" the same **TRIGGER INPUT.**)

• **ZoneXTalk:** This setting adjusts how susceptible triggers on a "shared" input (e.g., the bell and bow of a ride cymbal, or the head and rim of a the same drum pad) are to "crosstalk" from each other. The higher the setting, the less likely these trigger pairs will cause each other to trigger unintentionally. (Note: We recommend increasing this setting for drum pads on which you want to produce "rimshots" by striking the head and rim simultaneously.)
4. When you have finished making your edits, you can press **EXIT** or any button that will enter another screen (e.g., **KIT SELECT, UTILITIES**, etc. Your edits will remain for that session (i.e., until you turn off the module).

### * A note about crosstalk:
"Crosstalk" occurs when a trigger is struck and the vibration from that strike is also "read" as a strike by an adjacent trigger. For instance, if you strike the snare drum hard enough, it is possible for the crash cymbal to sense the vibration of your hit (especially if they are mounted on the same rack) and trigger as well. This unintentional triggering can be reduced or elimintated by adjusting the RBM-20 module's crosstalk (**"Xtalk"**) settings.
• When you increase a trigger's "**Xtalk Rcv**" (**"Crosstalk Receive"**) setting, you are making that trigger less susceptible to crosstalk from other triggers' vibrations.
• When you increase a trigger's **"Xtalk Snd" ("Crosstalk Send")** setting, you are making that trigger less likely to be interpreted by the module as a cause of crosstalk.
In a general sense, these two settings essentially do the same thing: reduce crosstalk. However, there are cases where adjusting one is better than adjusting the other:
### Example:
While playing, if you find the first tom is unintentionally triggering as you play heavily on the snare drum, you should increase the first tom's **"Xtalk Rcv"** setting to reduce its sensitivity to strikes on the snare drum (as well as other triggers). On the other hand, if you find playing heavily on the snare drum is unintentionally causing several triggers to sound, you should increase the snare drum's **"Xtalk Snd"** setting so the module interprets vibrations from the snare drum more strictly to reduce errant triggering on the rest of the kit.

## VELOCITY CURVE

The **CURV** page lets you set the velocity curve for the triggers, which determines how a sound's volume is affected by how hard you strike it – that is, how responsive the triggers' dynamics are to changes in your playing.
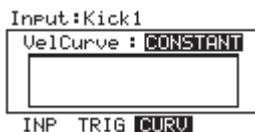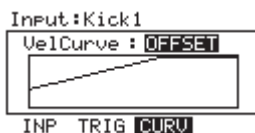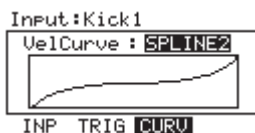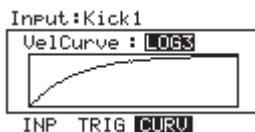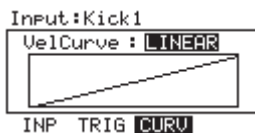
1. Press **TRIG EDIT** to enter the main T**rig. Edit** Menu page. Press **TRIG (F2)**.

2. Select the trigger whose parameters you want to edit by pressing **PAD ID** then striking the desired trigger. Alternatively, you can highlight the trigger name at the top of the screen using the **CURSOR UP / DOWN** buttons to highlight it and use the **DEC-/INC+** buttons or **VALUE / TEMPO DIAL** to change it.

3. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to adjust the settings:

 • **Linear:** The triggers will be consistently responsive to changes in your playing, increasing at the same rate as the force of your hits.

 • **Log 1-4:** The triggers will be more responsive to changes in your playing at lower velocities and become less responsive at higher velocities.

 • **Exp 1-4:** The triggers will be more responsive to changes in your playing at higher velocities and become less responsive at lower velocities.

 • **Spline 1-4:** The triggers will be more responsive to changes in your playing at lower and higher velocities and less responsive at moderate velocities.

 • **Offset:** The triggers will be consistently responsive to changes in your playing at lower and medium velocities and play sounds at the maximum volume at high velocities.

 • **Constant:** The triggers will play sounds at the maximum volume regardless of how hard or soft you hit them.

4. When you have finished making your edits, you can press **EXIT** or any button that will enter another screen (e.g., **KIT SELECT, UTILITIES**, etc.). Your edits will remain for that session (i.e., until you turn off the module).


## MODE (RIDE BOW & BELL)

You should adjust this setting for the kind of ride cymbal you are using – a dual-zone ride (which has bow and bell triggers) or a three-zone ride (which has edge, bow, and bell triggers).

To do this:

1. Press **TRIG EDIT** to enter the main **Trig. Edit** Menu page.

2. Select the ride's bow or bell by pressing **PAD ID** then striking that zone on your cymbal trigger. Alternatively, you can highlight the trigger name at the top of the screen using the **CURSOR UP / DOWN** buttons and use the **DEC-/INC+** buttons or **VALUE / TEMPO DIAL** to select either "RideBell" or "RideBow."

3. Press **MODE (F4).**

4. Use **DEC- / INC+** buttons or the **VALUE / TEMPO DIAL** to select "2 Zones" if your ride cymbal is a dualzone or "3 Zones" if your ride cymbal is a three-zone.

5. When you have finished making your edits, you can press **EXIT** or any button that will enter another screen (e.g., **KIT SELECT, UTILITIES**, etc. Your edits will remain for that session (i.e., until you turn off the module).
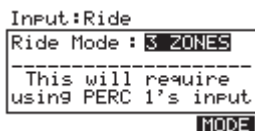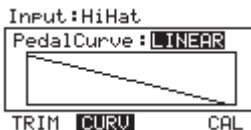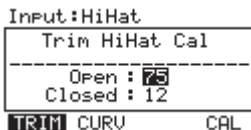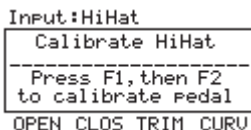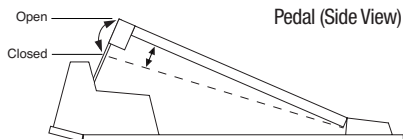
## HI-HAT CALIBRATION
The Hi-hat calibration is pre-set at the factory with the TRIM settings set at
**OPEN = 75 and CLOSED = 12** for great playability out-of-the-box.

**However, if you want to customize your hi-hat
settings or are using a different Hi-hat controller,
you can calibrate the Hi-hat as follows.**

Open ——
Closed ——

Pedal (Side View)

**To calibrate the Hi-hat pedal:**
1. 1.Connect the Hi-hat pedal to the module but
   do not press it down.
2. On the module, press **TRIG EDIT.**
3. Use the **CURSOR UP / DOWN** buttons to highlight the "Input" field
   at the top of the screen then use the **DEC- / INC+** buttons or
   **VALUE / TEMPO DIAL** to select "HiHat."
4. Press **CAL (F4).**
5. With the hi-hat pedal completely raised ("open"), press **OPEN (F1**)
   and wait for a message saying the process is complete.
6. With the hi-hat pedal completely pressed ("closed"), press **CLOS (F2)**
   and wait for a message saying the process is complete.
7. If you want to fine-tune how the module detects your pedal's "open"
   and "closed" positions, press **TRIM (F3)**. Use the **CURSOR UP / DOWN**
   buttons to select "Open" or "Closed" and use the **DEC- / INC+** buttons
   or **VALUE / TEMPO DIAL** to adjust the setting. (Tip: Increasing the "Closed"
   value makes it easier to close the hi-hat or "choke" it.)
   You can always reset the TRIM to the factory
   settings by setting **OPEN = 75 and CLOSED = 12.**
8. If you want to adjust the response curve of the pedal, press **CURV (F2).**
   Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL** to select the curve
   that best suits your playing style. (Tip: We recommend using **LINEAR, LOG1
   or LOG2** for conventional hi-hat performance.)
9. When you have adjusted the hi-hat settings to your preference,
   press **EXIT** to exit the calibration page (or press **KIT SELECT**
   to return to the main screen).

```
Input:HiHat
   Calibrate HiHat
-----------------------
  Press F1, then F2
 to calibrate pedal
OPEN CLOS TRIM CURV
```

```
Input:HiHat
   Trim HiHat Cal
-----------------------
      Open : 75
    Closed : 12
TRIM CURV          CAL
```

```
Input:HiHat
PedalCurve:LINEAR

TRIM  CURV       CAL
```

## STORING TRIG EDIT SETTINGS
Any changes you make to the parameters in the **Trig. Edit Menu** will remain
for the current session but will return to their defaults if you turn off the module.
We recommend storing your settings when you change them so you
can use them in future sessions.

