

# DRUM PAD SAMPLER

USER MANUAL V1.04

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## **IMPORTANT NOTES!**

### **Power supply**

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adapter will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

### **Placement**

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/ or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

### **Maintenance**

- For everyday cleaning, wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
  - Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.
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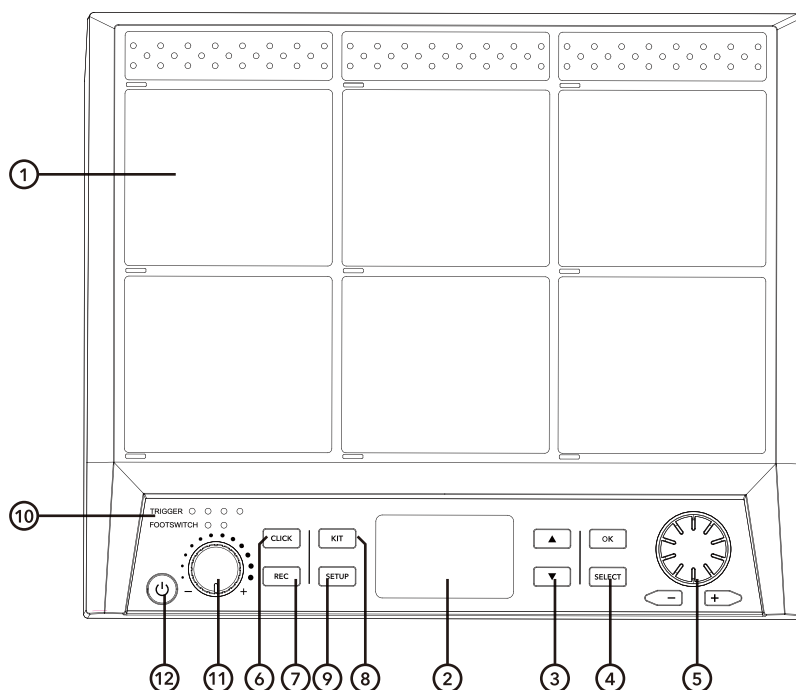
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### Other attentions

- Please be aware that the unit's memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit.
  - Please take care when using the unit's buttons or other controls, and when using its jacks and connectors. Rough handling can lead to malfunctions.
  - Never strike or apply strong pressure to the display.
  - When connecting/disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
  - To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
  - Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.
  - When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
  - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear.
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## TOP PANEL



### 1. DRUM PADS

Percussive pads which trigger sounds or MIDI when hit with a drumstick. When struck, the pads corresponding LED will illuminate. Each pad has an individual number which will be shown within the menu when editing certain settings.

### 2. LCD SCREEN

Displays information, menus and current parameters of the UNIT. Changes made by using the +/- buttons and scroll wheel (5) appear on this screen.

### 3. UP / DOWN BUTTONS

Used to navigate menus visible on the LCD screen.

### 4. OK / SELECT BUTTONS

OK confirms selections made in the menus, the SELECT button cycles through options in the menu.

### 5. SCROLL WHEEL / +/- BUTTONS

Use to quickly increase and decrease values as well as to scroll through multiple selections.

### 6. CLICK BUTTON

Pressing the CLICK button activates the metronome and takes you to the CLICK menu. In the SETUP menu you can access the SoundGroup, Beat, Rhythm and Pan submenus. More information on page 6.

### 7. REC BUTTON

Activates the RECORD mode within the UNIT. More information on page 11.

### 8. KIT BUTTON

Used to access the KIT menu, which allows you to adjust and select different preset kits. You can access the submenus using the UP and DOWN buttons. You have access to the 30 preset kits built into the UNIT, as well as 20 user kits. Pressing this button gives you access to the Home, Wave, Loop, Effect, ADV, ADV2 and KITCHAIN submenus. More information on page 6.

