

PINTECH

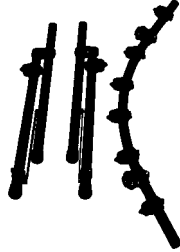
Care and Instruction Guide for the E-Gig and EZ-Mod E-drum Package



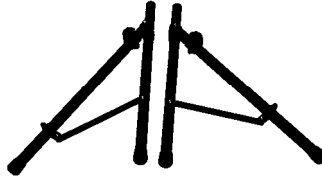
Pintech USA
SR Rack Assembly Instructions

Please review your parts list to ensure you have all of the necessary components.

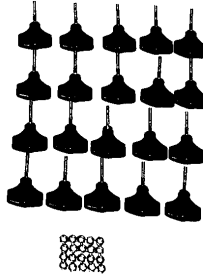
1. First you will need to locate the “Front Curved” bar and leg assemblies.



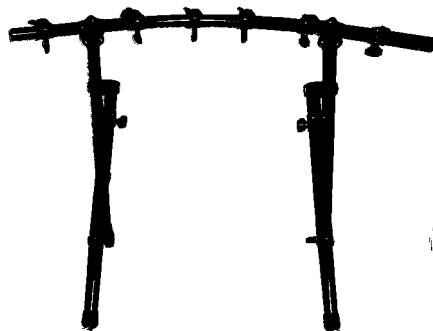
2. Extend legs forward, into an “A” frame position.



3. Insert the 20 “Z” knobs and bolts into the open holes on the rack clamps (LMAC).

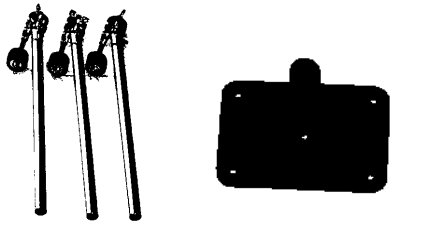


4. Insert the extended legs into the pipe connecting clamps attached to the front curved bar.

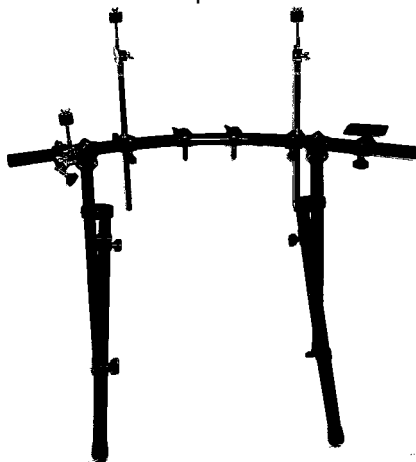


Pintech USA
SR Rack Assembly Instructions

5. Locate the straight cymbal arms (CA-1) and the universal module mount (UM-1).



6. Insert them into your choice of the clamps on the rack.



7. The last part you will need to install into the rack will be the "L" tom arms (LR-78).



Congratulations!

Thank you for choosing Pintech, the ultimate in electronic percussion. To ensure that you will enjoy your Pintech products with years of trouble free operation, we recommend that you carefully read this operation guide before starting.

Taking Care of Your E-Drum Set

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

Location

Do not expose the unit to the following conditions to avoid deformation, discoloration, or more serious damage.

- Direct sunlight.
High temperature (near a heat source, or in a car during the day time)
- Excessive humidity
- Excessive dust
- Strong vibration

Power Supply

- Turn the power switch OFF when the instrument is not in use.
- If an AC adaptor is used, it should be unplugged from the AC outlet if the instrument is not to be used for an extended period of time.
- Unplug the AC adaptor during electric storms.
- Avoid plugging the AC adaptor into the same AC outlet as appliance with high power consumption, such as electric heaters or ovens. Also avoid using multi-plug adaptors since these can result in reduced sound quality, operation errors, and possibly damage.

Turn Power OFF When Making Connections

- To avoid damage to the module and other devices to which it is connected, turn the power OFF on all devices prior to connecting or disconnecting cables.

Handling and Transport

- Never apply excessive force to the controls, connectors or other parts of the instrument.
- Always unplug cables by gripping the plug firmly, but not pulling on the cable.

- Disconnect all cables before moving the kit.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and more serious damage.

Cleaning

- Clean the module with a soft dry cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- Avoid keeping vinyl objects in contact with the unit as it may stick and/or cause discoloration.

Electrical Interference

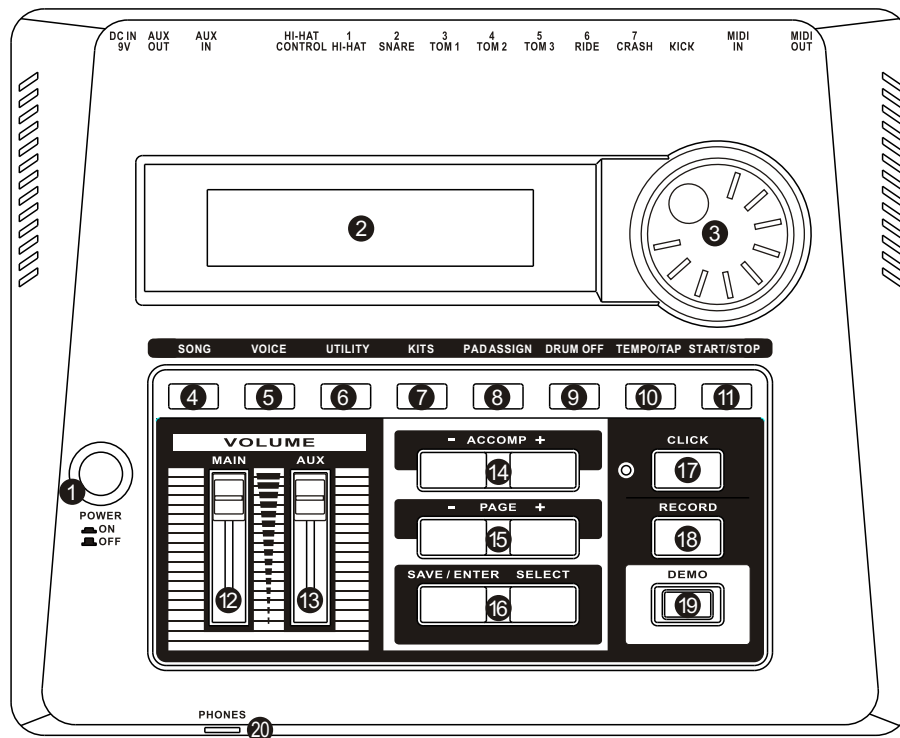
- This is an electronic instrument may cause interference if placed too close to radios or television sets. If this occurs, separate the affected devices.

