

Drums
Millenium

MPS-1500 Hybrid-X

User Manual

Sampling Percussion Pad

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1 General information

This document contains important instructions for the safe operation of the product. Read and follow the safety instructions and all other instructions. Keep the document for future reference. Make sure that it is available to all those using the product. If you sell the product to another user, be sure that they also receive this document.

Our products and documentation are subject to a process of continuous development. They are therefore subject to change. Please refer to the latest version of the documentation, which is ready for download under ➔ www.thomann.de.

1.1 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this document.

Signal word	Meaning
DANGER	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
WARNING	This combination of symbol and signal word indicates a possible dangerous situation that can result in death or serious injury if it is not avoided.
NOTICE	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.

Warning signs	Type of danger
	Warning – danger zone.
	Warning – high-voltage.

2 Safety instructions

Intended use

The Percussion Pad converts digital trigger signals from drum pads to various percussion sounds. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety



DANGER

Risk of injury and choking hazard for children!

Children can suffocate on packaging material and small parts. Children can injure themselves when handling the device. Never allow children to play with the packaging material and the device. Always store packaging material out of the reach of babies and small children. Always dispose of packaging material properly when it is not in use. Never allow children to use the device without supervision. Keep small parts away from children and make sure that the device does not shed any small parts (such as knobs) that children could play with.



DANGER

Danger to life due to electric current!

Within the device there are areas where high voltages may be present. Never remove any covers. There are no user-serviceable parts inside. Do not use the device when covers, safety equipment or optical components are missing or damaged.



WARNING

Possible hearing damage due to high volumes on speakers or headphones!

With speakers or headphones connected, the device can produce volume levels that may cause temporary or permanent hearing impairment. Over an extended period of time, even levels that seem to be uncritical can cause hearing damage. Do not operate the device permanently at a high volume level. Decrease the volume level immediately if you experience ringing in your ears or hearing impairment.



NOTICE

Damage to the device if operated in unsuitable ambient conditions!

The device can be damaged if it is operated in unsuitable ambient conditions. Only operate the device indoors within the ambient conditions specified in the "Technical specifications" chapter of this user manual. Avoid operating it in environments with direct sunlight, heavy dirt and strong vibrations. Avoid operating it in environments with strong temperature fluctuations. If temperature fluctuations cannot be avoided (for example after transport in low outside temperatures), do not switch on the device immediately. Never subject the device to liquids or moisture. Never move the device to another location while it is in operation. In environments with increased dirt levels (for example due to dust, smoke, nicotine or mist): Have the device cleaned by qualified specialists at regular intervals to prevent damage due to overheating and other malfunctions.



NOTICE

Damage to the external power supply due to high voltages!

The device is powered by an external power supply. The external power supply can be damaged if it is operated with the incorrect voltage or if high voltage peaks occur. In the worst case, excess voltages can also cause a risk of injury and fires. Make sure that the voltage specification on the external power supply matches the local power grid before plugging in the power supply. Only operate the external power supply from professionally installed mains sockets that are protected by a residual current circuit breaker (FI). Ensure that the power cord plug is easily accessible at all times if it is the only device to safely disconnect the device from the mains supply. As a precaution, disconnect the power supply from the power grid when storms are approaching or if the device will not be used for a longer period.

NOTICE

Damage to the device due to use of unsuitable external power supplies!

If the device is operated with an unsuitable external power supply, the device can be damaged by overvoltage or incorrect polarity. If things go badly, using an unsuitable power supply can also cause a risk of injury and fire. Only use the external power supply designated for the device or an equivalent external power supply with identical parameters. If in doubt, compare the voltage specifications on the external power supply and the polarity (+/-) with the specifications in this manual and printed on the device. Voltage and polarity must always match.

NOTICE

Possible staining due to plasticiser in rubber and foam feet!

The plasticiser in the feet of this product may react with the coating of the floor, resulting in permanent dark stains after a while. If necessary, use a suitable mat or felt pads to prevent direct contact between the product's feet and the floor.

3 Features

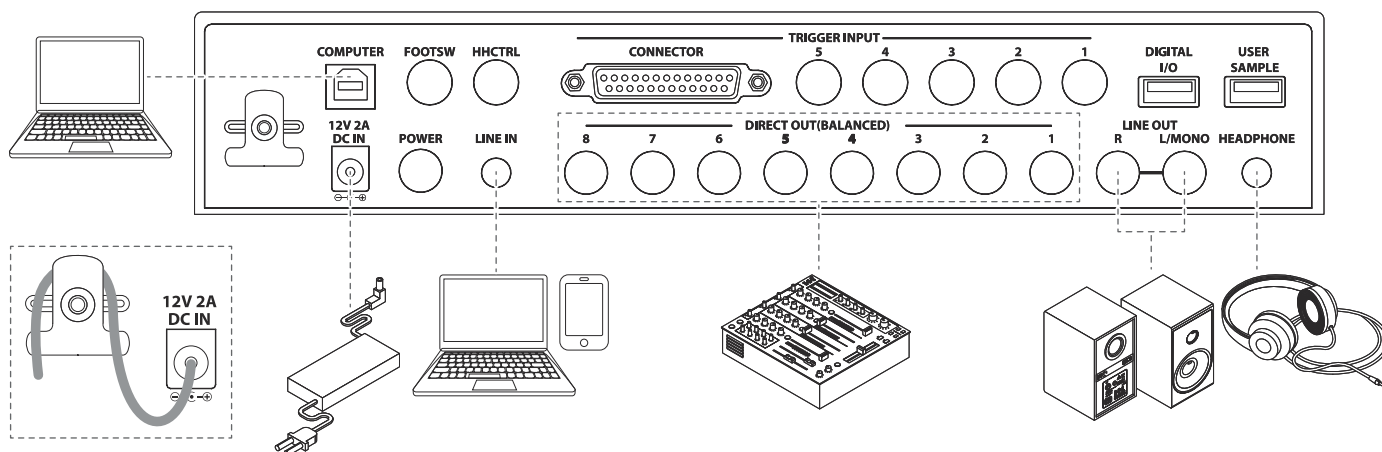
Special features of the device:

- Sampling percussion pad with extensive sound library and polyphony
- Nine velocity-sensitive and freely programmable drum pads.
- 3,622 sounds
- 80 preset kits
- 80 user kits
- 4.3" TFT-LC colour display for clear and intuitive operation
- 500 MB memory for up to 600 custom user samples
- 4-band equalizer and compressor
- Reverb, chorus, flanger, tremolo and delay effect
- Adjustable trigger parameters such as gain, threshold, sensitivity, mask time and curve
- Metronome with routing function: The metronome can be adjusted in tempo, volume, time signature and sound and specifically routed to headphones or line outputs.
- Input and output connections:
 - 14 external trigger inputs, of which five are additional trigger inputs
 - Eight balanced direct-out outputs that allow separate mixing of individual instruments in a live or studio setup
 - Line input
 - Line output
 - USB interfaces
 - Headphone output
 - Foot switch input
 - Hi-hat controller input
- Sending and receiving MIDI data via the USB interface
- Assignment of MIDI notes
- Individual settings for colour and mode for the illumination of each pad and the side logo
- 16 customisable colour presets (HSV/RGB)
- Bluetooth® audio
- Module plate (included)

4 Installation and starting up

Unpack and check carefully there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the product against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively.

