



Module: OktóA  
**OWNER'S MANUAL**

# Congratulations!

Thank you for purchasing this digital drum set. The drum set has been developed to act and play like a drum set but with greater ease. Before you use the instrument, we recommend you to read through this manual.

## Taking care of Your Digital Drum Set

### Location

- Do not expose the unit to the following conditions to avoid deformation, discoloration or more serious damage.
- Direct sunlight.
- High temperature (near a heat source, or in car during the day time).
- Disconnect all cables before moving

### Power Supply

- Make sure to use the suitable AC adaptor, and also make sure the ac outlet voltage at your country matches the input voltage specified on the AC adaptor's label.
- Turn the power switch OFF when the Instrument is not in use.
- An AC adaptor should be unplugged from the AC outlet if the instrument is not 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 reducing the sound quality, operation errors, and possibly damage.

### Turn Power OFF When Making Connections

- To avoid damage to the instrument and other devices to which it is connected, turn the power switches of all related device OFF prior to connecting or disconnecting cables.

### Handling and Transport

- Never apply excessive force to the controls, connectors or other parts of the instrument.
- Always unplug cables by gripping the plug firmly, but not pulling on the cable.
- Disconnect all cables before moving the instrument.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and more serious damage.

### Cleaning

- Clean the unit with a dry soft cloth.
- A Slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- Avoid placing vinyl object on top of the unit (vinyl can stick to and discolor the surface).

### Electrical Interference

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

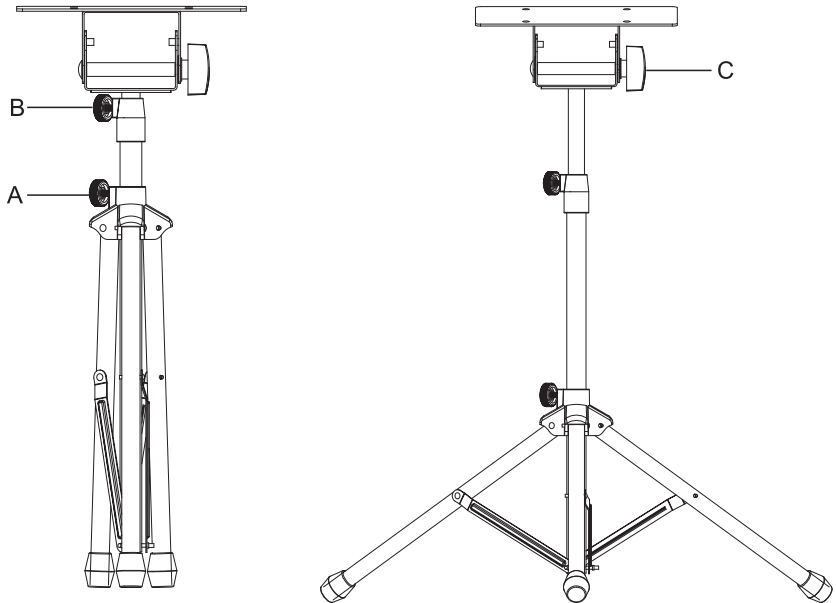
## Content:

<b>ASSEMBLY INSTRUCTIONS</b> .....	1	<b>EDIT AND SAVE USER DRUM KIT</b> .....	26
Set up the drum stand.....	1	Drum kit information.....	26
Complete assembly.....	1	Edit and save drum kit voice.....	26
<b>DRUM DEFAULT SETTINGS</b> .....	3	Set user drum kit back to factory mode.....	27
<b>FUNCTION BUTTON</b> .....	4	<b>PLAYING SONGS</b> .....	28
Front panel.....	4	<b>RECORDING FUNCTION</b> .....	29
Rear panel.....	6	Recording.....	29
<b>CONNECTING WITH EXTERNAL DEVICES</b> ..	7	Replay recorded information.....	29
Connect audio system or drum amplifier.....	7	<b>COACH MODE</b> .....	29
Connect with headphone.....	7	Coach mode level selection.....	30
Connect with MP3 or CD player.....	8	Enter coaching mode.....	30
Connect with computer.....	8	Select song.....	31
Connect with extension interface.....	9	Play/Stop.....	31
Connect with pedals.....	9	Learning mode.....	31
Connect with power supply.....	10	<b>Left and right hand interchange</b> .....	32
<b>BASIC OPERATION</b> .....	10	<b>X-STICK</b> .....	32
Change the value.....	10	<b>MIDI setting</b> .....	33
Select to edit the trigger .....	11	About MIDI.....	33
Normal mode and coach mode switching .....	11	MIDI setting.....	33
<b>NORMAL mode</b> .....	11	Connect with external audio source equipment .....	34
<b>COACH mode</b> .....	14	MIDI list.....	36
<b>MENU SETTING</b> .....	16	<b>TROUBLE SHOOTING</b> .....	37
TRIGGER setting.....	16	<b>MODULE SPECIFICATION</b> .....	38
CLICK setting .....	20	<b>DRUM KIT LIST</b> .....	39
REVERB setting.....	20	<b>VOICE</b> .....	40
EQ setting.....	21	<b>GM DRUM KIT LIST</b> .....	42
MIDI setting.....	22	<b>DEMO SONG LIST</b> .....	44
COACH: the difficulty setting of coach function....	23	<b>COACH MODE PRACTICE SONG LIST</b> ....	45
BLUETOOTH.....	24	<b>SERVICE INFORMATION</b> .....	46
SYSTEM setting.....	24		

## ASSEMBLY INSTRUCTIONS

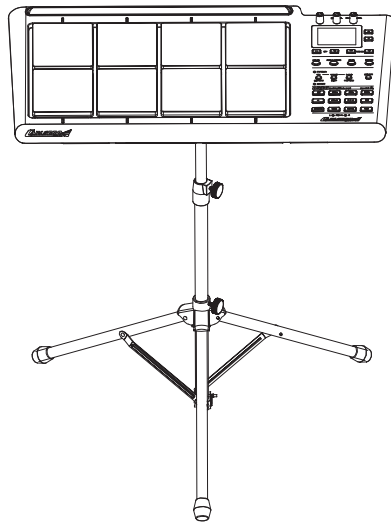
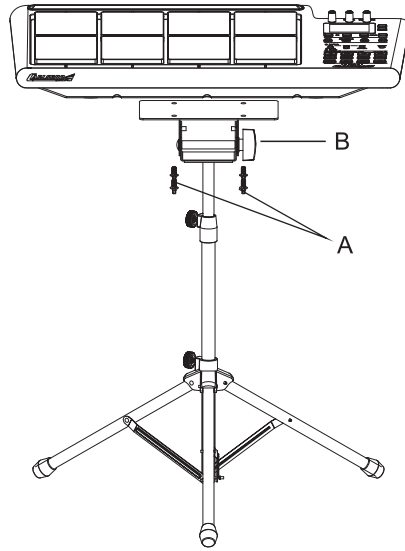
### 1. Set up the drum stand

- 1) First turn knob A counterclockwise, then open legs and tighten knob A clockwise.
- 2) Turn knob B counterclockwise, then adjust the height of the stand according to personal need, and then tighten knob B clockwise.
- 3) After the assembly of host and stand is completed, the tilt angle can be adjusted by turning knob C counterclockwise.

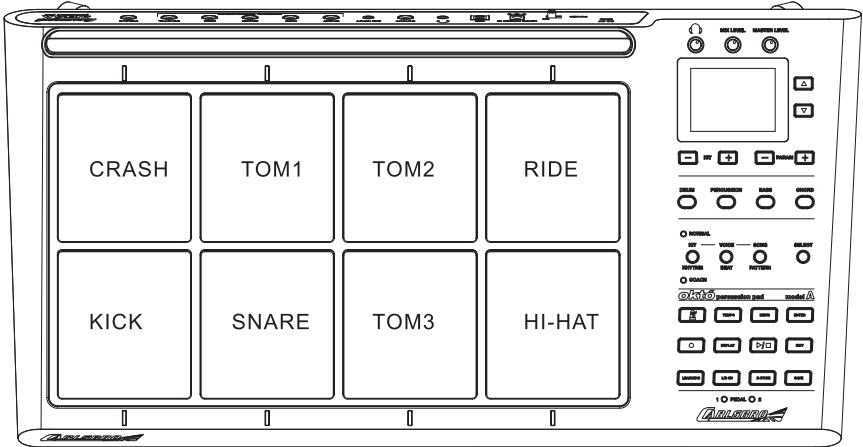


### 2. Complete assembly

- 1) First fix host and stand with 4 square-head screws shown in part A in the figure.
- 2) Turn knob B counterclockwise to adjust angle. After the angle is adjusted, turn knob B clockwise to lock it.

