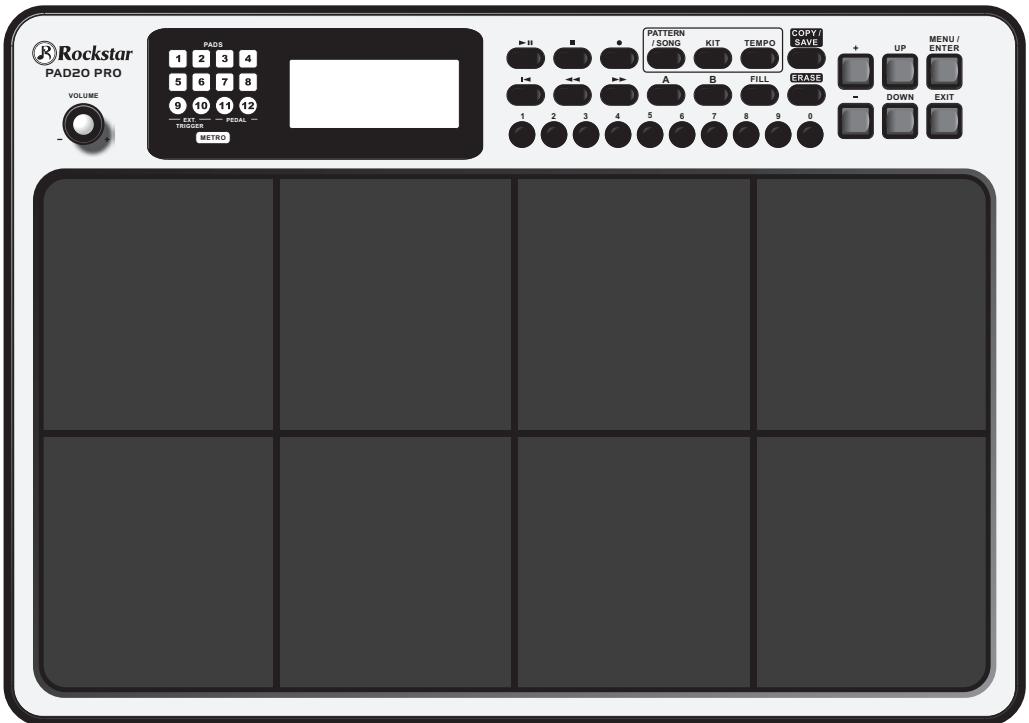




Module Owner's Manual



GENERAL
MIDI

INFORMATION FOR YOUR SAFETY!

CAUTION

The normal function of the product may be disturbed by Strong Electro Magnetic Interference. If so, simply reset the product to resume normal operation by following the owner's manual. In case the function could not resume, please use the product in other location.

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

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

Power Supply

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

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

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

Connections

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

Location

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

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

Interference with other electrical devices

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

Cleaning

Clean only with a soft, dry cloth.

Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling

Do not apply excessive force to the switches or controls.

Do not let paper, metallic, or other objects into the instrument. If this happens, unplug the AC adaptor from the wall outlet. Then have the instrument inspected by qualified service personnel.

Disconnect all cables before moving the instrument.

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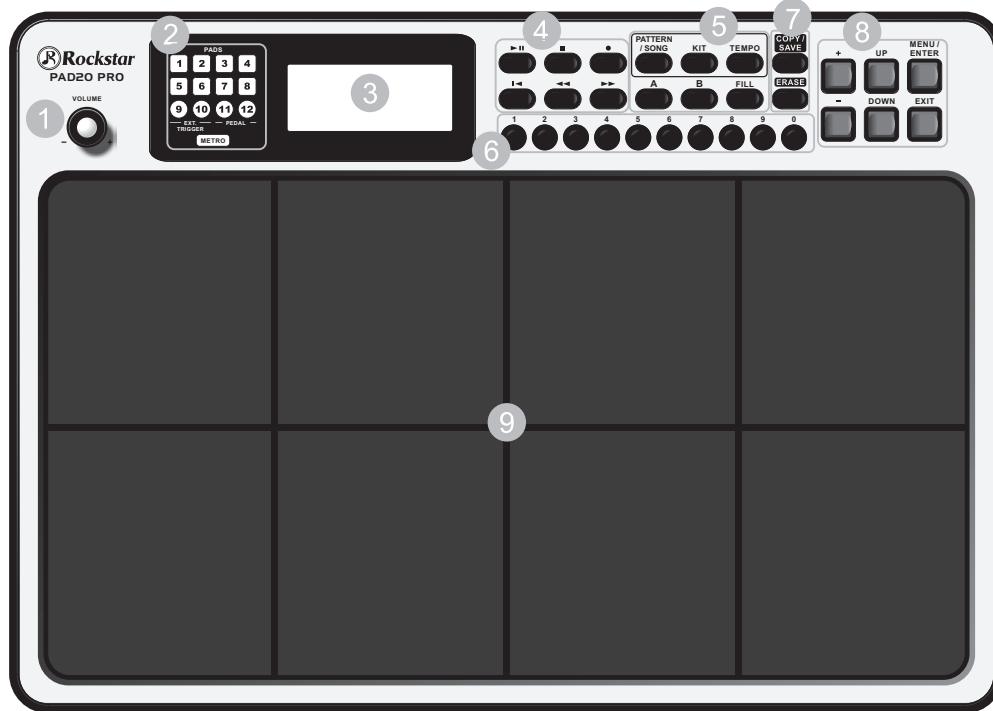
QUICK START

ADVANCED USE

APPENDICES

Panel & Display Description

Front Panel



1. VOLUME

Adjust the volume of master out and headphones.

2. Indicator Lights

PADS LED in this section will illuminate what pad is struck or edited.
METRO LED lights when metronome turn on.

3. LCD Screen

Please refer to the LCD Display section.

4. [PLAY/PAUSE] [STOP] [F.F/NEXT] [REW/PREV] [BACK] Buttons

Control the pattern play.
Press [PLAY/PAUSE] button and [STOP] button to start or stop pattern/song play.
Press and hold [F.F/NEXT] button and [REW/PREV] buttons to Fast forward and Rewind pattern/song play. Press [BACK] to back to the pattern beginning.
[RECORD]Button
Enter record ready state and enter record menu.

5. [PATTERN/SONG] [KIT] [TEMPO] Buttons

Press [PATTERN/SONG] button to enter PATTERN or SONG mode.
Press [KIT] button to enter kit mode.
Press [TEMPO] button to adjust the current tempo of a pattern or song.
[A] [B] [FILL] Buttons
Choose among the A,B or Fill Patterns.

6. Numeric Keys

Input data to change voice parameters, patterns and songs.

7. [COPY/SAVE] [ERASE] Buttons

Press [COPY/SAVE] button to Save Kit ,Pattern or Song.
Press [ERASE] button to erase Pattern or Song.

8. [MENU] [EXIT] [UP] [DOWN]

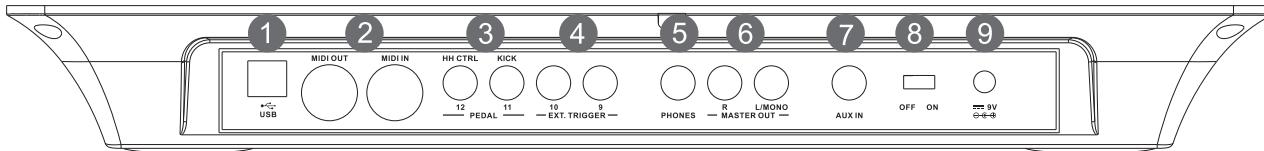
Access the Menus through.
[+] Button and [-] Button
Press the [+] button increases and press [-] button decreases the current parameter.

9. Pads

There are 8 pads on the module. When a pad is struck it triggers a voice.

Panel & Display Description

Rear Panel



1. USB Connector

This port is used to connect to a computer(MIDI In/Out via USB)

2. MIDI Connection (OUT/IN)

These ports allow communication with other products equipped with a MIDI interface or USB Host interface.

3. PEDAL INPUTS Jack (HH CTRL/ KICK)

Attach the Hihat and Kick Bass Drum pedals here.

4. EXT.TRIGGERS Jack

The module has two additional auxiliary trigger input jacks, which let you expand the kit with optional pads.

Each input can be configured individually for use with a dual-zone pad(head/rim), or two single-zone pads. You can use 2-mono to 1-stereo y-cable to connect two single-zone pads to a single input.

5. PHONES Jack

This stereo jack is used to connect a set of stereo headphones.

6. MASTER OUT Jacks (R,L/MONO)

Stereo output connection to an audio system or drum amplifier.

7. AUX IN Jack

This stereo input jack is for an external sound source, such as an MP3 or CD player.

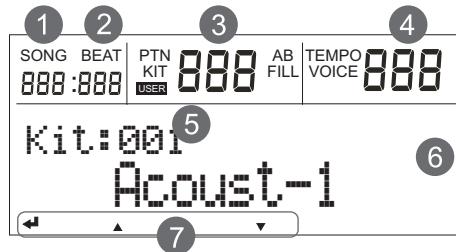
8. POWER SWITCH (OFF/ON)

This switch turns the power on and off.

9. DC IN Jack

Connect the power adaptor to the DC IN jack.

Display



1. Song number:

Show the song number while in SONG mode or the play beat while in PATTERN mode.

2. Beat number:

Show the total number of beats.

3. Pattern/KIT number:

Show what pattern, preset kit or user kit number.

4. Tempo/Voice:

Show the current voice or tempo.

5. Mode name

This area displays mode names and their corresponding number or parameters.

6. Main display

The main display shows the current kit, pattern or song name, and all the various menus. When display menu, the current selected field is highlighted.

7. Indicator

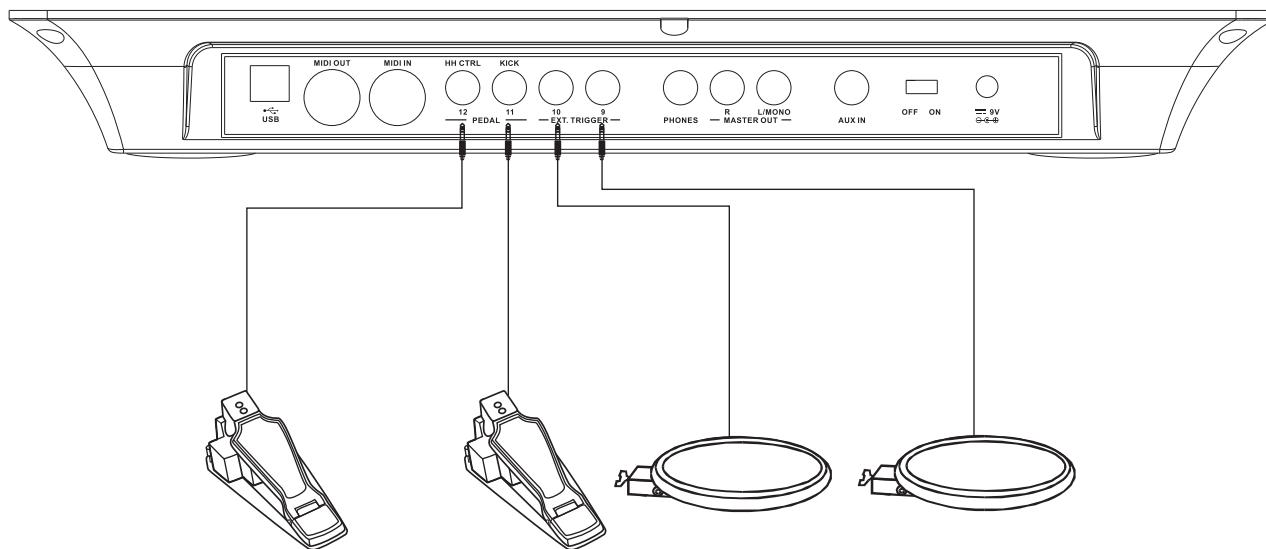
The bottom part of the screen is for LCD navigation in conjunction with the [UP] and [DOWN] or [MENU/ENTER] buttons.

Setup

Caution!

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

Connecting Pedals



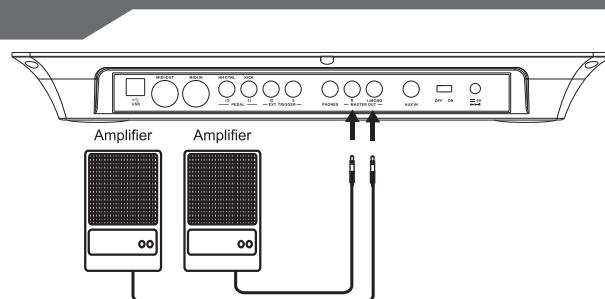
Connections

Connecting an Audio Equipment

When using an amplifier, connect the output L/mono and R jacks on the rear panel to the input of the amplifier.

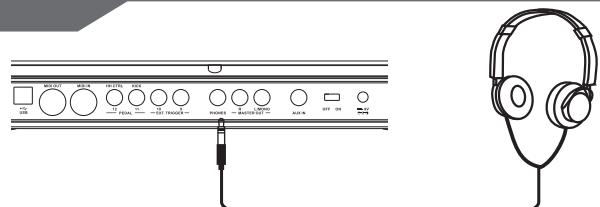
Note:

For mono playback, use the L/MONO jack;
For stereo playback, connect both L/MONO and R jacks.
The master out volume is controlled by the VOLUME knob.



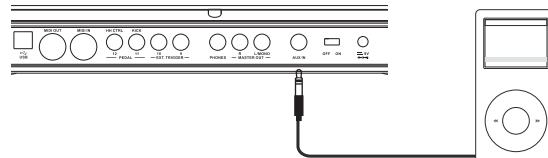
Connecting a set of Headphones

A set of stereo headphones can be connected to the PHONES jack on rear panel.
The headphones output volume is controlled by the VOLUME knob.



Connecting an MP3/CD Player

Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN jack on the rear panel.
The input signal is mixed with the drum signal, allowing you to play along.



Connecting a Computer

Via the USB Connector

This receives and transmits MIDI messages.

Via the MIDI Connectors

These ports allow communication with other products equipped with a MIDI interface or USB Host interface.

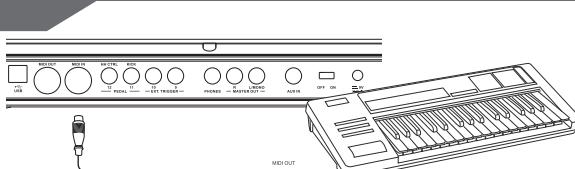
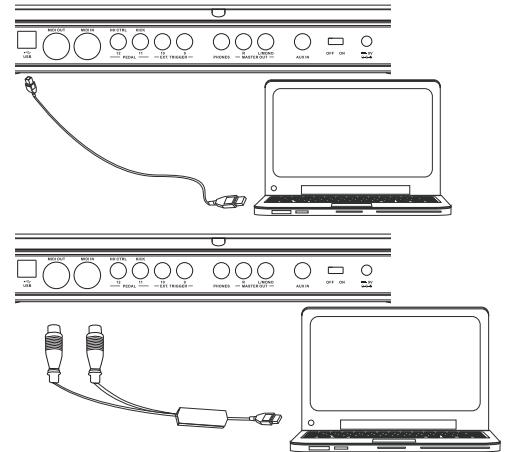
MIDI IN Connector

This receives MIDI messages transmitted from an external MIDI device or a computer.

MIDI OUT Connector

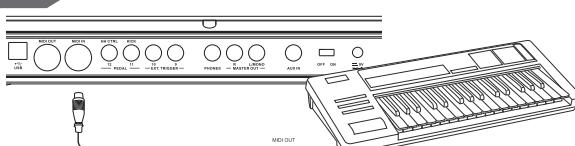
Pad performance data is transmitted from this connector to connected computer or MIDI device.

For more information, please refer to the MIDI chapter



Connecting a Midi keyboard

If you're using an external MIDI keyboard or pads to control the module, make connection as shown. Here, it is used as a sound module.



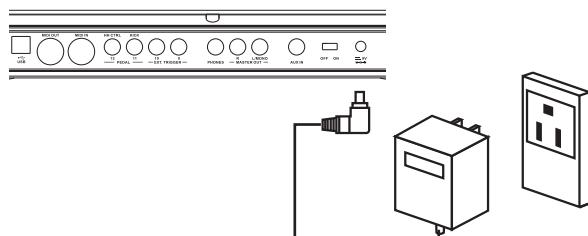
Connecting the Power Supply Jack

Make sure the power is switched OFF. Connect the power adaptor to the DC IN jack on the rear panel. After confirming that all connections have been completed, rotate the volume knob to the left(to its minimum volume level) before switching the power ON.

LCD will light up and the display show Pattern001 and the name.

Note:

Make sure the power is switched OFF when connecting the drum module with external devices.



Adjust Value

Adjust Value

[+]/[-] buttons are used to increases or decreases the current parameter or change the values of MENU settings.



Performing

Selecting a Drum Kit

After powering up, the module will be in Pattern mode. The display look like:

1. Press [KIT] to enter the KIT mode,
LCD display the kit number and name "Acoust-1".
2. Use [+]/[-] BUTTONS or Numeric Keys to select a kit.
There are 100 kits in the module:
50 Preset kit [001-050]
50 User kit [051-100]
Refer to the appendix KIT list for a complete list of kit names.
3. Hit the pads to play the current kit.

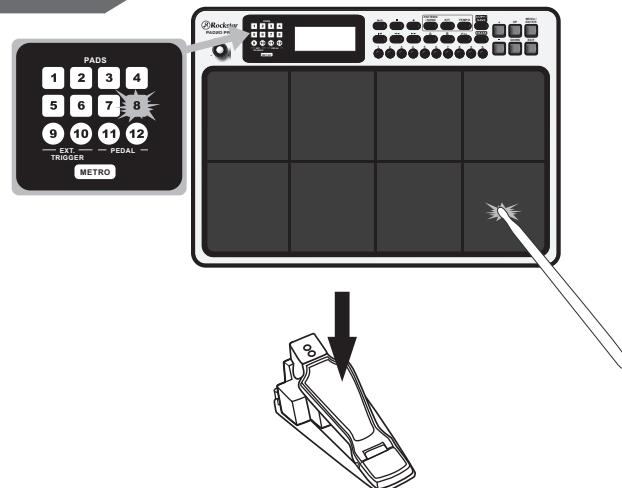
The diagram shows two screenshots of the LCD display. The top screenshot shows the display in Pattern mode with the following information: BEAT 00 1:00B, PTN 01 A, TEMPO 100, followed by the text P001A Rock1. The bottom screenshot shows the display in KIT mode with the following information: BEAT 00 1:00B, KIT 01 VOICE 477, followed by the text Kit: 001 Acoust-1. To the left of the screenshots, there are three icons: a hand pressing the KIT button, a hand pressing the '+' button, and a hand pressing the '-' button.

