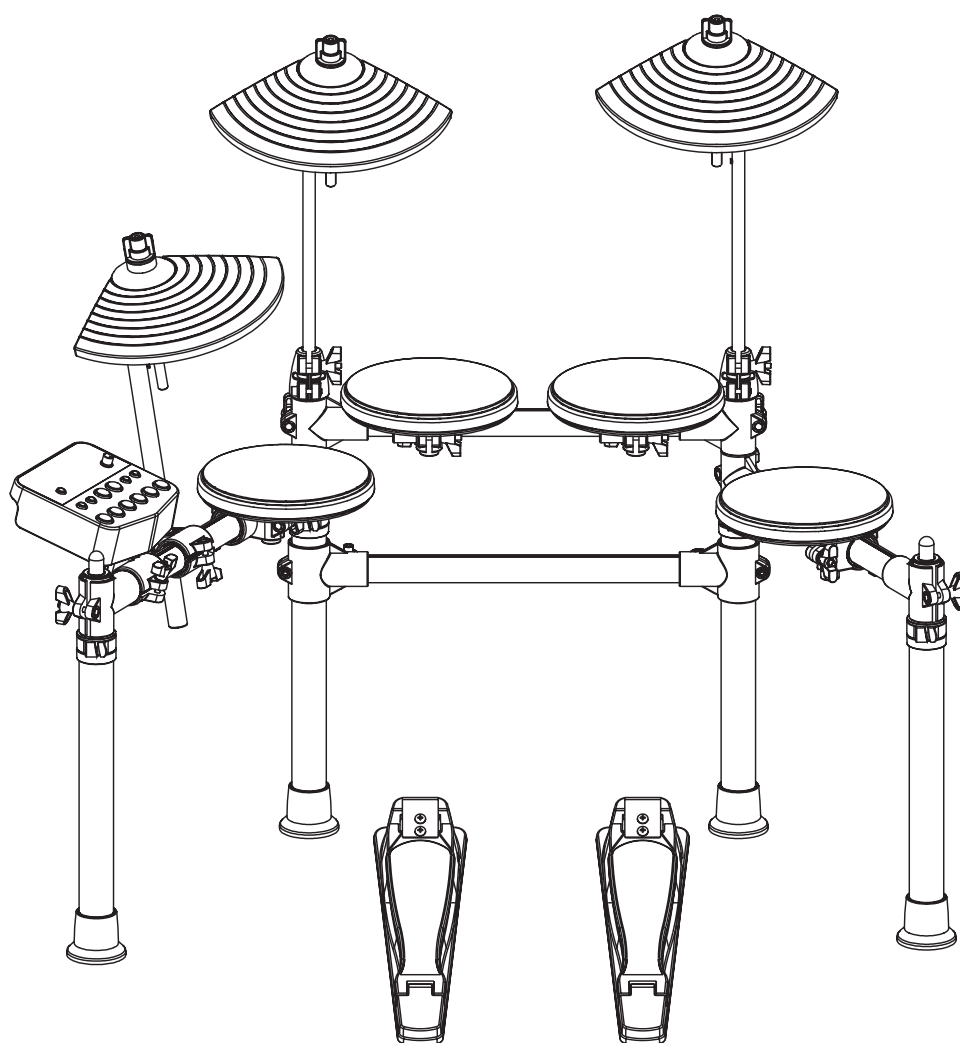


User guide E-drum

bird[<] DDS1



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.

CAUTION

Under the environment with electrostatic discharge and radio interference field, the sample may malfunction and need user power reset to recover sometimes.

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, 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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Panel description

Front Panel

- 1. [POWER] button**
Use this button to turn the drum module on and off.
- 2. [VOLUME] knob**
Adjusts the volume of headphone and line output.
- 3. [CLICK] button**
Turn the metronome on or off.
- 4. [START/STOP] button**
Start or stop playing patterns.
- 5. [+] button, [-] button**
These buttons are used to change values when editing. The [+] button increases the value, and the [-] button decreases it.
- 6. [PATTERN] button**
Enter the Pattern mode.
- 7. [TEMPO] button**
Adjust the current tempo.
- 8. [PATTERN] + [TEMPO] buttons**
Press the [PATTERN] and [TEMPO] buttons simultaneously to enter the Coach mode.
- 9. [1-5] / [VARIATION] buttons**
Enter the Kit mode and choose a kit.
Choose a coach type in the Coach Mode.

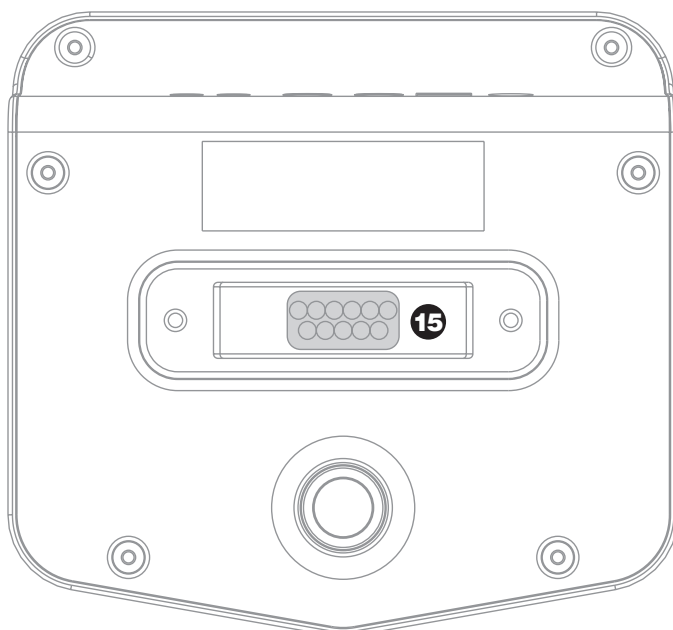
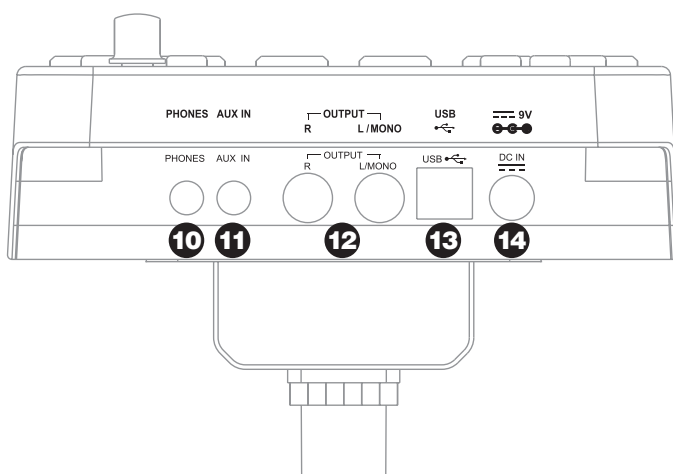
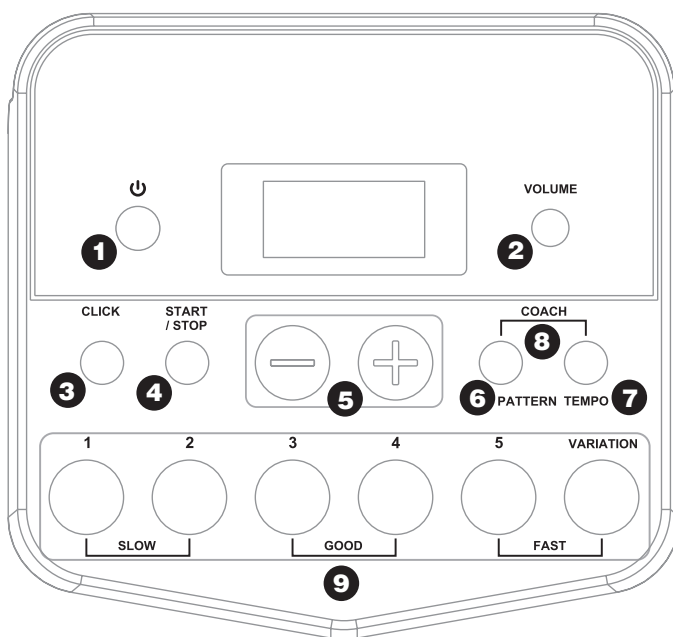
CLICK + 1: Enter the click voice menu.

CLICK + 2: Enter the time signature menu.

CLICK + 3: Enter the interval menu.

Rear panel

- 10. PHONES Jack (1/8")**
This stereo jack is used to connect the headphones to this unit.
- 11. AUX IN Jack (1/8")**
This stereo input jack is for an external sound source, such as an MP3 or CD player.
- 12. LINE OUTPUT Jacks (1/4")**
Stereo output connection to an audio system or drum amplifier.
- 13. USB Connector**
This port is used to connect to a computer (MIDI In/Out via USB).
- 14. DC IN Jack**
Connect the included DC 9V power adaptor.
- 15. PAD Connectors**
Input connections for Snare, Toms, Cymbal Pads, Hi-Hat pedal and Kick pedal.



