

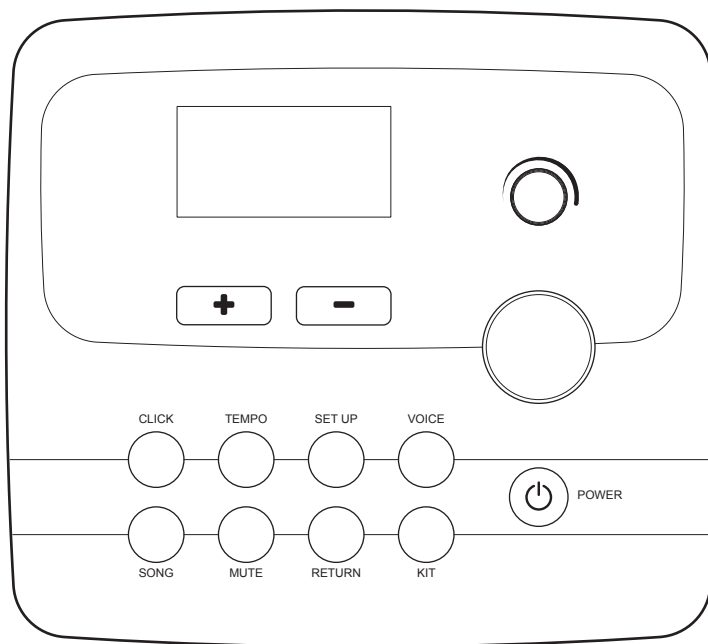
Sound Module

HAMPBACK



Owner's Manual V1.0

DSP-1201

DSP-1301



USING THE UNIT SAFELY

-  **WARNING** Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
-  **CAUTION** Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.
*Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

WARNING

- Please read owner's manual carefully before use.
- Please connect the power plug with ground protected power outlet.
- Do not open (or modify in any way) the unit or its AC adapter (except when this manual provides specific instructions directing you to do so).
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so).
- Never use or store the unit in places that are:
 - a Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
 - b Damp (e.g., baths, washrooms, on wet floors); or are
 - c Humid; or are
 - d Exposed to rain; or are
 - e Dusty; or are
 - f Subject to high levels of vibration
- When using the unit with a rack or stand, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.
- Be sure to use only the AC adapter supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adapter's body. Other AC adapters may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.
- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. Do not excessively twist or bend the power cord, nor place heavy objects on it. It can damage the cord, producing severed elements and short circuits. Damaged cords may cause fire and shock hazards!
Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.
- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.
- Immediately turn the power off, remove the AC adapter from the outlet, as listed on the "Information" page when:
 - a The AC adapter, the power-supply cord, or the plug has been damaged; or
 - b If smoke or unusual odor occurs; or
 - c Objects have fallen into, or liquid has been spilled onto the unit; or
 - d The unit has been exposed to rain (or otherwise has become wet); or
 - e The unit does not appear to operate normally or exhibits a marked change in performance.
- In Households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords-the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- The unit and the AC adapter should be located so their location or position does not interfere with their proper ventilation.
- Always grasp only the plug on the AC adapter cord when plugging into, or unplugging from, an outlet or this unit.
- At regular intervals, you should unplug the AC adapter and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs.
Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the AC adapter or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- Before moving the unit, disconnect the AC adapter and all cords coming from external devices.
- Before cleaning the unit, turn off the power and unplug the AC adapter from the outlet.
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adapter from the outlet.
- Keep any caps you may remove and the included wing bolts in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor.
Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise.
If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adapter will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum.
To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit.
Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit.
Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

Maintenance

- For everyday cleaning, wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.



Important Notes

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, nonabrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Other Notes

- Please be aware that the unit's memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit.
- Please take care when using the unit's buttons or other controls, and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting/disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear.

FAQ

Q1: No sound of kick drum.

A1: Check “KICK” type in UTIL and select relatively, refer to Page 13.

Q2: The “Save” symbol appears in the lower right corner of main interface.



A2: Factory Reset, refer to Page 13.

Q3: Customizing the drum kit.

A3: Enter voice interface and select relatively pad, refer to Page 4. Or use “Coarse” and “Fine” in effect interface to adjust the sounds, refer to Page 11.

Q4: Adjusting the volume of pad.

A4: Adjust “Volume” parameter in effect interface, refer to Page 11.

Q5: Adjusting the sensibility of pad.

A5: Adjust “Sensibility” parameter in trig interface, refer to Page 7.

Q6: To prevent double triggering (two sounds instead of one).

A6: Adjust “Mask Time” parameter in trigger interface, refer to Page 9.

Q7: To avoid the cross of pads.

A7: Adjust “AntiCross” parameter in trigger interface, refer to Page 9.

Q8: To avoid the cross of rim and head.

A8: Adjust “Head Rim” parameter in trigger interface, refer to Page 10.

Q9: Insufficient volume of rim shot.

A9: Adjust “Rim Gain” parameter in trigger interface, refer to Page 10.

Q10: No reaction of sound module when connecting external MIDI device.

A10: Adjust the relatively parameter in MIDI interface: setting relatively “Channel No.”, “USB MIDI OUT” as “ON” and “USB MIDI IN” as “ON”, refer to Page 10.

Q11: Adjusting the brightness of sound module.

A11: Adjust brightness by “CTRL” parameter in system interface, refer to Page 13.

Q12: There is no reaction of pad when hitting in trigger or effect interface.