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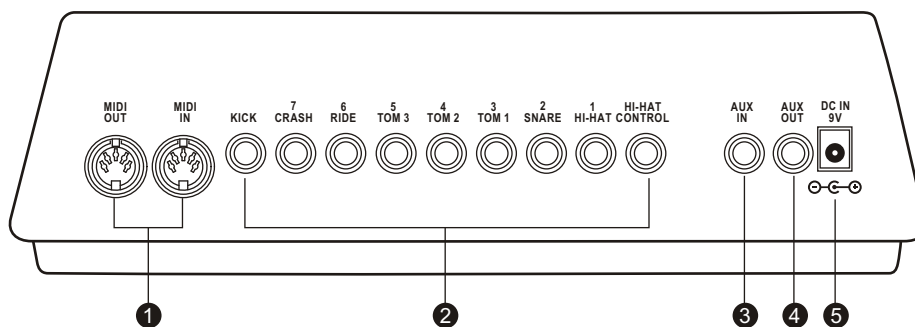
Controls

Front Panel



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

Rear Panel



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

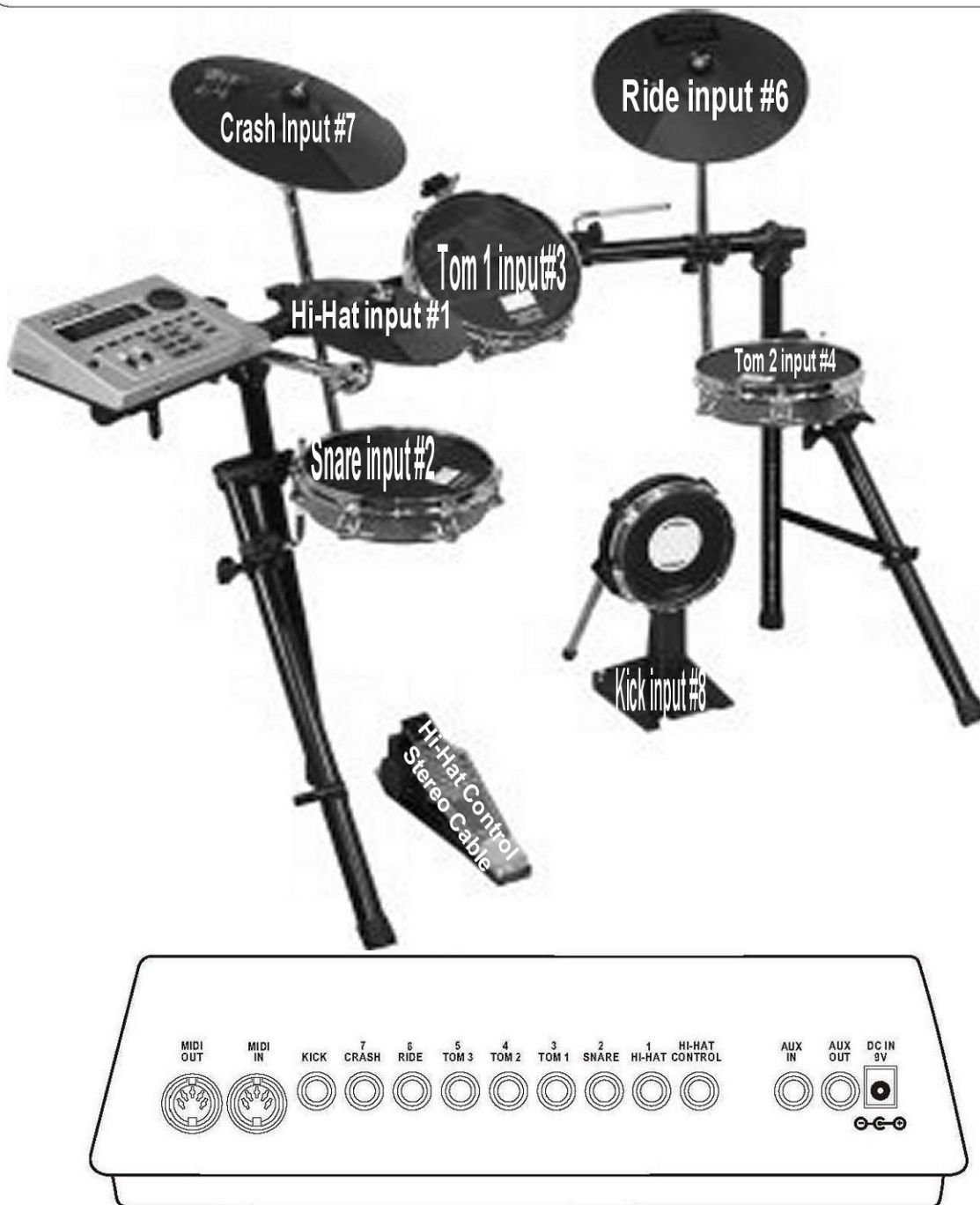
Setting Up

Quick Start Steps

- 1) Gain = 25 (See "Gain" in utility section)
- 2) For mono output, Pan Should = 64 (center)(See "Pan" in voice section)

Caution!

To prevent electric shock and damage to this module and related devices, turn power OFF before making any connections!



