

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 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, unplug the AC adaptor from the wall outlet.

Then have the instrument inspected by qualified service personnel.

Disconnect all cables before moving the instrument.

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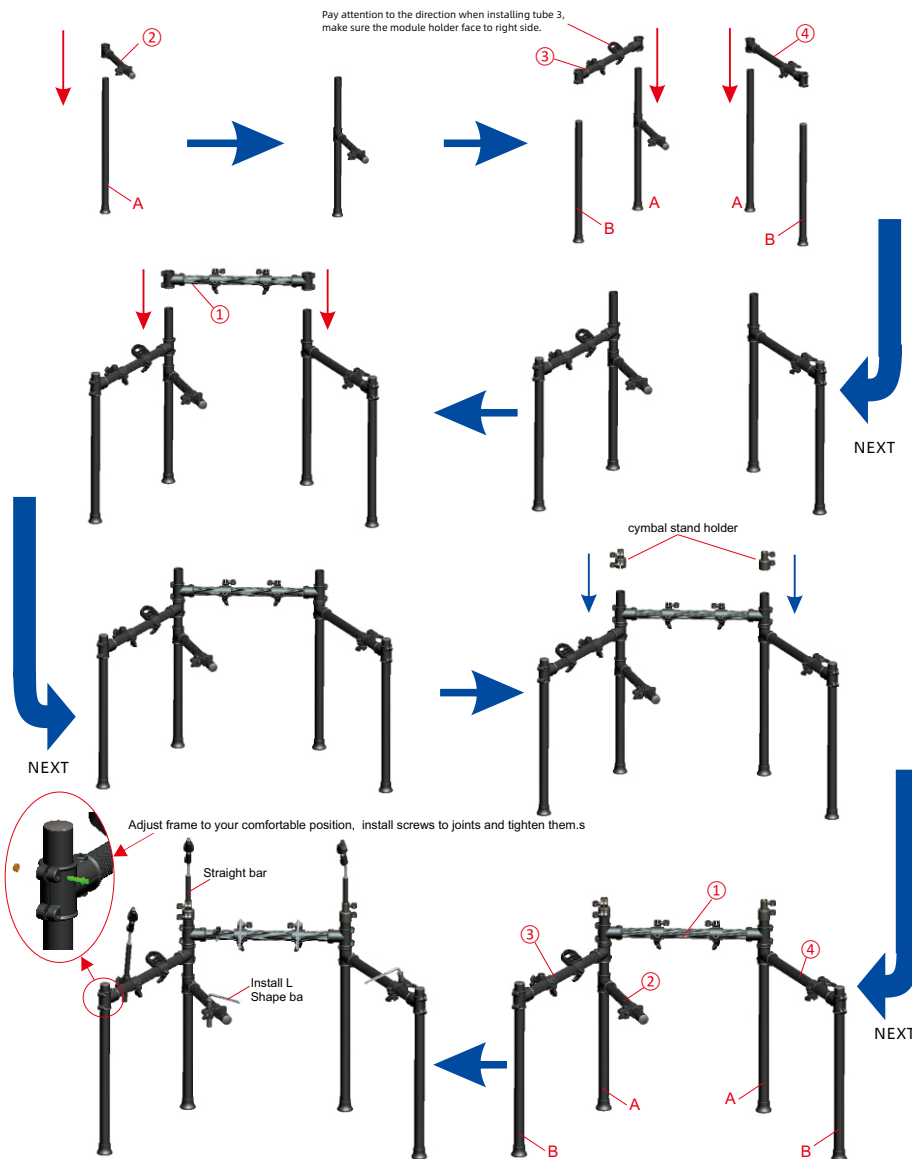
Installation Instructions



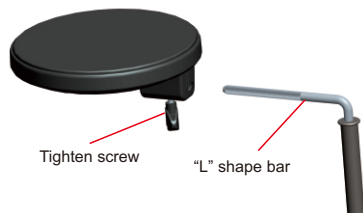
Completed ①

Note: Use the drum key (V) to loosen or tighten the bolts of clamps when assembling the kit or making adjustments.