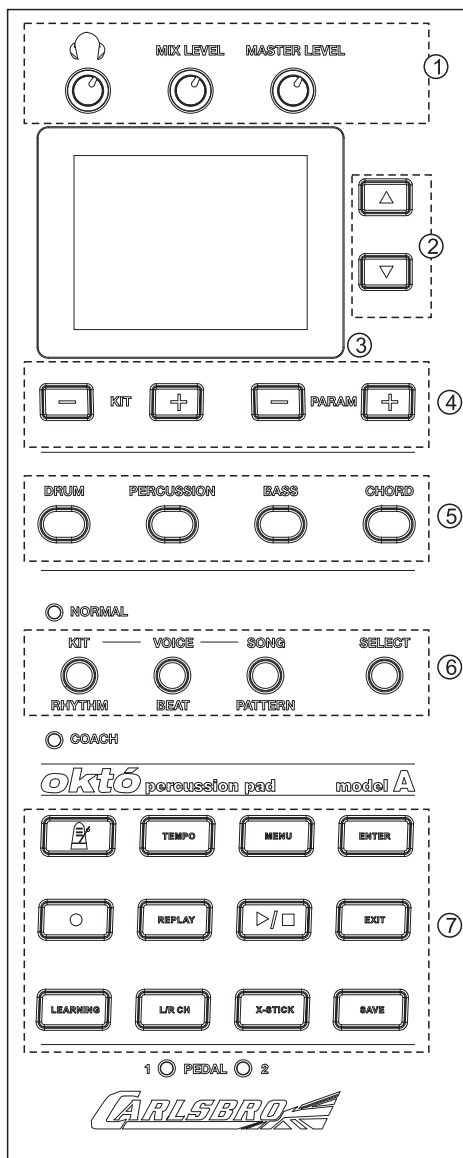






# DRUM DEFAULT SETTINGS



# FUNCTION BUTTON

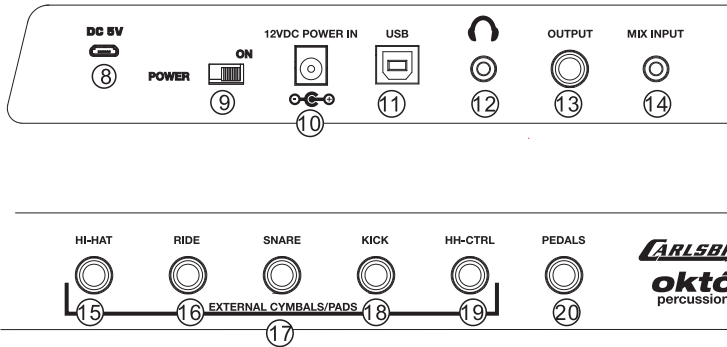
## Front panel




Number	Name	Description
①		Adjust the output headphone volume
	MIX LEVEL	Adjust the module level of MIX IN connector
	MASTER LEVEL	Adjust the master volume
②	CURSOR	▲ Former menu option
		▼ Next menu option
③	LCD DISPLAY	LCD display: menu content
④	KIT -/+	Switch drum kit, -:decrease value. +: increase value
	PARAM -/+	The buttons can change the editing value
⑤	DRUM	Drum track playback control, corresponding light turns on when it's on, and goes off when it's off.
	PERCUSSION	Percussion track playback control, LED lights up when it's on, and goes off when it's off.
	BASS	BASS track playback control, LED lights up when it's on, and goes off when it's off.
	CHORD	CHORD track playback control, LED lights up when it's on, and goes off when it's off.
⑥	SELECT	Switch between normal mode and coaching mode, and corresponding LED lights up.
	KIT/RHYTHM	Enter into drum kit page in normal mode. Enter into rhythm practice page in coach mode.
	VOICE/BEAT	Switch between normal mode and coaching mode, and corresponding LED lights up.
	SONG/PATTERN	Enter into song page in normal mode. Enter into drum kit practice page in coach mode.
⑦		Metronome on/off
	TEMPO	Enter into tempo setting quickly
	MENU	Enter into menu setting interface
	ENTER	Enter into the next interface
		Enter into recording status
	REPLAY	Play/pause the recording sound
		Start/stop DEMO SONG playing
	EXIT	Exit current operation and return to previous interface
	LEARNING	Enter learning mode, LED lights up
	L/R CH	Reverse pad sounds for left hand orientation
	X-STICK	Change KICK on control panel to SNARE RIM
SAVE	Save current settings	



## Rear panel



Number	Name	Description
⑧	DC 5V	Port linked to external power bank
⑨	POWER	Power supply switch
⑩	DC-IN	Power supply input
⑪	USB	Connect with computer for midi data transfer in/out
⑫		Stereo headphone output connector
⑬	OUTPUT	Mono output connector for audio system or drum amplifier
⑭	MIX INPUT	Connect with digital audio player or used as the monitor input of live playing
⑮	HI-HAT	Connect with HI-HAT cymbal for CSD110/CSD120/CSD130 CSD180/CSD200/CSD230/CSD300/CSD400/CSD500
⑯	RIDE	Connect with RIDE cymbal for CSD180/CSD200/CSD230 CSD300/CSD400/CSD500
⑰	SNARE	Connect with SNARE PAD for CSD110/CSD180/CSD200/CSD210 CSD230/CSD300/CSD310
⑱	KICK	Connect with Bass Pad for CSD110/CSD110M/CSD200/CSD210 CSD230/CSD300/CSD310
⑲	HH-CTRL	Connect with HH-CTRL for CSD110/CSD120/CSD130/CSD180 CSD200/CSD210/CSD230/CSD300/CSD400/CSD500
⑳	PEDALS	Connect with OKTÓ A pedals (included)

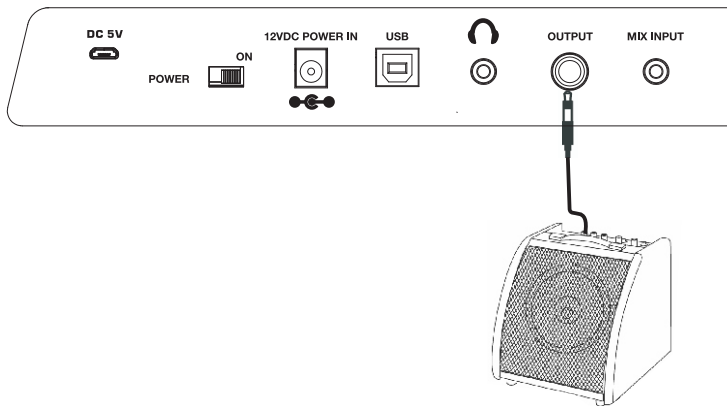
## CONNECTING WITH EXTERNAL DEVICES

### 1. Connect audio system or drum amplifier

When connecting with audio system or drum amplifier, use a 1/4" jack instrument cable to connect with L/mono of the audio system and the drum amplifier.

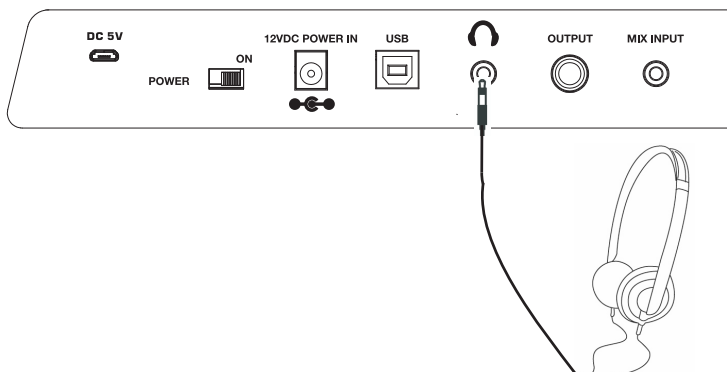
Note:

- A, The OUTPUT of this system is mono signal, which can only be inserted into post L / mono jack.
- B, The output volume can be adjusted by the master volume control knob of module and of the audio device.



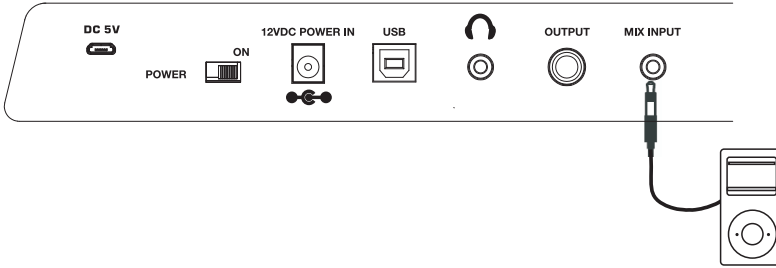
### 2. Connect with headphone

The module is designed with 1/8" stereo headphone connector. The volume can be adjusted via the headphone volume control knob on the module panel or that of the headphone.



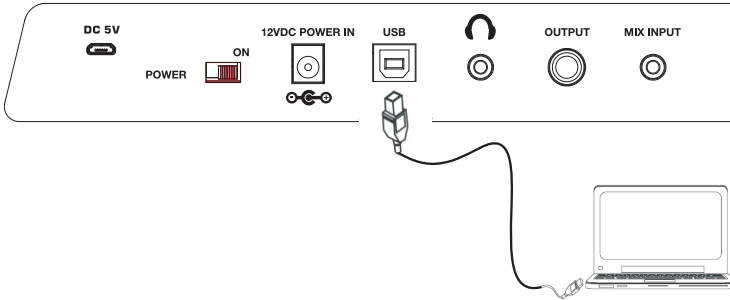
### 3. Connect with MP3 or CD player

Connect the output of MP3 or CD player or other audio sources with MIX INPUT connector, The input signal can be mixed with the drum signal, strike the pads according to the rhythm of the input signal.



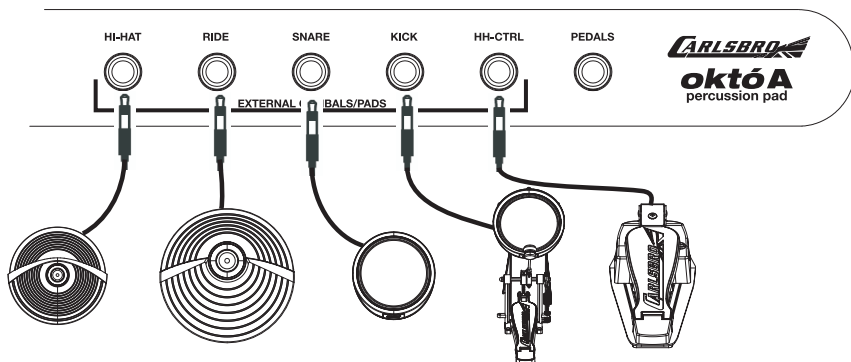
### 4. Connect with computer

- A. Connect computer via USB cable when it's powered off
- B. Turn on computer first and then turn on the device, when the connection is successful, you can receive and send MIDI information.



## 5. Connect with extension interface

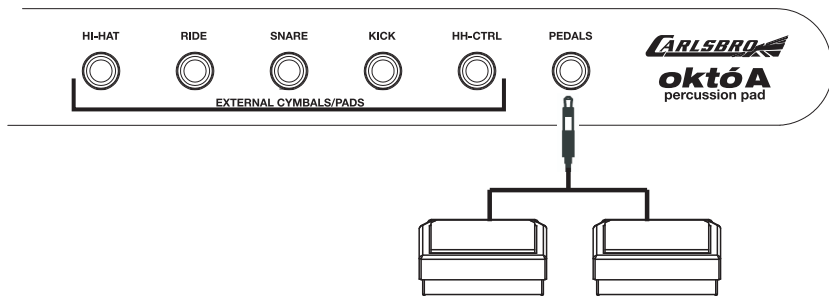
- A. Connect pads or pedals to corresponding extension port.
- B. Connect HI-HAT and KICK with 1/4 " mono cable.
- C. Connect RIDE, SNARE, HH-CTRL with 1/4 " stereo cable.



