

Millenium **Drums**

MPS-1000

User Manual

E-Drum Module

Thomann GmbH
Hans-Thomann-Straße 1
96138 Burgebrach
Germany
Telephone: +49 (0) 9546 9223-0
Internet: www.thomann.de

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Table of contents

1	General information	5
1.1	Further information.....	5
1.2	Notational conventions.....	5
1.3	Symbols and signal words.....	6
2	Safety instructions	7
3	Features	8
4	Installation and starting up	9
5	Connections and controls	11
6	Operating	15
6.1	'KIT' menu.....	15
6.2	'EDIT' menu.....	17
6.3	'SETUP' menu.....	19
6.4	Connecting the device via Bluetooth®.....	27
7	Technical specifications	29
8	Plug and connection assignment	31
9	Cleaning	32
10	Protecting the environment	33
11	Appendix	34
11.1	Kit list.....	34
11.2	Song list.....	35
11.3	Voice list.....	36
11.4	MIDI note list.....	44



1 General information

This user manual contains important information on the safe operation of the device. Read and follow all safety notes and all instructions. Save this manual for future reference. Make sure that it is available to all persons using this device. If you sell the device to another user, be sure that they also receive this manual.

Our products and user manuals are subject to a process of continuous development. We therefore reserve the right to make changes without notice. Please refer to the latest version of the user manual which is ready for download under www.thomann.de.

1.1 Further information

On our website (www.thomann.de) you will find lots of further information and details on the following points:

Download	This manual is also available as PDF file for you to download.
Keyword search	Use the search function in the electronic version to find the topics of interest for you quickly.
Online guides	Our online guides provide detailed information on technical basics and terms.
Personal consultation	For personal consultation please contact our technical hotline.
Service	If you have any problems with the device the customer service will gladly assist you.

1.2 Notational conventions

This manual uses the following notational conventions:

Letterings

The letterings for connectors and controls are marked by square brackets and italics.

Examples: *[VOLUME]* control, *[Mono]* button.

Displays

Texts and values displayed on the device are marked by quotation marks and italics.

Examples: *'24ch'*, *'OFF'*.

Instructions


The individual steps of an instruction are numbered consecutively. The result of a step is indented and highlighted by an arrow.

Example:

1. ➤ Switch on the device.
2. ➤ Press *[Auto]*.
 - ⇒ Automatic operation is started.
3. ➤ Switch off the device.


Cross-references

References to other locations in this manual are identified by an arrow and the specified page number. In the electronic version of the manual, you can click the cross-reference to jump to the specified location.

Example: See  'Cross-references' on page 6.

1.3 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 manual.

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.
CAUTION!	This combination of symbol and signal word indicates a possible dangerous situation that can result in minor 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.

2 Safety instructions

Intended use

Drum modules are intended to be used for converting digital trigger signals from drum pads to various percussion sounds. Use the unit only as described in this 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!

Danger for children

Ensure that plastic bags, packaging, etc. are disposed of properly and are not within reach of babies and young children. Choking hazard! Ensure that children do not detach any small parts (e.g. knobs or the like) from the unit. They could swallow the pieces and choke! Never let children unattended use electrical devices.



CAUTION!

Possible hearing damage

With loudspeakers or headphones connected, the device can produce volume levels that may cause temporary or permanent hearing impairment. 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!

Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations. Only operate the device within the ambient conditions specified in the chapter 'Technical specifications' of this user manual. Avoid heavy temperature fluctuations and do not switch the device on immediately after it was exposed to temperature fluctuations (for example after transport at low outside temperatures). Dust and dirt inside can damage the unit. When operated in harmful ambient conditions (dust, smoke, nicotine, fog, etc.), the unit should be maintained by qualified service personnel at regular intervals to prevent overheating and other malfunction.



NOTICE!

External power supply

The device is powered by an external power supply. Before connecting the external power supply, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly the user. Unplug the external power supply before electrical storms occur and when the device is unused for long periods of time to reduce the risk of electric shock or fire.



NOTICE!

Possible staining

The plasticiser contained in the rubber feet of this product may possibly react with the coating of your surface and after some time cause permanent dark stains. In case of doubt, do not put the rubber feet directly on the surface and use a suitable underlay if necessary, i.e. felt pads or similar.

3 Features

- Complete e-drum set in the look of acoustic drum sets
- Wooden shell with a Finish Grey Line
- Drum pads with double-layer mesh heads
- fully playable cymbal pads
- dual zone pads
- Crash and ride pads with choke function
- 820 sounds
- 70 songs
- 40 drum kits
- 40 user kits
- 23 effects
- 3.2" TFT colour display
- 9 illuminated faders for pad volume
- Recording function (Quick Record)
- Metronome
- 4-band equalizer (DSP)
- Reverb effect, distortion (FX) and compressor
- Flexible pad assignment
- Bluetooth®
- Connections: Headphones, external triggers, USB midi, line out, line in
- Standby function

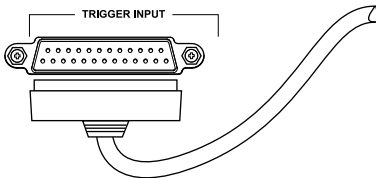
4 Installation and starting up

Rack setup, connecting pads and pedals

Rack setup and assembly of the pads and pedals are described in detail in the enclosed set assembly guide. Finally check that all cables between the pads and the drum module have been properly connected.

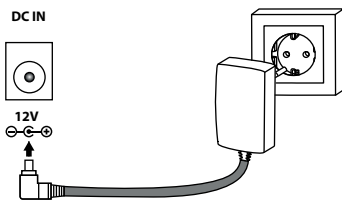
Connecting the pads

Connect the supplied D-sub plug of the pad connector cable to the D-sub input socket on the rear panel of the drum module.



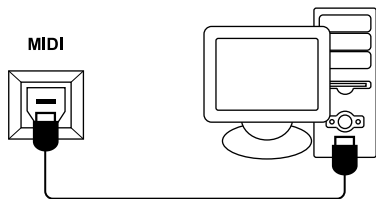
Connecting the power adapter

Connect the included power supply unit to the [DC IN] input on the rear panel of the drum module and then put the power plug into the power outlet.



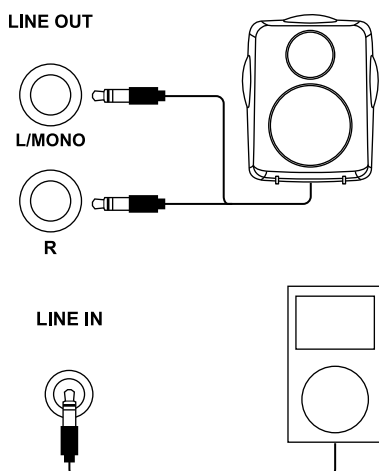
Connecting USB devices

Connect your computer to the USB midi port on the rear panel of the drum module.



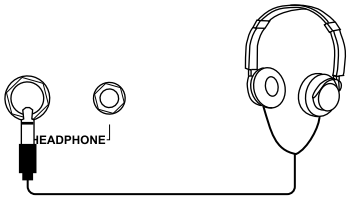
Connecting audio devices

Connect the inputs of your amplifier or active monitor to the output sockets [LINE OUT] on the rear panel of the drum module. Connect a CD or MP3 player etc. to the [LINE IN] input socket on the rear panel of the drum module.



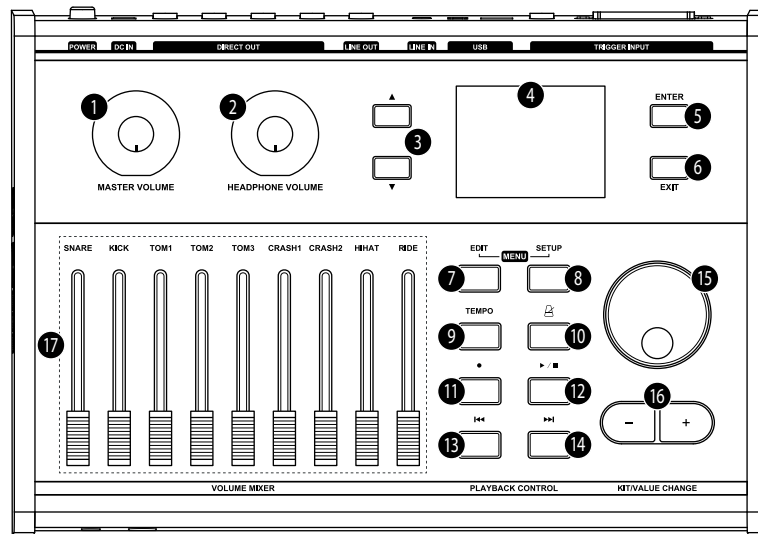
Connecting headphones

Connect your stereo headphones to the *[HEADPHONE]* output on the front panel of the drum module.