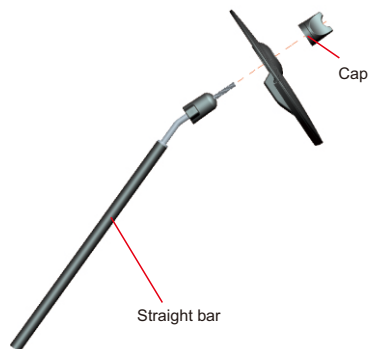
1. Installing frame



2、 Install Tom1、 Tom2、 Tom3、 and Snare Drum to frame Put pad in the "L" shape bar, and tighten screw

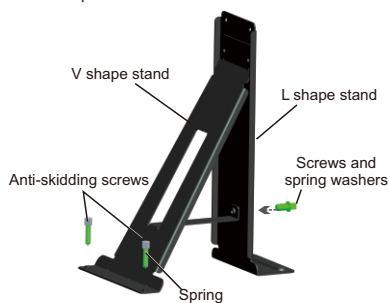


3、 Install Hi-Hat、 Crash、 Ride to frame. Put cymbal on the straight bar, and tighten screw of cap.



4、 Install Kick Drum

(1) Connect L shape and V shape stand by screws, and install the anti-skidding screws with springs on the V shape stand.



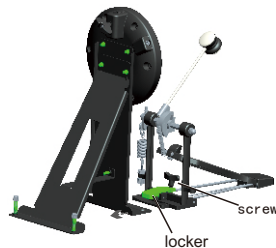
(2) Install kick drum pad on stand by 4 screws.



(3) Install kick drum pedal: put the kick drum hammer into the hole on the pedal, and tighten screws.

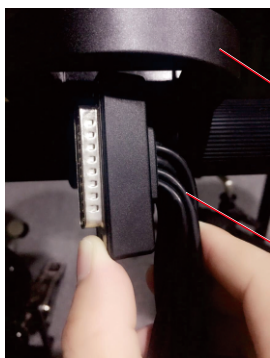


(4) Connect kick drum stand and kick drum pedal through locker, and tighten screw.



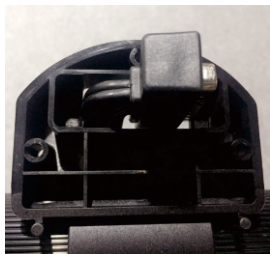
5、 Install drum module

- (1) put the cable snake into the holder of drum machine. (2) Connect drum module with cable snake, and Lock it by three screws.