**To store Trig. Edit settings:**
1. Be sure you are in the **Trig. Edit Menu** by pressing **TRIG EDIT.**
2. Press **SAVE**.
3. A window will appear asking you to confirm your choice.
Press **CANCEL (F2 or F3)** to cancel storing your Trig. Edit settings.
Press **YES (F1)** to store them.

```
 Save settings?

YES    CANCEL
```

## EXPLORING OPTIMAL SENSITIVITY AND THRESHOLD SETTINGS
We created the RBM-20 module's default settings to allow for great playability
right out of the box, but we recommend experimenting with different triggers settings –
particularly sensitivity and threshold – so you can find the settings that best suit your playing style.
Here is one recommended way to explore these settings:

1. Press **TRIG EDIT** to access the trigger settings.

2. Make sure **PAD ID** is activated (the LED should be lit).

3. Strike a trigger on your electronic drum kit whose settings you want to adjust.
The name of the trigger will be displayed at the top of the module's LCD.

4. On the **INP** page, adjust the "Sensitivity" setting to an appropriate level as you
strike the trigger with moderate force, typical of how you play.
The resulting sound should be neither too loud nor too quiet.
 (Make sure the "**Function**" setting is set to **"TRIGGER."**) If the level meter in the
 upper-right hand corner is "clipping" or maxing out too soon, reduce the sensitivity.

5. On the **TRIG** page, adjust the "Threshold" setting to an appropriate level as you strike
the trigger as lightly as you would while playing. You can use the level meter in the
upper right-hand corner of the module's LCD to see whether the module is detecting your hits.

6. After setting the threshold, return to the **INP** page and readjust the "**Sensitivity**" setting
as you strike the trigger with varying force.

7. Repeat this process for other triggers in your electronic drum kit.

8. Press **SAVE** to save these changes.


Note that you can also adjust the velocity curve for each trigger, which
can help in the "shaping" of the triggers' volume levels relative to the range
of force you use while playing. Also, the **UTILITIES** Menu allows you to set the rough
"global" sensitivity of all triggers in the Kit. ("**TRIG**")
See the **UTILITIES MENU** chapter for more information.


## UTILITIES MENU

The RBM-20's UTILITIES Menu contains several pages of parameters that affect the module's overall operation as
well as system-related information and functions.


### GENERAL
The main page of the **UTILITIES** Menu contains some global parameters that affect the kit as well as the module
itself.

1. Press **UTILITIES** to enter the main **UTILITIES** Menu page.

2. Use **CURSOR UP / DOWN** to move through the menu items
and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the
settings:

 • **Tempo:** Indicates how the module determines tempo
 from pattern to pattern. When set to "**PATTERN**,"
 each Pattern will have its own tempo (i.e., the tempo
 can change when moving from one Pattern to the next). When set to "**GLOBAL**," the module will follow a fixed,
 global tempo, ignoring the tempo specific to a pattern.

 • **Output:** Determines the module's output routing. When set to "**MAIN&AUX,**" the Drums and Accompaniment
 tracks will be sent through the **MAIN OUT** with effects applied and through the AUX OUT without effects applied
 ("dry"). When set to "**MAIN>AUX,**" the signal sent through the AUX OUT will be identical to the one
 sent through the MAIN OUT.

 • **Acc Pitch:** The tuning of the module's Accompaniment. The default is a standard "A=440Hz."
 The available tuning range is 430 – 450 Hz.

 • **Contrast:** The contrast of the LCD (0-99).

### CLICK (F1)
Pressing CLIK (F1) from the main UTILITIES Menu lets you access pages
that contain the settings for the module's click.

Utilities:General
```
   Tempo : PATTERN
  Output : MAIN&AUX
Acc Pitch : A=440Hz
 Contrast : 60
```
CLK  MIDI  TRIG  SYS

Utilities:Click
```
MeasLvl : 85
MeasSnd : Stick Click
BeatLvl : 45
BeatSnd : Agogo
```
MEAS SUBD  TAP  OUT

**MEASURE (F1)**

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.
2. Press **CLIK (F1)** to access the click settings. The
first page to appear will be **MEAS (F1)**.
3. Use **CURSOR UP / DOWN** to move through the menu
items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings:

```
Utilities:Click
MeasLvl : 85
MeasSnd : Stick Click
BeatLvl : 45
BeatSnd : Agogo
MEAS  SUBD  TAP  OUT
```

 • **MeasLvl:** The volume level of the first click beat of every measure (00-99).
 (The first beat is often louder than the others to mark the beginning of each bar.)
 • **MeasSound:** The sound of the first click beat of every measure.
 (The first beat is often at a slightly higher pitch than the others to mark the beginning of each bar.)
 • **BeatLevel:** The volume level of the overall click beat (00-99).
 • **BeatSound:** The sound of the click beat.

**SUBDIVISION (F2)**

This page lets you adjust settings for the subdivision click.
This is similar to the regular click but while the regular
click sounds every beat, the subdivision click
sounds during smaller intervals of each measure.
1. Press **UTILITIES** to enter the main UTILITIES Menu.
2. Press **CLIK (F1)** to access the click settings.
3. Press **SUBD (F2)** to access the subdivision click
settings.

```
Utilities:Click
SubDvsn : 1/4
SubDLvl : 15
SubDSnd : Doumbek 1
MEAS  SUBD  TAP  OUT
```

4. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE
DIAL** to adjust the settings:
 • **SubDvsn:** The length of each subdivision. The range includes OFF, 1/4, 1/8, 1/16,1/32 and 1/64 notes
 – both regular and triplet. (Example: If the regular click is set to a 4/4 time signature and "**SubDvsn**"
 is set to "1/8," you will hear the regular click on every 1/4 note as well as the subdivision click on every 1/8 note.)
 • **SubDLvl:** The volume level of the subdivision click sound (00-99). We recommend keeping this volume
 relatively low so it is not confused with the regular click sound.
 • **SubDSnd:** The sound of the subdivision click.

**TAP TEMPO (F3)**

This page lets you adjust settings for the **TAP TEMPO** button and
the tempo LED.
1. Press **UTILITIES** to enter the main **UTILITIES** Menu.
2. Press **CLIK (F1)** to access the click settings.
3. Press **TAP (F3)** to access the Tap Tempo settings.
4. Use **CURSOR UP / DOWN** to move through the menu items

```
Utilities:Click
Tempo LED : PAT ONLY
Tap Tempo : ON
MEAS  SUBD  TAP  OUT
```

and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings:
 • **Tempo LED:** This setting lets you control when the tempo LED will be seen. When set to "ON,"
 the tempo LED will flash all the time. When set to **"PAT ONLY,"** the tempo LED will only flash
 when a Sequence is playing. When set to "**OFF**," the tempo LED will never be seen.
 • **Tap Tempo:** Enables or disables the TAP TEMPO button. Disabling it may be useful if you do
 not want to make any unintentional changes to a Sequence's tempo.

**CLICK ROUTING (F4)**

This page lets you select the module's outputs through which the
click sounds will be sent. This can be useful for maintaining
two separate mixes. (For instance, you may want to have a
monitor mix with the click sent to you through the **AUX
OUT**, but you want to have a separate mix without the click
for the house PA system.)
1. Press **UTILITIES** to enter the main **UTILITIES** Menu.
2. Press **CLIK (F1)** to access the click settings.

```
Utilities:Click
OutAssign : MAIN
MEAS  SUBD  TAP  OUT
```

3. Press **OUT (F4)** to access the click output settings.

4. Use **DEC- / INC+** or the **VALUE / TEMPO DIAL** to adjust the settings:

 • **OutAssign:** This setting lets you assign the output through which the click sound will be sent. When set to "**MAIN**," the click will be sent out both channels of the **MAIN OUT**. When set to "**AUX**," the click will be sent out both channels of the AUX OUT. You can also select "AUX L" or "AUX R," which lets you send it out only one of the AUX OUT channels.

