



FAZLEY

DDK-080 Electronic Drum Kit



User Manual

All information and illustrations shown in this user manual are subject to change without further notice.

User manual version: 1.0 Creation date + author initials: 07-05-2020 RV Revision date + author initials:

Introduction

Thank you for purchasing your new Fazley electronic drum kit. Before you unpack all the parts and accessories from the box, we recommend reading this manual in full so that you can familiarise yourself with all of the functions it has to offer. Please make sure to check that all of the components and accessories listed below are included in the box, and to contact your retailer if anything is missing. If the DDK-080 does not function as it should, or you have any problems while using it, immediately switch it off and unplug it before contacting your retailer for further help and information.

Box Contents:

1x Fazley DDK-080 electronic drum kit, consisting of the following components:

- 4x Mesh-Head Trigger
- 3x Cymbal Pad Trigger
- 1x Drum Module
- 1x Drum Module Power Supply
- 1x Drum Frame
- 1x Central Cable Tree
- 1x Kick Drum Trigger Pedal
- 1x Hi-Hat Pedal
- 1x Drum Key
- 1x Quick Start Guide
- 1x Assembly Instruction Book

Check the electronic drum kit and any included accessories

If you notice that the drum kit or any included accessories are defective or have been damaged in transit, immediately contact your retailer.

Please note: The products seen in the images included in this manual may differ slightly from the product received.



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Contact:

Fazley Musical Instrument Products and Accessories
Verrijn Stuartweg 18
4462 GE Goes
The Netherlands

*Please do not send any products directly to the correspondence address above
If you need to return your product for a repair or refund, please contact your retailer and make an RMA
request (Return Merchandise Authorisation)*

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Safety Instructions



WARNING!



Keep this device away from moisture, water and rain to avoid the chance of electric shocks.

Everyone involved with the installation, operation and maintenance of this device must:

- Be qualified
- Be skilled
- Have read the instructions in this user manual
- Be sure that neither the device nor the included accessories are damaged. Should the device or the included accessories be damaged, please contact your dealer for more information.
- Ensure that the device is in good working condition and safe to operate. Please follow the advice and instructions as they are described in this user manual.

Damage caused by misuse and/or modifications made to the device are not covered by the warranty. This device does not contain any parts that need to be repaired or replaced by the user. Should maintenance or repairs be necessary, they must be handled by a qualified technician.

Important information regarding health and safety:

- Do not remove any labels or stickers from this device.
- Do not leave any cables lying around.
- The device should not be opened up, and any hardware or software that may be present should not be modified.
- To achieve optimal performance, inputs on this device should not be fed with a signal higher than necessary.
- The device should only be used indoors; contact with moisture, water and rain should always be avoided. Do not place any objects containing liquids on top of the device.
- Remove the device from any nearby flames or heat sources; do not place it near flammable fluids, gasses or objects.
- Disconnect this device from the power supply if it will not be used for a longer period of time, if maintenance is necessary, or if the device needs to be cleaned.
- Do not pull on the cable to remove a connector, as this could cause damage.
- Do not use any cables other than the ones described in this manual. Do not use defective cables. Please contact your dealer if the included or necessary cables do not function properly with this device.
- In the event that the device is exposed to extreme temperature changes (e.g. transported through a cold outdoor environment into a warm indoor environment), it should not be turned on until it has reached room temperature. This is necessary to prevent moisture from forming in the device, which could lead to electric shocks.

Guidelines and operation of this device:

- This device is intended for indoor use by adults.
- This device is not suitable for use by children, and should always be operated by an adult.
- This device should only be used in a suitable environment where no damage to the device can occur. Do not use the device in moist or dusty environments such as:
 - indoor swimming pools where chlorine is used
 - beaches where there is sand and salt
 - outdoors
 - indoors in spaces where intense heat sources are present, or where it reaches temperature levels that would be considered uncomfortable for a person
- Avoid impacts and collisions during use and transport. Do not transport the device while it is in use. Avoid using excessive force when installing and operating the device.
- The user should become familiar with the functions of this device before using it.

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- The user should be able to stop the device's power supply in case of emergencies. At least one of the following should therefore be accessible at all times:
 - the power cable connector on the back of the unit
 - the power socket the cable is plugged in to
 - the power socket switch or extension cable switch
- Should the device not be used in the manner described in this user manual, damages or even injuries could occur. Fazley cannot be held responsible for any injuries or damages that occur as a result of improper use of this product.




Storage and transport:

- This product is designed for mobile use. It can be transported separately and without its original packaging as long as it's well-protected against shocks and collisions. For optimal protection and damage prevention, it's recommended to use a matching flight bag or flight case fitted with foam padding.
- This device is not designed for permanent (24/7) use. The expected lifespan of the device will not be affected by occasionally turning the device off. Disconnect the device or turn off the power when it is not actively in use.
- If the device will not be used for a longer period of time, it should be disconnected and stored in a dust-free environment.
- Do not expose the device to extreme temperature differences.