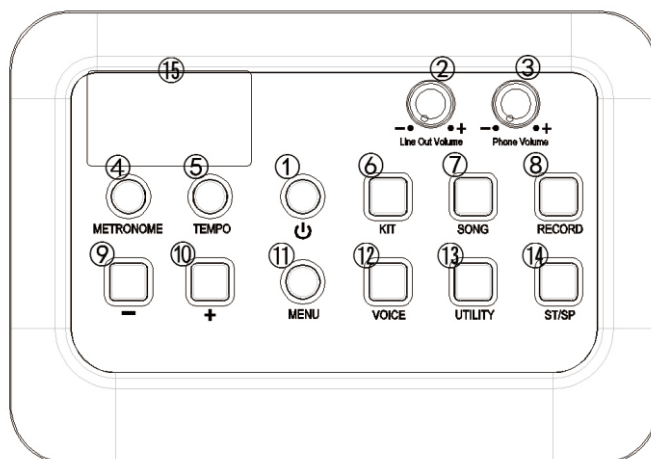
Drum module holder

Cable snake



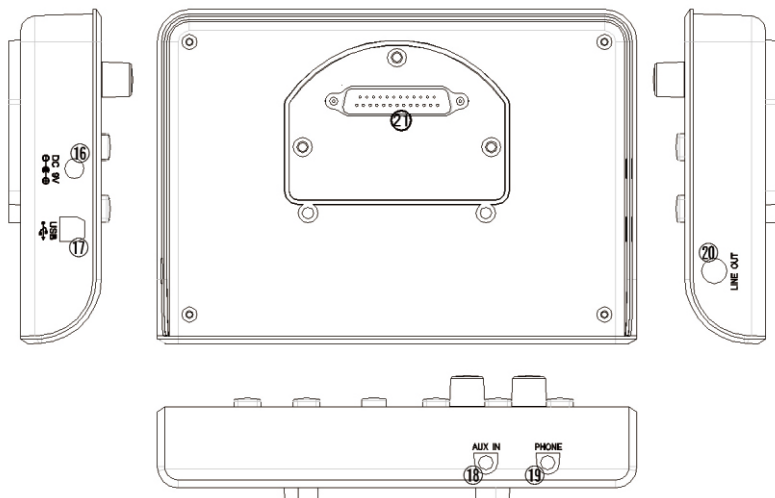
PANEL DESCRIPTION

Front Panel



- | | |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| 1 POWER Button
This button turns the power on and off. | 9/10 +/- Button
Press the [+] button increases and [-] button decreases the current parameter. |
| 2 LINE OUT Knob
Adjust the volume of line output. | 11 MENUE Button
In the VOICE, SONG, CLICK, UTILITY mode, press the MENUE button to enter the submenu. |
| 3 VOLUME Knob
Adjust the volume of phone. | 12 VOICE Button
Enter the Voice menu. |
| 4 METRONOME Button
Turn the metronome on or off and enter the Click menu. | 13 UTILITY Button
Enter the Utility menu. |
| 5 TEMPO Button
Adjust the current tempo. | 14 START/STOP Button
Start or stop playing. |
| 6 KIT Button
Enter the Kit menu. | 15 LED Display
Indicators for Coach playing. |
| 7 SONG Button
Enter the Song menu. | |
| 8 RECORD Button
Enter the record menu. | |

Rear Panel & Side Panel



- 16 DC IN Jack**
Connect the included DC 9V power adaptor.
- 17 USB Connector**
This port is used to connect to a computer (MIDI In/Out via USB).
- 18 AUX IN Jack(1/8")**
This stereo input jack is for an external sound source, such as an MP3 player.
- 19 PHONES Jack(1/8")**
This stereo input jack is used to connect headphones to the unit.
- 20 LINE OUTPUT Jack(1/4")**
Stereo output connection to an audio system or drum amplifier.
- 21 PAD Connectors**
Input connections for Kick, Snare, Tom, Cymbal pads and Hi-Hat control pedal.

SETUP

CAUTION!

To prevent electric shock and damage to the device, make sure the power is turned OFF on the drum and all related device before making any connection.

Connecting Pads and Pedals

Standard: KICK, SNARE, TOM1-3, CRASH1-2, RIDE, HIHAT, HIHAT CONTROL PEDAL
Using the provided cables, connect with kick, snare, tom1~tom3, ride, crash1-2, hi-hat, hi-hat control triggers. Snare are stereo input, support double triggering (increase edge triggering); crash1-2 and ride are stereo input, which support choke; kick, hi-hat are mono input, which can't response edge triggering. Hi-hat control pedal is mono input.



Note:

For details on assembling the drum stand, attaching the digital drum and connecting pads, refer to the Installation manual.

Connections

Connecting an Audio Equipment

When using an amplifier, connect the Output L/MONO jack located on the side of the drum module.

Note:

The line output volume is controlled by the LINE OUT knob.

Connecting a set of Headphones

Headphones can be connected to the PHONES jack located on the side of the drum module.

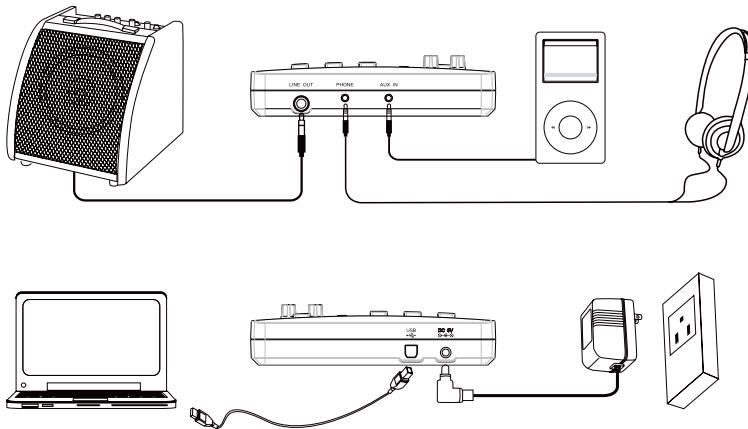
Note:

The headphones output volume is controlled by the VOLUME knob.

Connecting a MP3 Player

Connect MP3 player or other audio source to the stereo AUX IN jack located on the side of the drum module.

The input signal is mixed with the drum signal, allowing you to play along.



Connecting a Computer

Via the USB Connector, which can receive and transmits MIDI messages to a computer.

Power Supply & Switch

Make sure the power is switched OFF. Connect the adaptor to the DC IN jack on the side panel. After confirming that all connections have been completed, rotate the volume knob to the left (minimum volume level) before switching the power on. Press power button to turn on the drum, the digit tube will show kit number 001.