Playing the Pads

Pad & Pedal

Strike these single-zone pads with a drumstick, the corresponding PAD Indicator lights.

In this module, pad8 is assigned as "open hihat", when you pressing down the hihat pedal(attach to HH CTRL input on rear panel) and strike Pad8, the Pad 8 will be functioned as "close hihat".



Using the Metronome Feature

You can switch the click sound on and off through Metronome Menu.

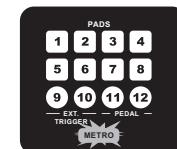
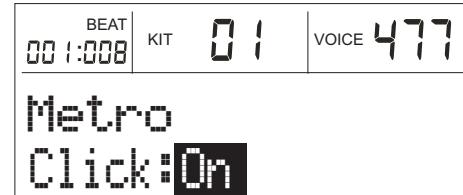
1. Press [MENU/ENTER] button.



2. Press [[DOWN]/[UP] buttons to select "Metronome" and press the [MENU/ENTER] button to access the metronome menu.



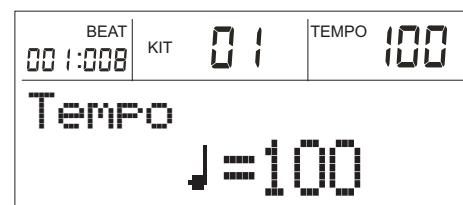
3. Press [+]/[-] to select "On/Off/Recording".
If selecting On, the metronome will start automatically.
METRO LED splash.



Adjusting the Tempo

You can adjust the tempo of the metronome, the current pattern and song.

1. Press [TEMPO] to see the current tempo (beats per minute).
2. Use [+], [-] or numeric keys to set the tempo (20~255bpm) and it will be applied immediately.

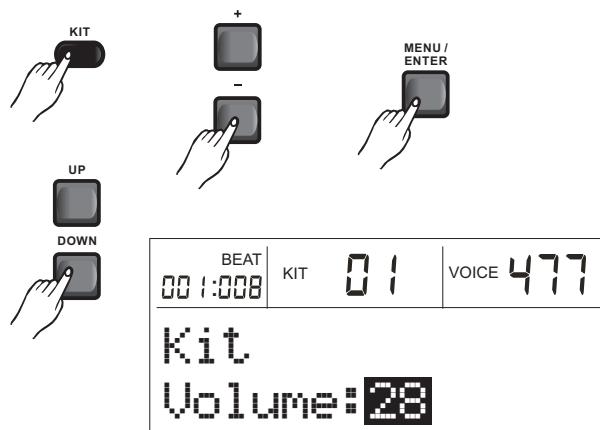


Editing and Saving a Drum Kit

Adjusting the Volume of a Drum Kit

You can adjust the kit volume through Drum Kit Menu.

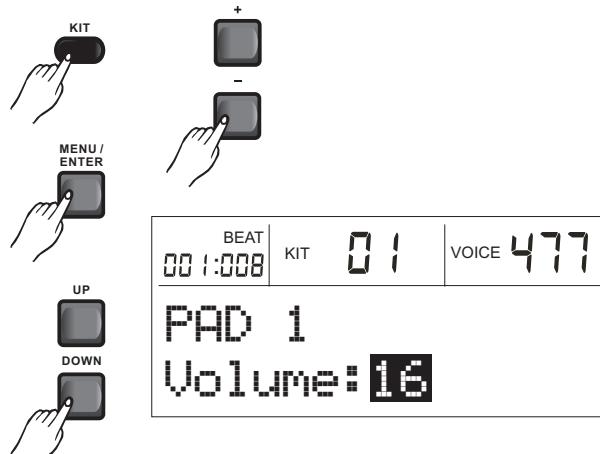
1. Press [KIT] button to enter the KIT mode.
2. Use [+]/[-] BUTTONS or Numeric Keys to select a kit.
3. Press [MENU/ENTER]
4. Press [[DOWN]/[UP] buttons to choose the “Drum Kit” sub-menu and press the [MENU/ENTER] button to access the Drum Kit menu.
5. Press [DOWN] button to enter “Kit Volume” menu, then use [+]/[-] button to adjust kit volume.



Adjusting the Volume, Pan, Reverb, Pitch of the Pad

You can adjust the instrument parameter for each pad through Instrument Menu.

1. Press [KIT] to enter the KIT mode.
2. Use [+]/[-] BUTTONS or Numeric Keys to select a kit.
3. Press [MENU/ENTER]
4. Press [[DOWN]/[UP] buttons to choose the “Instrument” sub-menu and press the [MENU/ENTER] button to access the Instrument menu.
5. Strike the pad to select the current pad to be edited and use the [UP]/[DOWN] buttons to scroll through the various parameter menus. Including Pad Volume, Pad Pan, Pad Reverb level, Pad pitch level, Pad Repeat and Exclusive.
6. Repeat the steps above for each pad in order to create your full kit.



Saving Kits

The module allow you to copy your edited kit to an user kit and rename it.

COPY

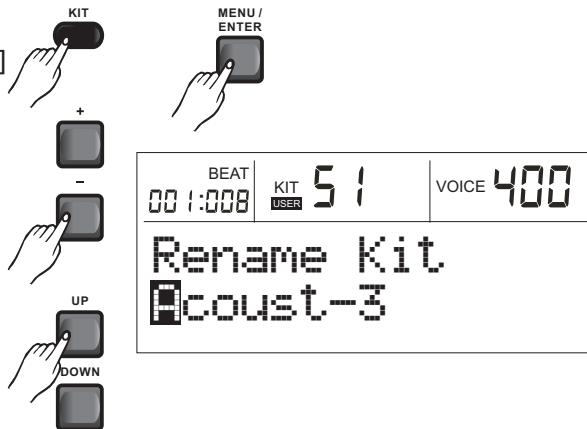
1. Press [KIT] button to enter the KIT mode.
Press [COPY/SAVE] button.
LCD display “Save Kit To 051”,
2. Use [+]/[-] or numeric keys to select the desired user kit number (51~100).
3. Press [MENU/ENTER] button
LCD will show “No-/Yes+”.
Press “+” to confirm or “-” to cancel.



Editing and Saving a Drum Kit

NAMING

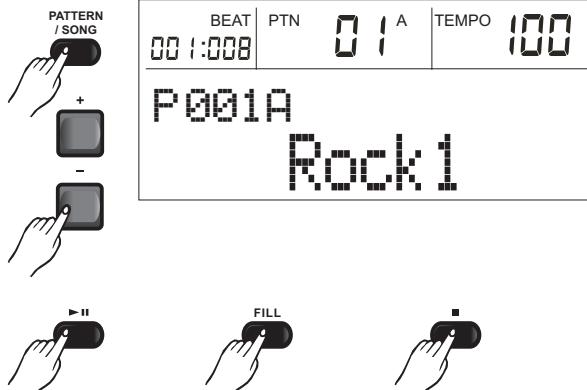
1. Press [KIT] button and select a user kit. Press [MENU/ENTER] button three times to enter the naming screen.



2. Use [+]/[-] buttons to select the characters and the [UP]/[DOWN] buttons to move the cursor.
3. Press [MENU/ENTER] button
The Save Confirmation screen will be displayed.
Press "+" to confirm or "-" to cancel.

Playing Patterns

1. Press [PATTERN/SONG] button to enter the PATTERN mode, LCD will display the pattern number and name "Rock1".



2. Use [+]/[-] BUTTONS or Numeric Keys to select a preset pattern [001-050] or user pattern[051-100].
3. Press [PLAY/PAUSE] button to start and pause pattern play.
4. Press [FILL] button to switch from the main pattern to a fill pattern.
5. Press [STOP] button to stop play.

Recording Your Performance

Recording a Pattern In Normal Mode

1. Press [PATTERN/SONG] to enter the pattern mode and select a user pattern[051-100].



2. Press [REC] to enter a record-ready state.

LCD display "RecMode: Normal".

3. Press [PLAY/PAUSE] to start recording.

In normal mode, the current pattern will be looped during recording with the recorded notes overlapping. Recording can be pause by pressing [PLAY/PAUSE].

4. Press [STOP] to stop recording.

Recording Your Performance

Naming and Saving User Patterns

NAMING

You are allowed to renaming your recorded pattern or any user pattern.

1. Press [PATTERN/SONG] to enter the pattern mode and select a user pattern[051-100].
2. Press [MENU/ENTER] three times to enter the naming screen.
3. Use [+]/[-] buttons to select the characters and the [UP]/[DOWN] buttons to move the cursor.
4. Press [MENU/ENTER] button.
LCD display the “NO-/YES+” menu to confirm.

COPY

1. Press [PATTERN/SONG] to enter the pattern mode and select a pattern.
2. Press [COPY/SAVE].
LCD display “Copy Ptn Sel Ptn Set”
3. Press [DOWN] to continue,
LCD display “Copy Ptns To P051”.
Use [+]/[-] to select the destination user pattern number.
4. Press [MENU/ENTER].
LCD display “No-/Yes”.
Press [+] to confirm or press [-] to cancel.



BEAT PTN A TEMPO
00 1:008 USER 51 100

Rename Ptn
EmptyPtn

BEAT PTN A TEMPO
00 1:008 USER 51 100

Create?
(No - / Yes +)



BEAT PTN A TEMPO
00 1:008 01 100

COPY Ptns To
P052

BEAT PTN A TEMPO
00 1:008 01 100

Process?
(No - / Yes +)

Naming

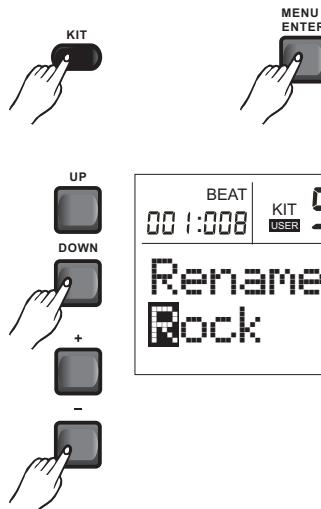
The name(USER KIT name, USER PATTERN name, SONG name) is up to 8 characters.

In NAMING page,

Use the [UP] and [DOWN] buttons to advance or retard the highlighted character to the desired position.

Use the [+]/[-] buttons to select
upper case letters,
lower case letters
numbers
symbols
or space
for each character of the new name.

When the new name is entered, press [MENU/ENTER] and [+] to confirm the name.



BEAT KIT VOICE
00 1:008 USER 51 400

Rename Kit
Rock

Menu tree

The module consists of a 2-level menu tree structure, each function has a level-1 main menu with corresponding level-2 configuration modes.

To access the level-1 menu, press the [MENU/ENTER] button. Then press the [UP]/[DOWN] buttons to scroll through the 7 menu modes:

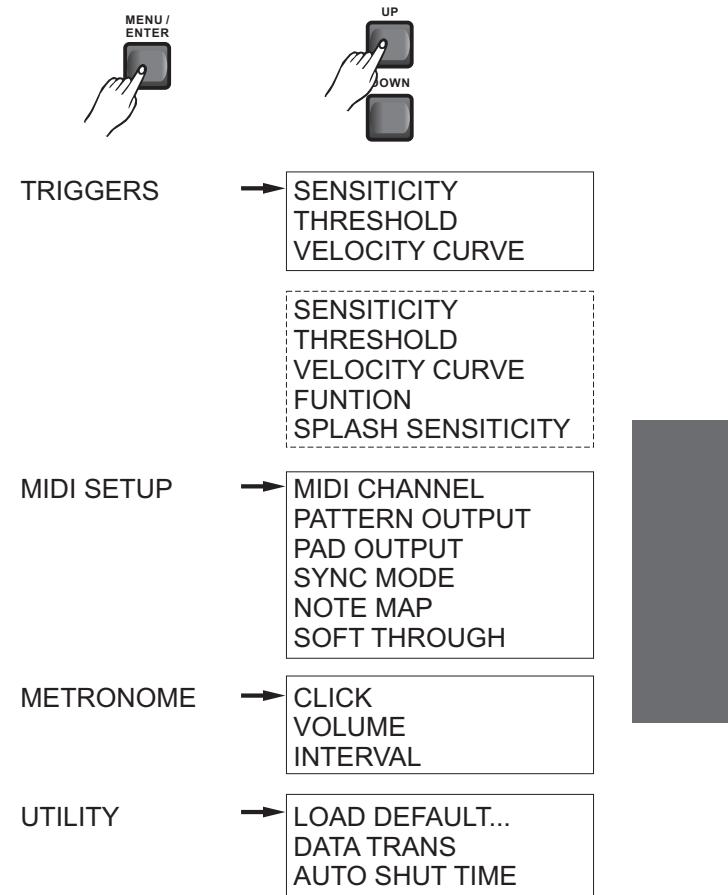
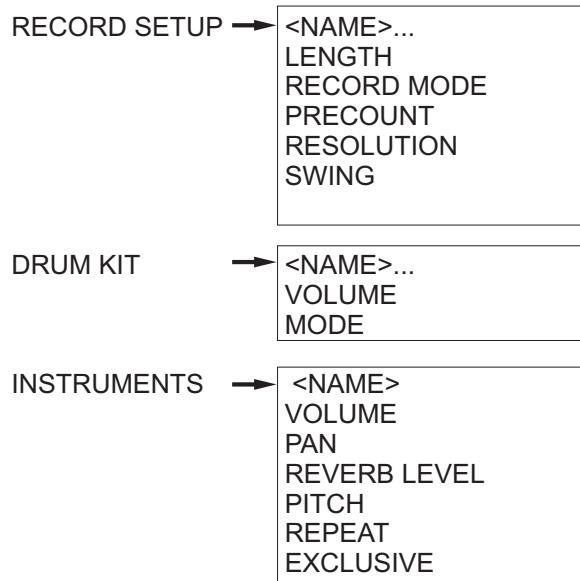
7 level-1 menus including:

- Record Setup
- Drum Kit
- Instruments
- Triggers
- MIDI Setup
- Metronome
- Utility

LEVEL-1 and its corresponding LEVEL-2 configuration modes.

Press [MENU/ENTER] to enter Level-1 menus.

Use the [DOWN] / [UP] buttons to select level-1 menu and press [MENU/ENTER] to enter its corresponding level-2 menu.

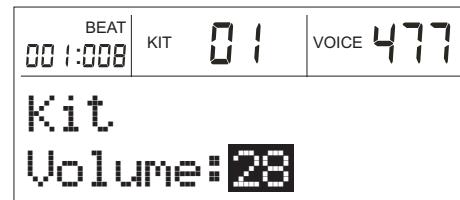


Menu tree

Drum Kit Setup

Volume:

This setting allow you to adjust the Voice volume, 0~32.
The default value is 28.



Mode:

Each pattern has its assigned kit, this setting allow you to assign the Kit link mode when changing a pattern.
Ptn, while you are selecting patterns, the kit will be changed according to the drum part of current pattern;
Manual, while you are selecting patterns, the kit won't be changed and retain.

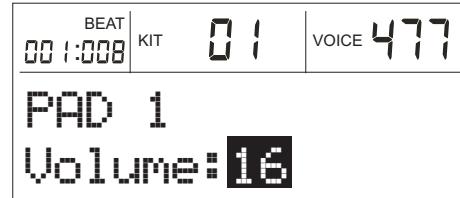
Instrument Setup

Volume:

Change the Voice volume, 0~32.

Pan:

Change the Voice panning position, L8~L1, CTR, R1~R8.



Reverb level:

Change the Voice reverb level, 0~32.

Pitch:

Adjust Voice pitch, -8~8, in semitone.

Repeat:

This setting allow you to switch voice repeat On/off.
When cymbal is assigned to "on" and hit the cymbal repeatedly, a new hit will not cut off the previous hit sound.
The default value is On.

Exclusive:

This setting allow you to assign the voices in exclusive groups (such as open hi-hat, close hi-hat and pedal hi-hat).
When the open hi-hat and close hi-hat are assigned to a particular group (1 or 2), the close hi-hat will cut off the open hi-hat sound.

Triggers adjustment

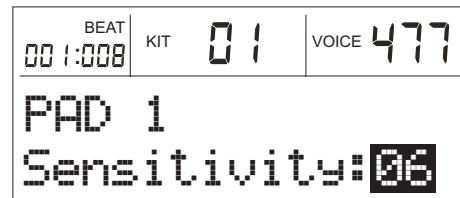
You can set the parameters of each pad triggers (8 pads on the machine and 2 external pad inputs).

Sensitivity:

Adjust the Input signal gain from 1~16.

Threshold:

Adjust the Input signal threshold from 1~16.



Velocity curve:

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

- Normal: The standard setting.This produces the natural correspondence between the strength of the strike and the change in volume.
- Exp1/2: Compared to Normal, a strong strike will produce a greater change.
- Log1/2: Compared to Normal, a soft strike will produce a greater change.
- Loud: Changes made in response to the striking force are minor. When using drum triggers, these settings help maintain stable levels.

For pedal triggers, the number and type of parameters depends on the function selection.

Function:

Pedal function selection, supports general trigger/hi-hat pedal, play/pause control and fill control.

Note:

If the pedal functions as general trigger (only supported by pedal marked as trigger 11), it has the same 3 modes as the ones of pad triggers (Sensitivity, threshold and velocity curve).

If the pedal functions as hi-hat pedal (only supported by pedal marked as trigger 12), there's one more parameter mode following: splash sensitivity.