Housing

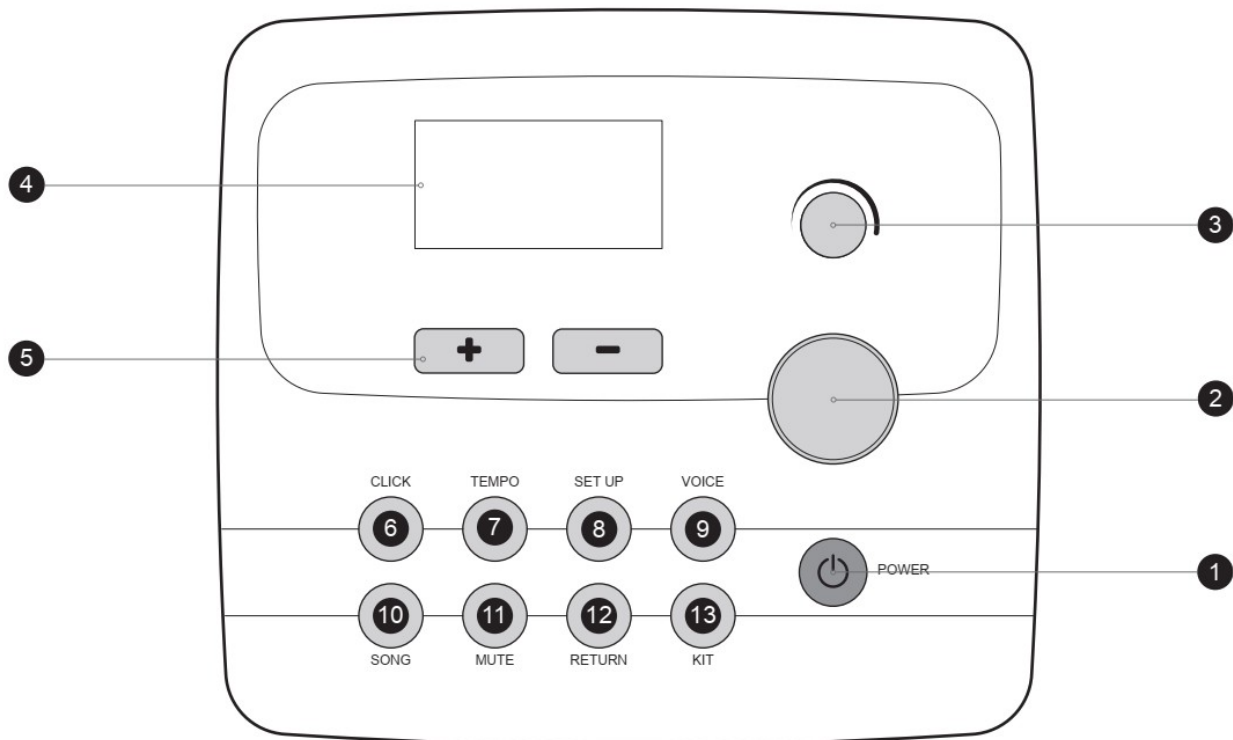
- Inspect the device's housing frequently, and always just before use. Avoid operating the device if there are large dents or cracks, or if screws are missing. Do not use the device if the housing is not in good condition. Contact your dealer or a qualified technician if you are unsure about the state of the device.
 - Check the device and the screws for corrosion. Corrosion must not be present on this device. Contact your dealer or a qualified technician if you find any corrosion on the screws.
- Every power and signal connector should be securely mounted. Do not use the device if the connectors are not secure.
- Avoid dust and dirt build-up. Clean the device once a month by disconnecting it from the power supply and wiping it down with a dry or slightly moist cloth. If the device is used frequently, the cleaning intervals should increase.

Symbol explanation:

	<p>WEEE: Ensure that this device is disposed of properly. This product falls under the WEEE (Waste Electrical and Electronic Equipment) directive. The requirements of this directive apply to all manufacturers and producers of electronic devices in the EU. Do not throw this product away with regular rubbish. Please contact your local authority for more information about how to recycle and dispose of these products in your region. By recycling this product in the proper manner, we can work together to ensure that we can continue to enjoy these kinds of products and still protect the environment as much as possible from pollution.</p>
	<p>CE: The CE logo indicates that this product meets the European norms and requirements to which it must legally conform.</p>
	<p>Only suitable for indoor use: this product was only designed for indoor use. The maximum environmental temperature must not exceed 40 degrees Celsius (104 degrees Fahrenheit).</p>

Drum Module Overview

The drum module of the DDK-080 is essentially the brain of this electronic instrument. It not only contains all the sounds that can be played back via the connected mesh-heads and cymbal pads, but offers a range of functions so that you can customise your own kit. We shall now take you through all of these options, step by step.



1. Power Button

This button is pushed to switch the drum module on. To switch the drum module off, simply hold down the Power button for at least 2 seconds.