***TURN OFF:**

The drum kit will be turned off in 7 seconds after pressing power button for more than 3 second.

Factory Reset

Press the [+] and [-] button at the same time and then turn on the power, then the digital drum will complete the factory reset.

Performing

Selecting a Drum Kit

After powering up, the digital drum will be in KIT menu(KIT button's led ON).

1. Use the [+] and [-] buttons to select the kit.

There are 15 kits in the digital drum:

- 10 preset kits (Kits 001-010)
- 5 user kits(Kits U01-U05), the parameter will display as "U01-U05", with an additional letter "U".

2. Hit the pad to play the current kit.

Playing the Pads

Similar to an acoustic drum kit, the digital drum responds differently to various playing techniques and dynamics. All the pads are velocity sensitive. And some voices change timbre depending on the striking force.

Drum Pad

The pad detects head .

Cymbal Bow shot and Choke

The cymbals detect bow shot.

Only the Crash1-2 and Ride cymbals have cymbal choke. To mute the sound, Choking the cymbals' edge with the hand immediately after hitting the Crash1-2 or Ride.

Hi-Hat

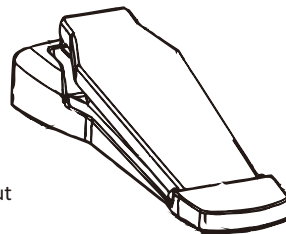
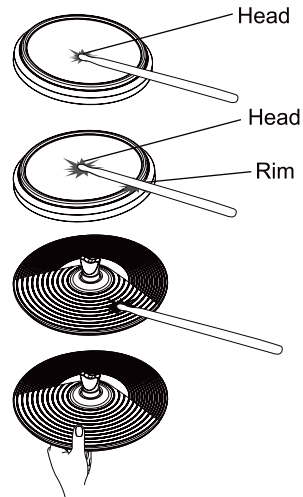
The Hi-Hat sound varies depending on the position of Hi-Hat pedal.

Open Hi-Hat: Strike the Hi-Hat pad without pressing the pedal.

Closed Hi-hat: Strike the Hi-Hat pad with the pedal Pressed completely down.

Pedal Close: Press the pedal completely down without striking the pad.

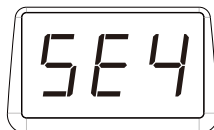
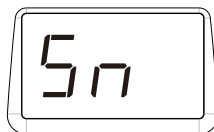
Splash: Press the pedal completely down and release it immediately



Adjusting the Sensitivity of a Pad

You may wish to adjust the sensitivity of the pads according to your playing style and desired dynamic range.

1. Press the [UTILITY] button.
The UTILITY' led will be ON.
2. Strike a pad or press [+] or [-] button to select a pad or cymbal you want to adjust .
The digit tube shows the selected pad.
3. Press the [MENU] button twice to SENSITIVITY submenu.
4. Press the [+] or [-] button to adjust the sensitivity.
(The sensitivity range is from 1 to 16).
5. After the sensitivity is adjusted, it will be saved automatically.



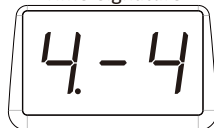
Metronome/Click Feature

Press CLICK button to Start/Stop Metronome function,
The click LED will flash accordingly when metronome is Working.

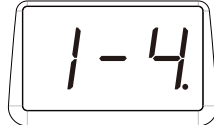
Press Menu button to “Click” submenu,
press once—Time signature
Press twice—Interval
Press three times—Volume
Then press the [+] or [-] button to set time signature interval and volume.

Time signature: 1~9/2, 1~9/4, 1~9/8, 1~9/16
Volume of metronome: 0~31

Time-Signature



Interval



Volume



Adjusting the Tempo

You can adjust the tempo of the Metronome, the current song, and the current coach practice.

1. Press the [TEMPO] button.
2. Press the [+] or [-] button to adjust the current tempo.

Tempo



Note:

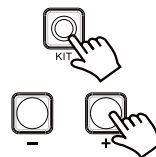
If there's no operation in 3 seconds, it will return to the previous menu page automatically.

EDITING AND SAVING A DRUM KIT

In module, you can modify the parameters as you like and save to the selected user kit.