Setup

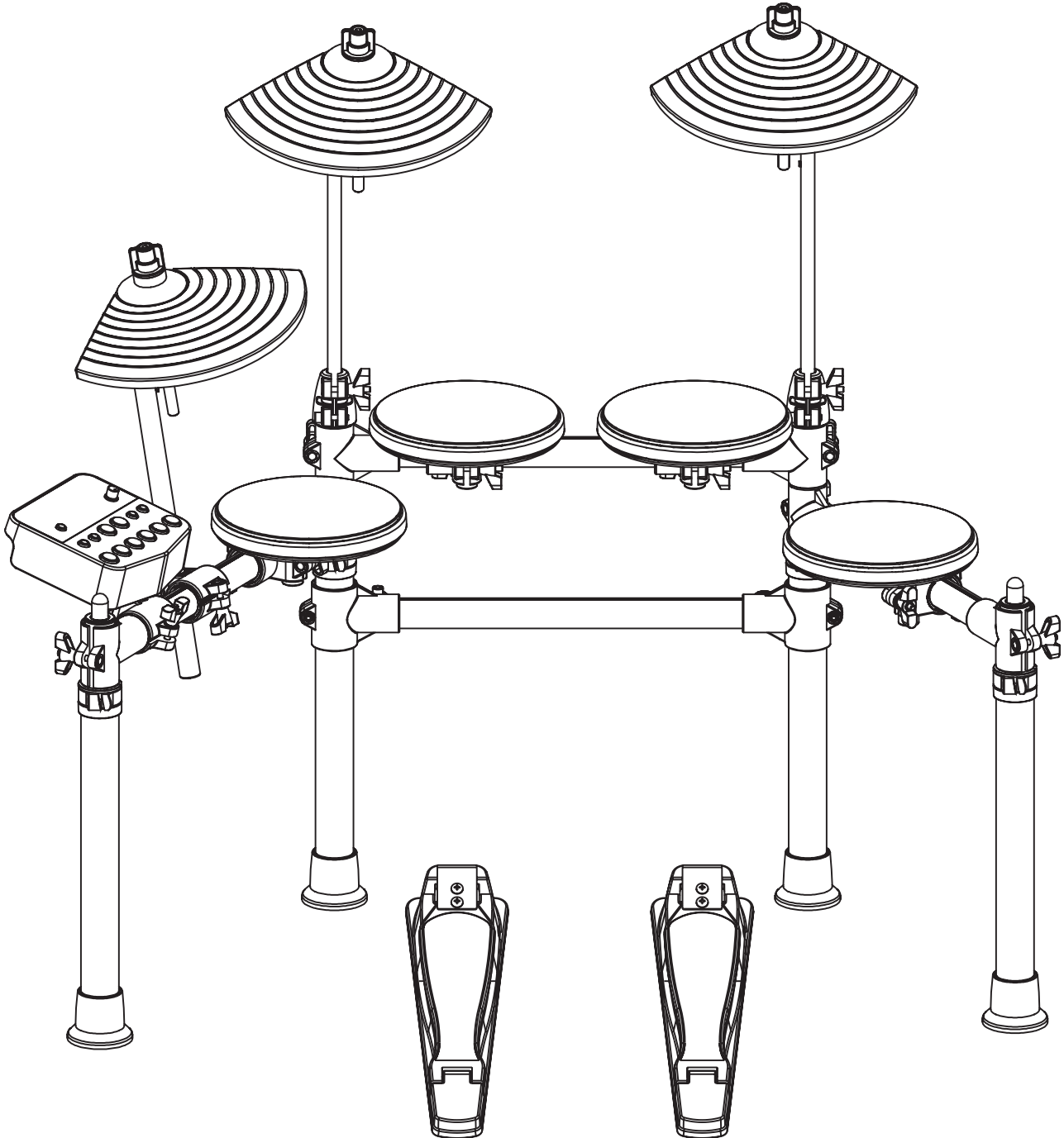
Caution!

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

Connecting pads and pedals

Standard: KICK, SNARE, TOM1-3, CRASH, RIDE, HI-HAT and HI-HAT PEDAL.

Using the provided cables to connect with kick pedal, snare, tom1~tom3, ride, crash, hi-hat and hi-hat pedal. These pads and pedals are all mono input and velocity sensitive.



Note:

For details on assembling the drum stand, attaching the digital drum and connecting pads, refer to the **Setup guide** on page 28.

Connections

Connecting an Audio equipment

When using an amplifier, connect the Output L/MONO and R jacks on the rear panel to the input jack of the amplifier.

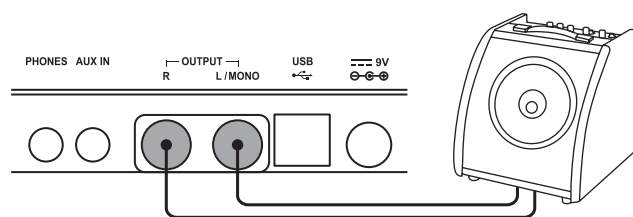
Note:

Turn off the power of all devices before you make connections.

For mono playback, use the L/MONO jack.

For stereo playback, connect both L/MONO and R jacks.

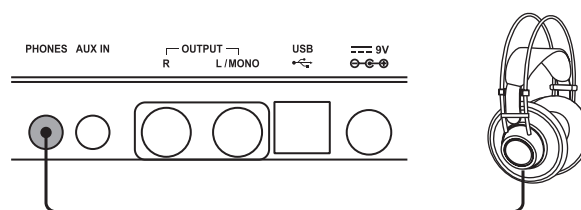
The line output volume is controlled by the VOLUME knob.



Connecting a set of headphones

An optional set of stereo headphones can be connected to the PHONES jack located on the rear panel of the drum module.

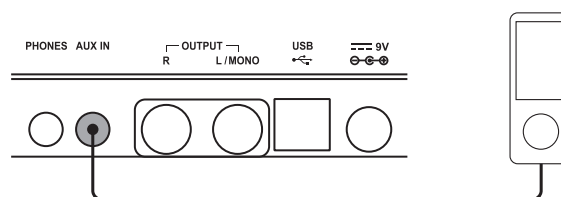
The headphones output volume is controlled by the VOLUME knob too.



Connecting an MP3/CD player

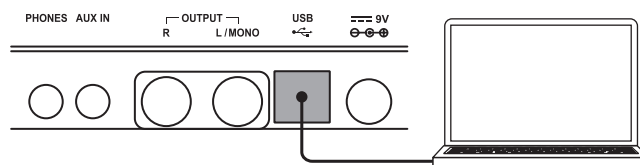
Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN jack on the rear panel.

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



Connecting a computer

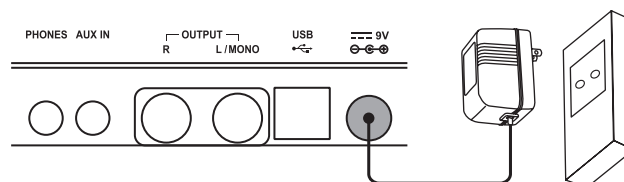
By connecting a computer to the USB terminal, you can transfer MIDI data between the module and the computer.



Power supply & switch

Connect the power adaptor to the DC IN jack on the rear 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 the [POWER] button to turn on the power.



Auto power off

The digital drum will automatically turn itself off if it is not used for about 30 minutes.

In order to turn the Auto power off function, keep the [START/STOP] button pressed down while turning the power on. "PoF" is displayed for a while on the screen.

This function is automatic, so when you press the POWER switch manually, it will be reactivated automatically.



Performing

Operation Feature

Enter the Volume Page

Press the buttons twice to enter their corresponding Volume page.

For example:

Press the [PATTERN] button twice to enter the Pattern volume page.

Press the [1-5] numbered buttons twice to enter the corresponding Kit volume page.

Press the [CLICK] button twice to enter the Click volume page.

The numbered buttons can be used in combination with other buttons.

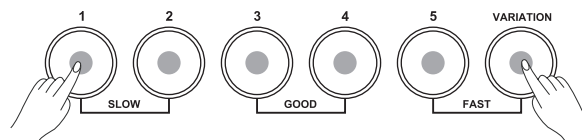
In kit mode, combine the numbered buttons [1-5] with the [VARIATION] button to select a kit.

In Coach mode, use the numbered buttons [1-5] to select a coach type.

Combine the numbered buttons [1-3] with the [CLICK] button to select the Click parameter menu.



Clique deux fois



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.

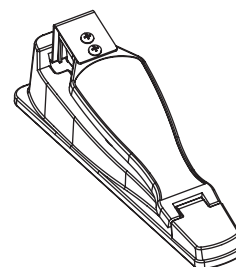
Hi-Hat: The Hi-Hat sounds vary from open to closed in response to how far the Hi-hat pedal is pressed.

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.



Selecting a Drum Kit

As soon as you turn the digital drum on, the KIT menu appears on the 3-digit LED screen, as shown in the picture:

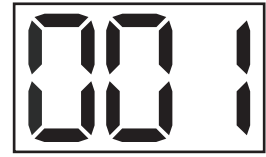
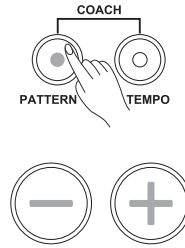
1. There are 10 preset kits for you to choose from.
The [VARIATION] button's LED lights up in red: you can select the kits from 1 to 5 using the numbered buttons [1-5].
The [VARIATION] button's LED lights up in green: you can select the kits from 6 to 10 using the numbered buttons [1-5].
2. Hit the pads to play the current kit.



Playing along with Patterns

This drum module features 30 patterns.

1. Press the [PATTERN] button to enter the Pattern menu. The [PATTERN] button's LED lights up.
2. Press the [+] or [-] button to adjust the pattern number.
3. Press the [START/STOP] button to start/stop the pattern playing.
4. For further details on pattern playing, please refer to ADVANCED USE.

