



soundSation

Realkit-touch

DIGITAL DRUM KIT



USER MANUAL

Please read this manual carefully and proper take care of this manual.



Dear customer,

First of all thanks for purchasing a SOUNDSATION® product. Our mission is to satisfy all possible needs of musical instrument, professional audio and lighting users offering a wide range of products using the latest technologies.

We hope you will be satisfied with this item and, if you want to collaborate, we are looking for a feedback from you about the operation of the product and possible improvements to introduce in the next future. Go to our website www.soundsationmusic.com and send an e-mail with your opinion, this will help us to build instruments ever closer to customer's real requirements.

One last thing: read this manual before using the instrument, an incorrect operation can cause damages to you and to the unit. Take care!

The SOUNDSATION Team

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IMPORTANT SAFETY SYMBOLS



The symbol is used to indicate that some hazardous live terminals are involved within this apparatus, even under the normal operating conditions, which may be sufficient to constitute the risk of electric shock or death.



The symbol is used in the service documentation to indicate that specific component shall be replaced only by the component specified in that documentation for safety reasons.



Protective grounding terminal



Alternating current/voltage



Hazardous live terminal

ON

Denotes the apparatus is turned on

OFF

Denotes the apparatus is turned off

WARNING:

Describes precautions that should be observed to prevent the danger of injury or death to the operator.

CAUTION:

Describes precautions that should be observed to prevent danger of the apparatus.

TAKING CARE OF YOUR DRUM

- ▶ Read these instructions
- ▶ Keep these instructions
- ▶ Heed all warning
- ▶ Follow all instructions

WATER / MOISTURE

The apparatus should be protected from moisture and rain and can not be used near water; for example near a bathtub, a kitchen sink, a swimming pool, etc.

HEAT

The apparatus should be located away from heat sources such as radiators, stoves or other appliances that produce heat.

VENTILATION

Do not block areas of ventilation opening. Failure to do could result in fire. Always install according to the manufacturer's instructions.

OBJECT AND LIQUID ENTRY

Objects do not fall into and liquids are not spilled into the inside of the apparatus for safety.

POWER SUPPLY

In case of external power supply, the apparatus should be connected to the power supply only of the type as marked on the apparatus or described in the manual. Failure to do could result in damage to the product and possibly the user. Unplug this apparatus during lightning storms or when unused for long periods of time.

ELECTRICAL CONNECTION

Improper electrical wiring may invalidate the product warranty.

CLEANING

Clean only with a dry cloth. Do not use any solvents such as benzene or alcohol.

SERVICING

Do not implement any servicing other than those means described in the manual. Refer all servicing to qualified service personnel only. Only use accessories/attachments or parts recommended by the manufacturer.

WARNING

Please remember the high sound pressure do not only temporarily damage your sense of hearing, but can also cause permanent damage. Be careful to select a suitable volume.

NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. Also, this equipment has been tested and found to comply with the limits for following standard:

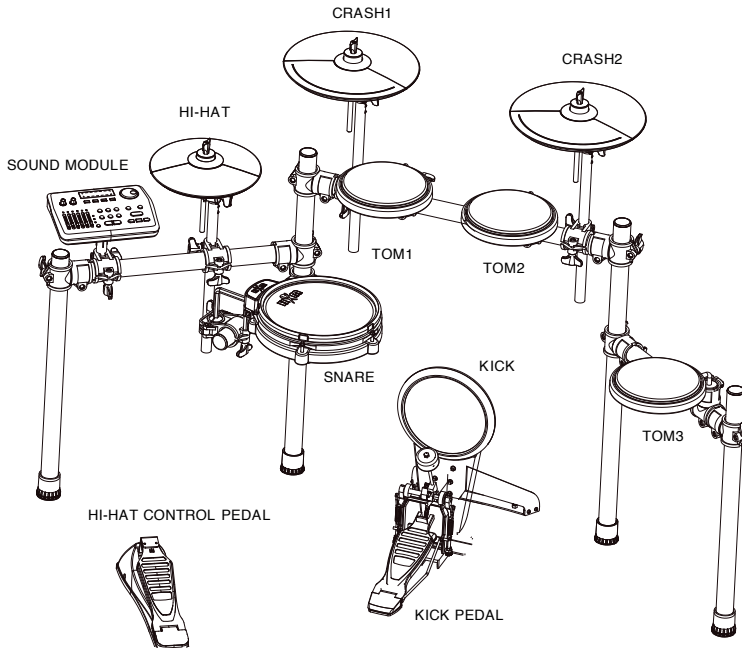
EN55022-2006
EN55024:1998/+A1:2001/+A2:2003
EN55013:2001/+A1:2003/+A3:2006
EN55020:2007
EN61000-3-2:2006
EN61000-3-3:1995/+A1:2001/+A2:2003

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee

that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ▶ Reorient or relocate the receiving antenna.
- ▶ Increase the separation between the equipment and receiver.
- ▶ Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- ▶ Consult the dealer or an experienced radio/TV technician for help.

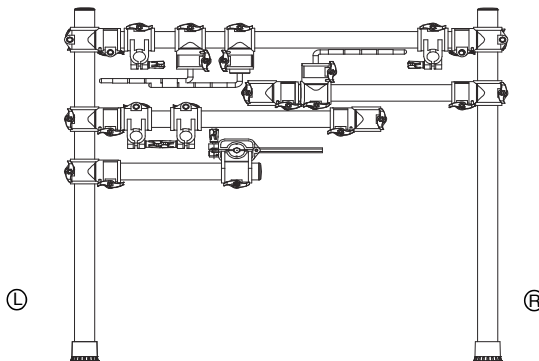
I. INSTALLATION



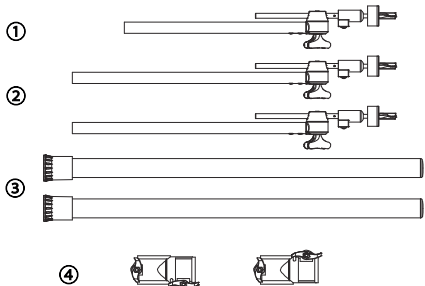
Drum-kit after installation

Each drum pad, cymbal pad and Hi-Hat control pedal has its part number underneath the component name for your reference in installation. The part number is also printed on the part packing box. Power adapter and connection cables are not shown in the drawing.

