

Digital Drum

Owner's Manual

INFORMATION FOR YOUR SAFETY!

THE FCC REGULATION WARNING (for USA)

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.

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.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

CAUTION

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

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

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

Power Supply

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

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

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

Connections

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

Location

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

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

Interference with other electrical devices

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

Cleaning

Clean only with a soft, dry cloth.
Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling

Do not apply excessive force to the switches or controls.

Do not let paper, metallic, or other objects into the instrument. If this happens, remove the electric plug from the outlet. Then have the instrument inspected by qualified service personnel.

Disconnect all cables before moving the instrument.

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Main Features

Bring the Professional Experience to Your Performance Natural and Realistic Voices

This digital drum has equipped with all new voices, which vastly improved sound quality and will reach a super natural and realistic sense for your ears. No matter playing the stroke roll or striking pads with velocity dynamic, all of these let you enjoy delicate nuances and natural voice, capture the unique characteristics of acoustic drum kit.

Fashionable Appearance

Compact, elegant appearance, only occupy a little place when fold it up. Except for a perfect learning assistant, it also can be exquisite furniture decorated in your house.

Interesting AFI Function

There is an interesting way to suddenly become a master drummer. AFI means the auto fill in function, use this function you can play a professional cool solo without any difficulties. What's more, you can download your own AFI style solos to your module through specified user software.

Amazing DBT Function

Easy to achieve double bass pedal techniques here. The frequency is adjustable.

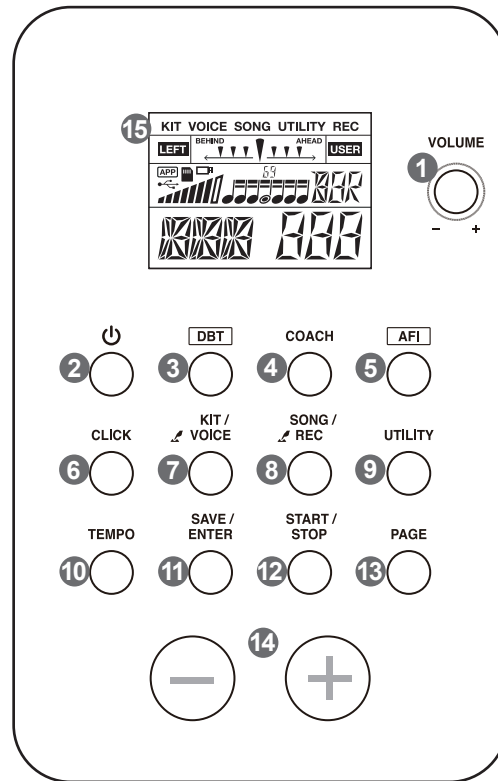
Scientific COACH Practicing

Provide three coach modes with dozens of common beat practice. Automatically score function intuitively reflects practice condition.

USB MIDI Output

This digital drum equipped with an USB MIDI output, it is available to connect with smart devices, such as an iPad, through a Camera kit.

Front Panel



1. [VOLUME] Knob

Adjust the phone volume level.

Note:

Rotate the [VOLUME] knob anticlockwise to the minimum position before power on.

2. [POWER] Button

Press this button to power on/ off the module.

3. [DBT] (DOUBLE BASS TRIGGER) Button

Turn DBT function on/ off.

*Turn DBT function on. It can generate two or three continuous kick sounds when you step on the bass drum only once. Easy to achieve double bass pedal techniques.

4. [COACH] Button

Enter learning mode.

5. [AFI] (AUTO FILL IN) button

Turn AFI function on/ off.

*Turn AFI function on when play a song. Strike specified AFI trigger to play intro/ ending or fill drum solos without striking a pad.

6. [CLICK] Button

Start/Stop the metronome; enter the metronome parameter setting mode.

7. [KIT/VOICE] Button

Shortly press: enter drum kit mode.

Press and hold: enter voice mode.

8. [SONG/REC] Button

Shortly press: enter the song mode.

Press and hold: enter the quick record mode.

9. [UTILITY] Button

Enter the utility mode.

10. [TEMPO] Button

Adjust the tempo value.

11. [SAVE/ENTER] Button

Save the drum kit / pad settings.

12. [START/STOP] Button

Start / Stop playing songs.

13. [PAGE] Button

Switch between the settings of different functions.

14. [+]/ [-] Button

Gradually increasing or decreasing the value of settings.

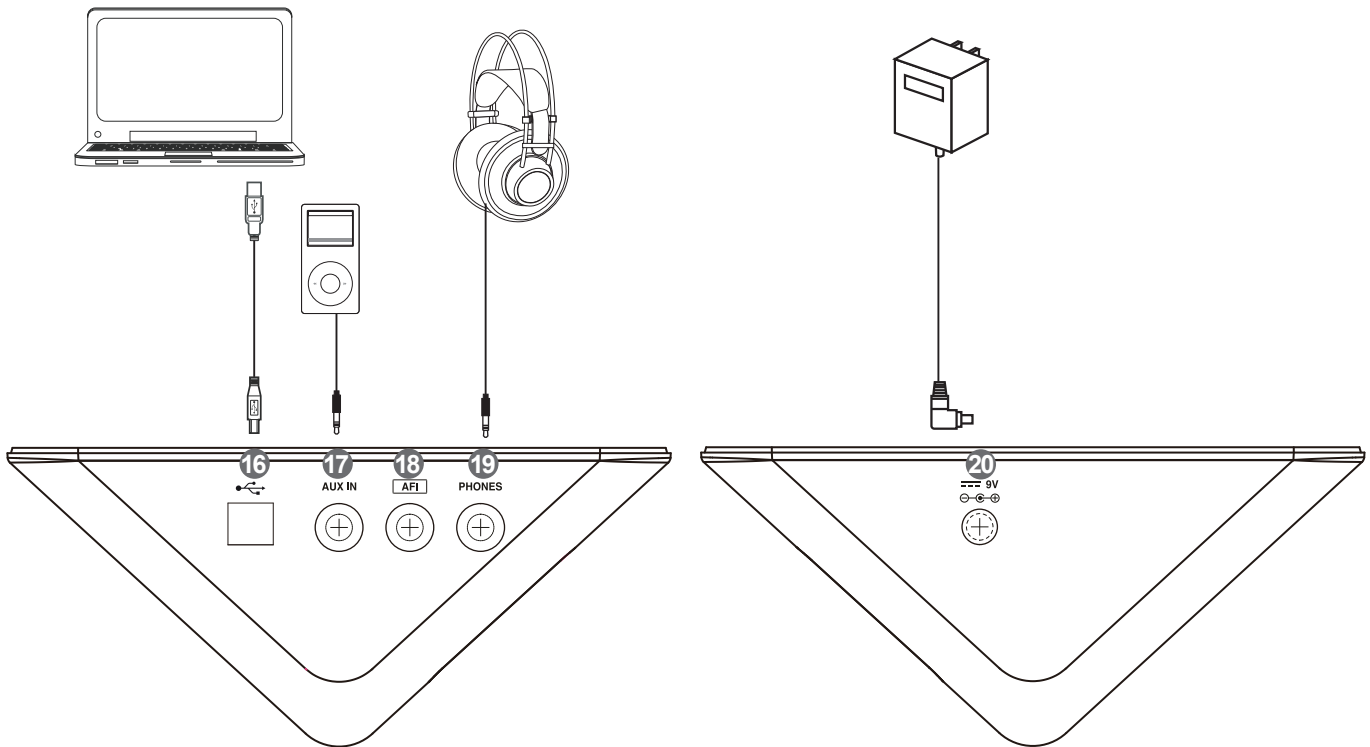
15. LCD Display

Shows the name and parameter settings of Kit, Voice, Song and so on.

Side Panel (Connecting)

Note:

To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



16. USB MIDI Terminal

Connect the PC/USB host with audio devices.

Note:

Only transmit MIDI data.

17. AUX IN jack (1/8")

For connecting an extra audio player, for example, MP3 and so on via a stereo plug. You can enjoy playing the drum along with your favorite songs.

18. AFI Terminal

Connect the AFI trigger.

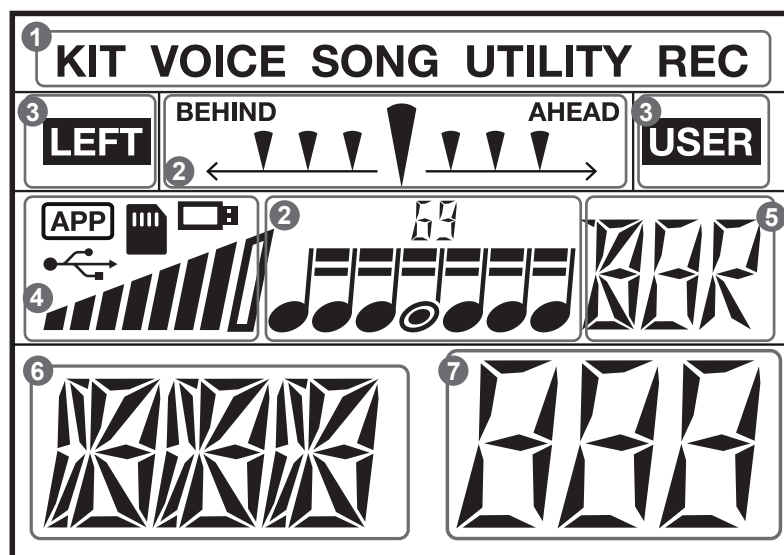
19. PHONES jack (1/8")

Connect stereo headphones here.