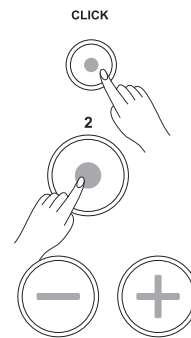


Using the Metronome/Click Feature

You can switch the click sound on or off by pressing the [CLICK] button. The [CLICK] button's LED lights up on the beat according to the selected time signature and tempo, the beat LED will shining at the current beat point. You can set the time signature and interval, adjust the click volume and select the click sound in the CLICK menu.

1. Press the [CLICK] button to start the metronome. Press the [CLICK] button again to stop the metronome.
2. Press and hold the [CLICK] button down, and then press one of the numbered buttons [1-3] to select the Click menu page. Use the [+] or [-] button to adjust the value.

For further details on the Metronome, please refer to ADVANCED USE.



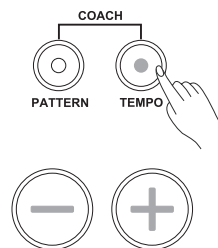
Adjusting the Tempo

You can adjust the tempo of the Metronome, of the current pattern and of the current rhythm/coach pattern.

1. Press the [TEMPO] button.
2. Press the [+] or [-] button to adjust the current tempo.
3. Press the [+] and [-] buttons simultaneously to reset the current tempo to its default value.

Note:

If there is no operation for 4 seconds, the module will automatically return to the previous menu page.



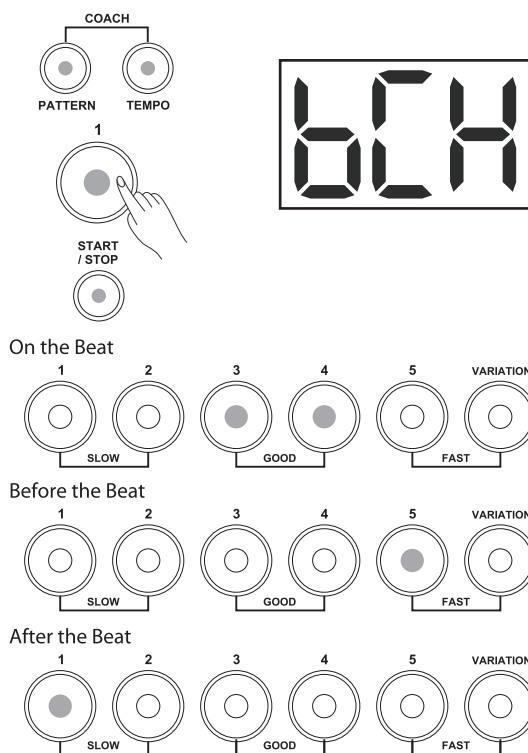
Coach/Beat check

The Beat Check mode is designed to train your beat accuracy with the metronome.

1. Press the [PATTERN] and [TEMPO] buttons simultaneously to enter the Coach mode. The [PATTERN] and [TEMPO] buttons' LEDs light up, and then press the [1] button. Select the Beat Check training mode.
2. Press the [START/STOP] or [CLICK] button to start or stop practicing. Hit the pads to play along to the beat of the metronome. The 6 LEDs at the bottom of the drum module will show your hitting accuracy.

Note:

1. You can set the beat type (3-4, 4-4, etc.) before you start practicing. Refer to the *SETTING THE METRONOME* section for further details.
2. Before you start practicing, you can also adjust the tempo value. For further details about the Coach types, please refer to *ADVANCED USE*.



Playing with drum kit

About the drum kits

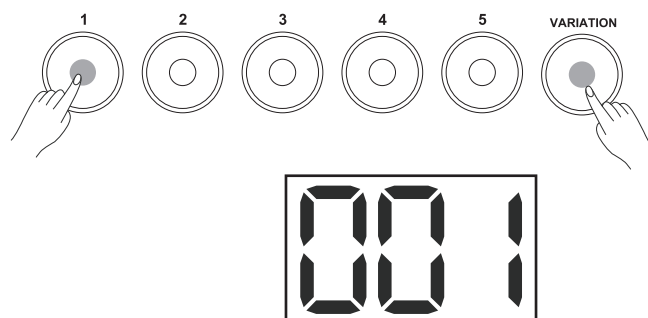
It is very easy to select a drum kit to play. What's more, you can also adjust the volume of each kit.

There are 10 kits for you to choose from in this digital drum.

Selecting a drum kit

In order to select a drum kit, hold the [VARIATION] button down and press one of the numbered buttons [1-5].

1. The [VARIATION] button's LED can toggle between red and green by pressing the [VARIATION] button.
2. When the [VARIATION] button's LED is lit up in red, you can select the kits 1-5 by pressing the numbered buttons [1-5].
3. When the [VARIATION] button's LED is lit up in green, you can select the kits 6-10 by pressing the numbered buttons [1-5].



[VARIATION]	[1]	[2]	[3]	[4]	[5]
RED	KIT1	KIT2	KIT3	KIT4	KIT5
GREEN	KIT6	KIT7	KIT8	KIT9	KIT10

Adjusting the volume of a drum kit

Each drum kit has its own volume value that can be set independently.

1. Press a numbered button [1-5] twice to enter the volume page of the corresponding kit.
1. You can adjust the volume of the current kit from 0 - 32 by pressing the [+] or [-] button. If no operation is detected for more than 4 seconds, the drum machine will automatically exit the volume page.
By default, the volume value is set to 28.



Setting the metronome

About Metronome

The digital drum is equipped with a built-in metronome, which can be used as a rhythm guide for practice, or in conjunction with the pattern playback.

You can set the click voice, time-signature, interval and volume.

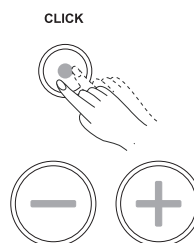
Operation	Menu	Display
[CLICK]+[1]	Click Voice	CL1~CL5
[CLICK]+[2]	Time Signature	1-2,2-2,3-4,4-4,6-8
[CLICK]+[3]	Interval	2,4,8,16,3,6
Double Click [CLICK]	Volume	0~32

Switching the Click on/off

1. Press the [CLICK] button to start the metronome.
2. The CLICK LED will flash, indicating that the metronome will play at the current time signature and tempo.
3. Press the [CLICK] button again to stop the metronome.

Adjusting the Click Volume

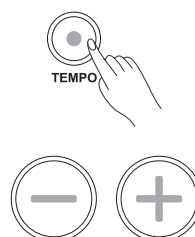
1. Press the [CLICK] button twice to enter the Click Volume page.
The display will show 0 - 32.
By default, the value is set to 25.
2. Press the [+] or [-] button to adjust the volume.



Adjusting the Click Tempo

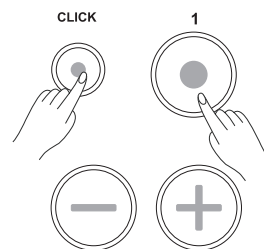
Press the [TEMPO] button, use the [+] or [-] button to adjust the value of the current click tempo.

The tempo ranges from 30 to 280.



Selecting the Click Voice

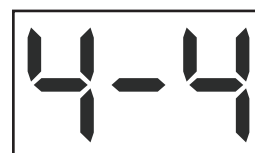
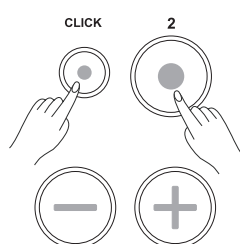
1. Press the [CLICK] and [1] buttons simultaneously to enter the Click Voice page.
2. Press the [+] or [-] button to change the current click voice.
There are 5 voices you can choose from: CL1-CL5, the default value being CL1.



Display	Description
CL1	MEBL/ MECK
CL2	CLAVE
CL3	STICK
CL4	COCLICK
CL5	VOCAL

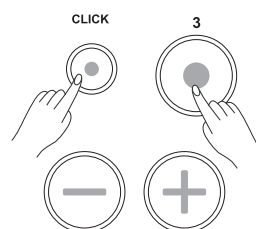
Setting the Time Signature

1. Press the [CLICK] and [2] buttons simultaneously to enter the Time Signature page.
2. Press the [+] or [-] button to change the current time signature.
There are 5 types you can choose from: 1-2, 2-2, 3-4, 4-4 and 6-8, the default being 4-4.



Setting the Interval

1. Press the [CLICK] and [3] buttons simultaneously to enter the Interval selection page.
2. Press the [+] or [-] button to change the current interval.
There are 6 types you can choose from: 2, 4, 8, 16, 3 and 6. By default, the value is set to 4.



Notes:

If the length of the interval is longer than a beat, it can't be selected.

For example: If the time signature is 4-4, a beat is a quarter note. The interval of 2 (half note) is longer than that, so it cannot be selected.

Display	Description
2	half note
4	quarter note
8	eighth note
16	sixteenth note
3	triplet
6	sextuplet

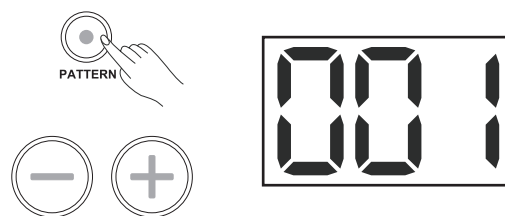
Playing Patterns Back

About Patterns

This digital drum features 30 preset patterns. Please refer to the Pattern List for details. In Pattern mode, you can select the pattern number and adjust the volume of the pattern.

