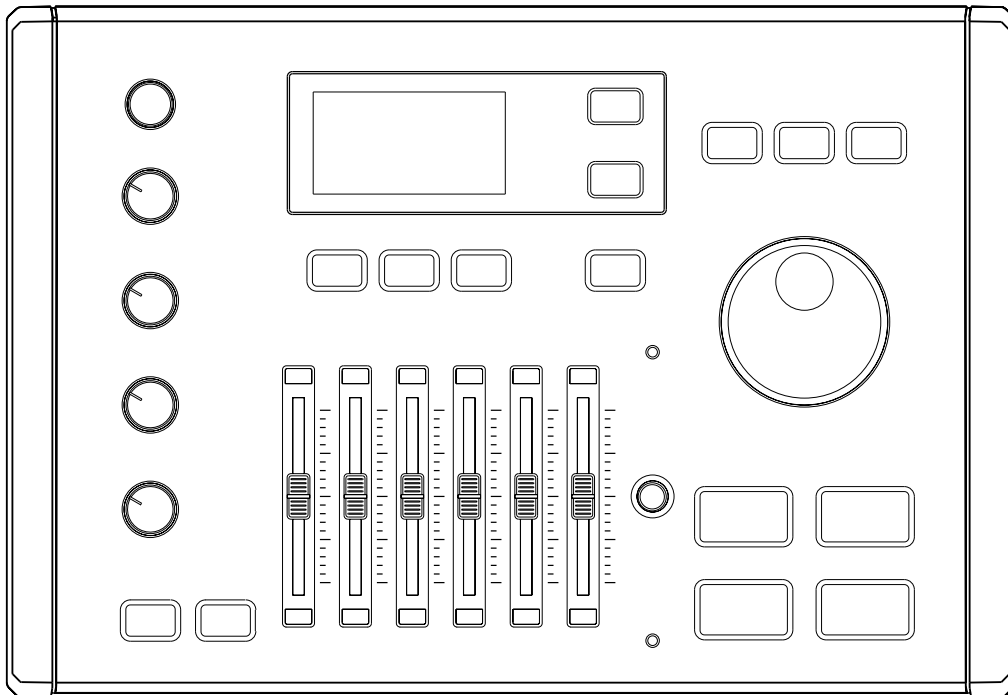


MEDELI



MZ729

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



PURE DRUM Technology

No matter playing the pads with soft strikes or forceful passion grooves, this new technology can achieve extremely wide range of velocity dynamics in the performance, perfectly reproducing the subtle changes of an acoustic drum. Let's enjoy the real delicate nuances and unique characteristics of acoustic drum from the PURE DRUM technology!

PURE DRUM - Bringing Natural and Realistic Sound!

This unique PURE DRUM technology greatly improves the sound quality of digital drums, bringing a more natural and realistic feel when playing and listening. No matter playing stroke roll or striking pads with different velocity, it lets you enjoy the subtle nuances and wide dynamics of an acoustic drum kit.

Playing Along with Song Playback

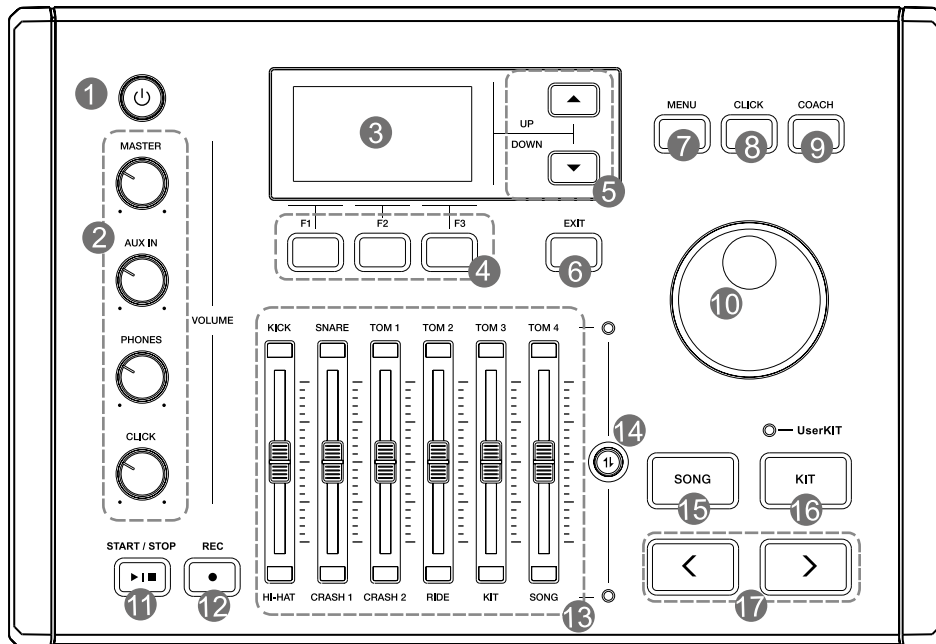
It supports playing the songs (MIDI, WAV, and MP3) from SD card. You can save your favorite songs to the SD card, then play the drums along with the SD card songs, or with the background music from the AUX IN. You can record your performance in real time and save it to the SD card as an audio file.

Loading Your Favorite Sounds to the Module

By using the SD card function, you can download your favorite wave samples (from the internet or sound source software) and load them to the module as user Sounds. Enjoy unlimited possibility in creating your own drum Sounds.

Panel & Display Description

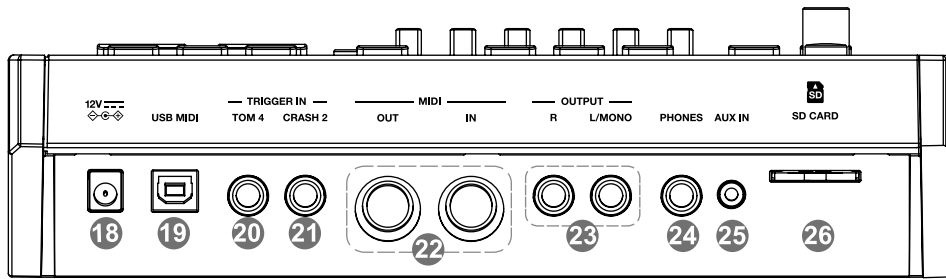
Front Panel



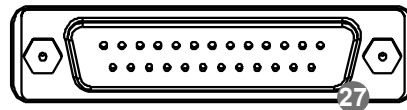
- [POWER] Button**
Turn the power on or off.
- [MASTER] Knob**
Adjust the output volume.
[AUX IN] Knob
Adjust the audio input volume.
[PHONES] Knob
Adjust the phones volume.
[CLICK] Knob
Adjust the click volume.
- LCD Display**
Display the names and parameters of Kits, Sounds and Songs.
- [F1] ~ [F3] Buttons**
Execute the corresponding on-screen functions.
- [^]/[v] Buttons**
Move the cursor to select a parameter.
- [EXIT] Button**
Return to a higher-level menu.
- [MENU] Button**
Kit: enter the menu of Kit mode.
Song: enter the menu of Song mode.
- [CLICK] Button**
Start/stop the click; edit the click setting.
- [COACH] Button**
Enter Coach mode.
- Data Dial**
Adjust the parameter setting.
- [▶|■] Button**
Start/stop playing a song.
- [●] Button**
Enter Record mode.
- Volume Faders**
Adjust the volume level of the upper or lower items.
- Volume Fader Control Button**
Toggle the faders between the upper and lower items.
- [SONG] Button**
Enter Song mode.
- [KIT] Button**
Enter Kit mode.
- [<]/[>] Buttons**
Select a drum kit or increase/decrease the value.

Panel & Display Description

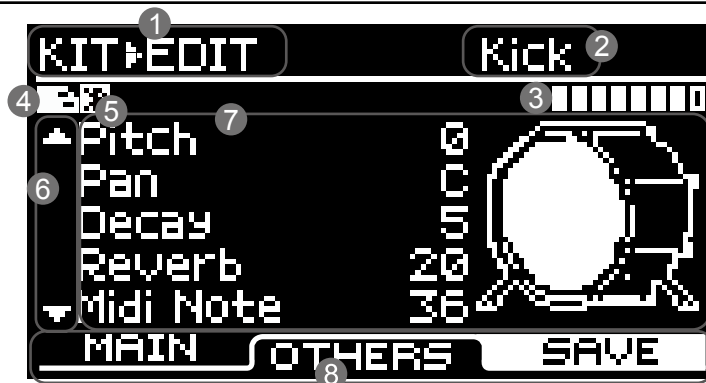
Rear Panel



- 18. **DC IN jack**
For connecting the specified power adapter.
- 19. **USB MIDI jack**
For connecting to a computer to transmit/receive MIDI data.
- 20. **TOM 4 jack (1/4")**
For connecting an additional Tom 4.
- 21. **CRASH 2 jack (1/4")**
For connecting an additional Crash 2.
- 22. **MIDI jacks (OUT, IN)**
For connecting external MIDI device to transmit/receive MIDI data.
- 23. **OUTPUT jacks (L/MONO, R)(2 x 1/4")**
For connecting to an audio system or amplifier. Use both the L/MONO and R jacks for stereo output, or just the L/MONO jack for mono output.
- 24. **PHONES jack (1/4")**
For connecting headphones to listen to the sound from the module.
- 25. **AUX IN jack (1/8")**
For connecting an external audio player, such as an MP3. Music from the external player will be transmitted to the module, and you can play along.
- 26. **SD CARD slot**
For inserting an SD card to play the songs, or load wave samples.
- 27. **Trigger Input jack**
For connecting the specified connection cables.



Display



- 1. **Menu**
Display the current menu, such as "KIT", "SONG", "COACH", "CLICK".
- 2. **Pad Name**
Display the selected pad name, such as "Kick", "Snare Head", "Snare Rim".
- 3. **Strike Strength**
Display the current striking strength.
- 4. **External Device Icon**
Indicate SD card connection.
- 5. **Bluetooth Icon**
Indicate Bluetooth connection when connecting to Bluetooth MIDI or Bluetooth audio.
- 6. **Prompt to Move Cursor Up/Down**
Prompt to press the [^]/[V] buttons to view more parameters.
- 7. **Detailed Parameters**
Display detailed parameter settings.
- 8. **[F1]/[F2]/[F3] Indicators**
Display functions of the [F1] ~ [F3] buttons.

Setup

Caution!

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

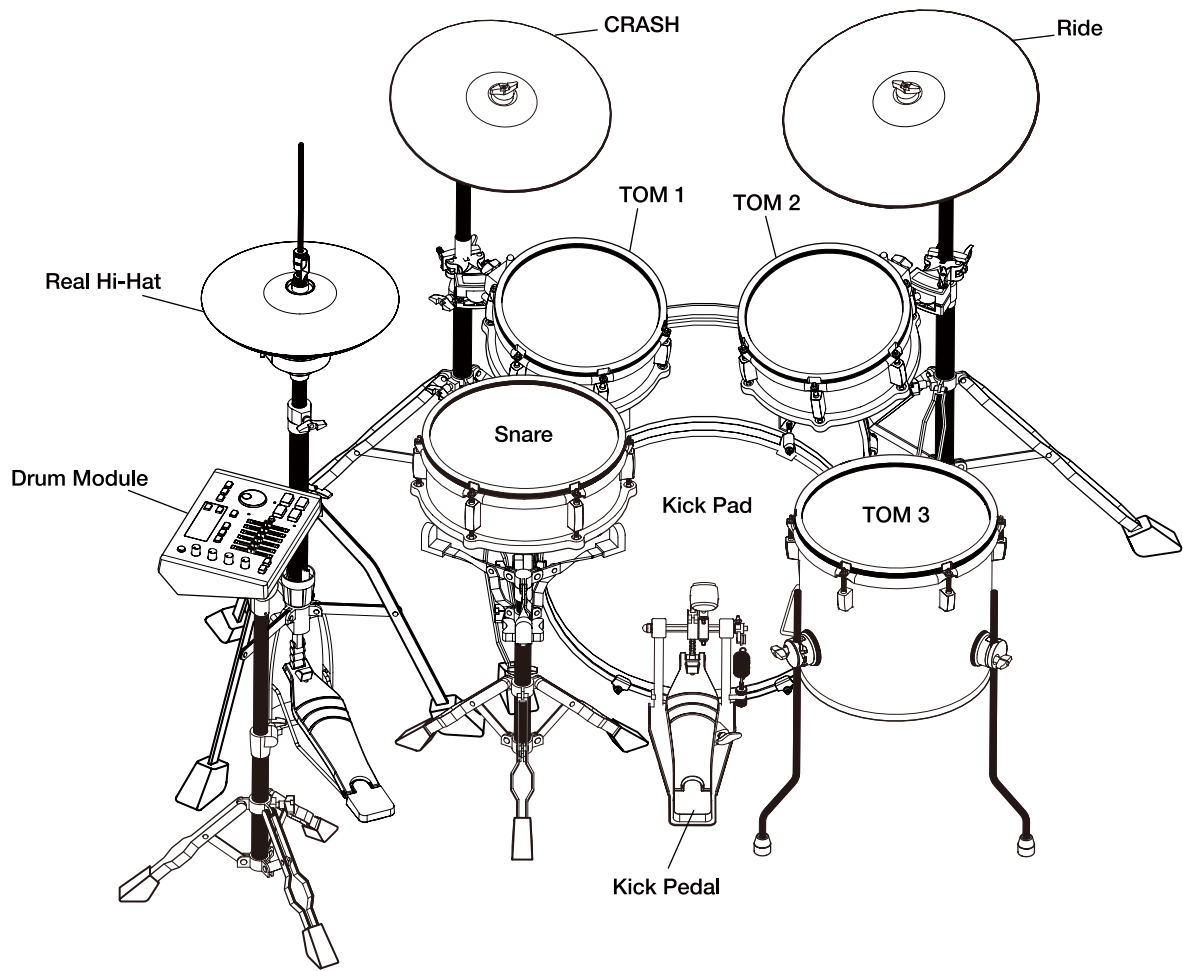
Connecting the Pads and Pedals

Standard configuration:

Kick Pad, Kick Pedal, Snare (2-zone), Tom 1~3 (2-zone), Crash (2-zone with choke), Ride (3-zone with choke), Real Hi-hat (with hi-hat stand).