20. DC IN jack

Connect the AC adaptor here. Plug the AC adaptor cable into the DC IN jack.

LCD Display



1. Mode

Display the current mode, such as KIT, VOICE, SONG, and UTILITY and so on.

2. Coach Mode

Display current beat accuracy and rhythm type.

3. The Second Level Mode

When the mode is turned on, the LCD displays current mode.

4. External Device and Strike Strength

Display the connected external device and current striking strength.

5. Pad Name

Display the current selected pad name.

6. Parameter Type

Display current parameter type, for instance, Volume, Curve and so on.

7. Parameter Value

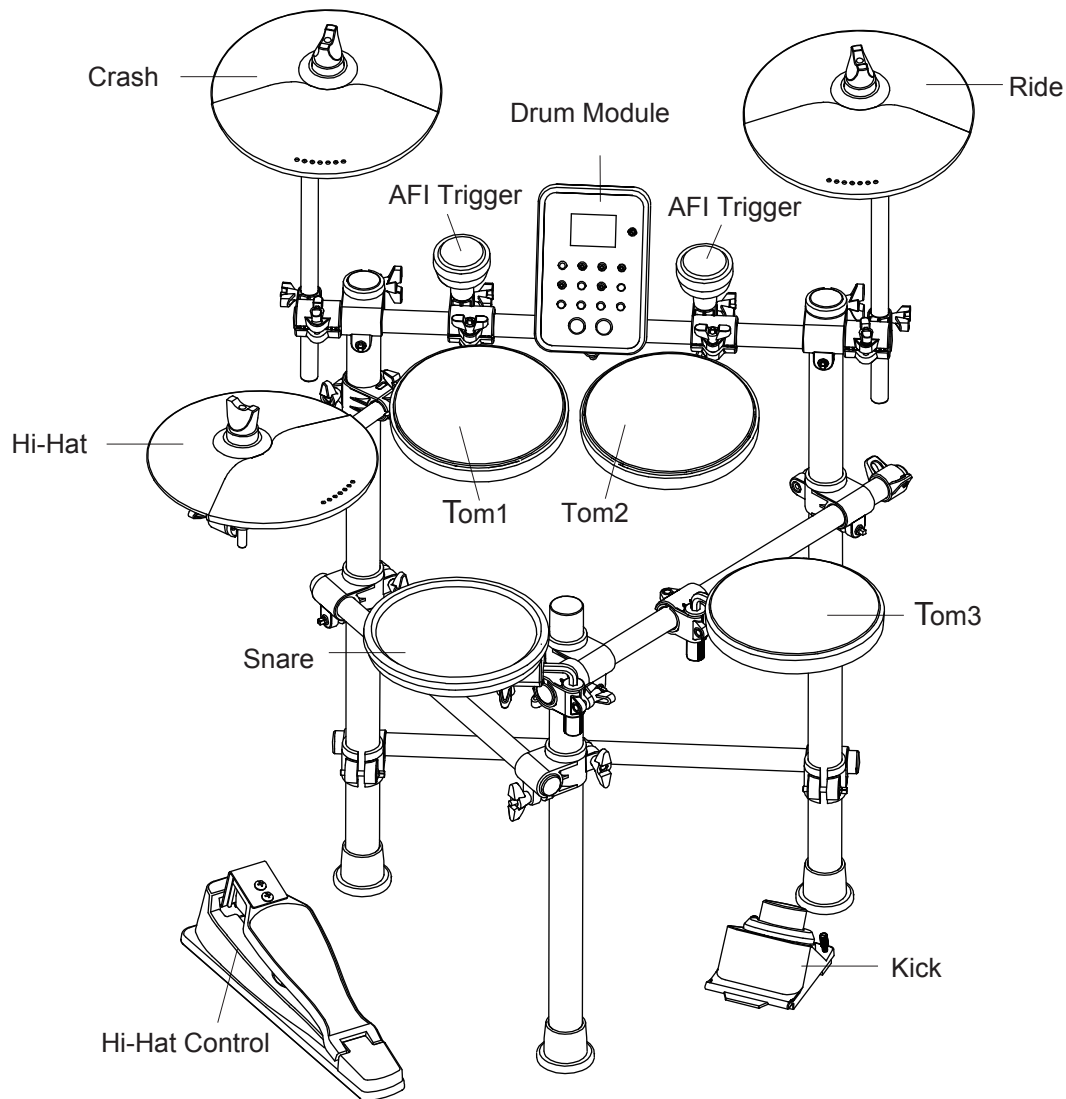
Display the value which corresponding to the parameter or the number of Song/Kit/Voice.

Caution!

To prevent electric shock and damage to drum module or other devices, always turn off the power of all devices before making any connections.

Connecting Pads and Pedals

Standard configuration: KICK, SNARE (Double trigger), TOM 1~3, CRASH 1 (Choke), RIDE (Choke), HI-HAT, HI-HAT CONTROL PEDAL, AFI Triggers.



Note:

1. Using the cables provided, connect each Trigger input jack on the rear panel of the module, and make sure each pad is connected to its corresponding trigger input jack.
2. For details on assembling the drum stand, attaching the digital drum and connecting pads, refer to the **Installation Manual** description.

Setting up the Power Supply

1. Connect the DC plug of the AC power adaptor to the DC IN jack on the rear panel.
2. Connect the other end of the power cord to the AC outlet.

Note:

1. Only use the voltage specified as correct for the drum module.
2. Even when the module is turned off, electricity is still flowing to the module at the minimum level. When you are not using the drum module for a long time, make sure to unplug the AC power adaptor from the wall AC outlet.

Turning the Power On/Off

Turning the power on

1. Please make sure that the volume has been adjusted minimize.
2. Press the [POWER] button.
3. Listen through the headphone.
4. Striking the pads and adjust the volume by slowly turning the [VOLUME] knob toward the right direction. Keep turning until you get an appropriate value.

Note:

1. Make sure that you have made all necessary connections right (trigger, audio and so on), turn down all volume controls of the module and other audio equipments.

Turning the power off

1. Minimize the volume of the module and connected audio devices.
2. Turn the connected external audio device off.
3. Press the [POWER] button again.

Note:

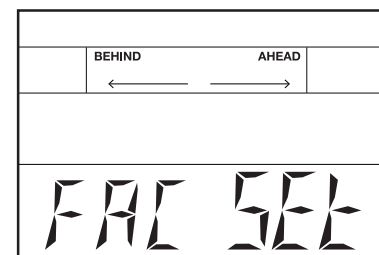
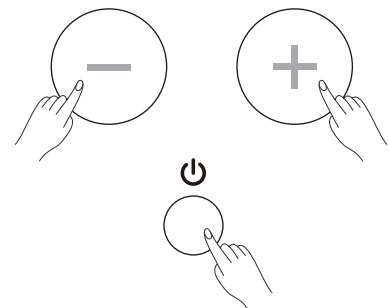
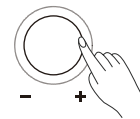
The drum module automatically saves all current settings before it turns off, you can also restore the factory setting by the following steps:

- a) Press the [+] and [-] buttons simultaneously.
- b) Press the [POWER] button.
- c) When the LCD displays "FAC SET", it indicates the factory setting is finished.

About the Auto Power Off Function

To prevent unnecessary power consumption, this function automatically turns the power off if no buttons or keys are operated for approximately 30 minutes. If desired, you can disable or enable this function. Refer to **Utility Settings**.

VOLUME

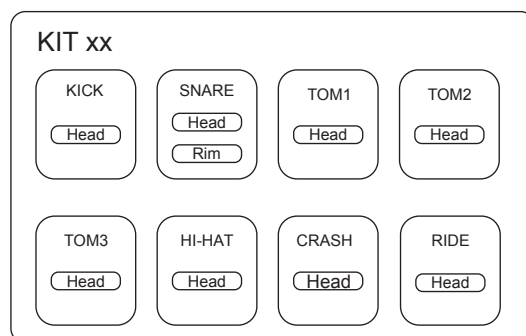


Quick Play

Drum Kits and Voices

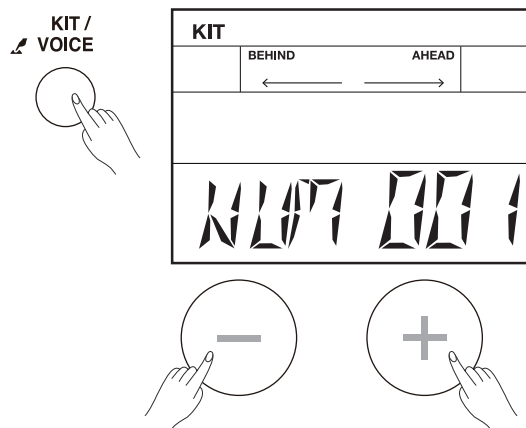
An acoustic drum has only a fixed kit, but the digital has a lot. It is a particular characteristic of digital drum.