Selecting a Pattern

1. Press the [PATTERN] button to enter the Pattern mode. The Pattern indicator will light up and the number of the currently selected pattern will be displayed on the 3-digit LED screen.
2. Press the [+] or [-] button to browse through and select a pattern. Holding the [+] or [-] button down allows you to browse quickly through the patterns.



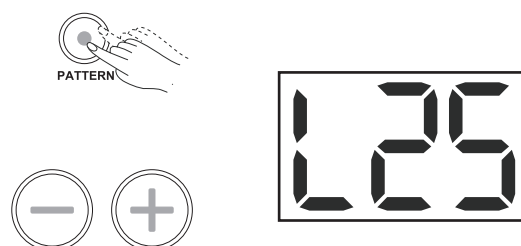
Playing a pattern back

1. Press the [START/STOP] button to start pattern playback.
2. Press the [START/STOP] button again to stop pattern playback.



Adjusting the Pattern Volume

1. Press the [PATTERN] button twice to enter the Pattern Volume page.
2. Use the [+] or [-] button to adjust the volume. The default value is restored when the power is next turned on.
3. If no operation is detected for more than 4 seconds while the Pattern volume page is selected, the drum module returns automatically to the previous menu. The pattern volume ranges from 0 to 32, 25 being the default value.



Practicing in Coach Mode

About Coach Mode

The Coach mode is a unique set of exercises. It is specifically designed for the learners who want to improve their tempo, accuracy and stamina, as well as developing better drum skills.

According to your present skills, you can select an appropriate coach type to practice.

This digital drum offers 5 coach types:

Display	Coach Type	Description
Bch	Beat Check	Only metronome accuracy practice.
Gud	Gradual Up/Down	Metronome accuracy practice with speed up/down.
C-U	Change Up	Group of 3 rhythms to train your beat accuracy.
FLO	Follow me	12 percussion loops to train your beat accuracy.
d-U	Drum Mute	30 patterns to practice any drums' beat accuracy.

Coach Mode Control

Press the [PATTERN] and [TEMPO] buttons simultaneously to enter the coach mode. Both [PATTERN] and [TEMPO] LEDs light up.

The display will show:

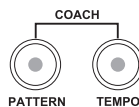
In Coach mode, press the numbered buttons [1-5] to select one of the 5 Coach types.

There are 2 states in coach mode (except for Beat Check mode).

- Preparation: adjust parameters, get ready to practice.
- Practice: practice in the selected type.

Press the [START/STOP] button once and the module prepares itself to start practicing (except for the Beat Check type).

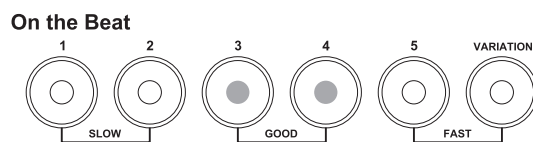
Press the [START/STOP] button again and the practice mode begins. Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the drum module.



Judging your Timing accuracy by Indicators

GOOD (On the Beat)

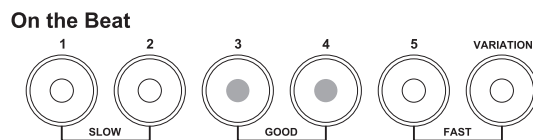
If your hitting accuracy is right on the standard beat, both the [3] and [4] LEDs will flash green for a moment.



FAST (Before the Beat)

If your hitting accuracy is earlier than the standard beat, the [5] or [VARIATION] button's LED will flash red for a moment. You need to slow down.

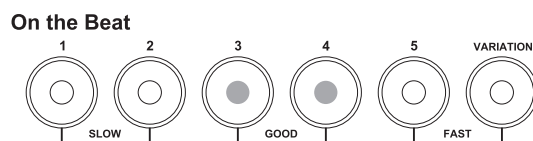
1. The [5] button's LED flashes to indicate that you were playing a little ahead of the standard beat.
2. The [VARIATION] button's LED flashes to indicate that you were playing a lot ahead of the standard beat.



SLOW (After the Beat)

If your hitting accuracy is later than the standard beat, the [1] or [2] button's LED will flash red for a moment. You need to speed up.

1. The [2] button's LED flashes to indicate that you were playing a little later than the standard beat.
2. The [1] button's LED flashes to indicate that you were playing a lot later than the standard beat.



OUT OF BEAT

If none of the 6 LEDs flash, it means that you were playing out of beat, so you might need to practice more and try again to do better next time!

Beat Check

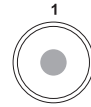
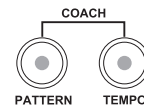
In order to improve your timing, you can practice with the metronome in a wide variety of time signatures and intervals in the Beat Check mode.

The numbered and [VARIATION] buttons light up to show how early or late you are drumming.

How to practice:

1. Press the [PATTERN] and [TEMPO] buttons simultaneously to enter Coach mode, then press the [1] button to enter the Beat Check training.
2. Set the time signature and interval you want to practice. Please refer to the SETTING THE METRONOME section for setting the metronome parameters.
3. Press the [START/STOP] button or the [CLICK] button to start the Beat Check training. Your hitting accuracy will be indicated by 6 LEDs at the bottom of the drum module.
4. Press the [START/STOP] button or the [CLICK] button to stop the Beat Check training.

Note: During the Beat Check training, time signature and interval settings cannot be modified.



Example: Practicing in 4/4

1. Select the Beat Check training.
To do so, press the [PATTERN] and [TEMPO] buttons simultaneously to enter Coach mode. Press the [1] button to select the Beat Check training.
2. Select your desired time signature and interval.
Press and Hold the [CLICK] button down and press the [2] button to enter the Time signature page. Press the [+] or [-] button to select the "4-4" time signature.
Hold the [CLICK] button down and press the [3] button to enter the Interval page. Press the [+] or [-] button to select the "4" interval.
3. Start practicing with the Beat Check training.
Press the [START/STOP] button, the metronome will play in 4/4.
Hit the pads following the metronome.
Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the drum module.

Gradual up/down

The Gradual up/down training lets you see how fast you can go while still maintaining an accurate timing.

Practice with the metronome in all sorts of time signatures and intervals.

As you play along to the metronome, the drum module will automatically increase the tempo if your timing is good and decrease it if it is not.

You can train in two ways in this mode:

G-1: The tempo will increase or decrease automatically by 5 BPM depending on your timing accuracy every 4 measures.

1. If you have hit more than 80% of beats correctly in the 4 measures, the tempo value will increase by 5 BPM.
2. If you have hit between 40 and 80% of the beats correctly in the 4 measures, the tempo will stay the same and keep its current value.
3. If you have hit less than 40% of the beats correctly in the 4 measures, the tempo value will decrease by 5 BPM.

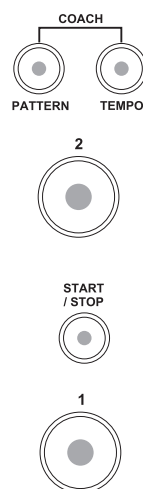
G-2: The tempo will increase or decrease by 1 BPM each measure.

In G-2, you can set the initial tempo value before starting to practice.

During the tempo increase, you can decrease the tempo value manually by pressing the [TEMPO] button.

How to practice:

1. In coach mode, press the [2] button to enter this training.
2. Press the [START/STOP] button to enter Gradual Up/Down preparation. The LED of the [START/STOP] button starts flashing.
3. Press the [1] button to choose G-1 type, or press the [2] button to choose G-2 type. Set the time signature and interval you want to practice. Please refer to the SETTING THE METRONOME section for setting the metronome parameters.
4. Press the [START/STOP] button to start the Gradual up/down practicing. The current tempo value will be displayed on the 3-digit LED screen. Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the drum module.
5. Press the [START/STOP] button to stop the Gradual Up/Down practicing.



Example: G-1 practice

1. Select the Gradual up/down training.
Press the [PATTERN] and [TEMPO] buttons simultaneously to enter the Coach mode.
Press the [2] button to select the Gradual Up/Down training.
Press the [START/STOP] button to enter preparation.
Press the [1] button to select the "G-1" training.
2. Select your desired time signature, interval and tempo.
Hold the [CLICK] button down and press the [2] button to enter the Time Signature page.
Press the [+] or [-] button to select the "4-4" time signature.
Hold the [CLICK] button down and press the [3] button to enter the Interval page. Press the [+] or [-] button to select the "4" interval.
Press the [TEMPO] button, and then press the [+] or [-] button to adjust the current tempo to 60 BPM.
3. Practice in G-1 mode.

Press the [START/STOP] button to start practicing in 4/4 at 60 BPM.
 The tempo will increase automatically by 5 BPM depending on your accuracy every 4 measures.
 Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the drum module.

Change Up

In Change Up mode, you can practice one rhythm group. You have to maintain good timing while playing along with the three different practice rhythms that change every two measures. The beats flash on the display when the rhythm is ready to change. The rhythm type changes are looped.

To enter the Change Up mode, press the [3] button.