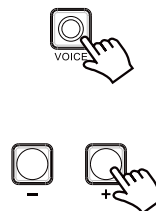
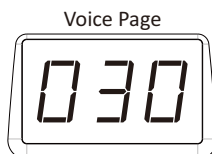
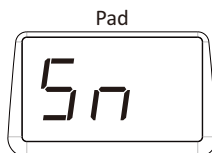
Adjusting the Volume of a Drum Kit

1. Press the [KIT] button, press the [+] or [-] button to select the kit you want to edit.
2. Press the [MENU] button once to Volume page.
3. Press the [+] or [-] button.
Adjust the kit volume.
Volume: 0~31



Selecting Voice for Pad or Cymbal

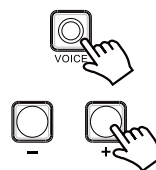
1. Press the [VOICE] button.
2. Strike a pad or press [+] or [-] button to Voice Page select the pad or cymbal you want to adjust.
3. Press the [MENU] button to Voice page.
4. Press the [+] or [-] button to select the voice you like for the pad you chose.



Voice List is at the page 18

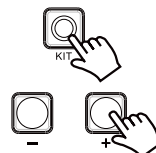
Adjusting the Volume of the Pad

1. Press Voice button
2. Press the [MENU] button to Volume page.
3. Press the [+] or [-] button.
Adjust the voice volume of pad
(range 0-31)



Saving the Edited Kit

1. Press the [KIT] button and release it until the LED of kit flash.
2. Press the [+] or [-] button.
Choose the user kit you want to save.
3. Press the [KIT] button again, and release it until the LED of kit not flashing,
Save the setting to the selected user kit.

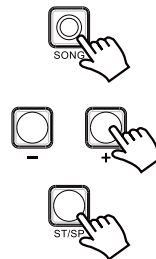


PLAYING ALONG WITH SONGS

Selecting and Playing Back a Song

1. Press the [SONG] button.
2. Press the [+] or [-] button to select a Song you want to play with. The digital drum has 30 songs. Please refer to Song List
3. Press the [ST/SP] button. Start or stop playing back

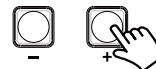
* The 31th song is for saving recording.



Adjusting the Volume of the Song

In Song model

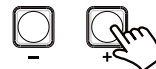
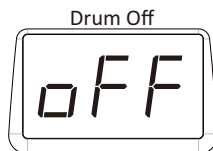
1. Press the [MENU] button. Select the Volume Page.
2. Press the [+] or [-] button. Adjust the corresponding volume.



Muting the Drums in Songs

In Song model

1. Press the [MENU] button again. Select the Drum Off Page.
2. Press the [+] or [-] button to set drum on/off.



RECORDING YOUR PERFORMANCE

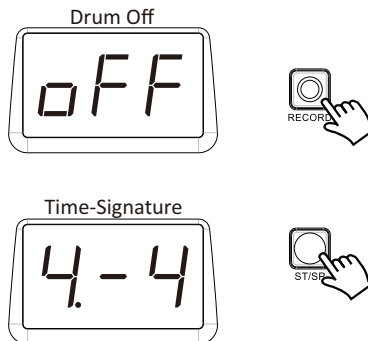
1. In the recording mode press the [START/STOP] button to start record.
2. In the recording preparation state, press the [RECORD] button again.
The recording function will be cancel.

Note:

1. Under the recording preparation state, the guide metronome will automatically turn on, press [CLICK] button to close it.
2. Press the [START/STOP] to turn on the recording, start recording after the guide metronome and LCD displays the recording duration.
3. Press the [START/STOP] button again to stop recording. The [RECORD] button LED went out and automatically saves to U01

Recording Your Performance Quickly

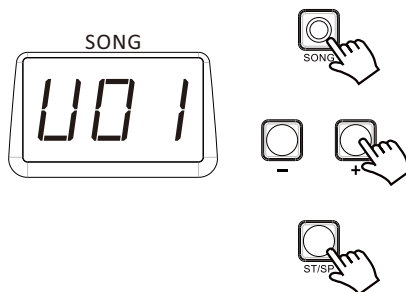
1. Press the [RECORD] button.
The Metronome will be turned on automatically.
2. Press the [ST/SP] button to start recording.
3. Press the [ST/SP] button again to stop recording, your performance has been recorded to user song.



Playing Back Your Recorded Performance

1. Press the [SONG] button.
2. Press the [+] or [-] button.
Select the U01.
3. Press the [ST/SP] button.
Start or stop playing back this record song.

You can record it again, the new record will replace the previous record automatically.