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#### **9. SETUP BUTTON**

Allows you access to the MIDI, PAD, ExtPAD, Display, Version, Reset and Update submenus. More info on page 10.

#### **10. TRIGGER / FOOTSWITCH LED INDICATORS**

Illuminates when external triggers and footswitches are used, they are connected via the inputs on the rear panel of the UNIT.

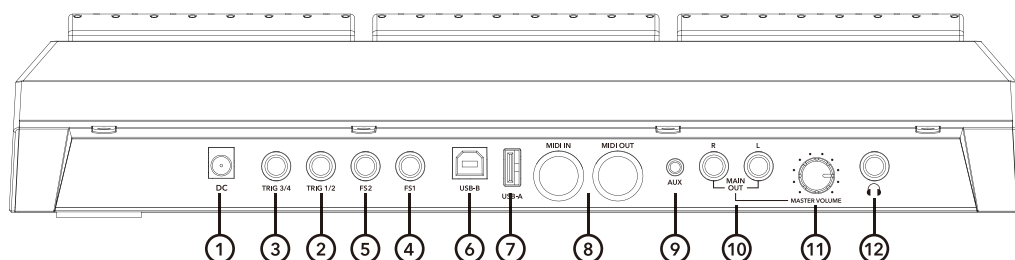
#### **11. HEADPHONE VOLUME WHEEL**

Use the wheel to increase or decrease headphone output volume. Master Output levels are controlled on the back of the unit, see page 3 for more information. It is recommended to have the volume set to its lowest point when you turn on the UNIT to protect hearing and headphones.

#### **12. POWER BUTTON**

Turns the unit on and off. Press to turn on, hold for five seconds and release to power off.

# REAR PANEL



## 1. DC INPUT

Used to connect to mains power. Only use the included PSU.

## 2. TRIG 1/2

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received the left-most trigger lights will illuminate when hit.



## 3. TRIG 3/4

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received, the right-most trigger lights will illuminate when hit.



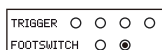
## 4. FS1

Used for connecting a footswitch trigger. By default, it assumes this will be a hi-hat pedal. The left footswitch light will illuminate when played.



## 5. FS2

Used for connecting a second footswitch trigger. By default, it assumes this will be a kick drum sound. The right footswitch light will illuminate when played.



## 6. USB - B

USB B connecting port, used for connecting to computer for USB MIDI.

## 7. USB - A

USB A connection, used to connect memory

stick for updates as well as importing and exporting your own sound files and preset kits. This can be done using UNIT importing software. For more information on the importing software see the user guide (available on the website). More information on using a USB memory stick with the UNIT, see page 5.

## 8. MIDI IN/OUT

Used for connecting 5-pin MIDI cable to send information either from or to the unit.

## 9. AUX

Used for connecting an auxiliary sound source to the UNIT via a 1/8" Stereo Jack cable (available separately), ideal for connecting an MP3 player or laptop. Volume must be controlled via the sound source.

## 10. MAIN OUT L/R

Main output jacks of the UNIT. Connect via 1/4" mono jack cables to your mixer, interface or amplifier. When using one jack cable (for mono output), insert your jack cable into L/ MONO output. Connecting two jack cables sends separate left and right audio signals down each cable, giving you stereo output.

## 11. MASTER VOLUME

Controls the main output volume for the UNIT.