Note: For the expansion device connected to the above expansion interface, please refer to Page6.

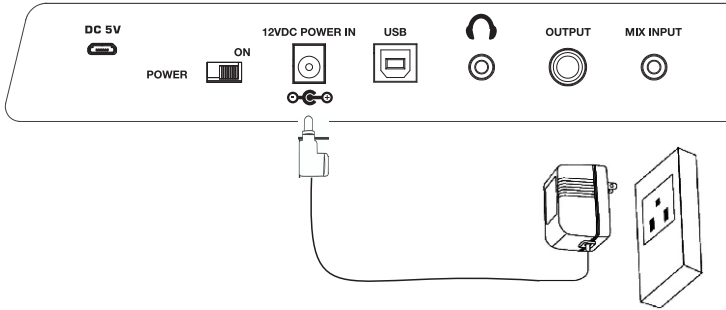
## 6. Connect with pedals

Connect pedals to PEDALS port



## 7. Connect with power supply

- A. Set the power switch to off
- B. Plug the power adaptor into 12VDC POWER IN connector
- C. Connect all inputs and outputs, set volume to minimum, then set power switch to on position



Note: Set the module switch to OFF when the module is connecting with external devices.

## BASIC OPERATION

### 1. Change the value

Function	Diagram	Description
Operation buttons		Move the cursor
KIT+/-		Change kit, press <b>【+】</b> to increase and <b>【-】</b> to decrease value
PARAM+/-		<ol style="list-style-type: none"> <li>1. Edit parameter value, press <b>【+】</b> to increase and <b>【-】</b> to decrease value</li> <li>2. Parameter selection</li> </ol>

## 2. Select to edit the trigger

Strike the trigger pad or rim to edit the relative voice parameter.

## 3. Normal mode and coach mode switching

Press **【select】** button to switch normal mode and coach mode. After switching, the relative mode LED lights up.

### NORMAL mode

#### 1). Drum kit



Use KIT **【+】** / **【-】** buttons to change drum kit, the display will change the name of drum kit, you can also use PARAM **【+】** / **【-】** buttons to change.

#### A. Basic parameter settings

Parameter	Value	Description
TEMPO	30~250	Speed
CLICK BEAT	1/1~9/8	Time signature
X-STICK	ON /OFF	Change KICK on control panel to SNARE RIM: ON (default) means it is KICK PAD, OFF means KICK PAD is changed to SNARE RIM.
HI-HAT LAYER	OFF/ON	Control On/Off of HI-HAT: OFF (default) means On/Off of HI-HAT is controlled by PEDAL1, ON means On/Off of HI-HAT is adjusted by percussion force itself (light-strike for Off and heavy-strike for On)


#### B. Reverb setting

Refer to the "Reverb" setting in "Menu Setting" → P.19

#### C. EQ setting

Refer to the "EQ" setting in "Menu Setting" → P.20

## 2).VOICE


**VOICE** 

HIHAT

---

INSTRUMENT 087 SNRIM13  
 VOLUME 070  
 PAN 058  
 MIDI KEY 046  
 EFFECT

01 ROCK SAVE TO USER01

**VOICE** 

EFFECT HIHAT

---

FILTER 127  
 REVERB 058  
 PITCH SHIFT 000

01 ROCK SAVE TO USER01

Parameter	Value	Description
NORMAL		
INSTRUMENT	1~408	Voice
VOLUME	0~127	Volume
PAN	0~127	Sound field 0= left, 64= centre, 127= right
MIDI KEY	0~127	Corresponding MIDI key output
EFFECT		
FILTER	0~127	Low pass filter
REVERB	0~127	Reverberation
PITCH SHIFT	-5 ~ +5	Transpose

Note:

- Save corresponding drum kit parameter after change to user drum kit (USER01~20).
- Press **【SAVE】** button to go to USER01, press SAVE button again and it will show Save OK!
- Simultaneously press PARAM **【+】** and **【-】** buttons to reset.

### 3). DEMO SONG

SONG		DEMO 01	
TEMPO		100	
DRUM		063	
PERCUSSION		063	
BASS		080	
CHORD		080	
CLICK		0FF	
VOLUME	080	METER	4/4


Parameter	Value	Description
TEMPO	30~250	Speed
DRUM	OFF~127	Drum track volume: OFF for turning off (corresponding light goes off)
PERCUSSION	OFF~127	Percussion track volume: OFF for turning off (corresponding light goes off)
BASS	OFF~127	BASS track volume: OFF for turning off (corresponding light goes off)
CHORD	OFF~127	CHORD track volume: OFF for turning off (corresponding light goes off)
VOLUME	0~127	Metronome volume: 0 means off

Note:

- a) When power on, four tracks of DRUM/PERCUSSION/BASS/CHORD are all turned on by default, and corresponding light turns on.
- b) Press track button to directly turn on/off corresponding track. When track volume is OFF, press PARAM **【+】** button to increase volume from 1, and press PARAM **【-】** button to decrease volume from 127.
- c) Meter type cannot be changed.
- d) Simultaneously press PARAM **【+】** and **【-】** buttons to reset.



1) .RHYTHM/BEAT

**RHYTHM** 


**RTHM 01**

---

KICK OPTION PAD  
 TEMPO 120  
 DRUM 063  
 SCORE OFF

---

CLICK 004 OFF  
 VOLUME 080 METER 474

**BEAT** 

**BEAT 01**

---

KICK OPTION PAD  
 TEMPO 100  
 DRUM 063  
 SCORE OFF

---

CLICK 004 OFF  
 VOLUME 080 METER 474


Parameter	Value	Description
KICK OPTION	PAD/SW PAD/EXT PEDAL	Kick drum trigger: PAD by default (panel KICK trigger). SW PAD (PEDALS trigger). EXT PEDAL (extension kick drum trigger).
TEMPO	30~250	Speed
DRUM	OFF~127	Drum track volume: OFF for turning off (corresponding light goes off)
SCORE	OFF/ON	CHORD track volume: OFF for turning off (corresponding light goes off)
VOLUME	0~127	Metronome volume: 0 means off

Note:

- a) The default KICK trigger is the KICK PAD on the panel, and only the selected trigger is effective when used.
- b) Drum track is turned on by default. If LEARNING function is turned on, the drum track is automatically turned off.
- c) Under coaching mode, only after LEARNING function is turned on the corresponding pad light turns on with coaching content.
- d) Under coaching mode, X-STICK function cannot be used in coaching mode.
- e) Meter type cannot be changed.
- f) Simultaneously press PARAM[+]and[-]buttons to reset.

# 1) .PATTERN

**PATTERN**

**PTTN 01** 

---

KICK OPTION      PAD  
 TEMPO              108  
 SCORE              OFF  
 DRUM                063  
 ACCOMPANY        080

---

CLICK 004              OFF  
 VOLUME 080          METER 4/4

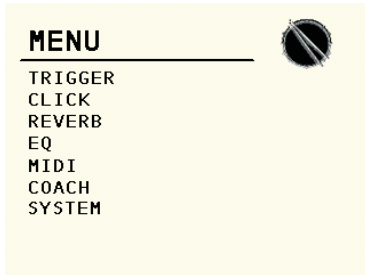
Parameters	Value	Description
KICK OPTION	PAD/SW PAD/EXT PEDAL	Kick drum trigger: PAD by default (panel KICK trigger). SW PAD (PEDALS trigger). EXT PEDAL (extension kick drum trigger).
TEMPO	30~250	Speed
SCORE	OFF/ON	OFF: scoring function is off. ON: scoring function is on.
DRUM	OFF~127	Drum track volume: OFF for turning off (corresponding light goes off)
ACCOMPANY	OFF~127	Accompaniment track volume: OFF (corresponding lights go out), accompaniment track includes PERCUSSION / BASS / CHORD.
VOLUME	0~127	Metronome volume: 0 means off

**Note:**

- a)Default KICK trigger is KICK PAD on the panel, only the selected trigger is effective:
- b)Drum track is turned on by default. If LEARNING function is turned on, drum track is automatically turned off.
- c)When accompaniment volume is adjusted via PARAM [+]/ [-] buttons, it will affect 3 tracks of PERCUSSION / BASS / CHORD at the same time.
- d)Under coaching mode, only after LEARNING function is turned on the corresponding drum light turns on in synchronization with coaching content.
- e)Under coaching mode, X-STICK function cannot be used:
- f)Meter type cannot be changed.
- g)Simultaneously press PARAM **【+】** and **【-】** buttons to reset.

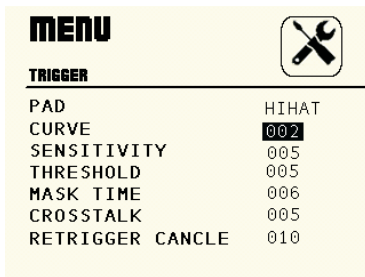
## MENU SETTING

Press **【MENU】** to enter into the MENU interface to select the menu in turn.  
(Simultaneously press **【+】** and **【-】** to reset)



### 1. TRIGGER setting

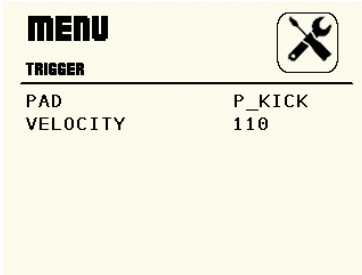
In MENU interface, you can use **【▲】****【▼】** buttons to select TRIGGER, and press **【ENTER】** button to go to trigger setting interface.