Create all connections while the device is off. Use the shortest possible high-quality cables for all connections. Take care when running the cables to prevent tripping hazards.



Setup, connecting pads and pedals

Setup and assembly of the pads and pedals are described in detail in the enclosed assembly instructions.

- ➔ Check that all connection cables between the pads and the device are correctly connected.

Connecting the plug-in power supply

1. ➔ Connect the supplied plug-in power supply to the connection socket for the plug-in power supply on the device.
2. ➔ Plug the mains plug into the socket.
3. ➔ To protect against unintentional removal, attach the power cable to the cable holder.

Connecting audio devices

1. ➔ Connect the inputs of the amplifier or active monitor to the output sockets [LINE OUT/R]/[LINE OUT / L/MONO].
If you are using a mono amplifier, connect its input to the output jack [LINE OUT / L/MONO].
2. ➔ Connect the inputs of the mixer or audio interface to the output jacks [DIRECT OUT(BALANCED)/1...8].
3. ➔ Connect the audio device (e.g. tablets, smartphones or computers) to the input socket [LINE IN].

Connecting headphones

- ➔ Connect the headphones to the [HEADPHONE] output jack.

Connecting USB devices

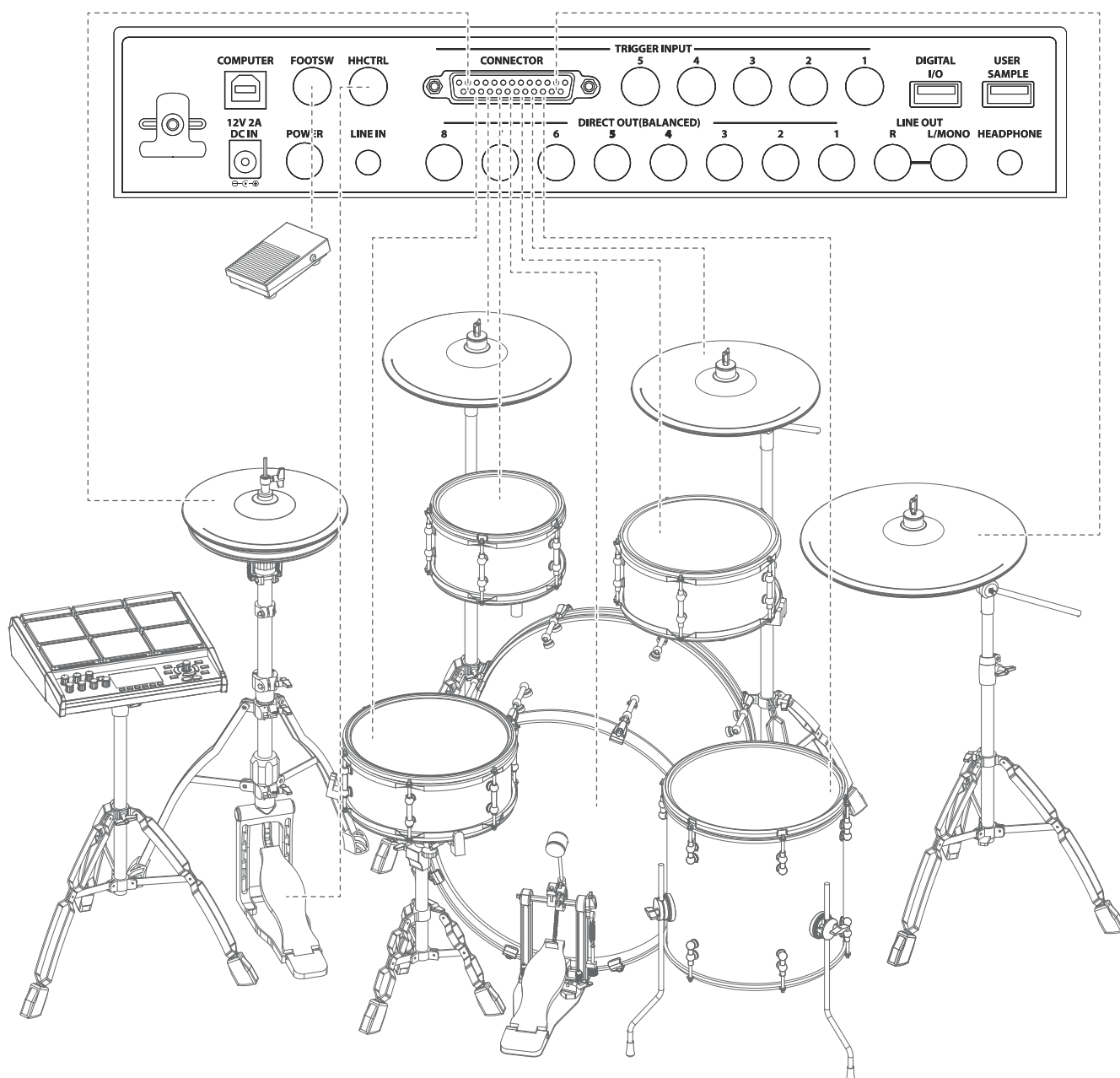


Use a current operating system still supported by the provider to avoid technical difficulties.

→ Connect the computer to the [COMPUTER] USB interface.

