

# aD5

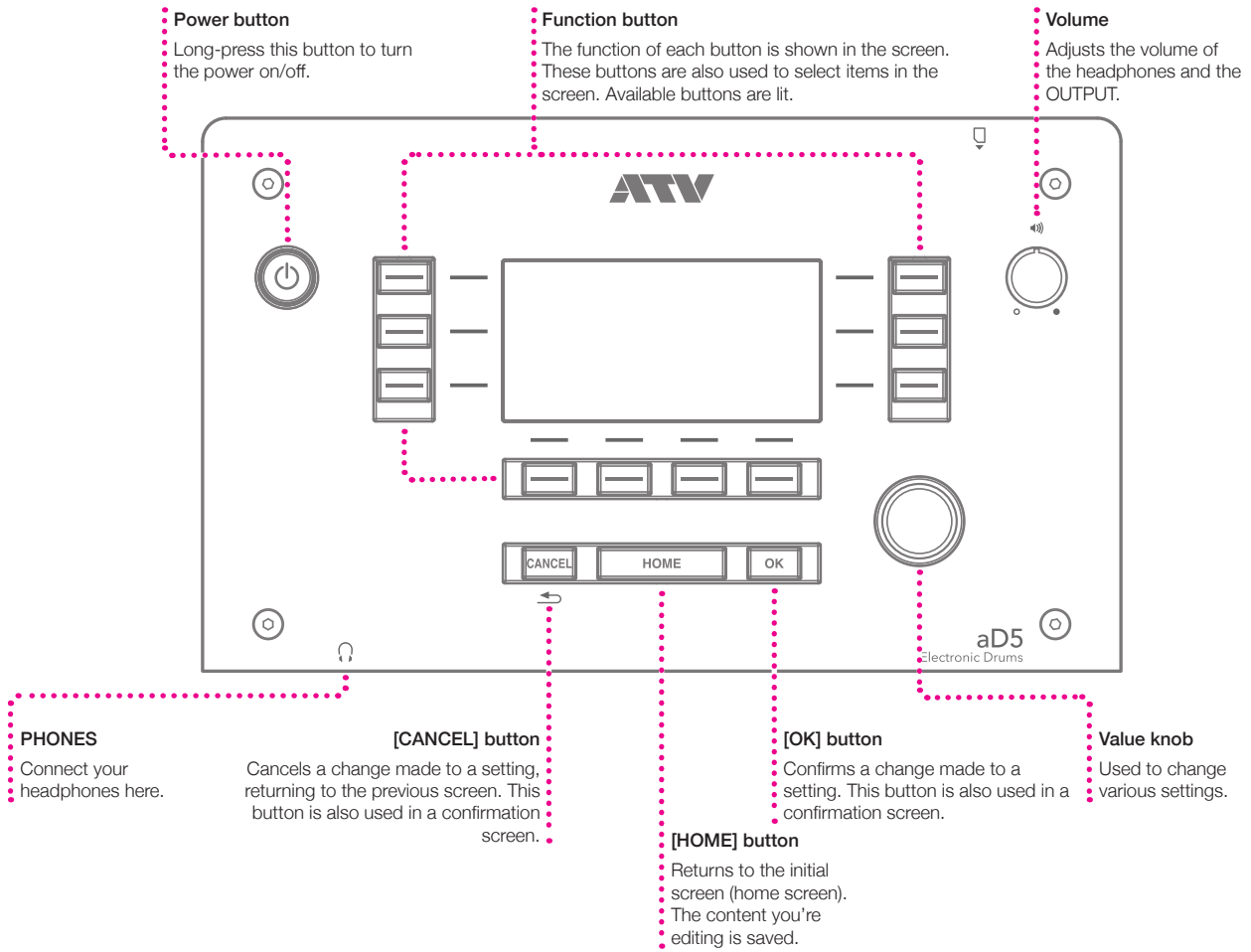
Electronic Drums

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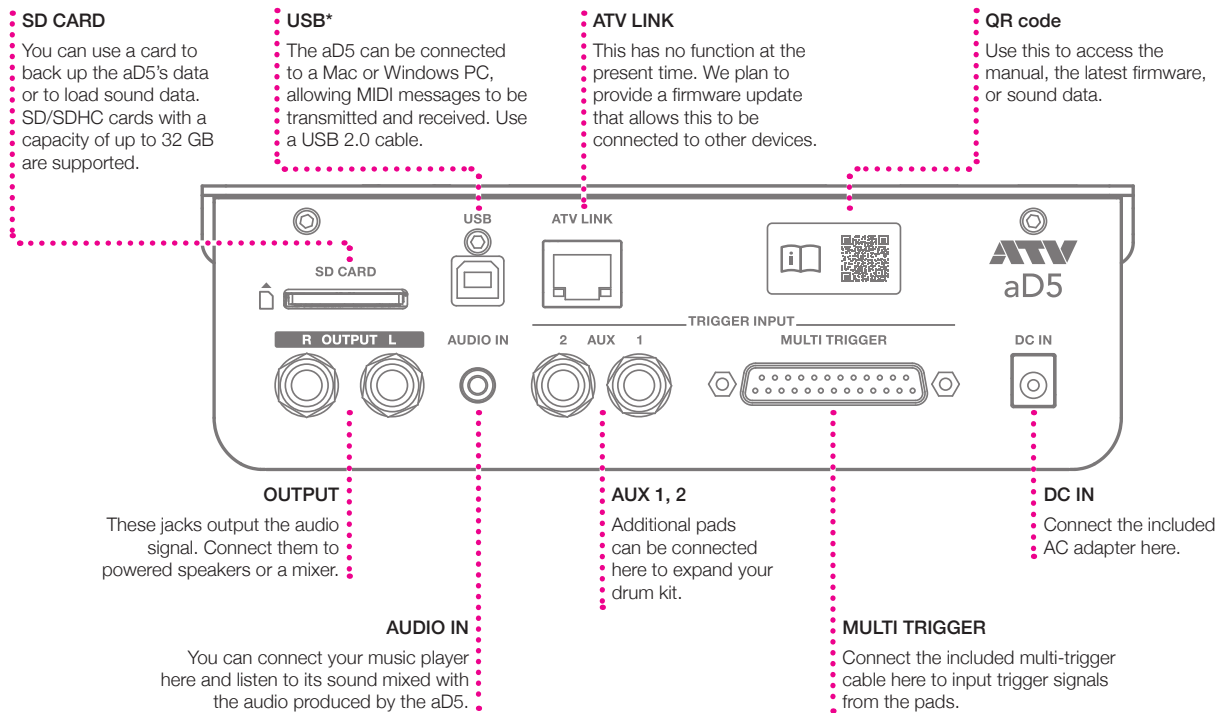
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- Read this in conjunction with the “Quick Start Guide.”
- The content of this document might differ from the aD5 unit you’re using due to differences in its firmware version. Check the latest firmware update information at the ATV website.
- All illustrations and screens appearing in this document are for the purpose of explaining operation, and may differ from the actual specifications.
- Company names and product names appearing in this document are the registered trademarks or trademarks of their respective corporate owners.

## ■ Top Panel



## ■ Rear Panel

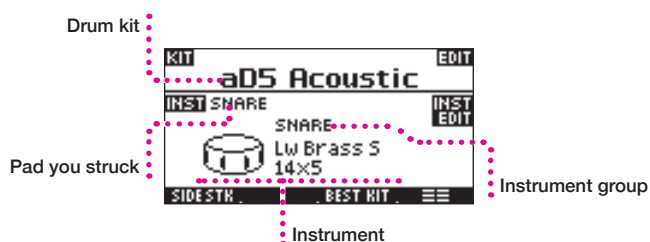


\* Support for USB MIDI functionality is planned via a firmware update.

# 1 Home

## ■ Home screen

The home screen is the screen that appears when you turn on the power. From any screen, you can return to the home screen by pressing the [HOME] button. When playing drums, make sure that the home screen is displayed.



### Instrument

“Instrument” (INST) refers to the instrument played by each pad, such as a snare drum or ride cymbal. You can change the instrument for each pad.

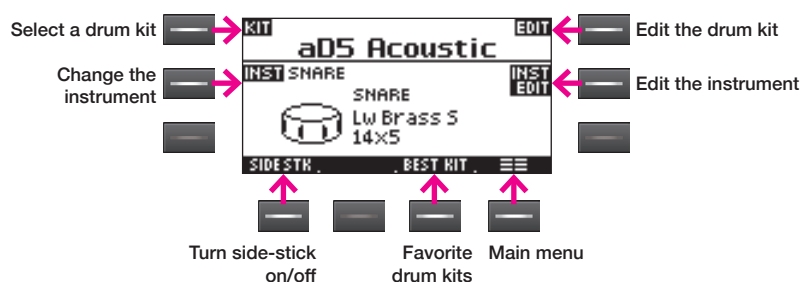
### Instrument group

The aD5 contains numerous instruments. The instruments are organized into instrument groups according to their type.

### Drum kit

All the pads are collectively called a “drum kit.” By switching between various types of drum kit, such as for jazz or for rock, you can change the instruments of all pads in a single action.

## What you can do in the home screen



### Select a drum kit

This lets you select a drum kit. The KIT SELECT screen appears (p. 6).