Notes:

1. Use the provided cables to connect the pads to the TRIGGER IN jacks on the rear panel of the module. Make sure each pad is connected to the corresponding trigger input jack.
2. Refer to the Setup Manual for details on assembling the drum stand, attaching the drum pads and module.



Getting Ready to Play

Setting Up Power Supply

1. Connect the AC adapter to the DC IN jack on the rear panel.
2. Connect the other end of the power cord to an appropriate AC outlet.

Notes:

1. Use only the specified AC adapter.
2. Even when the module is turned off, electricity is still flowing to the module at minimum level. Unplug the module when it is not used for a long time.

Turning the Power On/Off

Turning On the Power

Before turning on the power, make sure you have completed all necessary connections (pads and audio devices etc.). Make sure the volume levels of all devices are set to minimum.

1. Press the [POWER] button to turn on the module. The display will be lit.
2. Turn on the connected audio devices or use the headphones to listen.
3. Adjust the [MASTER] or [PHONES] volume knob while striking the pads until you get an appropriate volume level.



Turning Off the Power

1. Set the volume level of the module and the connected audio device to minimum.
2. Turn off the connected audio device.
3. Hold the [POWER] button until the module is turned off.



Auto Power Off

In order to save energy, the module will automatically turn off after 15 minutes if it is not in use (playing, striking, pressing any button, etc.). You can enable or disable this function in Setup -> Option.

Please note that the instrument may consume more power when this function is disabled.

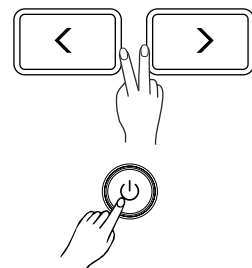
When the instrument automatically turns off, you can turn the power back on.

Power consumption after the instrument automatically turns off: < 0.3W (less than 0.3W)

Factory Reset

You can follow these procedures to reset the module to factory settings.

1. Hold the [<] and [>] buttons, then press the [POWER] button to turn on the power.
2. The display will show "Factory Resetting...". When factory reset is finished, it will go to the Kit menu.
3. After factory reset, these parameters will be reset to factory settings: Trigger, MIDI Setup, Option, Master Compress, User Kit and User Song.



Quick Play

Drum Kits and Sounds

A drum kit is the combination of all pads and cymbals. An acoustic drum has only one fixed kit and it's unchangeable. A digital drum is pre-set with various sounds of different styles. You can combine different sounds and make as many drum kits as you like. Refer to Drum Kit List and Drum Sound List.

Selecting a Drum Kit

1. Press the [KIT] button to enter the Kit menu.
2. Use the [^]/[V] button to select a parameter, then use the data dial or the [<]/[>] button to select a drum kit or adjust the kit volume.



Selecting a Sound

You can strike the pad to hear the sound. You can change the sound of each pad as desired.

1. Press the F1[SOUND] button to enter the Sound menu.
2. Strike the pad that you want to edit. The LCD displays the current pad name and the sound name. You can also use the [^]/[V] button to move the cursor to the trigger name, then use the data dial to select a trigger.
3. Use the data dial to move the cursor to the sound name, then use the [<]/[>] button or data dial to select a sound.



Playing Techniques

Similar to an acoustic drum kit, the digital drum responds differently to various playing techniques and dynamics. All of the pads are velocity-sensitive. The timbre of some sounds may change depending on the striking strength.

Pad

The snare and the tom can detect head shot and rim shot. The snare also supports cross stick.

Head Shot

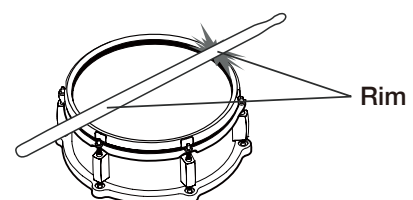
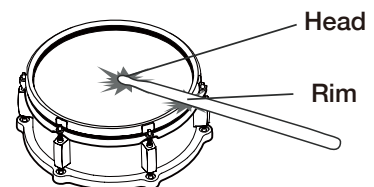
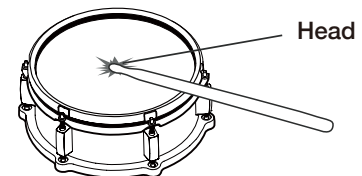
Strike only the head of the pad.

Rim Shot

Strike only the rim of the pad.

Cross Stick (X-Stick)

When X-STICK is in use, it will produce a cross stick sound when striking softly the rim of the snare, or it will produce a rim sound when striking forcefully the rim of the snare.



Quick Play

Cymbal

Cymbal Bow Shot

Strike the middle area of the cymbal (between the bow and the edge).

Cymbal Edge Shot

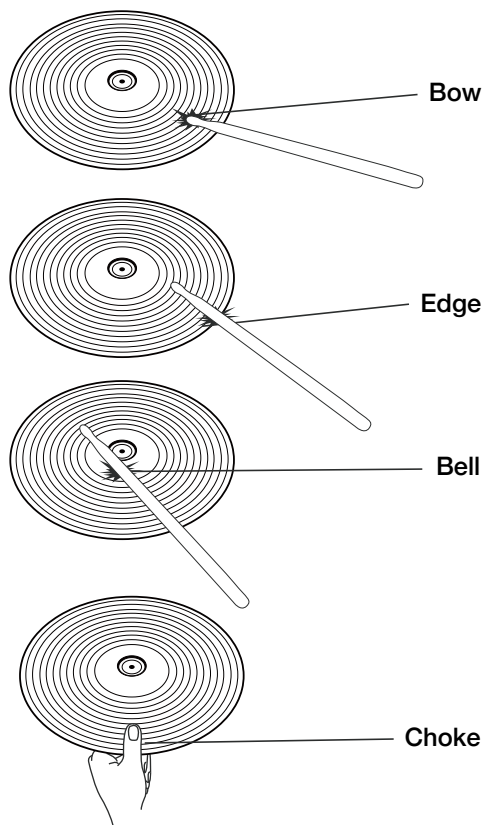
Strike the edge area of the cymbal.

Cymbal Bell Shot

Strike the bell area of the cymbal.

Choke Play

The Hihat, the crash and the ride support choke play. Just after hitting the Hihat/crash/ride, immediately choke the edge with your hand to mute the Hihat/crash/ride sound.



Hi-hat

Hi-hat Pedal Change

Press the pedal down to different positions, the sound of striking the hi-hat cymbal will change. This is similar to an acoustic drum.

Open Hi-hat

Strike the hi-hat cymbal without pressing the pedal.

Closed Hi-hat

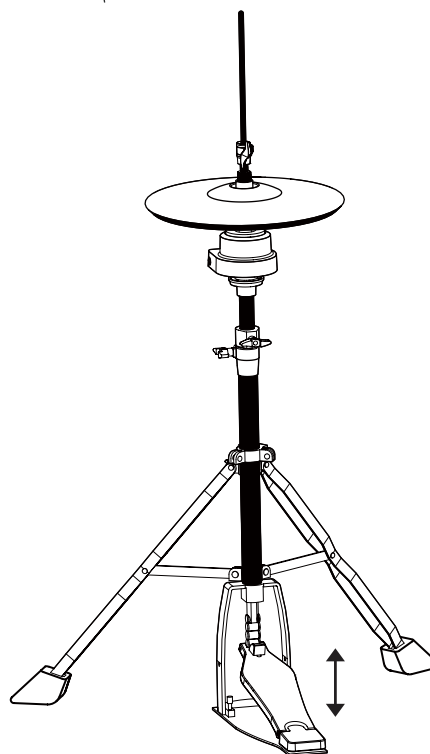
Strike the hi-hat cymbal when the pedal is fully pressed.

Hi-hat Pedal

Press the hi-hat pedal (without striking the hi-hat cymbal) to create a foot-close sound.

Splash

Play the hi-hat cymbal with the pedal fully pressed and then instantly releasing it.



Drum Kit

Preset Drum Kit and User Kit

The module provides a variety of preset drum kits and user kits. Please refer to the Drum Kit List. You can select your favorite drum kit, edit the parameters, then save it to a user kit.

Selecting a Drum Kit

1. Press the [KIT] button to enter the Kit menu. The display shows the current kit number and kit volume. You can press the [KIT] button to toggle between preset kit and user kit.
2. Use the data dial or the [<]/[>] button to select a drum kit.
3. Use the [V] button to select the volume parameter, then use the data dial or the [<]/[>] button to adjust the kit volume.

Function of the [F1] ~ [F3] buttons in the Kit menu:

Button	Function	Description
[F1]	SOUND	Edit sound parameters.
[F2]	EFFECT	Edit kit effect.
[F3]	XSTICK	Turn X-stick on or off.

In the Kit menu, press the [F1] ~ [F3] buttons to enter the related sub-menu. In a sub-menu, use the [^]/[v] button to select a parameter, then use the data dial or the [<]/[>] button to adjust the value.

Pad Pattern

Some preset kits have Pad Pattern function. "PTN" will appear at the upper right of the screen, indicating it will play a specific song when you hit a specific trigger.

* Pad Pattern will only be triggered at a velocity above 24.

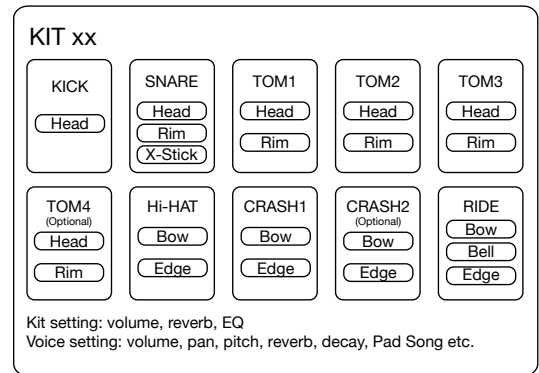
Kit No.	Kit Name	PTN Trigger	Song No.	Song Name
25	Funk Band	Crash1 Bow	41	BluesFnk
26	Rock Band	Crash1 Bow	98	Shuffle
27	Latin Band	Crash1 Bow	116	LatnPerc
28	Dance Band	Crash1 Bow	35	Pop3
29	Fusion Band	Crash1 Bow	59	Fusion5

Editing a Kit

1. Press the [KIT] button then press the [F1 (SOUND)] button to enter the Sound menu.
2. In the Sound menu, you can change the pad sound and adjust sound parameters. Use the [^]/[v] button to select a parameter, then use the data dial or the [<]/[>] button to adjust the value.
3. After After editing the parameters, press the [F3 (SAVE)] button to save it to a user kit; otherwise, the edited data will be lost when you change the kit.

Function of the [F1] ~ [F3] buttons in the Sound menu:

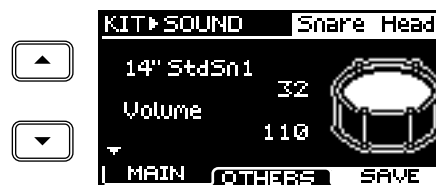
Button	Function	Description
[F1]	MAIN	Edit main parameters of sound.
[F2]	OTHERS	Edit other parameters of sound.
[F3]	SAVE	Save the settings to a user kit.