Note: If the "Output" setting on the main **UTILITIES** Menu is set to "**MAIN>AUX**," this means the signal sent out the **MAIN OUT** will also be sent out the **AUX OUT**. In this case, the "OutAssign" settings for the **AUX OUT** will display "(N/A)" next to it, indicating the click will not be heard over this channel. (To make the **AUX OUT** available for the click sound, change the "Output" setting on the main **UTILITIES** Menu to "**MAIN&AUX**."

## MIDI (F2)

Pressing **MIDI (F2)** from the Main **UTILITIES** menu lets you access pages that contain the module's MIDI settings.

### INPT (F1)

This page controls the module's MIDI input settings.

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.

2. Press **MIDI (F2)** to access the MIDI settings. The first page to appear will be **INPT (F1)**.

3. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+** or the **VALUE / TEMPO DIAL** to adjust the settings:

```
Utilities:MIDI Input
Drum Chan : 10
 Acc Chan : 01
LocalCont : ON

 INPT  EXT  OUT
```

 • **Drum Chan:** The MIDI channel number over which the drum sounds will be received (**01-16 or "OMNI**," which sends it over all 16 channels) when played by an external MIDI device.

 • **Acc Chan:** The MIDI channel number over which the Accompaniment will be received (01-16 or "OMNI," which sends it over all 16 channels) when played by an external MIDI device.

 • **LocalCont:** This "Local Control" setting determines whether the module receives MIDI messages from the triggers or an external source. When set to "ON" (the default), the module's sounds will receive MIDI messages from your connected triggers. Switch this setting to "OFF" when you are using an external **MIDI** sequencer. (When using an external sequencer, if this setting is "ON," each note will be triggered twice – once in the module and once via the external sequencer. **Turning Local Control** "**OFF**" ensures you will hear the triggered note only once.)

### EXT (F2)

This page's settings determine how the module responds to external MIDI controllers.

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.

2. Press **MIDI (F2)** to access the MIDI settings.

3. Press **EXT (F2)** to access the external MIDI settings.

4. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings:

```
Utilities:External
Pro9 Chn9 : OFF
 Clock In : OFF

 INPT  EXT  OUT
```

 • **Prog Chng:** Determines if the module will recognize Program Change messages from external MIDI sources. When set to "**OFF**" (the default), the module will ignore Program Change messages. When set to "**RECEIVE**," Kits can be selected via Program Change messages from external sources.

 • **Clock In:** Determines if the module will sync to an external MIDI clock. When set to "OFF" (the default), the module will run off its internal clock. When set to "**RECEIVE**," the module's clock will sync to the "master" clock of a connected external MIDI source.

### OUT (F3)

This page controls the module's MIDI output settings.

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.

2. Press **MIDI (F2)** to access the MIDI settings.

3. Press **OUT (F3)** to access the MIDI output settings.

4. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings:

```
Utilities:Output
Pro9 Chn9 : NOT SENT
Clock Out : NOT SENT
MIDI Thru : ENABLED

 INPT  EXT  OUT
```

• **Prog Chng:** Determines if the module will send out Program Change messages to external MIDI devices. When set to "**NOT SENT**" (the default), the module will not send any Program Change messages. When set to "**SENT**," the module will send Program Change messages to a connected MIDI device.

• **Clock Out:** Determines if the module's internal clock will serve as the "master" clock for a connected MIDI device. When set to "**NOT SENT**" (the default), the module will not send out any MIDI clock information to a connected device. When set to "**SENT**," a connected MIDI device will sync to the module's internal clock.

• **MIDI Thru:** When set to "**ENABLED**" (the default), the module's **MIDI OUT** functions as a **MIDI THRU**. In this case, a device connected to the module's **MIDI IN** can send data through the module to a device connected to the module's **MIDI OUT**. When set to "OFF," the module's **MIDI OUT** functions only as a MIDI output for the module itself.

## TRIG (F3)

Pressing **TRIG (F3)** from the Main **UTILITIES** menu lets you access a page that contains the various trigger settings for the module.

### TRIG

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.

2. Press **TRIG (F3)** to access the trigger settings.

3. Use **DEC- / INC+** or the **VALUE / TEMPO DIAL** to adjust the settings:

```
Utilities:Trigger
Trig Sens : MEDIUM
    HiHat : NOTE+CC#4
HH Splash : SENT
Cym Choke : SENT
TRIG
```

  **a. Trig Sens:** The sensitivity of all the connected triggers – **"LOW," "MEDIUM,"** or **"HIGH."** Adjusting this setting lets you roughly set the sensitivity of the entire Kit but conveniently keeps the proportions of your individual trigger settings. (To adjust the sensitivity of individual triggers, see the **TRIGGER INPUT PARAMETERS** section of the **TRIG. EDIT MENU** chapter.)

  **b. HiHat \*** : Select "**NOTE+CC#4**" or "**NOTE ONLY**." This determines whether the hi-hat MIDI note will be sent with or without CC information (CC#4).

  **c. HH Splash \*** : Select "**SENT**" or "**NOT SENT**." This determines whether the hi-hat "splash" note (generated by quickly pressing then releasing the pedal) will be sent or not.

  **d. Cym Choke \*** : Select "**SENT**" or "**NOT SENT**." This determines whether the cymbal "choke" note (generated by grabbing the cymbal and touching the choke strip) will be sent or not.

> \* Note: The "HiHat," "HH Splash," and "Cym Choke" parameters allow you to tailor the MIDI output of these notes, which is useful when using the module with an external hardware or software drum module that does not support a variable hi-hat pedal, the hi-hat "splash," cymbal choking, etc. Also, even when these parameters are set to "NOTE ONLY" or "NOT SENT," the MIDI notes and information you have "disabled" will actually still be recorded when you record a Sequence, but they will not be sent to the MIDI output.

### SYS (F4)

Pressing SYS (F4) from the Main **UTILITIES** menu lets you access a page that contains the module's various system settings.

### SYSX (F1)

This page lets you send out the module's settings as a **SysEx** (.syx) file to be recalled later.

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.1).

2. Use **CURSOR UP / DOWN** to move through the menu items:

  **a. All Memory:** All of the module's memory that can be saved will be saved as a SysEx file.
This includes your trigger settings, Kits, and Sequences.

  **b. All Trigger Settings:** Only the module's trigger settings will be saved as a SysEx file. will be saved as a SysEx file.

```
Utilities:SysEx Send
Select option, SEND
All Memory
All Trigger settings

SYSX  INIT  O/S  SEND
```

1. Press **UTILITIES** to enter the main **UTILITIES** Menu.1).
2. Use **CURSOR UP / DOWN** to move through the menu items:
**a. All Memory:** All of the module's memory that can be saved will be saved as a SysEx file.
This includes your trigger settings, Kits, and Sequences.
**b. All Trigger Settings:** Only the module's trigger settings
**3. Press SEND (F4)** to send the selected settings from the module as a SysEx file.