Parameters	Value	Description
TRIGGER setting		
CURVE	1~6	Force curve
SENSITIVITY	1~16	Sensitivity
THRESHOLD	1~8	The minimum force to trigger a pad signal.
MASK TIME	0~64ms	Adjust the scan time span of the pad trigger
CROSSTALK	0~10	Trigger crosstalk suppression
RETRIGGER CANCEL	1~16	detect the trigger signal attenuation

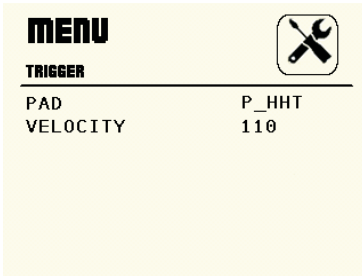
Enter into TRIGGER page to adjust the Pedals output strength:

A, Adjust the output strength of KICK pedal



Step on KICK Pedal under the TRIGGER page and adjust the VELOCITY parameter value in the pop-up velocity page.

B, Adjust the output strength of HH-CTRL Pedal



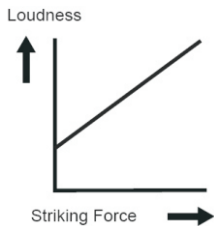
Step on HH-CTRL Pedal under the TRIGGER page and adjust the VELOCITY parameter value in the pop-up velocity page.

Note: In the TRIGGER page, you must step on KICK Pedal or HH-CTRL Pedal to enter the corresponding adjustment page. Simultaneously press **【+】** and **【-】** to reset

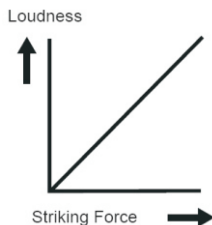
## Description of trigger parameters

### A. CURVE

Force curve: refer to Striking Force relative to Loudness, User can adjust this parameter for soft and natural feeling based on performing style.



CURVE 1



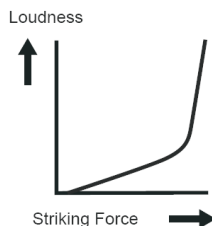
CURVE 2



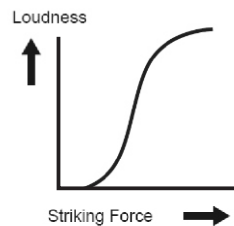
CURVE 3



CURVE 4



CURVE 5



CURVE 6

CURVE 1: Small dynamic response. Select this curve and it delivers high but stable volume.

CURVE 2: The standard setting to deliver natural signal.

CURVE 3: Compared to CURVE 2, low striking force causes big volume change.

CURVE 4: Compared to CURVE 2, comparatively high striking force causes comparatively big volume change.

CURVE 5: Compared to CURVE 2, comparatively high striking force causes very big volume change.

CURVE 6: The striking force causes extreme volume change.

### B. TRIGGER SENSITIVITY

This parameter can adjust the trigger sensitivity. User can set the parameter according to the actual situation.

The higher the parameter is, it generates higher volume. The lower the parameter is, it generates lower volume.

### C. THRESHOLD

Threshold: the minimum force to trigger a pad signal.

Setting a high threshold, this pad needs a strong force to generate a signal.

This can avoid accidental response, e.g. other device or pad generates unnecessary signal.

Setting a low threshold, the pad needs a weak force to generate a signal.

#### D. MASK TIME

This parameter is used to adjust the scan time span of the pad trigger. When this MASK TIME value is low, the pad is sensitive, but this will lead to repeated trigger. Please adjust the MASK TIME value properly at this time.

When playing bass drum trigger, hammer may bounce back to strike drum pad again, causing re-trigger. Mask Time aims to prevent this problem. Once striking the drum pad, any additional trigger signal within "Mask Time" will be ignored.

Adjust "Mask Time" when striking the drum pad: when using bass drum trigger, try to fast strike the drum pad after the rebound of hammer, then increase the value of "Mask Time" until no more sound is made despite the rebound of hammer.

Note:

- 1) When the value is increased too much and fast striking is very hard, decrease this value as low as possible.
- 2) If sound is made twice or more after one time of striking, please adjust the Retrig Cancel.

#### E. TRIGGER CROSSTALK REJECTION

If two trigger are close to each other, striking one trigger has the crosstalk of another trigger.

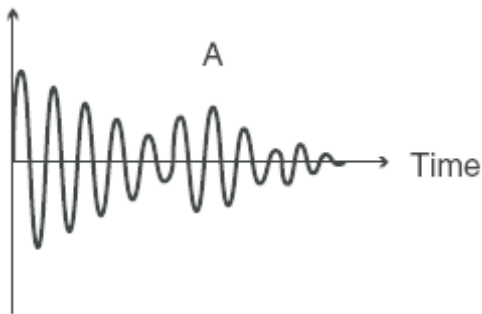
This problem can be solved via setting the crosstalk rejection ratio to a higher level. Caution: do not set the crosstalk rejection ratio to a high level, otherwise this leads to leakage, e.g. strike two triggers simultaneously, the trigger attacked lighter may have leakage.

Furthermore, if this parameter is set to 0, crosstalk rejection does not work.

#### F. Retrig Cancel: detect the trigger signal attenuation

This setting aims to prevent unreal re-trigger.

When using natural drum trigger, this setting is very important. This sort of trigger may cause AC waveform, and even accidental sound(Re-trigger) occurring to "A".



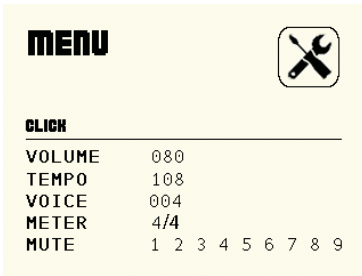
More likely, this problem occurs to waveform attenuation edge, Retrig Cancel can detect the trigger signal attenuation and prevent the re-trigger. Strike the drum pad repeatedly, increase the value of "Retrig Cancel" until no more production of re-trigger.

Note:

- 1) Even if increased value can prevent re-trigger, sound may be omitted when performing fast striking operation(e.g. drum roll). Decrease this value as low as possible before re-trigger is caused.
- 2) You can adjust "Mask Time" to reduce the problem. Within the specified time after receiving previous trigger signal, Mask Time will no longer detect trigger signal, Retrig Cancel will detect trigger signal attenuation and exclude unnecessary or false trigger signal.

## 2. CLICK setting

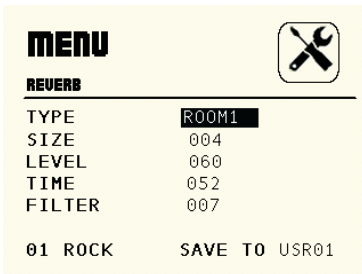
In MENU interface, select CLICK via **【▲】** **【▼】** buttons, Press **【ENTER】** button to enter into CLICK setting interface.



Parameter	Value	Description
CLICK setting		
VOLUME	0~127	When the parameter is set to 0, this means the CLICK is muted completely.
TEMPO	30~250	Speed
VOICE	4	
METER	1/2~9/8	
MUTE	1 2 3 4 5 6 7 8 9 After MUTE: 1 2 M 4 5 6 7 8 9	Use <b>【▲】</b> <b>【▼】</b> buttons to adjust meter to be muted, and then use PARAM <b>【+】</b> / <b>【-】</b> buttons to mute. If the meter number displays M, this means it has been muted.

## 3. REVERB setting

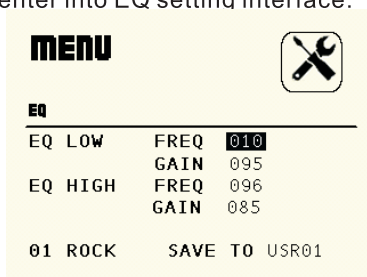
In MENU interface, select EFFECT via **【▲】** **【▼】** buttons. Press **【ENTER】** button to enter into REVERB setting interface.



Parameters	Value	Description
CLICK setting		
TYPE	ROOM1~3/HALL1~2/PLATE	Reverb type
SIZE	0~4	Size of reverb room "0" means "OFF"
LEVEL	0~127	Reverb depth, "0" means "OFF"
TIME	0~127	Reverb delay time, "0" means "OFF"
FILTER	0~7	Low pass filter, "0" means "OFF"

#### 4. EQ setting

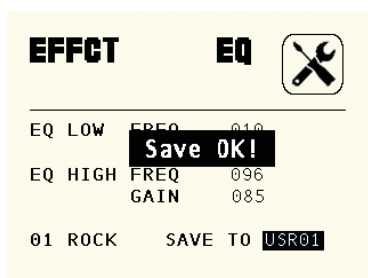
In MENU interface, select EQ via **【▲】****【▼】** buttons. Press **【ENTER】** button to enter into EQ setting interface.



Parameters	Value	Description
EQ setting		
LOW FREQ	0~127	Low freq range
LOW GAIN	0~127	Boost/attenuate low freq range
HIGH FREQ	0~127	High freq range
HIGH GAIN	0~127	Boost/attenuate high freq range

Note:

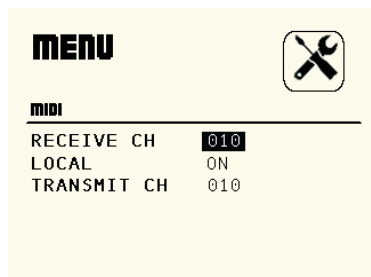
- After parameters of corresponding drum kit are changed, it can be saved as user's drum kit, and user's drum kit number is available in (USER01-20).
- Press **【SAVE】** button to go to USR01, press SAVE button again and it will show Save OK!





## 5.MIDI setting

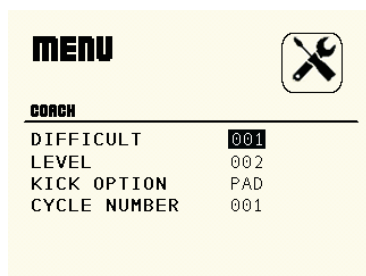
In MENU interface,select MIDI via 【▲】【▼】buttons. Press 【ENTER】 button to enter into MIDI setting interface.



