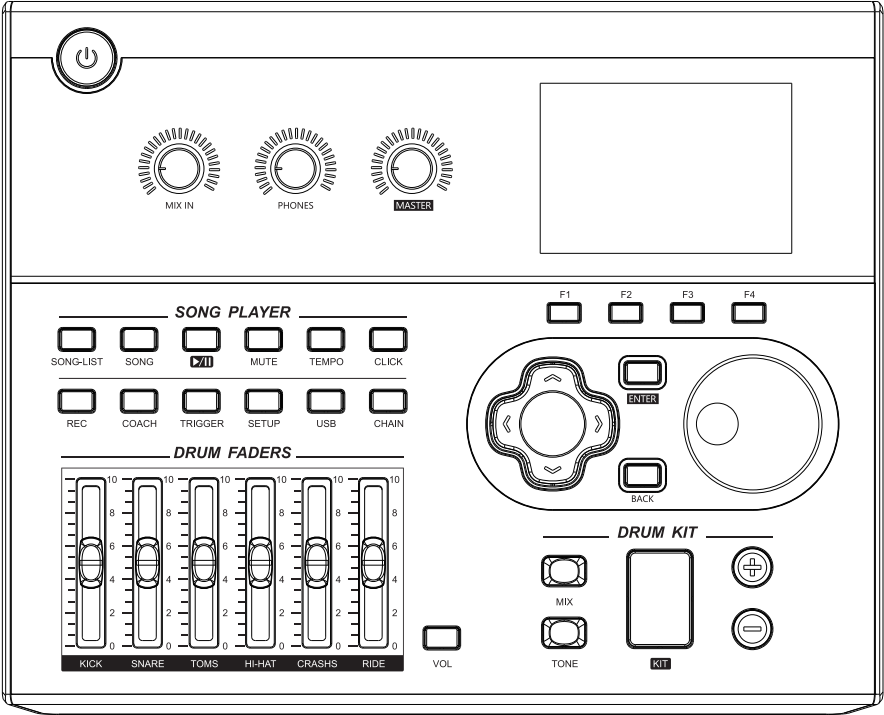


Sound Module

HAMPBACK



Owner's Manual V1.0

DSP-7101



18 months
GUARANTEE

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.

Sound Module Main Specifications

Sound Module	DSP-7101
Song	25
Preset Kit	50
Use Kit	25
Instruments	556(GM: 128)
DSP Effect	Reverb, EQ, Pitch, PAN, Decay
Speed	20~260BPM
Display	Chinese-English display , 480*320 TFTcolor LED screen
Bluetooth	√
USB	√
Power Supply	DC-12V 1A
Jack	USB COMPUTER(USB Type A), MIDI IN/OUT(6core DIN), USB MEMORY(USB Type A), FOOT SW(6.35mm) ,AUX IN(6.35mm), MASTER OUT-L/MONO(6.35mm), Data In(DB25)

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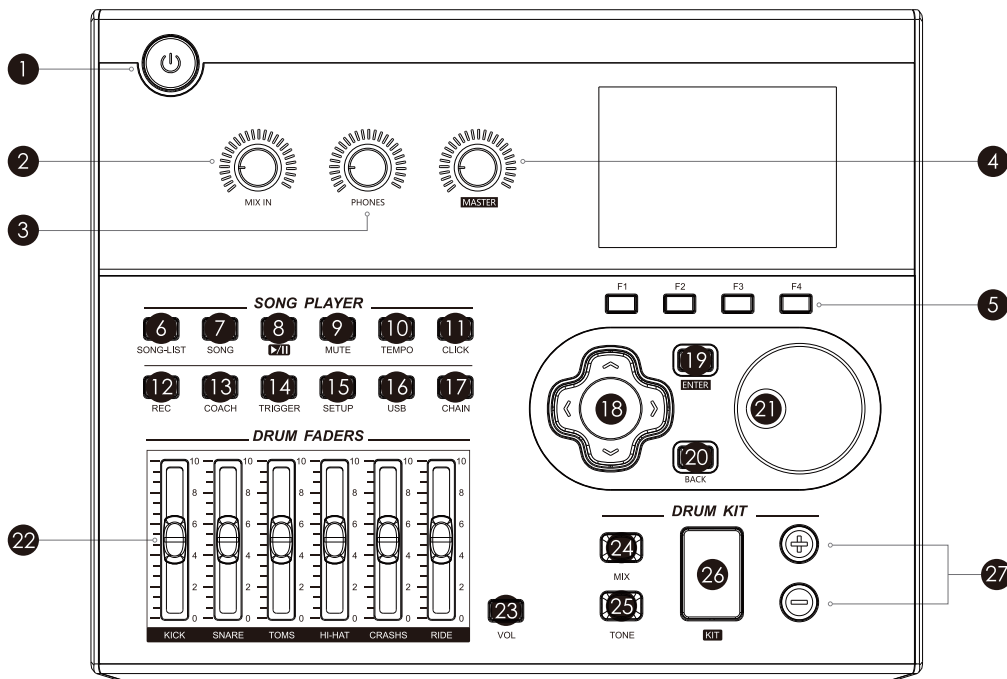
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1.Sound Module Components

• Main panel



1 [POWER] button

Turns the power on/off.