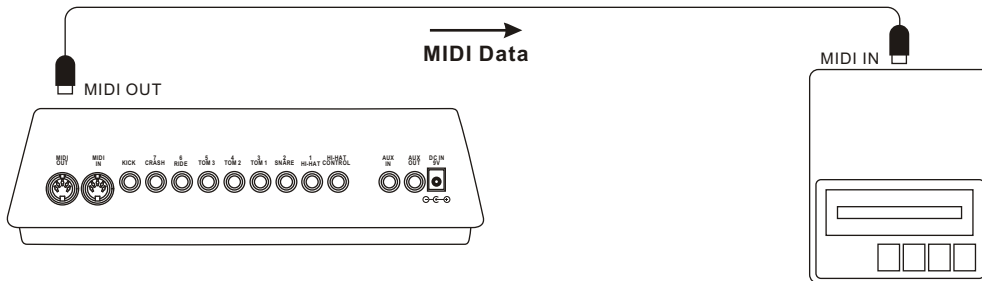
Setting Up

■ Connecting a MIDI Device

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

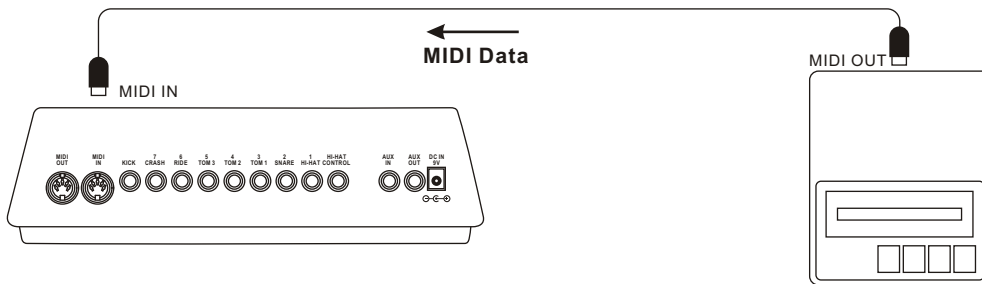
● Transmit MIDI Data

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



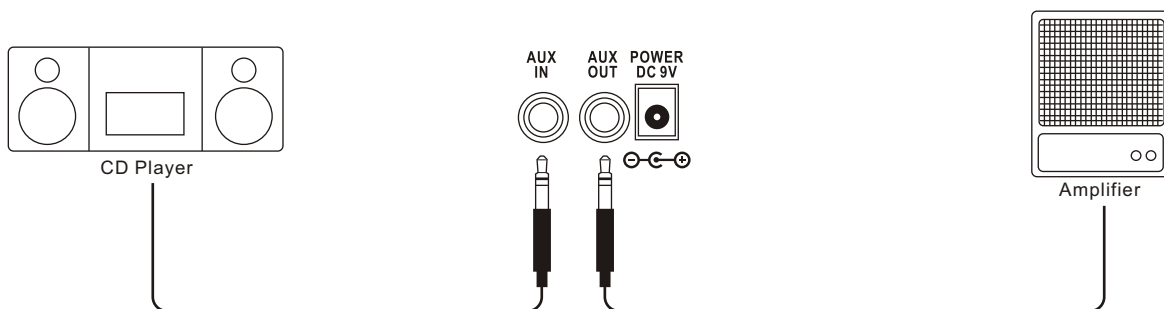
● Receive MIDI Data

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



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

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



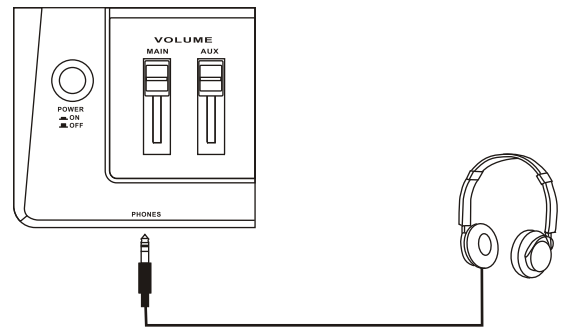
■ Connecting an Amplifier

When you want to listen to the voices with an amplifier, connect the amplifier to the AUX OUT jack on the rear panel. The volume is adjusted with the MASTER VOLUME slider.

Setting Up

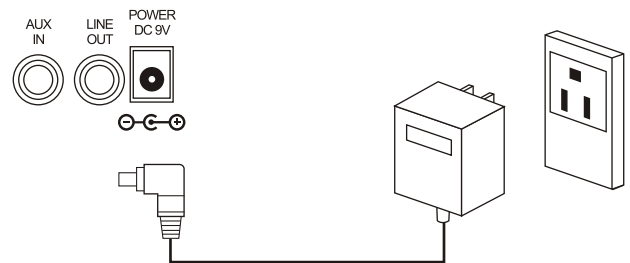
■ Using headphones

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



■ Connecting the Power Supply

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



Before switching the power ON:

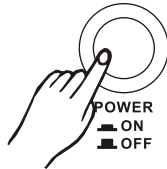
- To protect the speakers, amplifier and the drum brain from damage, slide the master volume slider to the minimum volume level before switch the power ON.
- Make sure the power is switched OFF on all external devices connect to the drum brain. After the drum brain's power is switched ON, switch the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

Start to play the drum

1. Switch the power ON

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

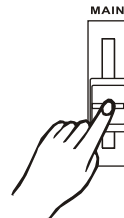
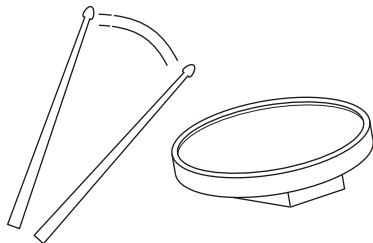
The drum module is ready to operate when the display shown below, for selecting the drum kit and song appears (Song Mode).



SONG SEL
1 New World

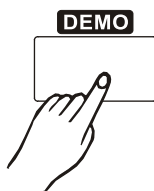
2. Hit a pad

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



3. Play the DEMO song

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



DEMO
Now playing!

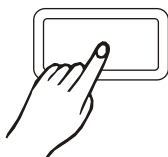
4. TEMPO

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

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

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

TEMPO
TAP



SONG TEMPO
Tempo: 80

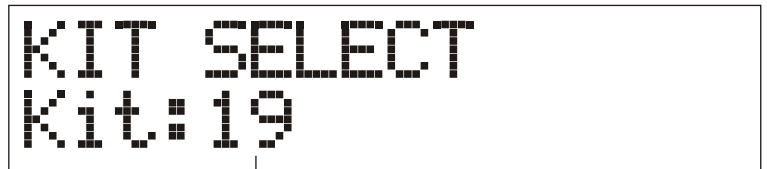
Start to play the drum

5. Change the Drum Kit

Try out the voices for each of the kits.