### Edit the drum kit

This lets you rename the drum kit or adjust the volume of the entire drum kit (p. 12).

### Change the instrument

This lets you change the instrument played by the pad, and adjust the volume and left/right panning of the pad (p. 14).

### Edit the instrument

This lets you edit the instrument that’s shown in the screen. You can change the tone assignment, rename the instrument, or clone the instrument (p. 19).

### Side stick (cross stick)

To play a side stick on the snare pad, turn [SIDE STK] on. This lets you switch between rimshot and side stick.

Even if [SIDE STK] is on, a strongly played rimshot will cause the rimshot sound to be sounded.

### Favorite drum kits (Best Kit)

Drum kits that you use frequently can be registered for convenient recall. The BEST KIT screen appears (p. 7).

### Main menu

This accesses the main menu (p. 11).

### NOTE

When playing in a screen other than the home screen, notes might respond more slowly.

### NOTE

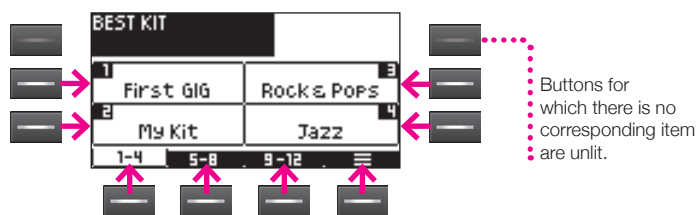
When you edit an instrument, the same change also occurs in other drum kits that use the same instrument (p. 9).

### NOTE

Using [SIDE STK] to switch the side stick is effective only on a pad that is connected to the “SN” trigger input. For details on using side stick, refer to the owner’s manual for each pad.

## About the function buttons

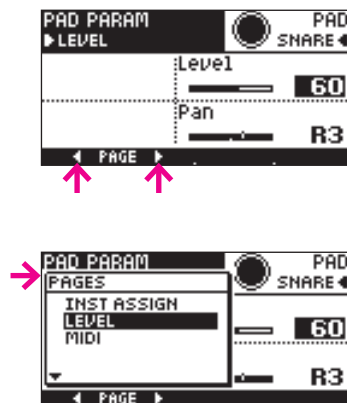
Use the function buttons to select the corresponding items or functions in the screen.



## Moving between pages

If other pages exist at the left or right, press [◀ PAGE] [PAGE ▶] to access those pages.

If you press the page name in the upper left of the screen, a list of the available pages is shown. Use the value knob to select a page and then press the [OK] button to confirm; you'll move to the selected page.



### ■ Before you play

- For details on connecting the pads, refer to “Quick Start Guide” and “8 Trigger setup” (p. 26).
- Before using the system for the first time, execute the trigger setup wizard (p. 28) for all pads.
- If striking one pad causes another pad to produce sound, execute the crosstalk cancel wizard (p. 27).
- Adjust the volume appropriately. If the volume is too soft, you'll tend to strike unnecessarily strongly, possibly injuring your hand or wrist. If the volume is too loud, greater stress is placed on your ears, possibly causing hearing loss.
- The area near the striking sensor of the pad is extremely sensitive. It will be easier for you to control the dynamics if you strike at a distance from the sensor.

## ■ Changing instruments

As an example, here's how to switch the instrument of the snare pad to a different snare drum.

### 1 Strike the snare pad.

The instrument assigned to the snare pad appears in the screen.

### 2 Press [INST].



The INST ASSIGN screen appears.

### 3 Use the value knob or [▲][▼] to change the instrument.



Strike the snare pad to hear the sound.

### 4 Press the [OK] button to confirm the setting.

If you decide not to change the setting, press the [CANCEL] button.

You can change the instruments of other pads in the same way.

## ■ Switching drum kits

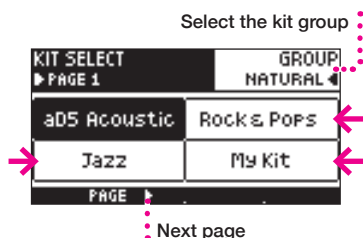
By switching drum kits you can change the instruments of all pads in a single action. The aD5 comes with various drum kits in its memory.

### 1 Press [KIT].



The KIT SELECT screen appears.

### 2 Use the function buttons to select a kit.



- Use [PAGE ►] to see the next page.
- Use [GROUP] to change the kit group. If you select ALL, all drum kits are displayed.

#### Kit group

The drum kits are organized into four groups.

Use [GROUP] to change the kit group that's shown. If you choose ALL, all drum kits are shown.

#### NOTE

Depending on the length of the drum kit name, the entire name might not be shown.

#### NOTE

It takes about 10 seconds for a drum kit to be loaded.

#### NOTE

- You can use kit edit (p. 12) to change the kit group.
- You can rename the kit group (p. 18).

■ Best Kit

You can register your frequently used drum kits so that they can be recalled easily.

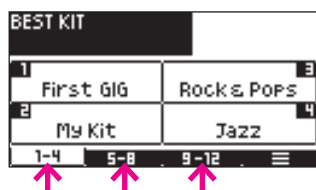
Recalling

1 In the home screen, press [BEST KIT].

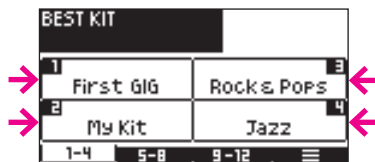


The BEST KIT screen appears.

2 Press [1-4], [5-8], or [9-12] to switch tabs.



3 Select a drum kit.



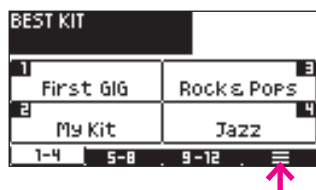
The home screen appears, and the drum kit is loaded.

Registering

You can register up to 12 drum kits.

1 In the home screen, select the drum kit that you want to register.

2 Press [BEST KIT] to access the BEST KIT screen, and press [≡] to access the page menu.

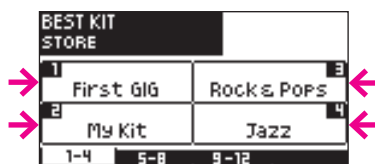


3 Use the value knob to select "STORE," and press the [OK] button.



4 Select the number in which you want to register the kit.

To register the drum kit in number 5 or later, switch tabs.



The drum kit is registered in the selected number.

NOTE

Depending on the length of the drum kit name, the entire name might not be shown.

NOTE

If you press the [CANCEL] button, you'll return to the home screen without changing the drum kit.

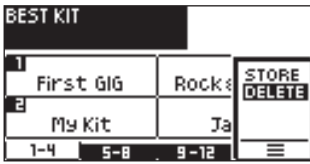
NOTE

If you select a number in which a drum kit is already registered, the previous assignment is overwritten.

### Deleting

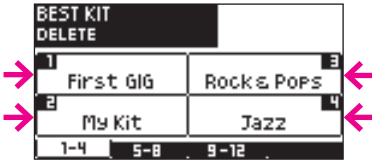
1 In the BEST KIT screen, press [≡] to access the page menu.

2 Use the value knob to select “DELETE,” and press the [OK] button.



3 Select the number that you want to delete.

To delete the registration of number 5 or later, switch tabs.



A confirmation screen appears.

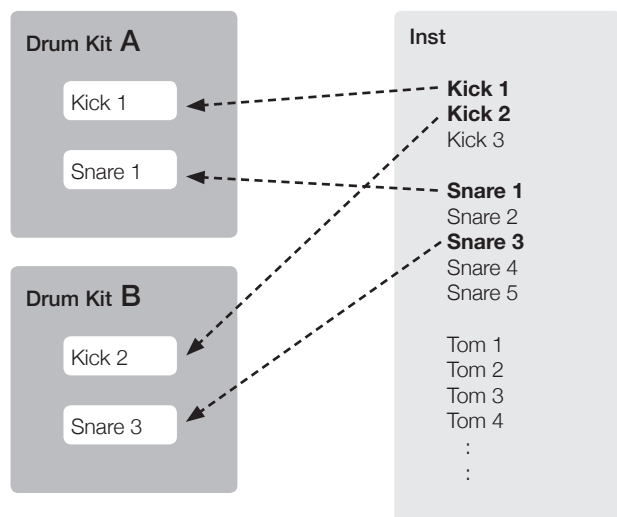
4 Press the [OK] button to delete the registration.

If you decide to cancel without deleting the registration, press the [CANCEL] button.



## ■ Instruments and kits

The aD5 contains a wide variety of instruments such as kicks, snares, and cymbals. You can assign these instruments to the pads of each drum kit and play them.



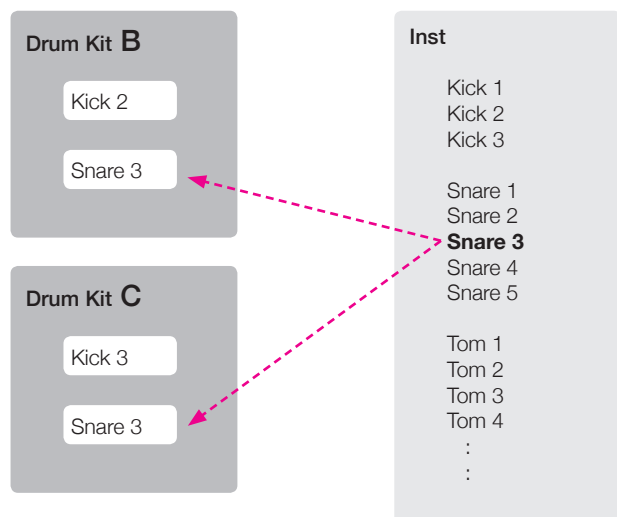
### NOTE

We'll use just the kick and snare for this example.