I.I. Rack System



Folded rack in package

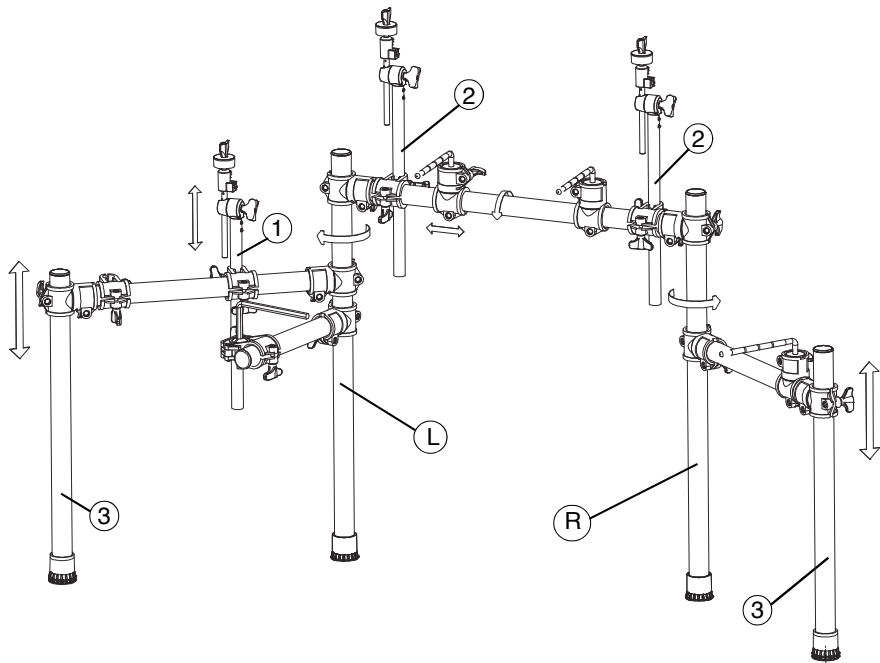


Cymbal Holders are contained separately in the package.

This is the view of all separated parts. Match each part to its number and set up the drums according to the diagram on next page. (4) are spare parts.

 **Note:** Please note that the Kick-drum and Hi-Hat control pedals are also packaged in the box.

1.2. Rack Installation

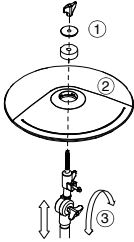


1. Combine the drum rack with support legs (3). On the right side you need to install a (4) to insert the leg. Be aware (4) is slightly different with (5), you need the one

with wing nuts here.

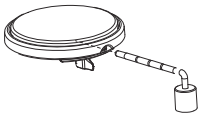
2. Make the drum rack steady and adjust all the positions according the diagram below. Then fasten all wing nuts.
3. 3.Add (1) and (2) to their clamps accordingly and adjust their position.

I.3. Components Installation



CYMBAL INSTALLATION

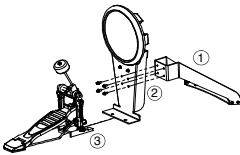
1. Remove the wing nut, washer and felt pad from the top of the rod.
2. Put the cymbal pad into the rod, then place back parts removed in the step 1. Fasten the wing nut but not too tightly. It allows the pad a little bit wobbling like real acoustic cymbal.
3. Adjust the pad position then re-tighten the wing nut.



SNARE AND TOM INSTALLATION

1. Adjust the support hex rod to suitable position.
2. Loosen the bottom wing nut of the pad and insert it to the support hex rod. Push the wing nut up a little bit and shake the pad to insert it successfully.
3. Fasten the bottom wing nut after the pad is adjusted to the suitable position.

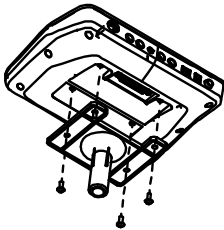
KICK INSTALLATION



1. Align holes in the support stand (1) and pad (2), then insert bolts and fasten with drum key (attached).
2. Insert tongue (3) of the kick stand into slot of the pedal. Adjust to a suitable position, and then fasten the wing nut on the kick pedal.

SOUND MODULE INSTALLATION

1. Align holes in the sound module and module mount then insert screws and fasten it.
2. Insert rod of the supporting board into the clamp, then tighten the wing nut.



FINALIZING THE INSTALLATION

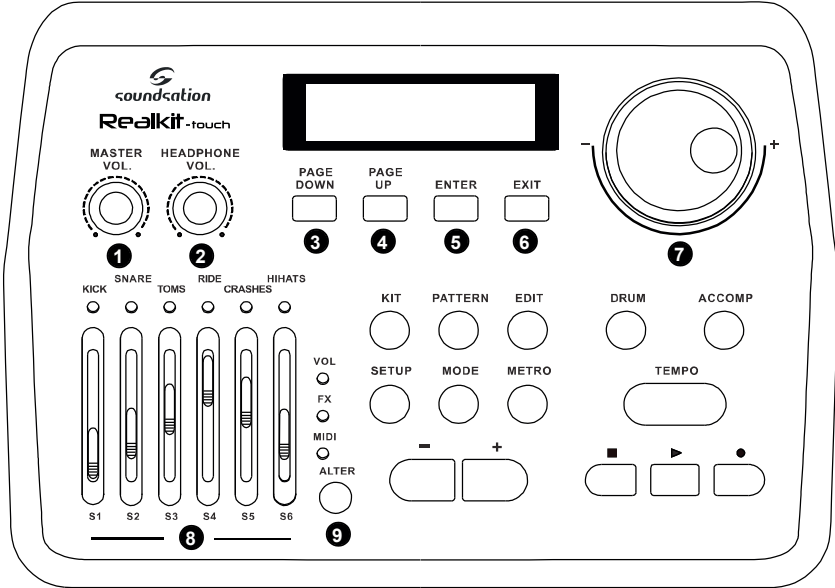
After install all components, fine adjust the arm, clamps and rods to the best position you desire.

ELECTRONIC CONNECTION

Connect the trigger connector cable plug to the bottom of the sound module, and then connect all cable heads according to their name tags.