COACH

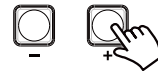
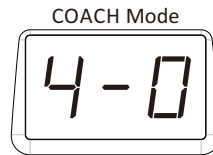
There are two types of practice. They are basic practice and super practice .

Basic: Snare Practice

Super: Drums Practice

Selecting a beat or rhythm to begin Practicing

1. Press the [COACH] button.
2. Press the [+] or [-] button.
Select the beat or rhythm which you want to practice.
3. Press the [MENU] button to coach mode.
4. Select the OFF mode to beat the infinite loop, and the ON mode to cycle 3 times, 4 times per cycle.



Note:

1. There are 5 types coach mode for player to choose.
- 4 – 0: Coach in all 4 measures.
- 3 – 1: Coach in 1st, 2nd, 3rd measures, and 4th measure for free practice.
- 1 – 1: Coach in 1st, 3rd measures, and 2nd and 4th measure for free practice.
- 2 – 2: Coach in 1st, 2nd measures, and 3rd and 4th measure for free practice.
- 1 – 3: Coach in 1st measures, and 2nd, 3rd and 4th measure for free practice.

Scoring Your Practice

If you want to check your progress, please set the score mode ON.

1. Press the [MENU] button again.
Set the Score mode ON.
2. Press the [ST/SP] button.
Start Practicing with Score mode

Beat and rhythm

Basic type show as follows:

1. | ♩ ♩ ♩ ♩ | ♩ ♩ ♩ ♩ | ♩ ♩ ♩ ♩ |
2. | ♪♪ ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ ♪♪ |
3. | ♪♪ ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ ♪♪ |
4. | ♪♪ ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ ♪♪ |
5. | ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ | ♪♪ ♪♪ ♪♪ |
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20. | ♪ ♪ | ♪ ♪ ♪ ♪ | ♪ ♪ ♪ ♪ |
21. | ♪ ♪ ♪ ♪ | ♪ ♪ ♪ ♪ | ♪ ♪ ♪ ♪ |
22. | ♪ ♪ ♪ ♪ | ♪ ♪ | ♪ ♪ ♪ ♪ |

MAKING THE SETTINGS FOR PADS

About Settings of Pads

If the digital drum is not yet in UTILITY menu, Press the [UTILITY] button to enter it.

The UTILITY's LED will light up. You can use [+] or [-] button to choose pad which you want to set or adjust parameters for each pad.

All parameters will save automatically after choosing.

Threshold: This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to extraneous vibrations from another pad. Press Utility Button, the LED shows threshold value, e.g. th2, press [+] or [-] to set it.

Sensitivity: Adjust the sensitivity of the pad to regulate the pad response. Higher settings result in higher sensitivity, so that the pad will produce a loud volume even when struck softly. Press [MENU] again, LED shows sensitivity value, e.g. S03, press [+] or [-] to choose sensitivity.

Crosstalk: When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another C t 3pad unintentionally(This is called crosstalk). You can avoid this sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. So be careful and set this parameter to the minimum value required to prevent such crosstalk. With a setting of 0, crosstalk prevention does not function.

Press [MENU] again, till LED shows Crosstalk Value, e.g. Cr3, press [+] or [-] to choose the value you prefer.

Press [MENU] till LED shows Retrig Cancel, e.g. r05, press[+] or [-] to choose Retrig Cancel value.

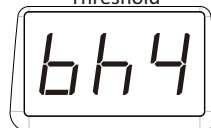
Press [MENU] till LED shows Aim-Adjust value, e.g. rA3, press[+] or [-] to choose Aim-Adjust value.

Press [MENU] till LED shows Trans midi ch value, e.g.h08, press[+] or [-] to choose trans midi channel.

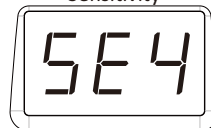
Curve: This setting allows you to control the relation between the velocity(striking force) and changes in volume(the dynamic curve). Adjust this curve until the response feels as natural as possible. Press [MENU] till LED shows Curv value, e.g. CU3, press[+] or [-] to choose the Curv value.

Pad Settings	
Pad	Threshold(1-8)
	Sensitivity(1-16)
	Crosstalk(0-9)
	Retrig Cancel(1-16)
	Curve(1-6)
Special	Rim-Adjust(1-6)
	Transmit midi chanel(1-16)

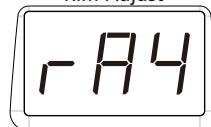
Threshold



Sensitivity



Rim-Adjust



Crosstalk



Curve



Curve refers to how the trigger signal's dynamic response relates to your pad hit.