For example, if the instrument "Snare 3" is played from the two drum kits B and C, editing the "Snare 3" instrument (for example by changing its level) will affect both drum kits B and C.

### NOTE

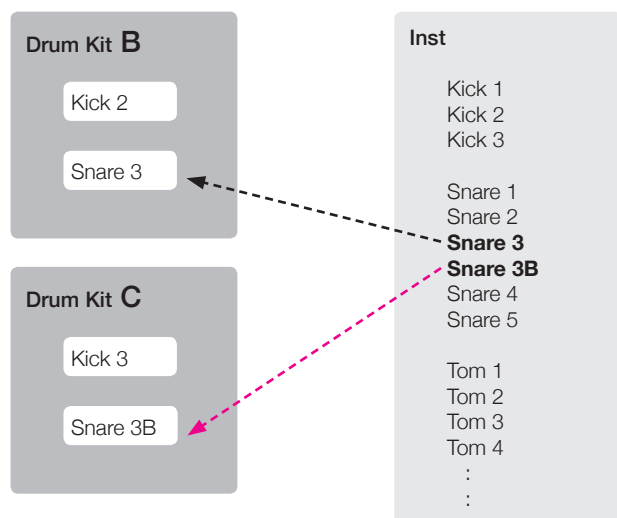
For more about editing an instrument, refer to Edit Instrument (p. 19).



You can clone an instrument. In the example above, if you want to edit only the snare of drum kit C, you could create a clone of the instrument "Snare 3" and then edit it.

### NOTE

- For more about cloning an instrument, refer to Clone Instrument (p. 21)
- You are free to assign a name to the cloned instrument.



## Editing an instrument (INST)

The aD5 lets you edit an instrument directly. You can also create a clone of an instrument and save it as another instrument with a slightly different tonal character.

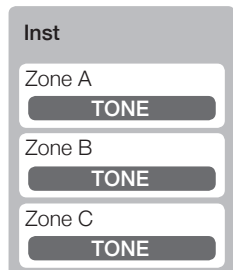
You can create several variations of your favorite instruments and assign them to drum kits so that they can be played easily.

You can also download instruments from the ATV website, or import instruments from another aD5 unit.

## Tone

An instrument consists of sound data called "tones."

Three tones are assigned to each instrument. These three tones correspond to zones A, B, and C of the pad; for example, zone A is heard when you strike the head, and zone B is heard when you strike the rim.



Pad	Zone		
	A	B	C
<b>KICK</b>	Head	-	-
<b>SNARE</b>	Head	Rim	Side Stick
<b>TOM 1--3</b>	Head	-	-
<b>HI-HAT</b>	Bow	Edge	Foot
<b>CRASH</b>	Bow	Edge	-
<b>RIDE</b>	Bow	Edge*	Cup
<b>AUX 1--2</b>	Head (Bow)	Rim (Edge)	-

\* You can also make settings so that Zone C will be sounded.

By editing an instrument, you can assign the desired tone to each zone. You can also modify the level and other characteristics of each tone.

By creating and editing instruments in this way, you can build up a collection of your own customized instruments.

### NOTE

Support for instrument import is planned via a firmware update.

## 2 Main menu

Most of the aD5's many functions can be accessed via this main menu. The main menu is divided into three tabs: "KIT", "INST", and "SYSTEM".

### KIT

CLONE KIT	KIT GROUP NAME
MANAGE KIT	
KIT	INST . SYSTEM .



CLONE KIT	Create a clone of the current kit.	p. 16
MANAGE KIT	Manage kits.	p. 16
KIT GROUP NAME	Rename the kit group.	p. 18

### INST

MANAGE INST	
MANAGE TONE	
	DELETE UNUSED
KIT	INST . SYSTEM .



MANAGE INST	Manage instruments.	p. 22
MANAGE TONE	Manage tones.	p. 24
DELETE UNUSED	Delete unused instruments and tones.	p. 25

### SYSTEM

TRIGGER	BACKUP
SYSTEM	SD CARD
	RESET
KIT	INST . SYSTEM .



TRIGGER	Adjust the trigger signal produced when you strike a pad so that the signal can be processed correctly.	p. 26
SYSTEM	Make settings for the entire aD5.	p. 32
BACKUP	Create or load backups of the aD5's data.	p. 33
SD CARD	Format an SD card or view information about it.	p. 35
RESET	Reset the aD5, returning it to the factory-set condition.	p. 37

## 3 Kit edit

Here you can edit a drum kit's name or group, and specify the volume of the entire drum kit.

### ■ Entering the kit edit screen

- 1 In the home screen, press [EDIT].



The EDIT page appears.

- 2 When you've finished editing, be sure to press the [OK] button. If you press the [CANCEL] button, your changes will be discarded.

### ■ Changing the kit group

- 1 Press Kit Group.



- 2 Turn the value knob to select a group.

### ■ Renaming the kit

- 1 Press Kit Name.



The name entry screen appears.

- 2 Enter a name.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	Moves the character input position to left or right.
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

- 3 Press the [OK] button to confirm the name you entered. If you decide to cancel, press the [CANCEL] button.

### NOTE

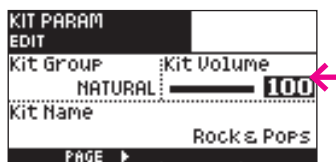
To make settings for each pad, use pad edit (p. 14).

### NOTE

A kit name can be up to 16 characters. Depending on the screen, it might not be possible to show all 16 characters.

## ■ Adjusting the volume of the entire drum kit

1 Press Kit Volume.



2 Turn the value knob to adjust the volume.

### NOTE

Adjust the Kit Volume to about 90. If the setting is too high, the audio output might be distorted.

## 4 Pad edit

Here you can edit the sound, volume, and pan (stereo position) for each pad of the drum kit.

### ■ Entering the pad edit screen

- 1 In the home screen, press [INST].



The INST ASSIGN page appears.

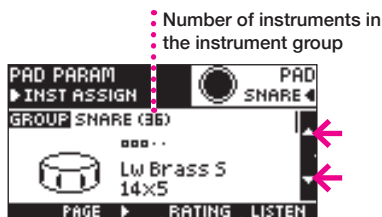
- 2 When you've finished editing, be sure to press the [OK] button. If you press the [CANCEL] button, your changes will be discarded.

### ■ Changing the instrument of each pad

- 1 Strike the pad that you want to edit.

The screen shows the current instrument.

- 2 Use the value knob or [▲][▼] to change the instrument.



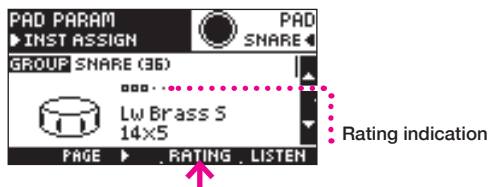
- To hear the sound, press [LISTEN].
- To change the instrument group, press [GROUP]. Use the value knob to make a selection, and press the [OK] button to confirm it.
- To edit a different pad, strike that pad. You can also change pads by pressing [PAD]. Use the value knob to make a selection, and press the [OK] button to confirm it.

### ■ Rating an instrument

You can assign a rating of 0–5 to each instrument. This is a helpful way to find your favorite instruments or frequently-used instruments among the large number of instruments that are provided.

- 1 Press [RATING] several times to change the rating.

The screen shows the rating.



### NOTE

The sound might respond more slowly during pad editing.

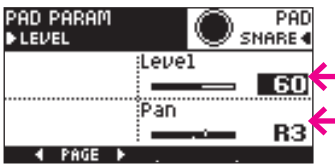
### NOTE

For example you can change the instrument group if you want to assign an instrument other than a snare to the snare pad.

### ■ Specifying the volume and pan of a pad

1 Press [PAGE ►] to access the LEVEL page.

2 Press [Level] or [Pan], and use the value knob to specify the setting.



You can strike a pad to change the pad that you're editing. You can also change pads by pressing [PAD]. Use the value knob to make your selection, and press the [OK] button.

#### NOTE

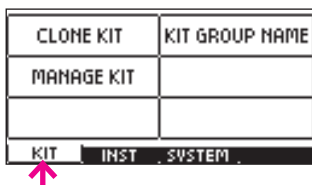
- Adjust the Level setting to about 90. If the setting is too high, the audio output might be distorted.
- The Pan setting cannot move the panning completely to the right or left.

## 5 Kit menu

### ■ Entering the kit menu screen

1 In the home screen, press .

2 Press the [KIT] tab.



### ■ Cloning a drum kit

Here's how to create a clone of the drum kit that's shown in the home screen.



1 Press [CLONE KIT].

The name entry screen appears.

2 Enter a name for the cloned drum kit.



Function of each button

Button	Function
	Moves the character input position to left or right.
	Moves the character input position to left or right.
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

3 Press the [OK] button to confirm the name you entered.

A confirmation screen appears.