5 Connections and controls

Control panel



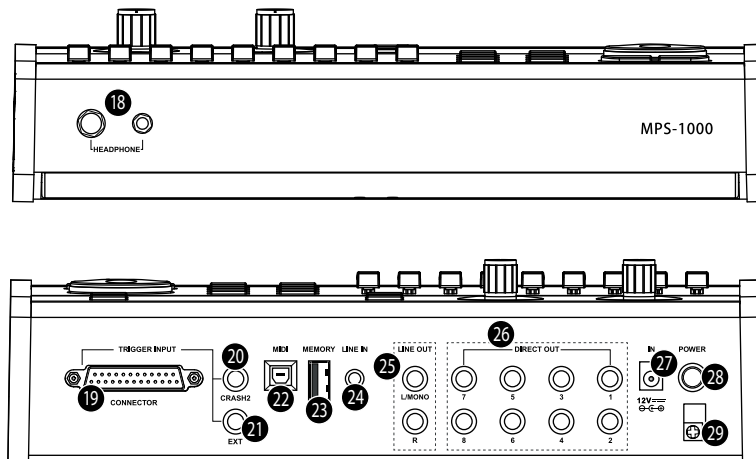
- | | |
|---|---|
| 1 | [MASTER VOLUME]
Rotary control for adjusting the Line out volume |
| 2 | [HEADPHONE VOLUME]
Rotary control for adjusting the headphones output volume |
| 3 | ▲ / ▼
Buttons to scroll forward and backward through the open menu |
| 4 | Backlit display |
| 5 | [ENTER]
Enter button to confirm a selection or change |
| 6 | [EXIT]
Return key to exit a menu or to discard changes |

PLAYBACK CONTROL

- | | |
|----|---|
| 7 | [EDIT]
Button to open the 'EDIT' menu |
| 8 | [SETUP]
Button to open the 'SETUP' menu |
| 9 | [TEMPO]
Button to adjust the metronome tempo and thus the tempo for recording and playback |
| 10 | 🔊
Button to turn the metronome on and off |
| 11 | ●
Button to start recording |

12	▶ / ■	Button for starting and stopping the playback of songs and for ending a recording, in the 'EDIT' and 'SETUP' - 'ADVANCE' menu for previewing the currently set sound
13	◀◀	Button to jump to the previous song, in 'EDIT' and 'SETUP' - 'ADVANCE' menu to jump to the previous trigger
14	▶▶	Button to jump to the next song, in 'EDIT' and 'SETUP' - 'ADVANCE' menu to jump to the next trigger
KIT/VALUE CHANGE		
15		Rotary control Increases or decreases the value of the currently selected parameter
16	[-] [+]	Buttons to increase or decrease the currently displayed value. Press both buttons simultaneously to reset the displayed value to the value before the change.
17	[VOLUME MIXER]	Volume fader for the respective drum pads

Front and rear panel



18	[HEADPHONE] Headphone output, designed as a 3.5 mm or 6.35 mm jack socket (stereo)																
19	[TRIGGER INPUT] - [CONNECTOR] Socket for the D-Sub multi-trigger plug (25-pin)																
20	[TRIGGER INPUT] - [CRASH2] Connection for Crash2 cymbal pad																
21	[TRIGGER INPUT] - [EXT] Connection for external trigger, display as 'EXT', the trigger type is set in the 'SETUP' - 'ADVANCE' menu																
22	[MIDI] Connection for USB-MIDI B, for firmware updates, for playing, for recording via MIDI and for using plugins for more sounds on the computer																
23	[MEMORY] Connection for USB storage medium, for loading user samples or for updating the sound bank. The content of the USB storage medium is checked when the drum module is switched on. Remove the USB storage medium before switching on to avoid updating the sound bank.																
24	[LINE IN] Input socket (3.5 mm) for connecting audio devices. An additional plug-plug cable is required to connect audio sources like tablets, smartphones or computers.																
25	[LINE OUT] / [L/MONO] / [R] Output socket to connect an amplifier or active monitor (mono left, stereo left/right)																
26	[DIRECT OUT] / [1] ... [8] Each output has its own drum sound. The following sounds are assigned by default:																
	<table border="1"> <thead> <tr> <th>[1]</th> <th>[2]</th> <th>[3]</th> <th>[4]</th> <th>[5]</th> <th>[6]</th> <th>[7]</th> <th>[8]</th> </tr> </thead> <tbody> <tr> <td>Kick</td> <td>Snare</td> <td>Ride</td> <td>Hi-hat</td> <td>Tom L</td> <td>Tom R</td> <td>Crash L</td> <td>Crash R</td> </tr> </tbody> </table>	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	Kick	Snare	Ride	Hi-hat	Tom L	Tom R	Crash L	Crash R
[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]										
Kick	Snare	Ride	Hi-hat	Tom L	Tom R	Crash L	Crash R										
27	[DC IN] Connection socket for the power adapter																

28	<i>[POWER]</i> Main switch to turn the device on and off
29	Cable holder for securing the power cable to protect against unintentional disconnection

6 Operating



The labelling of the display is described in English in these instructions. To change the language, proceed as described under [Chapter 6.3 'SETUP' menu](#) on page 19.

Powering on



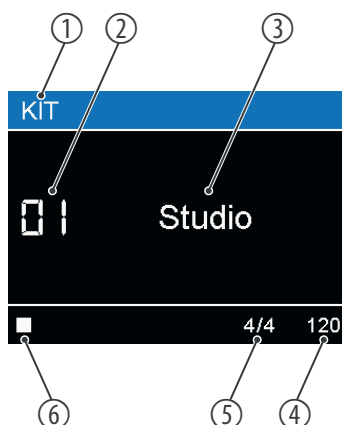
Check all cable connections for correct fit before turning on
Before switching on, turn both volume controls of the drum module down to minimum.

Use the main switch [POWER] on the rear panel to switch the drum module on.

Standby function

The device automatically switches to standby mode if you do not press any of the buttons or hit any of the connected pads during the set interval (see [Chapter 6.3 'SETUP' menu](#) on page 19). Then press the main switch [POWER] to turn the device back on again.

6.1 'KIT' menu



After powering on the drum module, the display shows the following:

1	Main menu
2	Kit number
3	Kit name
4	Tempo
5	Time signature
6	Song status

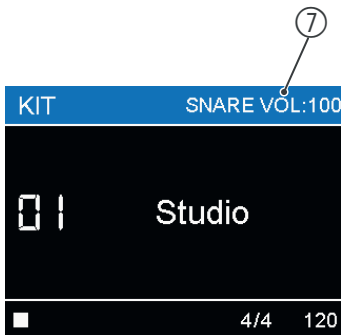
Selecting a drum kit

A drum kit is a compilation in which a certain sound and several sound parameters are assigned to each trigger. Selecting different drum kits lets you customise the sound of your e-drum sets in seconds to the desired music genre.

Use the rotary control or [-] | [+] to select the desired drum kit ('01' ... '80').

As standard, the user kits ('41' ... '80') are copies of the preset kits ('01' ... '40').

Changing pad volume



- 7 Pad volume
Use the faders in the [VOLUME MIXER] zone to adjust the volume of each individual pad.



The volume set with the faders is not saved for the respective drum kit.

Changing the tempo

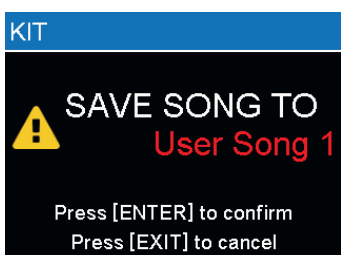
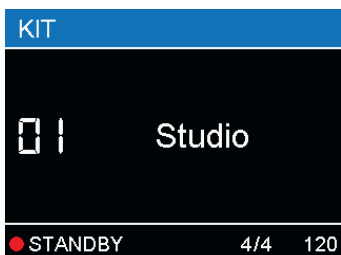
1. Press [TEMPO].
⇒ The tempo value in the lower right corner of the display appears in red.
2. Change the tempo with the rotary control or with [-] | [+] or press [TEMPO] repeatedly until the desired tempo is reached.
3. Wait a few seconds without making any further changes or press [EXIT] to exit the menu.