The structure of a drum kit is shown on the right:



Drum Kits and Voices

1. Shortly press the [KIT/ VOICE] button, enter the drum kit menu. The screen is shown on the right:

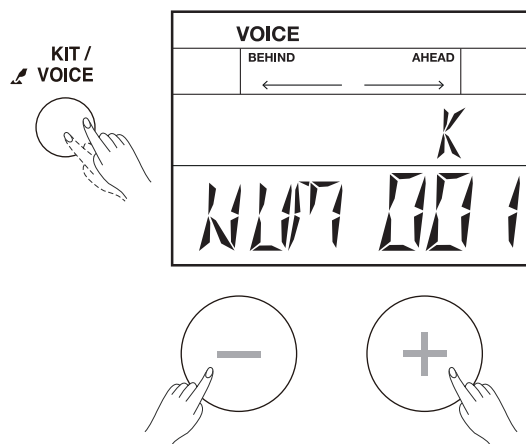


2. Press the [+] / [-] button to select your desired drum kit. (Refer to **Drum Kit List**)

Selecting a voice

While striking the pads, you can enjoy the ensemble sound effect. If you are not satisfied with the voice of any pads, change the voice as you want.

1. Press the [KIT/ VOICE] button for 2 seconds to enter the voice menu. The screen displayed is shown on the right:
2. Strike the pad you want. The screen will display the name of current pad.
3. While striking the pad, press the [+] / [-] button until you get an appropriate voice for your pads. (Refer to **Voice List**)



Playing Techniques

This section introduces various performance functions to make your performance professional. Similar to an acoustic drum kit, the digital drum responds differently to various playing techniques and dynamics. All the pads are velocity sensitive. And some voices change timbre depending on the striking force.

Pad

Only the snare drum can detect both head shot and rim shot.

Head Shot

Strike only the head of the pad.

Rim Shot

Strike the head and the rim of the pad simultaneously. Or you can only strike the rim of the pad.

Cymbal

Cymbal Bow shot

Playing the middle area of the cymbal.

Choke Play

Both Ride and Crash cymbals have cymbal choke. But hi-hat don't have the cymbal choke.

Choking the crash/ride edge with the hand immediately after hitting the crash/ride mutes the crash/ride sound.

Hi-Hat

Hi-Hat Pedal Change

With different positions the pedal pressed down, the voice of pad varied while you are striking the Hi-Hat pad. And this is similar to an acoustic drum.

Open Hi-Hat

Strike the Hi-Hat pad without pressing the pedal.

Closed Hi-Hat

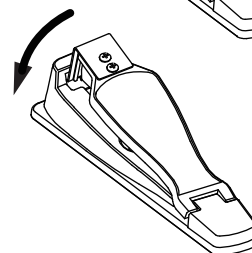
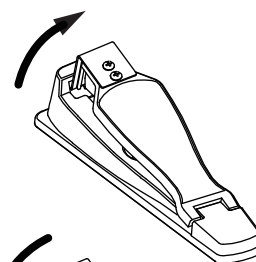
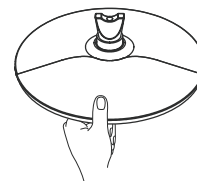
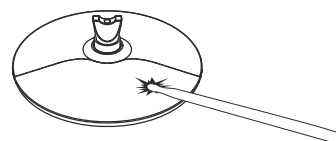
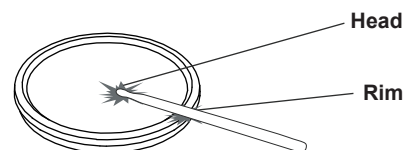
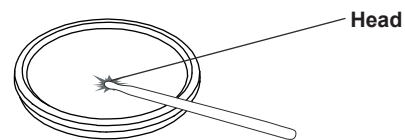
Strike the Hi-Hat pad with the pedal pressed completely down.

Hi-Hat Pedal

Press down the hi-hat controller's pedal to create a foot-close sound without having to strike the hi-hat pad.

Splash

Playing the hi-hat with the pedal fully pressed and then instantly opening it.



Select a Preset Drum Kit and Create a User Drum Kit

About the Preset and User Drum Kit

From No.1 to 20 are preset drum kits, and the drum kits from No.21 to 25 are user drum kits. You can edit the parameters of drum kit (from No.1-20), and save them into user drum kits (from No.21-25).

Note:

Please save your own parameter or voice after edited, otherwise, all data will lost.

Edit the Drum Kit Parameters

Change the drum kit volume, the overall effect of drum kit will be affected. It means if you increase the volume of drum kit, all volume of the pads will be increased.

1. Press the [KIT] button, the LCD will display the kit menu.
2. Repeatedly press the [PAGE] button to select the item that you want to edit.

Parameter	Value	LCD Display	Description
KIT NAME	Preset: 1~20 User: 21~25	NUM XXX	Drum kit selection.
VOLUME	0~8	VOL XXX	Adjust the volume of drum kit; the volume of each pad will be changed.

3. Press the [+] / [-] button to adjust parameter value.

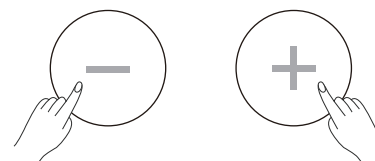
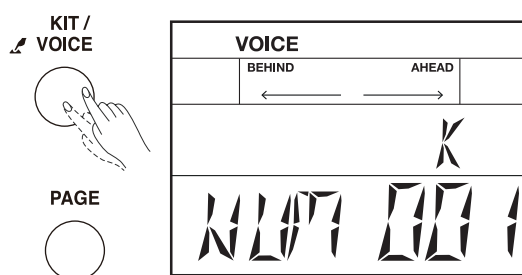
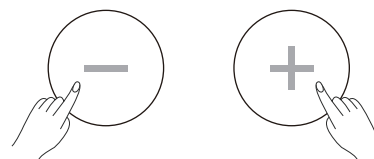
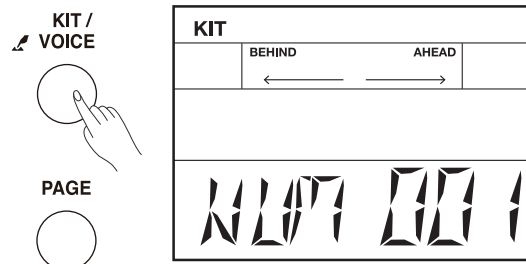
Edit the Voice Parameters

Edit parameters of one pad will not affect others. For example, if you increased the volume of snare, the other pads wouldn't change.

1. Press the [KIT/VOICE] button for 2 seconds and the LCD will display the voice menu.
2. Strike the pad that you want to edit.
3. Repeatedly press the [PAGE] button to select an item you want.

Parameter	Value	LCD Display	Description	Triggers:
VOICE NAME	1~226	NUM XXX	Select a voice.	K (KICK) Sn (Snare) SnR (Snare Rim) T1 (Tom1) T2 (Tom2) T3 (Tom3) HH (Hi-hat) C1 (Crash1) Rd (Ride) Pd(Hi-hat Pedal) PS (Hi-hat Splash)
VOLUME	0~8	VOL XXX	Adjust the volume of voice.	

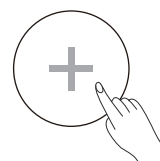
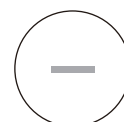
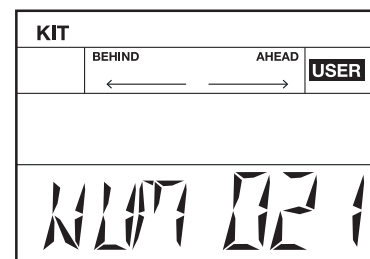
4. Press the [+] / [-] button to adjust parameter value.



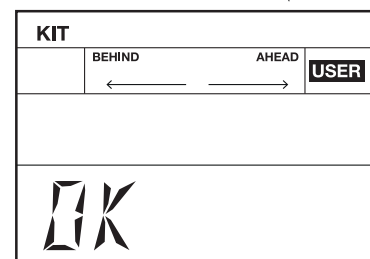
Save User Drum Kit

1. While in the drum kit and voice edit menu, press the [SAVE/ ENTER] button to save all changes.
2. Use the [+] / [-] button to select a user drum kit (From No.21 to 25).
The number of kit starts flashing at the same time.
3. Press the [SAVE/ ENTER] button again; the LCD will display “OK”, which indicates all data has been saved successfully.