4 Press the [OK] button to clone the drum kit.

If you decide to cancel without cloning, press the [CANCEL] button.

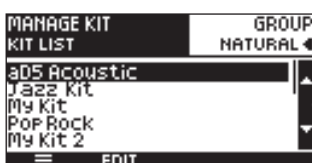
The home screen appears, and the cloned drum kit is loaded.

### ■ Managing drum kits

Here's how to view a list of the drum kits. You can clone or delete drum kits.

1 Press [MANAGE KIT].

The KIT LIST page appears.



2 Use the value knob or  to select a drum kit.

- Use [GROUP] to change the kit group that is shown. If you select "ALL," all drum kits are shown.
- You can press [EDIT] or [OK] to enter the kit edit screen. There you can edit the kit name or change the group (p. 12).

#### NOTE

If you enter a name that is the same as an existing drum kit, the following message appears. "Another kit with the same name has been found." Enter a different name.

#### NOTE

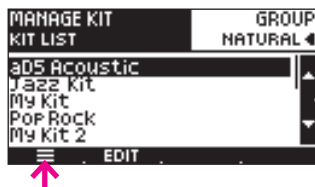
Drum kits are listed in alphabetical order.



### Cloning a drum kit

Here's how to create a clone of the drum kit that's selected in the kit list.

- 1 Press [≡] to access the page menu.



- 2 Use the value knob to select "CLONE," and press the [OK] button.



The name entry screen appears.

- 3 Enter a name for the cloned drum kit.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

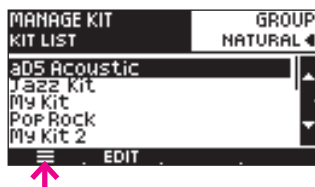
- 4 Press the [OK] button to confirm the name you entered.  
If you want to cancel without cloning, press the [CANCEL] button.

The cloned drum kit is added to the kit list.

### Deleting a drum kit

Here's how to delete the drum kit that's selected in the kit list. The instruments are not deleted.

- 1 Press [≡] to access the page menu.



- 2 Use the value knob to select "DELETE," and press the [OK] button.



A confirmation screen appears.

- 3 Press the [OK] button to delete the drum kit.  
If you decide to cancel without deleting, press the [CANCEL] button.

#### NOTE

If you enter a name that is the same as an existing drum kit, the following message appears. "Another kit with the same name has been found." Enter a different name.

#### NOTE

You can't delete the drum kit that's currently selected in the home screen.

#### NOTE

We recommend that you make a backup (p. 33) so that you don't lose important data by accidental deletion.

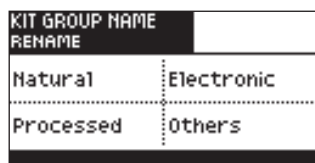
■ **Renaming a kit group**

Here's how to rename a kit group.

**1** Press [KIT GROUP NAME].

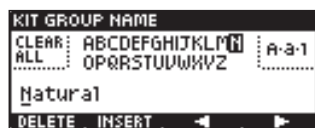
The KIT GROUP NAME screen appears.

**2** Press the button of the kit group that you want to rename.



The name entry screen appears.

**3** Enter a new kit group name.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

**4** Press the [OK] button to confirm the name you entered.  
If you decide to cancel without renaming, press the [CANCEL] button.

**NOTE**

If you execute Reset System (p. 37), the kit group names return to the factory-set names.

**NOTE**

- A kit group name can be up to 10 characters long.
- Depending on the screen, the kit group name might be shown entirely in uppercase characters.
- You can't assign a name that's identical to an existing kit group name.

## 6 Instrument edit

In the instrument edit screen you can change the tone that's played by each zone of the pad, and change the level of the tone. You can also rename the instrument, and change the group or icon.

### ■ Entering instrument edit

1 In the home screen, strike a pad so that the instrument that you want to edit appears in the screen.

2 Press [INST EDIT].



The INST EDIT screen appears.

You can strike a pad to hear the sound that you're editing. You can hear the sound of the drum kit by striking pads other than the one you're editing, but this does not switch the instrument that you're editing.

3 When you've finished editing, be sure to press the [OK] button. If you press the [CANCEL] button, your changes are discarded.

### ■ Tone assign

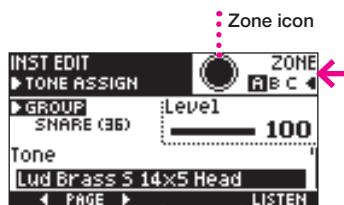
Here you can change the tone that's sounded by each zone (such as the head or rim) of the pad.

1 Press [PAGE ►] to access the TONE ASSIGN page.

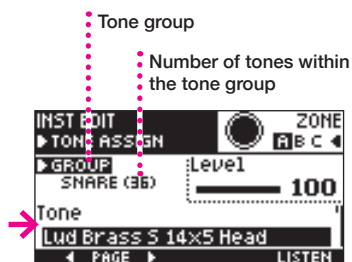
2 Press [ZONE] to select the zone that you want to edit.

The icon shows the portion of the pad that corresponds to zones A—C.

\* You can also switch zones by striking the pad.



3 Press [Tone], and use the value knob to change the tone.



- You can audition the sound by pressing [LISTEN].
- You can change tone groups by pressing [GROUP]. Use the value knob to make a selection, and press the [OK] button to confirm it.

#### NOTE

The sound might respond more slowly during instrument editing.

#### NOTE

When you edit an instrument, your edits affect all drum kits to which that instrument is assigned (p. 9). Similarly, when the same instrument is assigned to multiple pads of a single drum kit, editing one instrument will affect the others as well. To avoid this, you can clone the instrument before editing it.

#### NOTE

You can also access instrument edit by pressing [EDIT] in the INST LIST page of MANAGE INST.

### ■ Adjusting the volume of each zone

- 1 Press [Level], and use the value knob to specify the volume.



- 2 Press [ZONE] to select the zone that you want to edit.

The icon shows the portion of the pad that corresponds to zones A—C.

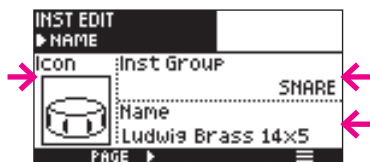
\* You can also switch zones by striking the pad.

### ■ Changing an instrument's name, group, or icon

- 1 Use [PAGE] [PAGE] to access the NAME page.

- 2 Select parameters, and use the value knob to edit them.

When you press [Name], the name entry screen appears. Edit the instrument name, and press [OK].



#### NOTE

Adjust the Level setting to about 90. If the setting is too high, the audio output might be distorted.

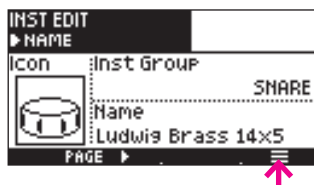
#### NOTE

An instrument name can be up to 20 characters. Depending on the screen, it might not be possible to show all 20 characters.

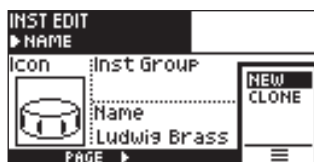
## ■ Creating a new or cloned instrument

Here's how to create a new instrument, or clone an existing instrument.

- 1 Press [≡] to access the page menu.

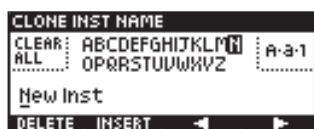


- 2 Use the value knob to choose "NEW" or "CLONE," and then press the [OK] button.



The name entry screen appears.

- 3 Enter a name for the new instrument.



Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

- 4 Press the [OK] button to confirm the name you entered.  
If you decide to cancel without creating a new or cloned instrument, press the [CANCEL] button.

### NOTE

You can also create a new or cloned instrument in the MANAGE INST screen.

### NOTE

It takes approximately 20 seconds to copy an instrument.

### NOTE

If you choose NEW, an instrument without any tone assigned is created. In order for the instrument to produce sound, you must assign a tone.

### NOTE

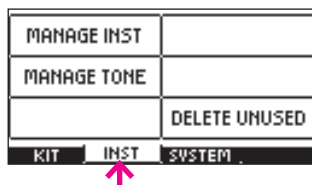
If you enter the same name as an existing instrument, the following message appears. "Another inst with the same name has been found." Enter a different name.

## 7 Instrument menu

### ■ Entering the instrument menu

1 In the home screen, press .

2 Press the [INST] tab.

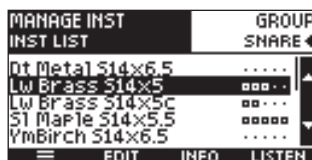


### ■ Managing instruments

Here you can view a list of instruments, and clone or delete instruments.

1 Press [MANAGE INST].

The INST LIST page appears.



2 Use the value knob or  to select an instrument.

- Use [GROUP] to change the instrument group that's shown.
- Press [LISTEN] to audition the sound.
- To enter the instrument edit screen, press [EDIT] or [OK] (p. 19).

### Viewing instrument information

1 Press [INFO].

The INST INFO page appears.