Turning the metronome on and off



1. Press to turn the Metronome on.
⇒ The metronome clicks at the set tempo. Tempo and time signature are shown in the lower right corner of the display.
When a song is playing or paused, the display shows the tempo and time signature of the current song.
2. Wait a few seconds or press [EXIT] to exit the menu.
⇒ The display now shows the standard values for tempo and time signature again, which you can set in the 'SETUP' menu.
3. Press to turn the Metronome off.

Recording function



The drum module offers the possibility of recording up to 15 of your own songs.

1. Press to activate the recording mode.
⇒ The display shows 'STANDBY' at the bottom left.
2. Set the tempo and press to start recording or press to record the current song. The set tempo is applied or hit any pad to start recording straight away.
⇒ If you do not start recording by hitting a pad, countdown beats will sound.
3. Use [EXIT], or to stop the recording.
4. Use the rotary control or [-] | [+] to specify a memory location. Existing data will be overwritten.
5. Confirm with [ENTER] or cancel saving with [EXIT].

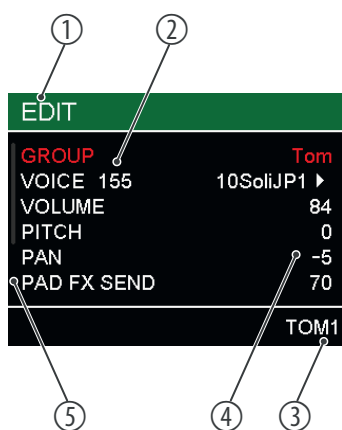
Playing songs

1. Use **⏪** | **⏩** to select a song.
 - ⇒ The standard values for tempo and time signature are read out and transferred to the metronome.
2. Switch between songs to change back to the standard tempo value.
3. Use **▶** / **■** to start or pause a song.

6.2 'EDIT' menu

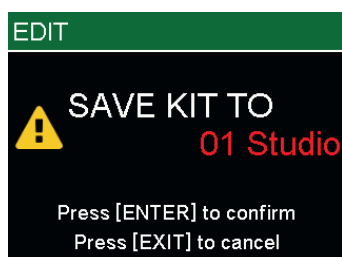
The pre-programmed sounds of the drum module can be freely programmed to the connected pads, i.e. you can create your own drum kits and save them in the device.

Customising a drum kit



1	Main menu
2	Parameter
3	Trigger
4	Values
5	Scroll bar

1. Select one of the available drum kits and use **[EDIT]** to switch to Edit mode.
2. Hit the trigger whose sound you want to edit, or select it with **⏪** | **⏩**.
 - ⇒ The display shows the corresponding name at the bottom right.
3. Press **▶** / **■** to view the values for the set sound.
4. Use **▲** / **▼** to select a parameter.
 - ⇒ The selected parameter appears in red.
5. Change the value with the rotary control or with **[-]** | **[+]**.
6. Press **[-]** | **[+]** simultaneously to restore the value set before the change.
7. Some parameters have submenus. In this case, **▶** is displayed to the right of the value. Press **[ENTER]** to switch to the submenu.
 - ⇒ Details on the respective parameter are displayed.
8. Press **[EXIT]** to exit the menu.
 - ⇒ A dialogue appears on the display.
9. Use the rotary control or **[-]** | **[+]** to select the target kit and confirm with **[ENTER]** to save the changes. Or press **[EXIT]** to exit the menu without changes.



The following parameters can be changed with the rotary control or with **[-]** | **[+]**:

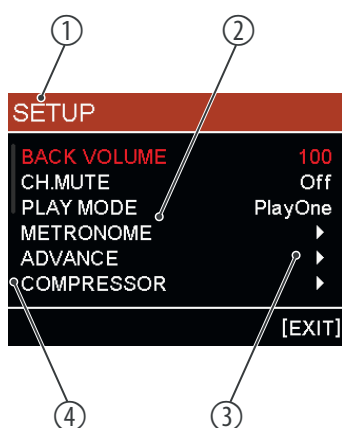
Parameter	Values	included values
Parameters for the individual triggers		
'GROUP'	'Kick'	Bassdrum
	'Snare'	Snare head, Snare rim, Cross stick
	'Tom'	Tom head, Tom rim
	'Ride'	Ride bow, Ride bell, Ride edge
	'Crash'	Crash bow, Crash edge
	'Hi-hat'	Hi-hat open, closed, half-open, pedal chick, pedal splash
	'Perc'	More percussions and FX sound
	'Loop'	Melody section (if a loop is assigned to a trigger, 4 bars of the melody are played automatically when a trigger is struck, all loops are synchronized)
	'Off'	No sound
'User Sample'	Loaded samples	
'VOICE'	Voice selection, see Chapter 11.3 'Voice list' on page 36	
'VOLUME'	Volume setting	
'PITCH'	Adjusting pitch in semitones	
Parameters for the individual drum pads		
'PAN'	Position within the stereo signal (panorama right / left)	
'PAD FX SEND'	Adjusting the effect strength of the pad	
Parameters for the entire kit that cannot be set for each individual trigger and pad		
'KIT FX PRESET'	Selecting effect preset Some names are abbreviated. Press [ENTER] to view details.	
'KIT FX LEVEL'	Setting effect strength	
'KIT FX TIME'	Setting effect duration	

The following table shows 'FX LEVEL' and 'FX TIME' for each 'FX PRESET':

FX PRESET	FX LEVEL	FX TIME
None	None	None
Room Bright	Reverb volume	Reverb time
Room standard	Reverb volume	Reverb time
Room Damp	Reverb volume	Reverb time
Hall Bright	Reverb volume	Reverb time
Hall Standard	Reverb volume	Reverb time
Hall Damp	Reverb volume	Reverb time
Plate Bright	Reverb volume	Reverb time
Standard Plate	Reverb volume	Reverb time
Chorus+Reverb	Reverb+Chorus volume	Reverb time
Tremolo Reverb	Reverb volume + Tremolo depth	Reverb time + Tremolo rate
Chorus	Chorus volume	Chorus rate

FX PRESET	FX LEVEL	FX TIME
Chorus+Room	Reverb+Chorus volume	Reverb time
Chorus+Hall	Reverb+Chorus volume	Reverb time
Chorus+Plate	Reverb+Chorus volume	Reverb time
Flanger	Flanger volume	Flanger rate
Flanger+Reverb1	Reverb+Flanger volume	Reverb time
Flanger+Reverb2	Reverb+Flanger volume	Flanger rate
Delay	Delay volume	Delay time
Delay (feedback)	Delay volume	Delay time
Panning Delay	Delay volume	Delay time
Panning Delay (feedback)	Delay volume	Delay time
Chorus+Delay	Chorus+Delay volume	Delay time
Chorus+Delay (feedback)	Chorus+Delay volume	Delay time

6.3 'SETUP' menu



Various device settings can be customised in the Setup menu. The parameters set here affect the entire drum module and cannot be changed by changing the drum kit.

1	Main menu
2	Parameter
3	Values
4	Scroll bar

1. ➤ Press *[SETUP]* to enter the menu.
2. ➤ Use ▲ / ▼ to select the desired parameter.
⇒ The selected parameter appears in red.
3. ➤ Change the value with the rotary control or with *[-]* | *[+]*.
4. ➤ Press *[-]* | *[+]* simultaneously to restore the value set before the change.
5. ➤ Some parameters have submenus. In this case, ► is displayed to the right of the value. Press *[ENTER]* to switch to the submenu
⇒ Details on the respective parameter are displayed.



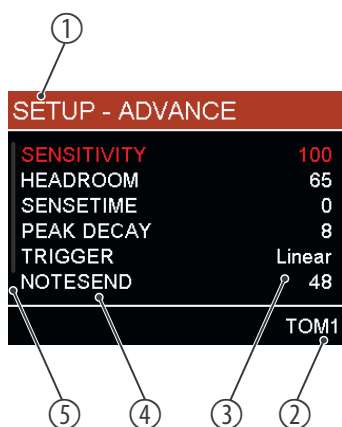
6. ➤ Press **[EXIT]** to exit the menu.
 - ⇒ A dialogue appears on the display.
7. ➤ Press **[ENTER]** to save the changes or press **[EXIT]** to exit the menu without making any changes.