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

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

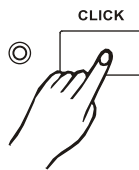


Drum Kits Number

Turn the Data Dial to select the Drum Kit Number.

6. Click

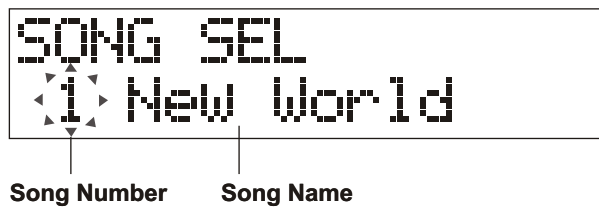
Press the [CLICK] button to start the metronome. To turn off the metronome, press the [CLICK] button again. Please read the Utility section in this manual for the parameter the metronome adjustment.



Play Song

1. Select a Song

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



Then turn the Data Dial to select the song.

2. Listen to the Song

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

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

3. Adjust the Song Volume

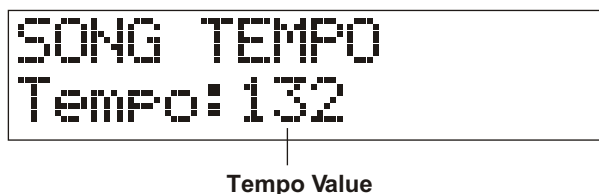
Press the [ACCOMP -] or [ACCOMP+] to display the current accompany volume level.



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

4. Change the Song's Tempo

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



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

5. Mute a Drum Voice

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



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

Play Song

6. Play along with Click Voice

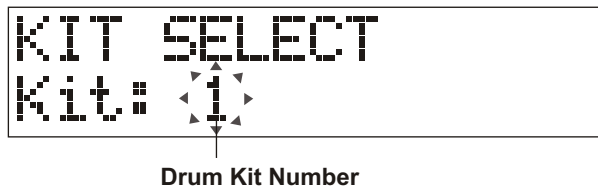
Press [CLICK] button to start the metronome. The click 's LED flashes.



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

7. Change the Drum Kit

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



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

Song

1. Repeat Playback

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



SONG
Kit: 2 Ref: off

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

2. Merge Track

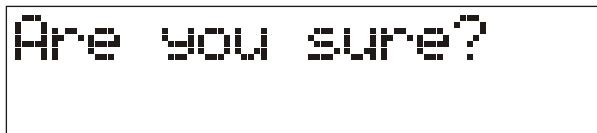
Before merge operation, it is necessary to select the User Song (Number 51-54).
This function merges the data in track 1 and track 2 of the user song to track 1.

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



USER SONG TR: 1
Merge Track #

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



Are you sure?

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

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

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

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



CAN'T EDIT
PRESET SONG

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

Song

3. Play Back Track

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

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

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

Turn the Data Dial to select tracks to be playback.

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

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

4. Quantize Notes

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

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

Quantize Note Value Track Number

Turn the Data Dial to select the quantize value:

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

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

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

```
Are you sure?
```

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

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

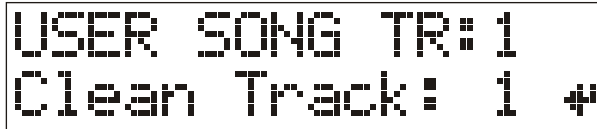
The quantize operation is not available when a song is playing, and the display will return to Song Mode display.

Song

5. Clear Track

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

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



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

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

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



```
Are you sure?
```

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

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

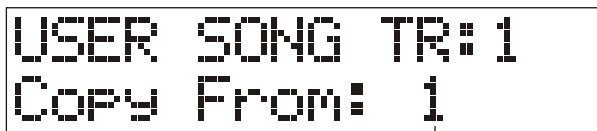
(Press the [SONG] button to cancel the Clear Track operation, and return to the Song Mode display.)

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

6. Song Copy

This function copies the preset song to the user song

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



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

Song Number

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

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



```
Are you sure?
```

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

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

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

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

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

Song

7. Delete Song

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

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

```
USER SONG TR: 1
Delete Song    +
```

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

```
Are you sure?
```

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

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

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

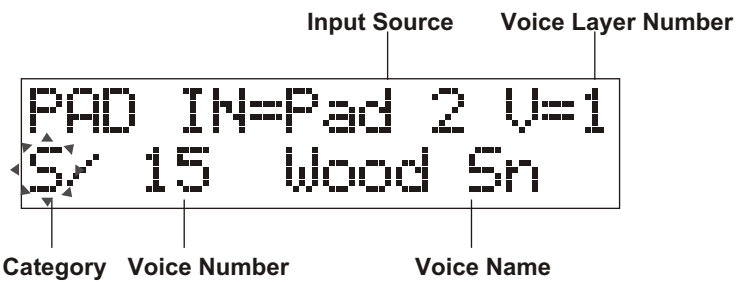
The Delete Song operation is not available when a song is playing, and the display will return to Song mode.

Voice

1. Select the Drum Voice

1.1 Select Drum voice category

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



Turn the Data Dial to select the drum voice category.

1.2 Select the Drum Voice

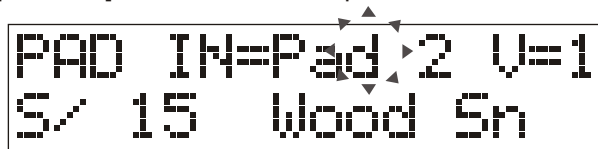
Press the [SELECT] button, the voice number indicator flashes on the display:



Turn the Data Dial to select the drum voice category.

1.3 Select a Drum for the Input Source

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



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

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

Voice

2. Change the Note value

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

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

```
PAD IN=Pad 2
Note: 40
```

Note Value

Turn the Data Dial to define the note value.