Splash sensitivity:

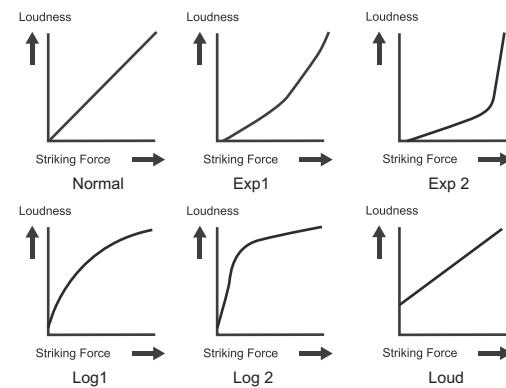
Use the [+][-] buttons or the Numeric Keys to adjust the Pedal splash sensitivity, numeric parameter, 1~8.

Note:

If the selection is play/pause control or fill control, the pedal will have the same functions as the corresponding button on the panel.

Note:

When you adjust the trigger parameters, you must press [COPY/SAVE] to save it.



MIDI Setup

MIDI channel:

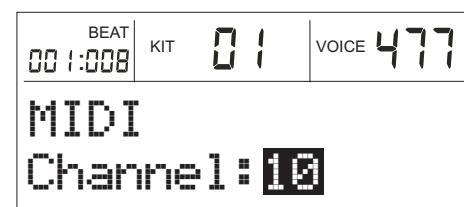
The option assign the Basic MIDI channel selection,1~16.
The Default value is 10.

Pattern output:

The option Enable or disable MIDI events output during pattern playing back.
The Default value is Off.

Pad output:

The option Enable or disable MIDI notes output when pads or pedals triggered.
The Default value is On.

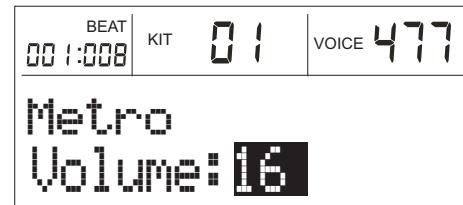


Menu tree

Sync mode:

The option assign Sequencer sync mode, Master sync (local tempo setting and output MIDI clock) or external sync (input MIDI clock).

The Default value is Master.



Note map:

The option Assign note to triggers. MIDI note 0~127

Please refer to MIDI chapter.

Note: When the MIDI NOTE is changed, the setting should be saved by pressing [COPY/SAVE] button.

Soft through:

The option enable or disable soft MIDI through (emerge MIDI in stream with MIDI out stream).

The Default value is Off.

Metronome

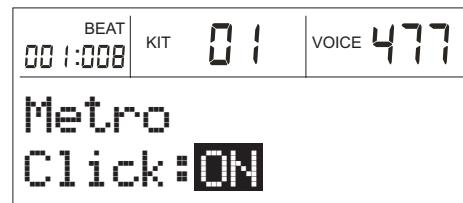
Click:

Select Click option, supports on, off and during recording (normal recording mode).

If selecting ON, the metronome will start automatically.

If selecting OFF, the metronome will stop play.

If selecting RECORD, the metronome will start in recording mode.



Volume:

Adjust the Click volume, 0~32.

The Default value is 16.

Interval:

Select interval value 1/4, 1/8, 1/12, 1/16, 1/24.

The Default value is 1/4.

Utility

Load Default:

The option allow the user to load the factory default settings.

Press [MENU/ENTER] button again to continue.

LCD display "NO-/Yes+".

Press [-] or [EXIT] to cancel or [+] to reset global parameter settings.

LCD display "Success!".



Note:

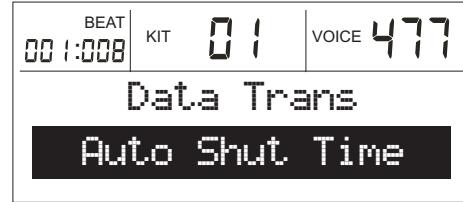
If the global parameter setting (including MIDI NOTE, Trigger settings) don't be saved, you could reset to factory setting through this menu.

If the global parameter setting have been saved by pressing [COPY/SAVE] button, you should press and hold [+] [-] button and power on the module to reset the settings.

Data Trans

The option allow the user to transfer data when connecting the module to computer that running Music Assistant.

Please refer to Music Assistant Chapter.



AUTO SHUT TIME

The option allow the user to adjust the auto shutdown time(30 Mins,60 Mins,Off)

Recording setup

Name:

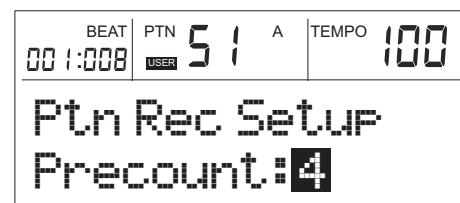
LCD display the name of current selected pattern or song.
If the pattern/song is to be renamed, press [MENU/ENTER] again to display the Rename screen.
Please refer to NAMING.

**Length:**

Change the length of current pattern (1~128)
The default value is 8 .

**Record mode:**

Normal mode (continuous, default) and step mode are supported.
The default value is Normal.

**Pre-count (pattern mode):**

Beats of specified number can be inserted before recording.
(0~9) The default value is 0 .

Resolution (pattern mode):

Quantize resolution, supports 1/4, 1/6, 1/8, 1/12, 1/16, 1/24, 1/32, 1/48 and off (1/768, default).
The default value is off (1/768).

Swing (pattern mode):

Quantize swing, supports 50~75% .
The default value is 50%

Note :

After adjusting the pattern length, press the [MENU/ENTER] button to confirm the operation.

Creating Your Own Drum kit

About the Drum Kits

There are 100 kits in the module.
50 preset kit [001-050].
50 user kit [051-100]

Selecting a Preset Kit

Press [KIT] to enter the KIT mode, the KIT indicator will light up, and the LCD will display the kit number and name "Acoust-1".

Use [+]/[-] BUTTONS or Numeric Keys to select a preset kit [001-050].

Refer to the appendix KIT list for a complete list of kit names.

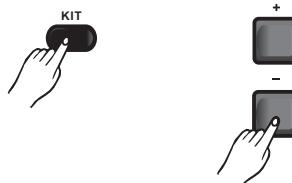


Selecting a User Kit

Press [KIT] to enter the KIT mode

Use [+]/[-] BUTTONS or Numeric Keys to select a user kit [051-100]

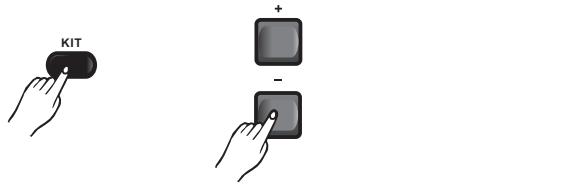
User Kit is easy to edit through MENU.



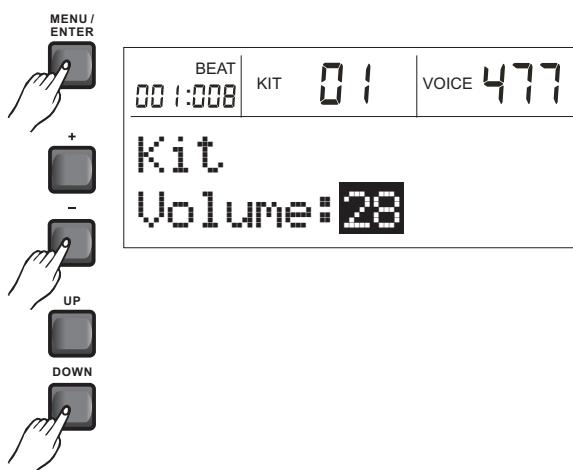
Editing User Kit

Press [KIT] to display current kit and use the [+]/[-] buttons or numeric keys to select the kit to be edited.

Press [MENU/ENTER] and choose the "Drum Kit" sub-menu. In KIT menu, you can set the overall kit parameters.



1. Press [MENU/ENTER] twice to enter Kit Setup mode.
LCD display the kit name.
If the kit is to be renamed, press [MENU/ENTER] again to enter the Kit Rename screen.
Use the [+]/[-] buttons to select the characters.
Use the [UP] and [DOWN] buttons to advance or retard the highlighted character to the desired position.
When the new name is entered, press [MENU/ENTER] and [+] to confirm it.



2. Press the [DOWN] button to enter the Kit Volume menu.
Use the [+/-] buttons or the Numeric Keys to change the drum kit volume ranged from 0~32.
3. Press the [DOWN] button to enter the Kit Link Mode menu.
Use the [+/-] buttons to assign the mode.
Each pattern has its assigned kit, select "Ptn", the kit will change with pattern; Select "Manual" the pattern will retain the kit.

About the Drum Instruments

The module features 1120 different drum instruments.

Please refer to Instrument list.

You can individually adjust the Volume, Pan, Reverb level, Pitch, Repeat, Exclusive for instruments set to the pad.

User Kits Instruments Setting

Press [KIT] to display current kit and use the [+]/[-] buttons or numeric keys to select the kit to be edited.

Press [MENU/ENTER] and choose the "INSTRUMENT" sub-menu to access.

The current pad to be edited can be selected by striking the pad. The pad indicator lights up to show which pad is currently selected.

Use the [UP]/[DOWN] buttons to scroll through the various parameter menus.

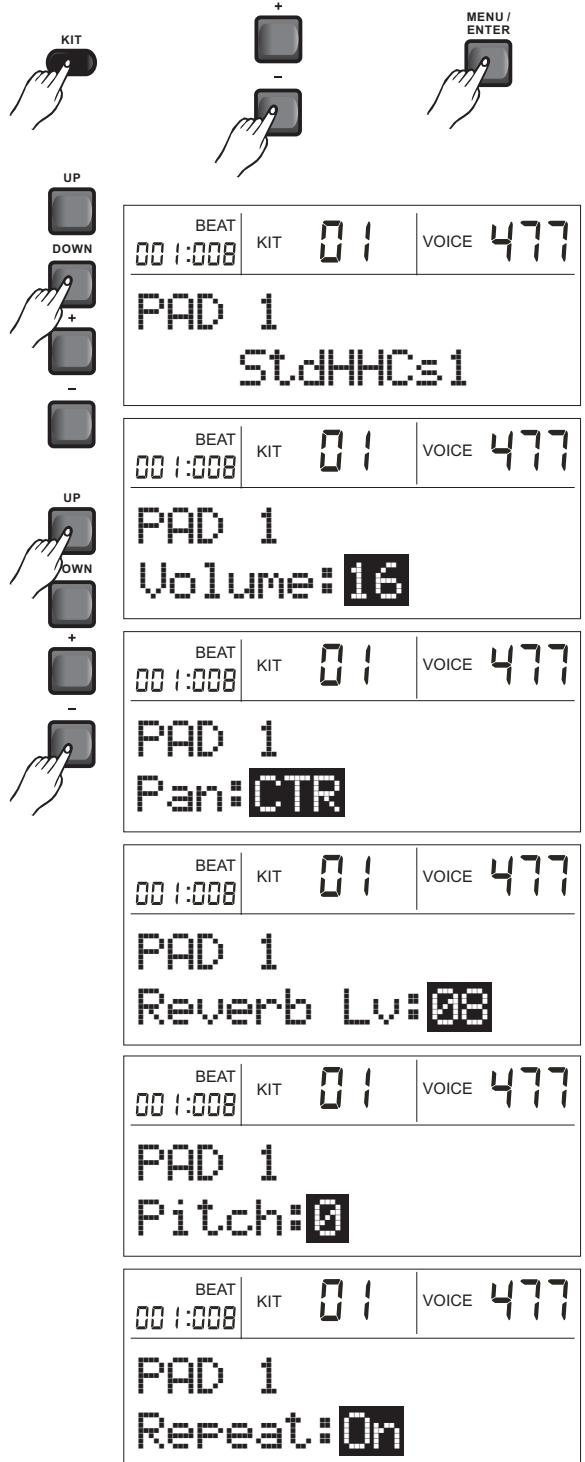
1. LCD display Instrument voice name of current selected trigger (pad or pedal).
- Use the [+][-] buttons or the Numeric Keys to select the Voice for current pad.

NOTE :

When select more than 1000 voice number(from A00 to B20),please use the [A] / [B] key and Numeric Keys.

2. Press the [DOWN] button to enter the Pad Voice Volume mode.
Use the [+][-] buttons or the Numeric Keys to change the Voice volume, 0~32.
3. Press the [DOWN] button to enter the Pad Voice Pan mode.
Use the [+][-] buttons to change the Voice panning position, L8~L1, CTR, R1~R8.
4. Press the [DOWN] button to enter the Pad Voice Reverb level mode.
Use the [+][-] buttons or the Numeric Keys to change the Voice reverb level, 0~32.
5. Press the [DOWN] button to enter the pitch level mode.
Use the [+][-] buttons to change the Voice pitch, -8~8, in semitone.
6. Press the [DOWN] button to enter the Repeat mode.
Use the [+][-] buttons to assign the Voice repeat mode, on or off. When cymbal is assigned to on and hit the cymbal repeatedly, a new hit will not cut off the previous hit sound.
7. Press the [DOWN] button to enter the Exclusive mode.
Use the [+][-] buttons to assign the voices in exclusive groups (such as open hi-hat, close hi-hat and pedal hi-hat).When the open hi-hat and close hi-hat are assigned to a particular group (1 or 2), the close hi-hat will cut off the open hi-hat sound.

Repeat the steps above for each pad in order to create your full kit.



Creating Your Own Drum kit

Saving to a User Kit

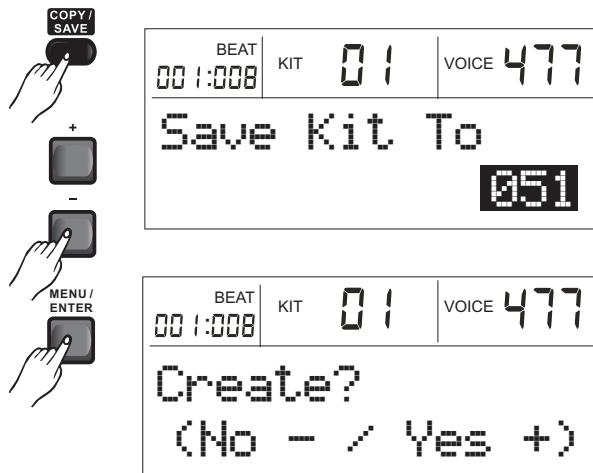
Save user kit:

After setting the kit/instrument parameter, please be sure to save it.

1. Press [COPY/SAVE]
2. Use [+]/[-] to select the desired user kit number (51~100).
3. Press [MENU/ENTER],LCD will show “No-/Yes+”.
Press “Yes+” to confirm or “No-” to cancel.

Rename a user kit

1. Press [MENU/ENTER] three times to enter the naming screen.
2. Use [+]/[-] buttons to select the characters and the [UP]/[DOWN] buttons to move the cursor.
3. Press [MENU/ENTER] and the Save Confirmation screen will be displayed.
Press “Yes+” to confirm or “No-” to cancel.



Playing Back Patterns

About Patterns

The module can be switched between pattern mode and song mode by pressing [PATTERN/SONG].

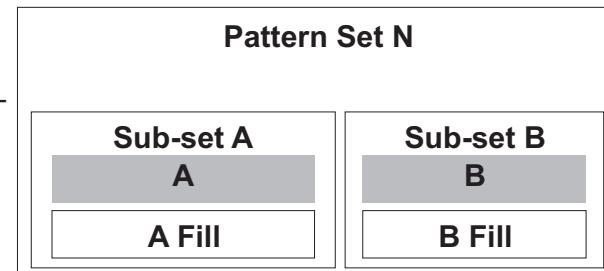
There're 100 patterns in the module:
50 preset pattern sets (1~50)
50 user pattern sets (51~100).
Please refer to Pattern list.

Pattern Structure

A "Pattern" is the smallest rhythm unit in the module, which contains several parts and lasts several beats.

One pattern set includes 4 patterns, 2 in sub-set A and 2 in sub-set B.

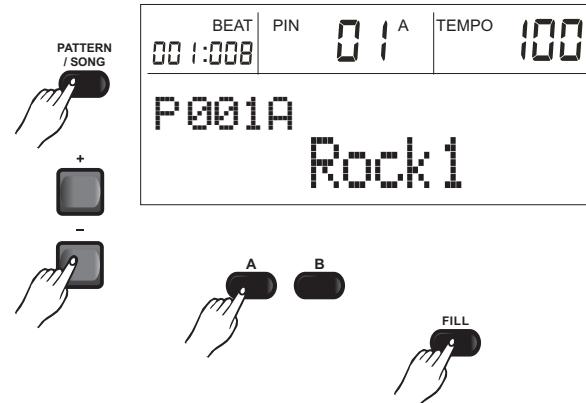
The patterns in same sub-set, the main pattern and the fill one, must have the same length and share the same drum kit.



Select a Pattern

If the module is not yet in Pattern mode, press the [PATTERN/SONG] button to enter it. The PATTERN indicator will light up, and LCD will display the current pattern number and its name "P001A Rock1".

1. Use [+], [-] (or [F.F/NEXT], [REW/PREV] when pattern is stopped) or numeric keys to select current pattern set;
2. Use [A], [B] to select a sub-set;
3. Use [FILL] to select main or fill pattern. This selection is supported only when the pattern is stopped.

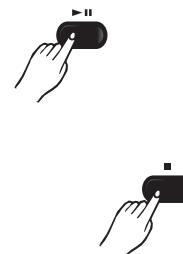


Playing Back a Pattern

There has 3 states in pattern mode: standby, playing, playing pause. Use control buttons to change the states and control the player.

There're 5 control buttons on the module panel, which are similar to the ones of tape-recorder. And the general pedal can be setup to duplicate the function of [PLAY/PAUSE] button.

1. Press [PLAY/PAUSE] when pattern stopped (standby state) to start the pattern playback.
2. During playback, [PLAY/PAUSE] can be used to pause or resume the pattern playing.
3. Press [STOP] to stop pattern play.