A12: To set “Auto Trace” as “ON” in MIDI interface, then back to check in trigger or effect interface, refer to Page 10.

Sound Module Main Specifications

Sound Module	DSP-1201	DSP-1301
Song	10	10
Preset Kit	15	15
Use Kit	10	10
Instruments	329 (GM:128)	329 (GM:128)
DSP Effect	Reverb, EQ, Pitch, PAN	Reverb, EQ, Pitch, PAN
Speed	20~260BPM	20~260BPM
Display	128*64 LCD	128*64 LCD
Power Supply	DC-12V 1A	DC-12V 1A
Jack	USB (USB Type B, USB MIDI), DATA IN (DB25), AUX (3.5mm), PHONE (6.35mm), L/MONO (6.35mm), R (6.35mm), MIDI IN (6core DIN), MIDI OUT (6core DIN), TOM4 (6.35mm), CRASH2 (6.35mm)	USB (USB Type B, USB MIDI), DATA IN (DB25), AUX (3.5mm), PHONE (6.35mm), L/MONO (6.35mm), R (6.35mm), MIDI IN (6core DIN), MIDI OUT (6core DIN), TOM4 (6.35mm), CRASH2 (6.35mm)

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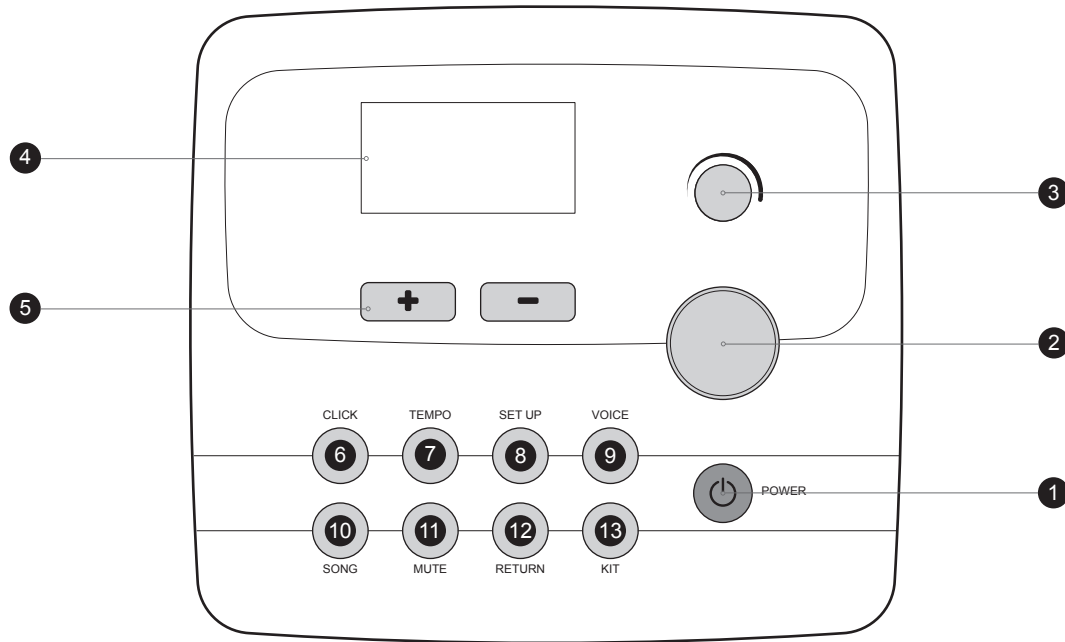
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1. Sound Module User Guide

1.1 Sound Module Components

1.1.1 Top Panel



1 [POWER] button

Turn the power on/off.

2 [EDITOR] rotary

Move the cursor in display
or change the value in large steps.

3 [VOLUME] knob

Adjust the overall volume.

4 Display

Mode selection and parameter setting display.

5 [+] [-] buttons

Move the cursor in the interface or to
edit setting value.

6 [CLICK] button

Turn the metronome on/off.

7 [TEMPO] button

Set the parameters of tempo.

8 [SET UP] button

Set the parameters of sound module.

9 [VOICE] button

Edit the sound and volume of drum kit.

10 [SONG] button

Edit the setting relate to song.

11 [MUTE] button

Mute the drum sounds in song.

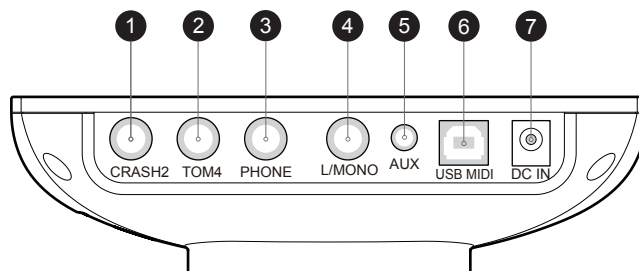
12 [RETURN] button

Enter function option interface;
Enter specific parameter value setting;
Confirm the modified parameters,
and back to the previous screen.

13 [KIT] button

Back to main interface(Drum kit interface).

1.1.2 Jack Panel



1 CRASH2 jack

Connect additional crash.

2 TOM4 jack

Connect additional tom.

3 PHONE jack

Connect stereo headphones.
Sound will still be output from the L/MONO jack
even if headphones are connected.

4 L/MONO jack

Use for connecting to an amp or other
external audio equipment.