2. SOUND MODULE

2.1. Control Panel

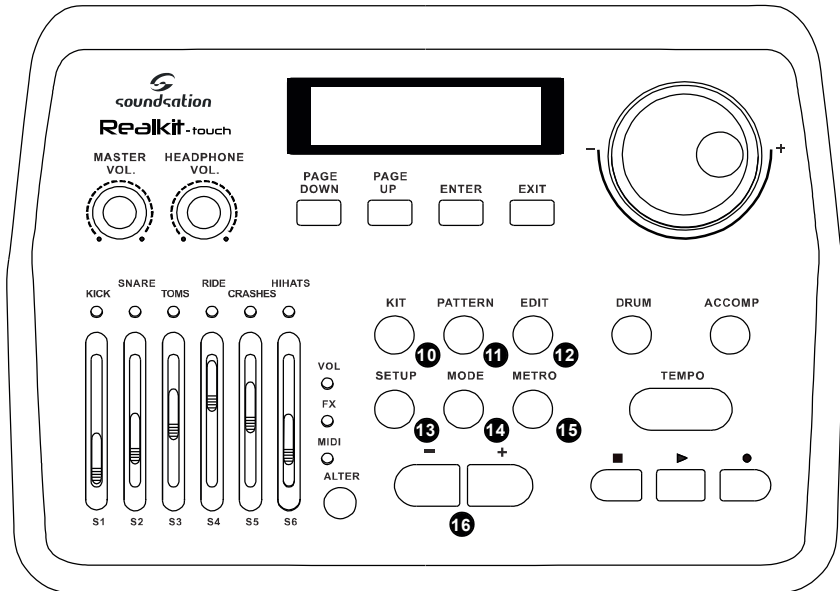


1. **MASTER VOL.** - Adjust the output level of LINE OUT. Rotate it clockwise to increase volume.
2. **HEADPHONE VOL.** - Adjust the output level of HEADPHONE , rotate it clockwise to increase volume.
3. **PAGE DOWN** - Switch to next option in current menu.
4. **PAGE UP** - Switch to last option in current menu.
5. **ENTER** - Proceed to sub-menu or to confirm operation.
6. **EXIT** - Proceed to root menu or to cancel operation.
7. **SCROLL WHEEL** - Turn this wheel to increase or decrease values or change kits quickly. Rotate it clockwise to increase.
8. **MIXER & 9. ALTER** - Use ALTER button to switch 3 fader modes.

In VOL mode: S1-S6 are used to control volume of kick, snare, toms, ride, crashes, hi-hats, and also their rim or edge volume.

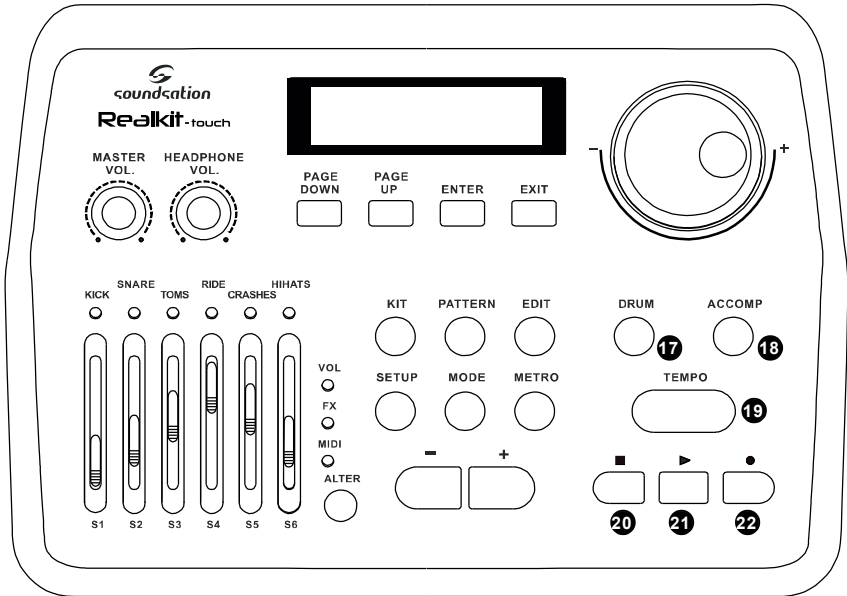
In FX mode: S1 controls kit reverb level. Reverb type can be selected in FX SET menu. S2 controls kit compression ratio. Threshold can be set in FX SET menu. S3-S6 control the gain of a 4-band equalizer. Frequency can be set in FX SET menu. See the SETUP chapter for more information.

In MIDI mode: S1-S6 are assigned to 6 different midi controller. They can be used to control track volume or effects on computer. Controller number can be set in MIDI SET menu (See chapter SETUP).



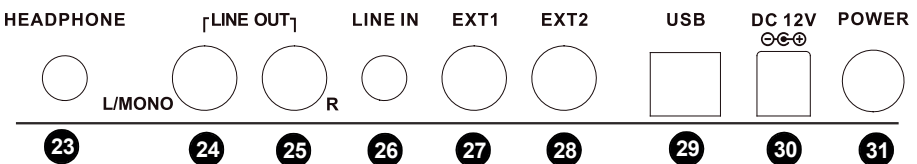
10. **KIT** - Press this button to engage kit mode. You can use +/- button (16) or scroll wheel (7) to select a kit in this mode.
11. **PATTERN** - Press this button to engage pattern mode, where you can play demo patterns, exercise with patterns or do some drum recording.
12. **EDIT** - Press EDIT button to edit the current drum kit, including voice type, voice, volume, reverb level, pitch and pan. (See EDIT chapter).
13. **SETUP** - Press SETUP button to adjust system settings, including BACK VOLUME, MASTER TUNE, LOCAL, FX SET, MIDI SET, ADVANCE and RESET. (See SETUP chapter).
14. **MODE** - Change playing modes for demo patterns.
 - Play One** Play a single pattern once.
 - Repeat One** Loop a single pattern.
 - Play All** Play all patterns once.
 - Repeat All** Loop all patterns.
15. **METRO** - Press this button to set metronome on/off, volume, tempo, time signature and voice. Use PAGE DOWN/UP to switch between options.



16. **-/+** - Use these two buttons to decrease or increase values and settings. Also you can select a kit using these buttons.



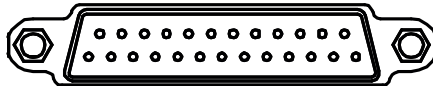
17. **DRUM** - Press this button to mute the drum track of a demo pattern.
18. **ACCOMP** - Press this button to mute accompaniment tracks of a demo pattern.
19. **TEMPO** - Tap this button at a desired rate to get a new tempo for demo pattern and metronome after you have tapped it four times. You can also change the tempo using scroll wheel (7) or **-/+** button (16) after you have pressed TEMPO button.
20. **■** - Pauses playback of the current demo pattern, press it again to cancel playing current pattern.
21. **▶** - Plays the current demo pattern.
22. **●** - Record a drum sequence. You can use STOP button (20) to pause recording. Press STOP button (20) again to finish recording and save the sequence to a user song. Press ENTER to confirm. You can also record along with a demo pattern in PATTERN mode.