## INIT (F2)
This page lets you reinitialize different settings in the module,
restoring them to their factory defaults.
1. Press **UTILITIES** to enter the main **UTILITIES** Menu.
2. Press **SYS (F4)** to access the Accompaniment settings.
3. Press **INIT (F2)** to access the reinitialization page.
4. Use **CURSOR UP / DOWN** to move through the menu items:
 **a. All Kits:** All of the module's Kits and their settings will
 return to their factory defaults.
 **b. All Sequences:** All of the module's Sequences and their
 settings will return to their factory defaults.
 **c. All Trigger Settings:** All of the module's trigger settings
 will return to their factory defaults.
5. Press **EXEC (F4).**
6. A window will appear asking you to confirm your choice.
To confirm and reinitialize the selected settings, press **YES (F1)**.
To cancel, press **CANCEL (F2 or F3)**.

```
Utilities:ReInit
Select option, EXEC
All Kits
All Sequences
All Trigger settings
SYSX  INIT  O/S  EXEC
```

```
Are you sure?
Initialize all
drum kits?
YES    CANCEL
```


## O/S (F3)
This page contains information about the module's current
operating systems and sound **ROM**.
1. Press **UTILITIES** to enter the main **UTILITIES** Menu.
2. Press **SYS (F4)** to access the Accompaniment settings.
3. Press **O/S (F3)** to access the operating system information page.
4. This page contains the version numbers of the module's current software:
 **a. Trig OS:** The current version number of the trigger firmware.
 **b. Sound ROM:** The current version number of the sound ROM
 – the library of sounds read by the module.
 **c. Sound OS:** The current version number of the module's own firmware.

```
Utilities:O/S
 Trig OS : V1.00
Sound ROM : V1.00
 Sound OS : V1.00
SYSX  INIT  O/S  MEM
```

> **Note:**
> **Be sure to register your RBM-20 module at www.pearlsoundshop.com to be notified if new software becomes available.**


## MEM (F4)
This page contains information about the module's available
memory and lets you enable or disable write protection.
**Note:** There are no editable parameters on this page.
1. Press **UTILITIES** to enter the main **UTILITIES** Menu.
2. Press **SYS (F4)** to access the Accompaniment settings.
3. Press **INIT (F2)** or **O/S (F3)** to change the available **FBUTTON**
tabs. **MEM (F4)** will become available.
4. Press **MEM (F4)** to access the memory page.
5. This page contains two items:
 **a. Memory:** The amount of currently available module memory.
 **b. WriteProt:** Use the **DEC- / INC+** buttons or **VALUE / TEMPO DIAL**
 to enable or disable write protection. When set to "**ON**" (the default),
 you can make changes to the Kits, Instruments, Sequences, etc.,
 but will not be able to store them. When set to "**OFF**," you can store these settings.

```
Utilities:Memory
 Memory : 99% FREE
WriteProt : OFF
SYSX  INIT  O/S  MEM
```

## UPDATING THE MODULE

To update the module, follow these steps:

1. If you have not done so already, download the **Redbox Updater** Application from **www.redboxsoundshop.com** (under the Customer Support tab.)

2. Connect the module's USB port to your computer with a standard USB cable.

3. Press and hold the module's **REC** button while turning it on. (Windows users: If you see a message that says Windows was unable to install a driver, ignore it.)

4. Open the RBM-20 Redbox Updater Application.

5. Windows users: Select "**USB Audio Device**" (the RBM-20 module) from the "MIDI Interface" dropdown menu. Mac users: The RBM-20 module will be automatically selected.

6. Drag the appropriate file onto the application, or click "**File**" then "**Open**" and select the file.

You can upload SysEx (.syx) files – such as sound ROM files or firmware files – in this fashion.

> **Note:**
> **Third party sound ROMs are also considered updates and can be loaded to the RBM-20 module in this fashion.**

> **Note:**
> **If you encounter an error message while switching on the module, it is possible the sound ROM cannot be read correctly. In this case, reload the sound ROM file and try again.**

**Note:** Since the release of this module, we may have released new firmware or sound ROM files. To keep your module current, we recommend checking the Customer Support tab of www.redboxsoundshop.com for available updates for your RBM-20 module.

## MIDI SETUP

You can use the RBM-20 module as a trigger-to-MIDI interface, allowing you to use your electronic drum kit to trigger sounds from external sound libraries. This means you can use your hardware kit to play sounds in software drum modules like BFD, Toontrack, Reason, and many others.

You can also use external MIDI devices – such as MPCs, or other MIDI controllers – to trigger sounds from the RBM-20's own extensive sound library instead of (or in addition to) the electronic drum kit.

To use the RBM-20 in these ways, you will need to set it up to communicate with your external device(s) via MIDI. Here are a couple examples of how to do this.

**Using the RBM-20 to trigger sounds from a software drum module:**
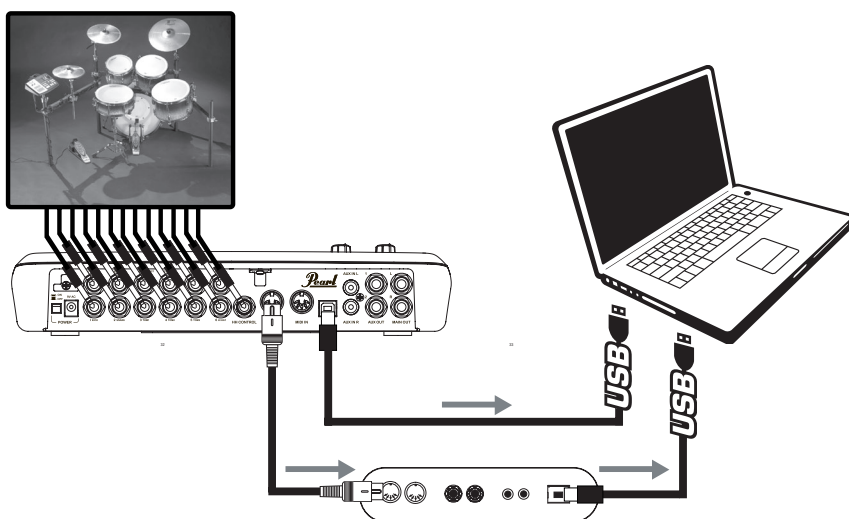
1. Connect the module's USB port to your computer with
a standard USB cable. (Alternatively, you could connect
the **MIDI OUT** of the RBM-20 to the MIDI IN of a
MIDI interface connected to your computer, but we recommend
using your computer's USB connection if it is available.)
2. Press **UTILITIES** to access the module's UTILITIES Menu.
3. Press **MIDI (F2)** to access the MIDI settings.
4. Press **OUT (F3)** to access the MIDI output settings.
5. Use **CURSOR UP / DOWN** to move through the menu
items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to
adjust the settings accordingly:
 **a. Prog Chng:** "**SENT**" (so the RBM-20 can send
 Program Change messages to the software).

 **b. Clock Out:** "SENT" (if you want the RBM-20's MIDI
 clock to the be the "master" clock) or "**NOT SENT**" (if
 you do not want the RBM-20 to send out MIDI clock information).
 **c. MIDI Thru:** "OFF."
6. Set your software to receive MIDI messages from the RBM-20 module
("**USB Audio Device**"). Consult your software's manual for more information.

Using an external MIDI device with the RBM-20's sound library:
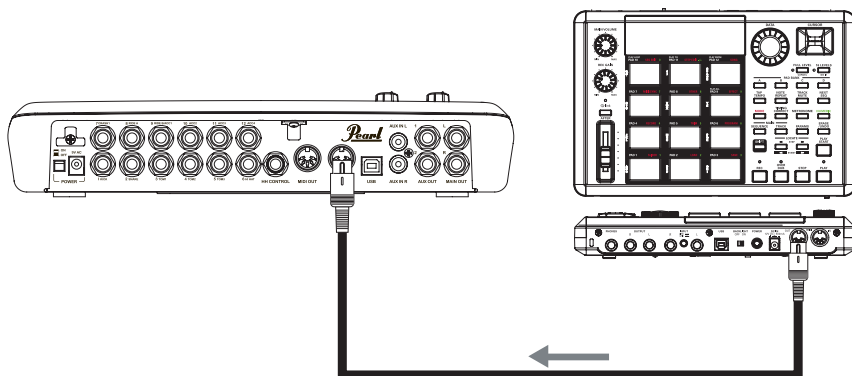


1. Connect the RBM-20's **MIDI IN** port to your external device's MIDI OUT port using a standard MIDI cable.

2. Press **UTILITIES** to access the module's **UTILITIES** Menu.

3. Press M**IDI (F2)** to access the MIDI settings.

4. Press **INPT (F1)** to access the MIDI input settings.

5. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings accordingly:

 **a. Drum Chan:** Set this to the MIDI channel (**01-16 or "OMNI")** over which the drum sounds will be received when played by your external device.

 b. Acc Chan: Set this to the MIDI channel (01-16 or "OMNI") over which the Accompaniment sounds will be received when played by your external device.