## 12. HEADPHONES

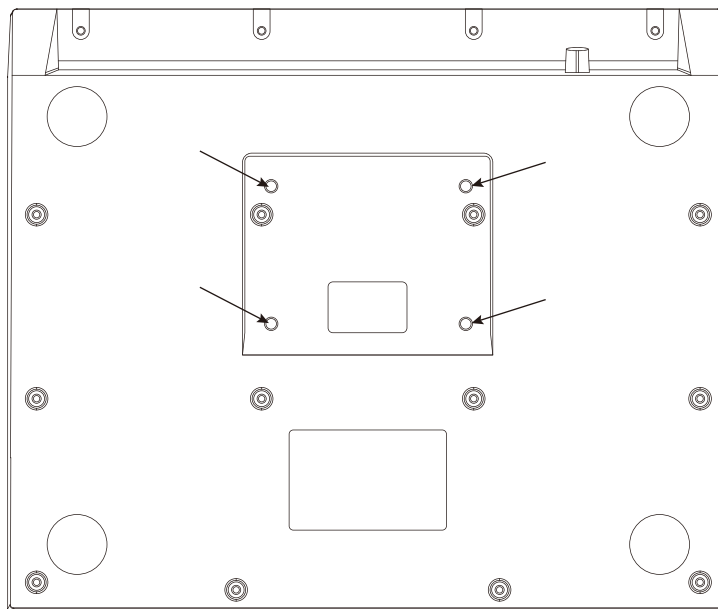
1/4" output jack for connecting headphones, control output level with VOLUME WHEEL on the front panel.

## WARNING!

To prevent damage to your hearing, speakers and other audio equipment, reduce the volume and have the power off before connecting to any other equipment. Please make sure you are using the headphone output for headphones and the main output when connecting to amplifiers or mixers.

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## BOTTOM PANEL



The UNIT can be played flat on desktop or placed on most common snare drum stands. A clamp and stand made specifically for the UNIT is available to purchase at the website.

## ADVANCED APPLICATIONS / USB MEMORY STICK

Press and hold SETUP and OK together to access the memory stick option menus. From here you can import and export sounds to the UNIT. Please note that only EXFAT/FAT32/FAT formats are supported. If your memory stick is not configured for this, you can format it in the UNIT, this is explained the INFO section (page 6). The UNIT can only read files in the root menu of your USB stick.

### WAVE

Sound files you have saved in the root directory of your USB stick will appear here. You need to import them before previewing (explained in the LOAD section).

U1	WAVE
1ksine	MIDI
500square	LOAD
1.5ksquare	SAVE
1ksine	INFO
500square	

### MIDI

A preview of MIDI file data on the UNIT. You can use the scroll wheel or +/- buttons to scroll through the MIDI files. The MIDI files on your memory stick will not be shown until you load them. You can use the select button to cancel, copy and delete a MIDI file on the UNIT.

U1	WAVE
mid102.mid	MIDI
mid103.mid	LOAD
mid104.mid	SAVE
mid105.mid	INFO

### LOAD

For importing user sounds, kits and settings into the UNIT.

Press SELECT to scroll through the different settings below and click OK to begin the importing process. You will be shown a yes or no option, press SELECT to choose between them. YES will import the selected files, NO will cancel the action.

[USB]	WAVE
Kit	MIDI
Setting	LOAD
PresetKit	SAVE
All	INFO

[USB]	WAVE
Load KIT?	
No	Yes



The icon shows that the memory stick is connected. If it is not displayed, it is not connected successfully.

### Kit

Uploads user sounds, drum kit configuration and MIDI file date.

### Setting

Uploads the pad's setting information.

### Preset Kit

Uploads the pad's preset drum kit. It will be provided at website in future.

### All

Uploads Kit and Setting.

### NOTE

**You can transfer your own sounds into the UNIT using our free importing software Wavemanager. More information is available in the Wavemanager user manual which is available on the website. The maximum file length is 6 minutes.**

### SAVE

For exporting drum kit configuration, user sounds, settings, MIDI data from the UNIT onto a compatible USB memory stick. Scroll through the different settings below and click OK to begin the exporting process.

[USB]	WAVE
Kit	MIDI
Setting	LOAD
All	SAVE
	INFO

Pressing OK will give you a yes or no choice, YES will export the selected files, NO will cancel the action.

### Kit

Exports drum kit configuration, user sounds, and MIDI data.

### Setting

Exports the pad's setting.

### All

Exports the above two items.



## INFO

Displays information relating to the total and remaining storage on your USB stick as well as giving the option to format.