Connecting pads (optional)

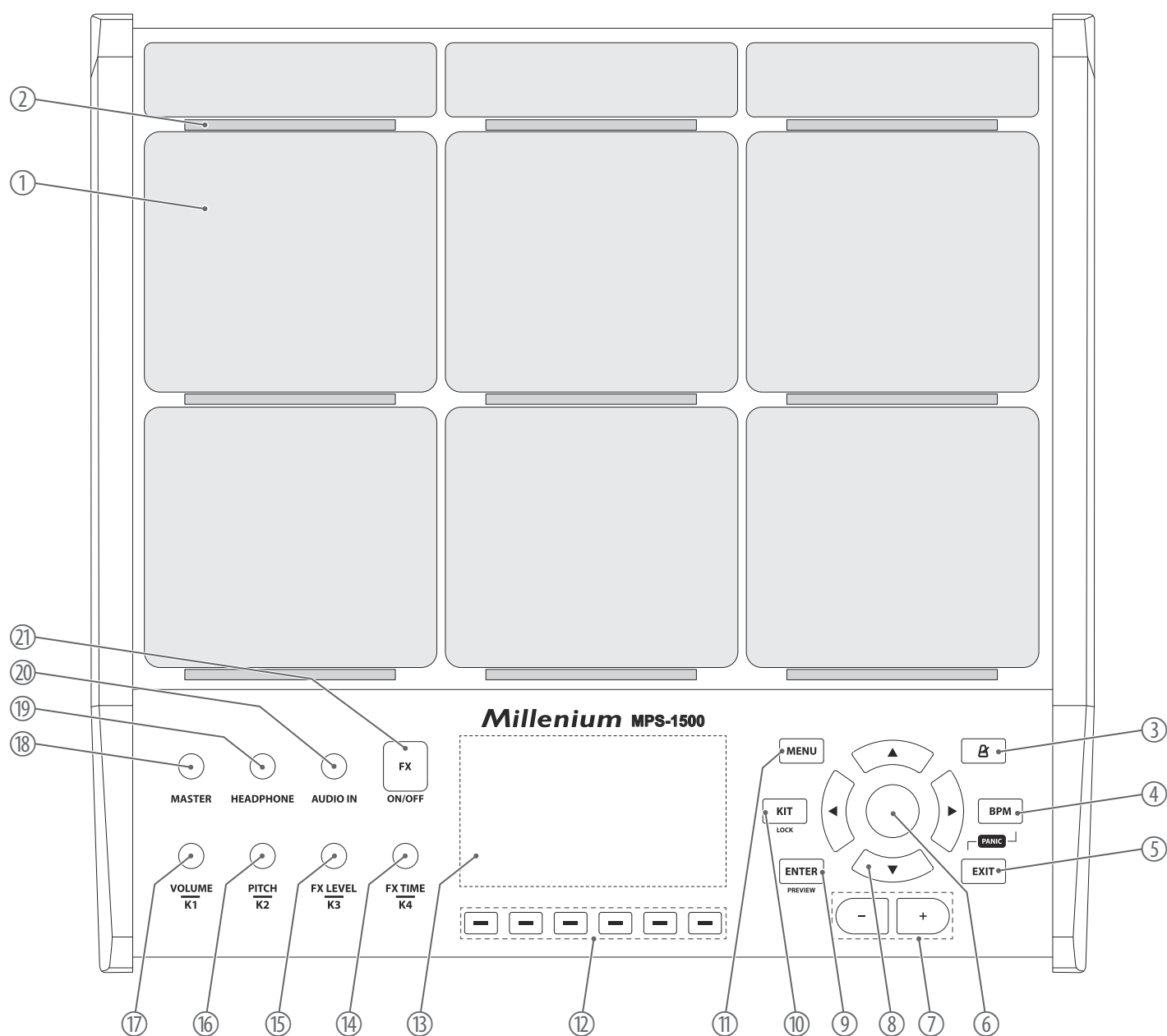
The following figure serves as an example and may differ from the real use case.



1. → Connect the supplied D-sub connector of the pad connection cable to the D-sub input socket [TRIGGER INPUT/CONNECTOR] and other pads to the input sockets [TRIGGER INPUT/1...5].
2. → Connect the hi-hat controller to the input socket [HHCTRL].
3. → Connect the external foot switch to the [FOOTSW] input socket.