5 AUX jack

Use for connecting an external audio source such
as MP3 or CD players. The voice will outcome from
L/MONO and PHONE jack.

6 USB jack(USB-MIDI)

Connect PC and play/record MIDI file.

7 DC IN jack

Connect AC adapter.

1.2 Sound Module Operating Guide

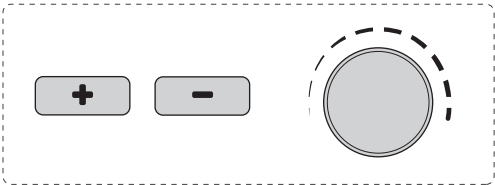
1.2.1 Viewing the Display



(Take metronome interface for example)

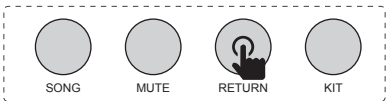
- Interface consist of title bar and setting of parameter item.
- Left icon indictes current available function.
- Cursor indicate current editing function.

1.2.2 [+] [-] Buttons and [EDITOR] Rotary



- The [+] [-] buttons and [EDITOR] rotary are both used to edit settings.
 - a.[+] [-] buttons
 - Use for accurate value editing.
 - The value of the setting will increase each time press [+],and decrease each time press [-].
 - b.[EDITOR] rotary
 - Edit value in a large steps.
 - To make a wide range of numeric changes.

1.2.3 [RETURN] button



- [RETURN] button is used to confirm current adjustment.
- Upon cursor on the function option, press [RETURN] button and confirm it.
- Upon cursor on the parameter item, press [RETURN] button and start specific parameter setting.
Then press [RETURN] button again to return previous interface and choose other parameter item.

1.3 Getting Ready

1.3.1 Turning the Power On

1. Before power on, turn [VOLUME] anticlockwise to minimize the volume of sound module and do the same for the connected devices.
 2. Press [POWER] button to turn on the power.
 3. Minimize the volume of connected devices and turn on the power.
 4. Strike pad and turn [VOLUME] clockwise, adjust volume slowly.
- Note: After turn on the power, do NOT touch any pads or pedals until the drum kit interface appear.



1.3.2 Turning the Power Off

1. Minimize the volume of this unit and the connected devices.
2. Turn off the power to the connected devices.
3. Hold down the [power] button for a while, until the screen indicates "POWER OFF".

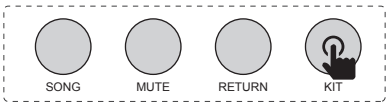


2. Performing

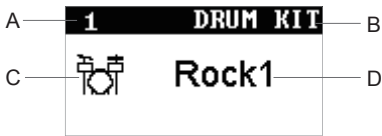
2.1 Selecting a Drum Kit

- Serial number 1-20 are preset kits
- Serial number 21-25 are user kits.
- Strike the pad, the name of relative pad would show in title bar.

1. Press [KIT] button or upon boot-up interface.



Enter the main interface (drum kit interface).



Drum kit interface

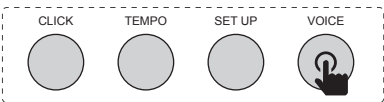
A	Kit serial number
B	Kit type
C	Current striking pad
D	Kit name

2. Press [+] [-] buttons or [EDITOR] rotary to select a drum kit.
- Strike the pad, the drumming position would display.

2.2 Customizing a Kit

- According to personally requirement, user kit could be formed by selecting and editing the voice preset in sound module.
1. Upon drum kit interface, use [+] [-] buttons or [EDITOR] rotary to select any drum kit among No.21-25.

2. Press [VOICE] button,



Enter voice interface.



Voice Interface

A	Voice serial number
B	Pad name
C	Voice option

3. Use [+] [-] buttons or strike a pad to select the pad that you want to edit.
- Strike the pad, the drumming position would display.
4. Use [EDITOR] rotary to choose the voice that you want.
- After editing, the data would auto save.

2.3 Customizing Voice of Drum Kit

1. Upon drum kit interface, Use [+] [-] buttons or use [EDITOR] to select the drum kit that you want to edit.
2. Press [VOICE] button, enter voice interface.
3. Use [+] [-] buttons or strike a pad to select the pad that you want to edit.
4. Use [EDITOR] rotary to choose voice that you want, and the data would auto save.

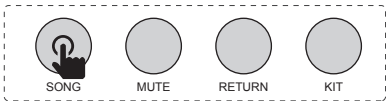
3. Playing Along with a Song

3.1 Performing Along with a Song Built-in

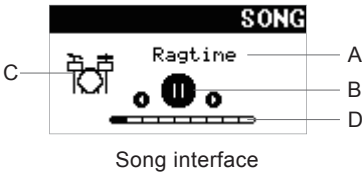
- 10 preset songs built-in.
- Drum sounds could be muted.

3.1.1 Play Built-in Songs

1. Press [SONG] button,



Enter song interface.

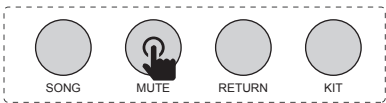


A	Sone name
B	Play condition
C	Mute state of drum sound
D	Song progress bar

2. Use [+] [-] buttons, select the song.
3. Press [RETURN] button, play the song.
 - The song progress bar would appear while song playing.
4. Press [RETURN] button again to stop the song.

3.1.2 Mute the Drum Sound

- Press [MUTE] button and the icon of drum would disappear. The drum sounds would be muted.