Drum Kit

Editing Sound Parameters (Main)

1. Press the [KIT] button then press the [F1 (SOUND)] button to enter the Sound menu. The display shows the main parameters of the Sound menu.
2. Strike the pad that you want to edit. The display shows the current pad name. You can also use the [^]/[V] button to move the cursor to the pad name, then use the data dial or the [<]/[>] button to select a pad.
3. Use the [^]/[V] button to move the cursor to the sound name, then use the data dial or the [<]/[>] button to select a sound.
4. Use the [^]/[V] button to move the cursor to the volume, then use the data dial or the [<]/[>] button to change the volume level.



Main sound parameters and their range:

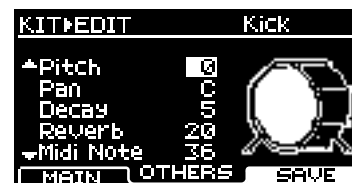
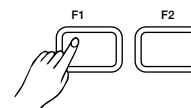
Parameter	Range	Description
Sound number	1 ~ 722	Select a sound number.
Sound volume	0 ~ 127	Adjust the sound volume.

Notes:

1. For the sound number and name details, refer to the Drum Sound List.
2. The display shows the “^” or “V” icon on the leftmost side, to indicate the [^] or [V] button is available for current operation.

Editing Sound Parameters (Others)

1. Press the [KIT] button then press the [F1 (SOUND)] button, and then press the [F2 (OTHERS)] button to enter the Edit menu. The display shows a list of sound parameters.
2. Strike the pad that you want to edit. The display shows the current pad name. You can also use the [^]/[V] button to move the cursor to the pad name, then use the data dial or the [<]/[>] button to select a pad.
3. Use the [^]/[V] button to select a parameter, then use the data dial or the [<]/[>] button to change the value.



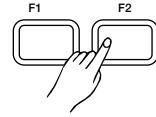
Sound parameters and their range:

Parameter	Range	Description
Pitch	-8 ~ +8	Adjust the pitch.
Pan	L8 ~ C ~ R8	Adjust the sound pan.
Decay	0 ~ 5	Adjust the sound decay.
Reverb	0 ~ 127	Adjust the sound reverb level.
Midi Note	0 ~ 127	The MIDI note to be sent from MIDI OUT.
O Midi Note	0 ~ 127	The open Hi-hat MIDI note to be sent from MIDI OUT.
C Midi Note	0 ~ 127	The closed Hi-hat MIDI note to be sent from MIDI OUT.
Pad Ptn	OFF, 1 ~ 116	Select a song number for pad pattern. When you strike the pad, the selected song will play back.
Min Velocity	1 ~ 127	Set the minimum velocity. When your striking strength is smaller than this value, it will respond the minimum velocity.
Strainer	--, OFF, ON	Turn the strainer effect on or off. Only for snare pad sounds that have strainer effect.

Drum Kit

Kit Effect

1. Press the [KIT] button then press the [F2 (EFFECT)] button to enter the Effect menu.
2. In the Effect menu, press the [F1 (REV/DLY)] or [F2 (EQ)] button to enter the Reverb/Delay menu or the EQ menu.

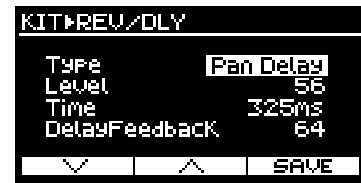
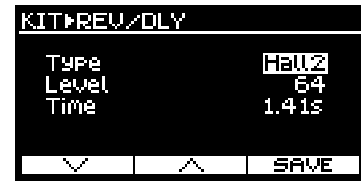
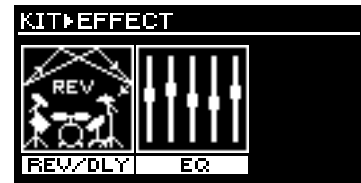


Editing the Reverb/Delay Effect

1. Press the [KIT] button then press the [F2 (EFFECT)] button, and then press the [F1 (REV/DLY)] button to enter the Reverb/Delay menu.
2. Use the [^]/[v] button or the [F1]/[F2] button to select a parameter, then use the data dial or the [<]/[>] button to adjust the setting.

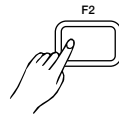
Effect parameters and their range:

Parameter	Range	Description
Type	Room1, Room2, Room3, Hall1, Hall2, Hall3, Delay, Pan Delay	Select an effect.
Level	0 ~ 127	Adjust the effect level.
Time	0.30s ~ 12.00s	Set the reverb time of these effects: Room1, Room2, Room3, Hall1, Hall2, Hall3
	0 ~ 325ms	Set the time of Delay and Pan Delay.
DelayFeedback	0 ~ 100	Adjust the feedback level of delay effects.



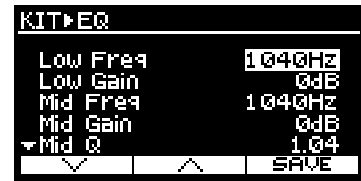
Editing the EQ Effect

1. Press the [KIT] button then press the [F2 (EFFECT)] button, and then press the [F2 (EQ)] button to enter the EQ menu.
2. Use the [^]/[v] button or the [F1]/[F2] button to select a parameter, then use the data dial or the [<]/[>] button to adjust the setting.



EQ parameters and their range:

Parameter	Range	Description
Low Freq	50Hz ~ 20000Hz	Set the cutoff frequency of the low-range.
Low Gain	-12dB ~ +12dB	Adjust the gain of the low-range.
Mid Freq	50Hz ~ 20000Hz	Set the center frequency of the mid-range.
Mid Gain	-12dB ~ +12dB	Adjust the gain of the mid-range.
Mid Q	0.00 ~ 12.00	Set the Q value of the mid-range.
High Freq	50Hz ~ 20000Hz	Set the cutoff frequency of the high-range.
High Gain	-12dB ~ +12dB	Adjust the gain of the high-range.



Saving User Kit

When the parameter of a Kit is adjusted, the “*” icon will appear next to the Kit name, to remind you to save the change.

1. After editing the sound parameters or the effect parameters, press the [F3 (SAVE)] button to enter the Save menu.
2. Use the [^]/[v] button or the [F1]/[F2] button to select a user kit name.
3. Press the [F3 (ENTER)] button to enter the Rename menu. You can rename the user kit by using these button operations. You can enter up to 12 characters for each name.



Drum Kit

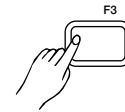
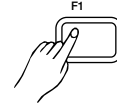
Button	Operation
[^]/[V]	Move the cursor to the left or right.
Data dial or [<]/[>]	Change the character at the cursor location.
[F1]	Insert a space before the cursor location.
[F2]	Delete the character at the cursor location.
[F3]	Confirm and save.
[EXIT]	Return to the previous menu.

4. After renaming, press the [F3 (ENTER)] button to save it. The display will temporarily show “Save Ok!”, then return to the Kit menu.



Notes:

1. In the Save menu, if there's a "*" in the user kit name, it indicates this user kit is blank. If there's no "*" in the user kit name, it means this user kit has data.
2. You can edit kit parameters, including the sound and effect parameters, then save the settings to a user kit. The unsaved edited data will be lost when you change the kit or turn off the power.
3. After editing kit parameters, if you do not save the edited data but directly enter Record mode, it will use the default kit settings for recording.
4. As long as you do not change the kit, the edited sound settings will not be lost even when you go to another menu.



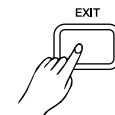
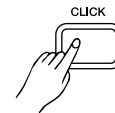
Click

The click helps you practice at a steady tempo.

1. Press the [CLICK] button to enter the Click menu and start playing the click. The button indicator blinks in sync with the click sound.
2. In Click menu, use the [^]/[V] button to select a parameter, then use the data dial or [<]/[>] buttons to change the setting.

Click parameters and their range:

Parameter	Range	Description
Tempo	30 ~ 280	Adjust the click tempo.
Sound	Click, Clave, Stick, CoClick, FmClick, Voice1, Voice2	Select the click sound.
T-Sign	0/2 ~ 9/2, 0/4 ~ 9/4, 0/8 ~ 9/8, 0/16 ~ 9/16	Set the time signature.
Interval	1/2, 3/8, 1/4, 1/8, 1/12, 1/16	Set the rhythm of the click.
Out	Phone, Main+Phone	Select the output channel of the click sound.



3. Press the [CLICK] button again to exit the Click menu and stop the click. The button indicator turns off.

Note:

In the Click menu, if you press the [EXIT] button, it will exit the Click menu, but will not stop the click sound.

Song

The module provides a variety of songs. Please refer to the Song List. Try selecting your favorite songs and play along with them.

Playing Preset Songs

1. Press the [SONG] button to enter the Song ► Module menu.
2. Use the [^]/[V] button to move the cursor to the song number or the volume, then use the data dial or the [<]/[>] button to change the song number or song volume.
3. Press the [▶|■] button to start/stop playing the song. During playback, the display shows the measure count.
4. When in the Song ► Module menu, you can press the [F1 (LIST)] button to enter the List menu. Then use the [^]/[V] buttons, the data dial or [<]/[>] buttons to select a song from the list.
5. When in the List menu, you can press the [F1 (GROUP)] button to toggle between the preset songs and user songs. After selecting a song from the list, you can press the [SONG] button to go back to the Song menu.
6. When in the Song ► Module menu or the List menu, you can press the [F3 (TEMPO)] button to show the current tempo, then use the data dial or [<]/[>] buttons to adjust the tempo.

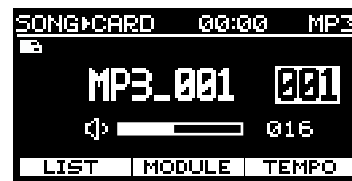
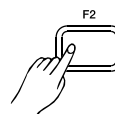
Song groups and their range:

Song	Group	Range	Description
Preset	Ptn	1 ~ 116	Pattern is rhythmic music. When a pattern is finished, it will automatically start again from the beginning until you press the [▶ ■] button.
User	User	117 ~ 126	Recorded songs

Playing Songs from SD Card

The module supports playing MP3, WAV and MIDI files from SD card. The default song folder on the SD card is "/SONG". The module can recognize up to 99 songs in this folder. If you have more than 99 songs, create a different folder for the extra songs. The module supports up to 99 folders under the root directory of the SD card. To play songs from a different folder, you can press the [SONG] button, then press the [MENU] button to select a song folder for playback.

1. Press the [SONG] button to enter the Song menu.
2. Insert an SD card, the display shows the SD card icon. Press the [F2 (CARD)] button to enter the SD Card menu. You can play these songs from the SD card: MP3, WAV and MIDI. When in the SD card menu, you can use the [F2] button to toggle between the SD card songs and preset songs.
3. Press [F1 (LIST)] to enter the List menu. You can select a song to play.



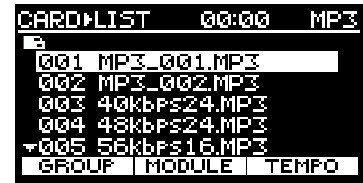
Song

Notes:

1. Format requirement of SD card songs:

Song	Format requirement
MP3	bit rate≤320kbps, sample rate≤48kHz
WAV	16-bit, sample rate≤48kHz
MIDI	Format0 and Format1, 32 tracks max, PPQN≤480, max capacity of128kbyte

2. You can adjust the tempo of MIDI songs and the Click, but cannot change the tempo of MP3 and WAV songs.



Playing Along with Song Playback

1. Select a preset song or SD card song, then press the [▶|■] button to start playing the song. Now you can strike the drum pads to play along with the song.
2. If you are playing a preset song or a MIDI song from SD card, you can press the [F3 (TEMPO)] button then use the data dial or the [<|>] button to adjust the tempo.
3. You can press the [CLICK] button to turn the click on or off.



Recording

You can record MIDI songs and save them to the module, or record WAV songs and save them to an SD card.

Start Recording

You can enter Record mode in two ways:

- In the Kit menu, press the [●] button to enter Record mode. It will only record your drum performance.
- In the Song menu, press the [●] button to enter Record mode. It will record the your drum performance and the current song.

The operation for MIDI recording and WAV recording is the same. Here it takes MIDI recording as an example. If you want to enable WAV recording, insert an SD card in advance.

1. Press the [●] button to enter Record mode. By default it enables MIDI recording. The click automatically turns on. You can press the [CLICK] button to mute the click sound, but the click indicator will keep flashing.
2. In Record mode, you can use these buttons to adjust the settings for recording.
 - Use the data dial or [<]/[>] button to select a user song slot for saving the recording.
 - Press the [F1 (P-CNT)] button to turn the count-in function on or off.
 - Press the [F3 (TEMPO)] button to display the tempo value temporarily. Use the data dial or [<]/[>] button to adjust the tempo for recording.
 - Press the [F2 (CARD)] button to enter the WAV recording menu.
3. Press the [▶|■] button or strike a pad to start recording. In MIDI recording, the click sound will not be recorded.