SAVE /
ENTER



SAVE /
ENTER



Playing Along with a Song

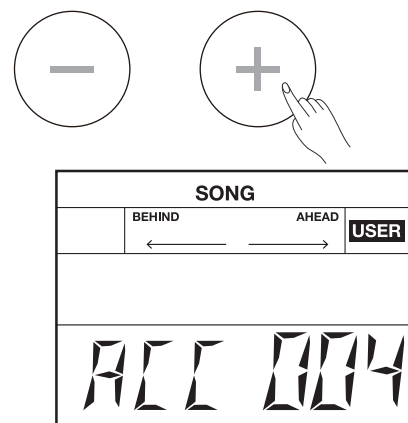
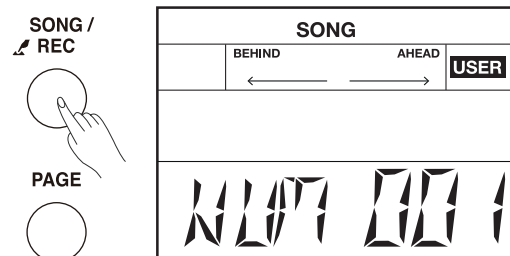
In order to have a better performance experience, a variety of styles can be selected. Each one offers you to practice. (Refer to the **Song List**) You can play the drums while listening to one of these songs. A song contains Drum part and Accompaniment part. Drum part means the rhythm you played on the pads; the Accompaniment part means percussion and melody. The volume of each part can be adjusted.

Playing Along with a Song

1. Press the [SONG] button to enter the selection menu.
2. Repeatedly press the [PAGE] button to select the parameter that you want to edit.

Parameter	Value	LCD Display	Description
SONG SELECT	1~61	NUM XXX	Select a song.
ACC VOLUME	0~8	ACC XXX	Adjust the background volume.
DRUM VOLUME	0~8	DRM XXX	Adjust the drum volume.

3. Use the [+] / [-] button to adjust the parameter value.
Press the [+] / [-] buttons simultaneously to mute songs.
4. Press the [START/STOP] button to play/stop songs.



Metronome

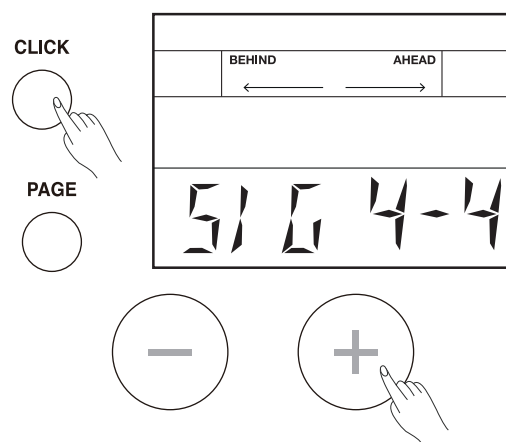
Practicing with the metronome is the best way to follow the beats. Choose a right tempo for your learning/ performance require.

Starting/ Stopping the Metronome and Its Feature

1. Press the [CLICK] button.
The metronome will start playing, and the light of the [CLICK] button will blink with the tempo.
2. Repeatedly press the [PAGE] button to select the parameter you want to edit. Adjustable parameters are shown below:

Parameter	Value	LCD Display	Description
TIME SIGNATURE	0-9/2, 0-9/4, 0-9/8, 0-9/16	SIG XXX	Adjust the time signature.
INTERVAL	1/2, 3/8, 1/4, 1/8, 1/12, 1/16	INT XXX	Adjust the rhythm interval.
VOLUME	0~5	VOL XXX	Adjust the volume of metronome.
NAME	1~6	NUM XXX	Select the metronome voice.

3. Use the [+] / [-] button to change the parameter value.
4. Press the [CLICK] button again to stop the metronome, the light will be off.



This digital drum offers you easily record your own performance. Maximize 5000 notes could be recorded in one user song.

Preparing and starting record, refer to the details below:

Preparing Record

1. Press the [REC] button for 2 seconds to enter the Record-prepare mode, the light of the [REC] button starts flashing, and it means the record is standby. The "REC" icon on the LCD lights up and displays "RDY---".
2. If you want to exit the record-prepare mode, press the [SONG]/ [KIT] button.

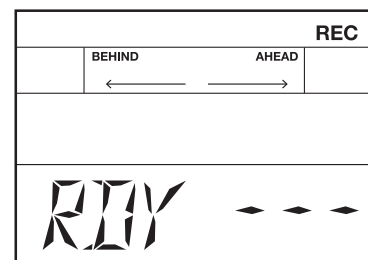
Start / Stop recording

1. You can start recording in real time while in the preparing record menu, there are two ways to start record:
 - Press the [START/STOP] button.
 - Strike one pad.
2. Recoding begins after 4 beats count-in.
3. While recording, the light of the [REC] button keeps lighting all the time, and the LCD will display "ING xxx", the "xxx" means measure number.
4. Press the [START/STOP] button again to stop recording, and the light of the [REC] button will be off.
5. The system returns to the last option automatically. The LCD will display "NUM 061". Press the [START/ STOP] button to play back the recorded song.

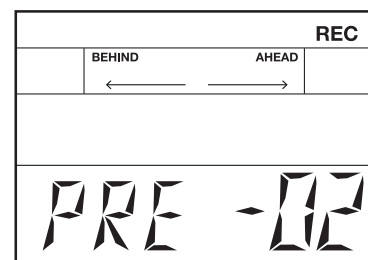
Note:

While the record storage capacity is full, the LCD will temporarily display "REC FUL", the recording stops automatically.

SONG /
REC



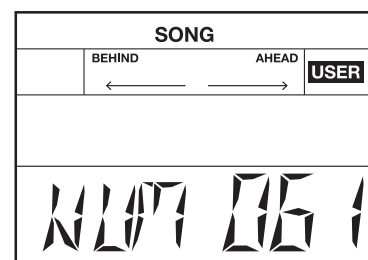
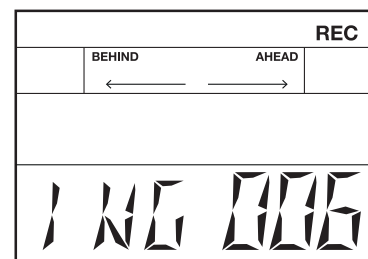
START /
STOP



SONG /
REC



START /
STOP



AUTO FILL IN (AFI)

There are 10 preset AFI styles, and each style contains 5 Intros, 10 Fills and 5 Endings which triggered at random. When the AFI function is off, the splash and cowbell will be triggered when strike the AFI trigger. Edit voice in the voice menu. When the AFI function is on, strike the AFI triggers to automatically play an intro, fill or ending.

There are 2 AFI triggers, one for triggering intro/ending, and one for fill.

Turn the AFI Function On/ Off

1. Press the [AFI] button to turn AFI function on. The light of [AFI] keeps lighting.
The light of the [CLICK] button starts flashing, but only indicates you the current tempo value. Press the [CLICK] button, you can hear the click voice.
2. Press the [PAGE] button to switch between the menu of solo type and accompaniment type, and use the [+] / [-] button to select an appropriate setting for each of them.
Trigger the intro, sync start accompaniment. Trigger the ending, sync stop accompaniment.
3. The light of the [AFI] button starts flashing when playing the intro, fill, or ending.
4. Press the [AFI] button again to turn AFI function off.

Rules of AFI trigger

When the accompaniment is off:

1. Real-time respond current trigger.
2. Alternate trigger intro/ ending.

When the accompaniment is on:

1. Real-time respond the fill when the accompaniment is not playing.
2. When the accompaniment is playing and AFI is not playing, real-time respond fill expect triggered at the last beat.
When triggered the fill at the last beat, start playing fill at the next bar.
3. When the accompaniment and AFI is playing, only triggered the fill at the last beat, start playing fill at the next bar.
4. When trigger the intro, accompaniment automatically start playing.
5. Ending always responded at the next bar after triggered.
6. When trigger the ending, accompaniment playing will fade out and stop.

Note:

Users can load their own AFI styles (MIDI format) into module and use them in AFI function. Please refer to "**Download AFI MIDI Styles from a Computer**" for more details.



The Coach mode is a unique set of exercises. Specifically designed for those learners who want to build a better tempo, accuracy and stamina, as well as developing a better drum playing skills.

About Coach Mode

There are three types of exercises in Coach Mode: Quiet Count, Change Up and Beat Check. Each exercise has its special practicing characteristics. Automatic grading function is available for Change Up and Beat Check types. Try to get a perfect score of 100!

Coach Mode Control

1. Press the [COACH] button to enter coach mode. Then repeatedly press the [PAGE] button to shift coach type among Quiet Count, Change Up and Beat Check. In the meantime, you can set the accent beat prompt for MEA. According to your present playing skills, select an appropriate coach type to practice.