2.2.Rear Panel



23. **HEADPHONE** - Connect your headphone to this 1/8" TRS output.
24. **LINE OUT L/MONO** - Left channel of main output. Connect this output to any amplifier using 1/4" TS cable. For mono output, please connect this socket only.
25. **LINE OUT R** - Right channel of main output. Connect this output to any amplifier using 1/4" TS cable. For stereo output, please connect both LINE OUT L/MONO (2) and LINE OUT R (3).
26. **LINE IN** - Analog input socket of the sound module, 1/8" TRS.
 **TIPS - An extra 1/8" male to male cable will be needed if you want connect your sound module to any sound source such as iPod, iPad, CD player, mobile phone or computer. Play and practice with your favorite music.**
27. **EXT1** - Extended trigger socket 1, connect to Crash2 by default.
28. **EXT2** - Extended trigger socket 2, connect to Tom4 by default.
29. **USB** - Connect standard B type USB cable to this socket for updating firmware, gaming, recording MIDI and using plug-ins for more sound on computer.
 **TIPS - Connect USB2.0 A male to B male cable to this socket, such cable is very common in home printers.**
30. **DC 12V** - Connect the attached DC 12V power adapter to this socket.
31. **POWER** - Turns the module on and off.

TRIGGER INPUTS - Trigger inputs socket is located at the bottom of sound module. Connect the multi-trigger connector (AKA 25pin connector) to this socket and lock it.

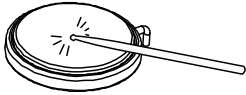


3. PLAYING PAD

All pads have striking force sensitivity feature. Strike the pad harder to make higher volume and strike the pad softer to make lower volume.

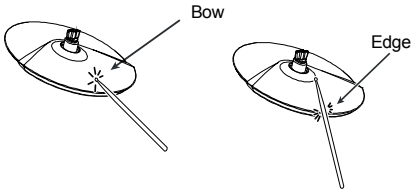
PLAYING TOM DRUM

Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound.



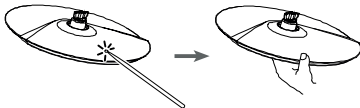
PLAYING CYMBAL

Strike the central position (bow) of the cymbal to make cymbal bow sound, strike the edge of the cymbal to make edge shot sound.



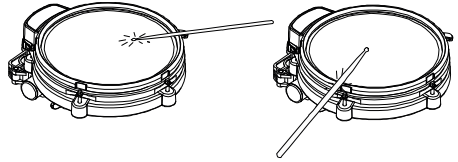
CYMBAL CHOKE

Strike a cymbal, its sound will sustain. Then squeeze the edge portion to mute the sound. Please note that the Hi-Hat has no choke feature.



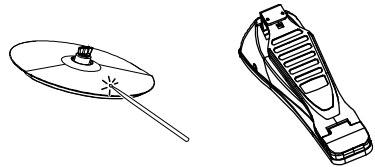
PLAYING SNARE DRUM

Strike the central position (head) of the pad to make head sound, strike the rim of the pad to make rim sound. The rim triggering is velocity layered.



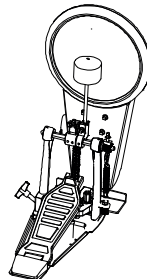
PLAYING HI-HAT

1. Strike the Hi-Hat pad without pressing the Hi-Hat control pedal to make open Hi-Hat sound.
2. Strike the Hi-Hat pad with fully pressing the Hi-Hat control pedal to make close Hi-Hat sound.
3. In certain position while you press the Hi-Hat control pedal, playing Hi-Hat cymbal will trigger half open sound.
4. Press the Hi-Hat pedal down quickly to make Hi-Hat pedal chick sound.
5. Press and release the Hi-Hat pedal down very quick to make Hi-Hat foot splash sound.



PLAYING KICK DRUM

Press the Kick drum pedal to make a kick drum sound.

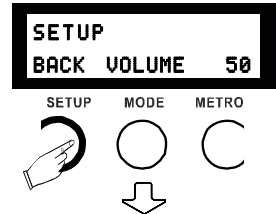


4. BEFORE STARTING PERFORMANCE

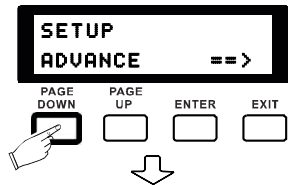
- Make sure the drum kit is stable and all the parts are well locked.
- Connect all the cables to the drum module according to their tags.
- Connect the multi-trigger connector to its socket at the bottom of the sound module and lock it.
- Power the sound module up.

Due to the difference of installation and environment, if cross talk problem occurs, please follow the following procedures.

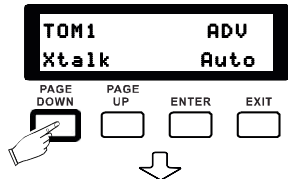
- Press SETUP button.



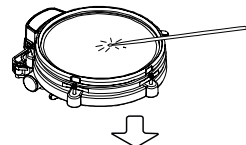
- Press the PAGE DOWN/UP button until the sub menu ADVANCE appears.



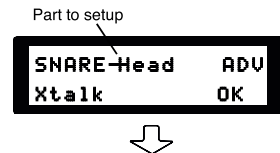
- Press ENTER button to confirm, then press the PAGE DOWN/UP button to select item of Xtalk.




- Strike a pad you desire with maximum strength repeatedly until "OK" is shown on the screen.

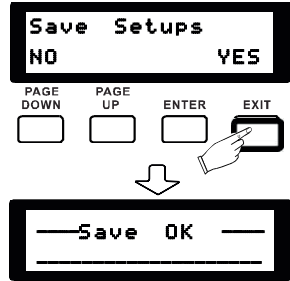


- Then change to another pad and repeat the third procedure (Not including Hi-hat Pedal).
- Also, you can set the HEADROOM (aka Velocity Dynamic range) of each pad. To reach a loud sound easier, simply lower the HEADROOM value.



- Press EXIT to quit, when “Save Setups” appears, press ENTER to confirm or select No to cancel saving . The display will show “Save OK” after saving.

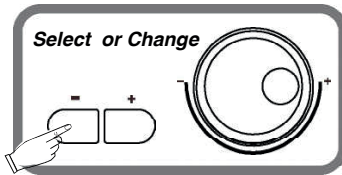
 **Note All the system settings in SETUP is global parameter, they will affect all the kits and can be saved even when rebooted. If the adjustment result is not good, do a crosstalk reset according to next pages.**




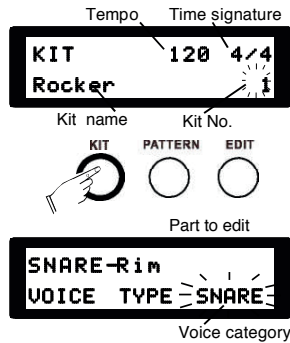
5. BASIC OPERATION

TO SELECT A KIT

- Press kit on the control panel and use the scroll wheel or +/- button to select a kit.