 **c. LocalCont:** "**OFF**" (otherwise, each note you trigger will be heard twice)

6. Press **EXT (F2)** to set how the RBM-20 will respond to the external device.

7. Use **CURSOR UP / DOWN** to move through the menu items and **DEC- / INC+ or the VALUE / TEMPO DIAL** to adjust the settings accordingly:

 **a. Prog Chng:** "**RECEIVE**" (so the RBM-20's Kits can be selected via Program Change messages from the external device).

 **b. Clock In:** "**OFF**" (if you want the RBM-20 to run off its own internal clock) or "**RECEIVE**" (if you want to sync the RBM-20's clock to the clock of your external device).

8. Set your external device's settings to send MIDI to the RBM-20 module. Consult your software's manual for more information.

> Note:
> These are just recommended settings. You may configure the RBM-20's MIDI settings however best suits your performance needs. See the MIDI section of the UTILITY MENU chapter and the KIT SELECT SETUP section of the KITS, VOICES, ACCOMPANIMENT & INSTRMENTS chapter for more information.

# MIdI Implementation Chart

| | Transmit/Export | Recognize/Import | Remarks |
|---|---|---|---|
| *1. Basic Information* | | | |
| MIDI channels | 1-16 | 1-16 | Drums: 10 (default) Accomp: 1 (default) |
| Note numbers | 0-127 | Drums: 28-91 Accomp: 0-127 | |
| Program change | 0-99 | 0-99* | *Used for selecting active kit |
| Bank Select response? | Yes | Yes* | *0: Kits 0-99, 1: Kits 100-199 |
| Modes supported: Mode 1: Omni-On, Poly | Yes | Yes | |
| Mode 2: Omni-On, Mono | Yes | Yes | |
| Mode 3: Omni-Off, Poly | Yes | Yes | |
| Mode 4: Omni-Off, Mono | Yes | Yes | |
| Multi Mode | Yes | Yes | |
| Note-On Velocity | Yes | Yes | |
| Note-Off Velocity | No | No | |
| Channel Aftertouch | No | No | |
| Poly (Key) Aftertouch | No | No | |
| Pitch Bend | Yes | Yes | For Basses Only |
| Active Sensing | No | No | |
| System Reset | No | No | |
| Tune Request | No | No | |
| Universal System Exclusive | No | No | |
| Manufacturer or Non-Commercial System Exclusive | Yes | Yes | Used for backup / restore and loading new sound sets |
| NRPNs | No | Yes | See MIDI Implementation Supplement |
| RPNs | No | No | |
| *2. MIDI Timing and Synchronization* | | | |
| MIDI Clock | Yes | Yes | |
| Song Position Pointer | Yes | No | |
| Song Select | No | No | |
| Start | Yes | Yes | |
| Continue | Yes | Yes | |
| Stop | Yes | Yes | |
| MIDI Time Code | No | No | |
| MIDI Machine Control | No | No | |
| MIDI Show Control | No | No | |
| *3. Extensions Compatibility* | | | |
| General MIDI compatible? | No | Partial | GM Drum Sounds compatible |
| DLS compatible? | No | No | |
| Standard MIDI Files | No | No | |
| XMF Files | No | No | |
| SP-MIDI compatible? | No | No | |

# RBM-20 Sequences

**JAZZ**
Bob's Bop
Chili
Did He Do Dat?

**FUNK**
Yaba Daba Baba
On the 1
Greens, Grits &
Onions
Dat's What I'm
Talkn Bout
Not Here!

**METAL**
Trust in No One
Bottom Feeders
Serpents Servant
Loud, Fast, and Hard
Locked & Loaded

**FUSION**
Islands
ANother One Please
Feel This
4Ever

**HIP-HOP**
Shorty's Here
Slammin Jammin
Hop Hood

**ROCK**
Bangers Head
Up 4 It
OZ E
#13

**LATIN**
A Bene Placito
Acta Non Verba
In Cuba

# RBM-20 Kits

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | AC | 1Up 2Down | 34 | AC | GreenEyed | 68 | AC | ThundaCrak |
| 1 | AC | Heartland | 35 | AC | SnareYaGo | 69 | AC | Doubt N It |
| 2 | AC | StudioCity | 36 | AC | VintageMod | 70 | AC | ShuffEnuff |
| 3 | AC | NowMetal | 37 | WL | EastrnTrip | 71 | AC | Pop Roxx |
| 4 | AC | ShoTime | 38 | AC | Music Row | 72 | WL | CariBeing |
| 5 | AC | ModJazz | 39 | EL | TurnTable | 73 | AC | Funk Wave |
| 6 | AC | Picante | 40 | EL | TranzDance | 74 | AC | Fuse On |
| 7 | AC | 80sMonster | 41 | AC | BoardTape | 75 | AC | Fat 70's |
| 8 | EL | Wonder Gig | 42 | EL | 9Inch | 76 | WL | Nat Geo |
| 9 | AC | NashVegas | 43 | AC | Arena Live | 77 | AC | Funk Broz |
| 10 | EL | HoodHop | 44 | AC | Classic Mo | 78 | AC | Word Up |
| 11 | AC | 70'sVibe | 45 | AC | Bourbon St | 79 | AC | Magic Man |
| 12 | AC | Dub It Up! | 46 | CL | SoundTrack | 80 | AC | Purple Jam |
| 13 | AC | HydroGate | 47 | AC | Brushes | 81 | WL | Taj Funk |
| 14 | AC | RockABye | 48 | AC | 70's Alive | 82 | EL | Hoppy Daze |
| 15 | AC | Headbanger | 49 | EL | TechnoEcho | 83 | AC | RockSteady |
| 16 | AC | TempTasty | 50 | WL | Bollywood | 84 | AC | Hyperspeed |
| 17 | AC | CocktailIt | 51 | AC | Poppin | 85 | AC | 2-3 Floor |
| 18 | AC | Big Ballad | 52 | AC | Chunky Jam | 86 | AC | DeepGroove |
| 19 | EL | SpaceCake | 53 | WL | Kenya Hear | 87 | AC | SalsaTimbl |
| 20 | EL | 8HUNDRED8 | 54 | CL | StarStripes | 88 | AC | DryClean |
| 21 | HY | Mi Casa | 55 | HY | St. Beatz | 89 | AC | Uptight |
| 22 | AC | Punchy | 56 | AC | Low&Tight | 90 | AC | BlastBeats |
| 23 | AC | 4EvrFusion | 57 | AC | LuvMachine | 91 | AC | MelODown |
| 24 | FX | Laugh Trax | 58 | WL | DjemBass | 92 | AC | Wide Open |
| 25 | WL | BluePlanet | 59 | AC | Mo'Brushes | 93 | AC | 2 Funky |
| 26 | AC | FunkFX | 60 | AC | Playback | 94 | AC | Eleven |
| 27 | EL | Dance Mix | 61 | AC | Gaddzilla | 95 | AC | RockSolid |
| 28 | FX | Shout Out | 62 | AC | Shafted | 96 | HY | TexMix |
| 20 | AC | Bump N Go | 63 | AC | PhillyFunk | 97 | AC | ShakyGrnd |
| 30 | FX | MetalBand | 64 | EL | Dolby | 98 | AC | Headliner |
| 31 | AC | Havana | 65 | EL | Slam Hop | 99 | AC | BoardrLine |
| 32 | FX | ScaryOscar | 66 | AC | Tight Grip | | | |
| 33 | AC | WarmNWorn | 67 | WL | DragnDance | | | |

## KICKS

Ambient Rock
Country
Crunch
Cust Tiny16"
Double Head
Dry Bop 18"
Energizer
Floppy
Mpl 90's 20"
Hardware
HR16 Rock
Mpl Damp 26"
Low 24"
3ply 60's 22"
Pop 1
Hard Rock 1
Standard 22"
Thump
Tight 20"
Tighter 20"
7plyBrch 24"
Big 26"
Pop 2
70s Rock
80s Rock
90s Rock
Ambient
Thunk
Banger
Bass N Kick
Big Punch

Big Butt
Big Smack
Blastbeat
Blues 1
Blues 2
Crescent
Narrow
Deep
Dry
EastRoom
Flabby
Funk Head
Funk 1
Funk 2
FunkPlus
Fusion
Pillow
Growl
Hmm
Jazz Kick
Kuma 1
Kuma 2
High N Tite
Lo Fi
Lo N Tite
Loose Batter
Louie Kick
Metal Head
Modern
Noisy
Jazzy