Parameters	Value	Description
MIDI setting		
RECEIVE CH	1~16	Receive channel selection,default:10 channel
LOCAL	ON/OFF	Local control: Used for the connection between trigger and module, it defaults ON for turning on status. ON: Two modules are connected. OFF: The module does not receive the direct control of trigger, and it only receives the external MIDI input signal.
TRANSMIT CH	1~16	Output channel selection,defaulting:channel 10

## 6.COACH: the difficulty setting of coach function

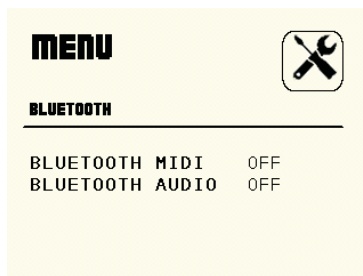
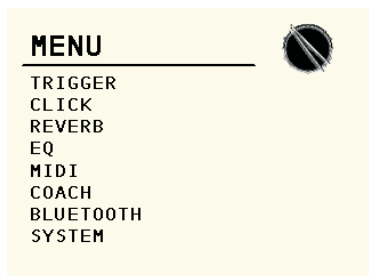
In MENU interface,select COACH via [▲][▼]buttons. Press[ENTER]button to enter into COACH setting interface.



Parameter	Value	Description
COACH		
DIFFICULT LEVEL	1~5	The higher the parameter is, the higher the difficulty is.
LEVEL	1~5	The higher the parameter is, the higher the level is.
KICK OPTION	PAD/SW PAD/EXT PEDAL	Kick drum trigger: PAD by default (panel KICK trigger). SW PAD (PEDALS trigger). EXT PEDAL (extension kick drum trigger).
CYCLE NUMBER	0-3	Cycle times setting. 1 time by default , 3 times max. Use with scoring function.

## 7. BLUETOOTH

In MENU interface, you can select BLUETOOTH by pressing [▲] [▼] buttons, and press [ENTER] to enter BLUETOOTH setting interface;



Parameters	Value	Description
BLUETOOTH setting		
BLUETOOTH MIDI	OFF/ON	Bluetooth MIDI switch: OFF by default, ON means it's on.
BLUETOOTH AUDIO	ON/OFF	Bluetooth AUDIO switch: OFF by default, ON means it's on.

Note:

- 1 ) BLUETOOTH standard version does not include this function;
- 2 ) BLUETOOTH MIDI data transmission for MIDI communication with connected equipment;
- 3 ) BLUETOOTH AUDIO transmission for audio transmission with connected equipment;

## 8. SYSTEM setting

In MENU interface, select SYSTEM via [▲] [▼] buttons. Press [ENTER] button to enter into SYSTEM setting interface.





- A. RESTORE KIT: restore a single user drum kit to its default settings, select drum kit, press **【ENTER】** to restore, the system will show a restoration query, press **【ENTER】** again to start restoration. After restoration is completed, the system will prompt that restoration is completed.
- B. RESTORE ALL KITS : restore all drum kits to default settings, change NO to YES and press **【ENTER】** to restore, the system will show a restoration query, press **【ENTER】** again to start restoration. After restoration is completed, the system will prompt that restoration is completed ;



- C. VERSION: It displays the version number.

## EDIT AND SAVE USER DRUM KIT

### 1. Drum kit information

The drummer can select different type of drum kit to play. This digital drum has 50 drum kits.

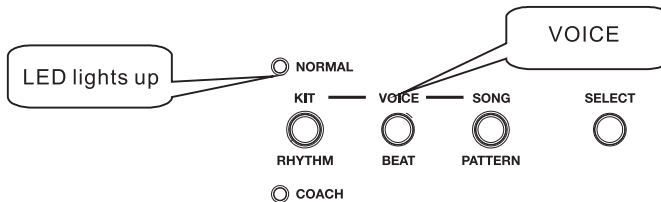
30 preset drum kits:KIT1-30

20 user drum kits:USER01-20

### 2. Edit and save drum kit voice


#### 1). VOICE selection interface


In normal mode ( NORMAL LED lights up ) ,press **【VOICE】** button to enter into INSTRUMENT voice selection.



#### 2). TRIGGER selection: Strike the trigger to select.

#### 3). VOLUME adjustment:

VOICE		
HIHAT		
INSTRUMENT	087 SNRIM13	
VOLUME	070	
PAN	058	
MIDI KEY	046	
EFFECT		
01 ROCK	SAVE TO USER01	

VOICE		
EFFECT HIHAT		
FILTER	127	
REVERB	058	
PITCH SHIFT	000	
01 ROCK	SAVE TO USER01	

- A. INSTRUMENT:Voice selection.
- B. VOLUME:Change volume level.
- C. PAN:Pan adjustment.
- D. MIDI KEY:MIDI key selection.
- E. FILTER:Low pass filter.
- F. REVERB:Reverb adjustment.
- G. PITCH SHIFT:Pitch adjustment.

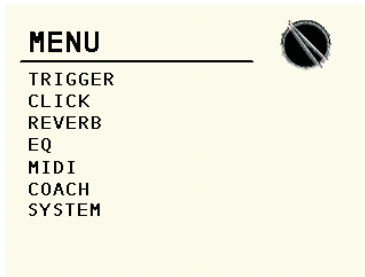
Note: for parameter adjustment, use **【▲】** **【▼】** buttons to select the item to be adjusted, and then use **PARAM 【+】 / 【-】** buttons to set.

#### 4). Save user drum kit:

After drum parameters being adjusted, Press **【SAVE】** button, and the cursor will jump to **USR01** option. Use **PARAM 【+】 / 【-】** buttons to select the user drum kit number you want to save, then press **【SAVE】** button to save user drum kit.

### 3.Set user drum kit back to factory mode

1).Press **[MENU]** to enter into menu setting interface.



2).In UTILITY interface, use **[▲]** **[▼]** buttons to select SYSTEM, then press **[ENTER]** button to enter into system setting interface.

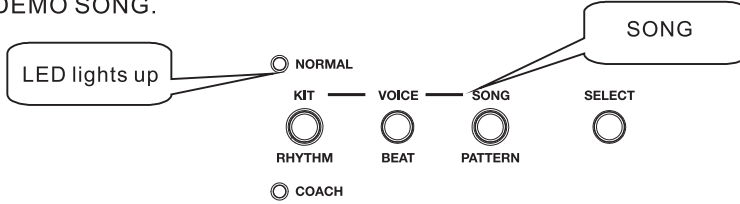


- A . In RESTORE KIT menu, use PARAM **[+]** / **[-]** buttons to select the user drum kit you want to restore, and then press **[ENTER]** to restore, the system will show restoration query, press **[ENTER]** again to complete the restoration, the system prompts that the restoration is complete.
- B . In RESTORE ALL KITS menu, select YES via PARAM **[+]** / **[-]**, and then press **[ENTER]** to restore all drum kits. The system will restoration query, press **[ENTER]** again to complete the restoration, and the system prompts that the restoration is complete.

## PLAYING SONGS

### 20 built-in DEMO SONG

1. In NORMAL mode ( NORMAL LED lights up ), press **[SONG]** button to enter into DEMO SONG.



2. Press **[▶|■]** button to play DEMO SONG.

3. Press **PARAM [ + ] / [ - ]** buttons to switch the song in DEMO SONG

4. Press **[▶|■]** button to stop DEMO SONG playing.

( DEMO SONG refers to DEMO SONG LIST )

5. Adjust DEMO SONG playback tempo and volume of each track:

SONG		DEMO 01	
TEMPO		100	
DRUM		063	
PERCUSSION		063	
BASS		080	
CHORD		080	
CLICK		0FF	
VOLUME	080	METER	4/4

1). In SONG interface, use **[▲]** and **[▼]** buttons to select TEMPO and then press **PARAM [ + ] / [ - ]** buttons to adjust playback tempo of DEMO SONG, the adjustment range is 30-250.

2). Select track menu (DRUM/PERCUSSION/BASS/CHORD) via **[▲]** **[▼]**, press **PARAM [ + ] / [ - ]** buttons to adjust the corresponding track volume, the adjustment range is OFF-127, when it's OFF the corresponding track button light is off.

6. Quickly turn DEMO SONG track sound on and off:



When playing DEMO SONG, press **[DRUM]** / **[PERCUSSION]** / **[BASS]** / **[CHORD]** button to quickly turn on or off the corresponding track volume. Take DRUM track as an example, after booting (powering on), all tracks are on by default, and all track button lights are on. When you need to turn off DRUM track sound, press DRUM button, the volume of DRUM track is turned off, the corresponding DRUM light is off, and DRUM option on the display shows OFF.

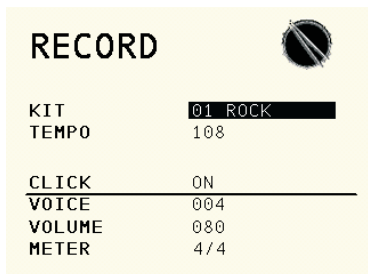
7. Song practice.

First press **[LEARNING]** then press **[▶|■]**, DEMO SONG starts to play, LED lights beginning flashes with the demo song, when LEARNING function is turned on, default the DRUM track light goes off.

## RECORDING FUNCTION

### 1. Recording

Press **【O】** button to enter into record mode interface. LED lights up, and then set the tempo, beat and recording length.



1).KIT to set drum kit to be used.

2).TEMPO to set CLICK tempo.

3).CLICK: CLICK setting.

B. Press **【O】** button again, CLICK is turned on and LED lights up. Strike pad to record.

C. Stop recording: press **【O】** button again, LED lights off, and it stops recording.

### 2. Replay recorded information

A. Press [REPLAY] to play back recorded information.

B. Press [REPLAY] again to stop the playback.

## COACH MODE

Coach mode goes from easy level to difficult level step by step to cultivate the user's feeling, speed, accuracy and to coordinate the user's feet and hands. The module has 30 songs for practice. The user can practise according to actual status. There are 10 rhythm songs/10 snare songs/10 drum kit songs.



## 1. Coach mode level selection

In MENU interface, use **【▲】****【▼】** buttons to select COACH. Press **【ENTER】** button to enter into coach function setting interface.