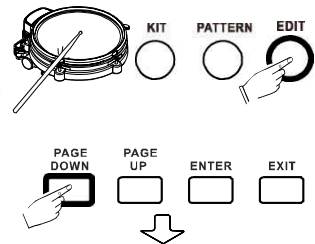


 **Tip: While adjusting parameters, you can change its value by using +/- buttons or scroll wheel also.**



TO EDIT A KIT

- Press EDIT to enter EDIT MODE, where you can assign different voices and adjust other parameters to make your own kit. Strike on different part on each pad to select among triggers, or use DRUM button to switch between drum instruments.
- Use PAGE DOWN/UP to enter VOICE TYPE menu and use scroll wheel or +/- button to choose a voice category. Choose “---” for a blank voice.



- Use PAGE DOWN/UP to enter VOICE menu and use scroll wheel or +/- button to choose a voice within the selected category referring to Voice List in <APPENDIX>



Tip: The meaning of shortened voice names: R stands for Rim shot, X for Cross stick, E for Edge, B for Bell, C for Close, O for Open, Half for Half Open, P for Pedal Chick, Sp for Pedal Foot Splash.

- Use PAGE DOWN/UP to enter VOLUME menu to adjust the volume level for a single trigger.

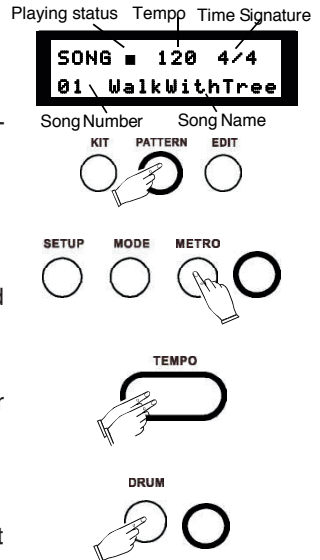


- Press EXIT to quit the current menu and select a place to save it using +/- button. You can either save it to a preset kit or a user kit if you don't want to overwrite the preset kit. Press ENTER again to confirm or press EXIT to cancel.



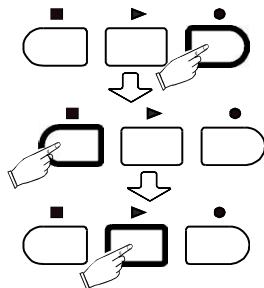
TO PLAY A DRUM PATTERN (DEMO SONG)

- Press PATTERN button, use scroll wheel or +/- button to select a demo, and use the play ► and stop ■ buttons to play a demo. The display shows information about demo.
- Press METRO button, use +/- button or scroll wheel to activate metronome. Use PAGE DOWN/UP to adjust metronome volume, tempo, time signature and sound.
- Tap tempo button at a desired rate to get a new tempo. You can also change the tempo by scroll wheel or +/- button after you press tempo button.
- Don't need the drum track in the demo pattern? Simply press DRUM button to mute it. You can also press ACCOMP button to mute other accompaniment tracks.



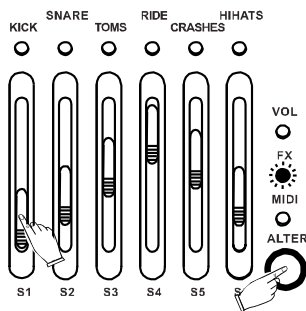
TO RECORD A DRUM TRACK

- Press the record button ● in KIT mode, set the tempo for recording, and press the record button again to start recording.
- Use stop button ■ to pause your recording. You can either press play button ► to continue recording or press stop button to finish and save your recording.
- While saving your recording, on the screen will show "Save the song to", use scroll wheel or +/- button to locate the place for saving, and press enter to confirm.
- If you are in PATTERN mode, you can record along with demo song.



TO USE THE MIXER

- Press the ALTER button to switch between 3 modes for faders. In VOL mode, all the faders control the volume of different pads.
- In FX mode, S1 controls reverb level, S2 controls compression ratio, and S3-S6 change to a 4-Bank equalizer.
- In MIDI mode, 6 faders are assigned to 6 different controllers. You can use them to control track volume or various effects in any DAWs or plug-ins.



TO RESTORE FACTORY SETTINGS

- Press SETUP, and use PAGE DOWN/UP to locate RESET menu.
- Use +/- or scroll wheel to select what you want to restore.

Kits: Initialize all the kits, including user kits.

Settings: Initialize all system settings.

Xtalk: Initialize cross talk to default.

Songs: Initialize all user patterns.

All: Initialize everything to factory settings.

- Press ENTER to confirm. The screen will show RESET OK.
- Reboot the module to complete.



SETUP MODE METRO



6. SETUP

Press on the SETUP button to advance to system settings. Use PAGE DOWN/UP to select an item to set.



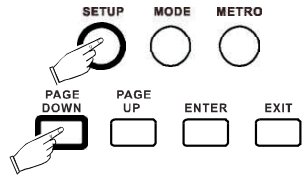
Change parameter directly

If the item with blinking parameter, use -/+ button or scroll wheel to change it directly. If the item has ==> mark after, press the ENTER button to enter the sub-menu for further options.



Press ENTER to enter the sub-menu

After setting, press the EXIT to exit and the screen shows "Save Setup". Press the ENTER to save or press the EXIT to give up.



All items can be setup are:

BACK VOLUME

Controls the volume of demo patterns and loops.



MASTER TUNE

Controls the overall pitch. It is A4, 440Hz by default.



LOCAL

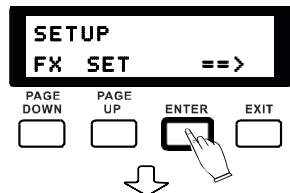
Decides whether the module read the sound files or not. If switched to OFF, the sound module will function as a midi drum, which produce no sound but send MIDI messages.



TIPS: If you want to connect the sound module to computer for gaming or using drum plug-ins, switch LOCAL to OFF will lower latency.

FX SET

Set the function of faders in FX mode. You can either slide the fader or use PAGE DOWN/UP to switch between options.



Reverb Type: Select reverb type for reverb effect controlled by S1.

Dist.Pst: Select distortion type. Select OFF to disable distortion. Distortion effect can only be selected here.

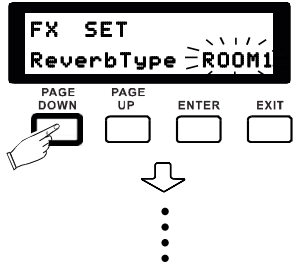
Threshold: Select the threshold for Compressor/Limiter controlled by S2. Decrease this value by certain amount may avoid clipping.


LowFrq: Set low frequency point, which is controlled by S3. Shelf type, the value is at the middle position on slope.

LoMiFrq: Set low mid frequency point, which is controlled by S4. Bell type, the value is at the center of bell curve.