2. Central Rotary Knob

The Central rotary knob is used to select and adjust all the various parameters, scroll through display menus, and can be used as a fast-track parameter and volume control.

3. Volume Knob

This controls the volume of any connected headphones.

4. Display

The display shows you all the relevant information such as the selected drum kit, and various settings menus that can be browsed.

5. '+' and '-' Control Buttons

Using the plus (+) and minus (-) control buttons, any individual settings and parameters can be accurately adjusted (more accurately than when using the Central knob).

6. Click Button

Pushing this button activates the click track/metronome accompaniment.

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7. Tempo Button

This button is used to set the tempo or speed of the click track. Tap this button at the required speed to set the click track BPM.

8. Setup Button

The general settings menu is opened by pressing this button. Here, all the basic settings can be viewed and adjusted.

9. Voice Button

This button opens a menu where the sound and volume of the drum kit can be adjusted in detail for full customisation.

10. Song Button

This button activates one of the built-in automatic songs.

11. Mute Button

While one of the built-in songs is playing back, the Mute button can be used to silence the drum track, so that you can play along.

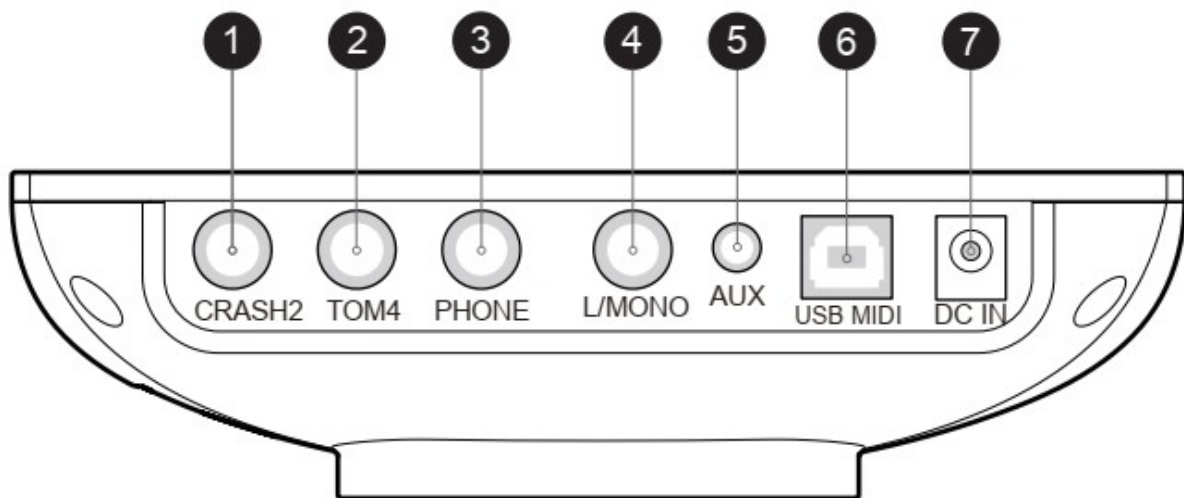
12. Return Button

The Return button takes the display back to the previous menu and can also be used to view the function settings.

13. Kit Button

The Kit button can be used to return to the main menu where the selected kit is displayed.

Drum Module Inputs and Outputs



1. Crash2 Port

This port is included so that an extra crash pad can be added to expand the kit. This cymbal pad is sold separately and comes including the 6.35mm jack needed to connect it to the drum module.

2. Tom4 Port

Besides a second crash, a fourth tom trigger can also be added to expand the kit. The fourth tom is sold separately and comes including the 6.35mm jack needed to connect it to the drum module.

3. Headphone Output

Your headphones can be connected to the headphone output for quieter practice while you can hear the drum kit.

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This output is compatible with headphones with a standard 6.35mm jack plug. If your headphones only have a smaller 3.5mm mini-jack plug, then a standard jack to mini-jack adapter can be used to connect them.

4. Mono Output

The drum module has also been fitted with a mono-output so that it can be directly connected to a professional PA system. Using a mono signal has the added benefit of sending a single channel to the mixer where it can be panned, just as a normal acoustic drum kit is amplified with mono microphones. The sound of the drum module can then be given the same position in the stereo image as it has on the stage.

The mono-output has a standard 6.35mm mono TS jack socket.

If you need to send a stereo output signal, the headphone output can be used to send a stereo signal using a 6.3mm TRS jack cable.

5. Aux Input

The DDK-080 also has an AUX IN fitted with a 3.5mm TRS mini-jack socket so that a phone, tablet, or laptop can be connected. Music can then be played through the drum module from the external audio device, so that you can play along.

Here you can play along to a library of your own tracks, or follow online video tutorials.

6. USB MIDI Port

The drum module has a USB-B port that can be used to connect it to a computer. This can be used to send MIDI data to a computer and can only be used in combination with music production software. The MIDI information can then be used by the software or compatible plug-ins to trigger different sounds.