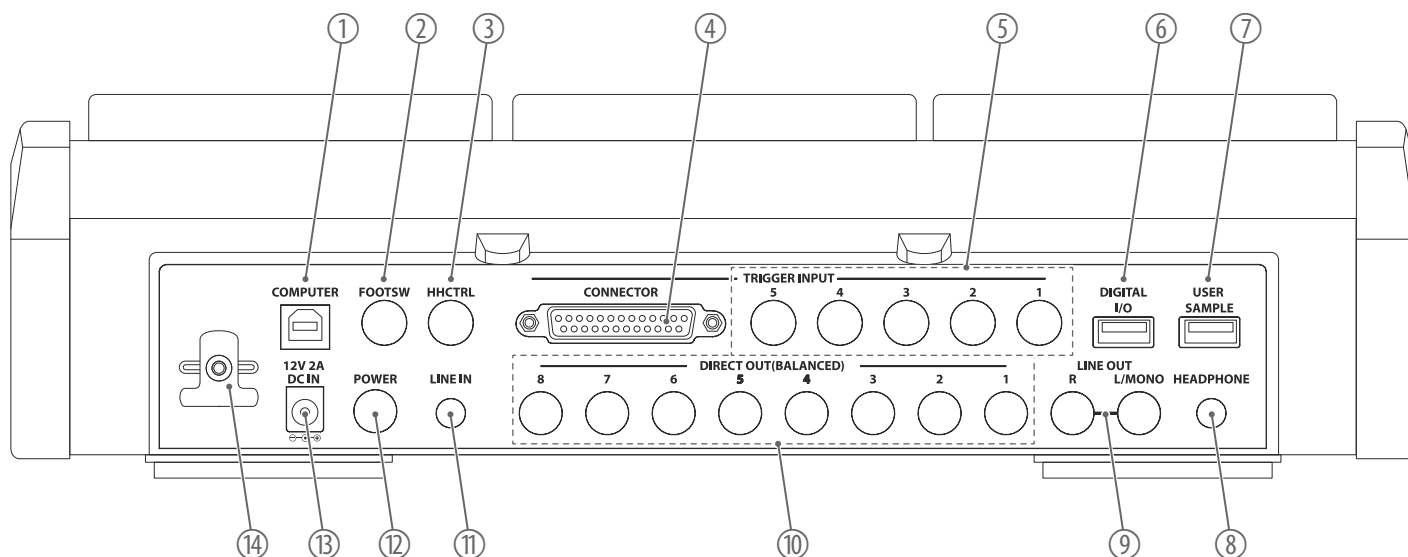
5 Connections and controls

Top



1	Nine velocity-sensitive and freely programmable drum pads.
2	Drum pad LED When a pad is played, the corresponding LED below the pad lights up.
3	 Switches the metronome on and off
4	[BPM] Opens the metronome menu.
5	[EXIT] Opens the main menu and aborts the setting.
6	Rotary control for quick selection of values and for navigating through multiple options in various menus.
7	[-/+] Selects values and navigates through multiple options in different menus.
8	▲/▶/▼/◀ Selects values and navigates through multiple options in different menus.
9	[Enter/PREVIEW] Opens the submenu and confirms the setting.
10	[KIT/LOCK] Opens the drum kit menu and activates the key lock.
11	[MENU] Opens the main menu for various settings.
12	Function buttons The functions are displayed.
13	Display
14	[FX TIME/K4] Controls the effect duration of the current drum kit or the fourth parameter in the menu.
15	[FX LEVEL/K3] Controls the effect strength of the current drum kit or the third parameter in the menu.
16	[PITCH/K2] Controls the pitch of the most recently played pad or the second parameter in the menu.
17	[VOLUME/K1] Controls the volume of the most recently played pad or the first parameter in the menu.
18	[MASTER] Controls the volume of the line outputs.
19	[HEADPHONE] Controls the volume of the headphone output.
20	[AUDIO IN] Controls the volume of the line inputs and Bluetooth®.
21	[FX / ON/off] Turns the effects on and off for the current drum kit.

Rear panel



- | | |
|----|---|
| 1 | [COMPUTER] USB interface for connecting a computer (MIDI data, firmware update), designed as a USB-B socket |
| 2 | [FOOTSW] Input socket for connecting an external foot switch (e.g. kick drum pedal), designed as a 6.35 mm jack socket |
| 3 | [HHCTRL] Input socket for connecting a hi-hat controller, designed as a 6.35 mm jack socket |
| 4 | [TRIGGER INPUT/CONNECTOR] Input socket for connecting an external trigger, designed as a 25-pin D-sub connector |
| 5 | [TRIGGER INPUT/1...5] Input sockets for connecting an external trigger, designed as a 6.35 mm jack socket |
| 6 | [DIGITAL I/O] USB interface for connecting a pad or creating backups, designed as a USB-A socket |
| 7 | [USER SAMPLE] USB interface for loading user samples or updates of the sound bank, designed as USB-A socket
The contents of the USB storage medium are checked when the device is switched on. Remove the USB storage medium before switching on to avoid updating the sound bank. |
| 8 | [HEADPHONE] Output socket for connecting headphones, designed as a 3.5 mm jack socket |
| 9 | [LINE OUT/R]/[LINE OUT / L/MONO] Output sockets for connecting an amplifier or active monitor (mono left, stereo left/right), designed as a 6.35 mm jack socket |
| 10 | [DIRECT OUT(BALANCED)/1...8] Direct out output for connecting a mixer or an audio interface, designed as a 6.35 mm jack socket
The individual sounds (e.g. snare, toms, etc.) are sent to the mixer or the audio interface. The individual elements of the drum kit can be mixed, processed and provided with effects independently of each other. |
| 11 | [LINE IN] Input socket for connecting audio devices (e.g. tablets, smartphones or computers), designed as a 3.5 mm jack socket |
| 12 | [POWER] Turns the device on and off. |
| 13 | [12V 2A DC IN] Input socket for connecting the 12V plug-in power supply to the power supply |
| 14 | Cable holder for attaching the power cable to prevent unintentional removal |

6 Operating

6.1 Switching the device on and off

1. ➤ Make sure that the volume of all devices is set to minimum.
2. ➤ Press **[POWER]** to turn on the device.
 - ➔ The display shows the drum kit menu.
3. ➤ To turn off the device, press **[POWER]**.
 - ➔ The display goes out.

Setting the standby mode



If the device is not used for 15 minutes, it automatically enters standby mode.

You can set the time after which the device automatically switches to standby mode (5 minutes, 10 minutes, 15 minutes or 20 minutes).

1. ➤ Go to '**MENU** → **OPTION** → **AUTO OFF**'.
2. ➤ Set the required time (5 minutes, 10 minutes, 15 minutes or 20 minutes) for standby operation.

6.2 Navigating the menu

You can navigate the menu using the arrow keys or the rotary control.

1. ➤ Press **[MENU]** to open the main menu.
2. ➤ To select values and navigate through the menu, press **▲/▶/▼/◀**.
3. ➤ To change the displayed value, use the rotary control or press **[-/+]**.
4. ➤ To open the submenu or confirm the value, press **[ENTER/PREVIEW]**.
5. ➤ To return to the main menu or cancel the setting, press **[EXIT]**.

6.3 Adjusting the volume of the audio devices

You can adjust the volume of the audio devices using the controls on the top of the device.

1. ➤ Strike the pads with the drumstick – from gentle to powerful.
2. ➤ Set the volume to suit the audio device and the output you are using:

Controls	Setting
[MASTER]	Controls the volume of the [LINE OUT/R]/[LINE OUT / L/MONO] line outputs.
[HEADPHONE]	Controls the volume of the [HEADPHONE] headphone output.
[AUDIO IN]	Controls the volume of the [LINE IN] and Bluetooth® line inputs.

6.4 Playing drum pads

The sampling percussion pad offers 3,622 pre-programmed sounds that are played via the nine pads, as well as 160 pre-installed drum kits that can also be played via the external triggers.

Due to velocity sensitivity, the volume of the pads being played can be changed through the intensity of the strike, which means the harder the strike , the louder the sound produced.

The pads can be played with drum sticks. When a pad is played, the corresponding LED below the pad lights up.

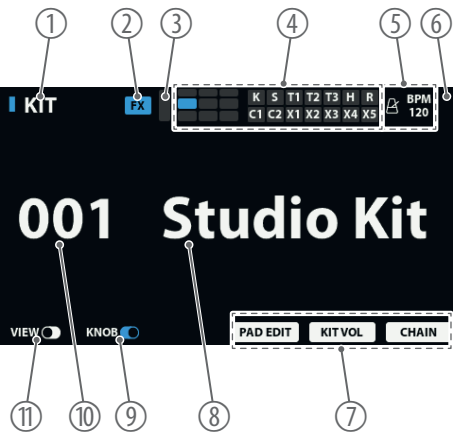
6.5 Setting the drum kit

A drum kit is a compilation in which a specific sound and several sound parameters are assigned to each trigger. By selecting a drum kit, you can adjust the sound of your sampling percussion pad to the required music genre in seconds.



The user kits are copies of the preset kits by default.