HiMiFrq: Set high mid frequency point, which is controlled by S5. Bell type, the value is at the center of bell curve.

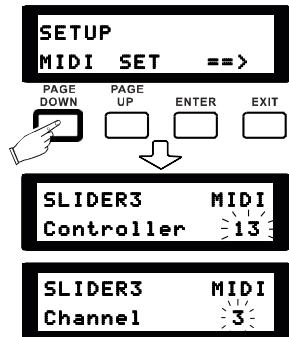
HighFrq: Set high frequency point, which is controlled by S6. Shelf type, the value is at the middle position on slope.



 **Note:** In some cases, the value of the fader is not match to its actual position. For situation like this, the fader will be activated until its actual position has reached is value shown on screen.

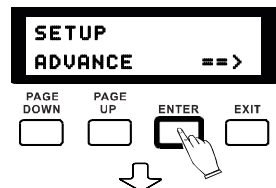
MIDI SET

Assign controller and channel for each fader in MIDI mode. You can either slide the fader or use PAGE DOWN/UP to switch between options.

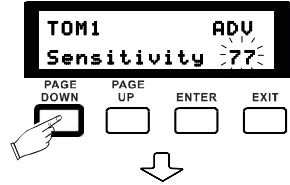


ADVANCED SETTINGS

Includes all the physical settings for pads/triggers.



Sensitivity: The higher the value is, the easier it will be to trigger. But if this value is too high, will cause some crosstalk problems.



Headroom: Set the velocity dynamic range. This value is the velocity needed to get max volume, so the lower the value is, the easier to get louder sounds.



TIPS: You can use the faders to adjust the volume quickly, but it will not be saved if you power off the sound module.

The concept of Headroom is essentially different from Volume. Headroom decides the velocity to reach the max volume, but cannot change the max level of volume.

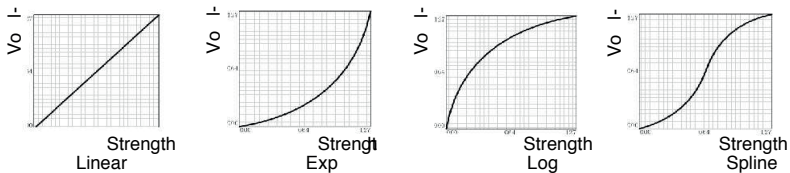
SenseTime: Sets the interval between two triggering. Increase this value by certain amount may avoid being triggered multiple times by vibration in very short time.



Trigger: Sets the velocity curve for pads, including Linear, EXP1&2, LOG1&2 and Spline. On horizontal is the velocity you strike, and on vertical is the volume after processed by the trigger curve.



Diagram of 4 types of the curve



Xtalk: Sets the crosstalk for pads. Use max power to strike a pad repeatedly until the screen shows OK, and then change to another pad and repeat the procedure. Velocity data on other pads will be loaded automatically for reference in order to avoid crosstalk.



Note Send: Set the MIDI note for each trigger. When the MIDI note is different between this module and other sound sources, by adjusting this value they can be easily matched.



Rim Velocity: Rim velocity correction option will appear when you strike on the rim or edge parts. The higher the value is, the louder it will become. Cymbal edges are also included in this setting.



Pedal Vel.: Decides the velocity triggered by hi-hat pedal. The higher the value is, the louder Pedal Chick and Pedal Splash sounds you get.



Calib: Calibration for the pedal range. Select this option, press down to the floor and then release the pedal slowly. Repeat the procedure several times to get more precise range and finish the calibration.



Spilt Point: Sets the velocity split point of Snare Rim & X-Stick. If you play the snare rim softer than this value, it will trigger cross stick sound. Above that value it will trigger rim shot sound.

- Note:** Some unique settings, such as Rim Velocity, Spilt Point., Pedal Vel., Calib and etc., they will appear only if the matching part is struck. Or you can find them using DRUM button.
- Tip:** Use DRUM button can switch between triggers quickly in SETUP menu.

RESET

Restore to factory settings. It is strongly recommended to reboot the sound module after reset is completed, in order to avoid some unexpected behavior.

- Kits:** Initialize all the kits, including user kits.
- Settings:** Initialize all system settings.
- Xtalk:** Initialize cross talk to default value.
- Songs:** Initialize all user patterns.
- All:** Initialize everything to factory settings.



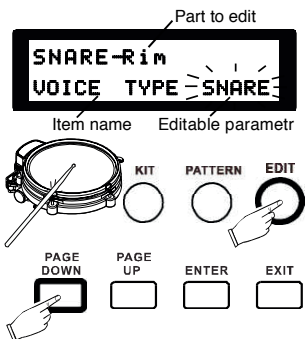
7. DRUM KIT EDIT

First, select a kit for editing. Press on the EDIT button to enter drum kit edit menu. There are 6 items available for kit editing.

The chapter <BASIC OPERATION> instructs how to enter the Edit mode, select part and item in details; this chapter offers more information.

VOICE TYPE: Select the category of the voice, including KICK, SNARE, TOM, RIDE, CRASH, HIHAT, PERC (Percussions and FXs), METRO (Metronome), --- (Blank).

- Note:** Select “---” for Pedal Splash if you don’t need it.



VOICE: Select a voice in its category. Create your own kit with voices you like.

Note: For hi-hats don't have a matching Half-Open sound, please set the HalfOpen voice the same to HIHAT-Open sound.



VOLUME: Adjust the volume of current trigger. The higher the volume, the louder it will be.



REVERB: Adjust the reverb level of current trigger. Overall reverb can be adjusted by S2 in FX mode, this value decides how much the current trigger will be affected by fader S2.



PITCH: Adjust the pitch of current trigger, measured in semitones.



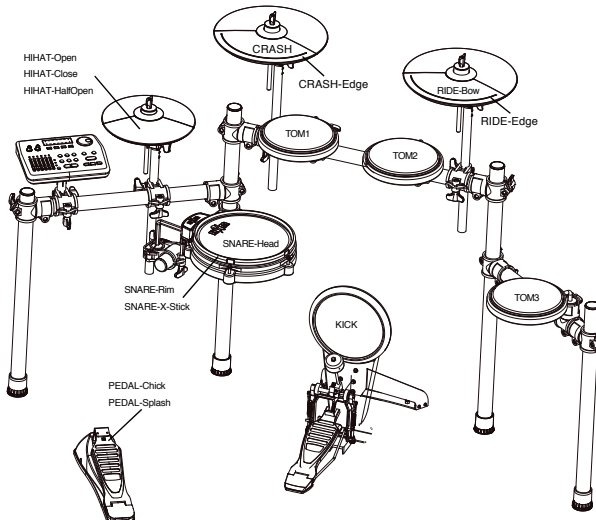
PAN: Adjust the panning of current trigger. Minus value stands for left and 0 stands for middle position.