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

3. Change the Drum Volume

3.1 Change the PAD Volume

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

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

```
Input Source      Voice Layer Number
PAD IN=Pad 2 U=1
Vol: 110 Pan: 64
```

Volume indicator

Pan indicator

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

3.2 Change the PAN Volume

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

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

```
Input Source      Voice Layer Number
PAD IN=Pad 2 U=1
Vol: 110 Pan: 64
```

Volume indicator

Pan indicator

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

Voice

4. Change the Pad Function

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

```
PAD IN=Pad 2
Func: Normal
```

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

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

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

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

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

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

5. Select Pad Song

This pad song function is assign the pad song number when the trigger type of the pad's pad song.

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

```
PAD IN=Pad 2
Song: 1 Rep: off
```

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

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

6. Adjust the Reverb

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

```
PAD IN=Pad 2
Reverb Send: 70
```

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

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

Voice

7. Voice Copy

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

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



PAD IN=Pad 2
Copy to: Pad 2 #

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

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



Are you sure?

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

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

Song Recording

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

1. Select the User Song

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



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

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

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

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

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

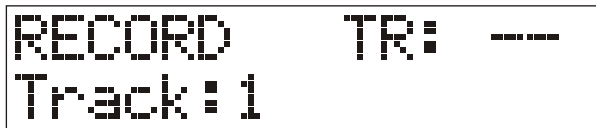
" TR: 1 " Track 1 already has recorded data.

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

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

2. Set the Track

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



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

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

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

3. Get ready to record

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



```
RECORD
Get ready!
```

Song Recording

4. Start recording

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



```
Now recording!
```

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



```
ERROR  
Track not empty!
```

5. Playback to the Song

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

Utility

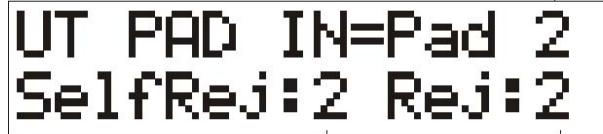
1. Self Rejection, Rejection

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

for each pad.

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

Drum pad number



UT PAD IN=Pad 2
SelfRej:2 Rej:2

Self Rejection Rejection

1.1 Self Rejection (SelfRej)

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

1.2 Rejection (Rej)

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

1.3 UT PAD IN

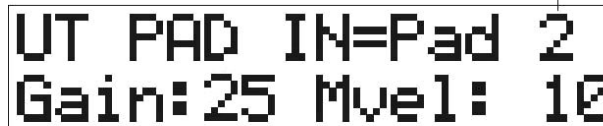
Assign the drum pad number.

2. Gain, Minimum Velocity

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

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

Drum pad number



UT PAD IN=Pad 2
Gain:25 Mvel: 10

Gain Level Minimum Velocity Level

2.1 Gain

Adjusts the input gain level for the pad assigned. Entering a larger value here allows smaller input

levels to sound the voice.

Turn the Data Dial to select the gain level (0-99).

2.2 Minimum Velocity (Mvel)

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

2.3 UT PAD IN

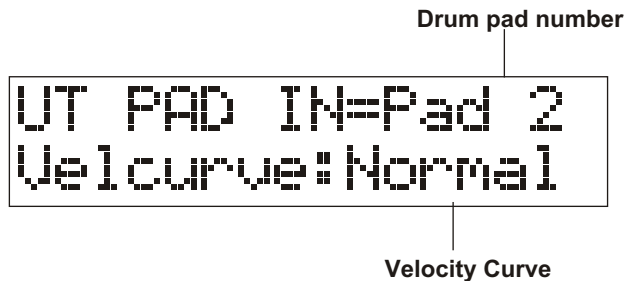
Assign the drum pad number.

Utility

3. Velocity Curve

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

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



3.1 Velocity Curve (Velcurve)

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

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

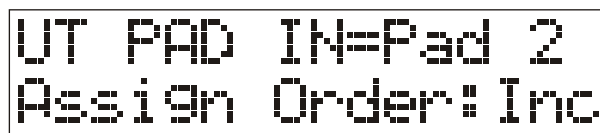
3.2 UT PAD IN

Assign the drum pad number.

4. Assign Order

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

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



4.1 Assign Order

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

4.2 UT PAD IN

Assign the drum pad number.

5. Equalizer

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



5.1 Low Gain (EQ Lo)

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

5.2 High Gain (EQ Hi)

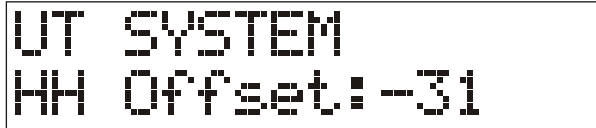
Press the [SELECT] button, then turn the Data Dial to adjust the high gain level rang from (0-12dB).

Utility

6. Hi-Hat Offset

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

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



UT SYSTEM
HH Offset: -31

Turn the Data Dial to set the value.

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

7. Trigger Bypass

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

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



UT SYSTEM
TriGBypass: off

Turn the Data Dial to set the value.

on : Bypasses the trigger (does not receive).

off : The trigger function normally (receives trigger).

8. Factory Set

This function replaces all internal settings

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



UT SYSTEM
Factory Set #

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



Are you sure?

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

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

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

Utility

9. Click Voice

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

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

9.1 Voice Category

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

9.2 Voice Number, Voice Name

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

10. Click Tune

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

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

10.1 Tune Coarse (Tune C)

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

10.2 Tune Fine (Tune F)

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

11. Click Note Number

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

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

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

Utility

12. Use Tempo

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

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

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

Turn the Data Dial to set the value.

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

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

13. System Real time

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

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

```
UT SEQ SETUP
SYS Realtime: off
```

Turn the Data Dial to set the value.

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

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

14. Reverb Type, Reverb Time

This function sets the reverb effect of the drum.

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

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

14.1 Reverb Type (Type)

Turn the Data Dial to set the reverb type:

```
Room1 Room2 Room3 Hall1 Hall2 Plate Delay
```

14.2 Reverb Time (T)

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

Utility

15. Local control

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

```
UT MIDI SETUP
Local: on
```

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

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

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

16. MIDI Merge

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

```
UTI MIDI SETUP
Merge output: off
```

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

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

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

17. Program Change

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

```
UT MIDI RECEIVE
PC: on
```

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

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

off: Does not receive

On: receives

18. System Exclusive Message

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

```
UT MIDI RECEIVE
SysEx: off
```

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

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

off: Does not receive system exclusive messages.

On: Receives system exclusive messages.