The following parameters can be changed with the rotary control or with **[-] | [+]**:

Parameter	Function		
'BACK VOLUME'	Song volume preset		
'CH.MUTE'	Mutes some parts of the song.		
	'Off'	No muting	
	'Accomp'	Mutes parts other than the drums in the song.	
'Drum'	Mutes the drums in the song.		
	Playback mode for songs		
	'PlayOne'	A single song is played once	
'PlayAll'	All songs are played once		
'RepeatOne'	A single song is played in a loop		
'RepeatAll'	All songs are played in a loop		
'METRONOME'	'SWITCH'	Switching the metronome on and off ('On' / 'Off')	
	'VOLUME'	Metronome volume	
	'TEMPO'	Number of beats per minute	
	'SOUND'	Click sound	
	'TIME SIGNATURE'	Metronome time signature	
	'ASSIGN'	'All'	Metronome audibly in the master (Line Out) and headphones
		'Master'	Metronome only audible in the master (line out)
'Headphone'		Metronome only audible in headphones	
'AUTO POWEROFF'	Shows the minutes after which the drum module switches off automatically if there is no more action.		
'NIGHT MODE'	'Off'	All LEDs light up if necessary	
	'On'	All LEDs are always on for better visibility in the dark	
'LANGUAGE'	Selection of the display language, change must be confirmed when exiting the menu		
'STANDBY'	'off' / '5min' / '10min' / '30min' / '60min'		
	Setting the time after which the drum module turns to standby mode.		
'RESET'	Reset to factory defaults. Use the rotary control or [-] [+] to select the values to be reset.		
	'Kits'	All parameters in the 'EDIT' menu	
	'Setup'	All parameters in the 'SETUP' menu incl. XTalk	
	'Xtalk'	Setting all XTalk values to minimum (not default value)	
	'Songs'	All User songs	

Parameter	Function
'All'	Entire drum module
	Press [ENTER] and confirm with [ENTER] in the following dialogue to confirm the resetting of the selected values or press [EXIT] to cancel the process.

6.3.1 'ADVANCE' submenu



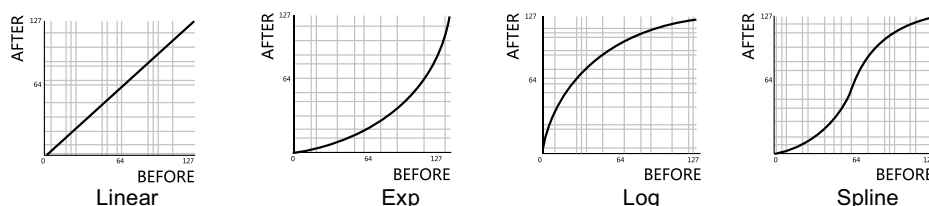
In the 'ADVANCE' submenu, further physical settings for the drum pads can be made. The respective parameters are displayed depending on the trigger.

With double trigger mesh pads, the parameters can be set separately for head and rim, with the other pads only for head and rim together.

1	Main menu
2	Trigger
3	Values
4	Parameter
5	Scroll bar

Hit the trigger whose sound you want to edit, or select it with ◀◀ | ▶▶. The display shows the corresponding name at the bottom right.

Parameter	Function
'SENSITIVITY'	Touch sensitivity of the selected trigger. The higher the value, the higher the sensitivity, but crosstalk and the avoidance of double hits are simplified.
'HEADROOM'	Headroom of the selected trigger. The lower the value, the easier it is to play loudly.
'SENSETIME'	Minimum time interval between two signals from the same trigger. Increase this value carefully to avoid double hits.
'PEAK DECAY'	Setting the time period how long after signal input of the selected pad no other signal is accepted. The higher the value is, the lower the likelihood that notes are skipped, but double triggering is easier.
'NOTESEND'	MIDI note value of the selected trigger. Change this value if the output MIDI note does not match the setup of the external software.
'TRIGGER'	The trigger curve regulates the velocity, i.e. the ratio between the punch and volume. Use setting 'Linear' for the most natural ratio between punch and volume. Use 'Exp' if you want a hard strike to cause a bigger volume change (or dynamics). Use 'Log' if you want a soft strike to cause a bigger change. With the setting 'Spline' the volume changes less upon a change of the strike. High volumes are already reached at a relatively low strike intensity (see the following graphic).



SETUP - XTALK

Strike one pad repeatedly until you cannot hear sound from other pads.

Press [EXIT] to quit

OK HIHAT-Open

SETUP - CALIBRATION

Press [+] / [-] to write current value to MAX/MIN range

MAX RANGE: 2790
MIN RANGE: 18
CURRENT VALUE: 2788

[EXIT]

Parameter	Function
'XTALK'	Press [ENTER] to enter the crosstalk setting menu. Hit the selected pad until no other pads can be heard or until 'OK' is shown in the lower left corner of the display. This also automatically eliminates the crosstalk from other pads. Press [EXIT] to exit the menu.

Parameters for an external pad only (EXT, EXT-Rim)

'TRIGGER TYPE'	Type of external pad (factory setting: Mesh-Tom-Pad)
Mesh	Double trigger mesh drum pad
Normal	Normal non-mesh drum pad (without cymbals) and single trigger pad
Cymbal	Cymbal pad

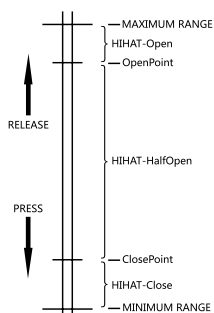
Parameter only when Rim or Edge is selected

'RIM VELOCITY'	Volume correction value. A positive value increases the volume, a negative value decreases the volume.
'RIM MODIFIER'	Rim compensation value Increase the value if the head is triggered while triggering the rim. Decrease the value if the rim is triggered while triggering the head.
'SPLIT POINT'	Setting the rim trigger response value of the snare. If you play the Rim trigger of the snare softly you hear the Cross Stick sound. Above the response value you hear the Rim Shot sound.

Parameter	Function
-----------	----------

Parameter only when Pedal Chick or Pedal Splash is selected

'CALIBRATION'	Touch range of the hi-hat pedal. The set range is shown on the display. Press [ENTER] to enter the submenu. Press the pedal down to the floor and press [-] to set the minimum. Release the pedal slowly and press [+] to set the maximum. The value range is stored in the module and allows a more precise strike. It is recommended not to set extreme values to allow easy playing. Press [EXIT] to exit the menu.
'CHICK TIME'	Setting the time period how long after triggering the pedal no other signal is accepted. This setting avoids unintentionally triggering caused by physical contact.
'SPLASH TIME'	Setting the level of difficulty for triggering the pedal splash. The lower the value, the easier it is to hit.
'PEDAL VELOCITY'	Correction value for the volume of the hi-hat pedal. Increase the value to make the pedal stroke louder (pedal chick and pedal splash)



Parameter	Function
	The range between 'Hi-Hat open' and 'Hi-Hat closed' is called ' <i>HalfOpen</i> '. For increasing the range ' <i>HalfOpen</i> ', increase the ' <i>Open Point</i> ' and decrease the ' <i>Close Point</i> '.
'OPEN POINT'	Setting the position where the Hi-Hat is open. The value is displayed as a percentage within the touch range of the hi-hat pedal. The higher the value is, the closer it is to the position where the pedal is released. This means that the range for open Hi-Hat is very small.
'CLOSE POINT'	Setting the position where the Hi-Hat is closed. The value is displayed as a percentage within the touch range of the hi-hat pedal. The lower the value is, the closer it is to the position where the pedal is pressed down to the floor. This means that the range for closed Hi-Hat is very small.

6.3.2 'COMPRESSOR' submenu

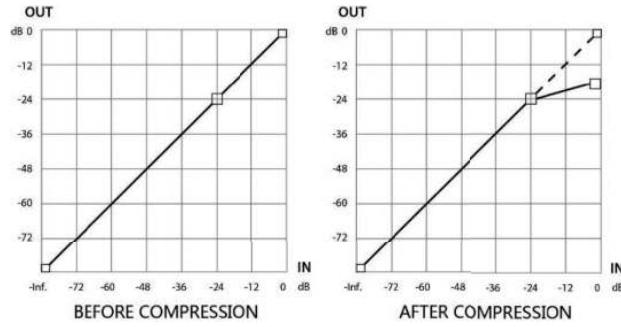
Press [ENTER] to enter the compressor settings menu.