Coach Type	Display	Description
Quiet Count	QUT CNT	This helps to develop a good sense of time/ tempo. There are 3 types of quiet mode and 5 selectable rhythm types.
Change Up	CHG UP	3 types of rhythm pattern to train your beat accuracy. The rhythm type will change every two measures.
Beat Check	BEA CHE	Only metronome accuracy practice. There are 15 selectable rhythm types.

2. Press the [ENTER] button to enter the selected coach type.
3. Use the [PAGE] button to select relevant parameters. Throughout the Coach modes, you will discover that some of them have programmable parameters, allowing you to adapt the functions to your specific needs.
4. Press the [TEMPO] button to adjust practice speed at any time.
5. Pay attention to the LCD indicators of hitting accuracy when you are practicing.

Note:

1. Set the automatic grading function to "ON", only playing with metronome guidance without bell.
2. Set the automatic grading function to "OFF", playing with conventional metronome sound with bell.

6. Press the [COACH] button to exit the Coach Mode.

QUT CNT (QUIET COUNT)

Practice with auto metronome on/ off circularly with several measures to help you develop a good sense of time and tempo.

1. Repeatedly press the [PAGE] button to select quiet count mode.
2. Press the [ENTER] button to enter quiet count mode.
3. Use the [PAGE] button switch between QUT and CNT parameters, press the [+]/[-] button to select a suitable quiet and count type.

COACH



PAGE



Try to play fast

BEHIND AHEAD

Good hit

BEHIND AHEAD

Try to play slowly

BEHIND AHEAD

PAGE



SAVE /
ENTER



BEHIND AHEAD

BEHIND AHEAD

BEHIND AHEAD

Parameters	Range	Display	Description
QUT	1~5	QUT XXX	Use the [+] / [-] button to select a suitable quiet type.
CNT	1-1/2-2/1-3	CNT XXX	Use the [+] / [-] button to select a suitable count type. 1-1: 1 measure counts, 1 measure quiets. 2-2: 1 measure counts, 2 measure quiets. 1-3: 1 measure counts, 3 measure quiets.

- Press the [START/ STOP] button to start practicing.
There is a count-in about 1 measure length before starting. Metro nome sound automatically on/ off, you have to catch up with every beat you ought to play, come on!
- If you want to change another QUT/CNT parameter or just exit coach mode. Firstly, press the [START/ STOP] button again to stop practicing.

Change Up

In change up mode, system will automatic change the style every two measures. The note value gradually becomes shorter from half note, and then will return to half note in the end. This change will be repeated. The icon on the LCD will flash for times when the rhythm type is ready to change.

- Repeatedly press the [PAGE] button to select change up mode.
- Press the [ENTER] button to enter change up mode.
- Use the [+] / [-] button to select a suitable rhythm pattern.
- Use the [PAGE] button to switch to score editing, press the [+] / [-] button to turn score function on/ off.
The default score setting is "OFF".

Chang Up	Range	Display	Description
CHG	1~3	CHG XXX	Use the [+] / [-] button to select a suitable rhythm type.
SCO	ON/ OFF	SCO XXX	ON: The score setting is on. OFF: The score setting is off.

- Press the [START/ STOP] button to start practicing.
There will play a length of one measure count-in before starting.
This system automatic change the style every two measures. In addition to, the next rhythm will flash for times on the LCD when the rhythm type is ready to change.
- If the score setting is "ON": Auto stops practicing and displays your score after circularly playing several times. Or, Press the [START/ STOP] button to stop practicing and back to the main page of change up without display your score.
If the score setting is "OFF": Press the [START/ STOP] button to stop the practicing mode.

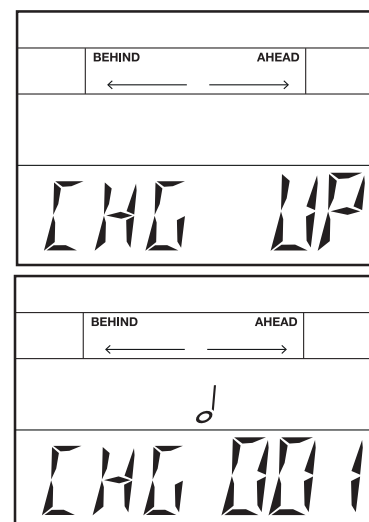
START /
STOP



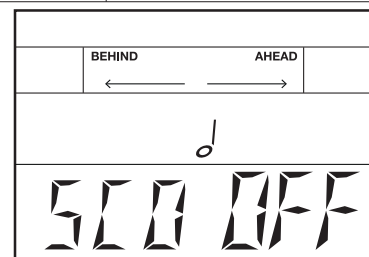
PAGE



SAVE /
ENTER



Rhythm Pattern	Display	Description
P-1	CHG 001	
P-2	CHG 002	
P-3	CHG 003	

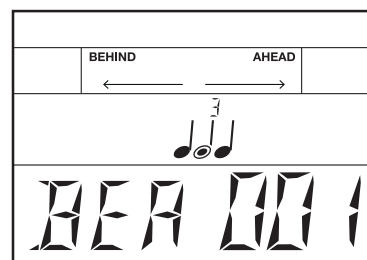
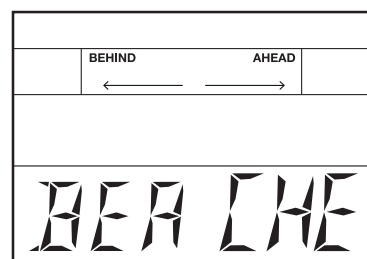


Beat Check

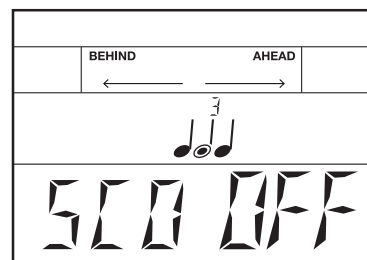
In order to improve playing accuracy of beat, practice with the metronome basic beat type. If the score function is on, system will display your practicing score after you have finished.

1. Repeatedly press the [PAGE] button to select beat check mode.
 2. Press the [SAVE/ ENTER] button to enter beat check mode.
 3. Use the [+] / [-] button to select a beat type to practice. There are 15 beat types to choose from.
 4. Use the [PAGE] button to switch to score editing, press the [+] / [-] button to turn score function on/ off.
The default score setting is "OFF".
- | Beat check | Range | Display | Description |
|------------|---------|---------|--|
| BEA | 1-15 | BEA XXX | Use the [+] / [-] button to select a suitable beat type. |
| SCO | ON, OFF | SCOXXX | ON: The score setting is on.
OFF: The score setting is off. |
5. Press the [START/ STOP] button to start practicing.
There will play a length of one measure count-in before starting.
 6. If the score setting is "ON": Auto stops practicing and displays your score after circularly playing several times. Or, Press the [START/ STOP] button to stop practicing and back to the main page of beat check without display your score.
If the score setting is "OFF": Press the [START/ STOP] button to stop the practicing mode.

PAGE

SAVE /
ENTER

PAGE

START /
STOP

DBT (Double Bass Trigger)

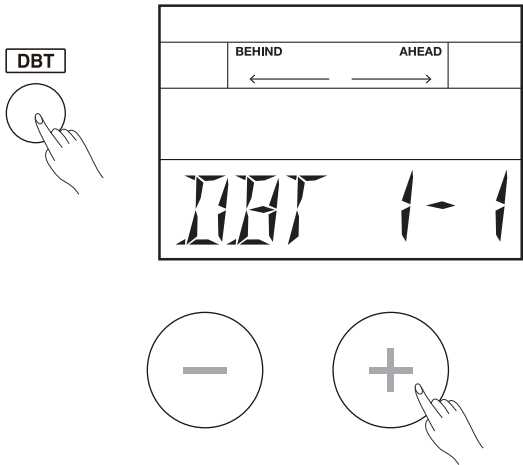
Normally, it is too hard for beginners to play double bass, almost impossible, but we make it possible now. Turn on DBT function on; it can generate two or three continuous kick sounds when you step on the bass drum only once. Easy to achieve double bass pedal techniques.

Turn the DBT Function On

1. Press the [DBT] button to turn DBT function on. The [DBT] button lights up.
The screen will display “DBT 1-x”.
2. Use [+] / [-] to adjust the second trigger time. This setting can be remained even turn the module off.

Parameter	Range	Display	Description
BEA	1-1/1-2/ 1-3/1-4	DBT XXX	1. Press the [+] / [-] button to select a rhythm type. 2. 1=original beat, trigger once. 2=original beat/ 2, trigger once. 3=original beat/ 3, trigger twice. 4=original beat/ 4, trigger once. 3. Power off protection. This setting can be remained even turn the module off.

3. As you play the bass drum, it can produce a double bass technique.
4. Press the [DBT] button again, turn DBT function off.