In this way, the sounds that come built into the drum module can be expanded when connected to a computer. A range of different plug-ins are compatible with the DDK-080 drum module and your retailer will be able to advise on this further.

7. DC-IN Power Port

The DC-IN port is provided for connecting the included power supply. The other end of the power supply then needs to be plugged into a mains power socket.



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Basic Drum Module Settings

Basic

The drum module is the brain of this electronic drum kit and offers a number of options and functions.

The control panel of the drum module has a central control knob, and various buttons for fast menu navigation, selection, and parameter adjustments.

The most-used and easy to access controls are the display, headphone volume control, plus and minus buttons, and the large rotary control knob.

Using these controls, you can browse through all the menu options, scroll through and choose one of the different preset drum kits, and so on.

Further to these controls, a number of buttons are provided to offer short-cuts to specific menus with functions for making adjustments in more detail.

The difference between the Central rotary control and the Plus and Minus buttons:

Please note that the endless rotary encoder (Central control knob) is intended for quick adjustments made in larger steps. This means that when adjusting a parameter that offers a setting between 0 and 100, the Central control knob will make the adjustment in larger steps rather than one by one.

To make more accurate, one by one adjustments, use the Plus and Minus buttons.

Return Button

The Return button is used to save any changes that have been made to a parameter before returning to the previous or main menu.

Power Button (Switching On)

Before using the power button to switch on the drum module, make sure to turn all volume levels down to a minimum to avoid any shock for anyone who strikes one of the drums if the volume has been left at too high a level. This may not only damage any connected headphones, but may also damage the hearing of the person wearing them. Always counter this by beginning at a lower volume and slowly adjusting as needed while gently striking one of the triggers.

Power Button (Switching Off)

When switching off the drum module, it's a good idea to reduce all the volume levels once more. By pressing and holding the power button down for at least 2 seconds, the drum module shall be powered off.

If the drum kit will not be used for a long period of time, it is advised to unplug it entirely from the mains power socket.

Drum Kit Selection

Selecting a drum kit (preset kit) is an easy process. Once the module has been switched on, press the Kit button and use the Central control knob to browse through the various listed drum kits. Each built-in preset kit has been numbered between 1 and 20 and slots 21 to 25 have been provided for saving custom user kits.

The display will show a number of details about the kit, including the kit number, the kit type, the last trigger that was hit, and the kit name.

User Drum Kits

It's possible to put together your own kits and save them to the module. An existing preset can be copied and then edited or an entirely new kit can be put together.

To create a kit, simply follow these steps:

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- Select one of the user kits (21-25)
- Press the Voice button on the drum module
- Use the plus and minus buttons (+ / -) to select the trigger that you want to edit. The trigger can also be selected by simply tapping the trigger with a drum stick. Once selected, use the Central control knob to assign a sound to the trigger.

Playing Along with a Song

The DDK-080 comes with a bank of built-in songs that can be used as accompaniments or backing tracks to your playing. These are different pieces of music designed to help you practice your drumming.

10 built-in songs come included, complete with drum parts that can be muted so that you can play the drum part yourself.

To play along with a built-in song, simply follow these steps :

- Press the Song button
- This will open the Song menu
- Use the + and – buttons to browse through the list of songs
- Press the Return button to start the selected song
- Press the Return button again to stop the song

Mute the drum part of a song

To mute the drum part of a selected built-in song, simply press the Mute button on the front panel of the drum module. This will stop the play-back of the drum track of the song so that you can play along with the song yourself. Press the mute button once more to un-mute the drum part of the song.

Playing Along with an External Audio Source

The DDK-080 is able to take a signal from an external audio source like a phone, tablet, MP3 player, or computer. This puts the sound of any music, tutorials, or other audio media through the module and any connected headphones so that you can play along.

To connect an external audio device, a 3.5mm TRS mini-jack cable or 'AUX' cable can be used.

The drum sound and the sound coming from the external audio source can be heard through any connected headphones. The balance can then be adjusted using the master volume and headphone volume controls.

Using the Metronome

Thanks to the built-in metronome function, you can learn to play in time to a specific tempo. This is especially essential for beginners who are still getting the timing between the kick and snare (for example) under control. The metronome plays at a fixed tempo when the Click button is pressed.

The Tempo button can be used to adjust the tempo (speed/BPM) of the metronome. The note, number of beats per bar, the rhythm and the volume of the Click can also be adjusted.

The following Click parameters can viewed, accessed, and changed as required:

Parameter	Value	Description
Speed	20-260	Tempo of the metronome in Beats Per Minute (BPM)
Sound	6	Type of sound
Beats	1-9	Number of notes per beat
Rhythm	0-127	Metronome volume
Volume	1 – ½ – ¼ – 1/8 - 1/16	Rhythm of beat

Advanced Settings

Pad setting / trigger

Press the Set button and this will open the Trigger settings.

Tap the trigger you want to edit (for example, the kick), and it will appear on the display.