Pad Assign

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

1. Select the Voice Category

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



PAD ASSIGN: Pad 2
S/ 15 Wood Sn

Turn the Data Dial to set the voice category.

2. Select the Voice Number

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

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

3. Save the user Drum Kit

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



Save to kit: 21
Are you sure?

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

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

Preset Drum Kit List

Kit 1,21	Standard1
1 kick	K/3 BD DRY1
2 snare	S/15 Wood Sn
3 tom1	T/2 DRY GM5
4 tom2	T/4 DRY GM3
5 tom3	T/6 GRY GM1
6 ride	C/11 RideLite
7 crash	C/1 CrashB
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 2	Standard2
1 kick	K/3 BD DRY1
2 snare	S/65 S SStck3
3 tom1	T/2 DRY GM5
4 tom2	T/4 DRY GM3
5 tom3	T/6 GRY GM1
6 ride	C/11 RideLite
7 crash	C/1 CrashB
Open	H/20 Hhopen#1
Close	t/1 Ana 1Hi
Pedal	H/22 H PdlLit

Kit 3,22	Dance 1
1 kick	k/4 BDDance1
2 snare	S/6 AnalogH1
3 tom1	t/6 AnlgTom5
4 tom2	t/8 AnlgTom3
5 tom3	t/10 AnlgTom1
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	H/24 H OpnAMu
Close	H/4 H ClsA2
Pedal	H/3 1 H ClsA1

Kit 4,23	Jazz Latin
1 kick	K/8 2HeadHi
2 snare	S/65 S SStck3
3 tom1	T/8 Jazz Mid
4 tom2	T/10 Jazz Flr
5 tom3	T/41 Room2 Lo
6 ride	C/11 RideLite
7 crash	C/1 CrashB
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 5,24	Room 1
1 kick	K/11 BD Room2
2 snare	S/3 MapleA50
3 tom1	T/21 Room 4
4 tom2	T/22 Room 3
5 tom3	T/24 Room 1
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 6	Electric
1 kick	K/18 BD GateM
2 snare	S/63 RockL
3 tom1	t/25 E Tom4
4 tom2	t/25 E Tom3
5 tom3	t/28 E Tom1
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 7	Brush
1 kick	K/12 BD Room5
2 snare	S/53 BrshTap2
3 tom1	T/11 BrshJzHi
4 tom2	T/13 BrshJzLo
5 tom3	T/14 BrshJzF1
6 ride	C/13 RideRoc2
7 crash	C/1 CrashB
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 8	Room_stick
1 kick	K/11 BD Room2
2 snare	S/65 S SStck3
3 tom1	T/21 Room 4
4 tom2	T/22 Room 3
5 tom3	T/24 Room 1
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 9	Latin 1
1 kick	K/3 BD DRY1
2 snare	S/15 Wood Sn
3 tom1	T/2 DRY GM5
4 tom2	T/4 DRY GM3
5 tom3	T/5 GRY GM2
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	P/18 CowB1
Close	P/18 CowB1
Pedal	H/22 H PdlLit

Kit 10	Latin 2
1 kick	K/3 BD DRY1
2 snare	S/65 S SStck3
3 tom1	T/2 DRY GM5
4 tom2	T/4 DRY GM3
5 tom3	T/5 GRY GM2
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	P/18 CowB1
Close	P/18 CowB1
Pedal	H/22 H PdlLit

Kit 11	Jazz
1 kick	K/8 HeadHi
2 snare	S/3 MapleA50
3 tom1	T/8 Jazz Mid
4 tom2	T/10 Jazz Flr
5 tom3	T/41 Room2 Lo
6 ride	C/11 RideLite
7 crash	C/1 CrashB
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 12,25	Brush 2
1 kick	K/12 BD Room5
2 snare	S/50 BrshSlp
3 tom1	T/12 BrshJzMd
4 tom2	T/14 BrshJzF1
5 tom3	T/18 BrshRkF1
6 ride	C/13 RideRoc2
7 crash	C/22 C Splsh1
Open	s/46 BrshAtak
Close	s/46 BrshAtak
Pedal	H/22 H PdlLit

Kit 13	Dance-stick
1 kick	K/4 BDDance1
2 snare	s/48 BrshHit2
3 tom1	t/6 AnlgTom5
4 tom2	t/8 AnlgTom3
5 tom3	t/10 AnlgTom1
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	H/24 H OpnAMu
Close	H/4 H ClsA2
Pedal	H/3 H ClsA1

Kit 14,26	Orchestra
1 kick	1K/25 GrnCassa
2 snare	S/11 ToshSn
3 tom1	T/42 Room2Flr
4 tom2	T/10 Jazz Flr
5 tom3	T/41 Room2 Lo
6 ride	C/25 Hcym1
7 crash	C/26 HcymOpnL
Open	H/20 Hhopen#1
Close	H/1 H Cls01
Pedal	H/22 H PdlLit

Kit 15,27	Drum&bass
1 kick	k/4 BDDance1
2 snare	s/30 AnVelRim
3 tom1	s/27 AnaShh
4 tom2	s/11 AnHitRim
5 tom3	k/15 BDRevers
6 ride	C/14 RidesizC
7 crash	C/7 PaperThn
Open	H/4 H ClsA2
Close	H/3 H ClsA1
Pedal	H/24 H OpnAMu

Kit 16	House
1 kick	k/4 BDDance1
2 snare	s/18 Dance06
3 tom1	s/7 AnalogL1
4 tom2	s/19 Elektrik
5 tom3	P/43 TambA
6 ride	C/8 ReverseC
7 crash	C/6 FastCras
Open	H/19 HHRoKopn
Close	H/20 Hhopen#1
Pedal	H/21 H Pdl13

Kit 17,28	R&B
1 kick	K/4 BDDance1
2 snare	s/17 Dance05
3 tom1	s/18 Dance06
4 tom2	s/2 AnaDark
5 tom3	P/43 TambA
6 ride	C/13 RideRoc2
7 crash	C/3 C Crash
Open	H/24 H OpnAMu
Close	H/16 H OpnLK
Pedal	H/15 H OpnL3