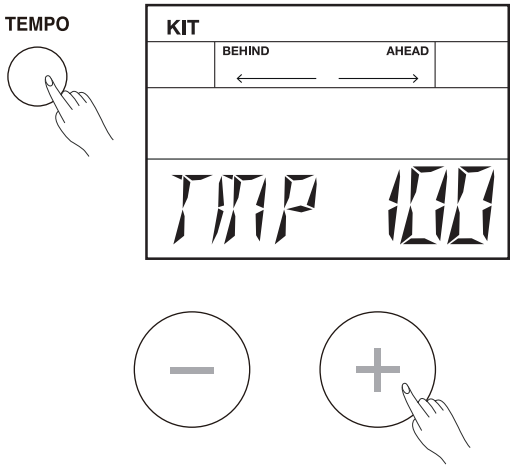


Tempo

Press the [TEMPO] button to adjust the tempo value of metronome and song playback.

1. Press the [TEMPO] button.
2. Use the [+] / [-] button to adjust tempo value.
3. Without any operation within 3 seconds, the system will be back to previous menu automatically.

Parameter	Value	LCD Display	Description
Tempo	30-280	TMP xxx	Both metronome and song playback are based on this tempo value.



Utility Mode (UTILITY)

This mode contains two parts: the drum pad trigger settings and drum module settings.

The Drum Pad Trigger Settings

As a professional drummer, you may be very pleased to set your drum triggers carefully corresponding to your playing habits and feelings, making your performance more interesting and professional. At the meantime, your digital drum will be more operable.

1. Press the [UTILITY] button, the LCD will display the UTILITY menu.
2. Repeatedly press the [PAGE] button to select the trigger parameters that you want to edit.

The drum pad trigger settings are shown below:

Parameter	Value	LCD Display	Description
SENSITIVITY	1~16	SEN XXX	Adjust the sensitivity of the pad to regulate the pad response. Higher settings result in higher sensitivity, so that the pad will produce a loud volume even when struck softly. Lower sensitivity will keep the pad to producing a low volume even when played forcefully. You can also adjust the sensitivity of the splash in Splash Sensitivity.
XTALK	1~8	XTK XXX	When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk.) You can avoid this problem by adjusting Crosstalk on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. So be careful and set this parameter to the minimum value required to prevent such crosstalk. With a setting of "0", crosstalk prevention does not function.
CURVE	1~6	CUR XXX	You can control the relation between striking force and response volume by this setting. Adjust the curve to satisfy your playing requirement. Refer to the CURVE description.
RETRIG CANCEL	1~16	RTG XXX	This setting avoids "re-triggering", which means that when you strike a pad once, maybe you can hear two hits coming from one strike. This may happen when pad vibrating. Adjust the "Retrigger Cancel" value and strike the pad to see if there is any re-triggering. Be careful to set it to a suitable value. If too high, some sounds may be omitted when played fast; if too low, retrigger can't be prevented effectively. It is best to set it to a value just prevented retriggering.
MIDI NOTE	0~127	MID XXX	MIDI output key mapping.

3. Striking the specified pad, select the pad that you want to edit.

4. Use the [+] / [-] button to adjust the parameter value.

Note:

The Curve descriptions are shown below:

Curve 1: The most natural setting. There is a linear change between playing dynamics and volume response.

Curve 2, 3: Compared to Curve 1, heavily strikings make greater change.

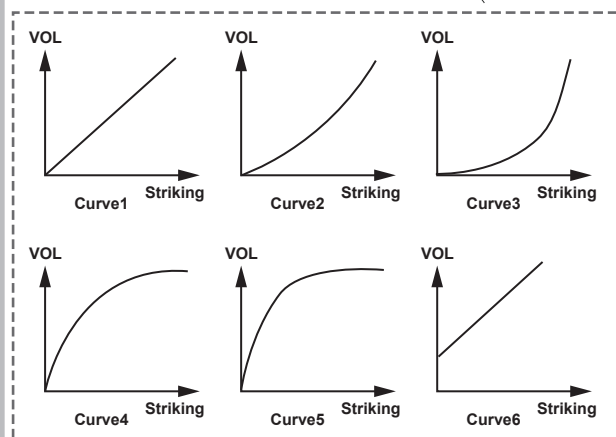
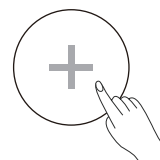
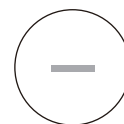
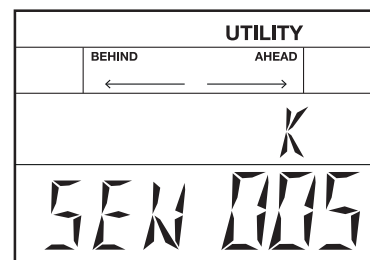
Curve 4, 5: Compared to Curve 1, gentle strikings make greater change

Curve 6: Even a soft strike can make strong volume, and the range of dynamic response is small. Especially when a drum trigger is used as an external pad, reliable triggering can be made.

UTILITY



PAGE



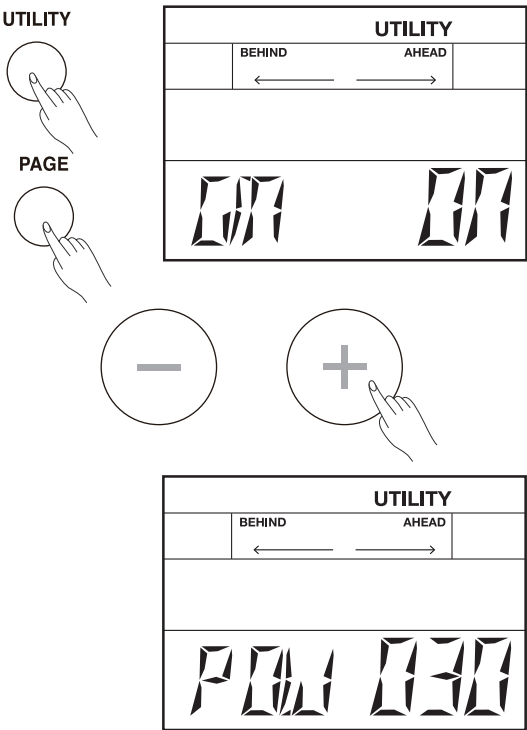
The Drum Module Settings

You can go further set the drum module function, do as the procedures shown below:

- 1. Press the [UTILITY] button, the LCD will display the UTILITY menu.
- 2. You can repeatedly press the [PAGE] button to select the function menu and use the [+] / [-] button to adjust the parameter value.

The setting values of drum module are shown below:

Parameter	Range	LCD Display	Description
GM MODE	ON/OFF	GM XXX	ON: The channel 10 will respond GM drum kit. OFF: The channel 10 will respond local drum kit.
AUTO POWER	30, 60 ,OFF	POW XXX	Factory settings, approximately 30 minutes. 30: Automatically turns the power off if no buttons or functions are operated for approximately 30 minutes. 60: Automatically turns the power off if no buttons or functions are operated for approximately 60 minutes. OFF: The power will not power off automatically.



Download AFI MIDI Styles from a Computer

Up to 3 user AFI styles can be downloaded into module, and all saved data will not be erased even power off immediately.

Note:

Prepare for computer, download software, USB cable to download user MIDI data from computer.

The interface of download software is shown on the right:

1. Download AFI Combiner software:

Search the “AFI Combiner” on the website:

<http://www.mecldata.com/download/apps/>, download the software.

2. Connect to a computer (USB terminal)

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

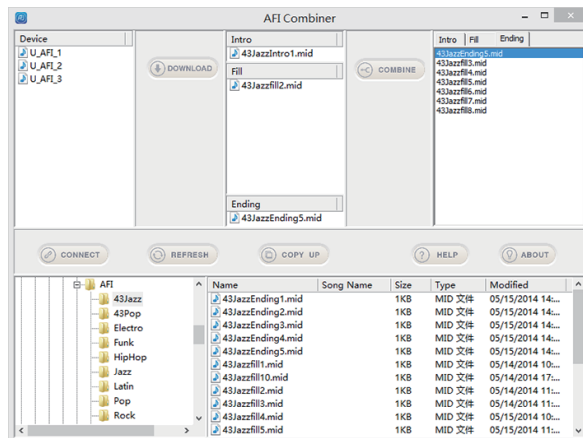
Note:

Compatible USB connector: USB 3.0, USB 2.0 quick /high.

3. Download AFI MIDI styles from computer. (For more details, please refer to PC help content).

Note:

- Support SMF 0 MIDI file only.
- Capacity less than 2K per MIDI file.
- The time signature and tempo value of one AFI style MIDI file should be the same.
- The filename extension should be named as “***.MID”.
- Available system: Window XP, Window 7 32bit, Window 7 64bit, Window 8 32bit, Window 8 64bit system.