Playing Back Patterns

	Name	STANDBY	PAUSED	PLAYING
	[STOP]		standby(press)	Stop playing (press)
	[PLAY/PAUSE]	Start pattern playing (press)	Resume playing (press)	Pause playing (press)
	[F.F/NEXT]	Select next pattern set (press)	Fast forward (hold)	Fast forward (hold)
	[REW/PREV]	Select previous pattern set (press)	Rewind (hold)	Rewind (hold)
	[BACK]		Back to the pattern beginning (press)	Back to the pattern beginning (press)

Playing Fill Pattern

Fill Playback

Fill pattern may only be selected for playing when in stopped mode.

Fill patterns are not looped so the Next pattern during playback will be the Main pattern in the same sub-set or the alternate sub-set

Fill Insert

[A], [B] and [FILL]

These buttons can be used to select pattern from a pattern set or sub-set.

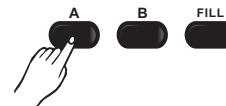
Note:

the general pedal can be setup to duplicate the function of [FILL] button.

During playback, only the main pattern can be selected as the next one (fill patterns must be selected when playing stopped) which will be played when current pattern meets its end. And press [FILL] will make a main-to-fill switching immediately.

Press and releasing [Fill] while a pattern is playing will switch to the Fill and queue the Main pattern in the alternate sub-set as Next.

If [FILL] is held, the Next pattern will be the Main pattern in the same sub-set.



Recording Pattern

About Pattern Recording

The module supports normal mode recording and step mode recording.

Normal mode is used to record a real-time performance and step mode is used as fine editing.

Recording Ready

Pattern record is available only when a user pattern is currently selected. An asterisk will be displayed on the LCD, which indicates current pattern is an empty one (with no notes in it). Press [REC] when pattern stopped (standby state) to enter the record ready state.

In record ready state, current user pattern can't be changed. But the record setup menu is still available. Press [REC] again to quit record ready.

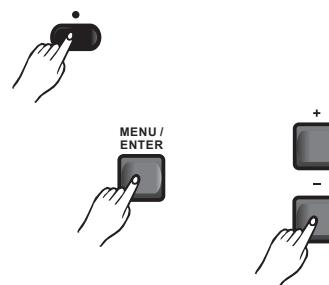
In record ready state, use the [UP]/[DOWN] button to scroll through the various record parameters and use the [+]/[-] button to set the value.

Page1: choose the Record mode

Page2: setting the Pre-count

Page3: setting the Resolution

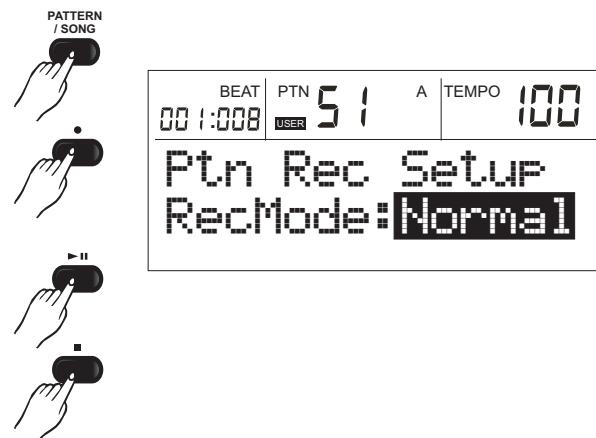
Page4: setting the Swing



Recording a Pattern in Normal Mode

In normal mode, current pattern will be looped while recording and the recorded notes will be overlapped. Recording can be paused by pressing [PLAY/PAUSE] and all the notes triggered during recording paused will be recorded.

1. Press [PATTERN/SONG] to enter the pattern mode and select a user pattern to record.
2. Press [REC] to enter a record-ready state.
The [REC] button splash, LCD display "RecMode:Normal".
3. Press [PLAY/PAUSE] to start recording.
The [REC] button is lighted.
4. Hit the pad to be recorded.
5. Press [STOP] to stop recording.
LCD display "Success!".



There has 3 states in Normal Record mode:record ready,recording and recording pause.

The following table illustrate the state changes achieved by the control buttons when in pattern normal recording states.

	STANDBY	READY	RECORDING	PAUSED
●	Enter record ready state (press)	Standby (press)	N/A	N/A
▶	Select next pattern set (press)			
◀	Select previous pattern set (press)			
▶		Start recording (press)	Pause recording (press)	Resume recording (press)
■		Standby (press)	Stop recording and standby (press)	Stop recording and standby (press)

Recording Pattern

Recording a Pattern in Step Mode

Step mode is often used to make a more precise pattern recording.

1. Press [PATTERN/SONG] to enter the pattern mode and select a user pattern to record.
2. Press [REC] to enter a record-ready state. The [REC] button splash, LCD will display "RecMode:Normal".
3. Press [+] to choose "RecMode:Step".
4. Press [PLAY/PAUSE] to start recording. LCD will display Beat/Tick (top left on the LCD), Pad and its velocity values.
5. Hit the pad to be recorded, The pad will record the velocity as well as voice.
6. Press[F.F/NEXT]/[REW/PREV] to move one step forward or one step backward.The length of one step is defined by the quantize settings (Quantize resolution and swing setting on Rec Setup Menu).
7. When complete, press [STOP] to stop recording.

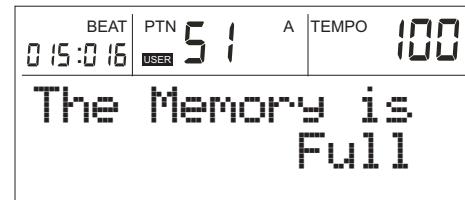
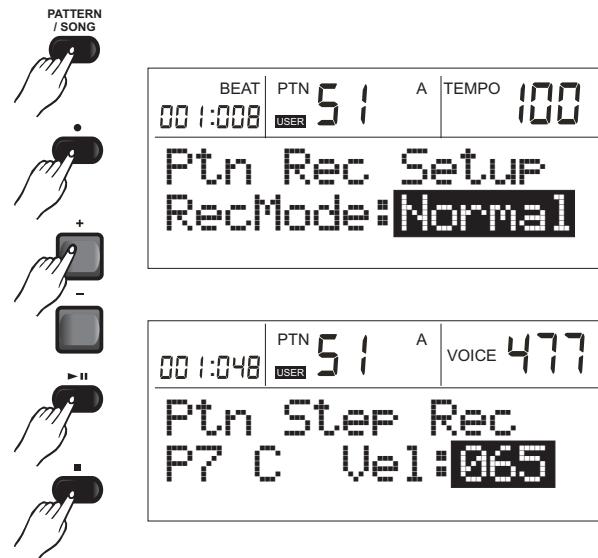
There has 3 states in Step Record mode:record ready,recording and recording pause.

The following table illustrate the state changes achieved by the control buttons when in pattern step recording states.

	STANDBY	READY	PAUSED
	Ready	Standby (press)	N/A
		Start recording (press) Standby(press)	Preview (press)
		N/A	Stop recording and standby (press)
		N/A	Move one step forward (press)
		enter MENU	Move one step backward (press)
		enter MENU	Move one note forward (press)
			Move one note backward (press)

Note:

The capacity of one user pattern is 300 notes, if no memory, LCD will display full. But recording will not be stopped immediately, because recorded notes can also be edited or erased.



Naming and Saving User Patterns

User pattern will be saved automatically after the [STOP] button is pressed(during recording).

Press [MENU/ENTER] 3 times to enter the user pattern naming screen under Rec Setup Menu.

Press [MENU/ENTER] again to enter the “No-/Yes+” menu and confirm.

See Naming chapter.

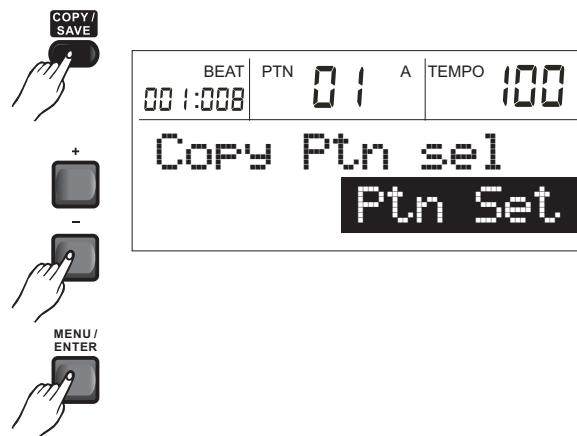


Copy Patterns

Use [+]/[-] buttons or the Numeric Keys to select a pattern.

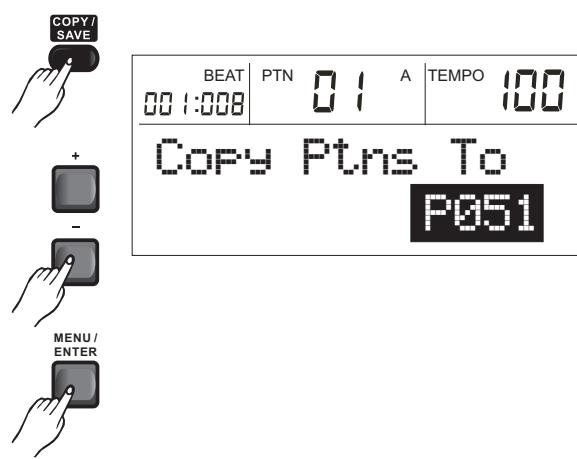
Copy current user pattern set (overwrite)

1. Press [COPY/SAVE], LCD will display “Copy Ptn Sel Ptn Set/Ptn/Part”;
2. Use [+] and [-] to select “Ptn Set” in the menu, and press [DOWN] to continue;
3. Select the destination user pattern set;
4. Press [MENU/ENTER] to confirm the operation, LCD will display “No-/Yes+”
5. Press [+] to copy or [-] to cancel.



Copy current user pattern (insert, Figure 2-7)

1. Press [COPY/SAVE];
2. Use [+] and [-] to select “Ptn” in the menu and press [DOWN] to continue.
3. Select the destination user pattern, and press [DOWN] to continue;
4. Adjust the offset by ticks from -191~+191.
The default value is 0
5. Press [MENU/ENTER] to confirm the operation.
6. Press [+] to copy or [-] to cancel.



Copy a drum part in current user pattern (parts merged)

1. Press [COPY/SAVE];
2. Use [+] and [-] to select “Part” in the menu, and press [DOWN] to continue;
3. Trigger a drum part to select, and press [DOWN] to continue;
4. Select the destination user pattern, and press [DOWN] to continue;
5. Select the destination drum part;
6. Press [MENU/ENTER] to confirm the operation.



Recording Pattern

Editing Patterns in Standby Mode

User patterns can be edited in standby state.

To erase the currently selected User pattern set(all the Main patterns with their Fill Patterns), User patterns (A or B, Main or Fill) , or a drum part, do the following:

Erase current user pattern set (all the main patterns with their fill patterns)

1. Press [ERASE];
2. Use [+/-] to select (what to erase) "Ptn Set" in the menu;
3. Press [DOWN] to show "Erase Current Ptns xxx?";
4. Press [MENU/ENTER] to confirm the operation.
5. Press [+] to process erasing or [-] to cancel.

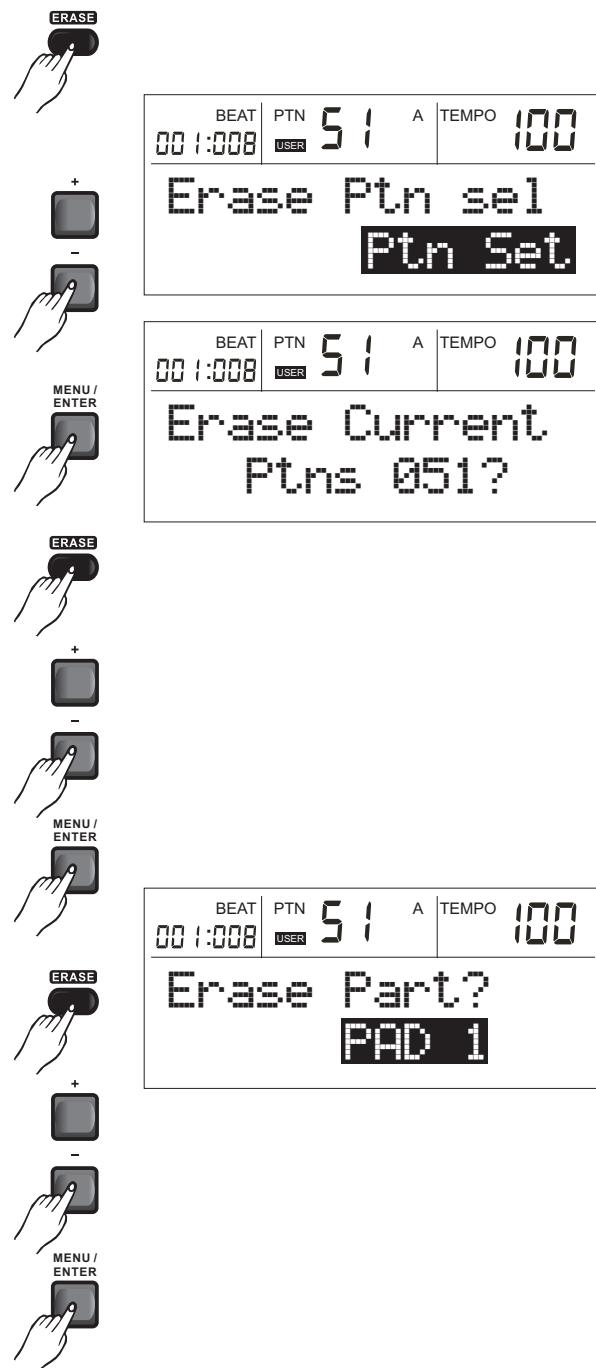
Erase current user pattern (A or B, main or fill)

1. Press [ERASE];
2. Use [+/-] to select "Ptn" in the menu;
3. Press [DOWN] to show "Erase Current Ptn xxx?":
4. Press [MENU/ENTER] to confirm the operation.
5. Press [+] to erase or [-] to cancel.

Erase a drum part in current user pattern

1. Press [ERASE];
2. Use [+/-] to select "Part" in the menu;
3. Press [DOWN] and hit the pad to select a drum part; LCD display:
4. Press [MENU/ENTER] to confirm the operation.
5. Press [+] to erase or [-] to cancel.

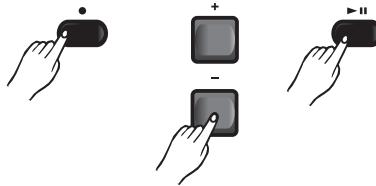
At any time you may press [EXIT] to cancel and exit.



Edit Patterns during Recording

User patterns can also be edited during recording.

Select the desired source pattern (A,AF,B,BF).
Press [REC] to enter “Pattern Rec Setup” and choose
Mode(Normal or Step) by using [+]/[-].
Press [PLAY/PAUSE] to start editing.

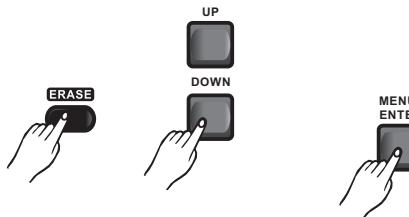
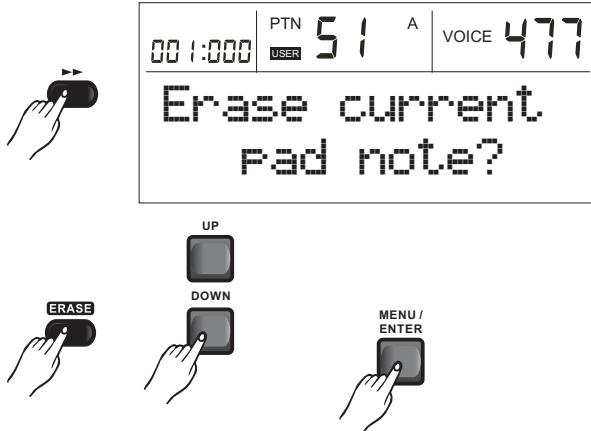


Step mode

In step mode you may erase a single note or change its velocity.

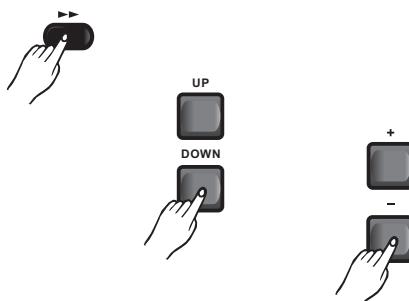
Erase single note (only supported in step mode pattern recording)

1. Enter pattern recording step mode. Use [F.F/NEXT] and [REW/PREV] to locate the step which contains the note to be erased;
2. Use [UP] and [DOWN] to select the note;
3. Press [ERASE];
4. Press [MENU/ENTER] to confirm the operation.



Change velocity (only supported in step mode pattern recording)

1. Enter pattern recording step mode. Use [F.F/NEXT] and [REW/PREV] to locate the step which contains the note to be modified;
2. Use [UP] and [DOWN] to select the note;
3. Use [+], [-] or numeric keys to set new velocity;



Press [STOP] to exit Step record mode and save changes.



Normal mode



Erase several beats of a drum part (only supported in normal mode pattern recording)

1. Enter pattern recording normal mode. Press [ERASE] and hold;
2. Trigger a drum part to start erasing (the part can't be changed during erasing);
3. Release [ERASE] to finish erasing.

Playing Back Songs

About Songs

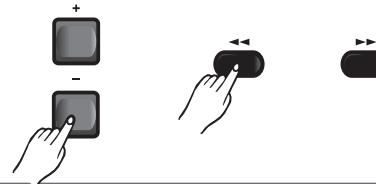
The module can be switched between pattern mode and song mode by [PATTERN/SONG]. All the songs in the module are user songs. There're 100 songs in the module, which can be recorded or edited.

Song structure

Song in the module is a link of pattern steps, in which there's a pattern sub-set number with main-to-fill switching information, each song has up to total 128 steps.

Select a Song

Use [+], [-] (or [F.F/NEXT], [REW/PREV] when song is stopped) or numeric keys to select current song.