Note:

During recording, only these buttons are available: [F3 (STOP)], [CLICK], [EXIT], and [▶|■].

Stop and Save Recording

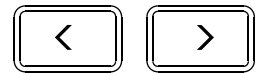
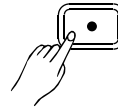
1. During recording, you can press the [F3 (STOP)], [▶|■] or [EXIT] button to stop recording. It will enter the Rename menu.

2. Use these buttons to rename the user song.

Button	Operation
[^]/[v]	Move the cursor to the left or right.
Data dial or [<]/[>]	Change the character at the cursor location.
[F1]	Insert a space before the cursor location.
[F2]	Delete the character at the cursor location.
[F3]	Confirm and save.
[EXIT]	Exit the Rename menu and save the user song with the default name "U_Song_xx".

Notes:

1. It doesn't support renaming a user song in WAV recording. When you stop, the recording will be saved using the name "SONG_xxx". You can record up to 30 minutes in each WAV recording.
2. In the Rename menu, you can enter up to 12 characters for each name.
3. When a user kit is used for MIDI recording, if you change the user kit setting, when you play back this user song, it will sound different from recording.
4. If you set the click output channel to "Main+Phone", when in WAV recording, the click sound will also be recorded.



Coach Mode

Coach mode is a practice mode specially designed for beginners to help them improve their playing accuracy, speed and stamina, as well as other skills on the whole. It consists of three modes: Quiet Count, Beat Check and Change Up. Each of them provides unique practice. Score function is available in Beat Check and Change Up.

Quiet Count

Quiet count helps you practice at steady timing and tempo. It first plays a demo, then mute the sound so that you can practice by striking the pads in quiet count.

1. Press the [COACH] button, then press the [F1 (QUIET)] button to enter the Quiet Count menu.

Parameter	Range	Description
	001 ~ 008	Select a beat type for practice.
Mode	1-1, 2-2, 1-3	1-1: one measure of demo and one measure in quiet count. 2-2: two measures of demo and two measures in quiet count. 1-3: one measure of demo and three measures in quiet count.
Measure Hint	ON, OFF	Turn the accent hint on or off.
Tempo	30 ~ 280	Adjust the tempo.

2. Press the [▶|■] button to start the practice. It first plays a count-in, then the practice starts. It first plays the demo with the click sound. When the demo stops, the click sound will be muted and "HIT!" will appear on the display. Now strike the pad in the demonstrated tempo. The display will show the accuracy of each strike. During the practice, you can press the [F3 (TEMPO)] button to adjust the tempo.

3. Press the [▶|■] button again to stop the practice.

Note:

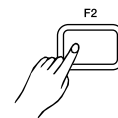
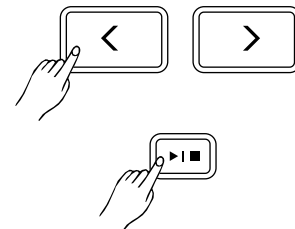
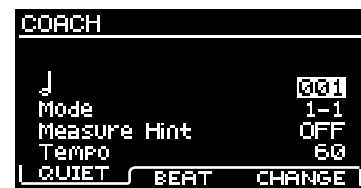
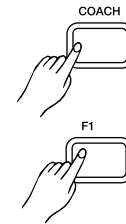
During the practice, you can track the accuracy of each strike on the display.

Beat Check

Beat Check provides up to 23 different beats for practice to improve the playing accuracy. You can practice with the click. Your practice will be scored when the score function is in use.

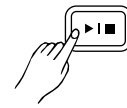
1. Press the [COACH] button, then press the [F2 (BEAT)] button to enter the Beat Check menu.

Parameter	Range	Description
	001 ~ 023	Select a beat type for practice.
Score	OFF, ON(8Meas), ON(16Meas), ON(32Meas)	Turn the score function on or off. Select the number of measures for practice.
Measure Hint	ON, OFF	Turn the accent hint on or off.
Tempo	30 ~ 280	Adjust the tempo.



Coach Mode

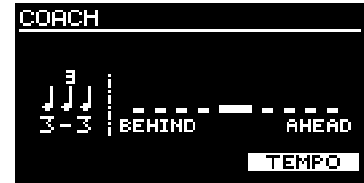
2. Press the [▶|■] button to start the practice. It first plays a count-in, then the practice starts. Follow the click sound and strike the pad. The display will show the accuracy of each strike. During the practice, you can press the [F3 (TEMPO)] button to adjust the tempo.



3. Press the [▶|■] button again to stop the practice.

Note:

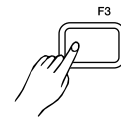
If you turn on the score function, when you practice for the selected number of measures, it will stop automatically and your practice will be scored.



Change Up

Change Up helps to improve the skill to play with changing beats. It changes the beat type every two measures.

1. Press the [COACH] button, then press the [F3 (CHANGE)] button to enter the Change Up menu.



Parameter	Range	Description
	001 ~ 003	Select a beat type for practice.
Score	OFF, ON (2 Loop), ON (4 Loop)	Turn the score function on or off. Select the number of loops for practice.
Measure Hint	ON, OFF	Turn the accent hint on or off.
Tempo	30 ~ 280	Adjust the tempo.



2. Press the [▶|■] button to start the practice. It first plays a count-in, then the practice starts. The display shows the accuracy of each strike. Just before the beat changes, the note icon will blink on the display to indicate the beat will change in the next measure. During the practice, you can press [F3 (TEMPO)] button to adjust the tempo.



3. Press the [▶|■] button again to stop the practice.

Note:

If you turn on the score function, when you practice for the selected number of loops, it will stop automatically and your practice will be scored.



SD Card Function

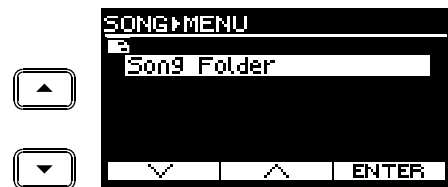
When an SD card is inserted, the display shows the SD card connection icon. The module supports SD card of 4G~64G in FAT32 format. We recommend formatting the SD card on the module if this is the first time to use it on the module.

Selecting a Song Folder for Playback

The module can recognize up to 99 songs in a folder. The default song folder on the SD card is "/SONG". If you have more than 99 songs, create a different folder for the extra songs. To play songs from a different folder instead of the default SONG folder, you will need to select this folder in advance.

Note: The module doesn't support displaying Chinese characters.

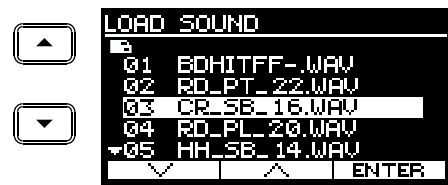
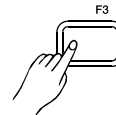
1. Press the [SONG] button, then press the [MENU] button to enter SONG ► MENU of the SD card.
2. By default it selects the "Song Folder", press the [F3 (ENTER)] button to enter. The display shows the folder names. Use the [^]/[V] button to select a folder for playback, then press the [F3 (ENTER)] button.



Loading User Sound to the Module

You can load your favorite sound from the SD card to the module as a user sound.

1. Press the [KIT] button, then the [MENU] button. Use the [^]/[V] button to select "SD Card", then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button to select "Load Sound", then press the [F3 (ENTER)] button to enter. The display shows the WAV files in the "/SOUND" folder on SD card.
3. Use the [^]/[V] button or the [F1]/[F2] button to select a WAV file, then press the [F3 (ENTER)] button to confirm. The display shows "Waiting..." to indicate the WAV file is being loaded to the module. The loading process may take a few minutes.



Notes:

1. WAV file description:
 - Format: 16 bit, sampling rate of 48k/44.1k/32k/22.05k/11.025k.
 - It supports up to 99 WAV files in the "/SOUND" folder on SD card.
 - The total size of the loaded WAV files should be less than 15M Byte.
2. When the display shows "Unsupported file", it indicates the WAV file format is not correct. Please modify it according to the WAV file format described above.
3. It doesn't support deleting or editing a single user sound. When the user sound memory is used up, you can delete all user sounds by using the factory reset function.
4. When you execute factory reset to delete user sounds, if a user kit includes a deleted user sound, the user sound in this user kit will become muted.
5. The imported user sounds will be placed between the preset sounds and Hi-hat combination sounds, using the sound number of "Uxx".

SD Card Function

Loading User Kit to the Module

You can load a “.KIT” file from SD card to the module a user kit.

1. Press the [KIT] button, then the [MENU] button. Use the [^]/[V] button to select “SD Card”, then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button to select “Load Kit”, then press the [F3 (ENTER)] button to enter. The display shows the kit files on the SD card.
3. Use the [^]/[V] button or the [F1]/[F2] button to select a kit name, then press the [F3 (ENTER)] button to enter the Kit Load menu.
4. Use the [^]/[V] button or the [F1]/[F2] button to select a user kit slot on the module. Then press the [F3 (ENTER)] button to confirm and load. The display shows “Waiting...” to indicate the kit file is being loaded to the module. The loading process may take a few minutes.



Note:

If the size of the user sound included in the selected user kit is larger than the user sound memory on the module, the display will prompt “User sound memory full!”. In such a case, you can use these button operations:

- [F1 (MUTE)]: mute the over-sized user sound and load the selected user kit to the module.
- [F2 (FORMAT)]: format the user sound memory on the module, then load the user kit and user sound to the module.
- [F3 (EXIT)]: cancel this operation and return to the Load Kit menu.

Saving User Kit to the SD card

You can save the current kit to the SD card as a “.KIT” file.

1. Press the [KIT] button, then use the data dial or the [<]/[>] button to select a kit, and then press the [MENU] button. Use the [^]/[V] button to select “SD Card”, then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button to select “Save Kit”, then press the [F3 (ENTER)] button to enter. The display shows the user kit slots on the SD card.
3. Use the [^]/[V] button or the [F1]/[F2] button to select a user kit slot, then press the [F3 (ENTER)] button to enter the Rename menu. Now you can rename this user kit.
4. Press the [F3 (ENTER)] button to confirm and save the kit to SD card. The display shows “Waiting!”. Or you can press the [EXIT] button to cancel this operation and go back to the previous menu.



Notes:

1. When selecting a user kit slot from SD card, if there’s an “*” icon in the kit name, indicating this user kit is blank. If there’s no “*” icon in the kit name, it indicates this user kit has data.
2. When you select a user kit slot that has data, the display will prompt “Overwrite The Kit File?”, indicating the saving process will overwrite existing data in the selected user kit. You can press the [F3 (ENTER)] to confirm saving or the [EXIT] button to cancel.
3. If there’s user sound in the user kit, the saving process will take a few minutes to finish.

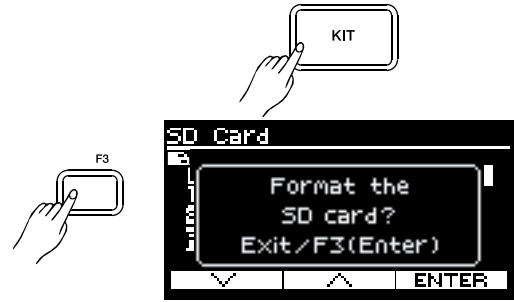


SD Card Function

Formatting the SD Card

This operation will delete all data on the SD card. Backup your data before formatting.

1. Press the [KIT] button, then the [MENU] button. Use the [^]/[V] button to select "SD Card", then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button to select "Format SD Card", then press the [F3 (ENTER)] button to enter. The display prompts "Format the SD card? Exit/F3(Enter)".
3. Press the [F3 (ENTER)] button to confirm. The display shows "Waiting!".
Or you can press the [EXIT] button to cancel go back to the previous menu.



Volume Faders

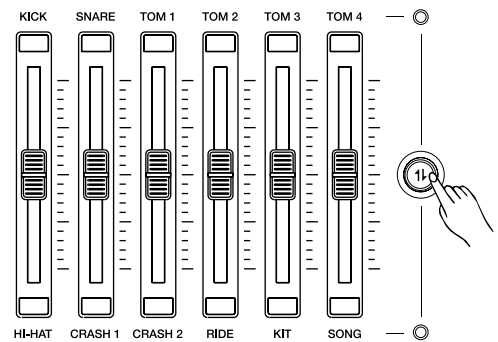
You can use the volume faders to adjust the volume level of the related item.

1. Press the [1↓] button to toggle the faders between the upper and lower items. The upper or lower indicator will turn on.
2. Push the faders to adjust the volume of the related upper/lower items separately.

For example, to adjust the volume of the snare:
Press the [1↓] button to switch the faders to the upper items. The upper item indicator turns on. Now push the [SNARE] fader to adjust the volume of the snare.

Note:

Pressing the [1↓] button will not result in volume change. Push the faders to adjust the volume of the related items



Setup

Bluetooth

The module supports Bluetooth MIDI and Bluetooth audio. You can pair the module with an external mobile device.