- Upon mute state, press [MUTE] button again, drum sounds appear.

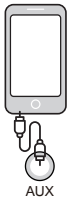


3.2 External Audio Player(AUX)

- Connect portable audio player to AUX jack, you could play along with a song from it.

3.2.1 Connect Audio Player

1. Minimize the volume of the connected devices.
2. Connect the mobile phone MP3 or any portable audio player to aux jack.



3.2.2 Play Song

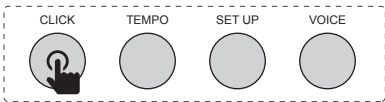
1. Play the song in audio players.
2. Adjust the volume.
 - Adjust the volume of audio player and to balance it against to sound module.
 - The audio would output by L/MONO or Phone jack.

4. Using the Metronome

- Practicing with built-in metronome will help your perfect your tempo skill.

4.1 Using the Metronome

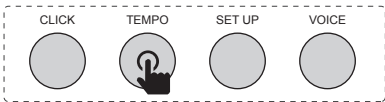
- Press [CLICK] button, the metronome starts.



- Press [CLICK] button again to stop it .

4.2 Setting the Metronome

1. Press [TEMPO] button,



Enter metronome interface.



Metronome interface

2. Use [+] [-] buttons or [EDITOR] rotary to select parameter.
 3. Press [RETURN] button.
 4. Use [+] [-] buttons or [EDITOR] rotary to edit value.
- Press [RETURN] button again to save the modified value.
 - During the metronome on, the pointer in left icon would swing according to the setting speed.

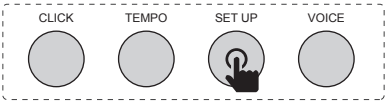
- Metronome parameter

Parameter	Value	Description
Speed	20-260	The speed of tempo, beats per minute(BPM).
Sound	6	The sound of tempo
Beats	1-9	Notes for a beat, beats for a measure.
Rhythm	0-127	Rhythm of each beat
Volume	1 1/2 1/4 1/8 1/16	The volume of metronome

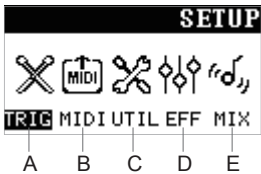
5. Advanced Setting

5.1 Pad Setting——TRIG

1. Press [SET UP] button,



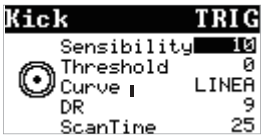
Enter setting interface.



Setting Interface

A	Trigger setting
B	MIDI setting
C	System setting
D	Sound setting
E	Mixer setting

2. Use [+] [-] buttons or [EDITOR] rotary to choose “TRIG”,
Press [RETURN] button to enter trigger interface.



Trigger Interface

3. Strike the pad that you want to edit.

- The corresponding name will be displayed on the left side of the title bar, and the pad icon will also be displayed on the left side of the interface.

4. Use [+] [-] buttons or [EDITOR] rotary to choose the parameter, then press [RETURN] button.

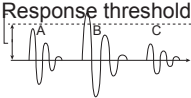
5. Use [+] [-] buttons or [EDITOR] rotary to edit the specific values.


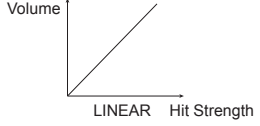
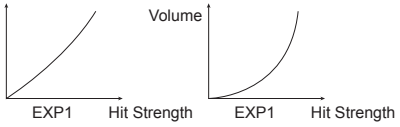
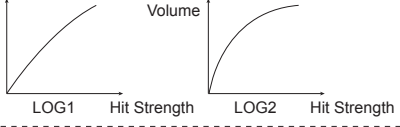
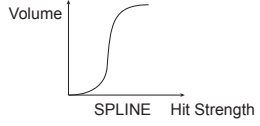
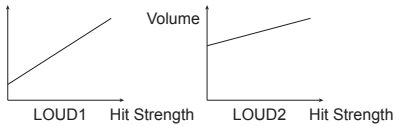
6. Press [RETURN] button again to save the values.

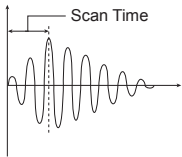
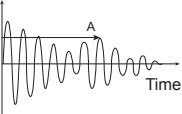
★ Attention: Save the values

If the [RETURN] button is not pressed to confirm, the parameter will not be saved and will still be the default parameter when entering the interface next time.

• Trigger parameter

Parameter	Value	Description
Sensibility	0-31	<ul style="list-style-type: none">• You can adjust the sensitivity of the pads to accommodate your personal playing style.• This allows you to have more dynamic control over the sound volume, based on how hard you play.• The larger value, the higher sensitivity.• When the sensitivity is high, even if the pad/cymbal is lightly hit, a large volume will be generated. When the sensitivity is low, even if the volume is strongly hit, the volume is small. 