Use the + and – buttons or the Central control knob to adjust the trigger settings. Press the Return button to save the new settings and return to the previous menu.

Please note: If a parameter has been adjusted and the Return button has not been pressed, these changes shall NOT be saved!

Trigger parameters:

Parameter	Value	Description
Sensitivity	0-31	Set the sensitivity of the pads/triggers for the optimum playing feel
Threshold	0-31	Only activate the trigger when a minimum value has been reached
Curve	Linear	Linear curve, where the strength at which the trigger is struck determines the volume of sample
	EXP1 / EXP2	Exponential curve (where EXP2 gives the most extreme curve) where a harder trigger strike has a more extreme effect on the volume of the sample.
	LOG1 / LOG2	Logarithmic curves (where LOG2 is the more extreme curve), where a lighter trigger strike has more effect on the volume of the sample.
	SPLINE	Large volume difference between soft and hard trigger strikes.
	LOUD1 / LOUD2	Get a powerful volume when the trigger is struck lightly.
Dynamic Range	0-80	This controls the dynamic range of the trigger. The lower the value, the less dynamic the reaction of the trigger. The higher the value, the more dynamic the reaction of the trigger. You can experiment with your playing dynamics by setting the Dynamic Range to a higher value.
Scan Time	0 – 4.0 ms	The Scan Time is a function that analyses the loudness at which a sample should be played back depending on the way that the trigger is struck. Since each trigger will not react in the same way, in some cases it's necessary to adjust the Scan Time a little more so that it's measured at a later peak-point during the strike. Try to keep this value as low as possible.
Retrig Level	0-16	This setting determines the maximum time between the activation of each trigger. Retriggering means that multiple triggers might be

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		registered when they are not intended so that a sample is doubled. Experiment with the value but try to keep the value as low as possible to avoid retriggers.
Mask Time	0-64 (ms)	The Mask Time is mainly designed for kick drum triggers. Since the beater of the kick pedal can sometimes rebound and hit the kick trigger again, the Mask Time sets a time limit between triggers to avoid sample doubling. Experiment with the setting to get the right timing according to your playing.
Anti-Cross	1-10	This system is intended to limit any possible 'crosstalk' between different triggers. This effect can occur when two triggers are mounted on the same bracket where the vibrations caused by striking one trigger can unintentionally activate the second trigger.
Rim Gain	5-20	The higher the value of the Rim Gain, the more sensitive the rim of the toms becomes, and the louder the sample playback becomes when the rim is struck, or the other way around. It's therefore possible to set the value so that a light touch will play back the sample at full volume.
Head/Rim adj.	5-20	It can happen that when the rim is struck, the main drum sound is unintentionally triggered. This can happen due to the vibrational transference of the strike. Experiment with the Head/Rim value to hit the right balance but be aware that when set to a high value, it can be more difficult to trigger a rim shot.

MIDI Settings

Via the Set up menu, six different MIDI parameters can be adjusted. For example, the MIDI channel can be set, and the USB-MIDI interface can be switched on and off.

Parameter	Value	Description
MIDI channel	1-16	Select the MIDI channel
Auto Trace	ON/OFF	Switch both the Auto Trace of the master-interface and the audio interface on or off.
Retransmit	ON/OFF	Switch MIDI signal input and output over USB on or off.
System Real	ON/OFF	Switch System Real on or off.
USB-MIDI OUT	ON/OFF	Switch USB MIDI OUT on or off.
USB-MIDI IN	ON/OFF	Switch USB MIDI IN on or off.

Effect Setting

The drum module also offers the option of adjusting the reaction of a specific trigger or pad. For example, both the volume response of the triggers and the panning of the sample play back can be adjusted.

The parameters that can be adjusted in detail are listed in the table below:

Parameter	Value	Description
Coarse	-24 - +24	Coarse tuning of the selected trigger/pad

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Fine	0 – 127	Fine tuning of the selected trigger/ pad
Release	0 – 127	Release time
Volume	0 – 127	Pad volume
Tone	0 - 127	Tone setting of the selected trigger/pad
Pan	-63 - +63	Pan-tuning of the selected trigger/ pad
Reverb	0 - 127	Reverb-tuning of the selected trigger/pad

MIX Settings Menu

The MIX settings menu includes parameters that have to do with the tone control of the internal module, as well as the addition of effects like reverb.

The following parameters can be viewed and adjusted in the MIX settings menu:

Parameter	Value	Description
Equalizer	ON/OFF	Switch the internal equaliser on or off
Low gain	0-127	Gain control for the lower frequencies
High gain	0-127	Gain control for the higher frequencies
Low freq	0-127	Level of the lower frequencies
High freq	0-127	Level of the higher frequencies
Reverb type	8 types	Reverb type selection
Room size	5 types	Room size selection. This effects the sustain or 'tail' of the reverb
Reverb level	0 -127	Reverb level
Reverb time	0 – 127	Set the reverb-time
Reverb PreLF	0 – 7	Reverb PreLF range setting

Utility Settings Menu

The DDK-080 offers even more control over its settings and to make navigating the various menus more comfortable, the Utility menu can be used to adjust the display screen, change the kick drum response, and perform a factory reset.