The following graphic shows how 'EQ' and 'COMPRESSOR' are inserted into the system. 'DRUM PAD EQ' and 'DRUM PAD COMPRESSOR' are available when 'Kick', 'Snare', 'Tom1', 'Tom2', 'Tom3', 'Crash1', 'Crash2', 'Ride', 'Hihat' or 'Ext' are selected.

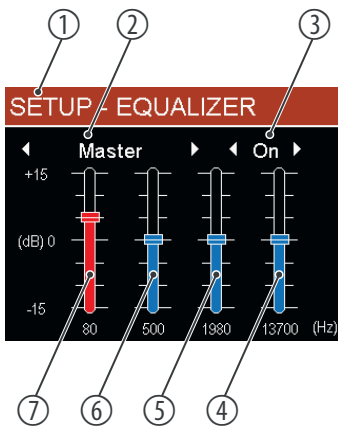


Parameter	Function
TARGET	Compressor selection
SWITCH	Turning the compressor on and off
RATIO	Compression rate that affects the audio signals after the threshold is exceeded. The lower the value, the higher the compression of the loud parts of the audio signals. If the value is set to 128: 128, the compressor has no effect.
THRESHOLD	Threshold from which the compression affects the audio signals
ATTACK TIME	Response time Time from exceeding the threshold until the compressor responds. Short response times lead to an immediate response to loud signals, but lead to changes in volume that are clearly noticeable to the listener.
RELEASE TIME	Decay time. Time from falling below the threshold to resetting the volume to normal. With a high value, quiet notes that immediately follow the loud notes are lost, but prevents the volume from being set too high in a quiet environment.
BOOST	Amplifies the audio signals after compression up to a maximum value of 0 dB. This can lead to higher volume after compression.

The following diagrams show the difference in volume before and after compression with a threshold of -24.



6.3.3 'EQUALIZER' submenu



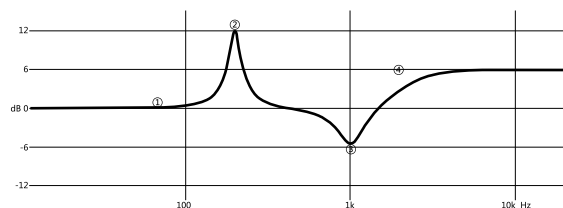
Press **[ENTER]** to enter the EQ settings menu.

1	Main menu
2	Selected equalizer
3	On / off switch
Frequency ranges	
The highs and lows are shelf-regulated (affects all frequencies above / below the value), the mids are bell-regulated (affects a frequency range around the value).	
4	Treble
5	High mids
6	Low mids
7	Bass

There are only three frequency ranges for the drum pads: Bass, mids, treble.

Use ▲ / ▼ to select the desired parameter. The selected parameter appears in red.

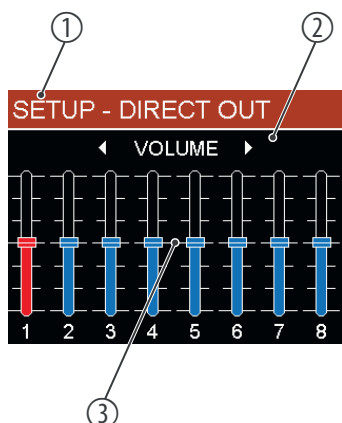
The following diagram shows the difference between the shelf-regulated frequency range and the bell-regulated frequency range. The numbers 1...4 identify the four frequency ranges bass, low mids, high mids and treble.



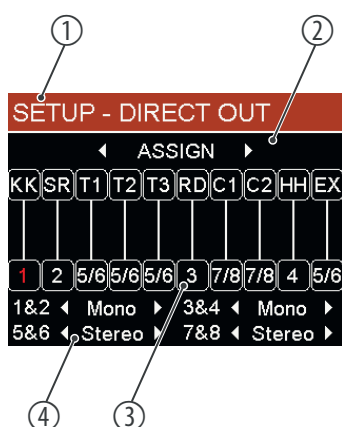
6.3.4 'DIRECT OUT' submenu

Press **[ENTER]** to call up the menu for setting the direct out channels.

Use ▲ / ▼ to select the desired option. The selected option appears in red.



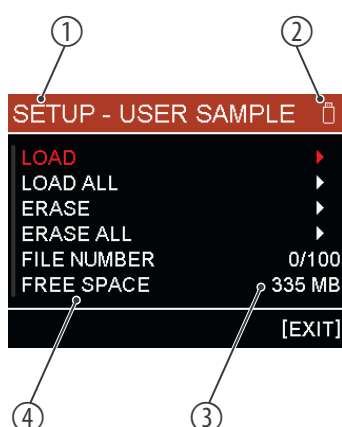
- 1 Main menu
- 2 Parameter. Use the rotary control or [-] | [+] to switch to 'ASSIGN'
- 3 Volume control for the 8 direct-out channels. Change the respective volume with the rotary control or with [-] | [+].



- 1 Main menu
- 2 Parameter. Use the rotary control or [-] | [+] to switch to 'VOLUME'
- 3 Direct out channels

'KK'	'SR'	'T1'	'T2'	'T3'	'RD'	'C1'	'C2'	'HH'	'EX'
Kick	Snare	Tom1	Tom2	Tom3	Ride	Crash1	Crash2	Hi-hat	Ext hat
- 4 'Mono' Each channel outputs mono sound separately.
 'Stereo' The two channels together output stereo sound. If a drum pad is assigned to stereo channels, the stereo sound can be heard with alignment according to the balance control in the kit as in the headphones or line out.

6.3.5 'USER SAMPLE' submenu



Press [ENTER] to call up the menu for setting the user samples.

Use ▲ / ▼ to select the desired parameter. The selected parameter appears in red.

i Before switching on the drum module, do not insert a USB storage medium with a sound bank or firmware files, otherwise the drum module cannot start up.

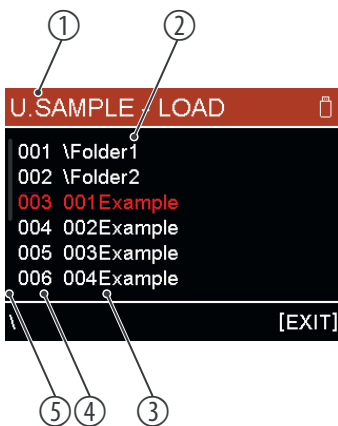
- 1 Main menu
- 2 Display for USB storage medium. Is displayed when a suitable USB storage medium is inserted.
- 3 Values or submenus Open the submenus with [ENTER].
- 4 Parameter

i Format the USB storage medium each time before copying WAV files to the medium.

Note the following requirements for user samples:

USB storage medium	Format	FAT16 / FAT32
	max. number of displayed entries	50 files / folder
WAV file	Format	PCM, mono or stereo channels, *.wav
	Sampling rate	44.1 kHz, 48 kHz
	Bit depth	16 / 24 / 32 bit
	max. size	8000 samples per channel

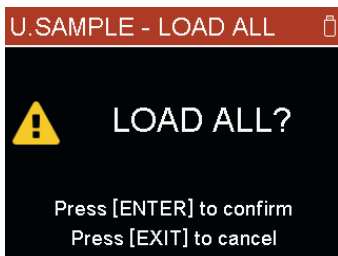
'LOAD'



1	Main menu
2	Folder (always with '^' in front of it), sorted by creation date
3	Files, sorted by filename
4	Entry number
5	Scroll bar

The loaded files are displayed in the 'EDIT' menu in the 'USER SAMPLE' group.

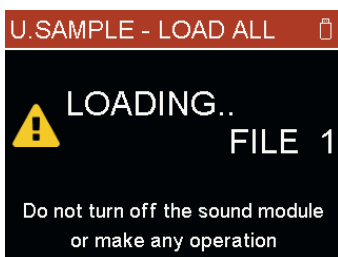
'LOAD ALL'



Press [ENTER] to load all files to the USB storage medium. The files are loaded until the maximum number is reached or the storage capacity is exhausted. Press [EXIT] to cancel.