1. Press the [KIT] button, then press the [MENU] button.
2. Use the [^]/[V] button or the [F1]/[F2] button to select "Bluetooth Setup", then press the [F3 (ENTER)] button to enter the Bluetooth Setup menu.
3. Use the [^]/[V] button to select a parameter, then use the data dial or [<]/[>] button to change the setting. After editing, press the [F3 (SAVE)] button to save the setting, otherwise, the edited data will be lost after power off.

Parameter	Range	Description
BT MIDI	OFF, ON	Turn the Bluetooth MIDI function on or off.
BT Audio	OFF, ON	Turn the Bluetooth audio function on or off.

4. In the Bluetooth Setup menu, you can press the [F1 (PAIRING)] button to turn the module's Bluetooth audio pairing mode on or off. When the pairing mode is turned on, external mobile device can search and find the module's Bluetooth audio name "e-drum audio ***" (The "***" indicates the device code of the module). After pairing, you can play back music on the mobile device and hear the music from the module.
When the module is being paired to a mobile device, the module's pairing mode will become disabled. You can press the [F1 (PAIRING)] button to turn this mode on.
5. You can press the [F3 (RESET)] button to reset the Bluetooth audio pairing memory on the module. Press the [F3 (ENTER)] button to confirm and reset, or press the [EXIT] button to cancel.

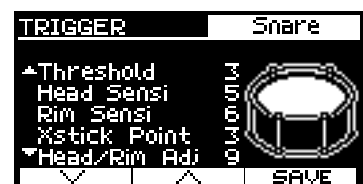
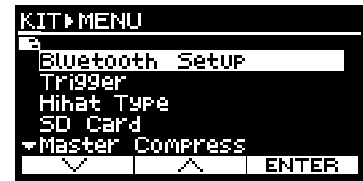
Notes:

1. When Bluetooth is connected, the display shows the Bluetooth icon.
2. When the module's Bluetooth audio pairing mode is turned off, only the Bluetooth devices that have been memorized by the module can pair with the module. Other mobile device cannot search the module's Bluetooth audio name to pair it.
3. When BT Audio function is turn off, the Bluetooth audio pairing mode cannot be turned on.

Trigger Setting

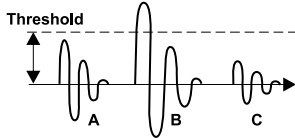
As a drummer, you may want to set the drum triggers to fit your playing habit and feelings, to make your performance more interesting and professional.

1. Press the [KIT] button, then press the [MENU] button.
2. Use the [^]/[V] button or the [F1]/[F2] button to select "Trigger", then press the [F3 (ENTER)] button to enter.
3. Use the [^]/[V] button or the [F1]/[F2] button to select a parameter, then use the data dial or [<]/[>] button to change the setting. After editing, press the [F3 (SAVE)] button to save the setting, otherwise, the edited data will be lost after power off.



Setup

Trigger parameters and their range:

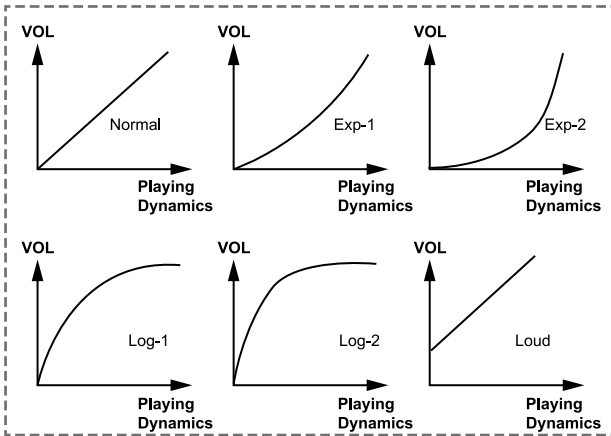
Parameter	Range	Description
Head(Bow) Sensi	0 ~ 15	Adjusts the pad sensitivity. A high value will let the pad produce a loud volume even when playing softly. A low value will let the pad produce a low volume even when playing forcefully.
Rim(Edge) Sensi	0 ~ 15	Adjusts the rim sensitivity.
Threshold	0 ~ 15	<p>This setting can prevent unwanted sounding, such as crosstalk from other pads. Only the trigger signals that are above the threshold level will produce sound. If you set the value to a high value, it may not produce sound when striking softly. For example, signal B will produce sound but signal A and C will not.</p> <p>You can adjust the threshold in the following way: Set the value to a low level.</p>  <p>Increase this value gradually, then strike the pad and check. Repeat this process until you get an appropriate level.</p>
Head/Rim Adj	0 ~ 15	Adjust the response of head shot and rim shot (for snare and tom only).
XStick Point	--, 0 ~ 8	It sets the cross stick of the snare. A higher value makes it easy to produce cross stick sound. When the value is set to "0", it produces rim shot sound only. Note: This setting will apply only when X-Stick is turned on in the Kit menu.
XTalk Cancel	0 ~ 15	This setting avoids "crosstalk". Crosstalk means when you strike a pad, the adjacent pad also produce sound. For example: when you hit the snare, tom 1 also produces sound. In this case, you can slightly increase the "X-Talk" value of tom 1. Note: If the value is set too high, when two pads are played simultaneously, the one that is struck less forcefully may not produce sound. Set this parameter to a proper value required to prevent crosstalk.
VibrateCancel	0 ~ 7	This setting is to prevent the vibration interference caused by closing the hi-hat pedal. A higher value makes it easier to prevent the interference. Note: Setting this value too high, some sounds may be omitted when playing the hi-hat.
Curve	Normal, EXP-1, EXP-2, LOG-1, LOG-2, Loud	An velocity curve shows the relation between the striking force and the sound volume. Adjust this setting until the response lets you feel as natural as possible. Refer to the Curve description below.
RetrigCancel	0 ~ 15	This setting prevents "re-triggering". Re-triggering means when you strike a pad once, you hear two hits coming from one strike. If re-trigger happens, you can increase this value while repeatedly striking the pad, until re-trigger no longer occurs. Note: Setting this to a high value may make it easy for sounds to be omitted when playing drums fast (roll etc.).
Close Point	0 ~ 2	Adjust the close point position. "0" means the close point means the end position. "1" means the middle position. "2" means the upper position.
Pedal Sensi	0 ~ 15	Adjusts the sensitivity of the Hi-hat pedal.
Splash Sensi	0 ~ 5	Adjust the splash sensitivity. The higher value, the easier to achieve splash.
Bell Sensi	0 ~ 15	Adjust the sensitivity of cymbal bell.

Curve description:

Curve	Description
Normal	The relation between the striking force and the sound volume is linear.
EXP1, EXP2	Soft strikes produce small change in volume. Strong strikes produce big change in volume.

Setup

LOG1, LOG2	Soft strikes produce big change in volume change. Strong strikes produce small change in volume.
Loud	Even soft strikes will produce large sound. It's easy to maintain large volume level but has small dynamics.

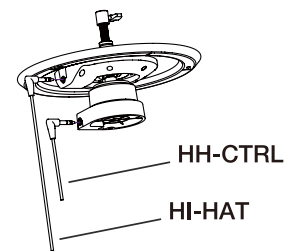


Default MIDI note:

Trigger	MIDI	Trigger	MIDI	Trigger	MIDI	Trigger	MIDI
Kick	36	Tom2 Rim	47	Ride Bell	53	Open Hi-hat Edge	26
Snare Head	38	Tom3 Head	43	Crash1 Bow	49	Close Hi-hat Edge	22
Snare Stick	37	Tom3 Rim	58	Crash1 Edge	55	Pedal	44
Snare Rim	40	Tom4 Head	41	Crash2 Bow	57	Hi-hat Splash	21
Tom1 Head	48	Tom4 Rim	39	Crash2 Edge	52		
Tom1 Rim	50	Ride Bow	51	Open Hi-hat	46		
Tom2 Head	45	Ride Edge	59	Close Hi-hat	42		

Hi-hat Type

1. Make sure the real hi-hat is assembled as instructed.
2. Connect the module's hi-hat cable to the hi-hat.
3. Connect the module's hi-hat control cable to the hi-hat control.
4. Turn on the module, then use these procedures to set the hi-hat type.
 - Press the [KIT] button, then press then [MENU] button.
 - Use the [^]/[V] button or the [F1]/[F2] button to select "Hi-hat Type", then press the [F3 (ENTER)] button to enter the setting menu.
 - The module will select the current hi-hat type by default. Use the data dial or [<]/[>] button to select the hi-hat type.
 - Press the [F3 (ENTER)] button to save the edited setting. It will use this setting the next time when the module is turned on.



Setting description:

Real Hi-hat: the hi-hat is mounted on a hi-hat stand.

Hi-hat+Pedal: the hi-hat is controlled by a separate hi-hat control pedal.

Note:

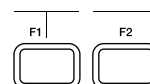
If you want to set parameters of the real hi-hat, refer to the owner's manual for your drum module and set the parameters in the trigger menu.

Setup

Master Compress

You can limit the peak of the sound level so as to make the sound less likely to distort.

1. Press the [KIT] button, then press the [MENU] button. Use the [^]/[V] button or the [F1]/[F2] button to select "Master Compress", then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button or the [F1]/[F2] button to select a parameter, then use the data dial or [<]/[>] button to change the setting. After editing, press the [F3 (SAVE)] button to save the setting, otherwise, the edited data will be lost after power off.

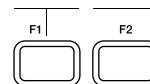
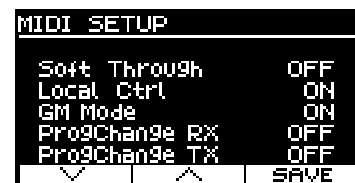


Master compress parameters and their range:

Parameter	Range	Description
Threshold	-30dB ~ 0dB	Set the signal level at which the compressor starts applying.
Ratio	1 ~ 25	Set the compressor ratio.
Attack	6ms ~ 50ms	Set the attack time.
Release	6ms ~ 699ms	The release time before the effect completely stops.
PreGain	-60dB ~ 12dB	Set the pre-gain.

MIDI Setup

1. Press the [KIT] button, then press the [MENU] button. Use the [^]/[V] button or the [F1]/[F2] button to select "MIDI Setup", then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button or the [F1]/[F2] button to select a parameter, then use the data dial or [<]/[>] button to change the setting. After editing, press the [F3 (SAVE)] button to save the setting, otherwise, the edited data will be lost after power off.



MIDI Setup parameters and their range:

Parameter	Range	Description
Soft Through	ON, OFF	MIDI data received from MIDI IN will be transmitted thru MIDI OUT.
Local Ctrl	ON, OFF	ON: When striking a pad, the module will produce sound and send MIDI data to MIDI OUT. OFF: When striking a pad, the module will be muted but will send MIDI data to MIDI OUT.
GM Mode	ON, OFF	ON: MIDI IN will respond GM drum kit. OFF: MIDI IN will respond local drum kit.
ProgChange RX	ON, OFF	ON: Receive Program Change MIDI data from channel10. OFF: Ignore Program Change MIDI data from channel10.
ProgChange TX	ON, OFF	ON: Sent Program Change MIDI data of channel 10 when changing the kit. OFF: Do not send Program Change MIDI data of channel 10 when changing the kit.

Note:

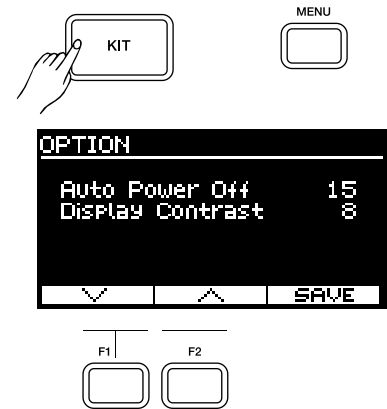
When setting GM Mode to OFF, and setting the ProgChange RX / ProgChange TX to ON, it will receive / send program change MIDI data of the local drum kit.

Setup

Auto Power Off

The module will automatically turn off after a period of time if it is not in use.
 Note: If you're playing music, recording, receiving message from MIDI IN, it will not turn off the power after the specified period of time.

1. Press the [KIT] button, then press the [MENU] button. Use the [^]/[V] button or the [F1]/[F2] button to select "Option", then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button or the [F1]/[F2] button to select a parameter, then use the data dial or [<]/[>] button to change the setting. After editing, press the [F3 (SAVE)] button to save the setting, otherwise, the edited data will be lost after power off.



Parameters in the Option menu:

Parameter	Range	Description
Auto Power Off	OFF, 15, 60	OFF: turn off this function. 15, 60: set the time period after which the module will turn off if it's not in use.
Display Contrast	1 ~ 16	Adjust the display contrast.

Factory Reset

You can reset user kit, user song, user trigger setting, and user sound respectively.