Parameter	Value	Description
Threshold	0-31	<ul style="list-style-type: none"> This setting allows a trigger signal to be received only when the pad is above a determined dynamic level (velocity). This can be used to prevent a pad from sounding because of vibrations from other pad. In the following example, B will sound but A and C will not sound. When set to a higher value, no sound is produced when the pad is struck lightly. The response threshold is gradually increased as the pad is struck. Check this setting and adjust as needed. Repeat this process until you get the perfect setting for your playing style. 
This setting is used to control the relationship between playing strength (strike force) and volume variation. Adjust this curve until the response is natural enough.		
Curve	LINEAR	<ul style="list-style-type: none"> Standard settings. In this setting, the most natural correspondence between the playing strength and the volume change is presented. 
	EXP1、EXP2	<ul style="list-style-type: none"> Compared with LINEA, the heavier hit strength will make a big difference. 
	LOG1、LOG2	<ul style="list-style-type: none"> Compared with LINEA, the lighter hit strength will make a big difference. 
	SPLINE	<ul style="list-style-type: none"> Huge response to the hit strength. 
	LOUD1、LOUD2	<ul style="list-style-type: none"> It is easy to maintain a powerful volume effect with very light strength response. These settings will produce a reliable trigger if you use a drum trigger as an external drum pad. 
DR	0-80	<ul style="list-style-type: none"> This setting allows a trigger signal to be received range between peak value with minimum value. When set to higher value, it will be larger range for the trigger signal.

Parameter	Value	Description
Scan Time	0-4.0(ms)	<ul style="list-style-type: none"> Specifies the detection time of the trigger signal. Due to the different characteristics of each pad or acoustic drum trigger, the rise time of the trigger signal waveform may be slightly different, and the same striking force may sound at different volumes. If this happens, adjust the "scan time" and the performance can be monitored more accurately. When repeatedly hitting the pad with the same strength, the scan time value is gradually increased from "0" until the volume is stable at the maximum level. In this setting, Try to hit it lightly and heavily, make sure the volume changes normally. *The higher the value is set, the longer it takes to sound, so set this value as low as possible. 
Retrig Level	0-16	<ul style="list-style-type: none"> This setting prevents spurious re-triggering. Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent sounding at Point A in the following figure(Re-trigger). This occurs in particular at the decaying edge of the waveform. The retrigger level detects such distortion and prevents repeated triggering. When repeating the drum pad, raise the "Retrig Level" value until no further triggering occurs. *Although raising this value prevents re-triggering, when playing fast (such as a roll), the sound is likely to be missed. Adjust this value as low as possible while ensuring no re-triggering. (Note: You can also reduce the time by setting a hidden time setting. The hidden time does not detect the trigger signal within a specified time after the previous trigger signal is received. Retrig level detection trigger signal level attenuation, after internally determining the trigger signal actually generated when hitting the pad, then the sound is triggered, and other false trigger signals that do not require a triggering sound are excluded.) 
Mask Time	0-64(ms)	<ul style="list-style-type: none"> This setting prevents double triggering. When playing a trigger (specially kick trigger), the beater can bounce back and hit the head a second time immediately after the intended note-with acoustic drums sometimes the beater stays against the head-this causes a single hit to "double trigger" (two sounds instead of one). The Mask Time setting helps to prevent this. Once a pad has been hit, any additional trigger signals occurring within the specified "Mask Time" will be ignored(0-64ms). When using a pad, try to let the beater bounce back and hit the head very quickly, then raise the "Mask Time" value until there are no more sounds made by the beater rebound. *When set to high value, it will be difficult to play very quickly. Set this to as low a value as you can. (Note: If two or more sounds are being produced when you strike the head just once, then adjust Retrig Level.)
AutoCross	1-10	<ul style="list-style-type: none"> This setting cancels "crosstalk" (the sound of another drum pad is produced when playing a drum pad). This happens when two drum pads are mounted on the same drum stand. In some cases, you can prevent crosstalk by increasing the distance between the two pads.

Parameter	Value	Description
Rim Gain	5-20	<ul style="list-style-type: none"> Same as "sensitivity", the higher the value, the higher the sensitivity of the rim/edge. When the sensitivity is high, even if the tap is lightly hit, a large volume is generated. When the sensitivity is low, even if the intensity is hit hard, the volume is small.
Head Rim	5-20	<ul style="list-style-type: none"> When you hit the drumhead hard, you may hear the drums. You can improve this by reducing the value of the contrast. When you set this value too large, it may be difficult to play a rim hit.

5.2 MIDI Setting——MIDI

1. Press [SET UP] button to enter setting interface.



2. Usen [+] [-] buttons or [EDITOR] rotary to choose "MIDI", press [RETURN] button to enter MIDI setting interface.

MIDI SETUP	
Channel	10
USB MIDI OUT	ON
USB MIDI IN	ON
Auto Trace	ON
Retransmit	ON

MIDI setting interface

3. Use [+] [-] buttons or [EDITOR] rotary to choose parameter, and then press [RETURN] button.
4. Use [+] [-] buttons or [EDITOR] rotary to edit the value.
5. Press [RETURN] button again to save the parameter.

- MIDI parameters

Parameter	Value	Description
Channel	0-16	Set the MIDI channel number
USB MIDI OUT	ON/OFF	Turn the USB-MIDI OUT on/off.
USB MIDI IN	ON/OFF	Turn the USB-MIDI IN on/off.
Auto Trace	ON/OFF	Turn the Auto Trace of main interface and sound interface on/off
Retransmit	ON/OFF	Turn the USB Retransmit on/off.
System Real	ON/OFF	Turn the System real on/off.

5.3 Effects Setting——EFF

1. Press [SET UP] button to enter setting interface.



2. Use [+] [-] buttons or [EDITOR] rotary to choose "EFF",
Press [RETURN] button to enter effect interface.



Effect Interface

3. Strike the pad that you want to edit.
 - The corresponding name will be displayed on the left side of the title bar, and the pad icon will also be displayed on the left side of the interface.
4. Use [+] [-] buttons or [EDITOR] rotary to choose the parameter, then press [RETURN] button.
5. Use [+] [-] buttons or [EDITOR] rotary to edit the specific values.
6. Press [RETURN] button again to save the values.