Tip: Use DRUM button can switch between triggers quickly in EDIT menu.

Note: For drum kit settings in EDIT menu, each setting affects one trigger. For multi-triggering pads, they may have many triggers. For example, snare head, snare rim and snare X-stick can have different volume settings.

See to the picture below for trigger names:



8. WARRANTY AND SERVICE

All SOUNDSATION products feature a limited two-year warranty. This two-year warranty is specific to the date of purchase as shown on your purchase receipt.

The following cases/components are not covered from the above warranty:

- Any accessories supplied with the product
- Improper use
- Fault due to wear and tear
- Any modification of the product effected by the user or a third party

SOUNDSATION shall satisfy the warranty obligations by remedying any material or manufacturing faults free of charge at SOUNDSATION discretion either by repair or by exchanging individual parts or the entire appliance. Any defective parts removed from a product during the course of a warranty claim shall become the property of SOUNDSATION.

While under warranty period, defective products may be returned to your local SOUNDSATION dealer together with original proof of purchase. To avoid any damages in transit, please use the original packaging if available. Alternatively you can send the product to SOUNDSATION SERVICE CENTER – Via Enzo Ferrari , 10 – 62017 Porto Recanati - Italy . In order to send a product to service center you need an RMA number. Shipping charges have to be covered by the owner of the product.

For further information please visit www.soundsationmusic.com

9. WARNING

PLEASE READ CAREFULLY – EU and EEA (Norway, Iceland and Liechtenstein) only



This symbol indicates that this product is not to be disposed of with your household waste, according to the WEEE Directive (2202/96/EC) and your national law.

This product should be handed over to a designated collection point, e.g., on an authorized one-for-one basis when you buy a new similar product or to an authorized collection site for recycling waste electrical and electronic equipment (WEEE).

Improper handling of this type of waste could have a possible negative impact on the environment and human health due to potentially hazardous substances that are generally associated with WEEE. At the same time, your cooperation in the correct disposal of this product will contribute to the effective usage of natural resources.

For more information about where you can drop off your waste equipment for recycling, please contact your local city office, waste authority, approved WEEE scheme or your household waste disposal service.

10. APPENDIX

10.1. Drum Kit List

1	Rock	11	Fiesta
2	Funk	12	Mario
3	Popin	13	Impulse
4	Jazz	14	Loop
5	Metal	15	DirtySouth
6	Latin 1	16	Nebula
7	80s	17	Drumstep
8	Latin 2	18	Jungle
9	Brush	19	Utopia
10	Sunray	20	Bluebay

In kit 14 Loop, each tom contains a different loop. If you strike on it, a loop will be played. Each loop is in 4 measures. At every fourth measure, if you strike on another tom, a loop will be played automatically in next bar. To stop playing a loop, simply strike on the tom corresponding to the loop current playing.

10.2. Pattern List

1	WalkWithTree	21	MelodicDeath
2	Soul	22	SambaDance
3	Latin	23	RockBlues
4	Moskau	24	Fly
5	Heart	25	Bossa
6	Fable	26	Tango
7	theStorm	27	Dancing
8	Beowulf	28	CryintheRain
9	Forever	29	NightTrain
10	Acid	30	Arriba
11	Arcane	31	Batteries
12	toBeLoved	32	Revealite
13	Rain	33	Breathe
14	PopAges	34	BlueEyes
15	ChaCha	35	HeyMan
16	Life	36	Firerain
17	Home	37	NyanCats

18	Latina	38	Supreme
19	Reality	39	Bartender
20	SoftAmour	40	Celebration

 **Nota: l'assegnazione di default per tutti i Kit Utente è universale**

10.3. Voice List (I)

KICK			
Rock	House 03	Trance 03	Pop 04
Jazz	RnB 01	Trance 04	Jungle
Indie 01	RnB 02	Trance 05	Latin
Indie 02	RnB 03	Trap 01	Session
Metal	RnB 04	Trap 02	Vintage
Funk 01	Techno 01	Trap 03	Jungle 01
Funk 02	Techno 02	Trap 04	Jungle 02
8Bit 01	Techno 03	Trap 05	Fiesta
8Bit 02	Techno 04	Pop 01	
House 01	Trance 01	Pop 02	
House 02	Trance 02	Pop 03	

SNARE			
Rock	Funk X-Stick 02	Trance 02	Latin Rimshot 01
Rock Rimshot	8Bit 01	Trance 03	Latin Rimshot 02
Rock X-Stick	8Bit 02	Trance 04	Session
Jazz 01	House 01	Trap 01	Session Rimshot
Jazz 01 Rimshot	House 02	Trap 02	Session X-Stick
Jazz X-Stick	House 03	Trap 03	Vintage
Jazz 02	House 04	Trap 04	Vintage Rimshot
Jazz 02 Rimshot	House 05	Trap 05	Vintage X-Stick
Indie 01	RnB 01	Trap 06	Jungle
Indie Rimshot 01	RnB 02	Trap 07	Jungle Rimshot
Indie X-Stick	RnB 03	Trap 08	Fiesta 01
Indie 02	RnB 04	Trap 09	FiestaRimshot 01
Indie Rimshot 02	RnB R 01	Trap 10	Fiesta X-Stick 01
Metal	RnB R 02	Trap 11	Fiesta 02
Metal Rimshot	RnB X-Stick 01	Pop	FiestaRimshot 02
Metal X-Stick	RnB X-Stick 02	Pop Rimshot	FiestaRimshot 03
Funk 01	Techno 01	Pop X-Stick	

Funk Rimshot 01	Techno 02	Brush	
Funk X-Stick 01	Techno C 01	Brush Rimshot	
Funk 02	Techno C 02	Brush X-Stick	
Funk Rimshot 02	Trance 01	Latin	

Note: The voice in the list is a full name; some letters are omitted on screen display that is in light grey in the list.