How to practice:

1. Press the [START/STOP] button to enter CHANGE UP preparation. The [START/STOP] button's LED starts flashing.
2. Press the numbered buttons [1-3] to choose one of the rhythm groups, displayed on screen as indicated in the table.
3. Press the [START/STOP] button to start the selected Change Up practice. The current rhythm type is displayed on screen. It will display current rhythm type. Your hitting accuracy will be indicated by the six LEDs at the bottom of the drum module.
4. Press the [START/STOP] button to stop practicing.
 At the end of one cycle, your score is indicated on the 3-digit LED screen and you can hear a comment, depending on your performance.
 After one cycle, you can see your score on the 3 digit LED, and you can hear a comment according to your performance.

Scoring rules:

1. While you are playing, the LEDs [3] and [4] light up: 3 points are added to your score.
2. While you are playing, the LED [2] or [5] lights up: 2 points are added to your score.
3. While you are playing, the LED [1] or [VARIATION] lights up: 1 point is added to your score.
4. While you are playing, no LED lights up: 1 point is taken out of your score.
5. When the rhythm is playing and you haven't hit any pad: your score remains unchanged.


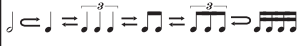
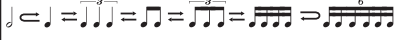
Try your best and avoid making mistakes as much as possible while practicing. Good luck!

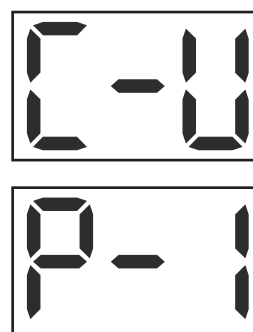
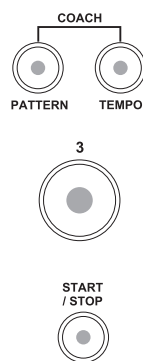
Comments:

If you score between 0 and 29, you will hear the comment "OK !".

If you score between 30 and 59, you will hear the comment "GOOD !".

If you score between 60 and 79, you will hear the comment "VERY GOOD !".

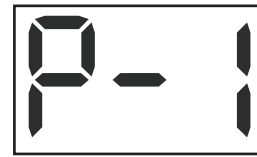
Rhythm Group	Display	Description
P-1	2-4-8-3-16	
P-2	2-4-3-8-3-16	
P-3	2-4-3-8-3-16-6	



If you score between 80 and 100, you will hear the comment "EXCELLENT !".

Example: Practicing in P-1

1. Select the Change Up training.
Press the [PATTERN] and [TEMPO] buttons simultaneously to enter Coach mode. Press the [3] button to select the Change Up training. Press the [START/STOP] button to enter preparation. Press the [1] button to select "P-1" training.
2. Select your desired tempo.
Press the [TEMPO] button, and then press the [+] or [-] button to adjust the current tempo to 60 BPM.
3. Practicing with P-1
Press the [START/STOP] button to start practicing. Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the digital drum. At the end of one cycle, the practice will stop automatically. Your score will be displayed on the 3-digit LED screen and you will hear your comment.



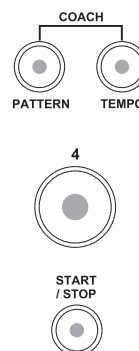
Follow me

The Follow Me training offers 12 drum loops for practice, ranging from easy to hard. (Please refer to the Loop List and the Drum Score manual.)

These loops play circularly: once at normal volume, once muted. You can listen and memorize the loop when it is played, and then play it on the pads when it is muted. This training enables you to distinguish more accurately which drum part is played and when. This allows you to improve your hitting accuracy, as well as your memory.

How to practice:

1. In coach mode, press the [4] button to enter this training.
2. Press the [START/STOP] button to enter the Follow Me preparation.
The [START/STOP] button's LED starts flashing.
3. Select the drum loop you want to practice by pressing the [+] or [-] button.
4. When the current loop sounds out, "1-2-3-4" will be displayed on screen, and when it is muted, "F-1, F-2, F-3, F-4" will be displayed.
Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the drum module.
Note: You cannot change drum loops during practice.
5. Press the [START/STOP] button again to stop practicing.



Example: Practicing the 001 loop

1. Select the Follow Me training.

Press the [PATTERN] and [TEMPO] buttons simultaneously to select Coach mode. Press the [4] button to select the Follow Me training.

Press the [START/STOP] button to enter preparation.

Press the [+] or [-] button to select loop 001.

2. Practicing the 001 loop.

Press the [START/STOP] button to start practicing. Press the [START/STOP] button again to stop practicing. Your hitting accuracy will be indicated by the 6 LEDs at the bottom of the drum module.

Drum Mute

The Drum Mute training features 30 patterns for you to practice, ranging from easy to hard. In this mode, the numbered buttons [1-5] and the [VARIATION] button represent one part or element of the drum kit. These buttons allow you to activate or deactivate the corresponding drum part, which means you will hear this particular part or not. Please refer to the table below for the correspondence between buttons and drum part. A drum part is muted when its corresponding LED is lit up.

With these settings, you can play freely in each pattern. We have also provided you with a drum score manual to follow.

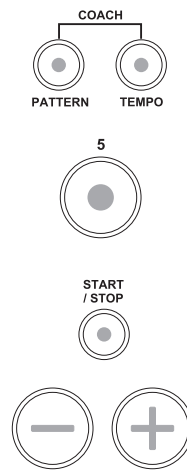
Lit button	[1]	[2]	[3]	[4]	[5]	[VARIATION]
Muted part	Kick	Snare	Hi-Hat	Tom	Cymbal (Crash and Ride)	Percussion

How to practice:

1. In Coach mode, press the [5] button to enter this training mode.
2. The [START/STOP] button's LED starts flashing.
3. Select the pattern you want to practice by pressing the [+] or [-] button. Select the drum parts you want to hear or mute by pressing the [1-5] or [VARIATION] button.
4. Press the [START/STOP] button to start practicing.
5. Press the [START/STOP] button again to stop practicing.

Example: Practicing the 001 loop

1. Select the Drum Mute training mode.
Press the [PATTERN] and [TEMPO] buttons simultaneously to enter the Coach mode.
Press the [5] button to select the Drum Mute training mode.
Press the [START/STOP] button to enter the preparation. Press the [+] or [-] button to select the pattern 001 for practice.
2. Select the parts you want to mute.
For example, press the [2] button to mute the snare part.
3. Practicing the 001 loop
Press the [START/STOP] button to start practicing.
There is no hitting accuracy checking and therefore no comment, just play as you like.
Press the [START/STOP] button to stop practicing.



Making the Settings for MIDI

About MIDI

MIDI (Musical Instrument Digital Interface) is a standard that allows performance data and other information to be exchanged among electronic musical instruments and computers. Using a MIDI cable to connect multiple devices equipped with MIDI connectors, you can play multiple instruments with a single electronic musical instrument, have multiple instruments perform in ensemble, program the settings to change kits automatically to match the performance as the song progresses, and more.

USB Connection

The USB connector allows you to connect the digital drum directly to your computer. It can be connected without installing a driver in Windows XP/Vista/Win7 or MAC OSX environments. The digital drum will be recognized as a “USB Audio device” to receive and transmit MIDI messages through a single USB cable. The USB port is used only for MIDI messages (MIDI via USB)

Note:

When the USB port is connected to a computer, all MIDI messages will be received and transmitted via USB.

Connecting with an External Sound Device

The digital drum uses Channel 10 as the transmission channel for the drum kits.

It will output MIDI data generated by the triggers when hitting the pads or stepping on the Hi-Hat control pedal (Note ON/OFF, and Foot messages). Song playback data and metronome notes are not transmitted.

Recording your performance to an external sequencer

1. If you are using a software sequencer on a computer, you can simply connect the USB port of the digital drum to a USB port of your computer using a single USB A-B cable.
2. Setup the active track of your sequencer on Channel 10. Activate RECORD on your sequencer.
3. Play the pads on your digital drum.
4. Stop recording. Locate your sequencer to the start of your recording.
5. Play your recorded sequence back.

Trigger	MIDI Note
Kick	36
Ride	51
Snare	38
Crash	49
Tom1	48
Hi-Hat O	46
Tom2	45
Hi-Hat P	44
Tom3	43
Splash	21

Using the Digital Drum as a Sound Module

Connecting an external keyboard or sequencer to the MIDI Input allows you to use the digital drum as a multi-part, polyphonic sound module to play various instrument parts in addition to your drums (for instance, Piano on Channel1, Bass on Channel 2, Strings on Channel 3, etc). The voices on each MIDI channel are selected using MIDI Program Change messages (refer to GM Backing Instrument List).

The MIDI system in the digital drum has 16 reception channels numbered from 1 to 16. Each of the channels is responsible for a voice. When the instrument receives MIDI information from an external device, the active channel is determined by the control message. Channel 10 is reserved for Drums.

Note:

For more information on received MIDI messages, refer to the MIDI Implementation Chart.

Troubleshooting

Problem	Possible cause and solution
No Sound	Rotate the [VOLUME] knob to be sure that the volume is not completely turned down.
No Sound from Pads	Make sure the pads are correctly connected. Make sure the pad volume is not set to 0.
No Click Sound	Make sure the click volume is not set to 0.
Sound is Distorted	Turn down the volume.