Kit 18,29	Jungle
1 kick	k/1 AnaQuick
2 snare	s/6 AnalogH1
3 tom1	S/56 RIMrock
4 tom2	t/12 TEKK 1M
5 tom3	t/6 AnlgTom5
6 ride	C/11 RideLite
7 crash	C/2 BriteCrs
Open	H/24 H OpnAMu
Close	H/4 H ClsA2
Pedal	H/3 H ClsA1

Kit 19,30	CHINA LUOGU
1 kick	K/26 DAGU1
2 snare	P/55 GUBAN2
3 tom1	S/72 PAIGU 2
4 tom2	S/71 PAIGU 1
5 tom3	C/35 DALUO2
6 ride	C/39 DAPO2
7 crash	P/64 PENGLIN1
Open	C/41 XIAOPO
Close	C/42 XIAOPOM
Pedal	C/41 XIAOPO

Kit 20	Oriental 1
1 kick	K/26 DAGU1
2 snare	S/72 PAIGU 2
3 tom1	C/33 DALUO1
4 tom2	C/41 XIAOPO
5 tom3	C/35 DALUO2
6 ride	C/37 DAUF1
7 crash	C/39 DAPO2
Open	C/41 XIAOPO
Close	C/42 XIAOPOM
Pedal	C/41 XIAOPO

Drum Voice List

Voice Category

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

K: Acoustic Kick

1 2HedMed2
 2 Basic
 3 BD DRY 1
 4 BD DRY 4
 5 SoTight
 6 BDaffty1
 7 BDaffty2
 8 2HeadHi
 9 BD GMJ
 10 BD GML
 11 BD ROOM2
 12 BD ROOM5
 13 BD Soft
 14 BDersko1
 15 BD ROOM3
 16 BD GATE1
 17 BD GATE2
 18 BD GateM
 19 BD Meta1
 20 BD Rock1
 21 BD Rock2
 22 Bdevolvr
 23 Bdpalmer
 24 GrCMute
 25 GrnCassa
 26 DAGU1
 27 DAGU2

k: Electric Kick

1 AnaQuick
 2 BD ELEC2
 3 BD Rave8
 4 BDDance1
 5 BDDance2
 6 BDDance3
 7 BDDance4
 8 BDdance5
 9 BDlong1
 10 BDRave11
 11 Sub1
 12 Sub2
 13 Sub3
 14 BDNIN1
 15 BDRevers
 16 Walkik
 17 fefifofm

S: Acoustic Snare

1 Loosy
 2 Baryrim
 3 MapleA50
 4 MickMHS
 5 MapleV65
 6 Blu90Rim
 7 Blue90
 8 Hip Hop
 9 OldCan
 10 LiteSnr1
 11 Tosh Sn
 12 MapleRim
 13 BigWdRim
 14 BigWood
 15 Wood Sn
 16 Wood65
 17 ToshL fi
 18 Looz Pic
 19 PhlyRim
 20 RIMhipop
 21 SnareH2
 22 MickCJ8S
 23 Maple12
 24 12Soprno
 25 Picket
 26 Slappy
 27 BeautyRim
 28 Beauty
 29 BrassRim
 30 BuzRgRim
 31 Buzzring
 32 Jelyrim
 33 RIMnatri
 34 RIMouch
 35 RoldGold
 36 Steel
 37 VtgBras1
 38 VtgBras2
 39 MickDarS
 40 Brassy

41 Fat looz
 42 Rock
 43 PicloRim
 44 Metalpic
 45 ClubOK
 46 ClubORri
 47 Piclodry
 48 Fusion
 49 TrashRIM
 50 Ambient1
 51 Ambt1rim
 52 Powerpic
 53 Pwrprcim
 54 Room
 55 Amb 03
 56 RIMrock
 57 RIMwatts
 58 Fatbrass
 59 Fatbrim

60 Brass55
 61 Gate
 62 RockH
 63 RockL
 64 RockM
 65 S SStck3
 66 S STK_HT
 67 Timbrim
 68 TambSnre
 69 SnRoll1*
 70 SnRoll2*
 71 PAIGU 1
 72 PAIGU 2
 73 PAIGU 3

s: Electric Snare

1 AnaDaRim
 2 AnaDark
 3 AnaHit
 4 Analog H
 5 Analog L
 6 AnalogH1
 7 AnalogL1
 8 AnaTite
 9 AnaWide
 10 AnaWiRim
 11 AnHitRim
 12 AnSStick
 13 Dance
 14 Dance01
 15 Dance02
 16 Dance03
 17 Dance05
 18 Dance06
 19 Elektrik
 20 SAmbie4
 21 SAAna1
 22 CapGun
 23 CapRim
 24 Dryroom
 25 HiFive
 26 AnaBzRim
 27 AnaShh
 28 AnaShRim
 29 AnaSlegh
 30 AnVelRim
 31 ASOBI
 32 Blaaaghf
 33 Dry Guy
 34 Elem3
 35 FantaRim
 36 FX
 37 JelyRoll
 38 RIMshort
 39 RO_S
 40 RockRim
 41 RollEm2
 42 RollEm3
 43 RollRim2
 44 RollRim3

45 Sheetmtl
 46 BrshAtak
 47 BrshHit1
 48 BrshHit2
 49 BrshOp
 50 BrshSlp
 51 BrshSlpL
 52 BrshSwep
 53 BrshTap2
 54 BrshTap3
 55 BrshTp
 56 BrSwH*
 57 BrSwL*
 58 BrSwTime
 59 BrSwTRim