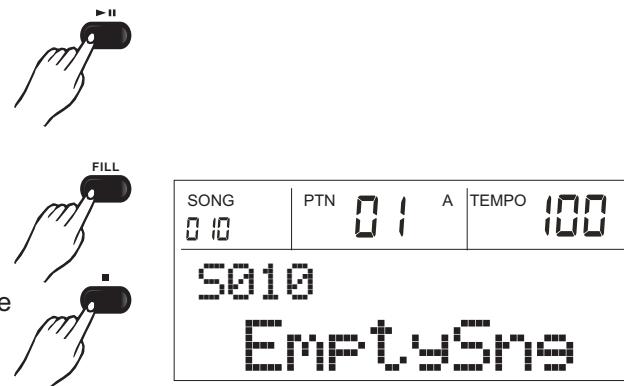
Playing Back a Song

The module has 3 states in song mode: standby, playing, playing pause. Use control buttons to change the states and control the player.

The LCD screen will display the song number and initial pattern.

1. Press [PLAY/PAUSE] when song stopped (standby state) to start the song playback.
2. During playback, [PLAY/PAUSE] can be used to pause and resume the song playing.
3. During playback, the current step may be repeated by holding the [FILL] button.
4. Play [STOP] to stop song play.

The following table illustrate the state changes achieved by the control buttons when the module is in Song playback state.



	STANDBY	PLAYING	PAUSED
	Start song playing (press)	Pause playing (press)	Resume playing (press)
	Select next song (press)		
	Select previous song (press)		
		Stop playing and standby (press)	Stop playing and standby (press)

Recording a Song

All user songs are recordable. Press [REC] when song stopped (standby state) to enter the record ready state.

In record ready state, current user song can't be changed. But the record setup menu is still available. Press [REC] again to quit record ready.

The module supports both normal and step mode for song recording.

Recording songs in Normal Mode

Normal mode is used to real-time compose (pattern or main-to-fill switching)

1. Press [PATTERN/SONG] to enter the song mode and select a song to record.
2. Press [REC] to enter a record-ready state.
The [REC] button splash, LCD display "RecMode:Normal".
3. Press [PLAY/PAUSE] to start recording.
The [REC] button is lighted.
4. Current playing pattern, pattern changes, A/B/FILL switch, main-to-fill switching during recording paused will be recorded.
5. Recording can be paused by pressing [PLAY/PAUSE] and for user editing.
6. Press [STOP] to stop recording.
LCD display "Success!".



The following table illustrate the state changes achieved by the control buttons when the module is in Song normal record state.

	STOPPED	READY	RECORDING	PAUSED
●	Record Ready	Standby (press)	N/A	N/A
■		Start recording (press)	Pause recording (press)	Resume recording (press)
▪		Standby (press)	Stop recording and standby (press)	Stop recording and standby (press)



Recording songs in Step Mode

Step mode is used as fine editing. The pattern set number, sub-set pattern (A, A Fill, B, B Fill), and the time of the main-to-fill switching is recorded into a song step.

1. Press [PATTERN/SONG] to enter the song mode and select a song to record.
2. Press [REC] to enter record-ready state.
The [REC] button splash, LCD will display "RecMode: Normal".
3. Press [+] to choose "RecMode: Step".
4. Press [PLAY/PAUSE] to start recording.
LCD will display current step, and current pattern.



Recording a Song

5. Press [+]/[-] and numeric keys to edit the pattern number for current step.
6. Press [FILL] or [DOWN] to enter FILL insert time screen. Press [+]/[-] and numeric keys to edit the Beat/tick for inserting Fill.
7. Press [F.F/NEXT] to move one step forward, LCD display "Stepxxx: End", then repeat the steps 5,6 to edit for current song step. If you want edit the previous step, press [REW/PREV] to move step backward.
8. When complete, press [STOP] to stop recording.



The following table illustrate the state changes achieved by the control buttons when the module is in Song step record state.

	STOPPED	READY	PAUSED
●	Enter record ready state (press)	Standby (press)	N/A
▶		Start recording (press)	N/A
■		Standby (press)	Stop recording and standby (press)
▶▶	Select next song (press)	N/A	Move one step forward (press)
◀◀	Select previous song (press)	N/A	Move one step backward (press)
◀▶		N/A	

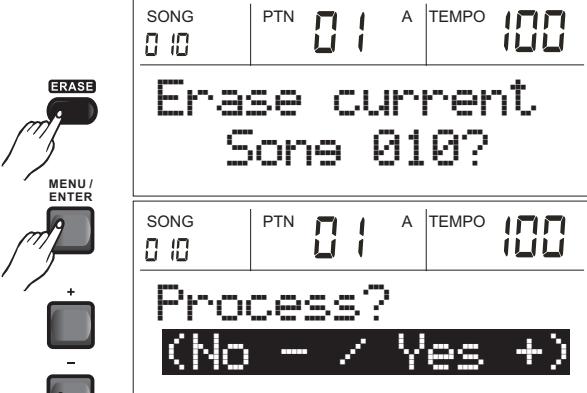
Editing Songs in Standby Mode

In Standby (stopped) state , songs may be erased or copied.

Erase a song

Press the [PATTERN/SONG] button and use the [+]/[-] buttons or the numeric keys to select the desired song.

1. Press [ERASE]; The erase confirmation screen will be shown.
2. Press [MENU/ENTER] to confirm the operation. The Process confirmation screen will be shown.
3. Press [+] to erase or [-] to cancel. Or press [EXIT] to cancel.



Copy the currently selected song to another song (insert)

1. Press [COPY/SAVE];
2. Select the destination user song; and press [DOWN] to continue;
3. Set the offset steps;
4. Press [MENU/ENTER] to confirm the operation.
5. Press [+] to insert or [-] to cancel.



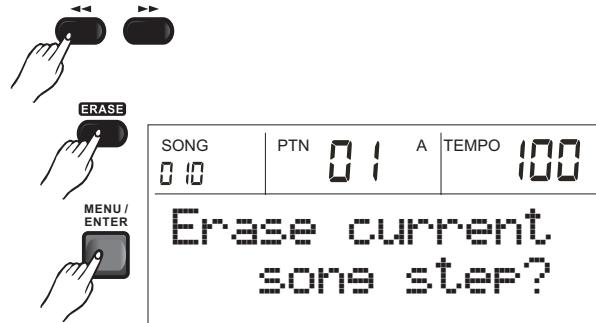
Recording a Song

Edit Songs during Recording(STEP MODE ONLY)

User songs can also be edited during recording.
During recording you may erase a step, insert a step and/or change patterns or main-to-fill switching times.
Press [REC] to enter Step Recording mode.

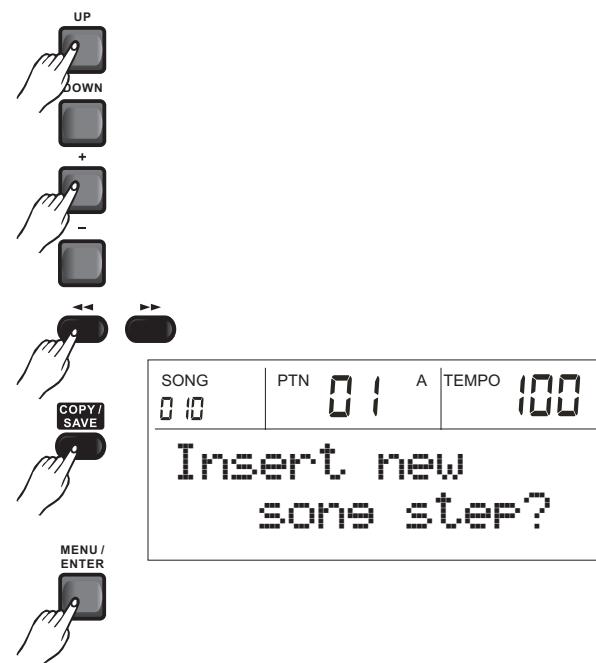
Erase the current steps:

1. Enter song recording step mode. Use [F.F/NEXT] and [REW/PREV] to locate the step to be erased;
2. Press [ERASE];
3. Press [MENU/ENTER] to confirm the operation.
Or press [EXIT] to cancel.



Change pattern or main-to-fill switching time

1. Enter song recording step mode. Use [F.F/NEXT] and [REW/PREV] to locate the step to be modified;
2. Use [+]/[-] or numeric keys to change pattern number, Use [A]/[B] to change pattern set;
3. Use [FILL] or [DOWN] to enter FILL insert time screen. Press [+]/[-] or numeric keys to set new value. Press [ERASE] to erase Fill pattern.



Insert a step

1. Enter song recording step mode. Use [F.F/NEXT] and [REW/PREV] to locate the step in front of the insert position;
2. Press [COPY/SAVE] to insert a pattern in current step;
3. Press [MENU/ENTER] to confirm the operation;
Or press [EXIT] to cancel.



Making the setting for MIDI

About MIDI

MIDI (Musical Instrument Digital Interface) is a standard interface that allows performance data and other information to be exchanged among electronic musical instruments and computers. With a MIDI cable connecting MIDI connectors equipped device, you can play multiple instruments with a single keyboard, have multiple instruments perform in ensemble, program the settings to change kits automatically to match the performance as the song progress, and more.

MIDI Connection

MIDI IN: This terminal receives MIDI data from an external MIDI device.
MIDI OUT: This terminal transmits data from the digital drum to other MIDI devices.

USB Connection

The USB connector allows you to connect the digital drum directly to your computer. It can be connected without installing a driver in Windows XP/Vista/Win7 or MAC OSX environments. The digital drum will be recognized as a “USB Audio device” to receive and transmit MIDI messages through a single USB cable. The USB port is used only for MIDI messages (MIDI via USB)

Note:

When the USB port is connected to a computer, all MIDI messages will be received and transmitted via USB.

Connecting with an External Sound Device

The digital drum transmission channel for the drum kit is fixed to Channel 10. It will output MIDI data generated by the triggers when hitting the pads or stepping on the Hi-Hat control pedal (Note ON/OFF, and Foot messages).

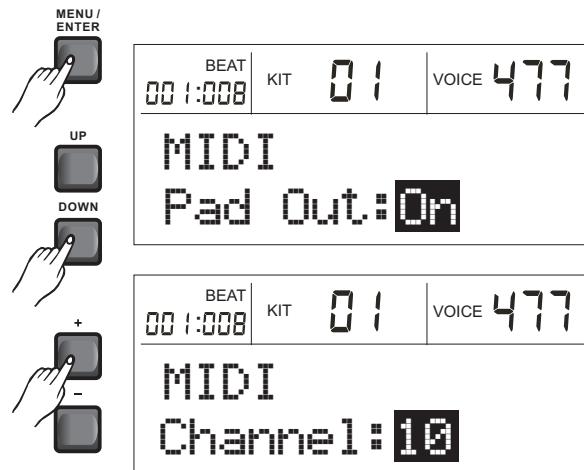
Song playback data can be enable or disable MIDI events output during pattern playing back through MIDI SETUP / Pattern Output menu .

Recording Your Performance to an External Sequencer

1. Connect the MIDI OUT of the digital drum to the MIDI IN of your sequencer. If you are using a software sequencer on a computer, you can simply connect the USB port of the digital drum to a USB port of your computer using a single USB A-B cable.
2. Ensure to output Pad note. Press the [MENU/ENTER] and [DOWN] button to select the MIDI SETUP menu, press [MENU/ENTER] and [DOWN] button to enter the Pad output menu and set the option to “On” then enable MIDI notes output when pads or pedals triggered.

Enter MIDI SETUP menu, press [MENU/ENTER] and [DOWN] button to enter the MIDI channel menu. Use the [+][-] buttons or the Numeric Keys to assign the Basic MIDI channel selection,1~16.

3. Setup the active track of your sequencer on Channel 10.



Making the setting for MIDI

4. Activate RECORD on your sequencer.
5. Play the pads of your digital drum.
6. Stop recording. Locate your sequencer to the start of your recording.
7. Playback the recorded sequencer.

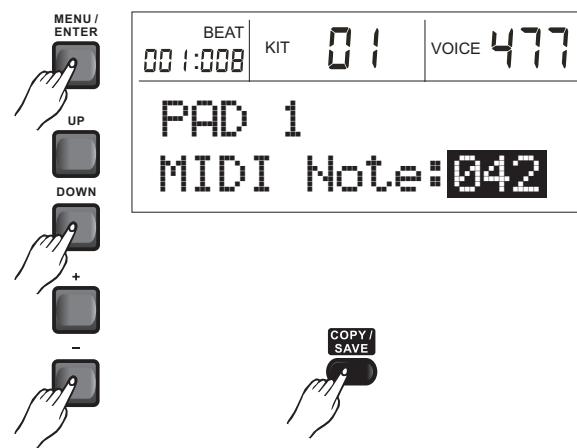
Setting MIDI Note Number to be Transmitted/Received by Each Pad

Each drum kit can have its own set of MIDI note to be transmitted/received by each pad, useful for advanced purpose. Normally, you'll never need to change them, but if you want to change, please follow these step:

1. Press the [MENU/ENTER] and [DOWN] button to select the MIDI SETUP menu,
2. Press [MENU/ENTER] and [DOWN] button to enter the Note map menu,
3. Use the [+][-] buttons, change the MIDI Note Number for each pad. Hit the pad or trigger the pedal you wish to set.
4. Press the [COPY/SAVE], [MENU/ENTER] and [+]button to save the setting.

The Default MIDI NOTE value:

Pad NAME	Trig NAME	NOTE	NAME
Pad 1	Pad 1	49	CRASH1
Pad 2	Pad 2	48	TOM 1
Pad 3	Pad 3	45	TOM 2
Pad 4	Pad 4	51	RIDE
Pad 5	Pad 5	36	KICK 1
Pad 6	Pad 6	38	SNARE HEAD
Pad 7	Pad 7 HH C	42	HIHAT CLOSE
Pad 8	Pad 8 HH OP	46	HIHAT OPEN
Pad 9	Pad 9	43	TOM 3
Pad 9	Pad 9 RIM	58	TOM 3 Rim
Pad 10	Pad 10	57	CRASH 2
Pad 10	Pad 10 RIM	52	CRASH 2 Rim
Pad 11	Pad 11 PDL	35	KICK 2
Pad 12	Pad 12 PDL	44	HIHAT PEDAL
Pad 12	Pad 12 SPL	39	HIHAT SPLASH



Sync with MIDI clock

1. In MIDI SETUP menu, press the [DOWN] button to choose the Sync mode menu.
2. Use the [+][-] buttons to assign Sequencer sync mode, master sync (local tempo setting and output MIDI clock) or external sync (input MIDI clock).

If master sync mode is selected, the module will send MIDI clock (F8) via MIDI output or USB port according to current tempo;

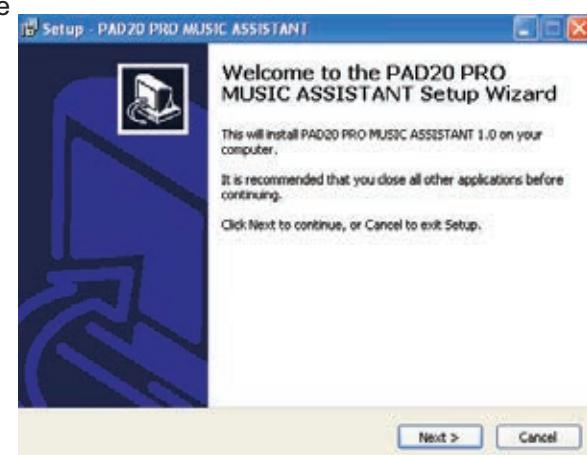
If external sync mode is selected, the module will accept MIDI clock from host device via MIDI input or USB port and change current tempo.

Music Assistant

MUSIC ASSISTANT is the PC software for the module, which designed as a multi-purpose editor and integrated data manager.

Installation

Run the setup.exe to start the setup wizard, and then follow the wizard to complete the installation.



Connection

Turn on the module and connect it to PC via USB cable.

Press module button [MENU/ENTER] and [DOWN] to enter "Utility" menu and choose "Data Trans" sub-menu, press [MENU] and [+] to enter MUSIC ASSISTANT connect waiting mode, LCD display "Data Trans Waiting". (Press [EXIT] to quit MUSIC ASSISTANT connecting mode.)

Open MUSIC ASSISTANT software.
Click "Option >> MIDI Device" and select the module (USB Audio Device) as the MIDI in/out port.



Functions

Pattern Editing

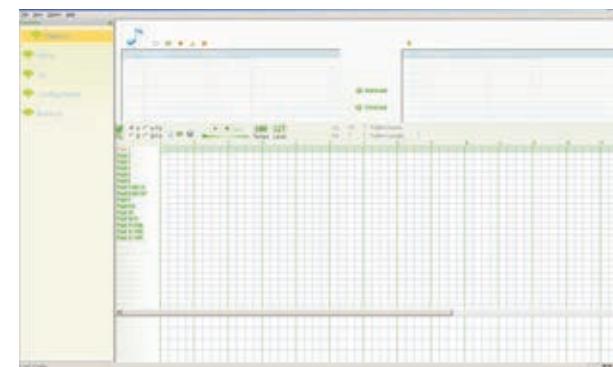
Following functions can be implemented in the pattern editing window.
1. Pattern or pattern set editing

2. Pattern playback
3. Pattern set downloading/uploading

How to play pattern

If you would like to listen the pattern on PC, you should

1. Set "wavetable,sample source" as MIDI OUT port through "Option-Midi Device" option.
2. Assign a default or user configure file for pattern play through menu option "Option-PathSetting-<choose a config file for playing>". And the tool allow user to create own trigger note mapping on Configure Page.
3. On Pattern Page, press [PLAY] button to play the current pattern and the notes you heard will follow the confure setting which is located on "Option-PathSetting".