Parameters

GROUP	Instrument group
RATING	Rating. You can press the [RATING] button to change this.
USED BY KIT	Indicates whether this instrument is used by a drum kit.
TYPE	Type of instrument
HAS PAID TONE	This is not used with the current firmware.

#### NOTE

Instruments are listed in alphabetical order.

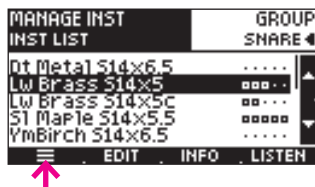
#### NOTE

If you enter instrument edit from the INST LIST page, striking any pad will sound the same instrument.

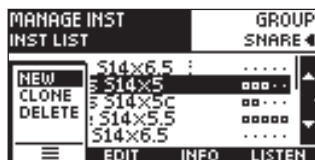
### Creating a new or cloned instrument

Here's how to create a new instrument, or clone an existing instrument.

- 1 Press [≡] to access the page menu.

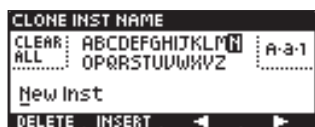


- 2 Use the value knob to choose "NEW" or "CLONE", and then press the [OK] button.



The name entry screen appears.

- 3 Enter a name for the newly-created or cloned instrument.



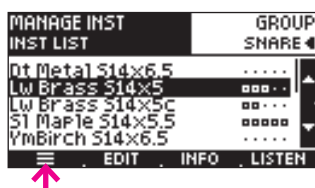
Function of each button

Button	Function
◀	Moves the character input position to left or right.
▶	Moves the character input position to left or right.
A,a,1	Switches between types of characters.
INSERT	Inserts a space at the cursor location.
DELETE	Deletes the character at the cursor location.
CLEAR ALL	Deletes all characters.
Value knob	Selects a character.

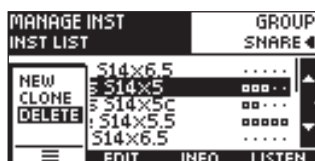
- 4 Press the [OK] button to confirm the name you entered.  
If you decide to cancel without creating or cloning an instrument, press the [CANCEL] button.

### Deleting an instrument

- 1 Press [≡] to access the page menu.



- 2 Use the value knob to choose "DELETE," and press the [OK] button.



A confirmation screen appears.

- 3 Press the [OK] button to delete the instrument.  
If you decide to cancel without deleting, press the [CANCEL] button.

#### NOTE

It takes approximately 20 seconds to clone an instrument.

#### NOTE

If you choose NEW, an instrument without any tone assigned is created. In order for the instrument to produce sound, you must assign a tone.

#### NOTE

If you enter the same name as an existing instrument, the following message appears. "Another inst with the same name has been found." Enter a different name.

#### NOTE

We recommend that you make a backup (p. 33) so that you don't lose important data by accidental deletion.

#### NOTE

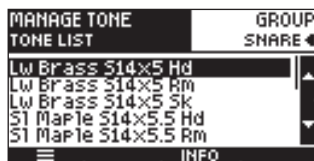
Instruments that are indicated as Type=PRESET in the INST INFO page cannot be deleted.

## ■ Managing tones

Here you can view a list of tones. You can also delete tones.

### 1 Press [MANAGE TONE].

The TONE LIST page appears.



### 2 Use the value knob or [▲][▼] to select a tone.

- Use [GROUP] to change the tone group that's shown.

## Viewing tone information

### 1 Press [INFO].

The TONE INFO screen appears.

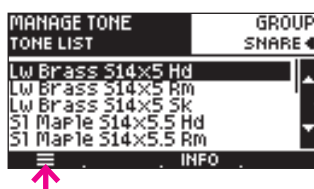


Parameters

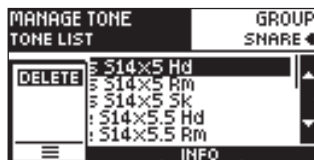
GROUP	Tone group
USED BY INST	Indicates whether this tone is used by an instrument.
TYPE	Type of instrument
EXPORTABLE	This is not used with the current firmware.

## Deleting a tone

### 1 Press [≡] to access the page menu.



### 2 Use the value knob to choose "DELETE," and press the [OK] button.



A confirmation screen appears.

### 3 Press the [OK] button to delete the tone.

If you decide not to delete the tone, press the [CANCEL] button.

## NOTE

Instruments are listed in alphabetical order.

## NOTE

We recommend that you make a backup (p. 33) so that you don't lose important data by accidental deletion.

## NOTE

Tones that are indicated as Type=PRESET in the TONE INFO page cannot be deleted.



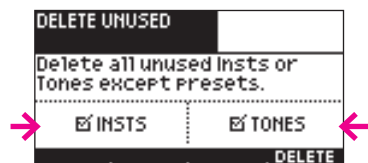
## ■ Deleting unused instruments or tones

You can delete instruments that are not used in a drum kit, and tones that are not used in an instrument. By deleting these, you can decrease the amount of internal storage that's being used.

### 1 Press [DELETE UNUSED].

The DELETE UNUSED screen appears.

### 2 Press [INSTS] or [TONES] to select what will be deleted.



### 3 Press [DELETE].

A confirmation screen appears.

### 4 Press the [OK] button to delete the data. If you decide to cancel without deleting, press the [CANCEL] button.

#### NOTE

We recommend that you make a backup (p. 33) so that you don't lose important data by accidental deletion.

#### NOTE

Instruments or tones whose Type=PRESET will not be deleted.

## 8 Trigger setup

The aD5 is designed to let you connect pads from a variety of manufacturers, and perform using the pads of your choice. You are free to construct your drum kit by choosing snare pads, cymbal pads, and other pads to suit your needs.

### ■ Zones corresponding to each trigger input

The aD5 has ten trigger inputs and one hi-hat control pedal input. The following table shows the zones (such as head and rim) to which each trigger input corresponds, and how you can play them.

aD5 trigger input	Corresponding zone	Choke method	Notes
KICK (K)	Head		
SNARE (SN)	Head, Rim	YES	<ul style="list-style-type: none"> <li>For Yamaha-made three-zone pads, switch between open rimshot and side stick (p. 4 Side Stk)</li> <li>If a cymbal pad is connected, choking technique is supported</li> </ul>
TOM 1 (T1)	Head		
TOM 2 (T2)	Head		
TOM 3 (T3)	Head		
HIHAT (HH)	Bow, Edge	YES	<ul style="list-style-type: none"> <li>The rim of Roland-made mesh pads is not supported</li> </ul>
CRASH (CR)	Bow, Edge	YES	<ul style="list-style-type: none"> <li>The cup of Yamaha-made three-zone cymbals is not supported</li> <li>The rim of Roland-made mesh pads is not supported</li> </ul>
RIDE (RD)	Bow, Edge, Cup	YES	<ul style="list-style-type: none"> <li>Three-way triggering of Roland-made ride cymbal pads is supported (use BEL plug)</li> <li>For Yamaha-made three-zone cymbals, select either Edge or Cup (p. 30 Zone Select)</li> <li>The rim of Roland-made mesh pads is not supported</li> </ul>
AUX 1	Head, Rim (Bow, Edge)	YES	<ul style="list-style-type: none"> <li>Support for the Zone Select function is planned via a firmware update.</li> </ul>
AUX 2	Head, Rim (Bow, Edge)	YES	

\* The pad controller of Yamaha-made pads is not supported.

\* For details on connecting and playing pads made by the respective manufacturers, refer to the owner's manual of each pad.

### ■ Compatible pads and hi-hat control pedals

For compatible pads and hi-hat control pedals, refer to the "Pad Compatibility List" PDF. The "Pad Compatibility List" can be downloaded from the following URL.



<http://products.atvcorporation.com/drums/ad5/>

### ■ Connecting pads

Check the connection destination printed on each plug of the aD5's multi-trigger cable, and connect each of your pads.

<b>K</b>	Kick (bass drum)
<b>SN</b>	Snare drum
<b>T1</b>	Tom 1
<b>T2</b>	Tom 2

<b>T3</b>	Tom 3
<b>HH</b>	Hi-hat
<b>CR</b>	Crash cymbal
<b>RD</b>	Ride cymbal

<b>BEL</b>	Ride cymbal bell (Roland)
<b>CTL</b>	Hi-hat control pedal

- Connect the CTL plug to the hi-hat control pedal or to the hi-hat open/close sensor.
- Use the included cable to connect AUX 1 and AUX 2 to your pads.

#### NOTE

We expect to successively add compatibility support for other pads. Refer to the latest pad compatibility table.

#### NOTE

- If an unconnected plug of the multi-trigger cable comes in contact with metal, false triggering might occur. Use tape to protect the unconnected plugs.
- Do not disconnect the CTL plug while the aD5 is powered-on. Doing so will make it impossible to correctly control the hi-hat even if you reconnect it. Turn the power off and on again to correct the situation.

■ **Trigger setup**

Trigger setup is a very important step that is required in order for the different strike signals of each pad to be correctly interpreted, allowing you to perform comfortably. Trigger setup is required not only when setting up your drum kit for the first time, but also when you change pads or when you change the mounting location.

The aD5 eliminates the complex trigger parameters found on earlier devices, and lets you perform the correct trigger setup simply by striking the pads following the guidance of two wizards.