In the Utility menu, the following sub-menus can be found:

- Brightness setting
- Kickdrum setting (digital trigger or mechanical kick)
- Factory reset
- DDK-080 module information

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Brightness:

Use the + and – buttons to adjust the brightness of the display screen.

Kick Drum Setting

The DDK-080 comes with a digital trigger for the kick drum. This is a pedal where a sensor has been directly mounted to register the 'kick' and trigger a sample.

It's also possible to play the DDK-080 with a mechanical kick with a real pedal complete with a beater and trigger pad (not included). If you are using a kick trigger of this kind, then the Kick Drum Setting needs to be changed to Pedal, where the icon of a 'foot' indicates a mechanical kick trigger.

Factory Reset

By using the Factory Reset function, any adjusted settings of the drum module will be returned to their original factory settings. Any adjustment made manually including user kits and so on, shall be removed.

If you select 'Yes' next to System Reset, the factory reset shall be carried out and cannot be reversed.

Module Information

This displays information about the drum module that cannot be edited in any way. This includes information like the firmware version, which cannot be changed by the user.



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Specifications

General Specifications:

- complete electronic drum kit with mesh-heads
- standard drum set up
- compact and easy to control drum module
- mesh-head technology for accurate response
- practical, compact and easily assembled drum frame
- all hardware is easy to adjust for optimum playing comfort

Set Up:

- drum frame
- hi-hat-pad + hi-hat foot controller
- kick trigger pedal
- 2 toms + floor tom mesh-head
- crash + ride cymbal-pads
- drum module

Drum Module Ports:

- headphone output 6.35mm TRS jack
- Mono or Stereo master output via 6.35mm TS jack (1 or 2)
- AUX in via 3.5mm TRS mini-jack
- power input for included power supply
- USB MIDI port for bi-directional communication via USB-B
- trigger-inputs for extra crash cymbal-pad and extra tom via 6.35 mm TS jack (not included)

Technical Specifications:

- 15 preset kits
- 10 user kits
- 329 built-in sounds
- 10 built-in songs
- standard trigger inputs: kick trigger, snare, tom1, tom2, tom3, hi-hat, crash, ride, hi-hat controller
- extra trigger inputs: crash2, TOM4
- LCD display: 128 x 64 dot graphic display (backlit LCD)
- mains voltage: 100-240V AC, 50/60 Hz
- power: 12V DC, 1A via power supply (included)



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SONG List

NUM	NAME	NUM	NAME
1	Ragtime	6	Rockin-Robin
2	Moonlight	7	Spanish Flea
3	It's All Right	8	Love Me Do
4	Hello My Baby	9	I Love You
5	Rising Sun	10	Yankee Doodle

KIT List

NUM	NAME	NUM	NAME	NUM	NAME
1	Rock1	11	Funk1	20	U_Pop2
2	Rock2	12	Electro1	21	U_Pop3
3	Rock3	13	Electro2	22	U_Jazz1
4	Pop1	14	Electro3	23	U_Brush1
5	Pop2	15	Electro4	24	U_Fiesta1
6	Pop3	User Kit		25	U_Jungle1
7	Jazz1	16	U_Rock1		
8	Brush1	17	U_Rock2		
9	Fiesta1	18	U_Rock3		
10	Jungle1	19	U_Pop1		

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VOICE List

NUM	NAME	NUM	NAME	NUM	NAME
Kick (1)		23	Kick Concrete 1	46	Sn-Fiesta-1-R
1	Kick-Rock-1	24	Kick Concrete 2	47	Clap-Electro9
2	Kick-Pop-1	25	Kick Dakeat 1	48	Sn-Electro9-RS
3	Kick-Pop-2	26	Kick Dakeat 2	Snare(2)	
4	Kick-Metal-1	27	Kick Ganja 1	49	Snare Absynth 1
5	Kick-Metal-2	28	Kick Ganja 2	50	Snare Absynth 2
6	Kick-Jazz-1	29	Kick Jack 1	51	Snare Absynth 3
7	Kick-Jungle-1	30	Kick Jack 2	52	Snare AfroShop 1
8	Kick-Vintage-1	Snare(1)		53	Snare AfroShop 2
9	Kick-Electro8-1	31	Sn-Rock-1	54	Snare AfroShop 3
10	Kick-Electro8-2	32	Sn-Rock-1-R	55	Snare Arena 1
Kick (2)		33	Sn-Rock-1-C	56	Snare Arena 2
11	Kick Absynth 1	34	Sn-Rock-2-XL	57	Snare Arena 3
12	Kick Absynth 2	35	Sn-Pop-1	58	Rim Argon
13	Kick AfroShop 1	36	Sn-Pop-1-R	59	Rimshot Argon
14	Kick AfroShop 2	37	Sn-Pop-1-Cr	60	Snare BottleP 1
15	Kick Arena 1	38	Sn-Jazz-1-XL	61	Snare BottleP 2
16	Kick Arena 2	39	Sn-Jazz-1-R	62	Snare BottleP 3
17	Kick Argon 1	40	Sn-Jazz-1-C	63	Snare Bouncin 1
18	Kick Argon 2	41	Sn-Brush-1-XL	64	Snare Bouncin 2
19	Kick BottleP 1	42	Sn-Brush-1-R	65	Snare Bouncin 3
20	Kick BottleP 2	43	Sn-Jungle-1	66	Snare Dakeat 1
21	Kick Bouncin 1	44	Sn-Jungle-2-R	67	Snare Dakeat 2
22	Kick Bouncin 2	45	Sn-Fiesta-1	68	Snare Dakeat 3