Troubleshooting

Problem	Possible Cause and Solution
No sound	1. Rotate the [VOLUME] knob to be sure that the volume isn't down. 2. To be sure that Local Mode should be set to "ON"
No sound from Pads	1. To be sure that the pad is connected correctly. 2. To be sure not set the volume of the pad to 0.
No click sound	1. To be sure the metronome is turned on. 2. To be sure not set the volume of the click to 0.
The Pad volume doesn't match the Song playback volume.	1. Adjust the song playback volume to match the pad volume.
Cannot connect to the computer	1. Make sure the USB has correctly connected. 2. Do the connect operation again (Keep the computer on, and then turn the module on, connect the USB cable).

Prompt Messages

Message	Meaning
REC FUL	The record data memory is full.
FAC SET	The factory reset of module is complete.
EMP	The user song is empty.
OK	The drum kit and utility settings are saved.
WAT	The data is loading from flash ROM now, please wait.

Specifications

Maximum Polyphony

64

Drum kits

Kit: 25 (20 Presets + 5 Users)

GM Drum Kit: 11 GM Drum Kits

Instruments

Instrument: 226

(Drum Voice, Percussion Voice, Effect Voice)

9 Hi-hat Companion

Sequencer

Preset Pattern: 60

User Song: 1

Tick: 192 ticks per beat

Record: Real-time Record

Data Capacity: About 5000 notes

Tempo

30~280

Display

Backlit LCD

Connectors

TRIGGER INPUT CONNECOR, PHONES, AUX IN, USB

Control Buttons

Power on/off, Master Volume, Click, Kit/ Voice, Save/ Enter, AFI, DBT, Coach, Song/ Rec, Start/Stop, Utility, Tempo, +/-, Page.

Power Supply

DC 9V, 500mA

Dimensions

125(W) X 187.5 (L) X 95 (H) mm

Module Weight

0.5 kg

* All specifications and appearances are subject to change without notice.

Drum Kit List

No.	PRESET KIT
1	Acoustic 1
2	Funk Band 1
3	Jazz Brush 1
4	Rock 1
5	808
6	909
7	Indian 1
8	Percussion 1
9	Acoustic 2
10	Funk Band 2
11	Jazz
12	Rock 2
13	Timbales
14	Electro
15	Indian 2
16	Percussion 2
17	Marimba
18	FX Mix 1
19	Stardust
20	FX Mix 2

Drum Voice List

No.	NAME
KICK	
1	22" Acoustic Kick 1
2	22" Acoustic Kick 2
3	Brush Kick 1
4	Brush Kick 2
5	22" Rock Kick 1
6	22" Rock Kick 2
7	Room Kick 1
8	Room Kick 2
9	Funk Kick
10	Vintage Kick
11	Reggae Kick
12	Fusion Kick
13	1970's Kick
14	Vintage Kick
15	Old School Kick
16	808 Kick
17	909 Kick
18	HipHop Kick
19	Dance Kick
20	Techno Kick
21	Magic Kick
22	FX Mix Kick
SNARE	
23	14" Acoustic Snare 1
24	14" Acoustic Snare Rim 1
25	14" Funk Snare 1
26	14" Funk Snare R 1
27	14" Funk Snare 2
28	14" Funk Snare Rim 2
29	Brush Snare 1
30	Brush Snare Rim 1
31	Brush Snare 2
32	Brush Snare Rim 2
33	Orchestra Snare
34	Orchestra Snare Rim
35	14" Jazz Snare
36	14" Jazz Snare Rim
37	14" Rock Snare
38	14" Rock Snare Rim
39	Room Snare
40	Fusion Snare
41	Big Band Snare
42	Vintage Snare
43	Live Snare
44	Reggae Snare
45	R&B Snare 1
46	Old School Snare
47	Magic Snare
48	808 Snare
49	808 Snare Rim
50	909 Snare
51	909 Snare Rim

52	Electronic Snare
53	Electronic Snare Stick
TOM	
54	Acoustic Tom 1
55	Acoustic Tom 2
56	Acoustic Tom 3
57	Acoustic Tom 4
58	Acoustic Tom 5
59	Acoustic Tom 6
60	Brush Tom 1
61	Brush Tom 2
62	Brush Tom 3
63	Brush Tom 4
64	Brush Tom 5
65	Brush Tom 6
66	Funk Tom 1
67	Funk Tom 2
68	Funk Tom 3
69	Funk Tom 4
70	Funk Tom 5
71	Funk Tom 6
72	Rock Tom 1
73	Rock Tom 2
74	Rock Tom 3
75	Rock Tom 4
76	Rock Tom 5
77	Rock Tom 6
78	808 Tom 1
79	808 Tom 2
80	808 Tom 3
81	808 Tom 4
82	808 Tom 5
83	808 Tom 6
84	909 Tom 1
85	909 Tom 2
86	909 Tom 3
87	909 Tom 4
88	909 Tom 5
89	909 Tom 6
90	909 Tom 7
91	909 Tom 8
92	Electronic Tom 1
93	Electronic Tom 2
94	Electronic Tom 3
95	Electronic Tom 4
96	Electronic Tom 5
97	Electronic Tom 6
98	Electronic Tom 7
99	Electronic Tom 8
RIDE	
100	21" Acoustic Ride
101	21" Acoustic Ride 1 Bell
102	Brush Ride 1
103	Brush Ride 1 Bell

104	Brush Ride 2
105	Brush Ride 21 Bell
106	20" Rock Ride
107	Electronic Ride
CRASH	
108	16" Acoustic Crash 1
109	16" Acoustic Crash 2
110	Brush Crash 1
111	Brush Crash 2
112	Rock Crash 1
113	Rock Crash 2
114	Splash
HIHAT	
115	14" Acoustic HiHat
116	14" Acoustic HiHat Edge
117	14" Acoustic HiHat Pedal
118	14" Standard HiHat
119	14" Standard HiHat Edge
120	14" Standard HiHat Pedal
121	Brush HiHat
122	Brush HiHat Pedal
123	Brush HiHat Splash
124	14" Rock HiHat
125	14" Rock HiHat Edge
126	14" Rock HiHat Pedal
127	14" Rock HiHat Splash
128	808 HiHat
129	808 HiHat Pedal
130	808 HiHat Splash
131	909 HiHat
132	909 HiHat Pedal
133	909 HiHat Splash
134	Dance HiHat
135	Dance HiHat Pedal
136	Dance HiHat Splash
137	Lo-Fi HiHat
138	Lo-Fi HiHat Edge
139	Lo-Fi HiHat Pedal
PERCUSSION	
140	Maracas
141	Metronome Bell
142	Mute Hi Conga 1
143	Mute Hi Conga 2
144	Open Hi Conga 1
145	Open Hi Conga 2
146	Low Conga
147	High Timbale 1
148	High Timbale 2
149	High Timbale 3
150	Low Timbale 1
151	Low Timbale 2
152	Low Timbale 3
153	Low Timbale 4
154	High Agogo

155	Low Agogo
156	Claves
157	Jingle Bell
158	Tambourine
159	Indian 1
160	Indian 2
161	Indian 3
162	Indian 4
163	Indian 5
164	Indian 6
165	Indian 7
166	Indian 8
167	Indian 9
168	Indian 10
169	Indian 11
170	Indian 12
171	African
172	Marimba C3
173	Marimba A3
174	Marimba C4
175	Marimba Db4
176	Marimba D4
177	Marimba Eb4
178	Marimba E4
179	Marimba F4
180	Marimba Gb4
181	Marimba G4
182	Marimba Ab4
183	Marimba A4
184	Marimba Bb4
185	Marimba B5
186	Marimba C5
187	Marimba Db5
188	Marimba D5
189	Marimba Eb5
190	Marimba E5
191	Marimba F5
192	Marimba Gb5
193	Marimba G5
194	Marimba Ab5
195	Marimba A5
196	Marimba Bb5
197	Marimba B5
198	Marimba C6
199	Cowball
200	Tambourine
FX	
201	FX 1
202	FX 2
203	FX 3
204	FX 4
205	FX 5
206	FX 6
207	FX 7

208	FX 8
209	FX 9
210	FX 10
211	FX 11
212	One
213	Two
214	Three
215	Four
216	Five
217	Six
218	Seven
219	Eight
220	Nine
221	Ti
222	Ta
223	Ei
224	An
225	E
226	Mute
HIHAT COMBINATION	
227	Acoustic
228	Jazz Brush
229	Rock
230	808
231	909
232	Dance
233	Marimba
234	Indian
235	African

Song List

No.	Name
1	Blues Funk
2	Fusion1
3	Cool Jazz
4	Blues1
5	Samba1
6	Vintage Hip-Hop
7	Nu-Jazz Funk
8	Soul
9	Vintage Funk
10	Trance
11	Country Pop
12	Classic Rock
13	Hardcore Hip-Hop
14	Vintage Dance Pop
15	Latin Jazz1
16	Salsa
17	80's Metal
18	BossaNova
19	Raggae1
20	Punk
21	Swing
22	Latin Jazz2
23	Bigband1
24	3'4 Jazz
25	Standard Jazz
26	6'8 Ballad
27	Pop Ballad
28	Pop Bossa
29	16bt Dance
30	Pop shuffle
31	Samba2
32	Mambo
33	Latin Rock
34	Latin Pop
35	Gtr Bossa
36	Country Blues
37	Rock
38	Raggae2
39	60's Rock
40	Blues2
41	Fusion2
42	Dance Funk
43	Modern Pop
44	Hip-hop
45	Latin Jazz3
46	Funk1
47	Bigband2
48	Funk2
49	Pop Funk1
50	Fusion3