T: Acoustic Tom

1 DRY GM6
 2 DRY GM5
 3 DRY GM4
 4 DRY GM3
 5 DRY GM2
 6 DRY GM1
 7 Jazz Hi
 8 Jazz Mid
 9 JazzLo
 10 Jazz Flr
 11 BrshJzHi
 12 BrshJzMd
 13 BrshJzLo
 14 BrshJzF1
 15 BrshRkHi
 16 BrshRkMd
 17 BrshRkLo
 18 BrshRkFl
 19 Room 6
 20 Room 5
 21 Room 4
 22 Room 3
 23 Room 2
 24 Room 1
 25 Rock 6
 26 Rock 5
 27 Rock 4
 28 Rock 3
 29 Rock 2
 30 Rock 1
 31 ACTomH
 32 ACTomM
 33 ACTomL
 34 ACTomF
 35 Room1 Hi
 36 Room1Mid
 37 Room1 Lo
 38 Room1Flr
 39 Room2 Hi
 40 Room2Mid
 41 Room 2Lo
 42 Room2Flr

t: Electric Tom

1 Ana 1Hi
 2 Ana 1Mid
 3 Ana 1Lo
 4 Ana 1Flr
 5 AnlgTom6
 6 AnlgTom5
 7 AnlgTom4
 8 AnlgTom3
 9 AnlgTom2
 10 AnlgTom1
 11 TEKK 1H
 12 TEKK 1M
 13 TEKK 1L
 14 TEKK 1F
 15 TEKK 3H
 16 TEKK 3M
 17 TEKK 3L
 18 TEKK 3F
 19 AnalndsH
 20 AnalndsM
 21 AnalndsL
 22 AnalndsF
 23 E Tom6
 24 E Tom5
 25 E Tom4
 26 E Tom3
 27 E Tom2
 28 E Tom1
 29 HybridH
 30 HybridM
 31 HybridL
 32 HybridF

Drum Voice List

C: Cymbal

- | | | | | | |
|----|----------|----|-----------|----|----------|
| 1 | CrashB | 9 | HHRockcls | 42 | TalknDrV |
| 2 | BriteCrs | 10 | H Opn13 | 43 | TambA |
| 3 | C Crash | 11 | H OpnDW | 44 | TimbH |
| 4 | DeepDRK | 12 | H OpnDWX | 45 | TimbL |
| 5 | FasCrash | 13 | H OpnL1 | 46 | TimpH |
| 6 | FastCras | 14 | H OpnL2 | 47 | TimpL |
| 7 | PaperThn | 15 | H OpnL3 | 48 | Triang |
| 8 | ReverseC | 16 | H OpnLK | 49 | TriMut |
| 9 | SoftRoll | 17 | H OpnLX1 | 50 | VibrSlap |
| 10 | C CrshSi | 18 | H OpnNB | 51 | Whist |
| 11 | RideLite | 19 | HHRoKopn | 52 | XfadeTri |
| 12 | RideRoc1 | 20 | Hhopen#1 | 53 | BANGU |
| 13 | RideRoc2 | 21 | H Pdl13 | 54 | GUBAN1 |
| 14 | RidesizC | 22 | H PdlLit | 55 | GUBAN2 |
| 15 | RideXfd | 23 | H PdTit | 56 | LHBAN |
| 16 | Rocksizl | 24 | H OpnAMu | 57 | ZHUBAN |
| 17 | Sizzler | 25 | H OpnAn | 58 | NANBANG |
| 18 | SizzlRck | | | 59 | DAMUYU |
| 19 | RidB Lit | | | 60 | SMUYU-1 |
| 20 | China | | | 61 | SMUYU-2 |
| 21 | ChinaHi | | | 62 | SMUYU-3 |
| 22 | C Splsh1 | | | 63 | SMUYU-4 |
| 23 | C Splsh2 | | | 64 | PENGLIN1 |
| 24 | C FX01 | | | 65 | PENLIN1M |
| 25 | HCym1 | | | | |
| 26 | HcymOpnL | | | | |
| 27 | MANGLUO1 | | | | |
| 28 | MANGL1M | | | | |
| 29 | MANGLUO2 | | | | |
| 30 | MANGL2M | | | | |
| 31 | MANGLUO3 | | | | |
| 32 | MANGL3M | | | | |
| 33 | DALUO1 | | | | |
| 34 | DALUO1M | | | | |
| 35 | DALUO2 | | | | |
| 36 | DALUO2M | | | | |
| 37 | DAPO1 | | | | |
| 38 | DAPO1M | | | | |
| 39 | DAPO2 | | | | |
| 40 | DAPO2M | | | | |
| 41 | XIAOPO | | | | |
| 42 | XIAOPOM | | | | |
| 43 | XIAOLUO | | | | |
| 44 | XIAOLUOM | | | | |
| 45 | TENLUO1 | | | | |
| 46 | TENLUO1M | | | | |
| 47 | GOULUO | | | | |
| 48 | GOULUOM | | | | |

H: Hi-Hat

- | | | | |
|---|----------|----|----------|
| 1 | H Cls01 | 1 | AgogoH1 |
| 2 | H Cls13 | 2 | AgogoH2 |
| 3 | H ClsA1 | 3 | Bell Tre |
| 4 | H ClsA2 | 4 | Bongo Hi |
| 5 | H QOpn13 | 5 | Bongo Lo |
| 6 | H TiCls1 | 6 | Cabasa1 |
| 7 | HHcl2Xfd | 7 | Cabasa2 |
| 8 | HHclsXfd | 8 | Castanet |
| | | 9 | ClapA |
| | | 10 | Clvs |
| | | 11 | ClvsA |
| | | 12 | Conga8H |
| | | 13 | CongaM |
| | | 14 | CongaMv |
| | | 15 | CongaAn |
| | | 16 | CongaO |
| | | 17 | CongBe |
| | | 18 | CowB1 |
| | | 19 | CowBM |
| | | 20 | CuicaH |
| | | 21 | CuicaL |
| | | 22 | Fsnap2 |
| | | 23 | Guiro |
| | | 24 | GuiSht |
| | | 25 | HiQ |
| | | 26 | JingBell |
| | | 27 | Maracas1 |
| | | 28 | Maracas2 |
| | | 29 | MtBel |
| | | 30 | Mtron |
| | | 31 | Scrach |
| | | 32 | Shake1 |
| | | 33 | Surdo |
| | | 34 | SurdoM |
| | | 35 | Tabla B |
| | | 36 | Tabla BL |
| | | 37 | Tabla BM |
| | | 38 | Tabla BV |
| | | 39 | TalkD |
| | | 40 | TalknDrD |
| | | 41 | TalknDrU |

Song List

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

Specifications

Drum Pad: 7 drum pads + 2 pedals

Voices: 389 voices

Drum kits: 20 preset , 10 user kits

Demo Song: 1 demo song

Song: 50 preset, 4 user songs

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

Display: LCD display

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

Power Supply: DC 9V