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NUM	NAME	NUM	NAME	NUM	NAME
69	Snare Dakeat 4	93	Tom-Metal2-R	117	Djembe AfroS 5
70	Snare Concrete 1	94	Tom-Jungle1-1	118	Djembe AfroS 6
71	Snare Concrete 2	95	Tom-Jungle1-2	119	Djembe AfroS 7
72	Snare Concrete 3	96	Tom-Jungle1-3	120	Djembe AfroS 8
73	Snare Jack 1	97	Tom-Electro1-1	121	Djembe AfroS 9
74	Snare Jack 2	98	Tom-Electro1-2	122	Dununba AfroS 1
75	Snare Jack 3	99	Tom-Electro1-3	123	Dununba AfroS 2
Tom(1)		Tom(2)		124	Dununba AfroS 3
76	Tom-Rock-1-XL	100	Perc Absynth 1	125	Kenkeni AfroS
77	Tom-Rock-2-XL	101	Perc Absynth 2	126	Krin AfroShop
78	Tom-Rock-1-R	102	Perc Absynth 3	127	Sangba Afro 1
79	Tom-Rock-2-R	103	Perc Absynth 4	128	Sangba Afro 3
80	Tom-Pop1-1	104	Perc Absynth 5	129	Shaker Arena 1
81	Tom-Pop1-2	105	Tom Absynth 1	130	Shaker Arena 2
82	Tom-Pop1-3	106	Tom Absynth 2	131	Shaker Arena 3
83	Tom-Pop1-1-R	107	Tom Absynth 3	132	Shaker Arena 4
84	Tom-Pop1-2-R	108	Tom Absynth 4	133	Tom BottleP 1
85	Tom-Pop1-3-R	109	Tom Absynth 5	134	Tom BottleP 2
86	Tom-Jazz1-XL	110	Tom Absynth 6	135	Tom BottleP 3
87	Tom-Jazz2XL	111	Tom Absynth 7	136	Tom BottleP 4
88	Tom-Brush1-XL	112	Tom Absynth 8	137	Tom BottleP 5
89	Tom-BassBrush1-XL	113	Tom Absynth 9	138	Tom BottleP 6
90	Tom-Metal1-XL	114	Djembe AfroS 1	139	Tom BottleP 7
91	Tom-Metal2-XL	115	Djembe AfroS 2	140	Tom BottleP 8
92	Tom-Metal1-R	116	Djembe AfroS 3	141	Tom Bouncin 1

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NUM	NAME	NUM	NAME	NUM	NAME
142	Tom Bouncin 2	166	RD-Brush2-edge	190	Bongo Bouncin
143	Tom Bouncin 3	167	RD-Brush2-top	191	Ride Ganja
144	Tom Bouncin 4	168	RD-Jungle1-bell	192	Ride Orgami
145	Tom Dakeat 1	169	RD-Jungle1-top	193	Ride Overtime
146	Tom Dakeat 2	170	RD-Vintage1-Bell	194	Ride Rare 1
147	Perc Jack 1	171	RD-Vintage1-shoulder	195	Ride Rare 2
148	Perc Jack 2	172	RD-Fiesta1-top	196	Ride Shooter
149	Perc Jack 3	173	Cymb 808L	197	Ride Syntheti
150	Perc Jack 4	Ride(2)		198	Ride Alkaloid V1
151	Perc Jack 5	174	Ride Glowstix 1	199	Ride Alkaloid V2
152	Perc Jack 6	175	Ride Glowstix 2	200	Ride Alkaloid V3
153	Perc Jack 7	176	Ride Glowstix 3	201	Ride Alkaloid V4
154	Perc Jack 8	177	Ride Glowstix 4	202	Ride Alkaloid V5
155	Lofill Jack 1	178	Ride Gong V8	203	Ride Alkaloid V6
156	Lofill Jack 2	179	RideBell Gong V8	204	Ride Soulesque 1
157	Perc Concrete 1	180	Bell AfroShop 1	205	Ride Soulesque 2
158	Shaker Concrete 1	181	Bell AfroShop 2	206	Ride X
159	Shaker Concrete 2	182	Bell AfroShop 3	Crash(1)	
Ride(1)		183	Bell AfroShop 4	207	Cr_Classic_Edge
160	RD_R24-Bell	184	Ride Arena 1	208	Cr_Classic_Shoulder
161	RD_R24-Shoulder	185	Ride Arena 2	209	Cr_Rock-V20-Edge
162	RD_R24-Edge	186	Ride Arena 3	210	Cr_Rock-V20-Shoulder
163	RD-Jazz1-bell	187	Ride Neuron 1	211	Cr-Metal-1
164	RD-Jazz1-top	188	Ride Neuron 2	212	Cr-Jazz-1
165	RD-Brush2-bell	189	RideBell Neuron	213	Cr-Jungle-1