Specifications

Maximum Polyphony	64
Drum Kits	10 Preset Kits
General MIDI Kits	5 GM Kits
Sequencer	30 patterns. 12 drum loops
Resolution	192 ticks per quarter note
Tempo	30~280
Display	3-digit LED
Connectors	25-Pin Trigger Input Jack, Phones Jack, Aux In, Line Output (R, L/MONO), USB MIDI, DC IN Jack
Pad Selection Buttons	1 Snare Pad, 3 Tom Pads, 1 Crash Cymbal, 1 Ride Cymbal, 1 Hi-Hat Cymbal, 1 Hi-Hat Pedal, 1 Kick Pedal
Power Supply	DC 9V
Dimensions (Sound Module)	147.1 (W) × 183.3 (H) × 111.7 (D) mm
Weight (Sound Module)	0.5 kg
* All specifications and appearances are subject to change without notice.	

Kit List

N°.	PRESET KIT	N°.	PRESET KIT
1	Acoustic	6	909
2	Funk	7	FX Mix
3	JazzBrush	8	Marimba
4	Rock	9	Indian
5	808	10	Percussion

GM Kit List

Note No.	Standard (bank 00)	Funk (bank 08)	Rock (bank 16)	Electric (bank 24)	Brush (bank 40)
27 – D#1	High Q	<-	<-	<-	<-
28 – E1	Slap	<-	<-	<-	<-
29 – F1	Scratch Push	<-	<-	<-	<-
30 – F#1	Scratch Pull	<-	<-	<-	<-
31 – G1	Sticks	<-	<-	<-	<-
32 – G#1	Square Click	<-	<-	<-	<-
33 – A1	Metronome Click	<-	<-	<-	<-
34 – A#1	Metronome Bell	<-	<-	<-	<-
35 – B1	Acoustic Bass Drum	<-	<-	<-	<-
36 – C2	Standard Bass Drum	Funk Bass Drum	Rock Bass Drum	Electric Bass Drum	Brush Bass Drum
37 – C#2	Side Stick	<-	<-	<-	<-
38 – D2	Standard Snare	Funk Snare	Rock Snare	Electric Snare	Brush Snare
39 – D#2	Hand Clap	<-	<-	<-	<-
40 – E2	Standard Snare Rim	Funk Snare Rim	Rock Snare Rim	Electric Snare Rim	Brush Snare Rim
41 – F2	Standard Tom 6	Funk Tom 6	Rock Tom 6	Electric Tom 6	Brush Tom 6
42 – F#2	Standard Hi-hat Close	<-	<-	<-	<-
43 – G2	Standard Tom 5	Funk Tom 5	Rock Tom 5	Electric Tom 5	Brush Tom 5
44 – G#2	Standard Hi-hat Pedal	<-	<-	<-	<-
45 – A2	Standard Tom 4	Funk Tom 4	Rock Tom 4	Electric Tom 4	Brush Tom 4
46 – A#2	Standard Hi-hat Open	<-	<-	<-	<-
47 – B2	Standard Tom 3	Funk Tom 3	Rock Tom 3	Electric Tom 3	Brush Tom 3
48 – C3	Standard Tom 2	FunkTom 2	Rock Tom 2	ElectricTom 2	BrushTom 2
49 – C#3	Standard Crash 1	<-	<-	<-	<-
50 – D3	Standard Tom 1	Funk Tom 1	Rock Tom 1	ElectricTom 1	Brush Tom 1
51 – D#3	Standard Ride	<-	<-	<-	<-
52 – E3	Chinese Cymbal 1	<-	<-	<-	<-
53 – F3	Ride Bell	<-	<-	<-	<-
54 – F#3	Tambourine	<-	<-	<-	<-
55 – G3	Splash Cymbal	<-	<-	<-	<-
56 – G#3	Standard Cowbell	<-	<-	<-	<-
57 – A3	Standard Crash 2	<-	<-	<-	<-
58 – A#3	Vibra-slap	<-	<-	<-	<-
59 – B3	Ride Cymbal	<-	<-	<-	<-
60 – C4	Hi Bongo	<-	<-	<-	<-
61 – C#4	Low Bongo	<-	<-	<-	<-
62 – D4	Mute Hi Conga	<-	<-	<-	<-
63 – D#4	Open Hi Conga	<-	<-	<-	<-
64 – E4	Low Conga	<-	<-	<-	<-
65 – F4	High Timbale	<-	<-	<-	<-
66 – F#4	Low Timbale	<-	<-	<-	<-
67 – G4	High Agogo	<-	<-	<-	<-
68 – G#4	Low Agogo	<-	<-	<-	<-
69 – A4	Cabasa	<-	<-	<-	<-
70 – A#4	Maracas	<-	<-	<-	<-
71 – B4	Short Whistle	<-	<-	<-	<-
72 – C5	Long Whistle	<-	<-	<-	<-
73 – C#5	Short Guiro	<-	<-	<-	<-
74 – D5	Long Guiro	<-	<-	<-	<-
75 – D#5	Claves	<-	<-	<-	<-
76 – E5	Hi Wood Block	<-	<-	<-	<-
77 – F5	Low Wood Block	<-	<-	<-	<-
78 – F#5	Mute Cuica	<-	<-	<-	<-
79 – G5	Open Cuica	<-	<-	<-	<-
80 – G#5	Mute Triangle	<-	<-	<-	<-
81 – A5	Open Triangle	<-	<-	<-	<-
82 – A#5	Shaker	<-	<-	<-	<-
83 – B5	Jingle Bell	<-	<-	<-	<-
84 – C6	Bell Tree	<-	<-	<-	<-
85 – C#6	Castanets	<-	<-	<-	<-
86 – D6	Mute Surdo	<-	<-	<-	<-
87 – D#6	Open Surdo	<-	<-	<-	<-

GM Backing Instrument List

PIANO

- 1 Acoustic Grand Piano
- 2 Bright Acoustic Piano
- 3 Electric Grand Piano
- 4 Honky-Tonk Piano
- 5 E.Piano 1
- 6 E.Piano 2
- 7 Harpsichord
- 8 Clavi

MALLET

- 9 Celesta
- 10 Glockenspiel
- 11 Music Box
- 12 Vibraphone
- 13 Marimba
- 14 Xylophone
- 15 Tubular Bells
- 16 Dulcimer

ORGAN

- 17 Drawbar Organ
- 18 Percussive Organ
- 19 Rock Organ
- 20 Church Organ
- 21 Reed Organ
- 22 Accordion
- 23 Harmonica
- 24 Tango Accordion

GUITAR

- 25 Nylon Guitar
- 26 Steel Guitar
- 27 Jazz Guitar
- 28 Clean Guitar
- 29 Muted Guitar
- 30 Overdriven Guitar
- 31 Distortion Guitar
- 32 Guitar Harmonics

BASS

- 33 Acoustic Bass
- 34 Finger Bass
- 35 Pick Bass
- 36 Fretless Bass
- 37 Slap Bass 1
- 38 Slap Bass 2
- 39 Synth Bass 1
- 40 Synth Bass 2

STRINGS

- 41 Violin
- 42 Viola
- 43 Cello
- 44 Contrabass

- 45 Tremolo Strings
- 46 Pizzicato Strings
- 47 Orchestral Harp
- 48 Timpan

STRINGS ENSEMBLE

- 49 Strings Ensemble 1
- 50 Strings Ensemble 2
- 51 Synth Strings 1
- 52 Synth Strings 2
- 53 Choir Aahs
- 54 Voice Oohs
- 55 Synth Voice
- 56 Orchestra Hit

BRASS

- 57 Trumpet
- 58 Trombone
- 59 Tuba
- 60 Muted Trumpet
- 61 French Horn
- 62 Brass Section
- 63 Synth Brass 1
- 64 Synth Brass 2

REED

- 65 Soprano Sax
- 66 Alto Sax
- 67 Tenor Sax
- 68 Baritone Sax
- 69 Oboe
- 70 English Horn
- 71 Bassoon
- 72 Clarinet

PIPE

- 73 Piccolo
- 74 Flute
- 75 Recorder
- 76 Pan Flute
- 77 Blown Bottle
- 78 Shakuhachi
- 79 Whistle
- 80 Ocarina

LEAD

- 81 Lead1 (square)
- 82 Lead2 (sawtooth)
- 83 Lead3 (calliope)
- 84 Lead4 (chiff)
- 85 Lead5 (charang)
- 86 Lead6 (voice)
- 87 Lead7 (fifths)
- 88 Lead8 (bass & Lead)

PAD

- 89 Pad1 (newage)
- 90 Pad2 (warm)
- 91 Pad3 (Polysynth)
- 92 Pad4 (choir)
- 93 Pad5 (bowed)
- 94 Pad6 (metallic)
- 95 Pad7 (halo)
- 9S Pad8 (sweep)

EFFECTS

- 97 FX1 (rain)
- 98 FX2 (soundtrack)
- 99 FX3 (crystal)
- 100 FX4 (atmosphere)
- 101 FX5 (brightness)
- 102 FXS (goblins)
- 103 FX7 (echoes)
- 104 FX8 (sci-fi)

ETHNIC

- 105 Sitar
- 106 Banjo
- 107 Shamisen
- 108 Koto
- 109 Kalimba
- 110 Bagpipe
- 111 Fiddle
- 112 Shanai

PERCUSSIVE

- 113 Tinkle Bell
- 114 Agogo
- 115 Steel Drums
- 11S Wood Block
- 117 Taiko Drum
- 118 Melodic Tom
- 119 Synth Drum
- 120 Reverse Cymbal

SOUND EFFECTS

- 121 Guitar Fret Noise
- 122 Breath Noise
- 123 Seashore
- 124 Bird Tweet
- 125 Telephone Ring
- 126 Helicopter
- 127 Applause
- 128 Gunshot