### USBMem

Displays total size of USB memory stick.

### U Remain

Displays remaining storage available on USB memory stick.

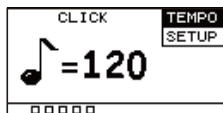
### Format U-Disk

Used to format the USB memory stick, press OK and you will be given an option between YES and NO, highlight the appropriate option and press OK to confirm. Make sure to back up important documents before formatting.

## CLICK BUTTON SUB MENUS

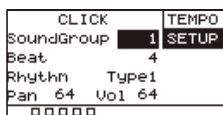
### TEMPO

Use the SCROLL WHEEL or +/- buttons to adjust the tempo (from 20 - 240bpm).



### SETUP

Allows you to adjust the sound and rhythm of the click.



### SoundGroup

Controls the sound of the metronome, there are 5 built into the unit.

### Beat

Controls the number of clicks per measure, select from 1 - 16.

### Rhythm

7 different click patterns are available.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

## Pan

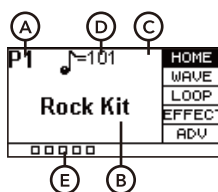
Changes the pan of the metronome output. 0 = left, 64 = centre, 127 right.

## Vol

Changes the volume of the metronome, 0 = off, 127 = maximum volume.

## KIT BUTTON SUB MENUS

### HOME



A. Shows P1-30, which is one of the 30 preset kits. C1-20 are user kits imported via USB memory stick.

B. Displays the name of the currently active preset

C. If you have FX in use, the FX symbol will show in the top right.

D. The musical note symbol displays what tempo the metronome is set to.

E. The squares in the bottom left or the screen show how hard you are hitting a pad. One light illuminated = soft hit, all lights illuminated = hard hit.

Use the SCROLL WHEEL or +/- buttons to select a preset. Pressing OK gives you access to all preset kits in list format. Whilst in this list view press the SELECT allows you to copy or delete the preset. Leave this menu by selecting cancel or pressing KIT again.

### NOTE

You can only delete user imported preset kits, you cannot delete default kits.

## WAVE

Gives you the ability to adjust individual samples within a preset. Hit a PAD to select it and begin editing. Press SELECT to scroll through the different submenus and press OK to save.

(A)	(B)			
(C)	PAD1	[P1]	HOME	
(D)		17'PSDE_Cn	WAVE	
(E)			LOOP	
(F)	Vol	A_ 64 B_ 64	EFFECT	
	PAD FX Send	0	ADV	
		00000		

- A. Shows which pad is being edited.
- B. Shows which sound group the pad is linked to.
- C. SAMPLE A - If you are just using one sound on the pad, SAMPLE A will be the sole sample. Whilst the sample is highlighted you can use the SCROLL WHEEL or +/- buttons to change this to a different sound, if you want to confirm the change, press the OK button.
- D. SAMPLE B - This feature can be used if two samples are triggered by the same pad. Sounds are triggered by different velocities. For example: soft hit = closed hi-hat, hard hit = open hi-hat. Velocity adjustment can be changed in the ADV menu. More informations is available on page 8.
- E. VOLA / B - This is used to control the ouput volumes of sample A and sample B.
- F. PAD FX Send - Controls the amount of signal from the pad that goes to the FX channel from 0 - 127. A low value will have a small amount of the effect blended in; a high value will be entirely affected.

## LOOP

Adjust built-in and user recorded loops within the UNIT. More information about recording loops on page 11.

(E)				
(A)	PAD1	[P1]	HOME	
(B)	Kit	Rock Kit	WAVE	
(C)	Midi	Ballad	LOOP	
(D)	Speed	101	EFFECT	
	Volume	24	ADV	
		00000		

- A. KIT - The name of the preset kit sound being used by the MIDI.
- B. MIDI - Name of MIDI pattern or loop select. Press OK to play and press again to pause.
- C. SPEED - Controls the playback tempo of the loop, from 20 - 240bpm
- D. VOLUME - Controls the overall volume of the loop.
- E. You can select a pad to play a MIDI loop once hit. Hit the pad you want to select (be sure the cursor is displaying PAD + number), then press OK. You will see a \* that indicates this pad will trigger a loop rather than play sound. Pressing OK again will revert the pad back to its original state.