**NOTE**

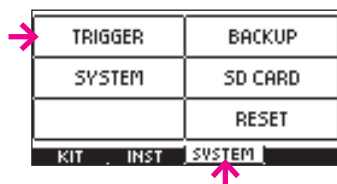
In this manual, we refer to the strongest shot you'll use during performance as "fortissimo" (ff), the weakest shot as "pianissimo" (pp), and a medium-strength shot as "mezzo-forte" (mf).

<p><b>Crosstalk Cancel Wizard</b></p>	<p>This prevents the "crosstalk" that can occur when the impact of striking a pad reaches another pad, unintentionally triggering it.</p> <ul style="list-style-type: none"> <li>• Start with this wizard when you set up your drum kit for the first time.</li> <li>• Crosstalk might occur when you change pads or change the mounting location. In this case you should also execute this wizard.</li> </ul>
<p><b>Trigger Setup Wizard</b></p>	<p>This analyzes the sensor output of each pad, and adjusts the values appropriately so that your performance will be accurately reflected by the sound.</p> <ul style="list-style-type: none"> <li>• Execute this wizard for all pads when setting up your drum kit for the first time.</li> <li>• If you make changes to some of your pads, execute this wizard for those pads.</li> <li>• Execute this wizard as necessary after you've adjusted the tension of a mesh head.</li> </ul>

■ **Crosstalk Cancel Wizard**

This prevents the "crosstalk" in which the impact of striking a pad reaches a different pad, causing it to be inadvertently triggered.

- 1 Press the [HOME] button, and then press [≡].
- 2 Select the [SYSTEM] tab, and then press [TRIGGER].

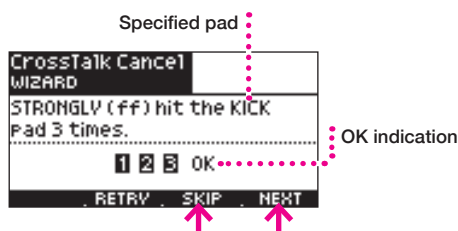


The TRIGGER SETUP screen's WIZARD page appears.

- 3 Press [Crosstalk Cancel Wizard].



- 4 As directed in the screen, strike the specified pad strongly three times.



- 5 When the screen indicates "OK" press [NEXT] to proceed.

- 6 Repeat steps 4–5 in the same way.

The aD5 calculates the state of crosstalk for all of the connected pads.

\* If the specified pad is not connected, press [SKIP].

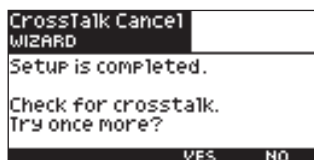
**NOTE**

If you press [RETRY], the previous strikes are discarded.

**NOTE**

We recommend that you play a rimshot when striking the snare pad.

7 When the following screen appears, play the pads to verify that there is no crosstalk, and then press [NO].



\* If there is crosstalk, press [YES] and repeat the wizard once again.

In some cases, it might not be possible to completely eliminate crosstalk. The following actions might improve the situation.

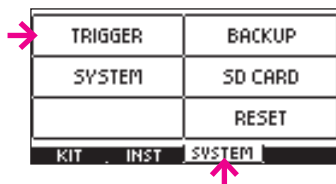
- Increase the distance between the pads.
- Mount the pads on separate stands.
- Place the system on a stable floor.
- Adjust the tension of the mesh pads.

### Trigger Setup Wizard

This wizard measures the sensor output of each pad, and sets the appropriate values so that your performance is accurately reflected by the sound.

1 In the home screen, press [≡].

2 Select the [SYSTEM] tab, and press [TRIGGER].



The TRIGGER SETUP screen's WIZARD page appears.

3 Press [Trigger Setup Wizard].



4 Lightly strike the pad that you want to set up.

The pad you strike is shown.

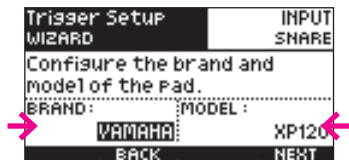


5 If the indicated pad is correct, press [NEXT].

\* If the wrong pad is shown, strike the pad again. If the wrong pad is still shown, check the pad connections.

6 Specify the manufacturer and model of the pad.

Select the item, and use the value knob to specify the correct setting.



7 Press [NEXT].

#### NOTE

It will not be possible to make settings correctly if crosstalk is occurring. Execute the Crosstalk Cancel Wizard before you use the Trigger Setup Wizard.

#### NOTE

When you set up your drum kit for the first time, execute this wizard for all pads.

8 Using the softest shot (pianissimo) that you will play during performance, strike the head three times. When the display indicates “OK,” press [NEXT].

In the case of a cymbal, strike the bow.

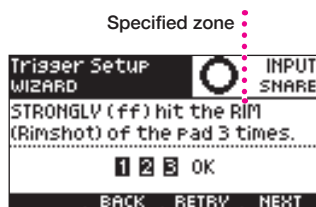


9 Using the strongest shot (fortissimo) that you will play during performance, strike the head three times. When the display indicates “OK,” press [NEXT].

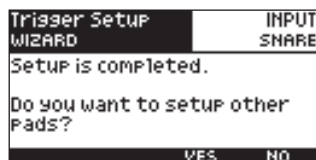
In the case of a cymbal, strike the bow.



10 In the same way, use the strongest shot (fortissimo) that you will play during performance to strike the specified zone three times. When the display indicates “OK,” press [NEXT].



11 Setup is completed. If you want to set up another pad, press [YES].



Make settings for all pads in the same way. If you are finished, press [NO].

**NOTE**

Typically, the region near the pad's strike sensor has extremely high sensitivity. It is easier to control the dynamics if your strikes are some distance away from the sensor.

**NOTE**

When striking the rim, play a rimshot (the method of striking the head and rim simultaneously).

■ Fine adjustments to the trigger setup

If the relationship between the force of your strike and the resulting sound is not to your liking even after executing the wizard, or if unintended notes are sounded, you can adjust the following parameters for each pad.

Situation	Parameter	Notes
<ul style="list-style-type: none"> <li>Volume is small even for a strong strike</li> <li>High volume is hard to reach even with a strong strike</li> <li>Sound is fairly loud even with a soft strike</li> </ul>	Sensitivity	You should also adjust the volume of the aD5.
<ul style="list-style-type: none"> <li>Sound changes unnaturally between soft and strong strikes</li> <li>Only the volume in the mf region is too soft or too loud</li> </ul>	Curve	
<ul style="list-style-type: none"> <li>Notes are omitted when you play a roll at pp</li> <li>Unintended notes occur in response to sound from a nearby monitor speaker</li> <li>Unintended notes occur in response to sound from a nearby acoustic drum</li> <li>Unintended notes occur in response to floor vibrations</li> </ul>	Threshold	If extremely soft shots (pp) do not produce sound, execute the trigger setup wizard once again.
<ul style="list-style-type: none"> <li>The head also sounds when you play a rimshot</li> <li>The rim also sounds when you play a head shot</li> </ul>	Head-Rim Adj	This parameter is available only for a mesh head.
<ul style="list-style-type: none"> <li>You want to play the cup sound on a ride cymbal</li> <li>You want to play the edge sound of a ride cymbal</li> </ul>	Zone Select	
<ul style="list-style-type: none"> <li>Hi-hat foot close sensitivity is too high or too low</li> </ul>	Pedal HH Sens	
<ul style="list-style-type: none"> <li>Hi-hat does not close even when the hi-hat pedal is fully advanced.</li> <li>Hi-hat closes even though the hi-hat pedal is not fully advanced.</li> </ul>	Close Position	

**NOTE**

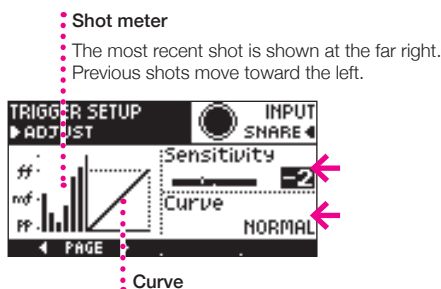
The parameters return to their initial values when you execute the trigger setup wizard.

**NOTE**

In this manual, we refer to the strongest shot you'll use during performance as "fortissimo" (ff), the weakest shot as "pianissimo" (pp), and a medium-strength shot as "mezzo-forte" (mf).

1 In the TRIGGER SETUP screen, press [PAGE ►] to access the ADJUST page.

2 Select parameters and use the value knob to adjust them.



Parameters

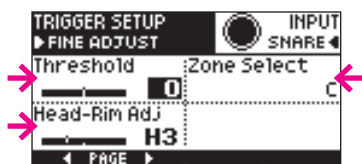
<b>Sensitivity</b>	<p>Positive (+) values increase the pad's sensitivity; negative (-) values decrease the pad's sensitivity. While watching the shot meter in the screen, adjust this parameter so that the shot meter indicates ff when you play the strongest shot (ff) you'll use during performance. If the reading is above ff, lower the sensitivity.</p> <p>In the following cases, re-execute the trigger setup wizard.</p> <ul style="list-style-type: none"> <li>The sensitivity adjustment range is insufficient</li> <li>The meter does not respond to extremely weak shots (pp)</li> </ul>
<b>Curve</b>	<p>This parameter compensates the response so that the dynamics of your strikes will correspond linearly to the dynamics of the sound. Adjust the parameter so that the meter indicates mf when you play a medium-strength shot (mf).</p> <p>NORMAL : No compensation                      +1-3 : Increases the sound of a mf strike.                      -1-3 : Decreases the sound of a mf strike.</p>

**NOTE**

Typically, the region near the pad's strike sensor has extremely high sensitivity. You'll be able to make adjustments more accurately if your strikes are some distance away from the sensor.