51	Funk3
52	Fusion4
53	Fusion5
54	Pop Funk2
55	R&B
56	Drum&Bass1
57	Break Beat1
58	Dance1
59	Drum&Bass2
60	Latin Dance

GM Drum Kit List

Note No.	Standard (bank 00)	Funk (bank 08)	Rock (bank 16)	Electric (bank 24)	Brush (bank 40)
Eb1[27]	High Q				
E 1[28]	Slap				
F 1[29]	Scratch Push				
F#1[30]	Scratch Pull				
G 1[31]	Sticks				
G#1[32]	Square Click				
A 1[33]	Metronome Click				
Bb1[34]	Metronome Bell				
B 1[35]	Acoustic Bass Drum				
C 2[36]	Standard Bass Drum	Funk Bass Drum	Rock Bass Drum	Electric Bass Drum	Brush Bass Drum
C#2[37]	Side Stick				
D 2[38]	Standard Snare	Funk Snare	Rock Snare	Electric Snare	Brush Snare
Eb2[39]	Hand Clap				
E 2[40]	Standard Snare Rim	Funk Snare Rim	Rock Snare Rim	Electric Snare Rim	Brush Snare Rim
F 2[41]	Standard Tom 6	Funk Tom 6	Rock Tom 6	Electric Tom 6	Brush Tom 6
F#2[42]	Standard Hi-hat Close				
G 2[43]	Standard Tom 5	Funk Tom 5	Rock Tom 5	Electric Tom 5	Brush Tom 5
G#2[44]	Standard Hi-hat Pedal				
A 2[45]	Standard Tom 4	Funk Tom 4	Rock Tom 4	Electric Tom 4	Brush Tom 4
Bb2[46]	Standard Hi-hat Open				
B 2[47]	Standard Tom 3	Funk Tom 3	Rock Tom 3	Electric Tom 3	Brush Tom 3
C 3[48]	Standard Tom 2	FunkTom 2	Rock Tom 2	ElectricTom 2	BrushTom 2
C#3[49]	Standard Crash 1				
D 3[50]	Standard Tom 1	Funk Tom 1	Rock Tom 1	ElectricTom 1	Brush Tom 1
Eb3[51]	Standard Ride				
E 3[52]	Chinese Cymbal 1				
F 3[53]	Ride Bell				
F#3[54]	Tambourine				
G 3[55]	Splash Cymbal				
G#3[56]	Standard Cowbell				
A 3[57]	Standard Crash 2				
Bb3[58]	Vibra-slap				
B 3[59]	Ride Cymbal				
C 4[60]	Hi Bongo				
C#4[61]	Low Bongo				
D 4[62]	Mute Hi Conga				
Eb4[63]	Open Hi Conga				
E 4[64]	Low Conga				
F 4[65]	High Timbale				
F#4[66]	Low Timbale				
G 4[67]	High Agogo				
G#4[68]	Low Agogo				
A 4[69]	Cabasa				
Bb4[70]	Maracas				
B 4[71]	Short Whistle				
C 5[72]	Long Whistle				
C#5[73]	Short Guiro				
D 5[74]	Long Guiro				
Eb5[75]	Claves				
E 5[76]	Hi Wood Block				
F 5[77]	Low Wood Block				
F#5[78]	Mute Cuica				
G 5[79]	Open Cuica				
G#5[80]	Mute Triangle				
A 5[81]	Open Triangle				
Bb5[82]	Shaker				
B 5[83]	Jingle Bell				
C 6[84]	Bell Tree				
C#6[85]	Castanets				
D 6[86]	Mute Surdo				
Eb6[87]	Open Surdo				

GM Backing Instrument List

PIANO	STRINGS	LEAD
1 Acoustic Grand Piano	41 Violin	81 Lead1 (square)
2 Bright Acoustic Piano	42 Viola	82 Lead2 (sawtooth)
3 Electric Grand Piano	43 Cello	83 Lead3 (calliope)
4 Honky-Tonk Piano	44 Contrabass	84 Lead4 (cliff)
5 E.Piano 1	45 Tremolo Strings	85 Lead5 (charang)
6 E.Piano 2	46 Pizzicato Strings	86 Lead6 (voice)
7 Harpsichord	47 Orchestral Harp	87 Lead7 (fifths)
8 Clavi	48 Timpani	88 Lead8 (bass & lead)
MALLET	STRINGSENSEMBLE	PAD
9 Celesta	49 Strings Ensemble 1	89 Pad1 (newage)
10 Glockenspiel	50 Strings Ensemble 2	90 Pad2 (warm)
11 Music Box	51 Synth Strings 1	91 Pad3 (polysynth)
12 Vibraphone	52 Synth Strings 2	92 Pad4 (choir)
13 Marimba	53 Choir Aahs	93 Pad5 (bowed)
14 Xylophone	54 Voice Oohs	94 Pad6 (metallic)
15 Tubular Bells	55 Synth Voice	95 Pad7 (halo)
16 Dulcimer	56 Orchestra Hit	96 Pad8 (sweep)
ORGAN	BRASS	EFFECTS
17 Drawbar Organ	57 Trumpet	97 FX1 (rain)
18 Percussive Organ	58 Trombone	98 FX2 (soundtrack)
19 Rock Organ	59 Tuba	99 FX3 (crystal)
20 Church Organ	60 Muted Trumpet	100 FX4 (atmosphere)
21 Reed Organ	61 French Horn	101 FX5 (brightness)
22 Accordion	62 Brass Section	102 FX6 (goblins)
23 Harmonica	63 Synth Brass 1	103 FX7 (echoes)
24 Tango Accordion	64 Synth Brass 2	104 FX8 (sci-fi)
GUITAR	REED	ETHNIC
25 Nylon Guitar	65 Soprano Sax	105 Sitar
26 Steel Guitar	66 Alto Sax	106 Banjo
27 Jazz Guitar	67 Tenor Sax	107 Shamisen
28 Clean Guitar	68 Baritone Sax	108 Koto
29 Muted Guitar	69 Oboe	109 Kalimba
30 Overdriven Guitar	70 English Horn	110 Bagpipe
31 Distortion Guitar	71 Bassoon	111 Fiddle
32 Guitar Harmonics	72 Clarinet	112 Shanai
BASS	PIPE	PERCUSSIVE
33 Acoustic Bass	73 Piccolo	113 Tinkle Bell
34 Finger Bass	74 Flute	114 Agogo
35 Pick Bass	75 Recorder	115 Steel Drums
36 Fretless Bass	76 Pan Flute	116 Wood Block
37 Slap Bass 1	77 Blown Bottle	117 Taiko Drum
38 Slap Bass 2	78 Shakuhachi	118 Melodic Tom
39 Synth Bass 1	79 Whistle	119 Synth Drum
40 Synth Bass 2	80 Ocarina	120 Reverse Cymbal
SOUNDEFFECTS		
121 Guitar Fret Noise		
122 Breath Noise		
123 Seashore		
124 Bird Tweet		
125 Telephone Ring		
126 Helicopter		
127 Applause		
128 Gunshot		

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic	Default	10ch	1—16	
Channel	Changed	×	×	
Mode	Default	×	×	
	Messages	×	×	
	Altered	*****	*****	
Note		0—127	0—127	
Number	: True Voice	*****	0—127	
Velocity	Note On	○ 99H,V=1-127	○	
	Note Off	○ (99H,V=0)	○	
after	Key's	×	○	
Touch	Ch's	×	×	
Pitch Bend		×	○	
Control	0	×	○	Bank Select
Change	1	×	○	Modulation
	5	×	○	Portamento Time
	6	×	○	Data Entry
	7	×	○	Volume
	10	×	○	Pan
	11	×	○	Expression
	64	×	○	Sustain Pedal
	65	×	○	Portamento On/Off
	66	×	○	Sostenuto Pedal
	67	×	○	Soft Pedal
	80	×	○	Reverb Program
	81	×	○	Chorus Program
	91	×	○	Reverb Level
	93	×	○	Chorus Level
	120	×	○	All Sound Off
	121	×	○	Reset All Controllers
	123	×	○	All Notes Off
Program		×	○	
Change	: True Number	×	○	
System Exclusive		×	○	
System	: Song Position	×	×	
Common	: Song Select	×	×	
	: Tune	×	×	
System	: Clock	○	×	
Real Time	: Commands	○	×	Start And Stop Only
Aux	: Local On/off	×	×	
	: All Notes Off	×	×	
Messages	: Active Sensing	×	×	
	: Reset	×	×	

○: YES ×: NO