1. Press the [KIT] button, then press the [MENU] button. Use the [^]/[V] button or the [F1]/[F2] button to select "Factory Reset", then press the [F3 (ENTER)] button to enter.
2. Use the [^]/[V] button or the [F1]/[F2] button to select a parameter, then press the [F3(ENTER)] button to execute factory reset.



Parameters in the Factory Reset menu:

Parameter	Description
Kit Reset	Reset all user drum kits.
Song Reset	Reset all user songs.
Trigger Reset	Reset all user trigger settings.
sound Reset	Reset all user sounds.
All Reset	Reset all user kits, user songs, user trigger settings, user sounds, MIDI settings, Option settings and Master Compress settings.

Note:

Do not turn off the power when factory reset is in progress. If the power is turned off during factory reset, execute factory reset again, otherwise, it may affect the normal functions.

Specifications

Drum Kits	60 presets + 39 users
Sound	722 presets + 24 hi-hat combinations
Sequencer	116 presets song + 10 user songs SD card playback: WAV, MP3, MIDI. Up to 99 songs in each folder. Tick: 192 ticks per beat. Recording: real-time, approx. 2000 notes per user song.
Tempo	30 ~ 280
External Drive	SD (64GB max, FAT32)
Display	64 x 128 dots matrix LCD with backlight
Connectors	Trigger Input jack, TRIGGER IN x 2 (1/4", TOM4, CRASH2), PHONES (1/4"), AUX IN (1/8"), USB MIDI, SD CARD slot, MIDI IN, MIDI OUT, OUTPUT x 2 (R, L/MONO, 1/4")
Control Buttons and Knobs	Power on/off, Master volume, Aux in volume, Phones volume, Click volume, Kit, Song, Record, Start/Stop, Menu, Click, Coach, ^/∨, Exit, F1, F2, F3, Data Dial, Volume faders, fader control button, </>
Power Supply	DC12V, 1000mA
Module Dimensions	265(W) x 181(D) x 74(H)mm
Module Weight	0.98kg

Drum Kit List

No.	Kit Name
1	Custom
2	Funky
3	Rocker
4	EDM
5	Piccolo
6	World Perc
7	HipHop
8	Roomy
9	BeatBox
10	RnB Jam
11	Fusion
12	BIG Kit
13	Jazzz
14	Perc Rims
15	Old School
16	Reggae Kit
17	Cybog
18	Indian Perc
19	AfricanPerc
20	Latin Perc
21	Chinese1
22	Chinese2
23	Orchestral
24	MarimbaVibe
25	Funk Band
26	Rock Band
27	Latin Band
28	Dance Band
29	Fusion Band
30	Vntage Metal

No.	Kit Name
31	Jungle
32	FX Mix
33	Brushes
34	Swing
35	808
36	909
37	Techno
38	POWER
39	Rock Arena
40	Pop
41	Dubstepper
42	Ska
43	The Boss
44	Lo-Fi
45	Electric
46	Loose
47	Live
48	Studio
49	House
50	Time Warp
51	1970's
52	Session
53	Pop Punk
54	TchnoBubbls
55	BoneDry
56	RoomReverb
57	CncrtHall
58	SlapBack
59	PanDelay
60	NextDoorEQ

Drum Sound List

No.	Full Name
KICK	
1	Custom Kick
2	22" Standard Kick 1
3	22" Standard Kick 2
4	Rock Kick
5	22" Acoustic Kick
6	22" Jazz Kick
7	Vintage Kick 1
8	Brush Kick
9	Funk Kick
10	Room Kick 1
11	Room Kick 2
12	Fusion Kick
13	1970's Kick
14	Vintage Kick 2
15	Reggae Kick
16	Big Band Kick
17	Old School Kick
18	Pop Kick
19	Magic Kick
20	Noise Kick
21	Beatbox Kick 1
22	Power Kick
23	808 Kick
24	909 Kick
25	Electronic Kick
26	Dance Kick
27	Beatbox Kick 2
28	FX Mix Kick
29	HipHop Kick 1
30	HipHop Kick 2
31	HipHop Kick 3
32	EDM Kick
33	Techno Kick
34	Lo-Fi Kick
35	Lo-Fi Kick 2
36	Junkyard Kick
SNARE	
37	Custom Snare
38	Custom Snare Rim
39	Piccolo Snare
40	Piccolo Snare Rim
41	Wood Snare
42	Wood Snare Rim
43	14" Standard Snare 1
44	14" Standard Snare Rim 1
45	14" Rock Snare
46	14" Rock Snare Rim
47	14" Acoustic Snare
48	14" Acoustic Snare Rim
49	14" Funk Snare 1
50	14" Funk Snare Rim 1
51	14" Jazz Snare
52	14" Jazz Snare Rim
53	Room Snare
54	Room Snare Rim
55	Fusion Snare
56	Fusion Snare Rim

57	14" Standard Snare 2
58	14" Standard Snare Rim 2
59	14" Funk Snare 2
60	14" Funk Snare Rim 2
61	Vintage Snare
62	Vintage Snare Rim
63	Brush Snare 1
64	Brush Snare Rim 1
65	Brush Snare 2
66	Brush Snare Rim 2
67	Live Snare
68	Live Snare Rim
69	Orchestra Snare
70	Orchestra Snare Rim
71	Reggae Snare
72	Reggae Snare Rim
73	Old School Snare
74	Old School Snare Rim
75	R&B Snare
76	R&B Snare Rim
77	Dubstep Snare
78	Beatbox Snare 1
79	Beatbox Snare Rim 1
80	HipHop Snare
81	HipHop Snare 2
82	HipHop Snare 3
83	EDM Snare 1
84	EDM Snare 2
85	808 Snare
86	808 Snare Rim
87	909 Snare
88	909 Snare Rim
89	Electronic Snare
90	Power Snare
91	Dance Snare
92	Dance Snare Rim
93	House Snare
94	House Snare Rim
95	Lo-Fi Snare
96	Lo-Fi Snare Rim
97	Junkyard Snare
98	Junkyard Snare Rim
99	Noise Snare
100	Noise Snare Rim
101	Beatbox Snare 2
102	Beatbox Snare Rim 2
103	Techno Snare
104	Techno Snare Rim
105	Magic Snare
106	Magic Snare Rim
107	Custom XStick
108	Piccolo XStick
109	Wood XStick
110	Standard Snare Stick 1
111	Rock Snare Stick
112	Acoustic Snare Stick
113	Funk Snare Stick 1
114	Jazz Snare Stick
115	Room Snare Stick

Drum Sound List

116	Fusion Snare Stick
117	Standard Snare Stick 2
118	Funk Snare Stick 2
119	Brush Snare Stick
120	Brush Snare Stick 2
121	Vintage Snare Stick
122	Live Snare Stick
123	Beatbox Snare Stick 1
124	Beatbox Snare Stick 2
125	HipHop Snare Stick
126	EDM Snare Stick
127	808 Snare Stick
128	909 Snare Stick
129	Electronic Snare Stick
130	Old School Snare Stick
131	House Snare Stick
132	Lo-Fi Snare Stick
133	Junkyard Snare Stick
134	Noise Snare Stick
135	Techno Snare Stick
136	Brush Swirl
TOM	
137	Custom Tom 1
138	Custom Tom 1 Rim
139	Custom Tom 2
140	Custom Tom 2 Rim
141	Custom Tom 3
142	Custom Tom 3 Rim
143	Custom Tom 4
144	Custom Tom 4 Rim
145	Standard Tom 1
146	Standard Tom 1 Rim
147	Standard Tom 2
148	Standard Tom 2 Rim
149	Standard Tom 3
150	Standard Tom 3 Rim
151	Standard Tom 4
152	Standard Tom 4 Rim
153	Standard Tom 5
154	Standard Tom 5 Rim
155	Standard Tom 6
156	Standard Tom 6 Rim
157	Rock Tom 1
158	Rock Tom 1 Rim
159	Rock Tom 2
160	Rock Tom 2 Rim
161	Rock Tom 3
162	Rock Tom 3 Rim
163	Rock Tom 4
164	Rock Tom 4 Rim
165	Rock Tom 5
166	Rock Tom 5 Rim
167	Rock Tom 6
168	Rock Tom 6 Rim
169	Acoustic Tom 1
170	Acoustic Tom 1 Rim
171	Acoustic Tom 2
172	Acoustic Tom 2 Rim
173	Acoustic Tom 3

174	Acoustic Tom 3 Rim
175	Acoustic Tom 4
176	Acoustic Tom 4 Rim
177	Acoustic Tom 5
178	Acoustic Tom 5 Rim
179	Acoustic Tom 6
180	Acoustic Tom 6 Rim
181	Brush Tom 1
182	Brush Tom 1 Rim
183	Brush Tom 2
184	Brush Tom 2 Rim
185	Brush Tom 3
186	Brush Tom 3 Rim
187	Brush Tom 4
188	Brush Tom 4 Rim
189	Brush Tom 5
190	Brush Tom 5 Rim
191	Brush Tom 6
192	Brush Tom 6 Rim
193	Funk Tom 1
194	Funk Tom 1 Rim
195	Funk Tom 2
196	Funk Tom 2 Rim
197	Funk Tom 3
198	Funk Tom 3 Rim
199	Funk Tom 4
200	Funk Tom 4 Rim
201	Funk Tom 5
202	Funk Tom 5 Rim
203	Funk Tom 6
204	Funk Tom 6 Rim
205	Vintage Tom 1
206	Vintage Tom 2
207	Vintage Tom 3
208	Vintage Tom 4
209	Vintage Tom 5
210	Vintage Tom 6
211	Fusion Tom 1
212	Fusion Tom 2
213	Fusion Tom 3
214	Fusion Tom 4
215	Fusion Tom 5
216	Fusion Tom 6
217	1970's Tom 1
218	1970's Tom 1 Rim
219	1970's Tom 2
220	1970's Tom 2 Rim
221	1970's Tom 3
222	1970's Tom 3 Rim
223	1970's Tom 4
224	1970's Tom 4 Rim
225	808 Tom 1
226	808 Tom 2
227	808 Tom 3
228	808 Tom 4
229	808 Tom 5
230	808 Tom 6
231	808 Tom Fx 1
232	808 Tom Fx 2

Drum Sound List

233	909 Tom 1
234	909 Tom 2
235	909 Tom 3
236	909 Tom 4
237	909 Tom 5
238	909 Tom 6
239	909 Tom 7
240	909 Tom 8
241	Electronic Tom 1
242	Electronic Tom 2
243	Electronic Tom 3
244	Electronic Tom 4
245	Electronic Tom 5
246	Electronic Tom 6
247	Electronic Tom 7
248	Electronic Tom 8
249	Power Tom 1
250	Power Tom 2
251	Power Tom 3
252	Power Tom 4
253	Power Tom 5
254	Power Tom 6
255	Power Tom 7
256	Power Tom 8
257	HipHop Tom 1
258	HipHop Tom 2
259	HipHop Tom 3
260	HipHop Tom 4
261	EDM Tom 1
262	EDM Tom 2
263	EDM Tom 3
264	EDM Tom 4
265	Beatbox Tom 1
266	Beatbox Tom 2
267	Beatbox Tom 3
268	Beatbox Tom 4
269	Lo-Fi Tom 1
270	Lo-Fi Tom 1 Rim
271	Lo-Fi Tom 2
272	Lo-Fi Tom 2 Rim
273	Lo-Fi Tom 3
274	Lo-Fi Tom 3 Rim
275	Lo-Fi Tom 4
276	Lo-Fi Tom 4 Rim
277	Lo-Fi Tom 5
278	Lo-Fi Tom 5 Rim
279	Lo-Fi Tom 6
280	Lo-Fi Tom 6 Rim
281	Junkyard Tom 1
282	Junkyard Tom 1 Rim
283	Junkyard Tom 2
284	Junkyard Tom 2 Rim
285	Junkyard Tom 3
286	Junkyard Tom 3 Rim
287	Junkyard Tom 4
288	Junkyard Tom 4 Rim
289	Junkyard Tom 5
290	Junkyard Tom 5 Rim
291	Junkyard Tom 6