## EFFECT

Allows you to have control over the master effects on the UNIT. Use the SELECT button to scroll between EQ, Reverb and Limit.

### EQ

A built-in 3-band EQ, which can shape the overall sound of the UNIT.

EQ	Reverb	Limit	HOME
Switch	OFF	WAVE	
High	0dB	LOOP	
Mid	0dB	EFFECT	
Low	0dB	ADV	
□□□□□			

#### SWITCH

Disable or Engage the EQ.

#### HIGH

Adjust the treble frequencies +/- 12dB.

#### MID

Adjust the mid-range frequencies +/- 12dB.

#### LOW

Adjust the bass frequencies +/- 12dB.

## REVERB

Built-in reverb providing ambience for the UNIT.

EQ	Reverb	Limit	HOME
Switch	OFF	WAVE	
Type	room	LOOP	
		EFFECT	
		ADV	
□□□□□			

#### SWITCH

Disable or Engage the REVERB.

#### TYPE

Choose between room, stage and studio.

## LIMIT

Built-in limiting feature.

EQ	Reverb	Limit	HOME
Switch	OFF	WAVE	
Threshold	0	LOOP	
		EFFECT	
		ADV	
□□□□□			

#### SWITCH

Disable or Engage the Limiter feature.

#### THRESHOLD

When set to 0, input and output are the same, when set to -12 the output is 1/4 of the maximum output.

## ADV

Gives you access to advanced editing features.

PAD1	[P1]	HOME
Tuning	0	WAVE
Muffling	OFF	LOOP
Layer Point 127		EFFECT
Type	OFF	ADV
□□□□□		

### Tuning

Tune a sample up or down, the range is +/- 12. This only works on sample A.

### Muffling

Adjusts the amount of muffling effect on an individual sample. This only works on sample A.

### Layer Point

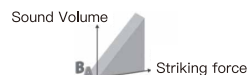
When the pad is set to have both sample A and sample B, any hit louder than this setting (0-127) will play sample B. For example, any hits below 50 will play sample A, any hits above play sample B.

### Type

Allows you to choose between OFF, MIX, SWITCH and FADE.

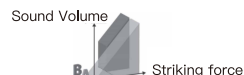
## OFF

Only play sample A, sample B will not engage.



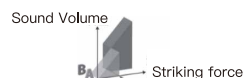
## MIX

When the layer point threshold is met, sample B will be blended in with sample A.



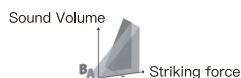
## SWITCH

When the layer point threshold is met, sample B will take the place of sample A.



## FADE

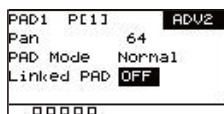
When the layer point threshold is met, sample B will play as well as sample A.



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## ADV 2

Gives you access to more advanced editing features.



### Pan

Controls the pan of the samples output, 0 = Fully Left, 64 = Centre, 127 Fully Right.

### PAD Mode

Changes the behaviour of a pad.

#### **Normal**

Normal plays the sound of the pad once.

#### **Switch**

Switch starts the sound when hit first time, you hit again to stop the sound. Ideal for backing tracks and other sound effects.

#### **Loop\*2, 4, 8**

Repeats the loop the same amount of times shown on the option. For example, Loop\*4 will loop a sound 4 times.

#### **Infinite**

Repeats the loop continuously.

### **Linked PAD**

Link the sound of another pad with this pad. Allows you to trigger two pads at the same time.