### MENU

TRIGGER  
CLICK  
REVERB  
EQ  
MIDI  
COACH  
SYSTEM



### MENU

#### COACH

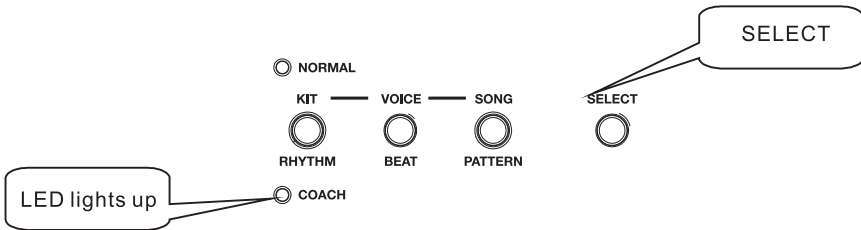
DIFFICULT **001**  
LEVEL 002  
KICK OPTION PAD  
CYCLE NUMBER 001



- 1).DIFFICULT coefficient 1-5. The bigger the number is, the more difficult it is.
- 2).LEVEL 1-5. The bigger the number is, the higher the level is.
- 3).KICK OPTION - Kick drum trigger: PAD by default (panel KICK trigger). SW PAD (PEDALS trigger). EXT PEDAL
- 4).CYCLE NUMBER setting: The maximum number of cycles is 3, this function needs to be used with scoring function, when scoring mode is on, set the number of cycles for playing the tutorial.

## 2. Enter coaching mode

Press **【SELECT】** button to enter coaching mode, LED at COACH position lights up. Press **【RHYTHM】** / **【BEAT】** / **【PATTERN】** to enter into rhythm practice/snare practice/drum kit practice.



### RHYTHM

**RTHM 01**

KICK OPTION PAD  
TEMPO 120  
DRUM 063  
SCORE OFF

CLICK 004 OFF  
VOLUME 080 METER 4/4



### BEAT

**BEAT 01**

KICK OPTION PAD  
TEMPO 100  
DRUM 063  
SCORE OFF

CLICK 004 OFF  
VOLUME 080 METER 4/4



PATTERN	
<b>PTTN 01</b>	
KICK OPTION	PAD
TEMPO	108
SCORE	OFF
DRUM	063
ACCOMPANY	080
CLICK 004	OFF
VOLUME 080	METER 4/4



- 1).KICK OPTION - PAD Kick drum trigger: by default (panel KICK trigger). SW PAD
- 2).TEMPO: the tempo of practice songs. Use PARAM **【+】** / **【-】** button to change the song tempo.
- 3).DRUM track: Drum track volume adjustment, the adjustment range is OFF-127, when it's OFF, drum track is muted, you can also use **【DRUM】** button to quickly switch the sound on and off.
- 4).SCORE function: OFF(by default) means scoring function is off. ON means scoring function is on.
- 5).ACCOMPANY track: accompaniment track is only available in PATTERN mode, it includes the track volumes of PERCUSSION/BASS/CHORD, during adjustment these three track volumes will change simultaneously. If one track is muted, the muted track will remain muted when adjusting ACCOMPANY volume via PARAM **【+】** or **【-】** . If ACCOMPANY volume is set to OFF via PARAM **【+】** / **【-】** , all three tracks are muted.

### 3.Select song

In the coach interface, use PARAM **【+】** / **【-】** buttons to change the practice song number.

### 4. Play/Stop

Press **【▶|■】** to start playback, press **【▶|■】** again to stop playback.

### 5. Learning mode

In the coach interface, press **【LEARNING】** , then press **【▶|■】** to enter Learning mode. When LEARNING function is on, DRUM track will go off.

Note:

- A. When LEARNING is on, DRUM track goes off, you can manually turn it on by pressing DRUM track button.
- B. If LEARNING is off, when playing a coaching track, the corresponding drum light is Off, but drum track has sound output, users practice mainly by listening to the sound. When LEARNING function is on, drum track is off by default, drum indicator flashes according to coaching track, users mainly practice according to the indicator.
- C. When pressing **▶|■** to play learning track, there will be prompt sound indication (ONE-TWO-THREE-FOUR), if the user switches among PHYTHM/BEAT/PATTERN coaching modes during playback, learning track will play anew and there will be prompt sound indication again before playing.
- D. Press **▶|■** to play learning track, press **SELECT** to directly switch to normal mode, track playback in coaching mode will stop immediately.

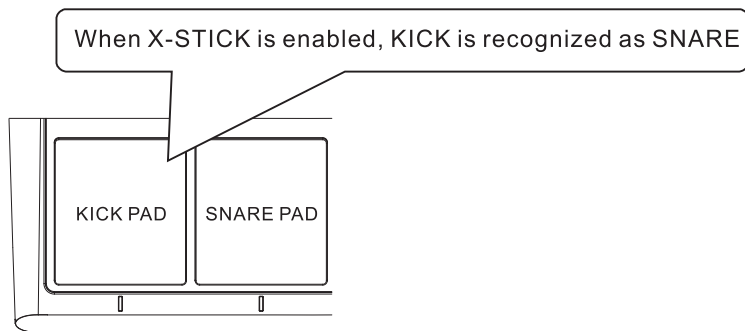
### Left and right hand interchange

Press **L/R CH** button, button light goes on, drum position is automatically swapped between left and right, drum indicator also automatically switches between left and right according to the position of the drums.

Note: Left and right hand switch can also be achieved in coaching mode, if the user switches left and right hand when playing tracking in coaching mode, learning track will play anew and there will be prompt sound indication again before playing.

### X-STICK

Press **X-STICK**, button light goes on, corresponding menu shows OFF, and KICK PAD will be recognized as SNARE RIM trigger.



Note: when left and right hand function is on, the switched KICK PAD will be recognized as SNARE RIM.

## MIDI SETTING

This drum is compatible with various MIDI equipment, the drum is used as trigger device or the module. When it is compatible with GM standard part, it can be used with audio sequence software together.

### 1. About MIDI

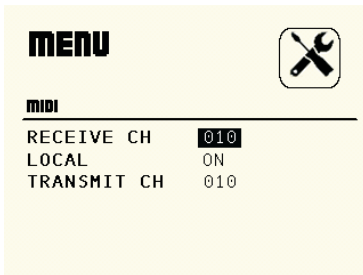
USB: This equipment has standard USB2.0 interface to connect with any MIDI equipment or PC with standard USB drive. The operation system has relative drive without the need of repeated installation, and compatible with PC system, e.g. XP, Win7, Vista, Mac OSX. After connection, the system will identify this equipment as EDRUM

(USB MIDI is used only when connected with MIDI)

Note: When USB MIDI is connected with PC, all MIDI data can be received or sent via USB MIDI.

### 2. MIDI setting

In MENU interface, use **【▲】****【▼】** buttons to select MIDI, press **【ENTER】** button to enter into MIDI setting interface.



A. RECEIVE CH: input channel selection 1-16, default: 10 channel

B. LOCAL: local control, used to control the connection with trigger or module.

Local mode ON (ON): The pads and sound module are connected. It sounds when user strikes the pads. It defaults ON status.

Local mode OFF (OFF): The pads and sound module are disconnected. It does not sound when user strikes the pads.

C. TRANSMIT CH: output channel selection 1-16, default: 10 channel

### 3 . Connect with external audio source equipment

This equipment can send pad information via channel 10 automatically, including trigger note, strength, hi-hat pedal performance and status, etc.

(Note: The saved song playing or CLICK information can not be sent)

1). Use external audio sequencer to record performance

A. Connect with MIDI IN of external audio sequencer via or USB interface. If PC audio sequence software is used, it only needs one USB A-B cable to connect PC with module.

B. The audio sequencer or audio sequence software recognizes the channel 10 equipment as this equipment, and starts to record.

C. Perform the pads.

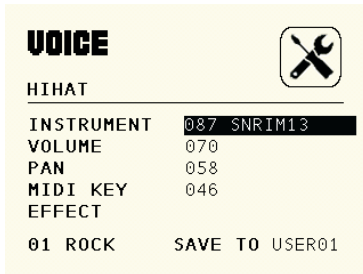
D. Stop performance and recording.

E. The performance can be played again.

2). Set pad MIDI output note

Each trigger can set MIDI output note. Each drum kit can save one MIDI output note for convenient application. Generally user does not need to change the default MIDI note. If user wants to, please follow the steps.

A. In normal mode (NORMAL LED lights up), press **【VOICE】** button to enter into voice setting interface.



B. Use **【▲】** **【▼】** buttons to switch to MIDI KEY. Use knob to change the relative MIDI note of each trigger

(select the trigger to be edited via striking trigger or press the relative pad button).

C. Press **【SAVE】** button to switch to SAVE TO USER01. Use PARAM **【+】** / **【-】** buttons to select user drum kit number. Press **【SAVE】** button to save the changed MIDI output note to the user drum kit

## Preset MIDI note

Trigger	Note	Trigger	Note	Trigger	Note	Trigger	Note
KICK	36	TOM2	45	RIDE R	57	HI-HAT C	42
SNARE	38	TOM2 R	64	CRASH	49	HI-HAT P	44
SNARE R	37	TOM3	43	HI-HAT O	46	SPLASH	46
TOM1	47	TOM3R	63	HI-HAT HO			
TOM1R	56	RIDE	51	HI-HAT 1/4 O			

### 4. Used as audio source equipment

When connected to external MIDI keyboard or audio sequencer via USB cable to receive MIDI output signal. This equipment can play the signal. The output voice changes when drum kit switches. This equipment has most of the GM drum kit voices. If user want to establish USER drum kit, please refer to MIDI list.