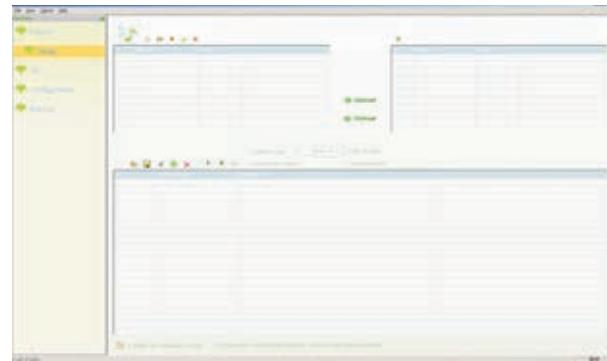


If you would like to listen on PAD module, you should
1. Set "USB Audio Device" as MIDI OUT port.
2. On Pattern Page, choose an optional Channel/Kit value for play.
3. On Pattern Page, press [PLAY] button to play the current pattern and the notes you heard will follow the configure setting which is shown on module MENU "MIDI Setup-MIDI Note".

Song Editing

Following functions can be implemented in the song editing window.

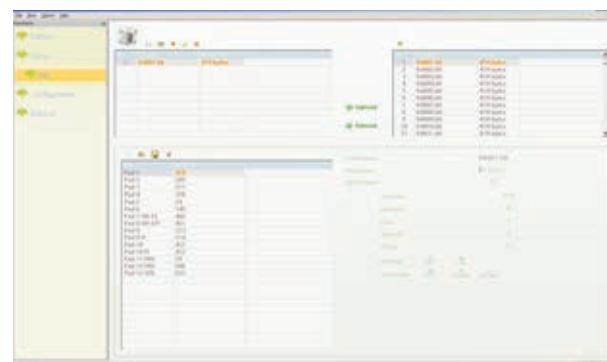
1. Song editing
2. Song playback
3. Song downloading/uploading



Drum Kit Editing

Following functions can be implemented in the drum kit editing window.

1. Drum kit editing
2. Drum kit downloading/uploading



MIDI Note Configuration

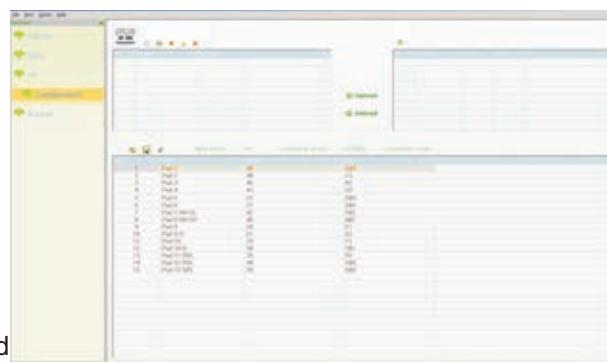
Following functions can be implemented in the MIDI note configuration window.

1. MIDI note map editing
2. MIDI note map downloading/uploading

Note:

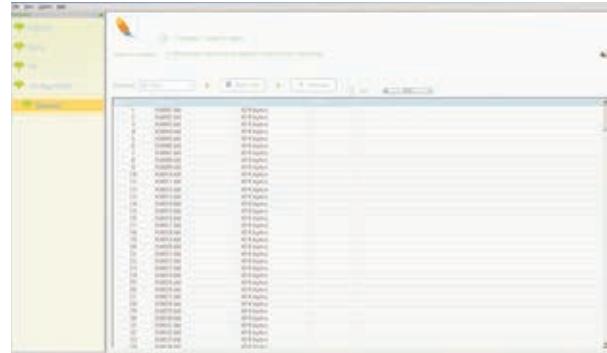
When you change the note map, you should save to file and name it (for example, name as "Config002.map"). Then assign this file as current configure file for play through option "Option-PathSetting-<choose a config file for playing>".

There're 2 Configure files (including Configure001.map as default map and Configure002.map as user map) can be loaded from the PAD module. And the Configure002.map can be edited and download.



Data Backup

All the data in the module can be uploaded to PC for data backup.



Troubleshooting

Problem	Possible Cause and Solution
No Sound	1) Rotate the [VOLUME] knob to be sure that the volume isn't down.
No Click Sound	1) To be sure not set the volume of the click to 0.
Sound is Distorted	1) Turn down the volume.

Specification

Audio outputs	Master (left/mono and right) and phones output (stereo)
Aux input	TRS 1/4"
USB port	USB2.0 full speed
MIDI port	MIDI input and output (soft thru supported)
Pads	8 velocity sensitive and 2 external (dual trigger supported)
Pedals	2 velocity-sensitive pedals (1 hi-hat and 1 general)
Drum kits	100 (50 preset kits + 50 user kits)
Pattern sets	Patterns 100 (50 preset patterns + 50 user patterns). Each included 4 sub-set patterns
Recorded notes	Max. 300 notes for each user pattern
Songs	100 (each has max. 128 steps)
Drum/percussion voices	1120 Voices
Polyphony	64
Tempo range	20~255bpm
Sample/DAC	16/24 bit
Power	DC 9V
Display	Backlit LCD and LED indicators

Preset Drum Kit

NO.	NAME
1	Acoustic-1
2	Funk Band
3	Pwrbd
4	Std-1
5	Acoust-2
6	Fusion
7	Camco
8	Jz Brush
9	Room
10	Rock
11	Pop Rock
12	Jazz
13	Brush
14	Songo
15	1971's
16	Tablas
17	O School
18	606
19	Disco
20	909
21	Drum Bass
22	Funk
23	HipHop-1
24	HipHop-2
25	House-1
26	House-2
27	Vintage
28	Junkyard
29	M-box

NO.	NAME
30	Step
31	Industry
32	Low Fi
33	Metal
34	Electronic
35	Jz Latin
36	Noise
37	Std-2
38	R&B
39	Magic
40	Teckno
41	Melodic 1
42	MusicBox
43	Steel Dr
44	Indian 1
45	Indian 2
46	Indian 3
47	Indian 4
48	Indian 5
49	Indian 6
50	Indian 7
USER KITS	
51	Acoust-3
52	Melodic 2
53	Melodic 3
54	Melodic 4
55	Melodic 5
56	Melodic 6
57~100	EMPTY

Drum Instrument List

NO	Full Name	LCD Display
KICK		
1	Standard Kick 1	StandK1
2	Standard Kick 2	StandK2
3	Classic Kick 1	ClassK1
4	Classic Kick 2	ClassK2
5	Rock Kick 1	RockK1
6	Rock Kick 2	RockK2
7	Rock Kick 3	RockK3
8	Room Kick 1	RoomK1
9	Room Kick 2	RoomK2
10	Jazz Kick 1	JazzK1
11	Jazz Kick 2	JazzK2
12	Big Band Kick 1	BigBdK1
13	Big Band Kick 2	BigBdK2
14	Camco Kick 1	CamcoK1
15	Camco Kick 2	CamcoK2
16	Funk Kick 1	FunkK1
17	Funk Kick 2	FunkK2
18	Funk Kick 3	FunkK3
19	HipHop Kick 1	HipHopK1
20	HipHop Kick 2	HipHopK2
21	HipHop Kick 3	HipHopK3
22	HipHop Kick 4	HipHopK4
23	1969 Kick	1969K
24	1971 Kick	1971K
25	1976 Kick	1976K
26	Power Kick	PowerK
27	R&B Kick	R&BK
28	Voice Kick	VoiceK
29	Acoustic Kick 1	AcousK1
30	Acoustic Kick 2	AcousK2
31	Acoustic Kick 3	AcousK3
32	Acoustic Kick 4	AcousK4
33	Acoustic Kick 5	AcousK5
34	Acoustic Kick 6	AcousK6
35	Acoustic Kick 7	AcousK7
36	Acoustic Kick 8	AcousK8
37	Acoustic Kick 9	AcousK9
38	Acoustic Kick 10	AcousK10
39	Acoustic Kick 11	AcousK11
40	Acoustic Kick 12	AcousK12
41	Acoustic Kick 13	AcousK13
42	Acoustic Kick 14	AcousK14
43	Acoustic Kick 15	AcousK15
44	Acoustic Kick 16	AcousK16
45	Acoustic Kick 17	AcousK17
46	Acoustic Kick 18	AcousK18
47	Acoustic Kick 19	AcousK19
48	Acoustic Kick 20	AcousK20
49	Acoustic Kick 21	AcousK21
50	Acoustic Kick 22	AcousK22
51	Acoustic Kick 23	AcousK23
52	Acoustic Kick 24	AcousK24
53	Acoustic Kick 25	AcousK25
54	Acoustic Kick 26	AcousK26
55	House Kick 1	HouseK1
56	House Kick 2	HouseK2
57	House Kick 3	HouseK3
58	House Kick 4	HouseK4
59	Step Kick	StepK
60	Teckno Kick	TechnoK
61	Drum & Bass Kick	D&BK
62	Junkyard Kick	JunkydK
63	Noise Kick	NoiseK
64	Industry Kick	IndustrK
65	Low Fi Kick	LowFiK
66	Disco Kick	DiscoK
67	808 Kick	808K

68	909 Kick	909K
69	Electronic Kick 1	ElectK1
70	Electronic Kick 2	ElectK2
71	Electronic Kick 3	ElectK3
72	Electronic Kick 4	ElectK4
73	Electronic Kick 5	ElectK5
74	Electronic Kick 6	ElectK6
75	Electronic Kick 7	ElectK7
76	Electronic Kick 8	ElectK8
77	Electronic Kick 9	ElectK9
78	Electronic Kick 10	ElectK10
79	Electronic Kick 11	ElectK11
80	Electronic Kick 12	ElectK12
81	Electronic Kick 13	ElectK13
82	Electronic Kick 14	ElectK14
83	Electronic Kick 15	ElectK15
84	Electronic Kick 16	ElectK16
85	Electronic Kick 17	ElectK17
86	Electronic Kick 18	ElectK18
SNARE 1		
87	Classic Snare 1	ClasSn1
88	Classic Snare Rim 1	ClasSnR1
89	Classic Snare 2	ClasSn2
90	Classic Snare Rim 2	ClasSnR2
91	Classic Snare 3	ClasSn3
92	Classic Snare Rim 3	ClasSnR3
93	Classic Snare 4	ClasSn4
94	Classic Snare Rim 4	ClasSnR4
95	Acoustic Snare	AcoutSn
96	Acoustic Snare Rim	AcoutSnR
97	Standard Snare 1	StdSn1
98	Standard Snare Rim 1	StdSnR1
99	Standard Snare 2	StdSn2
100	Standard Snare Rim 2	StdSnR2
101	Standard Snare 3	StdSn3
102	Rock Snare 1	RockSn1
103	Rock Snare Rim 1	RockSnR1
104	Rock Snare 2	RockSn2
105	Rock Snare 3	RockSn3
106	Room Snare 1	RoomSn1
107	Room Snare 2	RoomSn2
108	Room Snare 3	RoomSn3
109	Jazz Snare 1	JazzSn1
110	Jazz Snare Rim 1	JazzSnR1
111	Jazz Snare 2	JazzSn2
112	Jazz Snare Rim 2	JazzSnR2
113	Jazz Latin Snare	JzLtSn
114	Big Band Snare	BigBdSn
115	Camco Snare	CamoSn
116	Camco Snare Rim	CamoSnR
117	Brush Snare 1	BrushSn1
118	Brush Snare 2	BrushSn2
119	Brush Snare Rim	BrushSnR
120	Funk Snare 1	FunkSn
121	Funk Stick	FunkSt
122	Funk Band Snare Stick	FuBdSnSt
123	Funk Band Snare	FuBdSn
124	Funk Band Snare Rim	FuBdSnR
125	Fusion Snare	FusionSn
126	Fusion Snare Stick	FusnSnSt
127	Snare Stick	SnareSt
128	Power Snare	PowerSn
129	Ringo Snare	RingoSn
130	Ringo Snare Rim	RingoSnR
131	HipHop Snare 1	HipHpSn1
132	HipHop Snare 2	HipHpSn2
133	506 Snare 1	506Sn1
134	506 Snare Rim 1	506SnR1
135	506 Snare 2	506Sn2

136	506 Snare Rim 2	506SnR2
137	1969 Snare	1969Sn
138	1969 Snare Rim	1969SnR
139	1971 Snare	1971Sn
140	1971 Snare Rim	1971SnR
141	1976 Snare	1976Sn
142	1976 Snare Rim	1976SnR
143	R&B Snare	R&BSn
144	R&B Snare Stick	R&BSnSt
145	Low Fi Snare	LowFiSn
146	Low Fi Snare Stick	LoFiSnSt
147	Voice Snare	VoiceSn
148	Voice Snare Rim	VoiceSnR
149	Acoustic Snare 1	AcoutSn1
150	Acoustic Snare 2	AcoutSn2
151	Acoustic Snare 3	AcoutSn3
152	Acoustic Snare 4	AcoutSn4
153	Acoustic Snare 5	AcoutSn5
154	Acoustic Snare 6	AcoutSn6
155	Acoustic Snare 7	AcoutSn7
156	House Snare 1	HouseSn1
157	House Snare 2	HouseSn2
158	House Snare 3	HouseSn3
159	House Snare 4	HouseSn4
160	Step Snare	StepSn
161	Step Snare Stick	StepSnSt
162	Teckno Snare 1	TechSn1
163	Teckno Snare 2	TechSn2
164	808 Snare	808Sn
165	909 Snare	909Sn
166	Industry Snare	IndustSn
167	Industry Snare Stick	InduSnSt
168	Drum & Bass Snare 1	D&BSn1
169	Drum & Bass Snare 2	D&BSn2
170	Junkyard Snare	JukySn
171	Junkyard Snare Stick	JukySnSt
172	Noise Snare	NoiseSn
173	606 Snare	606Sn
174	Electronic Snare 1	ElecSn1
175	Electronic Snare 2	ElecSn2
176	Electronic Snare 3	ElecSn3
177	Electronic Snare 4	ElecSn4
178	Electronic Snare 5	ElecSn5
179	Electronic Snare 6	ElecSn6
180	Electronic Snare 7	ElecSn7
181	Electronic Snare 8	ElecSn8
182	Electronic Snare 9	ElecSn9
183	Electronic Snare 10	ElecSn10
184	Electronic Snare 11	ElecSn11
185	Electronic Snare 12	ElecSn12
186	Electronic Snare 13	ElecSn13
187	Electronic Snare 14	ElecSn14
188	Electronic Snare 15	ElecSn15
189	Electronic Snare 16	ElecSn16
190	Electronic Snare 17	ElecSn17
191	Electronic Snare 18	ElecSn18
192	Electronic Snare 19	ElecSn19
193	Electronic Snare 20	ElecSn20
194	Electronic Snare 21	ElecSn21
195	Electronic Snare 22	ElecSn22
196	Electronic Snare 23	ElecSn23
197	Electronic Snare 24	ElecSn24
198	Electronic Snare 25	ElecSn25
199	Electronic Snare 26	ElecSn26
200	Electronic Snare 27	ElecSn27
201	Electronic Snare 28	ElecSn28
202	Electronic Snare 29	ElecSn29
203	Electronic Snare 30	ElecSn30
204	Electronic Snare 31	ElecSn31