Piano Rock
Quarter Head
Hard Rock 2
Rocker
RocKik
Room
RoundBlues
Shred Head
Single Head
Slap
Round
Snare & Kick
Solid 1
Solid 2
Solid 3
Splat
Tite Room
Dry Room
Garage
Stage
Studio Kick
Hard Head
Thick Head
Thud Head
Thumpy
Thunky
Tight Funk
Vocal Kik
Warm

## TOMS

6plyMpl14x14
6plyMpl10x8
6plyMpl12x8
3ply60s16x16
3ply60s 13x9
Roto 12"
Roto 14"
Roto 16"
Brch 14x12
Brch 16x14
Brch 8x7
Brch 10x8
Brch 12x9
FbrG 14x10
FbrG 16x16
FbrG 18x16
FbrGlass Rim
Mpl 10" Brsh
MplMuteSn10"
Mpl Mute 10"
MplMuteRim10
Brch Mute 10
BrchPinStp10
Brch Damp 10"
BrchDampSn10
Mpl 12" Brsh
Mpl Mute 12"
Mpl 12" Rim
Brch Mute 12
BrchPinStp12
Mpl Mute 13"
Mpl 14" Brsh
6plyMpl14x12
Mpl 14" Rim
FbrGMute 14"

Brch Mute 14
BrchPinStp14
Mpl Mute 16"
FbrGMute 16"
Brch Mute 16
FbrGMute18"
70s 10"
70s 12"
70s 14"
70s 16"
Brch Mute 8
BrchPinStp8
Brch Damp 8"
BrchDampSn8
Roto 12" Dn
Roto 12" Up
Roto 14" Dn
Roto 14" Up
Roto 16" Dn
Roto 16" Up
Snr+BrshHi 1
Snr+BrshHi 2
Snr+BrshLo 1
Snr+BrshLo 2
Snr+BrshMid
StSnare Hi 1
StSnare Hi 2
StSnare Lo 1
StSnare Lo 2
StSnare Mid
VocalTom 1
VocalTom 2
VocalTom Lo
VocalTom Mid

## SNARES

Pc3x14SnOfRS
Pc3x14SnrOff
90's Rock
Bnz 13x6
Bnz13x6 RS
Bnz13x6
Mpl14x6 Opn
Mpl14x6 RS
Chrome 5x14
StStl 14x5
Stl14x5 BrRS
Stl14x5 Brsh
StStl14x5 RS
AL 14x5 Rd
AL 14x5 RS
Br 14x5 Damp
Br 14x5 OfCn

Br 14x5 OpCn
Br 14x5 RS
Br 14x5Xstk
EWF14x6Stk
EWF14x6StkRS
14x6 FFS
14x6 FFSRS
Piccolo 1
Piccolo 2
Piccolo 3
CmBr14x5 RS
CmBr14x5Stk
CmBr14x5RdRS
Db14x7 Damp
Db14x7 OpCnt
Db14x7 RSDmp
Piccolo 6

Thonk Dry
Woody 1
Mpl14x4OpCen
Mpl 14x4 RS
Mpl14x4OfCnt
70's Rock
80's Rock
BlastbeatSnr
Blues Club
Bright 1
Bright 2
Brush Jazz
Brush JazzRS
Brush Lite
Brush LiteRS
Brush Snr
Brush Snr RS

Clap Snare
CrescentSnr
Crisp
DC Funk
Deadwood
Deep Snare
East Room
Flanged
Full
Funk Plus
Low Snare 1
Low Snare 2
MarchingBand
Meaty
Philly Funk
Piccolo 5
Present

Ringer
Round Blues
Shred RS
Shred Snare
Side Snare
Snare Brush
Piccolo 4
Steel
Studio Rim
Studio Snare
Thin Beauty
Tight
Vocal Snare
Vocal SnrRS
Wooden
Wood Rim
Woody 2

## CRASHES

| | |
|---|---|
| H Xtreme 17" | Big Crash |
| S Fierce 16" | Big Mallet |
| Z AC Stk 16" | Choke |
| Z KCon 18" | Dark Mallet |
| Z Kdark 16" | Dark Splash |
| Z Kdark 17" | Flange Cym |
| Z KDrkBsh17" | Flange Sizzl |
| Z KDrkMlt17" | HHX Splash |
| 16" Darker | Mallet Crash |
| 16" Thin | Raspy Crash |
| 17" AC Stick | Sizzle |
| 17" DarkStik | Small Crash |
| 17" KD Dark | Splashy |
| 17" KD Lite | Stereo Crash |
| 17" KDBrshLt | StFl Crash |
| 17" Thin | Vintage |
| 18" Mallet | Vocal Crash |
| 20" Crash | ZCon Splash |

## RIDES

| | |
|---|---|
| BosAntiq 20" | Z K Thin 22" |
| H HvyStk 21" | Z HVCrsh 22" |
| H JzBrsh 22" | Big Stick |
| H MdSizzl18" | China Ride |
| Z KHiDef 22" | Crazy |
| Z Klstnbl20" | Electro |
| Z Kthin 20" | Ethno |
| Jazz Brush | Flange |
| Z KZ 18" | Glass Ride |
| Z KHiDef 20" | Large |
| B HVCrsh 20" | Mark Tree FX |
| CrashRid 20" | Piatti Ride |
| Z HVCrsh 20" | Stub |
| BosAntiq 22" | Vocal Ride |

## HI-HATS

| | |
|---|---|
| SFusion 13" | Hybrid 1 |
| Z60sNB 15" | Hybrid 2 |
| ZManhatn 14" | Jazz Hat |
| ZReMix 12" | Orchestral |
| ZBrush60s14" | Raspy |
| China Hat | Chunky |
| VintageElect | Lite |
| Crazy Hat | Techno |
| Electro 1 | Thick |
| Electro 2 | Thin |
| Ethnic | Tiny |
| Heavy 1 | Vocal Hat |
| Heavy 2 | |

## CHINAS/SPLASHES

| | | | |
|---|---|---|---|
| SChnaMal 18" | ZSplash 10" | Flange China | SSplash 12" |
| WChina 17" | Big China | Gong China | WSplash |
| WChnaRvt 18" | China China | Hi China Stk | Z Stick 8" |
| WSplash 10" | | | |

## BASS

| | |
|---|---|
| And Mogue | Slap Bass 2 |
| Bass Harm | Slap Bass 3 |
| Bassic | SlapNPop 1 |
| ChrsFretless | SlapNPop 2 |
| Crunch Bass | Snick Attack |
| Damp Pick | Syn Bass 1 |
| Drum Bass | Syn Bass 2 |
| ElectrcBass1 | TB Three |
| ElectrcBass2 | Trance |
| Electrolyte | Upright Bass |
| Fretless | Jazz Upright |
| Mazzo | Ch Pick |
| MellowUprght | ElectrolytCh |
| Mini Bass 1 | Mini Bass 6 |
| Mini Bass 2 | Mini Bass 7 |
| Mini Bass 3 | Mini Bass 8 |
| Mini Bass 4 | Mini Bs1 Ch |
| Mini Bass 5 | Mini Bs2 Ch |
| Open Jazz | Mini Bs3 Ch |
| Pick Bass 1 | Mini Bs4 Ch |
| Pick Bass 2 | Mini Bs5 Ch |
| Pick Bass 3 | Oct Bass |
| Pick Bass 4 | Rattle VSw |
| Pick Bass 5 | Syn Bs1 Ch |
| Pro Phat | Syn Bs2 Ch |
| Rattle Bass | |
| Series 900 | |
| Silver Box | |
| Sine Bass | |
| Slap Bass 1 | |