Pattern List

No.	Name	Type
1	Fusion1	Loop
2	Dance Funk	Loop
3	Modern Pop	Loop
4	Hip Hop	Loop
5	Dance	Loop
6	Classic Rock	Loop
7	6/8 Ballad	Loop
8	Country Pop	Loop
9	Pop Ballad	Loop
10	Break Beat	Loop
11	Fusion2	Loop
12	R&B	Loop
13	Latin Rock	Loop
14	Latin Dance	Loop
15	Funk1	Loop
16	Fusion3	Loop
17	Pop Shuffle	Loop
18	Mambo	Loop
19	Pop Bossa	Loop
20	3/4 Jazz	Loop
21	Rock	Loop
22	Pop Funk	Loop
23	Big Band1	Loop
24	Latin Jazz	Loop
25	Swing	Loop
26	Funky Blues	Loop
27	Funk2	Loop
28	Samba	Loop
29	Big Band2	Loop
30	NuJazz Funk	Loop

Loop List

Number	Name	Type
1	Loop 1	Loop
2	Loop 2	Loop
3	Loop 3	Loop
4	Loop 4	Loop
5	Loop 5	Loop
6	Loop 6	Loop
7	Loop 7	Loop
8	Loop 8	Loop
9	Loop 9	Loop
10	Loop 10	Loop
11	Loop 11	Loop
12	Loop 12	Loop

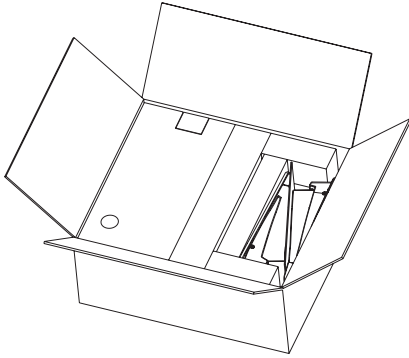
MIDI Implementation Chart

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

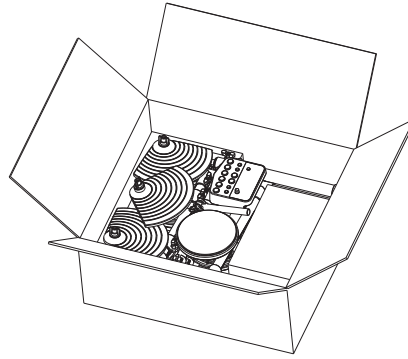
Setup Guide

WARNING

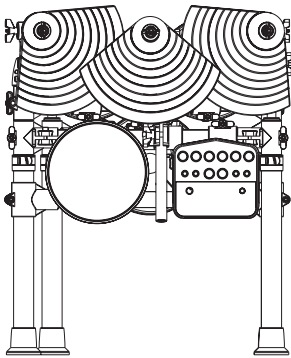
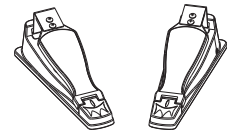
Please be careful not to catch your fingers while tightening the clamps. Operate carefully.



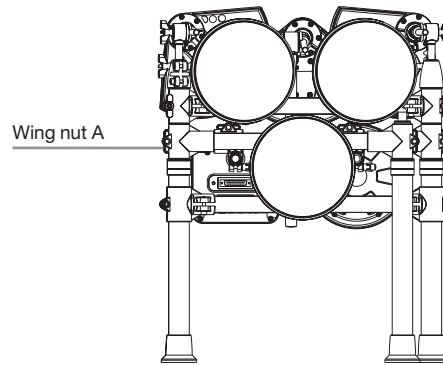
1. Open the packing box



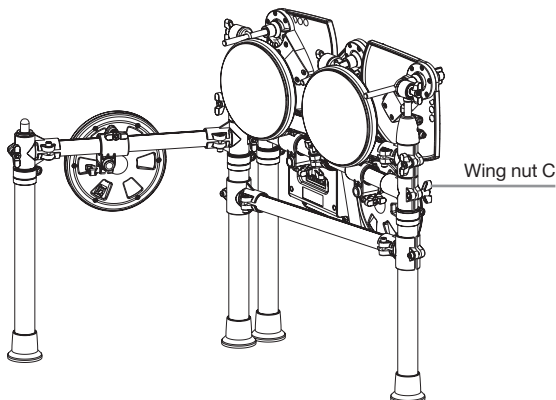
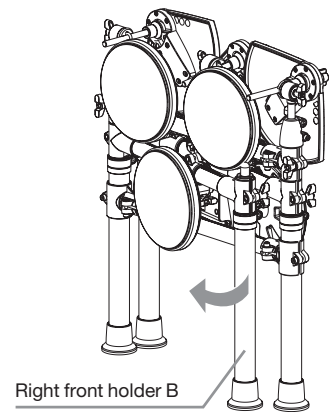
2. Remove the foam blocks and take both pedals out



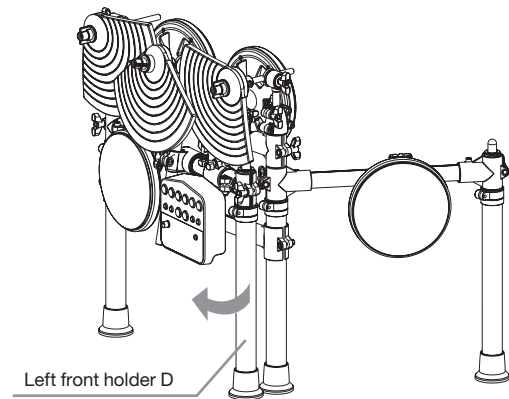
3. Take the drum set out of the box

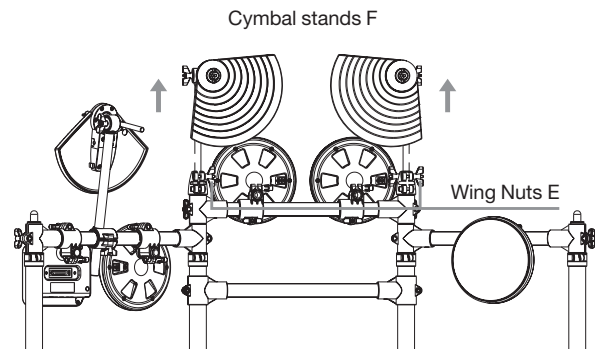
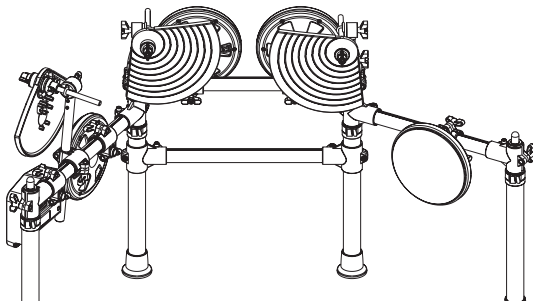


4. Loosen the wing nut A, open the right front holder B, and then tighten the wing nut A

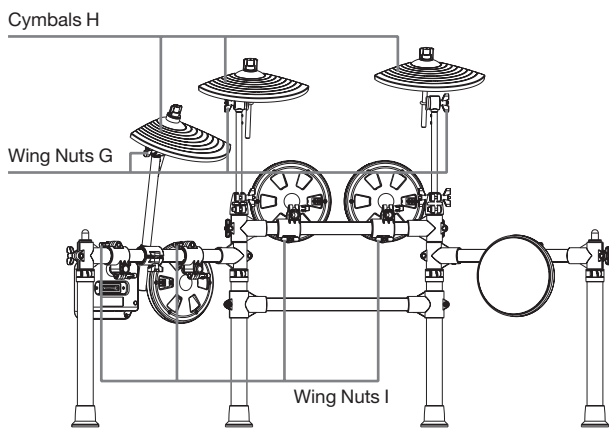


5. Loosen the wing nut C, open the left front holder D, and then the tighten wing nut C

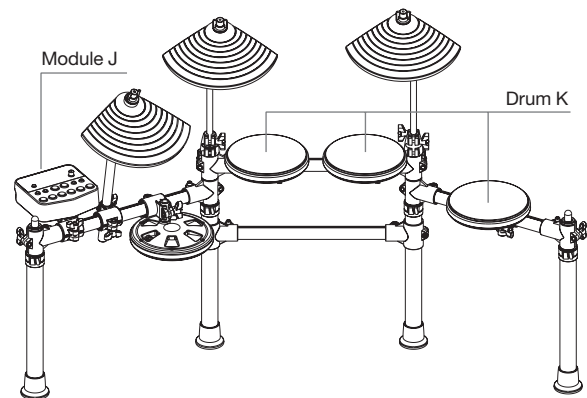




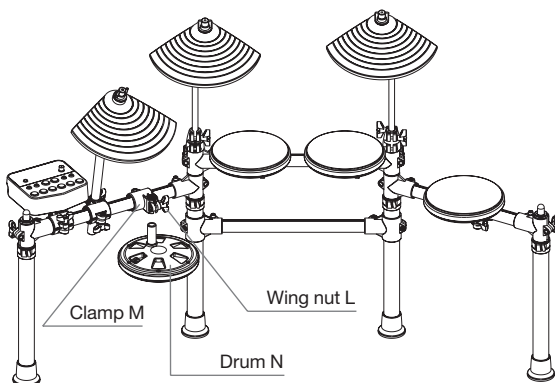
6. Loosen the wing nut E and pull up cymbal stands F, then tighten the wing nuts E