292	Junkyard Tom 6 Rim
293	Techno Tom 1
294	Techno Tom 1 Rim
295	Techkno Tom 2
296	Techno Tom 2 Rim
297	Techno Tom 3
298	Techno Tom 3 Rim
299	Techno Tom 4
300	Techno Tom 4 Rim
301	Techno Tom 5
302	Techno Tom 5 Rim
303	Techno Tom 6
304	Techno Tom 6 Rim
305	Dubstep Tom 1
306	Dubstep Tom 1 Rim
307	Dubstep Tom 2
308	Dubstep Tom 2 Rim
309	Dubstep Tom 3
310	Dubstep Tom 3 Rim
311	Dubstep Tom 4
312	Dubstep Tom 4 Rim
RIDE	
313	20" Standard Ride
314	20" Standard Ride Edge
315	20" Standard Ride Bell
316	20" Rock Ride
317	20" Rock Ride Edge
318	20" Rock Ride Bell
319	22" Acoustic Ride
320	22" Acoustic Ride Edge
321	22" Acoustic Ride Bell
322	20" Funk Ride
323	20" Funk Ride Edge
324	20" Funk Ride Bell
325	22" Funk Ride
326	22" Funk Ride Edge
327	22" Funk Ride Bell
328	Brush Ride 1
329	Brush Ride 2
330	20" Room Ride
331	20" Room Ride Edge
332	20" Room Ride Bell
333	20" Metal Ride
334	20" Metal Ride Edge
335	20" Metal Ride Bell
336	Vintage Ride
337	Vintage Ride Edge
338	Vintage Ride Bell
339	22" Big Band Ride
340	22" Big Band Ride Edge
341	22" Big Band Ride Bell
342	Old School Ride
343	Old School Ride Edge
344	Old School Ride Bell
345	808 Ride
346	Electronic Ride
347	Electronic Ride Edge
348	Electronic Ride Bell
349	Dance Ride

Drum Sound List

350	Dance Ride Edge
351	Dance Ride Bell
352	Lo-Fi Ride
353	Lo-Fi Ride Edge
354	Lo-Fi Ride Bell
355	Dubstep Ride
356	Noise Ride
357	Noise Ride Edge
358	Noise Ride Bell
359	Techno Ride
360	Techno Ride Edge
361	Techno Ride Bell
CRASH	
362	16" Standard Crash 1
363	16" Standard Crash 1 Edge
364	Rock Crash
365	Rock Crash Edge
366	16" Acoustic Crash 1
367	16" Acoustic Crash 1 Edge
368	18" Jazz Crash 1
369	18" Jazz Crash 1 Edge
370	18" Jazz Crash 2
371	18" Jazz Crash 2 Edge
372	16" Standard Crash 2
373	16" Standard Crash 2 Edge
374	Brush Crash 1
375	Brush Crash 2
376	Funk Crash 1
377	Funk Crash 1 Edge
378	Funk Crash 2
379	Funk Crash 2 Edge
380	16" Acoustic Crash 2
381	16" Acoustic Crash 2 Edge
382	Orchestra Crash 1
383	Orchestra Crash 2
384	Orchestra Crash 3
385	Room Crash
386	Room Crash Edge
387	1970's Crash
388	1970's Crash Edge
389	Old School Crash 1
390	Old School Crash 1 Edge
391	Vintage Crash 1
392	Vintage Crash 1 Edge
393	Vintage Crash 2
394	Vintage Crash 2 Edge
395	Latin Crash 1
396	Latin Crash 1 Edge
397	Latin Crash 2
398	Latin Crash 2 Edge
399	China 1
400	China 1 Edge
401	China 2
402	China 2 Edge
403	Splash
404	Splash Edge
405	808Crash
406	909Crash 1
407	909Crash 2

408	HipHop Crash
409	Electronic Crash 1
410	Electronic Crash 2
411	Dance Crash 1
412	Dance Crash 2
413	Lo-Fi Crash 1
414	Lo-Fi Crash 1 Edge
415	Lo-Fi Crash 2
416	Lo-Fi Crash 2 Edge
417	Techno Crash 1
418	Techno Crash 1 Edge
419	Techno Crash 2
420	Techno Crash 2 Edge
421	Beatbox Crash
422	Noise Crash 1
423	Noise Crash 2
HIHAT	
424	14" Standard Hi-hat
425	14" Standard Hi-hat Edge
426	14" Standard Hi-hat Pedal
427	14" Standard Hi-hat Splash
428	14" Rock Hi-hat
429	14" Rock Hi-hat Edge
430	14" Rock Hi-hat Pedal
431	14" Rock Hi-hat Splash
432	14" Acoustic Hi-hat
433	14" Acoustic Hi-hat Edge
434	14" Acoustic Hi-hat Pedal
435	14" Acoustic Hi-hat Splash
436	14" Funk Hi-hat
437	14" Funk Hi-hat Edge
438	14" Funk Hi-hat Pedal
439	14" Funk Hi-hat Splash
440	Brush Hi-hat
441	Brush Hi-hat Pedal
442	Brush Hi-hat Splash
443	14" Jazz Hi-hat
444	14" Jazz Hi-hat Edge
445	14" Jazz Hi-hat Pedal
446	14" Jazz Hi-hat Splash
447	808 Hi-hat
448	808 Hi-hat Pedal
449	808 Hi-hat Splash
450	909 Hi-hat
451	909 Hi-hat Pedal
452	909 Hi-hat Splash
453	Dance Hi-hat
454	Dance Hi-hat Pedal
455	Dance Hi-hat Splash
456	Dubstep Hi-hat
457	Dubstep Hi-hat Pedal
458	Beatbox Hi-hat 1
459	Beatbox Hi-hat Pedal 1
460	Beatbox Hi-hat 2
461	Beatbox Hi-hat Pedal 2
462	Lo-Fi Hi-hat
463	Lo-Fi Hi-hat Edge
464	Lo-Fi Hi-hat Pedal
465	Lo-Fi Hi-hat Splash

Drum Sound List

PERCUSSION	
466	Maracas
467	Sticks
468	Metronome Bell
469	Vibra-slap 1
470	Vibra-slap 2
471	Vibra-slap 3
472	Synthesis Percussion 1
473	Synthesis Percussion 2
474	High Q 1
475	High Q 2
476	Low Q 1
477	Low Q 2
478	Mute Hi Conga 1
479	Mute Hi Conga 2
480	Open Hi Conga 1
481	Open Hi Conga 2
482	Low Conga
483	Conga With Velocity Switch
484	High Bongo
485	Low Bongo
486	Bongo With Velocity Switch
487	High Timbale 1
488	High Timbale 2
489	High Timbale 3
490	High Timbale 4
491	High Timbale 5
492	Low Timbale 1
493	Low Timbale 2
494	Low Timbale 2 Rim
495	Low Timbale 3
496	Low Timbale 4
497	High Agogo
498	Low Agogo
499	Agogo With Velocity Switch
500	Claves 1
501	Claves 2
502	Jingle Bell 1
503	Jingle Bell 2
504	Cowbell
505	Bell Tree 1
506	Bell Tree 2
507	Tambourine 1
508	Tambourine 2
509	Cabasa
510	Long Guiro
511	Short Guiro
512	Guiro With Velocity Switch
513	Click Bell
514	Click
515	Indian 1
516	Indian 2
517	Indian 3
518	Indian 4
519	Indian 5
520	Indian 6
521	Indian 7
522	Indian 8
523	Indian 9

524	Indian 10
525	Indian 11
526	Indian 12
527	Indian 13
528	Indian 14
529	Indian 15
530	Indian 16
531	Indian 17
532	African 1
533	African 2
534	African 3
535	African 4
536	African 5
537	African 6
538	African 7
539	African 8
540	African 9
541	African 10
542	African 11
543	African 12
544	African 13
545	African 14
546	African 15
547	African 16
548	African 17
549	Marimba C3
550	Marimba Db3
551	Marimba D3
552	Marimba Eb3
553	Marimba E3
554	Marimba F3
555	Marimba Gb3
556	Marimba G3
557	Marimba Ab3
558	Marimba A3
559	Marimba Bb3
560	Marimba B3
561	Marimba C4
562	Marimba Db4
563	Marimba D4
564	Marimba Eb4
565	Marimba E4
566	Marimba F4
567	Marimba Gb4
568	Marimba G4
569	Marimba Ab4
570	Marimba A4
571	Marimba Bb4
572	Marimba B4
573	Marimba C5
574	Marimba Db5
575	Marimba D5
576	Marimba Eb5
577	Marimba E5
578	Marimba F5
579	Marimba Gb5
580	Marimba G5
581	Marimba Ab5
582	Marimba A5

Drum Sound List

583	Marimba Bb5
584	Marimba B5
585	Marimba C6
586	Vibraphone C3
587	Vibraphone Db3
588	Vibraphone D3
589	Vibraphone Eb3
590	Vibraphone E3
591	Vibraphone F3
592	Vibraphone Gb3
593	Vibraphone G3
594	Vibraphone Ab3
595	Vibraphone A3
596	Vibraphone Bb3
597	Vibraphone B3
598	Vibraphone C4
599	Vibraphone Db4
600	Vibraphone D4
601	Vibraphone Eb4
602	Vibraphone E4
603	Vibraphone F4
604	Vibraphone Gb4
605	Vibraphone G4
606	Vibraphone Ab4
607	Vibraphone A4
608	Vibraphone Bb4
609	Vibraphone B4
610	Vibraphone C5
611	Vibraphone Db5
612	Vibraphone D5
613	Vibraphone Eb5
614	Vibraphone E5
615	Vibraphone F5
616	Vibraphone Gb5
617	Vibraphone G5
618	Vibraphone Ab5
619	Vibraphone A5
620	Vibraphone Bb5
621	Vibraphone B5
622	Vibraphone C6
623	Orchestra Timpani C2
624	Orchestra Timpani Db2
625	Orchestra Timpani D2
626	Orchestra Timpani Eb2
627	Orchestra Timpani E2
628	Orchestra Timpani F2
629	Orchestra Timpani Gb2
630	Orchestra Timpani G2
631	Orchestra Timpani Ab2
632	Orchestra Timpani A2
633	Orchestra Timpani Bb2
634	Orchestra Timpani B2
635	Orchestra Timpani C3
636	Orchestra Timpani Db3
637	Orchestra Timpani D3
638	Orchestra Timpani E3
639	Orchestra Timpani F3
640	Orchestra Timpani G3
641	Orchestra Timpani A3

642	Orchestra Timpani B3
643	Orchestra Timpani C4
CHINESE	
644	Dagu 1
645	Dagu 2
646	Ban
647	Bangu
648	Nan Bang
649	Xiangjiaogu
650	Damuyu 1
651	Damuyu 2
652	Damuyu 3
653	Damuyu 4
654	Xiaomuyu 1
655	Xiaomuyu 2
656	Xiaomuyu 3
657	Xiaomuyu 4
658	Paigu 1
659	Paigu 2
660	Paigu 3
661	Paigu 4
662	Mangluo
663	Maluo
664	Suluo
665	Daluo 1
666	Daluo 2
667	Dabo 1
668	Dabo 2
669	Xiaobo
670	Xiaoluo
671	Penglin 1
672	Penglin 2
673	Sanmaluo
674	Gou Luo
FX	
675	FX 1
676	FX 2
677	FX 3
678	FX 4
679	FX 5
680	FX 6
681	FX 7
682	FX 8
683	FX 9
684	FX 10
685	FX 11
686	FX 12
687	FX 13
688	FX 14
689	FX 15
690	FX 16
691	FX 17
692	FX 18
693	FX 19
694	FX 20
695	FX 21
696	FX 22
697	FX 23
698	FX 24

699	FX 25
700	FX 26
701	FX 27
702	FX 28
703	FX 29
704	FX 30
705	FX 31
706	FX 32
707	FX 33
708	FX 34
709	FX 35
710	FX 36
711	FX 37
712	Bass Drop
713	One & Stick
714	Two & Stick
715	Three & Stick
716	Four & Stick
717	Five & Stick
718	Six & Stick
719	Seven & Stick
720	Eight & Stick
721	Nine & Stick
722	Mute
HI-HAT COMBINATION	
HH01	Standard
HH02	Rock
HH03	Acoustic
HH04	Funk
HH05	Brush
HH06	Jazz
HH07	808
HH08	909
HH09	Dance
HH10	Dubstep
HH11	Beatbox1
HH12	Beatbox2
HH13	Lo-Fi
HH14	Marimba1
HH15	Marimba2
HH16	Vibra
HH17	Indian
HH18	African
HH19	Chinese
HH20	Percussion
HH21	World Perc
HH22	Latin Perc
HH23	Orchestral
HH24	Tambourine