Only user kits can be deleted. Preset kits cannot be deleted.



1	Menu
2	Effect (On/Off)
3	Tempo display
4	Trigger indicator
5	Metronome (On/Off, Tempo)
6	Bluetooth® status
7	Function keys 'PAD EDIT', 'KIT VOL' and 'CHAIN'
8	Kit name
9	Control for the settings (On/Off)
10	Kit number
11	Preview of the assigned sounds for each pad (On/Off)

Selecting a drum kit

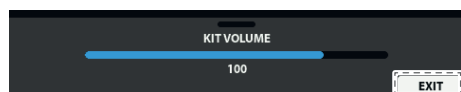
1. ➔ To open the drum kit menu, press [KIT/LOCK].

➔ The display shows the drum kit number and the drum kit name.
2. ➔ Use the rotary control or press [-/+] to select the required drum kit.
- 

To end all existing sounds, press [BPM] and [EXIT] simultaneously.

Adjusting the volume of the drum kit

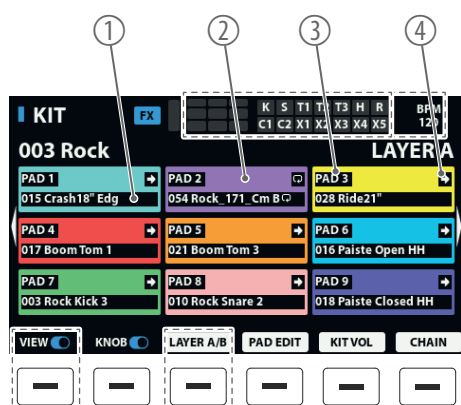
'KIT VOL' is used to adjust the overall volume of the selected drum kit. This allows you to tune different drum kits to consistent levels when changing presets. This ensures smooth transitions during performances or recordings.



1. ➤ Press the 'KIT VOL' function button.
2. ➤ To adjust the volume, use the rotary control or press [-/+].
3. ➤ Press the 'EXIT' function key.

Displaying instruments of the drum kit

You can use 'VIEW' to immediately check the names of the pad sounds in the drum kit menu with a simple press of a button. The view displays the assigned sound for each pad without you having to call up the editing menus. This quick reference feature will help you streamline your workflow during performances or sound selection.



1	Voice name
2	LED colour
3	Path name
4	Pad mode: ■ One Shot: An audio sample with a single trigger that is fully played once and then stops. ■ Loop: A repeating audio segment that is continuously repeated until it is manually stopped. ■ Control: Assigned non-audio function in the 'CONTROL' menu.

1. ➤ Press the 'VIEW' function key.
2. ➤ To go to the next page, press ◀/▶.
3. ➤ To open the configuration in the other level, press the 'LAYER A/B' function key.
4. ➤ To return to the first page, press the 'VIEW' function button.

6.6 Adjusting the volume and pitch of the pads

[VOLUME/K1] allows you to adjust the volume of each drum pad so that you can balance the volume of the entire drum kit. [PITCH/K2] allows you to change the pitch (high or low) of each pad and thus adapt the drum sounds to different styles.



1. ➤ To enable the controls for the settings, press the 'KNOB' function button.
2. ➤ Strike a pad.
➔ The trigger indicator highlights the active pad.
3. ➤ Use [VOLUME/K1] to set the required volume and [PITCH/K2] to set the required pitch.
4. ➤ To set levels A and B at the same time, press the 'LINK' function button.





5. ➔ To delete all settings and restore the previous settings, press the 'DISCARD' function button.

6.7 Adjusting the effects

You can assign several effects to each single drum kit. The effects always affect all pads and external triggers and cannot be assigned to individual pads.

[FX LEVEL/K3] allows you to control the intensity of the built-in effects that are applied to the current drum kit. [FX TIME/K4] allows you to control the duration of reverb and delay as well as the modulation rate.



1. ➔ To enable the controls for the settings, press the 'KNOB' function button.
2. ➔ Use [FX LEVEL/K3] to set the required intensity and [FX TIME/K4] to set the required duration of the effect.



3. ➔ To change the selected effect, press the 'FX' function buttons.



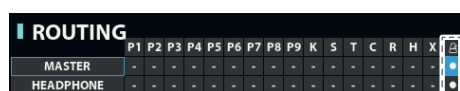
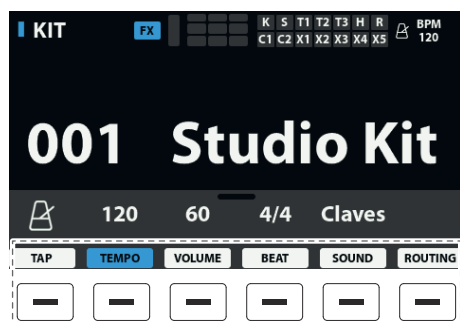
4. ➔ To delete all settings and restore the previous settings, press the 'DISCARD' function button.

6.8 Adjusting the metronome

The metronome provides an even click track to help you maintain accurate timing and rhythm. It allows adjustable settings for tempo, time signature, sound and routing for versatile sessions.

The routing option can be set for live performances and studio recordings, allowing you to send individual drum and metronome signals to separate outputs to take advantage of advanced mixing and monitoring capabilities.

1. ➔ To switch the metronome on and off, press [M] .
2. ➔ To open the metronome menu, press [BPM].



3. To select the required value, press the respective function buttons:

Function button	Setting
'TAP'	Sets the metronome speed by manually rhythmically tapping a button.
'TEMPO'	Numerically adjusts the beats per minute (BPM).
'VOLUME'	Adjusts the volume.
'BEAT'	Sets the time signature (e.g. 3/4, 4/4) that matches the musical structure.
'SOUND'	Sets the click tone (for example, woodblock, beep) for the metronome pulse.
'ROUTING'	Routes the metronome to the headphone or line output.

4. To set 'TEMPO', 'VOLUME', 'BEAT' and 'SOUND', use the rotary control or press [-/+].

5. To set the routing function, use ▲/▶/▼/◀ to navigate to the last column.

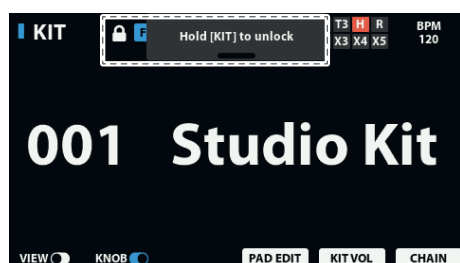
6. To select the channel, press ▲/▼.