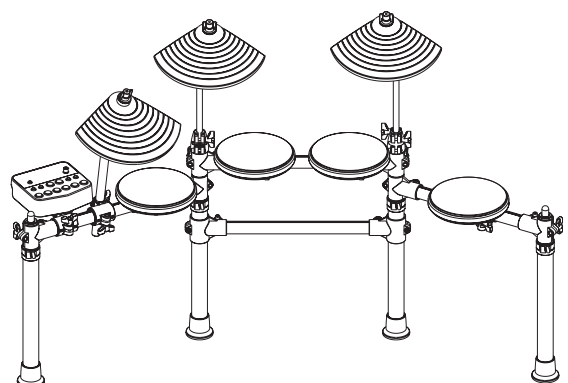
7. Loosen the wing nut G, adjust the cymbal H as shown in the illustration, and then tighten the wing nuts G

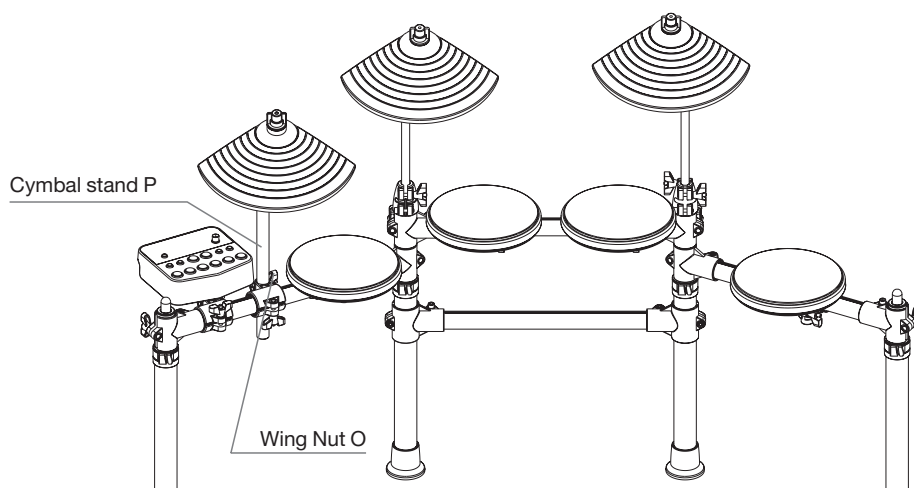


8. Loosen the wing nuts I, adjust the drum K and module J as shown in the illustration, and then tighten the wing nuts I

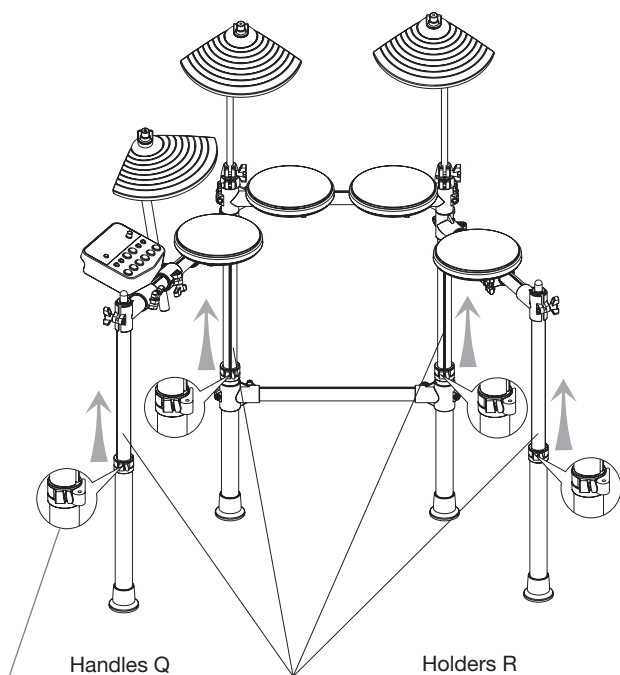


9. Loosen the wing nut L, remove the drum N in order to perform a 180° rotation, insert it back into the clamp M, and then tighten the wing nut L

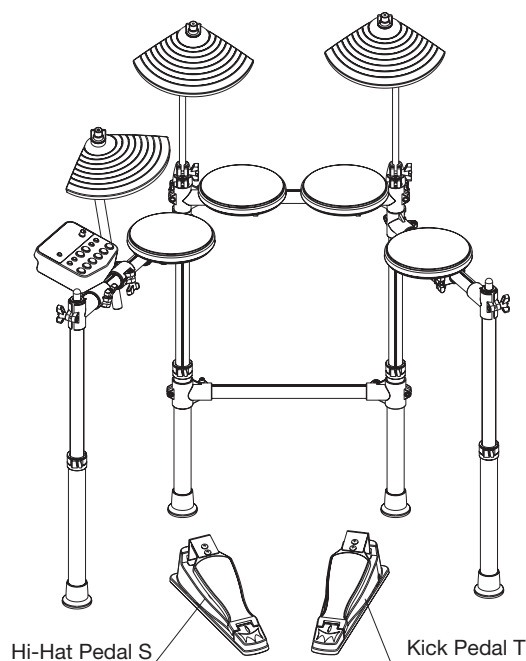




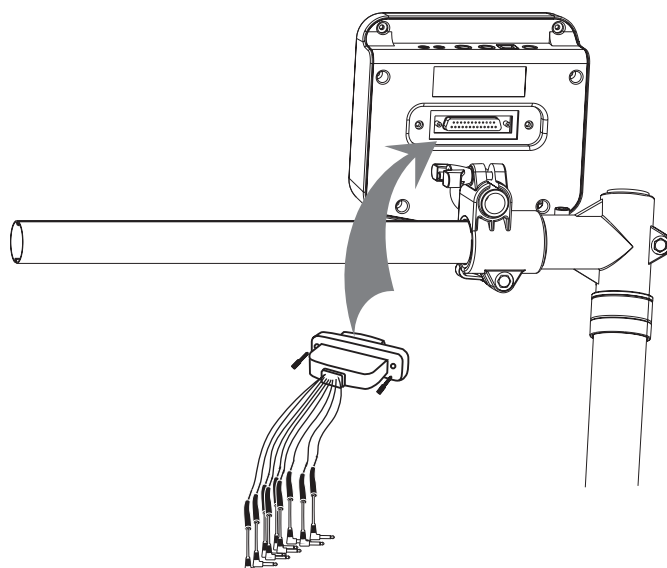
10. Loosen the wing nut O, adjust the cymbal stands P, as shown in the illustration and then tighten the wing nut O



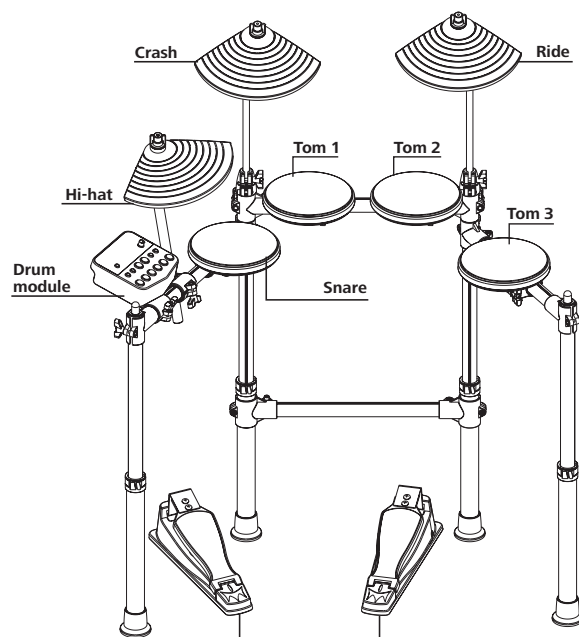
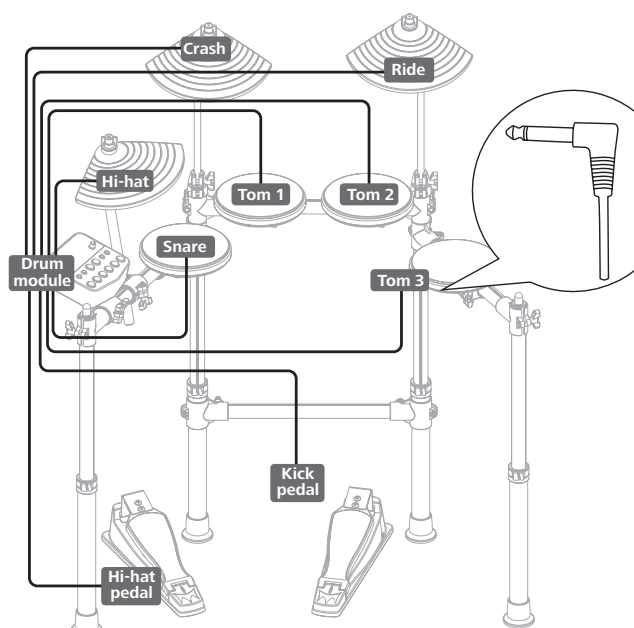
11. Loosen the handles Q , pull up the straight holders R as shown in the illustration, and then tighten the handles Q



12. Place the Hi-Hat pedal S and kick pedal T in the center of the rack



13. Connect the cable to the drum module, with handscrews, as shown in the illustration



14. Make connections as shown in the illustration