Curve1: The standard setting, this produces the most natural correspondence between playing dynamics and volume change.

Curve2,3:

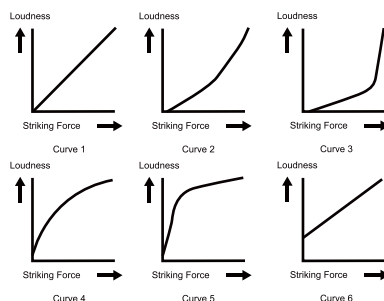
Compared to Curve1, strong dynamics produce a greater change.

Curve4,5:

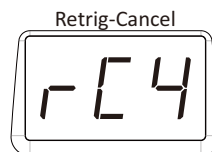
Compared to Curve1, a soft playing produces a greater change.

Curve6:

Very little dynamic response, making it easy to maintain strong volume levels. If using drum triggers, these settings help maintain stable levels.



Retrig-Cancel: This setting prevents double triggering (retriggering) in response to a single strike. In particular for a drum trigger, the waveform is irregular, which can cause triggering to occur at point A in illustration. This is especially likely to occur as the waveform diminishes. The Retrig Cancel setting detects this irregularity in the waveform and prevents false triggering from occurring.



Saving Settings of Pads

After adjusting the trigger settings, you can save them into memory. In UTILITY menu, press the [UTILITY] button for a long time, the module will store all pad settings.

Note:

1. If you turn off the power without saving, you will lose the trigger setting changes you have just made.
2. These parameters affect all kits.

DRUM KIT LIST

NO.	Preset Kit
1	ROCK
2	POP
3	FUNK
4	METAL
5	JAZZ
6	BRUSH
7	VINTAGE
8	LATIN
9	DANCE
10	CONCERT
11	PERCUSSION1
12	PERCUSSION2

DRUM INSTRUMENT LIST

NO.	Name	NO.	Name
	KICK		SNARE
1	KICK01	26	SNARE01
2	KICK02	27	SNARE02
3	KICK03	28	SNARE03
4	KICK04	29	SNARE04
5	KICK05	30	SNARE05
6	KICK06	31	SNARE06
7	KICK07	32	SNARE07
8	KICK08	33	SNARE08
9	KICK09	34	SNARE09
10	KICK10	35	SNARE10
11	KICK11	36	SNARE11
12	KICK12	37	SNARE12
13	KICK13	38	SNARE13
14	KICK14	39	SNARE14
15	KICK15	40	SNARE15
16	KICK16	41	SNARE16
17	KICK17	42	SNARE17
18	KICK18	43	CONCERT SN
19	KICK19	44	BRUSH SN
20	KICK20	45	SN_808
21	CONCERT BD1	46	SN_909
22	CONCERT BD2	47	SN_SDX
23	KICK_808	48	SIDESTICK1
24	KICK_909	49	SIDESTICK2
25	KICKSDX	50	SIDESTICK3