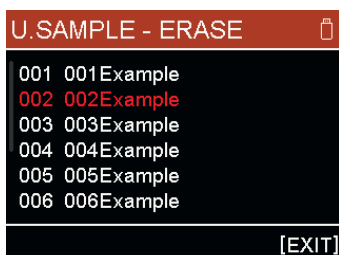
Do not perform any further action during the loading process and do not switch off the drum module. Data can be corrupted.



The entry numbers are displayed during the loading process so that you can see which files have already been loaded. When the loading process is complete, the number of loaded and unloaded files is displayed.

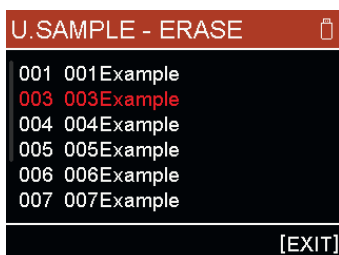
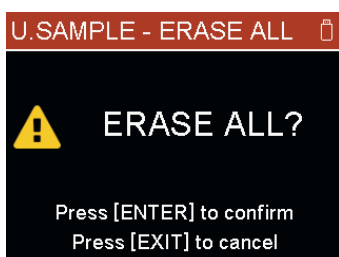
Press [EXIT] to exit the submenu.



'ERASE'

When a file is deleted, the entry number is also removed. The files are not renumbered. In this example, the file '002 002Example' is deleted; the file '003 003Example' now directly follows the file '001 001Example'.

If the deleted sample was assigned to a drum kit, then '---' appears as the 'VOICE' name, meaning that a samples is no longer assigned.

**'ERASE ALL'**

Press *[ENTER]* to erase all files on the drum module. Press *[EXIT]* to cancel.

'FILE NUMBER'

The number of user sample files stored in the drum module is displayed. The left value shows the number of saved files, the right value is the maximum possible number of files.

'FREE SPACE'

The display shows how much memory space in MB is still free on the drum module for storing user samples.

Due to the limitations of the memory page size, the message that there is not enough memory capacity may appear, even if there is actually still free memory space displayed.


6.4 Connecting the device via Bluetooth®

You can connect the drum module to mobile devices that support Bluetooth® 4.0 or higher. Android and iOS are supported. The Bluetooth® function turns on automatically when the drum module is turned on.

Audio connection

Proceed as follows to play audio files on a mobile end device:

1. ➤ Enable the Bluetooth® function of the mobile end device.
2. ➤ Search for available devices.
3. ➤ Select the module named 'HX-****'.

- 4.**  Enter the password 1337 and confirm.
 - ⇒ After a successful connection, you can play audio data on the mobile device and hear it via the outputs of the drum module. The volume can now only be controlled with the mobile device.

7 Technical specifications

Input connections	Voltage supply	Socket for plug-in power supply
	USB port	USB MIDI B
	Trigger	2 × 6.35 mm jack socket
		1 × D sub connector, 25-pin
Line in	1 × 3.5 mm jack socket	
Output connections	Headphones	1 × 3.5 mm jack socket
		1 × 6.35 mm jack socket
	Line out (R/L mono)	2 × 6.35 mm jack socket
	Direct out	8 × 1/4" jack socket, freely assignable
Sound	820	
Songs	70	
Polyphony	256	
Effects	23	
Drum kits	40 preset kits, 40 user kits	
User samples	100 files, max. 335 MB storage space	
Recordings	max. 15 songs	
Equalizer	4-band	
Display	3.2" TFT colour LCD	
Bluetooth®	Frequency range	2.402 GHz ... 2.480 GHz
	Max. transmission power	Class2, 4 dBm
	Standard	Version 5.0
	Name	HX-****
Voltage supply	external plug-in power supply, 100 - 240 V ~ 50/60 Hz	
Operating voltage	12 V $\overline{\text{---}}$ / 2000 mA , centre positive	
Dimensions (W × H × D)	350 mm × 90 mm × 220 mm	
Weight	1.5 kg	
Ambient conditions	Temperature range	0 °C...40 °C
	relative humidity	20 %...80 % (non-condensing)

Further information

Incl. rack	Yes
Seat included	No
Incl. bass drum pedal	Yes
Incl. headphones	No
Mesh head pads	Yes
Stereo pads	Yes

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!

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



1	Signal
2	Ground, shielding

1/4" TRS phone plug (stereo, unbalanced)



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

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 packaging material



For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

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

Disposal of your old device



This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) in its currently valid version. Do not dispose with your normal household waste.

Dispose of this device through an approved waste disposal firm or through your local waste facility. When discarding the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste disposal facility.

11 Appendix

11.1 Kit list

No.	Name	No.	Name	No.	Name
01	Studio	15	Drum'n'Bass	29	Session
02	Standard	16	Drum'n'Bass2	30	Fiesta
03	Pop	17	House	31	Chiptune
04	Rock	18	Jazz2	32	Trance
05	Jazz	19	Pop2	33	Loop
06	BrushJazz	20	VintageRock	34	Trap
07	Metal	21	80's Acoustic	35	Techno
08	Jungle	22	Rockability	36	Dubstep
09	Hip-Hop	23	Jazz3	37	Jungle2
10	Ballad	24	Metal2	38	Vintage
11	d.o.c.2	25	Rock2	39	Ethnic
12	radio	26	90's	40	Breakbeat
13	80's	27	Latin		
14	Groovy	28	Reggae		

11.2 Song list

No.	Name	No.	Name	No.	Name
01	WalkWithTree	25	Bossa	49	Techno
02	Soul	26	Tango	50	OutofMyHeart
03	Latin	27	Dancing	51	MellowTone
04	Moskau	28	CryintheRain	52	theLight
05	Heart	29	NightTrain	53	Take
06	Fable	30	Arriba	54	Angel
07	theStorm	31	Batteries	55	Bridge
08	Beowulf	32	Revealite	56	Mario
09	Forever	33	Breathe	57	Someband
10	Acid	34	BlueEyes	58	CasinoNight
11	Arcane	35	HeyMan	59	RollerCoaster
12	toBeLoved	36	Firerain	60	BeHappy
13	Rain	37	NyanCats	61	Twister
14	PopAges	38	Supreme	62	Don'tCatchMe
15	ChaCha	39	Bartender	63	Stars
16	Life	40	Celebration	64	Level
17	Home	41	Discover	65	Castle
18	Latina	42	Shade	66	Scarlet
19	Reality	43	Echo	67	Grabbag
20	SoftAmour	44	LiteGroove	68	Glory
21	MelodicDeath	45	River	69	JustinTime
22	SambaDance	46	Jazz	70	Fantasy
23	RockBlues	47	Love		
24	Fly	48	Blues		

11.3 Voice list

No.	Name	No.	Name	No.	Name
KICK		34	Pop 04	68	Rosa
01	Rock	35	Jungle	69	KissV
02	Jazz	36	Latin	70	DG3
03	Indie 01	37	Session	71	Breakbeat
04	Indie 02	38	Vintage	72	Hiphop01
05	Metal	39	Jungle 01	73	Hiphop02
06	Funk 01	40	Jungle 02	74	Hiphop03
07	Funk 02	41	Fiesta	75	EDB
08	8Bit 01	42	BALLAD	76	MA
09	8Bit 02	43	YAM18	77	NO1
10	House 01	44	JAZZ V	78	Funk V
11	House 02	45	METAL V	79	Funk V2
12	House 03	46	POP V	80	SGSoli
13	RnB 01	47	ROCK2V	81	Jazz V2
14	RnB 02	48	ROCK V	82	Jazz V3
15	RnB 03	49	ROCKBRIGHT	83	Jazz V4
16	RnB 04	50	DGs8	84	Metal V
17	Techno 01	51	Pik	85	Metal V2
18	Techno 02	52	Sax	86	InzoKick
19	Techno 03	53	Six	SNARE	
20	Techno 04	54	Hot	001	Rock
21	Trance 01	55	Kiss	002	Rock R
22	Trance 02	56	DDDclean	003	Rock X
23	Trance 03	57	MorMOOG	004	Jazz 01
24	Trance 04	58	Morschlag2	005	Jazz R 01
25	Trance 05	59	Morschlag3	006	Jazz X
26	Trap 01	60	Morschlag1	007	Jazz 02
27	Trap 02	61	Morschlag5	008	Jazz R 02
28	Trap 03	62	Ballerfiako	009	Indie 01
29	Trap 04	63	Rave309	010	Indie R 01
30	Trap 05	64	Y30	011	Indie X
31	Pop 01	65	SOLI606	012	Indie 02
32	Pop 02	66	SOLI808	013	Indie R 02
33	Pop 03	67	Y909	014	Metal