Channel	Setting
'METRONOME ROUTING'	'MASTER': Outputs the click track on the main output. 'HEADPHONE': Outputs the click track on the headphones.
'DRUM CHANNEL ROUTING'	Assigns the drum sounds to individual direct-outs (max. 8).

7. To route the metronome to the selected channel, turn the rotary control clockwise or press [+].

To mute the metronome in this channel, turn the rotary control anti-clockwise or press [-].

6.9 Enabling key lock



Key lock allows you to prevent accidental settings changes during performances and other situations where the configuration could be overwritten.

— To activate the key lock, hold down [KIT/LOCK].

- ➔ All functions are locked, apart from setting the volume of [MASTER], [HEADPHONE] and [AUDIO IN], changing the drum kit, turning the metronome on and off and playing the pads.
- ➔ The key lock icon appears on the display.

6.10 Additional functions

KIT NAME	You can use this function to rename the drum kit.
KIT RESET	You can use this function to reset the current drum kit to its default settings or a backup created before this process.
PAD EDIT	You can use this function to set individual pad sounds.

Setting	Description
'VOICE'	Selects the sound sample assigned to the pad.
'VOLUME'	Sets the volume of the pad.
'COARSE PITCH'	Shifts the pitch of the sound in semitone steps (e.g. ± 12 semitones).
'FINE PITCH'	Adjusts the fine adjustment of the pitch in small steps (for example in the cent range).
'PAN'	Adjusts the stereo position of the pad sound (left/right).
'ATTACK'	Controls how fast the sound reaches full volume (for example, softer or harder touch).
'DECAY'	Affects how long the sound lasts after being triggered.
'REVERB SEND'	Determines the proportion of reverb effect for the pad.
'MFX SEND'	Sets the strength of modulation effects (e.g. delay, chorus) for the pad.
'LAUNCH MODE'	Selects the playback behaviour: ■ One shot: play once ■ Loop: continuous repetition
'CURVE'	Sets the velocity response for the volume behaviour (linear, logarithmic, etc.).
'FIXED VELOCITY'	Overrides the dynamic sensitivity so that all strokes are played back at a set volume.
'LAYER TYPE'	Controls how two layers interact with each other.
'LAYER POINT'	Sets the threshold value of the speed at which level B is triggered.

EFFECTS	This function allows you to adjust the effects (reverb/delay/modulation) to improve the sound quality.
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Setting	Description
'REVERB'	Simulates the acoustic space (e.g. room, hall).
'FX LEVEL'	Controls the intensity of the reverb.
'TIME'	Controls the fading length of the effect.
'MODULATION'	Adds a movement (chorus, flanger, phaser).
'FX LEVEL'	Sets the modulation depth.
'TIME'	Determines the rate/speed of modulation.
'DELAY'	Creates the echo repetitions.
'FX LEVEL'	Sets the volume of the echo.
'TIME'	Controls the delay interval (short for slapback, long for rhythmic repetitions).

EQUALIZER

This function can be used to set the general frequency balance of the master output, the headphone or each pad channel.

Setting	Description
'GAIN'	Amplifies or attenuates specific frequency ranges.
'FREQUENCY'	Determines the target frequency band for precise tone shaping.

COMPRESSOR

You can use this function to control the dynamic range of the master output, the headphone or each pad channel for an even volume.

Setting	Description
'RATIO'	Sets the compression strength.
'THRESHOLD'	Defines the dB value at which compression is activated.
'BOOST/MAKEUP GAIN'	Compensates for volume loss after compression.
'ATTACK'	Determines how quickly compression begins after the threshold is exceeded.
'RELEASE'	Specifies the duration of the compression after the value drops below the threshold.

MUTE/LINK

You can use this function to adjust muting between pads or synchronised triggering across multiple pads.

Setting	Description
'MUTE'	Mutes selected pads when another pad is struck.
'LINK'	Triggers several linked pads at the same time.

LED

You can use this function to set the LED colours and lighting modes of the pad.

Setting	Description
'COLOR'	Assigns any colour to individual pads.
'MODE'	Selects LED flash mode: ■ Static: Solid colour at rest. ■ Dynamic: Flashes/colours when struck. ■ BPM: Follows the rhythm of the metronome.
'PLAY BRIGHTNESS'	Sets the brightness during strikes.
'STOP BRIGHTNESS'	Sets the brightness at rest.

COPY You can use this feature to copy or swap pad or drum kit settings.

Setting	Description
'KIT COPY'	Copies the contents to another kit.
'CONTENT'	Determines which part is copied.
'PAD COPY'	Copies the contents from one pad to another pad in a kit.
'SOURCE KIT'	The drum kit from which to copy
'SOURCE PAD'	The pad in the source kit to be copied
'TARGET KIT'	The target kit for the process
'TARGET PAD'	The target path in the target kit

MIDI MIDI (Musical Instrument Digital Interface) is a protocol that allows electronic drums to communicate with external devices (e.g. computers, synthesisers, DAWs) by sending and receiving music data.

Setting	Description
'NOTE NUMBER'	Assigns a specific MIDI note to each trigger.
'CHANNEL'	Sets the MIDI channel (1...16) for pads.
'GATE TIME'	Determines the duration of the note.
'KNOB CONTROL CHANGE'	Assigns physical controllers to MIDI control change parameters.
'KNOB CHANNEL ASSIGNMENT'	Forwards control change parameters to specific MIDI channels.

USER SAMPLE This feature allows you to import and customise audio samples (such as custom drum sounds, loops, or effect sounds) directly to your multipad. Samples can be loaded from a USB drive connected to the [USER SAMPLE] USB interface.

Please note the following requirements for user samples:

USB storage medium	Format	FAT32
	Max. number of displayed entries	Up to 150 files in the root directory
WAVE file	Format	PCM, mono or stereo channels, *.wav
	Sampling rate	44.1 kHz, 48 kHz
	Bit depth	16/24/32 bit (converted to 16 bit)
	Max. size	8.000 samples per channel

Setting	Description
'LOAD'	Loads individual WAV samples from the USB stick.
'LOAD ALL'	Loads all samples at once.
'ERASE'	Deletes individual samples.
'ERASE ALL'	Removes all user samples at once.
'LOOP'	Plays the sample once or as a loop.

CONTROL

This feature allows you to assign customisable functions to a drum pad or foot switch to control important module operations during performances or practice.