NO.	Name	NO	Name
	SNARE		HIHAT
51	SIDESTICK4	101	CLOSED IHAT1
52	SIDESTICK5	102	CLOSED IHAT2
53	SNARERIM1	103	CLOSED IHAT3
54	SNARERIM2	104	CLOSED IHAT4
55	SNARERIM3	105	CLOSED IHAT5
56	SNARERIM4	106	CLOSED IHAT6
57	SNARERIM5	107	CLOSED IHAT7
58	SNARERIM6	108	CLOSED IHAT8
59	SNARERIM7	109	CLOSED IHAT9
	TOM	110	CLOSED IHAT10
60	TOM1H	111	CLOSED IHAT11
61	TOM1M	112	CLOSED IHAT12
62	TOM1L	113	PEDAL HIHAT1
63	TOM1F	114	PEDAL HIHAT2
64	TOM2H	115	PEDAL HIHAT3
65	TOM2M	116	PEDAL HIHAT4
66	TOM2L	117	PEDAL HIHAT5
67	TOM2F	118	PEDAL HIHAT6
68	TOM2LF	119	PEDAL HIHAT7
69	TOM3H	120	PEDAL HIHAT8
70	TOM3M	121	PEDAL HIHAT9
71	TOM3L	122	PEDAL IHAT10
72	TOM3F	123	PEDAL IHAT11
73	TOM4H	124	PEDAL IHAT12
74	TOM4M	125	OPEN HIHAT1
75	TOM4L	126	OPEN HIHAT2
76	TOM5H	127	OPEN HIHAT3
77	TOM5M	128	OPEN HIHAT4
78	TOM5L	129	OPEN HIHAT5
79	TOM6H	130	OPEN HIHAT6
80	TOM6M	131	OPEN HIHAT7
81	TOM6F	132	OPEN HIHAT8
82	BRUSHTOMH	133	OPEN HIHAT9
83	BRUSHTOMM	134	OPEN HIHAT10
84	BRUSHTOML	135	OPEN HIHAT11
85	TOM808H	136	OPEN HIHAT12
86	TOM808M	137	LOOSE HIHAT1
87	TOM808L	138	LOOSE HIHAT2
88	TOM808F	139	LOOSE HIHAT3
89	ELE TOMH	140	LOOSE HIHAT4
90	ELE TOMM	141	LOOSE HIHAT5
91	ELE TOML	142	LOOSE HIHAT6
92	ELE TOMF	143	LOOSE HIHAT7
93	TOM909H	144	ELE HIHAT1
94	TOM909M	145	ELE HIHAT2
95	TOM909L	146	ELE HIHAT3
96	TOM909F	147	ELE HIHAT4
97	TOMSDXH	148	ELE HIHAT5
98	TOMSDXM	149	ELE HIHAT6
99	TOMSDXL		
100	TOMSDXF		

NO.	Name	NO	Name	DEMO SONG LIST	
	CRASH	194	METRO_CLICK	NO	Name
150	CRASH01	195	METRO_BELL	1	16BEAT1.mid
151	CRASH02	196	808_CLAP	2	16BEAT2.mid
152	CRASH03	197	TAMBRINE	3	16BEAT3.mid
153	CRASH04	198	COWBELL1	4	8BEAT1
154	CRASH05	199	COWBELL2	5	8BEAT2
155	CRASH06	200	ECOWBELL	6	ROCK1
156	CRASH07	201	VSLAP	7	ROCK2
157	CRASH08	202	HIBONGO	8	ROCK3
158	CRASH09	203	LOBANGO	9	ROCK4
159	CRASH10	204	MUTECONGA1	10	BALLAD1
160	CRASH11	205	HICONGA1	11	BALLAD2
161	SPLASH01	206	LOCONGA1	12	BALLAD3
162	SPLASH02	207	HSTIMBLH	13	BALLAD4
163	SPLASH03	208	HSTIMBLL	14	BASSLINE
164	BRUSH CRASH1	209	HIAGOGO	15	POP BALLAD
165	BRUSH CRASH2	210	LOAGOGO	16	DANCE1
166	BRUSH CRASH3	211	CABASA	17	DANCE2
167	CHINACRASH1	212	MARACAS	18	DANCE3
168	CHINACRASH2	213	WHISTLE_S	19	POP
169	CONCERT CRASH	214	WHISTLE_L	20	BEGUINE
170	ELE CRASH1	215	GUIRO_S	21	FUNK
171	ELE CRASH2	216	GUIRO_L	22	SWING1
172	ELE CRASH3	217	CLAVE1`	23	SWING2
173	ELE CRASH4	218	WBLK_H	24	SWING3
174	ELE CRASH5	219	WBLK_L	25	SWING4
175	ELECRASH6	220	CUICA_M	26	LATIN1
	RIDE	221	CUICA_O	27	LATIN2
176	RIDE1	222	MTRIANGLE	28	SLOWROCK1
177	RIDE2	223	OTRIANGLE	29	SLOWROCK2
178	RIDE3	224	SHKR1	30	JAZZ
179	RIDE4	225	JNGLBL		
180	RIDE5	226	BLTREE		
181	RIDE6	227	CSTNTS1		
182	RIDE BELL1	228	SURDO_M		
183	RIDE BELL2	229	SURDO_O		
184	RIDE BELL3	230	CLICK_808		
185	RIDE BELL4	231	COWBELL_808		
186	ELE RIDE1	232	TIMPANI		
187	ELE RIDE2	233	RECYMBAL		
	PERCUSSION	234	DOWN		
188	HI Q	235	DJEMBEL		
189	SLAP	236	DJEMBEH		
190	SCR_PUSH	237	DJEMBEM		
191	SCR_PULL	238	TAIKO		
192	STICK	239	TAIKOS		
193	SQ_CLICK	240	LOGONG		