• Effect Parameter

Parameter	Value	Description
Coarse	40-88	Coarse tone, coarse tone select the pad tone
Fine	0-127	Fine tone, fine tone select the pad tone
Release	0-127	Release time
Volume	0-127	Pad volume
Pan	0-127	Audiovisual positioning, set the pan of selected pad
Reverb	0-127	Set the reverb of selected pad
Tone	0-127	Set the tone of selected pad

5.4 Mix Setting——MIX

1. Press [SET UP] button to enter mix interface.



2. Use [+] [-] buttons or [EDITOR] rotary to select “MIX”,
Press [RETURN] button to enter mix interface.



Mix interface

• Mix Parameter

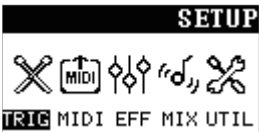
Parameter	Value	Description
Equalizer	ON/OFF	Switch On/Off equalizer
Low Gain	0-127	Low Gain range setting
High Gain	0-127	High Gain range setting
Low Freq	0-127	Setting Low Freq range setting
High Freq	0-127	Setting High Freq range setting
Reverb Type	8 types	Reverb type
Room Size	5 types	Room size
Reverb Level	0-127	Reverb range setting
Reverb Time	0-127	Reverb time range setting
Reverb PreLF	0-7	Reverb PreLF range setting

3. Use [+] [-] buttons or [EDITOR] rotary to select parameter option, press [RETURN] button.
4. Use [+] [-] buttons or [EDITOR] rotary to edit specific value.
5. Press [RETURN] button again and save the modified value.

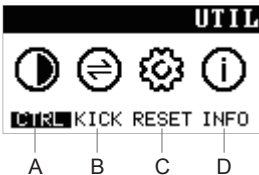
5.5 System Setting——UTIL

5.5.1 Adjust the Brightness

1. Press [SET UP] button to enter setting interface.



2. Use [+] [-] buttons or [EDITOR] rotary to choose “UTIL”, then press [RETURN] button to enter system interface.



System interface

A	brightness setting
B	Kick drum setting
C	Restoring the factory settings
D	Information of sound module

3. Use [+] [-] buttons or [EDITOR] rotary to choose “CTRL”, then press [RETURN] button.



4. Use [+] [-] buttons or [EDITOR] rotary to adjust the brightness, then press [RETURN] button to confirm.

5.5.2 Kick Drum Setting

- The hardware of kick drum could be selected: Kick drum or pedal.
- According to purchase item, the setting of kick drum would preset.
- If the hardware of kick drum changed, setting in sound module need changed as well.

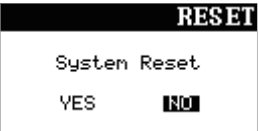
1. Press [SET UP] button, enter setting interface.
2. Use [+] [-] buttons or [EDITOR] rotary to select “UTIL”, then press [RETURN] button to enter system setting interface.
3. Use [+] [-] buttons or [EDITOR] rotary select “KICK”, press [RETURN] button to enter kick drum setting interface.



4. Use [+] [-] buttons or [EDITOR] rotary to select the type of kick drum, press [RETURN] button to save setting and exit.

5.5.3 Restoring the Factory Settings

1. Press [SET UP] button to enter setting interface.
2. Use [+] [-] buttons or [EDITOR] rotary to choose “UTIL”, press [RETURN] button to enter the system interface.
3. Use [+] [-] buttons or [EDITOR] rotary to choose “RESET”, then press [RETURN] button.



4. Press [RETURN] button and wait for factory settings to be restored.

5.5.4 Information of Sound Module

1. Press [SET UP] button to enter the setting interface.
2. Use [+] [-] buttons or [EDITOR] rotary to choose "UTIL", then press [RETURN] to enter the system interface.
3. Use [+] [-] buttons or [EDITOR] rotary to choose "INFO", then press [RETURN] to see the sound module information.



6.Appendix

SONG: 10 / Preset Kit: 15 / User Kit: 10 / VOICE: 329

6.1 SONG List

NUM	NAME	NUM	NAME
1	Ragtime	6	Rockin-Robin
2	Moonlight	7	Spanish Flea
3	It's All Right	8	Love Me Do
4	Hello My Baby	9	I Love You
5	Rising Sun	10	Yankee Doodle

6.2 KIT List

NUM	NAME	NUM	NAME	NUM	NAME
1	Rock1	11	Funk1	20	U_Pop2
2	Rock2	12	Electro1	21	U_Pop3
3	Rock3	13	Electro2	22	U_Jazz1
4	Pop1	14	Electro3	23	U_Brush1
5	Pop2	15	Electro4	24	U_Fiesta1
6	Pop3	User Kit		25	U_Jungle1
7	Jazz1	16	U_Rock1		
8	Brush1	17	U_Rock2		
9	Fiesta1	18	U_Rock3		
10	Jungle1	19	U_Pop1		