Drum Voice List

205	Electronic Snare 32	ElecSn32
206	Electronic Snare 33	ElecSn33
TOM 1		
207	Classic 1 Tom 1	Cl1Tm1
208	Classic 1 Tom Rim 1	Cl1TmR1
209	Classic 1 Tom 2	Cl1Tm2
210	Classic 1 Tom Rim 2	Cl1TmR2
211	Classic 1 Tom 3	Cl1Tm3
212	Classic 1 Tom Rim 3	Cl1TmR3
213	Classic 1 Tom 4	Cl1Tm4
214	Classic 1 Tom Rim 4	Cl1TmR4
215	Classic 1 Tom 5	Cl1Tm5
216	Classic 1 Tom Rim 5	Cl1TmR5
217	Classic 1 Tom 6	Cl1Tm6
218	Classic 1 Tom Rim 6	Cl1TmR6
219	Classic 2 Tom 1	Cl2Tm1
220	Classic 2 Tom Rim 1	Cl2TmR1
221	Classic 2 Tom 2	Cl2Tm2
222	Classic 2 Tom Rim 2	Cl2TmR2
223	Classic 2 Tom 3	Cl2Tm3
224	Classic 2 Tom Rim 3	Cl2TmR3
225	Classic 2 Tom 4	Cl2Tm4
226	Classic 2 Tom Rim 4	Cl2TmR4
227	Classic 2 Tom 5	Cl2Tm5
228	Classic 2 Tom Rim 5	Cl2TmR5
229	Classic 2 Tom 6	Cl2Tm6
230	Classic 2 Tom Rim 6	Cl2TmR6
231	Camco Tom 1	CamcoTm1
232	Camco Tom 2	CamcoTm2
233	Camco Tom 3	CamcoTm3
234	Camco Tom 4	CamcoTm4
235	Camco Tom 5	CamcoTm5
236	Camco Tom 6	CamcoTm6
237	Acoustic Tom 1	AcouTm1
238	Acoustic Tom Rim 1	AcouTmR1
239	Acoustic Tom 2	AcouTm2
240	Acoustic Tom Rim 2	AcouTmR2
241	Acoustic Tom 3	AcouTm3
242	Acoustic Tom Rim 3	AcouTmR3
243	Acoustic Tom 4	AcouTm4
244	Acoustic Tom Rim 4	AcouTmR4
245	Acoustic Tom 5	AcouTm5
246	Acoustic Tom Rim 5	AcouTmR5
247	Acoustic Tom 6	AcouTm6
248	Acoustic Tom Rim 6	AcouTmR6
249	Standard Tom 1	StandTm1
250	Standard Tom 2	StandTm2
251	Standard Tom 3	StandTm3
252	Standard Tom 4	StandTm4
253	Standard Tom 5	StandTm5
254	Standard Tom 6	StandTm6
255	Rock Tom 1	RockTm1
256	Rock Tom 2	RockTm2
257	Rock Tom 3	RockTm3
258	Rock Tom 4	RockTm4
259	Rock Tom 5	RockTm5
260	Rock Tom 6	RockTm6
261	Room Tom 1	RoomTm1
262	Room Tom 2	RoomTm2
263	Room Tom 3	RoomTm3
264	Room Tom 4	RoomTm4
265	Room Tom 5	RoomTm5
266	Room Tom 6	RoomTm6
267	Timpani	Timpani
268	Funk Tom 1	FunkTm1
269	Funk Tom 2	FunkTm2
270	Funk Tom 3	FunkTm3
271	Fusion Tom 1	FusnTm1
272	Fusion Tom 2	FusnTm2
273	Fusion Tom 3	FusnTm3
274	1969 Tom 1	1969Tm1
275	1969 Tom 2	1969Tm2
276	1969 Tom 3	1969Tm3
277	1971 Tom 1	1971Tm1
278	1971 Tom 2	1971Tm2
279	1971 Tom 3	1971Tm3
280	1976 Tom 1	1976Tm1
281	1976 Tom 2	1976Tm2
282	1976 Tom 3	1976Tm3
283	HipHop Tom 1	HipHpTm1
284	HipHop Tom 2	HipHpTm2
285	HipHop Tom 3	HipHpTm3
286	HipHop Tom 4	HipHpTm4
287	HipHop Tom 5	HipHpTm5
288	HipHop Tom 6	HipHpTm6
289	Jazz 1 Tom 1	Jazz1Tm1
290	Jazz 1 Tom 2	Jazz1Tm2
291	Jazz 1 Tom 3	Jazz1Tm3
292	Jazz 2 Tom 1	Jazz2Tm1
293	Jazz 2 Tom 2	Jazz2Tm2
294	Jazz 2 Tom 3	Jazz2Tm3
295	Jazz 2 Tom 4	Jazz2Tm4
296	Jazz 2 Tom 5	Jazz2Tm5
297	Jazz 2 Tom 6	Jazz2Tm6
298	Brush 1 Tom 1	Bsh1Tm1
299	Brush 1 Tom 2	Bsh1Tm2
300	Brush 1 Tom 3	Bsh1Tm3
301	Brush 1 Tom 4	Bsh1Tm4
302	Brush 1 Tom 5	Bsh1Tm5
303	Brush 1 Tom 6	Bsh1Tm6
304	Brush 2 Tom 1	Bsh2Tm1
305	Brush 2 Tom Rim 1	Bsh2TmR1
306	Brush 2 Tom 2	Bsh2Tm2
307	Brush 2 Tom Rim 2	Bsh2TmR2
308	Brush 2 Tom 3	Bsh2Tm3
309	Brush 2 Tom Rim 3	Bsh2TmR3
310	Brush 2 Tom 4	Bsh2Tm4
311	Brush 2 Tom Rim 4	Bsh2TmR4
312	Brush 2 Tom 5	Bsh2Tm5
313	Brush 2 Tom Rim 5	Bsh2TmR5
314	Brush 2 Tom 6	Bsh2Tm6
315	Brush 2 Tom Rim 6	Bsh2TmR6
316	Tom Rim	TomRim
317	606 Tom 1	606Tm1
318	606 Tom 2	606Tm2
319	606 Tom 3	606Tm3
320	606 Tom 4	606Tm4
321	606 Tom 5	606Tm5
322	606 Tom 6	606Tm6
323	808 Tom 1	808Tm1
324	808 Tom 2	808Tm2
325	808 Tom 3	808Tm3
326	808 Tom 4	808Tm4
327	808 Tom 5	808Tm5
328	808 Tom 6	808Tm6
329	Electronic Tom 1	ElectTm1
330	Electronic Tom 2	ElectTm2
331	Electronic Tom 3	ElectTm3
332	Electronic Tom 4	ElectTm4
333	Electronic Tom 5	ElectTm5
334	Electronic Tom 6	ElectTm6
335	Step Tom 1	StepTm1
336	Step Tom 2	StepTm2
337	Step Tom 3	StepTm3
338	909 Tom 1	909Tm1
339	909 Tom 2	909Tm2
340	909 Tom 3	909Tm3
341	Junkyard Tom 1	JunkyTm1
342	Junkyard Tom 2	JunkyTm2
343	Junkyard Tom 3	JunkyTm3
344	Noise Tom 1	NoiseTm1
345	Noise Tom 2	NoiseTm2
346	Noise Tom 3	NoiseTm3
347	Voice Tom 1	VoiceTm1
348	Voice Tom 2	VoiceTm2
349	Voice Tom 3	VoiceTm3
350	Industry Tom 1	InduTm1
351	Industry Tom 2	InduTm2
352	Industry Tom 3	InduTm3
RIDE 1		
353	Standard 20" Ride	Std20Rd
354	Standard 22" Ride	Std22Rd
355	Standard Ride Bell	StdRdB1
356	Rock Ride	RockRd
357	Rock Bell 1	RockB1
358	Rock Ride 1	RockRd1
359	Rock Bell 2	RockB2
360	Dry Ride Bell 2	DryRdB2
361	Vintage Ride 1	VintgRd1
362	Vintage Ride 2	VintgRd2
363	60's Ride 1	60'sRd1
364	60's Ride 2	60'sRd2
365	Clean Pop Ride 1	ClnPpRd1
366	Clean Pop Ride Bell 1	PopRdB1
367	Clean Pop Ride 2	ClnPpRd2
368	Clean Pop Ride Bell 2	PopRdB2
369	Light Flat Ride 1	LigFlRd1
370	Light Flat Ride 2	LigFlRd2
371	Flat Ride 1	FlatRd1
372	Flat Ride 2	FlatRd2
373	Teckno Ride 1	TechRd1
374	Teckno Ride 2	TechRd2
375	Junkyard Break 1	JyBreak1
376	Junkyard Break 2	JyBreak2
377	Junkyard Metal 1	JyMetal1
378	Junkyard Metal 2	JyMetal2
379	Classic Ride 1	ClasRd1
380	Classic Ride Bell 1	ClasRdB1
381	Classic Ride 2	ClasRd2
382	Classic Ride Bell 2	ClasRdB2
383	Acoustic Ride 1	AcouRd1
384	Acoustic Ride Bell 1	AcoRdB1
385	Acoustic Ride 2	AcouRd2
386	Acoustic Ride Bell 2	AcoRdB2
387	Jazz Ride 1	JazzRd1
388	Jazz Ride Bell 1	JazRdB1
389	Jazz Ride 2	JazzRd2
390	Jazz Ride Bell 2	JazRdB2
391	Brush Ride 1	BrshRd1
392	Brush Ride Bell 1	BrshRdB1
393	Mute Ride Bell	MuteRdB1
394	Ride Edge 1	RideEg1
395	Ride Edge 2	RideEg2
396	60's Ride Rim	60'sRdR
397	Clean Pop Ride Rim	CIPopRdR
398	Sky Ride Rim	SkyRdR
399	Classic Crash Bell 1	ClasCrB1
400	Classic Crash Bell 2	ClasCrB2
CRASH 1		
401	Standard Crash 1	StdCr1
402	Class China 1	Cl1Chin1
403	Class China 2	Cl1Chin2
404	Standard Crash 2	StdCr2
405	Standard Crash Bell 1	StdCrB1
406	Standard Crash Bell 2	StdCrB2
407	China 1	China1
408	Classic Crash 1	ClassCr1

Drum Voice List

409	Classic Crash 2	ClassCr2
410	Classic Crash 3	ClassCr3
411	Classic Crash 4	ClassCr4
412	Splash 1	Splash1
413	Splash Bell 1	SplasBl1
414	Rock Crash 1	RockCr1
415	Rock Splash 1	RkSplas1
416	Jazz Splash 1	JzSplas1
417	Jazz Splash Bell 1	JzSpBl1
418	Brush Crash	BrushCr
419	Crystal Crash	CrystlCr
420	Crystal Crash Bell	CryCrBl
421	China 2	China2
422	China Low	ChinaLow
423	Orchestra Hit 1	OrHit1
424	Orchestra Hit 2	OrHit2
425	Orchestra Hit Bell	OrHitBl
426	Drum & Bass Crash 1	D&BCr1
427	Drum & Bass Crash 2	D&BCr2
428	China 3	China3
429	606 Cymbal 1	606Cr1
430	606 Cymbal 2	606Cr2
431	808 Cymbal 1	808Cr1
432	808 Cymbal 2	808Cr2
433	909 Cymbal 1	909Cr1
434	909 Cymbal 2	909Cr2
435	Junkyard Cymbal 1	JunkyCr1
436	Junkyard Cymbal 2	JunkyCr2
437	Cymbal Effect 1	EffecCr1
438	Cymbal Effect 2	EffecCr2
439	Laser Ray	LaserRay
440	Drive By	DriveBy
441	Industrial Short	IndShort
442	Industrial Long	IndLong
HIHAT 1		
443	Standard Hi-hat Open	StdHHOp
444	Standard 1 Hi-hat 2	Std1HH2
445	Standard 2 Hi-hat Open	St2HHOp
446	Standard 2 Hi-hat Open Rim	St2HHOpR
447	Rock Hi-hat Open	RockHHOp
448	Pop Hi-hat Open	PopHHOp
449	Pop Hi-hat Open Rim	PopHHOpR
450	Brush Hi-hat Open	BrshHHOp
451	60's Hi-hat Open	60'sHHOp
452	Mini Hi-hat Open	MinHHOp
453	Mini Hi-hat Open Rim	MinHHOpR
454	Classic Hi-hat Open 1	ClzHHOp1
455	Classic Hi-hat Open 2	ClzHHOp2
456	Camco Hi-hat Open	CamoHHOp
457	Voice Hi-hat Open	VoicHHOp
458	House Hi-hat Open	HousHHOp
459	606 Hi-hat Open	606HHOp
460	808 Hi-hat Open	808HHOp
461	909 Hi-hat Open	909HHOp
462	Junkyard Hi-hat Open	JukyHHOp
463	Noise Hi-hat Open	NoisHHOp
464	Bass Hi-hat Open	BassHHOp
465	Standard Hi-hat Half Open	StdHfOp
466	Rock Hi-hat Half Open	RockHfOp
467	Pop Hi-hat Half Open	PopHfOp
468	Pop Hi-hat Half Open Rim	PopHfOpR
469	Brush Hi-hat Half Open	BrshHfOp
470	60's Hi-hat Half Open	60'sHfOp
471	Mini Hi-hat Half Open	MinHfOp
472	Mini Hi-hat Half Open Rim	MinHfOpR
473	Classic Hi-hat Half Open Rim 1	ClHfOpR1
474	Classic Hi-hat Half Open Rim 2	ClHfOpR2
475	Camco Hi-hat Half Open	CamHfOp
476	Junkyard Hi-hat Half Open Rim	JyHfOpR
477	Standard Hi-hat Close 1	StdHHCs1
478	Standard Hi-hat Close 2	StdHHCs2
479	Rock Hi-hat Close	RockHHCs
480	Pop Hi-hat Close	PopHHCs
481	Pop Hi-hat Close Rim	PopHHCsR
482	Brush Hi-hat Close	BrshHHCs
483	60's Hi-hat Close	60'sHHCs
484	Mini Hi-hat Close	MinHHCs
485	Mini Hi-hat Close Rim	MinHHCsR
486	Classic Hi-hat Close 1	ClzHHCs1
487	Classic Hi-hat Close 2	ClzHHCs2
488	Classic Hi-hat Close Rim	ClzHHCsR
489	Camco Hi-hat Close	CamcHHCs
490	Voice Hi-hat Close	VoicHHCs
491	House Hi-hat Close	HousHHCs
492	606 Hi-hat Close	606HHCs
493	808 Hi-hat Close	808HHCs
494	909 Hi-hat Close	909HHCs
495	Junkyard Hi-hat Close	JukyHHCs
496	Noise Hi-hat Close	NoisHHCs
497	Bass Hi-hat Close	BashHHCs
498	Standard Hi-hat Pedal 1	StdHHPd1
499	Standard Hi-hat Pedal 2	StdHHPd2
500	Rock Hi-hat Pedal	RockHHPd
501	Pop Hi-hat Pedal	PopHHPd
502	Brush Hi-hat Pedal	BrshHHPd
503	60's Hi-hat Pedal	60'sHHPd
504	Mini Hi-hat Pedal	MiniHHPd
505	Classic Hi-hat Pedal 1	ClzHHPd1
506	Classic Hi-hat Pedal 2	ClzHHPd2
507	Camco Hi-hat Pedal	CamcHHPd
508	Voice Hi-hat Pedal	VoicHHPd
509	House Hi-hat Pedal	HousHHPd
510	606 Hi-hat Pedal	606HHPd
511	808 Hi-hat Pedal	808HHPd
512	Junkyard Hi-hat Pedal	JukyHHPd
513	Noise Hi-hat Pedal	NoisHHPd
514	Bass Hi-hat Pedal	BassHHPd
515	Hi-hat Splash	HHSplash
516	Pop Splash	PopSp
517	Mini Splash	MiniSp
518	Classic Splash 1	ClassSp1
519	Classic Splash 2	ClassSp2
520	Mute	Mute
PERCUSSION 1		
521	Scratch	Scratch
522	Scratch Push	ScratchP
523	DJ Electronic FX	DJEFX
524	High Q	HighQ
525	Ding Bell	DingBl
526	Finger Slaps	FingeSlp
527	Standard Clap	StdClap
528	Tambourine	Tambour
529	Vibra-slap	Vibrasl
530	Agogo High	AgogoHi
531	Agogo Low	AgogoLo
532	Bell Tree 1	BTTree1
533	Bongo High	BongoHi
534	Bongo Low	BongoLo
535	Shaker	Shaker
536	Conga Slap High	CgslpHi
537	Conga Slap Low	CgslpLo
538	Electronic Conga Low	ElecCgLo
539	Open Conga	OpCga
540	Conga Slap	Cgaslp
541	Cowbell	Cowbell
542	Timbale High	TimbHi
543	Timbale Low	TimbLo
544	Timpani High	TimpHi
545	Timpani Low	TimpLo
546	Open Tabla High	OpTblHi
547	Open Tabla Low	OpTblLo
548	Tabla Slap	SlpTbl
549	Mute Tabla Slap	MtSlpTbl
550	Cabasa	Cabasa
551	Maracas 1	Mara1
552	Short Whistle	Whistle
553	Short Guiro	StGuiro
554	Long Guiro	LgGuiro
555	Claves	Claves
556	Wood Block	WoodBl
557	Mute Cuica	MtCuica
558	Open Cuica	OpCuica
559	Mute Triangle	MtTria
560	Open Triangle	OpTria
561	Sleigh Bells 1	SlgBl1
562	Wind Chimes	WindCh
563	Castanets 1	Cst1
564	Mute Surdo	MtSurdo
565	Open Surdo	OpSurdo
566	Lotus Drum	LotusDrm
567	Cowbell 1	Cowbel1
INDIAN		
568	Bayao 1	Bayao1
569	Bayao 2	Bayao2
570	Bayao Mute 1	BayaoM1
571	Bayao Mute 2	BayaoM2
572	Bayao Mute 3	BayaoM3
573	Tabla 1	Tabla1
574	Tabla 2	Tabla2
575	Tabla 3	Tabla3
576	Tabla 4	Tabla4
577	Tabla 5	Tabla5
578	Tabla 6	Tabla6
579	Tabla 7	Tabla7
580	Tabla 8	Tabla8
581	Tabla 9	Tabla9
582	Tabla 10	Tabla10
583	Tabla 11	Tabla11
584	Tabla 12	Tabla12
585	Tabla 13	Tabla13
586	Tabla 14	Tabla14
587	Tabla 15	Tabla15
588	Tabla 16	Tabla16
589	Tabla 17	Tabla17
590	Tabla 18	Tabla18
591	Tabla 19	Tabla19
592	Tabla 20	Tabla20
593	Tabla 21	Tabla21
594	Tabla 22	Tabla22
595	Tabla 23	Tabla23
596	Tabla 24	Tabla24
597	Tabla 25	Tabla25
598	Tabla 26	Tabla26
599	Tabla 27	Tabla27
600	Tabla 28	Tabla28
601	Tabla 29	Tabla29
602	Tabla 30	Tabla30
603	Dholak	Dholak
604	Mouth Tabla	MoTabla
605	Mridangam	Mridang
606	Sitar	Sitar
607	Veena	Veena
608	Bhangra Beat	BhgaBt
609	Bhangra	Bhga
610	Chenda	Chenda
611	Chimta Beat	CmtaBt
612	Dhol 1	Dhol1

Drum Voice List

613	Dhol 2	Dhol2
614	Dhol 3	Dhol3
615	Dhol 4	Dhol4
616	Dhol 5	Dhol5
617	Dhol 6	Dhol6
618	Dhol 7	Dhol7
619	Dhol Beat	DholBt
620	Dholak 1	Dhlk1
621	Dholak 2	Dhlk2
622	Dholak 3	Dhlk3
623	Dholak Beat	DhlkBt
624	Dilruba 1	Dlrba1
625	Dilruba 2	Dlrba2
626	Dilruba 3	Dlrba3
627	Dotara 1	Dotara1
628	Dotara 2	Dotara2
629	Dotara 3	Dotara3
630	Duff 1	Duff1
631	Duff 2	Duff2
632	Duff 3	Duff3
633	Duff Beat	Duff Beat
634	Esraj 1	Esraj1
635	Esraj 2	Esraj2
636	Gada Singari 1	Gadas1
637	Gada Singari 2	Gadas2
638	Ghatam 1	Ghatam1
639	Ghatam 2	Ghatam2
640	Ghungroo 1	Ghgro1
641	Ghungroo 2	Ghgro2
642	Ghungroo Beat	Ghgrob
643	Hindu Temple Bell	Hdutbl
644	Ind A Haa	IndAHaa
645	Ind Hey	IndHey
646	Ind Ho	IndHo
647	Ind O Ho	IndOHo
648	Ind Oye	IndOye
649	Ind Tak Dhina Dhin	Dhinadn
650	Jal Tarang 1	JalTrg1
651	Jal Tarang 2	JalTrg2
652	Jal Tarang 3	JalTrg3
653	Kanjira 1	Kjira1
654	Kanjira 2	Kjira2
655	Kartal	Kartal
656	Khanjari Beat	KhjBt
657	Khanjira 1	Khj1
658	Khanjira 2	Khj2
659	Khol 1	Khol1
660	Khol 2	Khol2
661	Khol 3	Khol3
662	Khol 4	Khol4
663	Khomak 1	Khmk1
664	Khomak 2	Khmk2
665	Khomak 3	Khmk3
666	Lp Ds Beat	Lpdbsbt
667	Madal 1	Madal1
668	Madal 2	Madal2
669	Madal 3	Madal3
670	Madal 4	Madal4
671	Madal 5	Madal5
672	Madal 6	Madal6
673	Madal 7	Madal7
674	Madal Beat	Madalbt
675	Mathalam 1	Mathlm1
676	Mathalam 2	Mathlm2
677	Moresing 1	Mrsig1