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NUM	NAME	NUM	NAME	NUM	NAME
214	Cr-Jungle-3	237	HH-Rock-closed	261	ClosedHH Absyn 1
215	China-Vintage-1	238	HH-Rock-chick	262	ClosedHH Absyn 2
216	Cr-Vintage-2	239	HH-Rock-splash	263	ClosedHH Afro 1
217	Cr-Vintage-3	240	HH-Brush-open	264	ClosedHH Afro 2
Crash(2)		241	HH-Brush-half2	265	ClosedHH Alph 1
218	Balafon AfroS 1	242	HH-Brush-closed	266	ClosedHH Alph 2
219	Balafon AfroS 2	243	HH-Brush-chick	267	ClosedHH Arena 1
220	Balafon AfroS 3	244	HH-Brush-splash	268	ClosedHH Arena 2
221	Balafon AfroS 4	245	HH-Fiesta-open	26	ClosedHH Argon 1
222	Crash Arena 1	246	HH-Fiesta-Half	270	ClosedHH Argon 2
223	Crash Arena 2	247	HH-Fiesta-closed	271	ClosedHH Argon 3
224	Combo Argon	248	HH-Fiesta-chick	272	ClosedHH Argon 4
225	Crash Argon	249	HH-Fiesta-splash	273	ClosedHH BP 1
226	Crash BottleP 1	250	HH-Vintage-open	274	ClosedHH BP 2
227	Crash BottleP 2	251	HH-Vintage-Half	275	ClosedHH BP 3
228	Crash BottleP 3	252	HH-Vintage-closed	276	ClosedHH Boun 1
229	Crash BottleP 4	253	HH-Vintage-chick	277	ClosedHH Boun 2
230	Crash Bouncin 1	254	HH-Vintage-Splash	278	ClosedHH Boun 3
231	Crash Bouncin 2	255	HH-Electro8-open	279	ClosedHH Concr 1
232	Crash Bouncin 3	256	HH-Electro8-Half	280	ClosedHH Concr 2
233	Crash Bouncin 4	257	HH-Electro8-closed	281	ClosedHH Concr 3
234	RevCrash Concrete	258	HH-Electro8-chick	282	ClosedHH Dakeat 1
Hi-hat(1)		259	HH-Electro8-splash	283	ClosedHH Dakeat 2
235	HH-Rock-open	Hi-hat(2)		284	ClosedHH Dakeat 3
236	HH-Rock-half	260	Cabasa Argon	285	ClosedHH Jack 1

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NUM	NAME	NUM	NAME	NUM	NAME
286	ClosedHH Jack 2	302	OpenHH Bounc 3	317	Clap AfroShop 2
287	ClosedHH Jack 3	303	OpenHH Concr 1	318	Clap Arena 1
288	OpenHH Absynth 1	304	OpenHH Concr 2	319	Clap Arena 2
289	OpenHH Absynth 2	305	OpenHH Dakeat	320	Clap BottleP 1
290	OpenHH AfroShop 1	306	OpenHH Jack 1	321	Clap BottleP 2
291	OpenHH AfroShop 2	307	OpenHH Jack 2	322	Clap Bouncin 1
292	OpenHH Alphabetical	308	OpenHH Jack 3	323	Clap Bouncin 2
293	OpenHH Arena 1	309	Shaker Argon	324	Clap Concrete 1
294	OpenHH Arena 2	310	Splash Argon	325	Clap Concrete 2
295	OpenHH Argon 1	311	Splash Ganja	326	Clap Funk 1
296	OpenHH Argon 2	312	Splash GarageX	327	Clap Funk 2
297	OpenHH BP 1	313	Splash Neubauten 1	328	Clap Jack 1
298	OpenHH BP 2	314	Splash Neubauten 2	329	Clap Jack 2
299	OpenHH BP 3	Clap			
300	OpenHH Bounc 1	315	Clap Absynth		
301	OpenHH Bounc 2	316	Clap AfroShop 1		



The logo for FAZLEY features the word "FAZLEY" in a large, bold, serif font. The text is centered and framed by two horizontal lines, one above and one below the letters. The entire logo is rendered in a light gray color.

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