### **Mute Group**

Build a Mute Group from 1 – 9. Hitting a pad then hitting another pad from the Mute Group will mute the first pad, ensuring there is no crossover.

## KITCHAIN

Used for creating a custom order of drum presets according to your preferences. The UNIT can support 5 kitchains, allowing you to have 8 different kits in each KITCHAIN. After it has been activated it will be shown in the home screen.



## KITCH

Used to select which KITCHAIN you are editing. Select between 1-5 or OFF. Selecting OFF will disable all kitchains and the presets will be in their original order.

### 01-08

Selects which order the preset kit will go in, 01 is first – 08 is last. Once highlighted you can choose which preset you want using the +/- BUTTON or SCROLL wheel.

KITCHAIN		1	ADV2
01	OFF	05 P4	KITCH
02	P1	06 P5	
03	P2	07 P6	
04	P3	08 P7	

## SETUP BUTTON SUBMENUS

### MIDI

Displays a MIDI number for each pad. Hit a pad and the corresponding MIDI number will be highlighted. Once the desired pad has been hit you can edit the MIDI value using the scroll wheel or +/- buttons.

43	57	51	MIDI
48	45	43	PAD
38	38	42	ExtPAD
50	47	41	Ext
44	35		DISP
□□□□□			

### PAD

Adjusts pad specific parameters.

PAD9	MIDI
Sensitivity 15	PAD
Threshold 15	ExtPAD
VelCurve linear	Ext
	DISP
□□□□□	

#### Sensitivity

Changes how sensitive the pad is, adjust from 1-32. 1 is low sensitivity, 32 is most sensitive.

#### Threshold

Adjusts the minimum threshold for generating a sound from a pad, adjust from 1 - 32. When set to a high value a gentle hit will not generate a sound.

#### VelCurve

Sets the way the velocity increases as you hit the pad harder, choose between linear, log and exp.

#### **linear**

The default type of velocity. The sample volume increases evenly as you hit the pad harder.

#### **log**

The sample volume reaches maximum velocity quicker. Ideal for samples that you want to get to maximum velocity without much dynamic range.

#### **exp**

The sample reaches maximum velocity slower, ideal for samples that have extra nuance.

#### **max**

The sample is at the maximum velocity.

### ExtPAD

Menu which allows you to adjust extra pads connected to the UNIT (sold separately).

To control an additional footswitch, plug in the footswitch and press it, this will allow you to adjust its settings.

	Fs1	MIDI
Mode	HHpedal	PAD
Control	PAD 9	ExtPAD
Trig1/2	Dual	Ext
Trig3/4	Dual	DISP
□□□□		

#### Fs1

When Fs1 is pressed, you can choose all the modes of Fs1.

#### Fs2

When Fs2 is pressed, you can choose all the modes of Fs2.

#### PAD 1-9

When PAD 1-9 is struck, you can use the selected pad as mode KIT DEC, KIT INC, CLICK, or MUTE.

### Mode

Allows you to change the behaviour of a connected footswitch or the behaviour of PAD 1-9. By default, FS1 will be in HHPedal mode and FS2 will be in KICK mode.

#### **HHPedal**

In this mode the footswitch will act as if it has a hi-hat pedal, operating as a control pad.

#### **PAD**

Used to control whether a pad plays sample A or B. For example, when you press the footswitch down, it will play sample A - when you let go of the footswitch it will revert to sample B.

#### **KICK**

Footswitch will act as a kick drum. When pressed it will play a sample.

#### **KIT DEC**

Operates as the - button, or moving the scroll wheel left one value. Can be used to change presets via footswitch or pad.

#### **KIT INC**

Operates as the + button, or moving the scroll wheel right one value. Can be used to change presets via footswitch or pad.

#### **CLICK**

In this mode the footswitch or pad turns the metronome off or on.

#### **MUTE**

Press the footswitch or pad to stop sounds.

### Control Pad

Selects which pad the footswitch controls in HHpedal or Pad mode.