3 Press the [PAGE ►] to access the FINE ADJUST page.

4 Select parameters and use the value knob to adjust them.

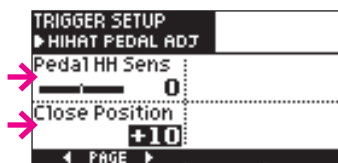


Parameters

<b>Threshold</b>	<p>Adjusts the minimum strike level above which the pad responds. With lower settings, the pad responds even to softer strikes. If the pad responds to sounds in the environment, increase this value.</p>
<b>Head-Rim Adj</b>	<p>This parameter is for a mesh head. It adjusts the boundary between head shots and rim shots. If a rim shot is sounded when you strike the head, adjust this parameter toward H. If you find it difficult to play rim shots, adjust this parameter toward R.</p>
<b>Zone Select</b>	<p>This parameter specifies whether zone B or zone C is sounded when you strike the rim (edge/cup).                      B : Zone B is sounded.                      C : Zone C is sounded.</p>

5 Press [PAGE ►] to access the HIHAT PEDAL ADJ page.

6 Select parameters and use the value knob to adjust them.



Parameters

<b>Pedal HH Sens</b>	Adjusts the volume of foot-close and foot-splash.
<b>Close Position</b>	Adjusts the pedal position at which the closed hi-hat sound begins to be heard when you advance the hi-hat control pedal. With positive (+) settings, the closed sound is heard when the pedal is advanced shallowly. With negative (-) settings, the closed sound is heard when the pedal is advanced deeply.

7 Press the [OK] button to confirm the settings.  
If you decide to discard the changes, press the [CANCEL] button.

■ **Checking the pad model and the corresponding zones**

Here's how to check the model of pad that is assigned by the wizard, and the zones that can be played from that pad.

1 In the TRIGGER SETUP page, press [PAGE ►] to access the INFO page.



**NOTE**

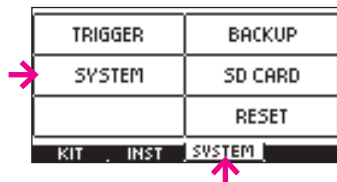
If the model of pad is incorrect, execute the trigger setup wizard again.

## 9 System parameters

Here you can make settings for the entire aD5.

### ■ Entering the system parameter screen

- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [SYSTEM].



The SYSTEM screen OPTION page appears.

### ■ Option settings

- 1 Use [▲][▼] to select a parameter, and use the value knob to edit the setting.

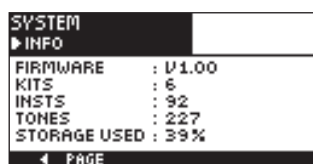


Parameters

<b>LCD Contrast</b>	Adjusts the contrast of the display.
<b>LCD Brightness</b>	Adjusts the brightness of the display.
<b>Auto Power Off</b>	The aD5 automatically turns off the power to save electricity when it has not been played or operated for 30 minutes. Here you can specify the time until when the power automatically turns off. 30 mins : The power turns off after 30 minutes. 4 hours : The power turns off after four hours. DISABLE : The power does not turn off automatically.

### ■ Information about the unit

- 1 Press [PAGE ►] to access the INFO page.



Parameters

<b>FIRMWARE</b>	Version of the firmware
<b>KITS</b>	Number of saved drum kits
<b>INSTS</b>	Number of saved instruments
<b>TONES</b>	Number of saved tones
<b>STORAGE USED</b>	Amount of internal storage used

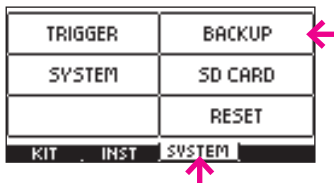


# 10 Backup

The contents of the aD5's internal storage can be backed up to an SD card. Insert your SD card into the aD5.

## ■ Entering the backup screen

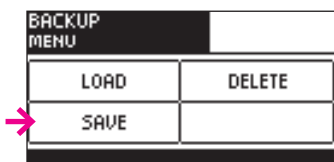
- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [BACKUP].



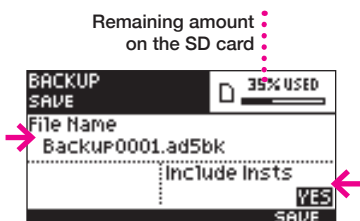
The BACKUP screen MENU page appears.

## ■ Saving a backup

- 1 Press [SAVE].



- 2 Select a parameter, and use the value knob to edit the setting.



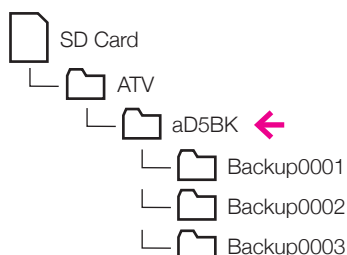
Parameter

<b>File Name</b>	Enter a file name for the backup. A name entry screen appears.
<b>Include Insts</b>	Specifies whether instruments are included in the backup. YES : All the data in the aD5 is saved, including instruments and tones. The backup will occupy a larger size, and it will take longer to save or load. Choose YES if you want to load the backup into a different aD5 unit. NO : Only the drum kits and trigger setup is saved; the instruments are not included. If you load this backup into an aD5 unit that does not have the same instruments or tones, some instruments might not produce sound.

- 3 Press [SAVE].  
If you decide to cancel without saving, press the [CANCEL] button.

A progress bar is shown while the data is being saved. When saving is complete, the screen indicates "Completed."

### Backup save location



The backup is saved as several files in a folder. If you copy the backup, copy the entire folder.

### NOTE

To avoid losing important data, we recommend that you save a backup regularly.

### NOTE

If the SD card does not have sufficient free capacity, the screen indicates "Not enough memory on the SD card."

### NOTE

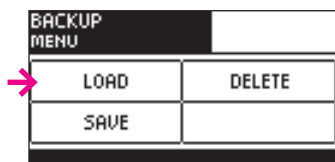
Do not turn off the power or remove the SD card while data is being saved.

### NOTE

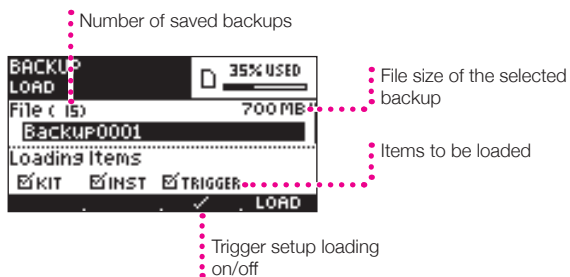
It will take more than fifteen minutes to save a backup that includes instruments. This will vary depending on the amount of instrument data.

■ Loading a backup

1 Press [LOAD].



2 Use the value knob to select the backup file that you want to load.



If you want to load only drum kit and instrument data into another aD5 unit, turn trigger setup loading off.

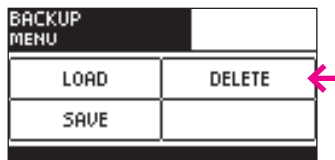
3 Press [LOAD].  
If you decide to cancel without loading, press the [CANCEL] button.

A progress bar is shown while the data is being loaded.  
When loading is complete, the screen indicates "Completed."

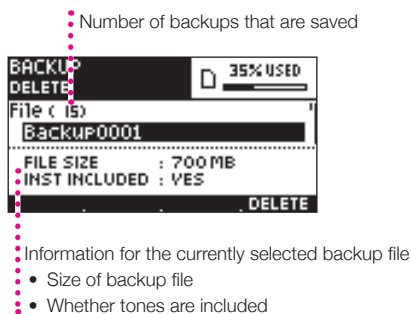
4 Press the power button to turn off the power, and then turn the power on again.

■ Deleting a backup

1 Press [DELETE].



2 Use the value knob to select the backup file that you want to delete.



3 Press [DELETE].

A confirmation screen appears.

4 Press the [OK] button to delete the backup file.  
If you decide to cancel without deleting, press the [CANCEL] button.

**NOTE**

All data in the aD5 will be deleted.

**NOTE**

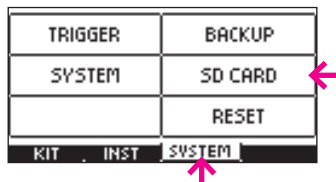
It takes more than fifteen minutes to load a backup that includes the instruments.  
This will vary depending on the amount of instrument data.

## 11 SD card

Here you can view information about an SD card, or format the card.

### ■ Entering the SD card screen

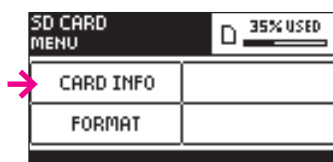
- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [SD CARD].