## 5. MIDI list

BASIC CHANNEL	DEFAULT	10 Ch	1-16	
FUNCTION	CHANGED	1-16 TRANSMITTED	1-16 RECOGNIZED	REMARKS
MODE	DEFAULT MESSAGES ALTERED	x x *****	x x *****	
NOTE MEMBER:	TRUE VOICE	0-127 *****	0-127 0-127	
VELOCITY	NOTE ON NOTE OFF	O 9nH,V=1-127 X (9nH,V=0)	o o	
AFTER TOUCH	KEY'S CH'S	x x	x x	
PITCH BEND		x	x	
CONTROL CHANGE		0 x  1 x 5 x 6 x 7 x 10 x 11 x 64 x 65 x 66 x 67 x 80 x 81 x 91 x 93 x 120 x 121 x 123 x	o  o o o o o o o o o o o o o o o o o	BANK SELECT MODULATION PORTAMENTO TIME DATA ENTER VOLUME PAN EXPRESSION SUSTAIN PEDAL PORTAMENTO ON/OFF SOSTENUTO PEDAL SOFT PEDAL REVERB PROGRAM CHROUS PROGRAM REVERB LEVEL CHROUS LEVEL ALL SOUNDS OFF RESET ALL CONTROLLERS ALL NOTES OFF
PROGRAM CHANGE	TRUE NUMBER	o *****	o 0-127	
SYSTEM EXCLUSIVE		x	o	
SYSTEM COMMON	SONG POSITION SONG SELECT TUNE	x x x	x x x	
SYSTEM REAL TIME	CLOCK COMMANDS	o o	x x	START AND STOP ONLY
AUX MESSAGE	LOCAL ON/OFF ALL NOTES OFF ACTIVE SENSING RESET	x x o x	x x x x	

## TROUBLE SHOOTING

Problem	Reason
No sound or too low volume	Please confirm if the volume knob is set properly, and adjust the volume knob ( MIX IN,PHONES,MASTER ) .
	Check if the cable connecting audio source and power amplifier is connected correctly. User can change a cable to test.
	If a mixer is connected with reinforcement equipment, please use a good headphone to connect with the module. If there is sound, please check if the cable is connected well, or if the cable between mixer and reinforcement equipment is connected well.
External pad has no sound	Please confirm the cable between pad and module is connected well.
	Check the setting---if LOCAL is set to OFF. if LOCAL is set to OFF, the pad has no sound when being stroke.
	Check if the pad volume is set to 0.
CLICK has no sound	Check if the CLICK volume is set to 0.
DEMO SONG has no sound	Check if the DEMO SONG volume is set to 0.
Connecting MIDI equipment but no sound	1.Check if the USB cable for connection is good.
	2.Please check if the communication channel is correct. The module sets the communication channel is channel 10.



## MODULE SPECIFICATION

Max polyphony: 64

Display: Pixel: 320X240, large TFT

Voice: 408 kinds of drum voices and other percussions +128 kinds of GM song voices

Drum kit: 30 sets of preset drum kits +20 sets of user drum kits

Effects:

1 ) 2 band EQ setting ( high/low ) /GAIN adjustment

2 ) Reverb setting: 6 kinds of reverb setting ( room1, room2, room3, hall1, hall2, plate ) ,

REVERB ROOM 0-4/REVERB DEPTH 0-127/REVERB TIME 0-127/FILTER 0-7

Audio sequencer:

1)One track recording 1000 notes

2) Normal mode: 20 preset songs

Coach mode: 10 rhythm practice/10 snare practice /10 pattern practice

Level:1-5 difficulty:1-5

CLICK function:

1 ) Click voice:4 kinds

2 ) Click tempo range: 30-250 adjustable

3 ) Click: 1/4-9/4

4 ) Click mute function

Connector:

Headphone stereo out connector (1/8"), MIX IN stereo connector (1/8"),

Audio out connector (1/4" OUTPUT), USB MIDI,

PEDALS connector ( 1/4" KICK&HH-CTRL )

Extension:HI-HAT,RIDE,SNARE,KICK,HH-CTRL

Battery power supply interface (MICRO USB to power bank)

\*\*\*Due to product updates, equipment parameters or appearance are subject to changes without prior notice\*\*\*

## DRUM KIT LIST

Number	Name	Number	Name
1	ROCK	16	FUSSION
2	FUNK/POP	17	PUNK
3	JAZZ	18	BLUES
4	LATIN	19	CUBAN
5	DANCE	20	BRUSH1
6	PERC.HND	21	BRUSH2
7	PERC.STK	22	LIVE
8	POP1	23	ELE1
9	POP2	24	ELE2
10	POP3	25	GMDRUM
11	HARD RCK	26	CNTRY
12	METAL	27	ORCH1
13	FUNK1	28	ORCH2
14	FUNK2	29	SONGGU
15	HIP-HOP	30	WORLD

KICK	
1	KICK01
2	KICK02
3	KICK03
4	KICK04
5	KICK05
6	KICK06
7	KICK07
8	KICK08
9	KICK09
10	KICK10
11	KICK11
12	KICK12
13	KICK13
14	KICK14
15	KICK15
16	KICK16
17	KICK17
18	KICK18
19	KICK19
20	KICK20
21	KICK21
22	KICK22
23	KICK23
24	KICK24
25	KICK25
26	KICK26
27	KICK27
28	KICK28
29	KICK29
30	KICK30
31	KICK31
32	KICK32
33	KICK33
34	KICK34
35	KICK35
36	KICK36
37	KICK37
38	KICK38
39	KICK39
SNARE	
40	SNARE01
41	SNARE02
42	SNARE03
43	SNARE04
44	SNARE05
45	SNARE06
46	SNARE07
47	SNARE08
48	SNARE09
49	SNARE10
50	SNARE11
51	SNARE12
52	SNARE13
53	SNARE14

54	SNARE15
55	SNARE16
56	SNARE17
57	SNARE18
58	SNARE19
59	SNARE20
60	SNARE21
61	SNARE22
62	SNARE23
63	SNARE24
64	SNARE25
65	SNARE26
66	SNARE27
67	SNARE28
68	SNARE29
69	SNARE30
70	SNARE31
71	SNARE32
72	SNARE33
73	SNARE34
74	SNARE35
75	SNRIM1
76	SNRIM2
77	SNRIM3
78	SNRIM4
79	SNRIM5
80	SNRIM6
81	SNRIM7
82	SNRIM8
83	SNRIM9
84	SNRIM10
85	SNRIM11
86	SNRIM12
87	SNRIM13
88	SNRIM14
89	SNRIM15
90	ESNR1
91	ESNR2
92	ESNR3
93	ESNR4
94	ESNR5
95	ESNR6
96	ESNR7
97	ESNR8
98	ESNR9
99	ESNR10
HIHAT	
100	CLHIHAT1
101	CLHIHAT2
102	CLHIHAT3
103	CLHIHAT4
104	CLHIHAT5
105	CLHIHAT6
106	CLHIHAT7
107	CLHIHAT8

108	CLHIHAT9
109	CLHIHAT10
110	CLHIHAT11
111	CLHIHAT12
112	CLHIHAT13
113	CLHIHAT14
114	CLHIHAT15
115	CLHIHAT16
116	CLHIHAT17
117	CLHIHAT18
118	CLHIHAT19
119	CLHIHAT20
120	CLHIHAT21
121	CLHIHAT22
122	PDLHHT1
123	PDLHHT2
124	PDLHHT3
125	PDLHHT4
126	PDLHHT5
127	PDLHHT6
128	PDLHHT7
129	PDLHHT8
130	PDLHHT9
131	PDLHHT10
132	PDLHHT11
133	PDLHHT12
134	PDLHHT13
135	PDLHHT14
136	PDLHHT15
137	PDLHHT16
138	PDLHHT17
139	PDLHHT18
140	PDLHHT19
141	PDLHHT20
142	PDLHHT21
143	PDLHHT22
144	OPNHHT1
145	OPNHHT2
146	OPNHHT3
147	OPNHHT4
148	OPNHHT5
149	OPNHHT6
150	OPNHHT7
151	OPNHHT8
152	OPNHHT9
153	OPNHHT10
154	OPNHHT11
155	OPNHHT12
156	OPNHHT13
157	OPNHHT14
158	OPNHHT15
159	OPNHHT16
160	OPNHHT17
161	OPNHHT18
162	OPNHHT19

163	OPNHHT20
164	OPNHHT21
165	OPNHHT22
166	HOPNHHT01
167	HOPNHHT02
168	HOPNHHT03
169	HOPNHHT04
170	HOPNHHT05
171	HOPNHHT06
172	HOPNHHT07
173	HOPNHHT08
174	HOPNHHT09
175	HOPNHHT10
176	HOPNHHT11
177	HOPNHHT12
178	LSHHT1
179	LSHHT2
180	LSHHT3
181	LSHHT4
182	LSHHT5
183	LSHHT6
184	LSHHT7
185	LSHHT8
186	LSHHT9
187	LSHHT10
188	LSHHT11
189	LSHHT12
190	ELCHHT1
191	ELCHHT2
192	ELCHHT3
193	ELCHHT4
194	ELCHHT5
195	ELCHHT6
196	ELCHHT7
197	ELCHHT8
TOM	
198	TOMH1
199	TOMH2
200	TOMH3
201	TOMH4
202	TOMH5
203	TOMH6
204	TOMH7
205	TOMH8
206	TOMH9
207	TOMM1
208	TOMM2
209	TOMM3
210	TOMM4
211	TOMM5
212	TOMM6
213	TOMM7
214	TOMM8
215	TOMM9
216	TOML1

217	TOML2
218	TOML3
219	TOML4
220	TOML5
221	TOML6
222	TOML7
223	TOML8
224	TOML9
225	TOME1
226	TOME2
227	TOME3
228	TOME4
229	TOME5
230	TOME6
231	TOME7
CYMBAL	
232	CRASH1
233	CRASH2
234	CRASH3
235	CRASH4
236	CRASH5
237	CRASH6
238	CRASH7
239	CRASH8
240	CRASH9
241	CRASH10
242	CRASH11
243	CRASH12
244	CRASH13
245	CRASH14
246	CRASH15
247	CRASH16
248	CRASH17
249	CRASH18
250	CRASH19
251	CRASH20
252	CRASH21
253	CRASH22
254	CRASH23
255	CRASH24
256	CRASH25
257	CRASH26
258	CRASH27
259	CRASH28
260	CRASH29
261	CRASH30
262	CRASH31
263	CRASH32
264	CRASH33
265	CRASH34