678	Moresing 2	Mrsig2
679	Moresing 3	Mrsig3
680	Mridangam 1	Mrdgm1
681	Mridangam 2	Mrdgm2
682	Mridangam 3	Mrdgm3
683	Mutka	Mutka
684	Naal 1	Naal1
685	Naal 2	Naal2
686	Naqqara 1	Nqra1
687	Naqqara 2	Nqra2
688	Pakhawaj 1	Pkhwj1
689	Pakhawaj 2	Pkhwj2
690	Piccolo	Piccolo
691	Pungi	Pungi
692	Rajasthani Beat 1	Rjsnbt1
693	Rajasthani Beat 2	Rjsnbt2
694	Santoor 1	Stor1
695	Santoor 2	Stor2
696	Santoor 3	Stor3
697	Santoor 4	Stor4
698	Santoor Beat	Storbt
699	Sarod 1	Sarod1
700	Sarod 2	Sarod2
701	Sarod 3	Sarod3
702	Sarod 4	Sarod4
703	Shankh	Shankh
704	Sitar 1	Sitar1
705	Sitar 2	Sitar2
706	Taal Beat	Talbt
707	Tango Beat	Tgobt
708	Tribal Beat	Trlblt
709	Tweeks Beat	Twksbt
710	Udukai 1	Udukai1
711	Udukai 2	Udukai2
712	Udukai 3	Udukai3
713	Veena 1	Veena1
714	Veena 2	Veena2
MELODIC SOUND		
715	Celesta 1	Celesta1
716	Celesta 2	Celesta2
717	Marimba 1	Marimba1
718	Marimba 2	Marimba2
719	Choir Ahhs 1	ChoirAh1
720	Choir Ahhs 2	ChoirAh2
721	Voice Oohs 1	VoiceOh1
722	Voice Oohs 2	VoiceOh2
723	Xylophone 1	Xylopho1
724	Xylophone 2	Xylopho2
725	Melodic Tom 1	MeloTom1
726	Melodic Tom 2	MeloTom2
727	Music Box 1	MusicBx1
728	Music Box 2	MusicBx2
729	Steel Drums 1	SteelDr1
730	Steel Drums 2	SteelDr2
SFX 1		
731	Saw Wave	FX1
732	China Gong	FX2
733	Dj Cut 1	FX3
734	Dj Chikah	FX4
735	Dj Rub 1	FX5
736	Dj Rub 2	FX6
737	Guitar Short Chop	FX7
738	Guitar Mute 1	FX8
739	Guitar Mute 2	FX9
740	Guitar Mute 3	FX10
741	Guitar Chop 1	FX11

742	Guitar Chop 2	FX12
743	Hi Q Zap	FX13
744	Gun Shot 1	FX14
745	Dj Rub 3	FX15
746	Dj Rub 4	FX16
747	Drum Stick	FX17
748	Laser Gun	FX18
749	Mouse Click	FX19
750	Cow Bell	FX20
751	Guitar Wipe Strings	FX21
752	Guitar Mute 4	FX22
753	Guitar Mute 5	FX23
754	Guitar Mute 6	FX24
755	Finger Snap	FX25
756	Girl Laugh	FX26
757	Scream	FX27
758	Double Punch	FX28
759	Heartbeat	FX29
760	Footstep 1	FX30
761	Footstep 2	FX31
762	Clapping	FX32
763	Open Door	FX33
764	Close Door	FX34
765	Dj Rub 5	FX35
766	Fx 1	FX36
767	Engine Start	FX37
768	Car Brake	FX38
769	Car Rushing	FX39
770	Whomp 1	FX40
771	Cricket	FX41
772	Train	FX42
773	Whomp 2	FX43
774	Helicopter	FX44
775	Hit 1	FX45
776	Hit 2	FX46
777	Spring	FX47
778	Fx 2	FX48
779	Boom	FX49
780	Dog	FX50
781	Clippety-Clop	FX51
782	Bird Tweet	FX52
783	Leaves Rustling	FX53
784	Thunder	FX54
785	Echo	FX55
786	Burst	FX56
787	Stream	FX57
788	Drain	FX58
789	Cat	FX59
790	Baby Bird	FX60
791	Tigger	FX61
792	Cheer 1	FX62
793	Ring	FX63
794	Tower Bell	FX64
795	Clap 1	FX65
796	Clap 2	FX66
797	Cheer 2	FX67
798	Bomb	FX68
799	Gun Shot 2	FX69
800	Train Drift Away	FX70
801	Dj Rub 6	DJ1
802	Dj Rub 7	DJ2
803	Dj Chop	DJ3
804	Dj Cut 2	DJ4
805	Dj Rub 8	DJ5
806	Dj Rub 9	DJ6
807	Dj Rub 10	DJ7

Drum Voice List

808	Dj Shot	DJ8
809	Dj Rub 11	DJ9
810	Dj Ehvit	DJ10
811	Loop 1	DJ11
812	Loop 2	DJ12
813	Loop 3	DJ13
814	One	One
815	Two	Two
816	Three	Three
817	Four	Four
818	Five	Five
819	Six	Six
820	Seven	Seven
821	Eight	Eight
822	Nine	Nine
823	Ti	Ti
824	Ta	Ta
825	Ei	Ei
826	An	An
827	E	E
KICK 2		
828	Kick 1	Kk1
829	Kick 2	Kk2
830	Kick 3	Kk3
831	Kick 4	Kk4
832	Kick 5	Kk5
833	Kick 6	Kk6
834	Kick 7	Kk7
835	Kick 8	Kk8
836	Kick 9	Kk9
837	Kick 10	Kk10
838	Kick 11	Kk11
839	Kick 12	Kk12
840	Kick 13	Kk13
841	Kick 14	Kk14
842	Kick 15	Kk15
843	Kick 16	Kk16
844	Kick 17	Kk17
845	Kick 18	Kk18
846	Kick 19	Kk19
847	Kick 20	Kk20
848	Kick 21	Kk21
849	Kick 22	Kk22
850	Kick 23	Kk23
851	Kick 24	Kk24
SNARE 2		
852	Snare 1	Snare1
853	Snare 2	Snare2
854	Snare 3	Snare3
855	Snare 4	Snare4
856	Snare 5	Snare5
857	Snare 6	Snare6
858	Snare 7	Snare7
859	Snare 8	Snare8
860	Snare 9	Snare9
861	Snare 10	Snare10
862	Snare 11	Snare11
863	Snare 12	Snare12
864	Snare 13	Snare13
865	Snare 14	Snare14
866	Snare 15	Snare15
867	Snare 16	Snare16
868	Snare 17	Snare17
869	Snare 18	Snare18
870	Snare 19	Snare19
871	Snare 20	Snare20

872	Snare 21	Snare21
873	Snare 22	Snare22
874	Snare 23	Snare23
875	Snare 24	Snare24
876	Snare 25	Snare25
877	Snare 26	Snare26
878	Snare 27	Snare27
879	Snare 28	Snare28
880	Snare 29	Snare29
881	Snare 30	Snare30
882	Snare 31	Snare31
883	Snare 32	Snare32
884	Snare 33	Snare33
885	Snare 34	Snare34
886	Snare 35	Snare35
887	Snare 36	Snare36
888	Snare 37	Snare37
889	Snare 38	Snare38
890	Snare 39	Snare39
891	Snare 40	Snare40
TOM 2		
892	Tom 1	Tom1
893	Tom 2	Tom2
894	Tom 3	Tom3
895	Tom 4	Tom4
896	Tom 5	Tom5
897	Tom 6	Tom6
898	Tom 7	Tom7
899	Tom 8	Tom8
900	Tom 9	Tom9
901	Tom 10	Tom10
902	Tom 11	Tom11
923	Tom 12	Tom12
904	Tom 13	Tom13
905	Tom 14	Tom14
906	Tom 15	Tom15
907	Tom 16	Tom16
908	Tom 17	Tom17
909	Tom 18	Tom18
HIHAT 2		
910	Hi-Hat 1	HH1
911	Hi-Hat 2	HH2
912	Hi-Hat 3	HH3
913	Hi-Hat 4	HH4
914	Hi-Hat 5	HH5
915	Hi-Hat 6	HH6
916	Hi-Hat 7	HH7
917	Hi-Hat 8	HH8
918	Hi-Hat 9	HH9
919	Hi-Hat 10	HH10
920	Hi-Hat 11	HH11
921	Hi-Hat 12	HH12
922	Hi-Hat 13	HH13
923	Hi-Hat 14	HH14
924	Hi-Hat 15	HH15
925	Hi-Hat 16	HH16
926	Hi-Hat 17	HH17
927	Hi-Hat 18	HH18
928	Hi-Hat 19	HH19
929	Hi-Hat 20	HH20
930	Hi-Hat 21	HH21
931	Hi-Hat 22	HH22
932	Hi-Hat 23	HH23
933	Hi-Hat 24	HH24
CRASH 2		
934	Crash 1	Cr1

935	Crash 2	Cr2
936	Crash 3	Cr3
937	Crash 4	Cr4
938	Crash 5	Cr5
939	Crash 6	Cr6
940	Crash 7	Cr7
941	Crash 8	Cr8
942	Crash 9	Cr9
RIDE 2		
943	Ride 1	Rd1
944	Ride 2	Rd2
945	Ride 3	Rd3
946	Ride 4	Rd4
947	Ride 5	Rd5
948	Ride 6	Rd6
949	Ride 7	Rd7
950	Ride 8	Rd8
951	Ride 9	Rd9
952	Ride 10	Rd10
PERCUSSION 2		
953	Afro Drum	Afdm
954	Atarigane	Atrg
955	Agogo	Agogo
956	Bs 1	Bs1
957	Bs 2	Bs2
958	Bs 3	Bs3
959	Bs 4	Bs4
960	Bs 5	Bs5
961	Bs 6	Bs6
962	Bell Tree 2	BTTree2
963	Berimbau	Brmu
964	Ban Gu	BG
965	Bongo 1	Bgo1
966	Bongo 2	Bgo2
967	Bongo 3	Bgo3
968	Bongo 4	Bgo4
969	Bali Cymbal	BICb
970	Bell	Bell
971	Bd 1	Bd1
972	Bd 2	Bd2
973	Clap 3	Clp3
974	Clap 4	Clp4
975	Clap 5	Clp5
976	Clap 6	Clp6
977	Clap 7	Clp7
978	Cowbell 2	Cowbell2
979	Cowbell 3	Cowbell3
980	Cowbell 4	Cowbell4
981	Cowbell 5	Cowbell5
982	Cowbell 6	Cowbell6
983	Castanets 2	Cst2
984	Conga 1	Cga1
985	Conga 2	Cga2
986	Conga 3	Cga3
987	Conga 4	Cga4
988	Conga 5	Cga5
989	Conga 6	Cga6
990	Conga 7	Cga7
991	Conga 8	Cga8
992	Cabasa 1	Cabasa1
993	Claves 1	Claves1
994	Claves 2	Claves2
995	Claves 3	Claves3
996	Claves 4	Claves4
997	Claves 5	Claves5
998	Clapstick	Clpsk

Drum Voice List

999	Doholla 1	Dhla1
A00	Doholla 2	Dhla2
A01	Doholla 3	Dhla3
A02	Doholla 4	Dhla4
A03	Doholla 5	Dhla5
A04	Darbuka 1	Drbka1
A05	Darbuka 2	Drbka2
A06	Drp	Drp
A07	Doira	Dra
A08	Djembe 1	Djmb1
A09	Djembe 2	Djmb2
A10	Djembe 3	Djmb3
A11	Fall	Fall
A12	Finger Cymba	Fgcb
A13	Glockenspiel	Glkspl
A14	Gong	Gg
A15	Glass	Gls
A16	Gengari	Ggr
A17	Guiro	Guiro
A18	Gu	Gu
A19	Hand Clap 1	Hdcp1
A20	Hand Clap 2	Hdcp2
A21	Hyoshigi	Hysg
A22	Ht 1	Ht1
A23	Hu Yin	Hyn
A24	Jaws Harp 1	Jwhp1
A25	Jaws Harp 2	Jwhp2
A26	Kalimba	Klm
A27	Marimba 3	Marimba3
A28	Marimba 4	Marimba4
A29	Marimba 5	Marimba5
A30	Maracas 2	Mara1
A31	Matsuri	Mtri
A32	Oht 1	Ot1
A33	Oht 2	Ot2
A34	Oht 3	Ot3
A35	Oht 4	Ot4
A36	Oht 5	Ot5
A37	Oht 6	Ot6
A38	Ohkawa	Ohkw
A39	Pandeiro	Pdro
A40	Rama Cymbal	RmCb
A41	Rain Stick	RnSk
A42	Sleigh Bells 2	SlgbI2
A43	Sagat 1	Sgt1
A44	Sagat 2	Sgt2
A45	Shaker 1	Shaker1
A46	Shaker 2	Shaker2
A47	Shaker 3	Shaker3
A48	Shekere	Shekere
A49	Samba 1	Sba1
A50	Slstk 1	Slstk1
A51	Surdo 1	Sur1
A52	Surdo 2	Sur2
A53	Surdo 3	Sur3
A54	Tree Chimes	Trchm
A55	Tambura 1	Tmb1
A56	Timbale 1	Timb1
A57	Tubular Bells	Tbrbl
A58	Timpani 1	Tmpi1
A59	Timpani 2	Tmpi2
A60	Tambourine 1	Tmbr1
A61	Tambourine 2	Tmbr2
A62	Tambourine 3	Tmbr3
A63	Taiko 1	Tko1
A64	Taiko 2	Tko2

A65	Tamborim 1	Tbrm1
A66	Tamborim 2	Tbrm2
A67	Tamborim 3	Tbrm3
A68	Triangle 1	Trg1
A69	Tsuzumi 1	Tzm1
A70	Tsuzumi 2	Tzm2
A71	Talking Drum 1	Tlkdm1
A72	Talking Drum 2	TlkDm2
A73	Talking Drum 3	TlkDm3
A74	Vibra	Vibra
A75	Wdbk	Wdbk
A76	Xylophone 3	Xylopho3
SFX 2		
A77	Bird Tweet 1	BdTwt1
A78	Bird Tweet 2	BdTwt2
A79	Gun Shot 3	GnSt3
A80	Gun Shot 4	GnSt4
A81	Ht 2	Ht2
A82	Ht 3	Ht3
A83	Hi Q 1	HiQ1
A84	Hi Q 2	HiQ2
A85	Hi Q 3	HiQ3
A86	Scratch 1	Scrh1
A87	Scratch 2	Scrh2
A88	Techno 1	Tcno1
A89	Techno 2	Tcno2
A90	Fx71	Fx71
A91	Fx72	Fx72
A92	Fx73	Fx73
A93	Fx74	Fx74
A94	Fx75	Fx75
A95	Fx76	Fx76
A96	Fx77	Fx77
A97	Fx78	Fx78
A98	Fx79	Fx79
A99	Fx80	Fx80
B00	Fx81	Fx81
B01	Fx82	Fx82
B02	Fx83	Fx83
B03	Fx84	Fx84
B04	Fx85	Fx85
B05	Fx86	Fx86
B06	Fx87	Fx87
B07	Fx88	Fx88
B08	Fx89	Fx89
B09	Fx90	Fx90
B10	Fx91	Fx91
B11	Fx92	Fx92
B12	Fx93	Fx93
B13	Fx94	Fx94
B14	Fx95	Fx95
B15	Fx96	Fx96
B16	Fx97	Fx97
B17	Fx98	Fx98
B18	Fx99	Fx99
B19	Fx100	Fx100
B20	Fx101	Fx101

Preset Pattern List

No	Name
1	Rock1
2	Rock2
3	Rock3
4	HardRock
5	Blues
6	Pop1
7	Pop2
8	Pop3
9	Pop4
10	Pop5
11	HipHop1
12	HipHop2
13	R&B1
14	R&B2
15	R&B3
16	Dance1
17	Dance2
18	Dance3
19	Dance4
20	Dance5
21	Funk1
22	Funk2
23	Fusion1
24	Fusion2
25	Swing
26	Bigband
27	Jazz1
28	Jazz2
29	Bossa
30	Samba
31	Rhumba
32	Mambo
33	Latin1
34	Reggae
35	Country1
36	Country2
37	Country3
38	Ballad1
39	Ballad2
40	Ballad3
41	Garage
42	Punk
43	Sky
44	Arabic1
45	Arabic2
46	Dangdut
47	Latin2
48	Latin3
49	Newage1
50	Newage2

MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Default Channel Changed	10ch ○	1-16ch ○	
Default Mode Messages Alterde	X X *****	X X *****	
Note Number: True voice	0-127 *****	0-127 0-127	
Velocity: Note on Note off	○ 99H, V=1-127 ○ (99H, V=0)	○ ○	
After key's Touch Ch's	X X	X X	
Pitch Bend	X	X	
Control 0 1 4 5 6 7 10 11 64 65 66 67 71 72 73 74 75 76 77 78 80 81 86 90 91 93 120 121 123 126 127	X X	X X	Bank Select Modulation Foot switch Portamento Time Data Entry Volume Pan Expression Sustain Pedal Portamento ON/OFF Sostenuto Pedal Soft Pedal TVF Resonance modify Env release time modify Env attack time modify TVF cutoff freq modify Env decay time modify Vibrato rate modify Vibrato depth modify Vibrato delay modify Reverb Program Chorus Program Sustain pedal Pitch note Reverb Level Chorus Level All Sound Off Reset All Controllers All Notes Off Mono on Poly on
Program Change	○	○	
System Exclusive	X	X	
System :Song Position Common :Song Select :Tune	X X X	X X X	
System : Clock Real Time :Commands	○ ○	○ X	Start, Stop, Continue
Aux : LOCAL ON/OFF : All Notes Off Messages : Active sense : Reset	X X ○ X	X X X X	

○ : YES

X : NO

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