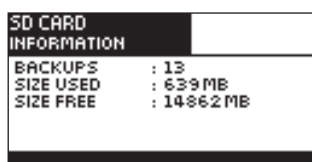
The SD CARD screen MENU page appears.

### ■ Card information

- 1 Press [CARD INFO].



The INFORMATION page appears.

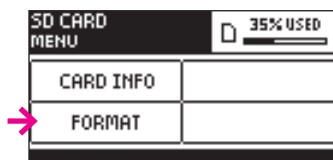


Parameters

<b>BACKUPS</b>	Number of backup files that are saved
<b>SIZE USED</b>	Amount used
<b>SIZE FREE</b>	Amount remaining

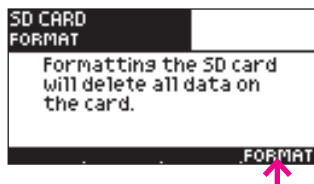
## ■ Formatting a card

1 Press [FORMAT].



The FORMAT page appears.

2 Press [FORMAT].



A confirmation screen appears.

3 Press [OK] to execute formatting.

If you decide to cancel without formatting, press [CANCEL].

When formatting is completed, the screen indicates "Completed."

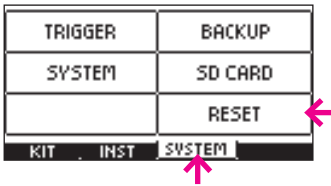
## WARNING

Executing the format operation will delete the entire contents of the SD card.

## 12 Reset

### ■ Entering the reset screen

- 1 In the home screen, press [≡].
- 2 Select the [SYSTEM] tab, and press [RESET].



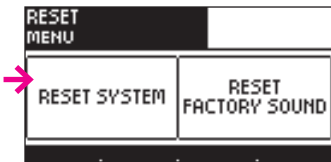
The RESET screen MENU page appears.

### ■ System reset

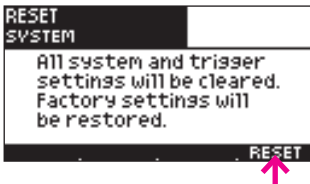
This returns the following parameters to their default values.

- System parameters (Option)
- Trigger setup parameters
- Best kit registrations
- Kit group names

- 1 Press [RESET SYSTEM].



- 2 Press [RESET].



A confirmation screen appears.

- 3 Press [OK] to execute system reset.  
If you decide to cancel without resetting, press [CANCEL].

When reset is completed, the screen indicates "Completed."

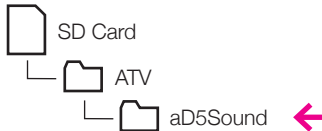
- 4 Press the power button to turn the power off, and then turn the power on again.

## Restoring the factory-set sounds

To completely return the aD5 to its factory-set state, you can restore the factory sounds. To do this, you'll need an SD card and a factory sound data file which you can download from the ATV website.

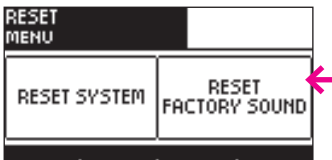
### Steps on your Mac/PC

- 1 Download the factory sound data file from the ATV website.  
<http://products.atvcorporation.com/drums/ad5/>
- 2 Decompress the downloaded file "aD5Sound.zip."  
 Decompressing the file creates a folder named "aD5Sound."
- 3 Place the "aD5Sound" folder in the "ATV" folder of the SD card.



### Steps on the aD5

- 4 Insert the SD card into the aD5.
- 5 Press [RESET FACTORY SOUND].



A message appears, informing you that the drum kits and instruments will be erased.

- 6 Press [NEXT].  
 The screen shows the steps for the reset.
- 7 Press [NEXT].  
 The screen shows the steps for the reset.
- 8 Press [RESTORE].



A confirmation screen appears.

- 9 Press [OK] to execute the factory sound restore operation.  
 If you decide to cancel without restoring, press [CANCEL].

When the restore is completed, the screen indicated "Completed."

- 10 Press the power button to turn the power off, and then turn the power on again.

The factory-set sounds are restored.

## NOTE

All of the data in the aD5 will be deleted. To safeguard against accidentally deleting important data, we recommend that you make a backup (p. 33).

## NOTE

It will take 15 minutes or more for the factory sound data to be restored.

## 13 Other information

### ■ Troubleshooting

Problem	Points to check, or action to take
<b>No sound / Insufficient volume</b>	
A specific pad produces no sound or insufficient volume	<ul style="list-style-type: none"> <li>• Could the pad level be lowered? ("Specifying the volume and pan of a pad" (p. 15))</li> <li>• Is an instrument assigned to the pad? ("Changing the instrument of each pad" (p. 14))</li> <li>• Is the pad's trigger setup appropriate? Execute the trigger setup wizard. ("Trigger Setup Wizard" (p. 28))</li> <li>• Is the trigger cable connected correctly?</li> <li>• Are you using the included multi-trigger cable?</li> </ul>
A specific zone's sound is not played, is not loud enough, or is the wrong sound	<ul style="list-style-type: none"> <li>• Could you have changed the instrument's tone assign setting? ("Tone assign" (p. 19))</li> <li>• Could the instrument's tone level be lowered? ("Adjusting the volume of each zone" (p. 20))</li> <li>• Execute the trigger setup wizard for the pad. ("Trigger Setup Wizard" (p. 28))</li> </ul>
A specific drum kit does not produce sound, or is not loud enough	<ul style="list-style-type: none"> <li>• Could the kit volume be lowered? ("Adjusting the volume of the entire drum kit" (p. 13))</li> </ul>
No sound from OUTPUT	<ul style="list-style-type: none"> <li>• Check whether there is sound from PHONES.</li> </ul>
<b>Pad/Trigger</b>	
When you strike a pad, other pads also sound	<ul style="list-style-type: none"> <li>• Execute the crosstalk cancel wizard. ("Crosstalk Cancel Wizard" (p. 27))</li> </ul>
When you strike a pad, two or three notes are sounded	<ul style="list-style-type: none"> <li>• Execute the trigger setup wizard. ("Trigger Setup Wizard" (p. 28))</li> </ul>
Sound is not produced when you strike softly Sound is soft even when you strike strongly	
It's difficult to play a rimshot on a mesh pad	<ul style="list-style-type: none"> <li>• In trigger setup, adjust Head-Rim Adj toward the R side. ("Fine adjustments to the trigger setup" (p. 30))</li> </ul>
Striking the head of a mesh pad produces a rimshot	<ul style="list-style-type: none"> <li>• In trigger setup, adjust Head-Rim Adj toward the H side. ("Fine adjustments to the trigger setup" (p. 30))</li> </ul>
Can't control hi-hat open/close. Foot-close won't sound.	<ul style="list-style-type: none"> <li>• Execute the trigger setup wizard. ("Trigger Setup Wizard" (p. 28))</li> <li>• Turn the aD5's power off and on again.</li> </ul>
<b>Backup / SD card</b>	
SD card is not recognized / Saving to SD card is too slow	<ul style="list-style-type: none"> <li>• Format the SD card on the aD5. ("Formatting a card" (p. 36))</li> </ul>

### ■ List of messages

Message	Meaning / Solution
The preset Inst/Tone can not be deleted.	Preset instruments cannot be deleted.
Can not delete. This inst is used by kit.	Instruments used by a drum kit cannot be deleted.
Illegal name	The name is not valid. You can't specify the following names. <ul style="list-style-type: none"> <li>• Names that start with a period</li> <li>• Names consisting of only spaces</li> </ul>
Another kit/inst/backup with the same name has been found.	A drum kit, instrument, or backup of the same name already exists. Specify a different name.
The same group name has been found.	A kit group of the same name already exists. Specify a different name.
Not enough memory on the SD card.	The free space on the SD card is insufficient.
File not found.	The necessary file cannot be found. Check the following items. <ul style="list-style-type: none"> <li>• Is the file correct?</li> <li>• Is the file in the specified location?</li> </ul>
Unformatted.	The SD card has not been formatted. Format the card.
SD card error.	Failed to read data from the SD card. Try the operation again.
Internal Storage Full.	There is insufficient free space in internal storage. Delete unneeded tones.
Internal Memory Error.	Try restarting the aD5 several times. If this message continues to be displayed, upload a previously-saved backup, or restore the factory-set sounds (p. 38). If this message is still displayed, it could be that the internal memory has malfunctioned. Contact your dealer or ATV support.

## ■ Support

Refer to the following URL for frequently asked questions, firmware updates, and other information.



<http://products.atvcorporation.com/drums/ad5/>

## ■ Specifications

Electronic Drum Sound Module

Model: aD5

Item	Specifications
Connection jacks / Interfaces	OUTPUT L/R: mono phone x 2 PHONES: stereo phone AUDIO IN: stereo mini-phone MULTI TRIGGER INPUT: dedicated multi-connector AUX TRIGGER INPUT 1/2: TRS phone USB 2.0: type B connector (High Speed) ATV LINK: RJ45 LAN connector SD CARD: SD/SDHC card DC IN: only for the included AC adapter
Power supply	DC 12 V
Current consumption	600 mA
Dimensions	197 (W) x 144 (D) x 73 (H) mm
Weight	1.1 kg

\* Specifications and appearance of this product are subject to change without notice for improvement.





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