266	CRASH35
267	CRASH36
268	RIDE1
269	RIDE2
270	RIDE3
271	RIDE4
272	RIDE5
273	RIDE6
274	RIDE7
275	RIDE8
276	RIDE9
277	RIDE10
278	RIDE11
279	RIDE12
280	RDBELL1
281	RDBELL2
282	RDBELL3
283	RDBELL4
284	RDBELL5
285	RDBELL6
286	RDBELL7
287	RDBELL8
288	RDBELL9
289	RDBELL10
290	RDBELL11
291	RDBELL12
292	ELCCRSH1
293	ELCCRSH2
294	ELCCRSH3
295	ELCCRSH4
296	ELCCRSH5
297	ELCCRSH6
PERCUSSION	
298	HI_Q
299	SLAP
300	SCRATCH1
301	SCRATCH2
302	STICK
303	SQ_CLICK
304	CLICK
305	BELL
306	CLAP1
307	CLAP2
308	CLAP3
309	TAMBRINE
310	COWBELL1
311	COWBELL2
312	COWBELL3
313	COWBELL4
314	COWBELL5

315	ECOWBELL1
316	ECOWBELL2
317	ECOWBELL3
318	VSLAP
319	HIBONGO
320	LOBONGO
321	MUTECONGA1
322	MUTECONGA2
323	HICONGA1
324	HICONGA2
325	LOCONGA1
326	LOCONGA2
327	HSTIMBLH
328	TBLH2
329	TBLH3
330	HSTIMBLL
331	TBLL2
332	TBLL3
333	HIAGOGO
334	LOAGOGO
335	CABASA
336	MARACAS
337	WHISTLE_S
338	WHISTLE_S2
339	WHISTLE_L
340	WHISTLE_L2
341	GUIRO_S
342	GUIRO_L
343	CLAVE1'
344	CLAVES
345	WBLK_H
346	WBLK_L
347	CUICA_M
348	CUICA_O
349	CUICA_O2
350	MTRIANGLE
351	OTRIANGLE
352	SHKR1
353	SHKR2
354	JNGLBL
355	BLLTREE
356	CSTNTS1
357	CSTNTS2
358	SURDO_M
359	SURDO_O
360	TLKNDML
361	TLKNDMH
362	TABLA1
363	TABLA2
364	SNAP

365	AFRCHNDDM1
366	AFRCHNDDM2
367	AFRCHNDDM3
368	CAJON1
369	CAJON2
370	CAJON3
371	TMPN1
372	TMPN2
373	GONG_LO
374	ELCLICKH
375	ELCLICKL
376	TAIKO
377	TAIKOS
378	BELL
379	BAN
380	SIGU
381	TANGGU1
382	TANGGU2
383	GONG1
384	PIATTI1
385	SMGONG1
386	SMGONG2
387	GONG2
388	GONG3
389	PIATTIM
390	JUNKMAN
391	BOLLY
392	ESCRACH
393	PING
394	MONO
395	MACHINE1
396	ESHAKR
397	ELCLICK3
398	TRNNAROUND
399	DOWN
400	VOCAL_1
401	VOCAL_2
402	VOCAL_3
403	VOCAL_4
404	VOCAL_5
405	VOCAL_6
406	VOCAL_7
407	VOCAL_8
408	VOCAL_9

## GM DRUM KIT LIST

Note No.	Standard name	Voice No.	Voice Name
27 D#1	High Q	311	High Q
28 E1	Slap	312	SLAP
29 F1	Scratch Push	313	SCRATCH PUSH
30 F#1	Scratch Pull	314	SCRATCH PULL
31 G1	Sticks	315	STICKS
32 G#1	Square Click	316	Square Click
33 A1	Metronome Click	317	METRONOME CLICK
34 A#1	Metronome Bell	318	METRONOME BELL
35 B1	Acoustic Bass Drum	1	KICKN1
36 C2	Bass Drum 1	14	KICK6
37 C#2	Side Stick	169	SD_STK3
38 D2	Acoustic Snare	132	GMSN
39 D#2	Hand Clap	360	CLAP1
40 E2	Electric Snare	165	ESN_1
41 F2	Low Floor Tom	202	TOMMSTD
42 F#2	Closed Hi Hat	50	CHH_STD
43 G2	High Floor Tom	199	TOM8
44 G#2	Pedal Hi-Hat	100	PHHN3
45 A2	Low Tom	192	TOM1
46 A#2	Open Hi-Hat	89	OHH_STD
47 B2	Low-Mid Tom	198	TOM7
48 C3	Hi-Mid Tom	197	TOM6
49 C#3	Crash Cymbal 1	234	CRSHN01
50 D3	High Tom	194	TOM3
51 D#3	Ride Cymbal 1	265	RIDEN1
52 E3	Chinese Cymbal	299	CNCYMBAL
53 F3	Ride Bell	279	RBLL_STD
54 F#3	Tambourine	446	TMBRN1
55 G3	Splash Cymbal	293	SPLSH1
56 G#3	Cowbell	375	COWBLL12

57	A3	Crash Cymbal 2	237	CRASHN04
58	A#3	Vibraslap	450	VSLP1
59	B3	Ride Cymbal 2	267	RIDEN03
60	C4	Hi Bongo	385	HIBNGO1
61	C#4	Low Bongo	390	LOBNGO1
62	D4	Mute Hi Conga	420	MHCNGA01
63	D#4	Open Hi Conga	430	OHCNGA01
64	E4	Low Conga	417	LOCNGA1
65	F4	High Timbale	394	HTMBL1
66	F#4	Low Timbale	406	LO_TMB5
67	G4	High Agogo	377	HAGOGO1
68	G#4	Low Agogo	381	LAGOGO1
69	A4	Cabasa	349	CABASA1
70	A#4	Maracas	441	MRCAS1
71	B4	Short Whistle	413	SWHSL1
72	C5	Long Whistle	411	LWHSL1
73	C#5	Short Guiro	410	SGUIRO
74	D5	Long Guiro	409	LGUIRO
75	D#5	Claves	363	CLV
76	E5	Hi Wood Block	407	HWBLK
77	F5	Low Wood Block	408	LWBLK
78	F#5	Mute Cuica	415	MCUICA
79	G5	Open Cuica	416	OCUICA
80	G#5	Mute Triangle	443	MTRNGL
81	A5	Open Triangle	444	OPNTRNGL
82	A#5	Shaker	321	SHAKER
83	B5	Jingle Bell	322	JINGLEBELL
84	C6	Bell Tree	348	BELLTREE
85	C#6	Castanets	323	CASTANETS
86	D6	Mute Surdo	324	MUTESURDO
87	D#6	Open Surdo	320	OPNSURDO

## DEMO SONG LIST

Number	Name	Meter	Tempo
DEMO 01	POP ROCK	4/4	100
DEMO 02	FUNK1	4/4	120
DEMO 03	FUNK2	4/4	159
DEMO 04	ROCK BLUES1	4/4	128
DEMO 05	ROCK BLUES2	4/4	105
DEMO 06	BLUES	4/4	64
DEMO 07	HARD ROCK	4/4	138
DEMO 08	ROCK	4/4	140
DEMO 09	METAL	4/4	120
DEMO 10	POP	4/4	100
DEMO 11	SOUL	4/4	82
DEMO 12	FUSION	4/4	110
DEMO 13	COUNTRY	4/4	120
DEMO 14	COUNTRY FOLK	4/4	108
DEMO 15	FOLK	4/4	140
DEMO 16	JAZZ	4/4	130
DEMO 17	ROCK	4/4	145
DEMO 18	REGGAE	4/4	110
DEMO 19	BOSSA	4/4	120
DEMO 20	WALTZ	3/4	140

## COACH MODE PRACTICE SONG LIST

Number	Name	Meter	Tempo	Measure
<b>RHYTHM</b>				
1	RTHM 01	4/4	120	4
2	RTHM 02	4/4	100	4
3	RTHM 03	4/4	68	4
4	RTHM 04	4/4	107	4
5	RTHM 05	4/4	106	4
6	RTHM 06	4/4	106	4
7	RTHM 07	4/4	130	4
8	RTHM 08	4/4	130	4
9	RTHM 09	4/4	130	4
10	RTHM 10	4/4	105	4
<b>BEAT</b>				
1	BEAT 01	4/4	100	4
2	BEAT 02	4/4	100	4
3	BEAT 03	4/4	100	4
4	BEAT 04	4/4	100	4
5	BEAT 05	4/4	100	4
6	BEAT 06	4/4	100	4
7	BEAT 07	4/4	100	4
8	BEAT 08	4/4	100	4
9	BEAT 09	4/4	100	4
10	BEAT 10	3/4	100	4
<b>PATTERN</b>				
1	PTTN 01	4/4	108	4
2	PTTN 02	4/4	108	4
3	PTTN 03	4/4	98	4
4	PTTN 04	4/4	160	4
5	PTTN 05	4/4	125	4
6	PTTN 06	4/4	130	4
7	PTTN 07	4/4	113	4
8	PTTN 08	4/4	131	4
9	PTTN 09	4/4	125	4
10	PTTN 10	3/4	100	4



## SERVICE INFORMATION

If you have a problem with your Carlsbro product or think it has developed a fault you should first carefully check the Trouble Shooting section in this guide. If this does not solve the problem or if the product is physically damaged, contact your local dealer or distributor for service details.

Should it be recommended you return the product to your nearest Carlsbro Service Centre you must first contact them.

You will be asked for the product type and serial number. You will then be given a returns Authorisation (RA) number. Pack the unit in its original carton to protect it from shipping damage.

You must have the Returns Authorisation number clearly marked on the outside of the carton or we may refuse the delivery.

Carlsbro cannot be held responsible for damage resulting from the equipment being packed incorrectly.

Label the equipment clearly with your name and address and include a clear description of the fault. The more information you supply helps the service engineer, minimising repair cost when out of warranty.

Please write your serial number here for future reference.

**SCC Audio Ltd**

Unit 11, Torc: MK, Chippenham Drive, Kingston,  
Milton Keynes, MK10 0BZ, United Kingdom  
Tel- +44(0)1908 281072

Web: [www.carlsbro.com](http://www.carlsbro.com) Email: [info@carlsbro.com](mailto:info@carlsbro.com)