No.	Name	No.	Name	No.	Name
015	Metal R	051	Trap 06	087	BrushV RS
016	Metal X	052	Trap 07	088	BrushV SS
017	Funk 01	053	Trap 08	089	JAZZV
018	Funk R 01	054	Trap 09	090	JAZZV RS
019	Funk X 01	055	Trap 10	091	JAZZV SS
020	Funk 02	056	Trap 11	092	METALV
021	Funk R 02	057	Pop	093	METALV RS
022	Funk X 02	058	Pop R	094	METALV SS
023	8Bit 01	059	Pop X	095	POPV
024	8Bit 02	060	Brush	096	POPV RS
025	House 01	061	Brush R	097	POPV SS
026	House 02	062	Brush X	098	ROCKV2
027	House 03	063	Latin	099	ROCKV2 RS
028	House 04	064	Latin R 01	100	ROCKV2 SS
029	House 05	065	Latin R 02	101	ROCKV3
030	RnB 01	066	Session	102	ROCKV3 RS
031	RnB 02	067	Session R	103	ROCKV3 SS
032	RnB 03	068	Session X	104	ROCKBRI
033	RnB 04	069	Vintage	105	ROCKBRIRS
034	RnB R 01	070	Vintage R	106	ROCKBRISS
035	RnB R 02	071	Vintage X	107	Soli8085
036	RnB X 01	072	Jungle	108	FatschSd
037	RnB X 02	073	Jungle R	109	MBare
038	Techno 01	074	Fiesta 01	110	OrgCP
039	Techno 02	075	FiestaR 01	111	SoliNoisy
040	TechnoC 01	076	FiestaX 01	112	909
041	TechnoC 02	077	Fiesta 02	113	Abpunch
042	Trance 01	078	FiestaR 02	114	DD31
043	Trance 02	079	FiestaR 03	115	Dy2
044	Trance 03	080	Jungle2	116	L9
045	Trance 04	081	Jungle2 R	117	Morball2
046	Trap 01	082	BALLAD1	118	Morballcl
047	Trap 02	083	RSBALLAD1	119	X82
048	Trap 03	084	SSBALLAD1	120	Soli8084
049	Trap 04	085	BrushV	121	Soli9095
050	Trap 05	086	BrushVSWIRL	122	SoliFR2L

Appendix

No.	Name	No.	Name	No.	Name
123	Soli808	011	Jazz2	047	House3 03
124	SoliRH5	012	Jazz2 R	048	House4 03
125	Y10	013	Jazz3	049	RnB1
126	Soli808Rim	014	Jazz3 R	050	RnB2
127	SN80er	015	Jazz4	051	RnB3
128	TR66RIM	016	Jazz4 R	052	RnB4
129	Soli909RIM	017	Indie1	053	Techno1
130	HipHop	018	Indie2	054	Techno2
131	HipHop Rim	019	Indie3	055	Techno3
132	FunkV	020	Indie4	056	Techno4
133	FunkV Rim	021	Metal1	057	Trance1 01
134	FunkV2	022	Metal2	058	Trance2 01
135	FunkV2 Rim	023	Metal3	059	Trance3 01
136	FunkV3	024	Metal4	060	Trance4 01
137	FunkV3 Rim	025	Conga1	061	Trance1 02
138	MetalV2	026	Conga2	062	Trance2 02
139	MetalV2 Rim	027	Conga3	063	Trance3 02
140	Montinieri	028	Conga4	064	Trance4 02
141	Montinieri Rim	029	Conga5	065	Trap1 01
142	SurgicalSteel	030	Conga6	066	Trap2 01
143	SurgicalSteel Rim	031	Timbale1	067	Trap3 01
144	SurgicalSteel Xs	032	Timbale2	068	Trap1 02
145	InzoSnare	033	8Bit1	069	Trap2 02
146	InzoSnare Rim	034	8Bit2	070	Trap3 02
147	InzoSnare Xstick	035	8Bit3	071	Pop1
TOM		036	8Bit4	072	Pop1 R
001	Rock1	037	House1 01	073	Pop2
002	Rock1 R	038	House2 01	074	Pop2 R
003	Rock2	039	House3 01	075	Pop3
004	Rock2 R	040	House4 01	076	Pop3 R
005	Rock3	041	House1 02	077	Pop4
006	Rock3 R	042	House2 02	078	Pop4 R
007	Rock4	043	House3 02	079	Brush1
008	Rock4 R	044	House4 02	080	Brush2
009	Jazz1	045	House1 03	081	Brush3
010	Jazz1 R	046	House2 03	082	Brush4

No.	Name	No.	Name	No.	Name
083	Latin1	119	BrushRim8	155	10SoliJP1
084	Latin2	120	BrushRim10	156	12SoliJP1
085	Latin3	121	BrushRim12	157	14SoliJP1
086	Latin4	122	BrushRim14	158	16SoliJP1
087	Session1	123	10XNMas	159	Rim10SoliJP1
088	Session2	124	12XNMas	160	Rim12SoliJP1
089	Session3	125	14XNMas	161	Rim14SoliJP1
090	Session4	126	16XNMas	162	Rim16SoliJP1
091	Vintage1	127	Rim10XNMas	163	yt808ana1
092	Vintage1 R	128	Rim12XNMas	164	yt808ana2
093	Vintage2	129	Rim14XNMas	165	yt808ana3
094	Vintage2 R	130	Rim16XNMas	166	yt808ana4
095	Vintage3	131	10BigReverb	167	Li_HTO 1
096	Vintage3 R	132	12BigReverb	168	Li_HTO 2
097	Vintage4	133	14BigReverb	169	Li_HTO 3
098	Vintage4 R	134	16BigReverb	170	Li_HTO 4
099	Jungle1	135	Rim10BigRev	171	80_TOM1
100	Jungle1 R	136	Rim12BigRev	172	80_TOM2
101	Jungle2	137	Rim14BigRev	173	80_TOM3
102	Jungle2 R	138	Rim16BigRev	174	80_TOM4
103	Jungle3	139	10MetaFilter	175	80er1
104	Jungle3 R	140	12MetaFilter	176	80er2
105	Jungle4	141	14MetaFilter	177	80er3
106	Jungle4 R	142	16MetaFilter	178	80er4
107	Fiesta1	143	Rim10MetaFil	179	NOV808TOM1
108	Fiesta1 R	144	Rim12MetaFil	180	NOV808TOM2
109	Fiesta2	145	Rim14MetaFi	181	NOV808TOM3
110	Fiesta2 R	146	Rim16MetaFi	182	NOV808TOM4
111	Fiesta3	147	10SoliNathan	183	SDS7_4TO1
112	Fiesta3 R	148	12SoliNathan	184	SDS7_4TO2
113	Fiesta4	149	14SoliNathan	185	SDS7_4TO3
114	Fiesta4 R	150	16SoliNathan	186	SDS7_4TO4
115	Brush8	151	Rim10SoliNat	187	909_TOM1
116	Brush10	152	Rim12SoliNat	188	909_TOM2
117	Brush12	153	Rim14SoliNat	189	909_TOM3
118	Brush14	154	Rim16SoliNat	190	909_TOM4