### Trig1/2

Choose between single and dual zone trigger for the external pad plugged into Trig 1/2.

### Trig3/4

Choose between single and dual zone trigger for the external pad plugged into Trig 3/4.

### **Ext**

Preset expansion trigger parameters.

Connect the extension pad, strike the pad and then scroll through below six options to pick the type that closest matches your trigger pad.

Trig1	MIDI
DRM16208	PAD
	ExtPAD
	Ext
	DISP
□□□□□	

### **NAME**

### **DESCRIPTION**

DRM16208	8" rubber drum pad
DRM18107	7.5" rubber drum pad
DRM19106	7.5" single trigger Mesh drum
BAS18103	8" kick drum
BAS19107	7.5" rubber kick drum
CBL17110ST	single trigger cymbal

### **DISPLAY**

Allows you to set the LCD Contrast and disable the LEDs.

[Setup]	MIDI
LCD Contrast 18	PAD
LED Type type1	ExtPAD
	Ext
	DISP
□□□□□	

#### LCD Contrast

Sets the contrast of the LCD screen, from 0 - 20.

#### LED Type

##### **off**

Turns the LEDs which illuminate when you hit a pad on or off.

##### **type1**

When playing , the LEDs up for 0.5s and go out.

##### **type2**

The LEDs go on and off While playing.

### **VERSION**

Shows information relating to the software inside the UNIT.

[Setup]	VER
SF SF7.05	RESET
FirmWare 2.06	UPDATE
Syn Ver syn3.04	
Detect ED0.07	
□□□□□	

#### SF

Version of built-in sounds.

#### FirmWare

Displays which version of the firmware is installed.

#### Syn Ver

Displays which version of the synthesiser software is installed.

#### Detect

Displays which version of the detection algorithm is installed.

### **RESET**

Used to restore to factory settings. Press OK to initiate this process, the UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.

[RESET]	VER
Press OK to reset	RESET
	UPDATE

### **UPDATE**

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you will receive a dpupdate.bin file, add this to the root directory of your memory stick. Then press OK when the update field is highlighted. The firmware will be installed and the UNIT will restart.

### **RECORD MODE**

Allows you to record MIDI patterns within the UNIT. Pressing the REC button once will display the following menu. The metronome will automatically turn on, you can disengage it using the CLICK button.

It is recommended to go to the CLICK button to set the metronome tempo and beat before recording.

[RECORD]	START
START: -----	STOP
BAR: Free	
QTZ: OFF	VEL: OFF
□□□□□	

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You can change below parameters with SELECT button and -, +, Rotary.

#### BAR

The number of bars that will be recorded.  
Value: Free/\*1/\*2/\*4/\*8/\*16

#### QTZ

Quantize note. Automamatically corrects the beats as the setting value.  
Value: OFF, 1/4, 1/8, 3/8, 1/16, 3/16, 1/32, 1/64

#### VEL

Quantize velocity. Automatically corrects the velocity of your recording as the setting value.  
If set OFF, that means quantize velocity is off and it will record your playing velocity as normal.  
Value: OFF, 0-127

#### NOTE

The maximum amount of hits able to be recorded is 5000, the recording feature will automatically stop after that. If you immediately start to record a new performance without saving, the original will be deleted. If you change to a different function instead of saving the recording will be deleted.

#### START

Press the REC button again so the START icon is highlighted, the UNIT is now in RECORD MODE and will capture the next notes played.

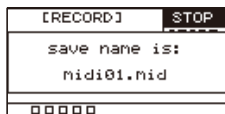


#### STOP

When you are finished press the REC button again, the STOP icon will be highlighted. The UNIT is now in STOP mode and will stop capturing your performance.



Press OK button to save the recording.



This will save as a MIDI file internally on the unit. You will be able to load it from the KIT menu. This can be played via the LOOP submenu explained on page 7. Because it is a MIDI file, it will sound like the preset kit that is currently active.