Setting	Description
'KIT +/-'	Gradually scrolls through drum kits.
'CHAIN +/-'	Switches between preset chains.
'METRONOME ON/OFF'	Turns the metronome on and off.
'TAP TEMPO'	Sets the tempo by tapping.
'REVERB ON/OFF'	Turns the global reverb effect on and off.
'MODULATION ON/OFF'	Turns the modulation effect on and off.
'DELAY ON/OFF'	Turns the delay effect on and off.
'PANIC'	Immediately ends all sounds on "hanging" notes.

TRIGGER

This feature allows you to optimise your sampling percussion pad's response to pad strikes, sensitivity, dynamics, and trigger accuracy for different drum and cymbal types.

Setting	Description
'GAIN'	Amplifies or decreases the input signal of the pad.
'THRESHOLD'	Sets the minimum velocity required to trigger a sound (prevents false triggering).
'SENSITIVITY'	Sets how strongly the pad reacts to different impact strengths.
'MASK TIME'	Prevents multiple triggering by ignoring further triggers for a specific time.
'RETRIGGER'	Prevents multiple triggering by ignoring low-threshold strikes more gently.
'H/R ADJUST'	Compares the signal strength of the head and rim inputs on the mesh pad and defines which strike is detected.
'SCAN TIME'	Specifies the amount of time the module waits for a single trigger.
'CURVE'	Determines the conversion between strike strength and volume (linear, logarithmic+, exponential-).
'TYPE'	Selects the pad profile (normal, cymbal, mesh head, bar trigger) for accurate detection.
'SPLIT POINT'	Defines the impact strength from which a distinction is made between the snare rim/rim shot (below = cross stick, above = rim shot).
'XTALK'	Crosstalk suppression prevents unwanted triggering of adjacent pads. The intensity can be adjusted (higher = stronger insulation).
'DIGITAL'	Optimises the response of digital pads with advanced sensor systems (e.g. zone calibration, touch status).

TRIGGER HHCTRL

This function can be used to fine-tune the response of the electronic hi-hat to pedal movements. This ensures realistic articulation and dynamic behaviour with open/closed/splash sounds.

Setting	Description
'OPEN'	Sets the value for the fully open hi-hat position.
'CLOSE'	Sets the value for the fully closed hi-hat position.
'OPEN/CLOSE OFFSET'	Adjusts the sensitivity range between "open" and "closed" for smoother transitions.
'CHICK TIME'	Prevents unwanted hi-hat sounds immediately after you close it with your foot.
'SPLASH TIME'	Controls how easily a pedal splash (fast opening of the hi-hat by foot) is triggered.
'TYPE'	Matches the module to the type of your hi-hat controller ("optical" or "resistance"). For a foot switch, select "resistance".

OPTION

This function can be used to make additional system settings.

Setting	Description
'AUTO OFF'	Sets the amount of time (5 minutes, 10 minutes, 15 minutes or 20 minutes) for automatic standby operation.
'BLUETOOTH'	Turns Bluetooth® on/off for wireless audio connection (if supported).
'GLOBAL DYNAMICS'	Adjusts overall pad sensitivity across all kits (compression/expansion of dynamic range).
'TRIGGER SELECT MIN VELOCITY'	Defines the lowest impact strength that is detected in the menu as a valid trigger.

COLOR SET

This function can be used to set the LED colour presets in HSV or RGB.

Setting	Description
'HUE'	Selects the basic colour (0...360° colour spectrum).
'SATURATION'	Controls the colour saturation (from greyscale to bold/bright).
'VALUE'	Adjusts the brightness (from dark to light).
'RGB'	Sets the fine adjustment of the colour mixing by separately adjusting red, green and blue values (0...255 per channel).

BACKUP

This feature allows you to perform comprehensive data management via USB flash drive, allowing you to save and restore configurations to a USB drive connected to [DIGITAL I/O.]

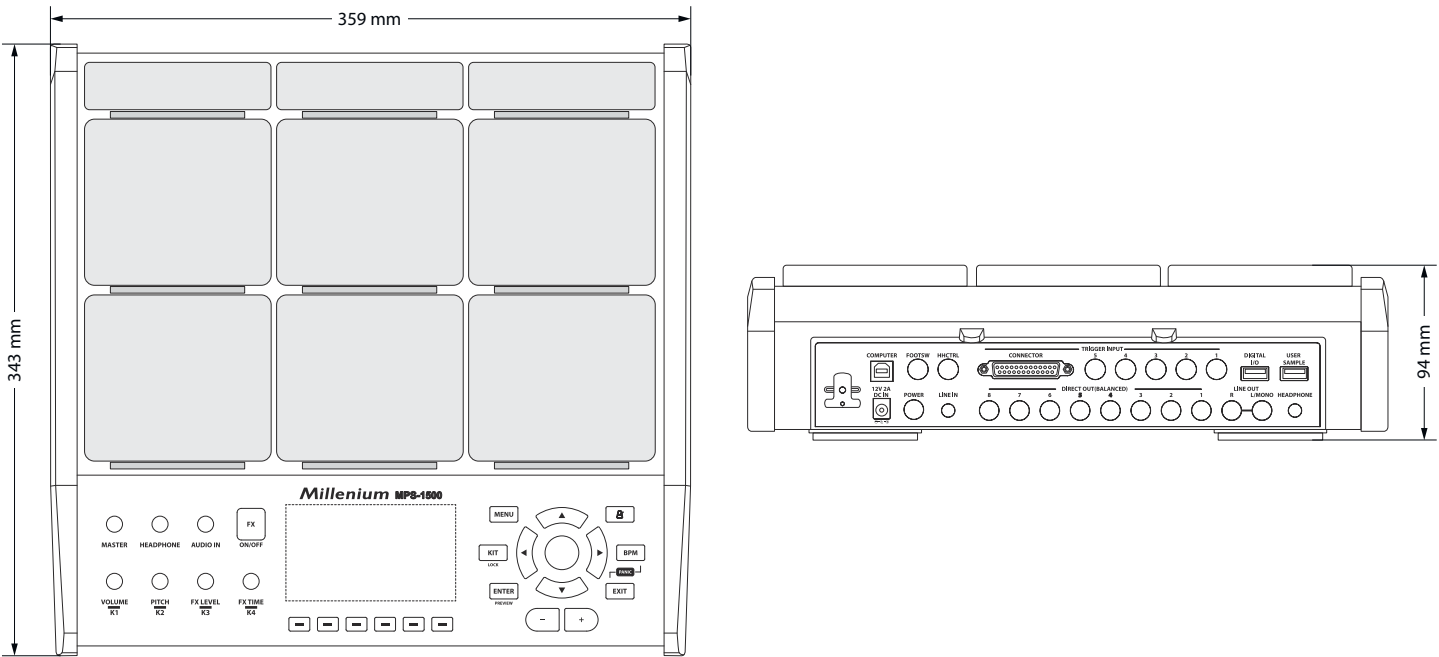
Setting	Description
'KIT'	Stores a single drum kit.
'ALL KITS'	Stores all drum kits.
'CHAIN'	Saves the predefined drum kit sequences (chains).
'TRIGGER SETUP'	Saves the trigger settings in the trigger menu (except Xtalk).
'XTALK SETUP'	Saves the settings for crosstalk suppression.
'SYSTEM SETUP'	Stores other global parameters (for example, options menu, global MIDI/compressor/equalizer settings, etc.).