6.3 VOICE List

NUM	NAME	NUM	NAME	NUM	NAME
Kick (1)		23	Kick Concrete 1	46	Sn-Fiesta-1-R
1	Kick-Rock-1	24	Kick Concrete 2	47	Clap-Electro9
2	Kick-Pop-1	25	Kick Dakeat 1	48	Sn-Electro9-RS
3	Kick-Pop-2	26	Kick Dakeat 2	Snare(2)	
4	Kick-Metal-1	27	Kick Ganja 1	49	Snare Absynth 1
5	Kick-Metal-2	28	Kick Ganja 2	50	Snare Absynth 2
6	Kick-Jazz-1	29	Kick Jack 1	51	Snare Absynth 3
7	Kick-Jungle-1	30	Kick Jack 2	52	Snare AfroShop 1
8	Kick-Vintage-1	Snare(1)		53	Snare AfroShop 2
9	Kick-Electro8-1	31	Sn-Rock-1	54	Snare AfroShop 3
10	Kick-Electro8-2	32	Sn-Rock-1-R	55	Snare Arena 1
Kick (2)		33	Sn-Rock-1-C	56	Snare Arena 2
11	Kick Absynth 1	34	Sn-Rock-2-XL	57	Snare Arena 3
12	Kick Absynth 2	35	Sn-Pop-1	58	Rim Argon
13	Kick AfroShop 1	36	Sn-Pop-1-R	59	Rimshot Argon
14	Kick AfroShop 2	37	Sn-Pop-1-Cr	60	Snare BottleP 1
15	Kick Arena 1	38	Sn-Jazz-1-XL	61	Snare BottleP 2
16	Kick Arena 2	39	Sn-Jazz-1-R	62	Snare BottleP 3
17	Kick Argon 1	40	Sn-Jazz-1-C	63	Snare Bouncin 1
18	Kick Argon 2	41	Sn-Brush-1-XL	64	Snare Bouncin 2
19	Kick BottleP 1	42	Sn-Brush-1-R	65	Snare Bouncin 3
20	Kick BottleP 2	43	Sn-Jungle-1	66	Snare Dakeat 1
21	Kick Bouncin 1	44	Sn-Jungle-2-R	67	Snare Dakeat 2
22	Kick Bouncin 2	45	Sn-Fiesta-1	68	Snare Dakeat 3

NUM	NAME	NUM	NAME	NUM	NAME
69	Snare Dakeat 4	93	Tom-Metal2-R	117	Djembe AfroS 5
70	Snare Concrete 1	94	Tom-Jungle1-1	118	Djembe AfroS 6
71	Snare Concrete 2	95	Tom-Jungle1-2	119	Djembe AfroS 7
72	Snare Concrete 3	96	Tom-Jungle1-3	120	Djembe AfroS 8
73	Snare Jack 1	97	Tom-Electro1-1	121	Djembe AfroS 9
74	Snare Jack 2	98	Tom-Electro1-2	122	Dununba AfroS 1
75	Snare Jack 3	99	Tom-Electro1-3	123	Dununba AfroS 2
Tom(1)		Tom(2)		124	Dununba AfroS 3
76	Tom-Rock-1-XL	100	Perc Absynth 1	125	Kenkeni AfroS
77	Tom-Rock-2-XL	101	Perc Absynth 2	126	Krin AfroShop
78	Tom-Rock-1-R	102	Perc Absynth 3	127	Sangba Afro 1
79	Tom-Rock-2-R	103	Perc Absynth 4	128	Sangba Afro 3
80	Tom-Pop1-1	104	Perc Absynth 5	129	Shaker Arena 1
81	Tom-Pop1-2	105	Tom Absynth 1	130	Shaker Arena 2
82	Tom-Pop1-3	106	Tom Absynth 2	131	Shaker Arena 3
83	Tom-Pop1-1-R	107	Tom Absynth 3	132	Shaker Arena 4
84	Tom-Pop1-2-R	108	Tom Absynth 4	133	Tom BottleP 1
85	Tom-Pop1-3-R	109	Tom Absynth 5	134	Tom BottleP 2
86	Tom-Jazz1-XL	110	Tom Absynth 6	135	Tom BottleP 3
87	Tom-Jazz2XL	111	Tom Absynth 7	136	Tom BottleP 4
88	Tom-Brush1-XL	112	Tom Absynth 8	137	Tom BottleP 5
89	Tom-BassBrush1-XL	113	Tom Absynth 9	138	Tom BottleP 6
90	Tom-Metal1-XL	114	Djembe AfroS 1	139	Tom BottleP 7
91	Tom-Metal2-XL	115	Djembe AfroS 2	140	Tom BottleP 8
92	Tom-Metal1-R	116	Djembe AfroS 3	141	Tom Bouncin 1