Appendix

No.	Name	No.	Name	No.	Name
191	TED_TOM1	17	House 01	53	Pst21 E
192	TED_TOM2	18	House 02	54	Pst21Br
193	TED_TOM3	19	House 03	55	Pst21Br B
194	TED_TOM4	20	RnB	56	Pst21Br E
195	X1_ETOM1	21	Techno 01	57	Pst21EDGMe
196	X1_ETOM2	22	Techno 02	58	Pst2TNy
197	X1_ETOM3	23	Trance	59	Pst2TNy B
198	X1_ETOM4	24	Pop	60	Pst2TNy E1
199	Solidry10	25	Pop B	61	Pst2TNy E2
200	Solidry12	26	Brush	62	Heavy
201	Solidry14	27	Brush B	63	Heavy B
202	Solidry16	28	Brush E	64	Heavy E
203	Solidry10 Rim	29	Session	65	HeavyBr
204	Solidry12 Rim	30	Vintage	66	HeavyNy
205	Solidry14 Rim	31	Vintage B	67	HeavyWd
206	Solidry16 Rim	32	Jungle	68	Rivert
207	InzoTomHigh	33	Jungle B	69	Rivert B
208	InzoTomLow	34	Fiesta	70	Rivert E
209	InzoTomFloor	35	Fiesta B	71	Rivert E2
RIDE		36	Fiesta E	72	RivertBlunt
01	Rock	37	Pst20Ny1	73	RivertBr
02	Rock B	38	Pst20Ny2	74	RivertMallt
03	Rock E	39	Pst20Ny B	75	RiverNy
04	Jazz	40	Pst20Ny E1	76	InzoRide
05	Jazz B	41	Pst20Ny E2	77	InzoRide B
06	Jazz E	42	Pst20Wd	CRASH	
07	Indie	43	Pst20Wd B	01	Rock1
08	Indie B	44	Pst20Wd E	02	Rock1 E
09	Indie E	45	Pst20Br	03	Rock2
10	Funk 02	46	Pst20Br B	04	Rock2 E
11	Funk B 02	47	Pst20Br E	05	RockChina
12	Funk E 02	48	Pst20Mallt	06	RockSplash
13	Funk 01	49	Pst21Ny1	07	Jazz1
14	Funk B 01	50	Pst21Ny2	08	Jazz1 E 01
15	Funk E 01	51	Pst21 B1	09	Jazz2
16	8Bit	52	Pst21 B2	10	Jazz2 E

No.	Name	No.	Name	No.	Name
11	JazzSplash 01	47	China16Mal	83	CrashSF17 B
12	JazzSplash 02	48	China20Sti	84	CrashSF17Rods
13	Indie1 01	49	China30	85	CrashSF17Painter
14	Indie2 01	50	Crash14 E	86	CrashSF17Mute
15	Indie1 02	51	Crash14	87	InzoCrashL
16	Indie2 02	52	Crash16 E	88	InzoCrashR
17	Funk1	53	Crash16	89	InzoChina
18	Funk2	54	Crash17beat	90	InzoSplash
19	8Bit1	55	Crash17br	HI-HAT	
20	8Bit2	56	Crash17 E	001	Rock O
21	House 01	57	Crash17	002	Rock C
22	House 02	58	Crash18	003	Rock P
23	House 03	59	Crash18 E	004	Rock Half
24	House 04	60	CrashB16E1	005	Rock Sp
25	Trance1	61	CrashB16E2	006	Jazz O 01
26	Trance2	62	CrashB16	007	Jazz C 01
27	Trap1 01	63	CrashB18	008	Jazz P 01
28	Trap2 01	64	CrashB18B	009	Jazz O 02
29	Pop1	65	CrashB18Br	010	Jazz C 02
30	Pop2	66	CrashB18E1	011	Jazz P 02
31	Session1	67	CrashB18E2	012	Indie O
32	Session2	68	Crash20	013	Indie C
33	Vintage1	69	Crash20Beat	014	Indie P
34	Vintage2	70	Crash20Br	015	Metal O
35	Jungle1	71	Crash20EDGE	016	Metal C
36	Jungle2	72	808_1CYM	017	Metal P
37	Fiesta1	73	NOV_CYMB	018	Funk O 01
38	Fiesta2	74	Y808crash	019	Funk C 01
39	SplashA12	75	China3000	020	Funk P 01
40	SplashA12E	76	CrashSF16	021	Funk O 02
41	SplashB12	77	CrashSF16 E	022	Funk C 02
42	SplashB12E	78	CrashSF16Br	023	Funk P 02
43	Splash8	79	CrashSF16Hand	024	8Bit O
44	Splash8E	80	CrashSF16Mute	025	8Bit C
45	China12Mal	81	CrashSF17	026	House O 01
46	China14Mal	82	CrashSF17 E	027	House C 01

Appendix

No.	Name	No.	Name	No.	Name
028	House O 02	064	Vintage O	100	808_3HH O
029	House C 02	065	Vintage C	101	808_HH C1
030	House O 03	066	Vintage P	102	808_HH C2
031	House C 03	067	Vintage Half	103	808HH P
032	RnB O 01	068	Vintage Sp	104	909HHOP2
033	RnB C 01	069	Jungle O	105	909_HHCL
034	RnB O 02	070	Jungle C	106	909HHCL2
035	RnB C 02	071	Jungle P	107	CR78_HHO
036	Techno O 01	072	Jungle Half	108	CR78_HHC
037	Techno C 01	073	Jungle Sp	109	NOV_HHOP
038	Techno O 02	074	Fiesta O	110	NOV_1HHC
039	Techno C 02	075	Fiesta C	111	SakataHH O
040	Trance O 01	076	Fiesta P	112	SakataHH C
041	Trance C 01	077	Fiesta Half	113	SakataHH P
042	Trance O 02	078	Fiesta Sp	114	Y808HH O
043	Trance C 02	079	CCMHH O	115	Y808HH C
044	Trap O 01	080	CCMHH C	116	Signature O
045	Trap C 01	081	CCMHH P	117	Signature C
046	Trap O 02	082	CCMHH Half	118	Signature P
047	Trap C 02	083	CCMHH Sp	119	Signature Half
048	Trap O 03	084	BalHH O	120	Signature Sp
049	Trap C 03	085	BalHH C	121	Dark O
050	Pop O	086	BalHH P	122	Dark C
051	Pop C	087	BalHH Half	123	Dark P
052	Pop P	088	BalHHSp	124	Dark Half
053	Pop Half	089	CDHH O	125	Dark Sp
054	Pop Sp	090	CDHH C	126	InzoHH O
055	Brush O	091	CDHH P	127	InzoHH C
056	Brush C	092	CDHH Half	128	InzoHH P
057	Brush P	093	CDHH Sp	129	InzoHH Half
058	Brush Half	094	CCO O	130	InzoHH Splash
059	Brush Sp	095	CCO C	PERC	
060	Session O	096	CCO P	01	Cowbell
061	Session C	097	CCO Half	02	FunkPerc01
062	Session P	098	CCO Sp	03	FunkPerc02
063	Session Sp	099	808_2HH O	04	8BitFX01

No.	Name	No.	Name	No.	Name
05	8BitFX02	33	Soli909_CLAP	60	Tunggu1
06	8BitFX03	34	909Clp	61	Tunggu2
07	HouseFX01	35	808Clp	62	Tunggu3
08	HouseFX02	36	Abs	63	Tunggu4
09	HouseFX03	37	Abs5	64	Tunggu5
10	HouseFX04	38	808congahi	65	Tunggu6
11	HouseFX05	39	808 claves	66	DavulGum1
12	HouseFX06	40	808 shaker	67	DavulGum2
13	TranceFX01	41	SakataAgogo	68	DavulStik1
14	TranceFX02	42	Elec9Clap	69	DavulStik2
15	TranceFX03	43	626_TAM	70	DavulFingr
16	TranceFX04	44	707_TAMB	71	BendirDum1
17	TranceFX05	45	ABcowbell	72	BendirDum2
18	TrapFX01	46	C78_Guiro	73	BendirTek1
19	TrapFX02	47	808congalo	74	BendirTek2
20	EShaker	48	808congame	75	DarbukaGum
21	ECowbell	49	Y30ZAP2	76	DarbukaTek
22	DubFX01	50	X10_ZAP	77	DarbukaTak
23	DubFX02	51	Bg	78	DarbukaTok
24	DubFX03	52	Cai1	79	DarbukaTik
25	DubFX04	53	Cai2	80	FingerCym1
26	DubFX05	54	Cang	81	FingerCym2
27	Agogo01	55	Gong1	LOOP	
28	Agogo02	56	Gong2	1	Bass1
29	ShakerShort	57	Gong3	2	Lead1
30	ShakerLong	58	Gon4	3	Lead2
31	NoClp	59	Guban	4	Pad2
32	SDS7_CLP				

11.4 MIDI note list

PAD	TRIGGER	MIDI note	PAD	TRIGGER	MIDI note
SNARE	Head	38	CRASH2	Bow	57
	X-Stick	37		Edge	52
	Rim	40	HIHAT	Open	46
KICK	Head	36		Closed	42
TOM1	Head	48		Half Open	23
	Rim	50	HIHAT PEDAL	Chick	44
TOM2	Head	45		Splash	21
	Rim	47	RIDE	Bow	51
TOM3	Head	43		Bell	53
	Rim	58		Edge	59
CRASH1	Bow	49	EXT	Head	41
	Edge	55		Rim	39