10.4. Voice List (2)

TOM			
Rock1	Funk3 02	Trance1 02	Vintage1
Rock1 Rimshot	Funk4 02	Trance2 02	Vintage1 Rimshot
Rock2	8Bit1	Trance3 02	Vintage2
Rock2 Rimshot	8Bit2	Trance4 02	Vintage2 Rimshot
Rock3	8Bit3	Trap1 01	Vintage3
Rock3 Rimshot	8Bit4	Trap2 01	Vintage3 Rimshot
Rock4	House1 01	Trap3 01	Vintage4
Rock4 Rimshot	House2 01	Trap1 02	Vintage4 Rimshot
Jazz1	House3 01	Trap2 02	Jungle1
Jazz1 Rimshot	House4 01	Trap3 02	Jungle1 Rimshot
Jazz2	House1 02	Pop1	Jungle2
Jazz2 Rimshot	House2 02	Pop1 Rimshot	Jungle2 Rimshot
Jazz3	House3 02	Pop2	Jungle3
Jazz3 Rimshot	House4 02	Pop2 Rimshot	Jungle3 Rimshot
Jazz3	House1 03	Pop3	Jungle4
Jazz3 Rimshot	House2 03	Pop3 Rimshot	Jungle4 Rimshot
Indie1	House3 03	Pop4	Fiesta1
Indie2	House4 03	Pop4 Rimshot	Fiesta1 Rimshot
Indie3	RnB1	Brush1	Fiesta2
Indie3	RnB2	Brush2	Fiesta2 Rimshot
Metal1	RnB3	Brush3	Fiesta3
Metal2	RnB4	Brush4	Fiesta3 Rimshot
Metal3	Techno1	Latin1	Fiesta4
Metal4	Techno2	Latin2	Fiesta4 Rimshot
Funk1 01	Techno3	Latin3	
Funk2 01	Techno4	Latin4	
Funk3 01	Trance1 01	Session1	
Funk4 01	Trance2 01	Session2	

Funk1 02	Trance3 01	Session3	
Funk2 02	Trance4 01	Session4	

10.5. Voice List (3)

RIDE			
Rock	Funk Edge 02	Trance	Fiesta
Rock Bell	Funk 01	Pop	Fiesta Bell
Rock Edge	Funk Bell 01	Pop Bell	Fiesta Edge
Jazz	Funk Edge 01	Brush	
Jazz Bell	8Bit	Brush Bell	
Jazz Edge	House 01	Brush Edge	
Indie	House 02	Session	
Indie Bell	House 03	Vintage	
Indie Edge	RnB	Vintage Bell	
Funk 02	Techno 01	Jungle	
Funk Bell 02	Techno 02	Jungle Bell	

CRASH		
Rock1	Indie2 02	Session1
Rock1 Edge	Funk1 02	Session2
Rock2	Funk2 02	Vintage1
Rock2 Edge	8Bit1	Vintage2
RockChina	8Bit2	Jungle1
RockSplash	House 01	Jungle2
Jazz1	House 02	Fiesta1
Jazz1 Edge 01	House 03	Fiesta2
Jazz2	House 04	
Jazz2 Edge	Trance1	
JazzSplash 01	Trance2	
JazzSplash 02	Trap1 01	
Indie1 01	Trap2 01	
Indie2 01	Pop1	
Indie1 02	Pop2	

METRO			
Claves	Metro-Click	Cowbell	Agogo-Middle
Claves-Low	Metro-Beep-High	Cowbell-Low	
Metro-Bell	Metro-Beep-Low	Agogo- High	

Voice List 4

HI-HAT		
Rock Open	House Open 02	Brush Open
Rock Closed	House Closed 02	Brush Closed
Rock Pedal Chick	House Open 03	Brush Pedal Chick
Rock Half-Open	House Closed 03	Brush Half-Open
Rock Pedal Splash	RnB Open 01	Brush Pedal Splash
Jazz Open 01	RnB Closed 01	Session Open
Jazz Closed 01	RnB Open 02	Session Closed
Jazz Pedal Chick 01	RnB Closed 02	Session Pedal Chick
Jazz Open 02	Techno Open 01	Session Pedal Splash
Jazz Closed 02	Techno Closed 01	Vintage Open
Jazz Pedal Chick 02	Techno Open 02	Vintage Closed
Indie Open 02	Techno Closed 02	Vintage Pedal Chick
Indie Closed 02	Trance Open 01	Vintage Half-Open
Indie Pedal Chick 02	Trance Closed 01	Vintage Pedal Splash
Metal Open	Trance Open 02	Jungle Open
Metal Closed	Trance Closed 02	Jungle Closed
Metal Pedal Chick	Trap Open 01	Jungle Pedal Chick
Funk Open 01	Trap Closed 01	Jungle Half-Open
Funk Closed 01	Trap Open 02	Jungle Pedal Splash
Funk Pedal Chick 01	Trap Closed 02	Fiesta Open
Funk Open 02	Trap Open 03	Fiesta Closed
Funk Closed 02	Trap Closed 03	Fiesta Pedal Chick
Funk Pedal Chick 02	Pop Open	Fiesta Half-Open
8Bit Open	Pop Closed	Fiesta Pedal Splash
8Bit Closed	Pop Pedal Chick	
House Open 01	Pop Half-Open	
House Closed 01	Pop Pedal Splash	

EXTRAS		
Cowbell	HouseFX05	ElectricCowbell
FunkPercussion01	HouseFX06	DubstepFX01
FunkPercussion02	TranceFX01	DubstepFX02
8BitFX01	TranceFX02	DubstepFX03
8BitFX02	TranceFX03	DubstepFX04
8BitFX03	TranceFX04	DubstepFX05
HouseFX01	TranceFX05	Agogo01
HouseFX02	TrapFX01	Agogo02

HouseFX03	TrapFX02	ShakerShort
HouseFX04	ElectricShaker	ShakerLong

II. SPECIFICATIONS

Configuration	3 X 8" Tom, 10" Mesh Snare (layered rims), 1 X12" Crash Cymbal (with bow, edge & choke), 1 X12" Ride Cymbal(with bow, edge & choke), 8" Hi-Hat, Hi-Hat Control Pedal, 8" Kick + Drum Kick Pedal
Voice	431 High Quality Sounds
Drum Kit	20 Preset Kits and 20 User Kits
Pattern	40 Songs,Drum On/Off, Accomp On/Off
Sound Effect	Reverb, Compressor, Equalizer with Professional DSP Processor
Equalizer	4-Band Equalizer, Real-time Control
Metronome	On/Off, Tempo, Voice, Time Signature, TapTempo
Setup Menu	Back Volume, MasterTune, Local, Fader FX Setup, Fader MIDI Setup, Advanced (Sensitivity, Headroom, Trigger Curve, Auto Crosstalk, MIDI Note Send, Rim Velocity, Pedal, SnareRim Split Point), Reset
Pad Edit	Voice, Volume, Pan, Pitch, Reverb
Record	15 Songs
Display	Back-light LCD, 2 Row X 16 Characters
Power	12V DC
Aux. Socket	Headphone, Line In, Line Out (L/R), USB, Power, External TriggerX2
New Feature	6 faders in three modes: Real-time pad volume control, FX control (Reverb, compressor and 4-band equalizer), MIDI control. Kit with loop function. 5 step Hi-hat Pedal.

Specifications subject to change without notice.



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