NUM	NAME	NUM	NAME	NUM	NAME
142	Tom Bouncin 2	166	RD-Brush2-edge	190	Bongo Bouncin
143	Tom Bouncin 3	167	RD-Brush2-top	191	Ride Ganja
144	Tom Bouncin 4	168	RD-Jungle1-bell	192	Ride Orgami
145	Tom Dakeat 1	169	RD-Jungle1-top	193	Ride Overtime
146	Tom Dakeat 2	170	RD-Vintage1-Bell	194	Ride Rare 1
147	Perc Jack 1	171	RD-Vintage1-shoulder	195	Ride Rare 2
148	Perc Jack 2	172	RD-Fiesta1-top	196	Ride Shooter
149	Perc Jack 3	173	Cymb 808L	197	Ride Sintheti
150	Perc Jack 4	Ride(2)		198	Ride Alkaloid V1
151	Perc Jack 5	174	Ride Glowstix 1	199	Ride Alkaloid V2
152	Perc Jack 6	175	Ride Glowstix 2	200	Ride Alkaloid V3
153	Perc Jack 7	176	Ride Glowstix 3	201	Ride Alkaloid V4
154	Perc Jack 8	177	Ride Glowstix 4	202	Ride Alkaloid V5
155	Lofill Jack 1	178	Ride Gong V8	203	Ride Alkaloid V6
156	Lofill Jack 2	179	RideBell Gong V8	204	Ride Soulesque 1
157	Perc Concrete 1	180	Bell AfroShop 1	205	Ride Soulesque 2
158	Shaker Concrete 1	181	Bell AfroShop 2	206	Ride X
159	Shaker Concrete 2	182	Bell AfroShop 3	Crash(1)	
Ride(1)		183	Bell AfroShop 4	207	Cr_Classic_Edge
160	RD_R24-Bell	184	Ride Arena 1	208	Cr_Classic_Shoulder
161	RD_R24-Shoulder	185	Ride Arena 2	209	Cr_Rock-V20-Edge
162	RD_R24-Edge	186	Ride Arena 3	210	Cr_Rock-V20-Shoulder
163	RD-Jazz1-bell	187	Ride Neuron 1	211	Cr-Metal-1
164	RD-Jazz1-top	188	Ride Neuron 2	212	Cr-Jazz-1
165	RD-Brush2-bell	189	RideBell Neuron	213	Cr-Jungle-1

NUM	NAME	NUM	NAME	NUM	NAME
214	Cr-Jungle-3	237	HH-Rock-closed	261	ClosedHH Absyn 1
215	China-Vintage-1	238	HH-Rock-chick	262	ClosedHH Absyn 2
216	Cr-Vintage-2	239	HH-Rock-splash	263	ClosedHH Afro 1
217	Cr-Vintage-3	240	HH-Brush-open	264	ClosedHH Afro 2
Crash(2)		241	HH-Brush-half2	265	ClosedHH Alph 1
218	Balafon AfroS 1	242	HH-Brush-closed	266	ClosedHH Alph 2
219	Balafon AfroS 2	243	HH-Brush-chick	267	ClosedHH Arena 1
220	Balafon AfroS 3	244	HH-Brush-splash	268	ClosedHH Arena 2
221	Balafon AfroS 4	245	HH-Fiesta-open	26	ClosedHH Argon 1
222	Crash Arena 1	246	HH-Fiesta-Half	270	ClosedHH Argon 2
223	Crash Arena 2	247	HH-Fiesta-closed	271	ClosedHH Argon 3
224	Combo Argon	248	HH-Fiesta-chick	272	ClosedHH Argon 4
225	Crash Argon	249	HH-Fiesta-splash	273	ClosedHH BP 1
226	Crash BottleP 1	250	HH-Vintage-open	274	ClosedHH BP 2
227	Crash BottleP 2	251	HH-Vintage-Half	275	ClosedHH BP 3
228	Crash BottleP 3	252	HH-Vintage-closed	276	ClosedHH Boun 1
229	Crash BottleP 4	253	HH-Vintage-chick	277	ClosedHH Boun 2
230	Crash Bouncin 1	254	HH-Vintage-Splash	278	ClosedHH Boun 3
231	Crash Bouncin 2	255	HH-Electro8-open	279	ClosedHH Concr 1
232	Crash Bouncin 3	256	HH-Electro8-Half	280	ClosedHH Concr 2
233	Crash Bouncin 4	257	HH-Electro8-closed	281	ClosedHH Concr 3
234	RevCrash Concrete	258	HH-Electro8-chick	282	ClosedHH Dakeat 1
Hi-hat(1)		259	HH-Electro8-splash	283	ClosedHH Dakeat 2
235	HH-Rock-open	Hi-hat(2)		284	ClosedHH Dakeat 3
236	HH-Rock-half	260	Cabasa Argon	285	ClosedHH Jack 1

NUM	NAME	NUM	NAME	NUM	NAME
286	ClosedHH Jack 2	302	OpenHH Bounc 3	317	Clap AfroShop 2
287	ClosedHH Jack 3	303	OpenHH Concr 1	318	Clap Arena 1
288	OpenHH Absynth 1	304	OpenHH Concr 2	319	Clap Arena 2
289	OpenHH Absynth 2	305	OpenHH Dakeat	320	Clap BottleP 1
290	OpenHH AfroShop 1	306	OpenHH Jack 1	321	Clap BottleP 2
291	OpenHH AfroShop 2	307	OpenHH Jack 2	322	Clap Bouncin 1
292	OpenHH Alphabetical	308	OpenHH Jack 3	323	Clap Bouncin 2
293	OpenHH Arena 1	309	Shaker Argon	324	Clap Concrete 1
294	OpenHH Arena 2	310	Splash Argon	325	Clap Concrete 2
295	OpenHH Argon 1	311	Splash Ganja	326	Clap Funk 1
296	OpenHH Argon 2	312	Splash GarageX	327	Clap Funk 2
297	OpenHH BP 1	313	Splash Neubauten 1	328	Clap Jack 1
298	OpenHH BP 2	314	Splash Neubauten 2	329	Clap Jack 2
299	OpenHH BP 3	Clap			
300	OpenHH Bounc 1	315	Clap Absynth		
301	OpenHH Bounc 2	316	Clap AfroShop 1		