SYSTEM RESET

This function can be used to reset the device to its original factory settings and delete all custom configurations. This ensures a clean condition for troubleshooting.

Setting	Description
'TRIGGER SETTINGS'	Resets pad sensitivity, thresholds, and settings to factory defaults in the trigger menu.
'XTALK'	Resets the crosstalk suppression values to the minimum.
'SYSTEM EQUALIZER'	Resets the system equalizer to the default values. The kit equalizer is saved with the respective drum kit.
'SYSTEM COMPRESSOR'	Resets the global compressor to the default values. The drum kit compressor is saved with the respective drum kit.
'SYSTEM MIDI SETTINGS'	Restores the default MIDI assignments. The MIDI settings for individual drum kits are saved with the drum kit.
'CHAINS'	Deletes all stored drum kit chains (chain sequences).
'ALL KITS'	Deletes all user samples and reloads the preset kits.
'ALL'	Resets all settings to factory defaults.

7 Technical specifications



Input connections	Power supply	Socket for the plug-in power supply
	USB port	1 × USB-B socket (MIDI)
		2 × USB-A socket
	Combined trigger connection	5 × 6.35 mm jack socket
		1 × D-sub plug connector
	Foot switch	1 × 6.35 mm jack socket
	Hi-hat controller	1 × 6.35 mm jack socket
	Line	1 × 3.5 mm jack socket
Output connections	Headphones	1 × 3.5 mm jack socket
	Line (R/L mono)	2 × 6.35 mm jack socket
	Direct	8 × 6.35 mm jack socket
Timbres	3.622	
Effects	Reverb, chorus, flanger, tremolo, delay, compressor	
Drum kits	80 preset kits, 80 user kits	
User samples	600 files, max. 500 MB storage space	
Equalizer	4-band	
Bluetooth®	Frequency range	2.400 GHz...2.4835 GHz
	Transmission power, max.	10 mW or +4 dBm
	Standard	Version 5.0
Power supply	External plug-in power supply, 100 - 240 V ~ 50/60 Hz	
Operating voltage/current	12 V  / min. 2 A, polarity: Centre positive	
Dimensions (W × H × D)	359 mm × 94 mm × 343 mm	

Weight	3.4 kg	
Ambient conditions	Temperature range	0 °C...40 °C
	Relative humidity	20%...80% (non-condensing)

Further information

Rack included	No
Seat included	No
Bass drum pedal included	No
Headphones included	No
Mesh head pads	Yes
Pads in stereo	Yes
Number of direct outputs	8

8 Plug and connection assignment

Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment in such a way that a perfect sound experience is ensured.

Please note these advices, because especially in 'Sound & Light' caution is indicated: Even if a plug fits into the socket, an incorrect connection may result in a destroyed power amp, a short circuit or 'just' in poor transmission quality!

Balanced and unbalanced transmission

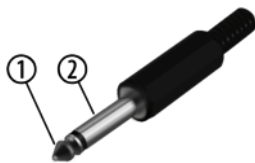
Unbalanced transmission is mainly used in semi-professional environment and in hifi use. Instrument cables with two conductors (one core plus shielding) are typical representatives of the unbalanced transmission. One conductor is ground and shielding while the signal is transmitted through the core.

Unbalanced transmission is susceptible to electromagnetic interference, especially at low levels, such as microphone signals and when using long cables.

In a professional environment, therefore, the balanced transmission is preferred, because this enables an undisturbed transmission of signals over long distances. In addition to the conductors 'Ground' and 'Signal', in a balanced transmission a second core is added. This also transfers the signal, but phase-shifted by 180°.

Since the interference affects both cores equally, by subtracting the phase-shifted signals, the interfering signal is completely neutralized. The result is a pure signal without any noise interference.

1/4" TS phone plug (mono, unbalanced)



1	Signal
2	Ground, shielding

Three-pole 1/8" mini phone jack (stereo, unbalanced)



1	Signal (left)
2	Signal (right)
3	Ground, shielding

9 Cleaning

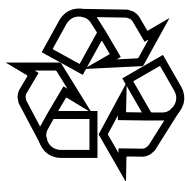
Device components

Clean the device components that are accessible from the outside regularly. The cleaning frequency depends on the operating environment: damp, smoky or particularly dirty environments can cause greater accumulation of dirt on the device components.

- Clean with a dry soft cloth.
- Stubborn dirt can be removed with a slightly dampened cloth.
- Never use solvents or alcohol for cleaning.

10 Protecting the environment

Disposal of the packing material



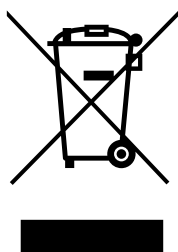
Environmentally friendly materials have been chosen for the packaging. These materials can be sent for normal recycling. Ensure that plastic bags, packaging, etc. are disposed of in the proper manner.

Do not dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the instructions and markings on the packaging.



Observe the disposal note regarding documentation in France.

Disposal of your old device



This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) as amended.

Do not dispose of your old device with your normal household waste; instead, deliver it for controlled disposal by an approved waste disposal firm or through your local waste facility. If in doubt, consult your local waste management facility. You can also return the device to a retailer if they offer to take the device back for free or if they are legally obliged to do so. When disposing of the device, comply with the rules and regulations that apply in your country. You can also return your old device to Thomann GmbH at no charge. Check the current conditions on ➡ www.thomann.de.

Proper disposal protects the environment as well as the health of your fellow human beings. This is because the proper handling of old devices negates the potential negative effects of hazardous substances, and because it conserves resources by recycling them.

Also note that waste avoidance is a valuable contribution to environmental protection. Repairing a device or passing it on to another user is an ecologically valuable alternative to disposal. For example, use the classified ads of Thomann GmbH.

If your old device contains personal data, delete those data before disposing of it.