## BEATBOX

| | |
|---|---|
| 08 Clap | SDS Tom Hi |
| 08 Clave | SDS Tom Lo |
| 08 Conga Hi | SDS Tom Md |
| 08 Conga Lo | 08 Clap Sn |
| 08 Conga Md | 08 Cymbal |
| 08 Cowbell | SDS Crak Snr |
| 08 HiHat | SDS Deep Kik |
| 08 Kick Long | Flng Tom Hi |
| 08 Kick Shrt | Flng Tom Lo |
| 08 Maracas | Flng Tom Md |
| 08 Snare | Hex Tom 1 Hi |
| 08 Tom Hi | Hex Tom 1 Lo |
| 08 Tom Lo | Hex Tom 1 Md |
| 08 Tom Md | Hex Tom 2 Hi |
| 09 HiHat | Hex Tom 2 Lo |
| 09 Kick Long | Hex Tom 2 Md |
| 09 Kick Shrt | Hex Tom 3 Hi |
| 09 Rim | Hex Tom 3 Lo |
| 09 Snare | Hex Tom 3 Md |
| 09 Tom Hi | SDS08 Snr |
| 09 Tom Lo | SDS09 Snr |
| 09 Tom Md | SDS Kick 4 |
| SDS Crack | SDS Tom 1 |
| SDS Kick 1 | SDS Tom 3 |
| SDS Kick 2 | SolidSDSKik |
| SDS Kick 3 | |
| SDS Snare 1 | |
| SDS Snare 2 | |
| SDS Snare 3 | |
| SDS Tom 2 | |

## RANDOM

Hi Conga Rnd
Hi Timb Rnd
Indian Rnd
Lo Conga Rnd
Lo Timb Rnd
Agogo Rnd
Bongo Rnd
Clavlick
Conga Seq
CowBell Rnd
Deep Gtr
Djembe Seq
Funk Gtr 1
Funk Gtr 2
Funk Horns
Funk Synth
Funky Gtr
Gtr Chunks
Gtr Comp
HipHop Voc 1
HipHop Voc 2
Indo Pan
Metal GtrSeq
Pan Timb
Punk Gtr
Rock Cmp
Scratch Rnd
Shaker Rnd
Timbal Rnd
Udu Seq
Zep Gtr

## PERCUSSION

2way Cowbell
Agogo
Agogo Hi
Agogo Lo
Bead Shaker
Block 1
Block 2
Block Mallet
BoLanGoo
Bongo HiOpen
Bongo HiSlap
Bongo LoOpen
Bongo LoSlap
Breketa
Bulb Horn
Cabasa 1
Cabasa 2
Cast Roll
Chinese Cym1
Chinese Cym2
Chinese Drum
Claves
Conga HiMute
Conga HiOpen
Conga HiSlap
Conga LoMute
Conga LoOpen
Conga LoSlap
Congo Bongo
Cowbell 1
Cowbell 2
Cowbell 3
Crasher
Djembe 1
Djembe 2
Djembe 3
Doumbek 1
Doumbek 2
Duck Call
Duck Snort
FingerCymbal
Flextone
Ghatam
Gong
Guiro 1
Guiro 2
HiraTaiko36"
HR Snap
HiraTaiko60"
Lite Snap
Low Tamb
LrgTriangleM

LrgTriangle0
Maracas
Nagara
NativeAmrcan
Finger Snap
Oil Can
Okedo Taiko
Paah
PandeiroMute
PandeiroOpen
PandeiroTap
Power Snap
Rattle
Reco Reco
Shaker 1
Shaker 2
Shaker 3
Shaker 4
Shaker 5
Shaker 6
Shaker Hi
Shaker Lo
Shime Taiko
Sleigh Bell
SmTriangleM
SmTriangle0
Stereo Clap
Stick Click
Surdo 1
Surdo 2
Syn Shakr
Tabla 1
Tabla 2
Tabla 3
Tabla 4
Tabla 5
Tabla 6
Tabla Ga
Tabla Ka
Tabla Na
Tabla Te
Talk Drum
Tamb Mute
Tamb Open
Tambourine
Tavil
Temple Block
TimbaleHi 1
TimbaleHi 2
TimbaleHi 3
TimbaleLo 1
TimbaleLo 2

TimbaleHiRim
TimbaleLoRim
TmbourneMte1
TmbourneMte2
TmbrmFngrMte
TmbrmFngrOpn
TmbrmStckMte
TmbrmStckOpn
Triangle Cl
Triangle Op
Tympani 1
Tympani 2
Tympani 3
Tympani 4
Udu Hole 1
Udu Hole 2
Udu Slap 1
Udu Slap 2
Udu SlapHole
Udu Top
Vibraslap
Whistle Long
Whistle Shrt
BellTree Dn
BellTree Up
Wood Block
Agogo Lo 2
Cuica Dn
Cuica Up
Djembe 4
Doumbek 3
Drum Stix
FingrTriangl
Gong High
Gong Low
Orch Bass 1
Orch Bass 2
Orch Bell
Orch Cymbal
Orch Snare
Orch Snr Rim
Tabla Tin 1
Tabla Tin 2
Tabla Tin 3
Triang Mt Hi
Triang Op Hi
Marimba C3
Marimba C4
Marimba G2
Marimba G3
Steel Pan A3
Steel Pan E3

Steel Pan G3
Xylo
Car Crash
CarHornLong
CarHornShort
Car Skid
Dog Bark
Door Slam
Glass
Gun Shot
Thunder
Rev Crash
Rev Crash Fl
Rev PicSnare
Rev Ride
Rev Ride Fl
Rev Snare

## ELECTRO

78 Metal
ClTekHat
ClSynHat
EleKick 1
EleKick 2
Fresh
Ha
Hmm Kik
HipHop Kik 1
HipHop Kik 2
HipHop Kik 3
HipHop Kik 4
HipHop Kik 5
HipHop Kik 6
HipHop Kik 7
HipHop Kik 8
HipHop Snr 1
HipHop Snr 2
HipHop Snr 3
House Kick
Jyeah
LoFi Snare
Mtek Hi Hat
Muscle 5th
Robot Snare
SciFi 1
SciFi 2
SciFi 3
SciFi 4
Scratch 1
Scratch 2

Scratch 3
Scratch 4
Slo Yeh
Tek Hit 1
Tek Hit 2
Tek Hit 3
Tek Hit 4
Tek Hit 5
Tek Hit 6
Tek Hit 7
Tek Stk
Ugh
Vox Snare
Wah Gtr 1
Wah Gtr 2
Yeah
Synth Tamb
Dance Snare
E Piano
GM Mod
Grunge Snare
HipHop Snr 4
Tek Kick
Whack
EthnoTekRide
Op Syn Hit
Tek Hat
Zap Kick
Grunt
HRB Snare
Shape Noise