Song List

No.	Song Name	LCD Name
1	Funk 1	Funk1
2	Rock N'Roll 1	R'N'R1
3	Dance 1	Dance1
4	Pop 1	Pop1
5	Fusion 1	Fusion1
6	R&B 1	R&B1
7	Dubstep 1	Dubstep1
8	R&B 2	R&B2
9	Dubstep 2	Dubstep2
10	Rock Ballad	RkBallad
11	Folk	Folk
12	Funk Shuffle	FunkShuf
13	Ele Pop 1	ElePop1
14	Pop 2	Pop2
15	Bossa Nova 1	Bossa1
16	Samba 1	Samba1
17	Fusion 2	Fusion2
18	Ele Pop 2	ElePop2
19	Pop Shuffle	PopShuff
20	Rock 1	Rock1
21	Latin 1	Latin1
22	Latin 2	Latin2
23	Salsa 1	Salsa1
24	Smooove	Smooove
25	Upbeat Funk	UpbtFunk
26	70's Funk	70'sFunk
27	Jazz	Jazz
28	6/8 Soul 1	6/8Soul1
29	Fusion 3	Fusion3
30	Dance Funk	DancFunk
31	Dance 2	Dance2
32	DJ.House	DJ.House
33	Ele Pop 3	ElePop3
34	Hip Hop	HipHop
35	Pop 3	Pop3
36	Pop 4	Pop4
37	R&B 3	R&B3
38	Reggae 1	Reggae1
39	Rock 2	Rock2
40	Rock 3	Rock3
41	Blues Funk	BluesFnk
42	Fusion 4	Fusion4
43	Cool Jazz	CoolJazz
44	Ballad	Ballad
45	Samba 2	Samba2
46	Vintage Hip-Hop	VtHipHop
47	Nu Jazz Funk	NuJazzFk
48	Soul	Soul
49	R&B 4	R&B4
50	Big Band 1	BigBand1
51	Ska	Ska
52	Classic Rock	ClassRk
53	Hardcore Hip-Hop	HcHipHop
54	Vintage Dance Pop	VtDcPop
55	Nu-Metal	Nu-Metal
56	Salsa 2	Salsa2
57	Eu Hip-Hop	EuHipHop

58	Bossa Nova 2	Bossa2
59	Fusion 5	Fusion5
60	8Beat Pop	8BeatPop
61	Jazzy Funk	JazzyFnk
62	Swing Big Band	SwBgBand
63	Reggae 2	Reggae2
64	60's Pop	60'sPop
65	Vintage Funk	VtgFunk
66	Trance	Trance
67	Heavy Rock	HeavyRk
68	Swing	Swing
69	Punk	Punk
70	8Beat	8Beat
71	Disco House	DiscoHs
72	3/4 Folk	3/4Folk
73	Samba 3	Samba3
74	Latin Rock	LatinRk
75	Reggae 3	Reggae3
76	Dance 3	Dance3
77	Country Pop	CtryPop
78	Country	Country
79	Pop Rock	PopRock
80	Dance Pop	DancePop
81	Bebop	Bebop
82	Rock N'Roll 2	R'N'R2
83	Band Jazz	BandJazz
84	Blues	Blues
85	3/4 Jazz	3/4Jazz
86	80's Metal	80sMetal
87	Drum N'Bass	D'N'B
88	6/8 Soul 2	6/8Soul2
89	Latin Swing	LtnSwing
90	Funk 2	Funk2
91	Break Beat	BrkBeat
92	Latin Jazz	LtnJazz
93	TripHop	TripHop
94	Brit Pop	BritPop
95	Neo-Thrash	Neo-Thra
96	Big Band 2	BigBand2
97	Mambo	Mambo
98	Shuffle	Shuffle
99	Gtr Bossa	GtrBossa
100	Latin Dance	LtnDance
101	R&B Bass	R&BBass
102	Samba Bass	SambaBs
103	Fusion Bass	FusionBs
104	Salsa Bass	SalsaBs
105	Pop Bass	PopBs
106	Blues Funk Bass	BlsFnkBs
107	Dance Pop Bass	DcPopBs
108	Swing Bass	SwingBs
109	Blues Bass	BluesBs
110	Indonesia Perc	IndnPerc
111	Laiin Perc	LainPerc
112	Bossa Perc	BosaPerc
113	Samba Perc	SambPerc
114	3/4 Perc	3/4Perc
115	Reggae Perc	RegPerc
116	Latin Perc	LatnPerc

GM Drum Kit List

No.	GM Percussion Kit	Rock Set(BANK0)	Standard Set(BANK8)	Funk Set(BANK16)	808 Set(BANK24)
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]	Bass Drum 1	Rock Kick	Standard Kick	Funk Kick	808 Kick
C#2[37]	Side Stick				
D 2[38]	Acoustic Snare	Rock Snare 1	Standard Snare 1	Funk Snare 1	808 Snare 1
Eb2[39]	Hand Clap				
E 2[40]	Electric Snare	Rock Snare 2	Standard Snare 2	Funk Snare 2	808 Snare 2
F 2[41]	Low Floor Tom	Rock Tom 4	Standard Tom 4	Funk Tom 4	808 Tom 4
F#2[42]	Closed Hi-hat	Rock Closed Hi-hat	Standard Closed Hi-hat	Funk Closed Hi-hat	808 Closed Hi-hat
G 2[43]	High Floor Tom	Rock Tom 3	Standard Tom 3	Funk Tom 3	808 Tom 3
G#2[44]	Pedal Hi-hat	Rock Pedal Hi-hat	Standard Pedal Hi-hat	Funk Pedal Hi-hat	808 Pedal Hi-hat
A 2[45]	Low Tom	Rock Tom 2	Standard Tom 2	Funk Tom 2	808 Tom 2
Bb2[46]	Open Hi-hat	Rock Open Hi-hat	Standard Open Hi-hat	Funk Open Hi-hat	808 Open Hi-hat
B 2[47]	Low-Mid Tom				
C 3[48]	High Mid Tom	Rock Tom 1	Standard Tom 1	Funk Tom 1	808 Tom 1
C#3[49]	Crash Cymbal 1	Rock Crash 1	Standard Crash 1	Funk Crash 1	808 Crash 1
D 3[50]	High Tom 1				
Eb3[51]	Ride Cymbal 1	Rock Ride	Standard Ride	Funk Ride	808 Ride
E 3[52]	China Cymbal				
F 3[53]	Ride Bell	Rock Ride Bell	Standard Ride Bell	Funk Ride Bell	808 Ride Bell
F#3[54]	Tambourine				
G 3[55]	Splash Cymbal				
G#3[56]	Cowbell				
A 3[57]	Crash Cymbal 2	Rock Crash 2	Standard Crash 2	Funk Crash 2	808 Crash 2
Bb3[58]	Vibra-slap				
B 3[59]	Ride Cymbal 2				
C 4[60]	High 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]	LowWood 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 Drum Kit List

No.	909 Set(BANK25)	Acoustic Set(BANK32)	Brush Set(BANK40)	Dupstep1 Set(BANK48)	Dupstep2 Set(BANK56)
Eb1[27]					
E 1[28]					
F 1[29]					
F#1[30]					
G 1[31]					
G#1[32]					
A 1[33]					
Bb1[34]					
B 1[35]					
C 2[36]	909 Kick	Acoustic Kick	Brush Kick	Dupstep1 Kick	Dupstep2 Kick
C#2[37]					
D 2[38]	909 Snare 1	Acoustic Snare 1	Brush Snare 1	Dupstep1 Snare 1	Dupstep2 Snare 1
Eb2[39]					
E 2[40]	909 Snare 2	Acoustic Snare 2	Brush Snare 2	Dupstep1 Snare 2	Dupstep2 Snare 2
F 2[41]	909 Tom 4	Acoustic Tom 4	Brush Tom 4	Dupstep1 Tom 4	Dupstep2 Tom 4
F#2[42]	909 Closed Hi-hat	Acoustic Closed Hi-hat	Brush Closed Hi-hat	Dupstep1 Closed Hi-hat	Dupstep2 Closed Hi-hat
G 2[43]	909 Tom 3	Acoustic Tom 3	Brush Tom 3	Dupstep1 Tom 3	Dupstep2 Tom 3
G#2[44]	909 Pedal Hi-hat	Acoustic Pedal Hi-hat	Brush Pedal Hi-hat	Dupstep1 Pedal Hi-hat	Dupstep2 Pedal Hi-hat
A 2[45]	909 Tom 2	Acoustic Tom 2	Brush Tom 2	Dupstep1 Tom 2	Dupstep2 Tom 2
Bb2[46]	909 Open Hi-hat	Acoustic Open Hi-hat	Brush Open Hi-hat	Dupstep1 Open Hi-hat	Dupstep2 Open Hi-hat
B 2[47]					
C 3[48]	909 Tom 1	Acoustic Tom 1	Brush Tom 1	Dupstep1 Tom 1	Dupstep2 Tom 1
C#3[49]	909 Crash 1	Acoustic Crash 1	Brush Crash 1	Dupstep1 Crash 1	Dupstep2 Crash 1
D 3[50]					
Eb3[51]	909 Ride	Acoustic Ride	Brush Ride	Dupstep1 Ride	Dupstep2 Ride
E 3[52]					
F 3[53]	909 Ride Bell	Acoustic Ride Bell	Brush Ride Bell	Dupstep1 Ride Bell	Dupstep2 Ride Bell
F#3[54]					
G 3[55]					
G#3[56]					
A 3[57]	909 Crash 2	Acoustic Crash 2	Brush Crash 2	Dupstep1 Crash 2	Dupstep2 Crash 2
Bb3[58]					
B 3[59]					
C 4[60]					
C#4[61]					
D 4[62]					
Eb4[63]					
E 4[64]					
F 4[65]					
F#4[66]					
G 4[67]					
G#4[68]					
A 4[69]					
Bb4[70]					
B 4[71]					
C 5[72]					
C#5[73]					
D 5[74]					
Eb5[75]					
E 5[76]					
F 5[77]					
F#5[78]					
G 5[79]					
G#5[80]					
A 5[81]					
Bb5[82]					
B 5[83]					
C 6[84]					
C#6[85]					
D 6[86]					
Eb6[87]					

GM Backing Sound List

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

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	10ch	1-16	Memorized
	Changed	x	x	
Mode	Default	x	x	
	Messages	x	x	
	Altered	*****	*****	
Note Number :	True Voice	0-127	0-127	Memorized
		*****	0-127	
Velocity	Note On	o 9nH, v = 1-127	o	
	Note Off	o 9nH, v = 0	o	
After Key's		x	o	
Touch Channel's		x	x	
Pitch Bend		x	o	Bank Select Modulation Portamento Time Data Entry Volume Pan Expression Sustain Pedal Portamento ON/OFF Sostenuto Pedal Soft Pedal Reverb Program Chorus Program Reverb Level Chorus Level All Sound Off Reset All Controllers All Notes Off
Control Change	0	x	o	
	1	x	o	
	5	x	o	
	6	x	o	
	7	x	o	
	10	x	o	
	11	x	o	
	64	x	o	
	65	x	o	
	66	x	o	
	67	x	o	
	80	x	o	
	81	x	o	
	91	x	o	
	93	x	o	
	120	x	o	
	121	x	o	
123	x	o		
Program Change	: True Number	o *****	o 0-127	
System Exclusive		x	o	
System Common	:Song Position	x	x	
	:Song Select	x	x	
	:Tune Request	x	x	
System RealTime	:Clock	o	x	Start/Stop only
	:Commands	o	x	
Aux Messages	: Local On/Off	x	x	
	: All Notes Off	x	x	
	: Acting Sensing	x	x	
	: Reset	x	x	

X : NO O : YES

Prompt Messages

LCD Message	Meaning
Name invalid!	(Rename) This name is not valid.
Characters too long!	(Rename) You are entering more character than the module support.
The 1st character can't be a SPACE!	(Rename) The first character should not be blank.
Duplicate name!	(Rename) This name already exists. Use a different name.
Save ok!	Saving is successful.
Save failed!	Saving operation fails.
Load ok!	Loading user sound / user kit is successful.
Load failed!	Loading user sample / user kit fails.
Reset ok!	Factory reset is successful.
Format ok!	SD card formatting is successful.
Waiting	The operation is in progress. Wait until the process finishes.
Processing	The SD card is being processed.
No file!	No usable files in the current folder.
Unsupported file!	This file is not supported by the module.
Unsupported SD!	This SD card is not supported by the module.
SD ERROR!	Error in the SD card operation.
Record number exceeds the limit!	The number of WAV recording exceeds the limit.
Record time's up!	The time of WAV recording is used up.
SD card is full!	The SD card memory is used up.
Record memory full!	The MIDI recording memory is used up.
User sound memory full!	The user sound memory is used up.
User sound num reached the limit!	The number of user sound reaches the top limit.
SD card write protected!	The SD card is read-only.
Prompt for confirmation	Meaning
Reset user kit data?	Ask to confirm if you want to reset the user kits?
Reset user song data?	Ask to confirm if you want to reset the user songs?
Reset user sound data?	Ask to confirm if you want to reset the user sounds?
Reset user trigger data?	Ask to confirm if you want to reset the trigger settings?
Reset all user data?	Ask to confirm if you want to reset all user data and settings?
Load to user sound?	Ask to confirm if you want to load the selected sample as a user sound?
Format the SD card?	Ask to confirm if you want to format the SD card?
Overwrite the KIT File?	Ask to confirm if you want to overwrite the select kit?
Load KIT File?	Ask to confirm if you want to load the selected kit?