# HITS

| | | | | | |
|---|---|---|---|---|---|
| A Gtr Chk 1 | Blues Gtr 10 | StankyClav 5 | HipHp1 Syn04 | Jz GtrHrn A | FusnHrn4th3 |
| A Gtr Chk 2 | Blues Gtr 11 | StankyGtr 01 | HipHp1 Vox01 | Jz GtrHrn Bb | FusnHrn4th4 |
| A Gtr Chk 3 | Blues Gtr 12 | StankyGtr 02 | HipHp1 Vox02 | Jz GtrHrn C | FusnHrnMn3d |
| A Gtr Chk 4 | Blues Shuffl | StankyGtr 03 | HipHp1 Vox03 | Jz GtrHrn D | FusnHrnOctB |
| A Pwr Gtr 1 | BosNovaEP 01 | StankyGtr 04 | HipHp1 Vox04 | Jz GtrHrn E | FusnHrnOctBb |
| A Pwr Gtr 2 | BosNovaEP 02 | StankyGtr 05 | HipHp1 Vox05 | Jz GtrHrn Eb | FusnHrnOctC |
| A Pwr Gtr 3 | BosNovaEP 03 | StankyGtr 06 | HipHp1 Vox06 | Jz GtrHrn F | FusnHrnOctD1 |
| A Pwr Gtr 4 | BosNovaEP 04 | StankyGtr 07 | R&G Sfx 1 | Jz GtrHrn G1 | FusnHrnOctD2 |
| A Pwr Gtr 5 | BosNovaEP 05 | StankyGtr 08 | R&G Sfx 2 | Jz GtrHrn G2 | FusnHrnOctF# |
| A Pwr Gtr 6 | BosNovaEP 06 | StankyGtr 09 | R&G Sfx 3 | Jz Pno BassC | FusnHrnOctF |
| Funk Jazz | BosNovaEP 07 | StankyGtr 10 | R&G Sfx 4 | Jz Pno BbMj7 | FusnHrnOctG |
| FJ EP 01 | BosNovaEP 08 | StankyGtr 11 | R&G Sfx 5 | Jz Pno Bmin7 | Fusion 1 |
| FJ EP 02 | BosNovaEP 09 | StankyGtr 12 | R&G Sfx 6 | Jz Pno DMaj | Strait Blues |
| FJ EP 03 | BosNovaEP 10 | StankyGtr 13 | R&G Sfx 7 | Jz Pno DMaj7 | UrbnGtr Bb2 |
| FJ EP 04 | BosNovaEP 11 | StankyHrns 1 | R&G Sfx 8 | Jz Pno EbMj7 | UrbnGtr C3 |
| FJ EP 05 | BosNovaEP 12 | StankyHrns 2 | R&G Sfx 9 | Jz Pno Emin7 | UrbnGtr D3 |
| FJ EP 06 | BosNovaEP 13 | StankyHrns 3 | R&G Syn 1 | Punk | UrbnGtr Eb3 |
| FJ EP 07 | BosNovaEP 14 | StankySyn 1 | R&G Syn 2 | Punk Gtr 01 | UrbnGtr G2 |
| FJ Guitar 01 | Bossa Nova | StankySyn 2 | R&G Syn 3 | Punk Gtr 02 | UrbnGtr G3 |
| FJ Guitar 02 | C Ac Gtr 01 | StankySyn 3 | R&G Syn 4 | Punk Gtr 03 | UrbnGtr Cmi7 |
| FJ Guitar 03 | C Ac Gtr 02 | StankySyn 4 | R&G Syn 5 | Punk Gtr 04 | UrbnGtr Gmin |
| FJ Guitar 04 | C Ac Gtr 03 | StankySyn 5 | R&G Vox 1 | Punk Gtr 05 | UrbnSyn Cmin |
| FJ Guitar 05 | C Ac Gtr 04 | StankySyn 6 | R&G Vox 2 | Punk Gtr 06 | UrbnSyn D |
| FJ Guitar 06 | C Ac Gtr 05 | GetUppa!Gtr1 | R&G Vox 3 | Punk Gtr 07 | UrbnSyn Eb |
| FJ Guitar 07 | C Ac Gtr 06 | GetUppa!Gtr2 | R&G VSyn 1 | Punk Gtr 08 | UrbnSyn F |
| FJ Guitar 08 | C Ac Gtr 07 | GetUppa!Gtr3 | R&G VSyn 2 | Punk Gtr 09 | UrbnSyn Gmin |
| FJ Guitar 09 | C Ac Gtr 08 | GetUppa!Gtr4 | R&G VSyn 3 | Punk Gtr 10 | Urban |
| FJ Guitar 10 | C Ac Gtr 09 | GetUppa!Gtr5 | R&G VSyn 4 | SB Gtr Fx 01 | J-Bon |
| Indie Rock | C Ac Gtr 10 | GetUppa!Gtr6 | R&G VSyn 5 | SB Gtr Fx 02 | J-Bon Gtr 1 |
| SM Gtr 01 | C Ac Gtr 11 | GetUppa!Gtr7 | House 1 | SB Gtr Fx 03 | J-Bon Gtr 2 |
| SM Gtr 02 | C El Gtr 01 | GetUppa!Gtr8 | House EP 1 | SB Gtr Fx 04 | J-Bon Gtr 3 |
| SM Gtr 03 | C El Gtr 02 | GetUppa!Org1 | House EP 2 | SB Gtr Fx 05 | J-Bon Gtr 4 |
| SM Gtr 04 | C El Gtr 03 | GetUppa!Org2 | House EP 3 | SB Gtr Fx 06 | J-Bon Gtr 5 |
| SM Gtr 05 | C El Gtr 04 | GetUppa!Org3 | House EP 4 | SB Gtr Fx 07 | J-Bon Gtr 6 |
| SM Gtr 06 | C El Gtr 05 | GetUppa!Org4 | House EP 5 | SB Gtr Fx 08 | J-Bon Gtr 7 |
| SM Gtr 07 | C El Gtr 06 | GetUppa!Org5 | House Gtr 1 | SB Gtr Fx 09 | 5-4 Jazz |
| SM Gtr 08 | C El Gtr 07 | GetUppa!Org6 | House Gtr 2 | SB Gtr Fx 10 | All AcGuitar |
| SM Gtr 09 | Country Gtrs | Stanky | House Gtr 3 | SB Gtr Fx 11 | All CleanGtr |
| SM Gtr 10 | Jal Gtr 01 | Get Uppa! | House Gtr 4 | SB Gtr Fx 12 | All EPs |
| SM Gtr 11 | Jal Gtr 02 | Hip Hop 1 | House Gtr 5 | SB Gtr Fx 13 | All HeavyGtr |
| SM Gtr 12 | Jal Gtr 03 | Hip Hop 2 | House Gtr 6 | SB Gtr Fx 14 | All Horns |
| SM Gtr 13 | Jal Gtr 04 | HipHp1 Gtr01 | House Syn 1 | SB Gtr Fx 15 | Funk 8 |
| SM Gtr 14 | Jal Gtr 05 | HipHp1 Gtr10 | House Syn 2 | SB Gtr Fx 16 | House 2 |
| SM Gtr 15 | Jal Gtr 06 | HipHp1 Gtr11 | House Syn 3 | SB Gtr Fx 17 | RnB 5 |
| Slow Metal | Jal Gtr 07 | HipHp1 Gtr12 | Jazz | SB Gtr Fx 18 | All MarimbaH |
| Bass Slide 1 | Jal Gtr 08 | HipHp1 Gtr13 | Jazz Waltz | SB Gtr Fx 19 | All MarimbaL |
| Bass Slide 2 | JalapeÃ±o | HipHp1 Gtr14 | JW Vibes A2 | SB Gtr Fx 20 | All SteelDrm |
| Bass Slide 3 | 70sHRcombo 1 | HipHp1 Gtr15 | JW Vibes Ab2 | FusnEP Amin | All Xylophne |
| Bass Slide 4 | 70sHRcombo 2 | HipHp1 Gtr16 | JW Vibes Ab3 | FusnEP BbMaj | All OrchBell |
| Bass Slide 5 | 70sHRcombo 3 | HipHp1 Gtr17 | JW Vibes Bb2 | FusnEP Bmin | All Slides |
| Bass Slide 6 | 70sHRcombo 4 | HipHp1 Gtr02 | JW Vibes Bb3 | Fusion Gtr 1 | All Vibes Hi |
| Bass Slide 7 | 70sHRcombo 5 | HipHp1 Gtr03 | JW Vibes C3 | Fusion Gtr 2 | All Vibes Lo |
| Blues Gtr 01 | 70sHRcombo 6 | HipHp1 Gtr04 | JW Vibes D3 | Fusion Gtr 3 | |
| Blues Gtr 02 | 70sHR Gtr 1 | HipHp1 Gtr05 | JW Vibes Eb3 | Fusion Gtr 4 | |
| Blues Gtr 03 | 70sHR Gtr 2 | HipHp1 Gtr06 | JW Vibes F3 | Fusion Gtr 5 | |
| Blues Gtr 04 | 70sHR Gtr 3 | HipHp1 Gtr07 | JW Vibes G2 | Fusion Gtr 6 | |
| Blues Gtr 05 | 70sHardRock | HipHp1 Gtr08 | JW Vibes G3 | Fusion Gtr 7 | |
| Blues Gtr 06 | StankyClav 1 | HipHp1 Gtr09 | Jz GtHn EbM7 | Fusion Gtr 8 | |
| Blues Gtr 07 | StankyClav 2 | HipHp1 Syn01 | Jz GtHn Emin | Fusion Gtr 9 | |
| Blues Gtr 08 | StankyClav 3 | HipHp1 Syn02 | Jz GtHn F#m | FusnHrn4th1 | |
| Blues Gtr 09 | StankyClav 4 | HipHp1 Syn03 | Jz GtHn FMj7 | FusnHrn4th2 | |