2 [MIX IN] knob

External audio input volume adjustment.

3 [PHONES] knob

Adjust the volume of headphone.

4 [MASTER] knob

Adjust volume of master.

5 [F1-F4] function button

Specify a function shown in the bottom of the display.

6 [SONG-LIST] button

Enter into song list interface.

7 [SONG] button

Perform music-related operations and settings.

8 [▶/II] button

Play/stop the song.

9 [MUTE] button

To mute the drum sounds in song.

10 [TEMPO] button

Enter the tempo interface.

11 [CLICK] button

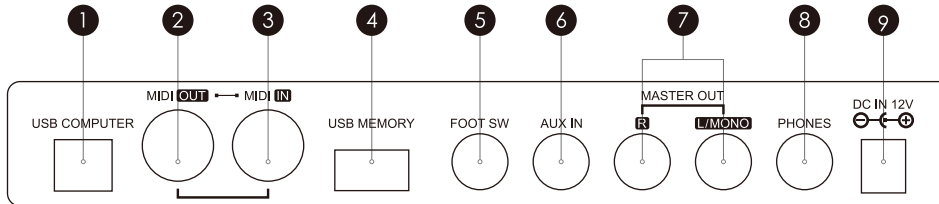
Turn the metronome on/off.

12 [REC] button

Enter the REC standby interface.

- 13 **[COACH] button**
Enter COACH MENU.
- 14 **[TRIGGER] button**
Enter the trigger interface.
- 15 **[SET UP] button**
Enter setting interface.
- 16 **[USB] button**
Enter the USB interface.
- 17 **[CHAIN] knob**
Enter the drum chain editing interface.
- 18 **[▲][▼][◀][▶] button**
Move the cursor in the interface.
- 19 **[ENTER] button**
Confirm an operation/
Proceed to the next interface.
- 20 **[BACK] button**
Return or exit button.
- 21 **[EDITOR]Encoder knob**
Change the value in large steps.
- 22 **[DRUM FADERS] button**
Drum and hi-hat volume solid slider .
- 23 **[VOL] button**
Drum and hi-hat volume setting.
- 24 **[MIX] button**
Enter mix interface.
- 25 **[TONE] button**
Enter tone interface.
- 26 **[KIT] button**
Enter the main interface of sound module.
- 27 **[+][-] button**
Change of parameters, movement of cursor.

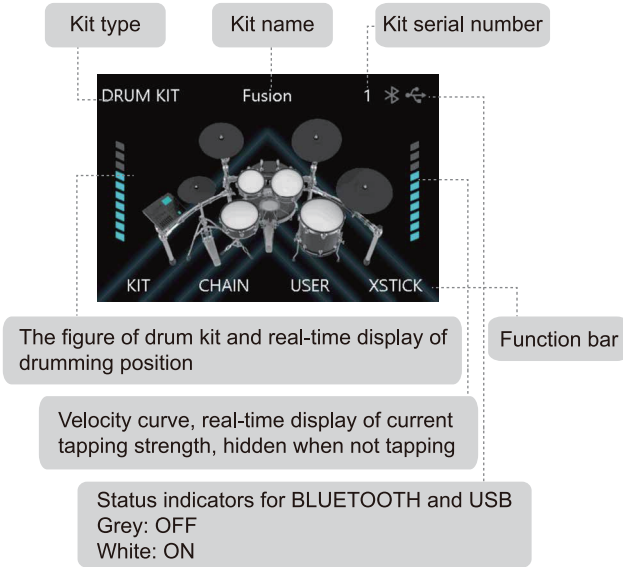
- Top panel



- 1 **USB COMPUTER interface**
Connect to MIDI -USB cable for PC playback and MIDI recording.
- 2 **MIDI OUT interface**
Use the hitting pad to trigger external MIDI sound module or connect to sequencer for MIDI output .
- 3 **MIDI IN connector**
Triggering sounds by MIDI sequencer or pads.
- 4 **USB MEMORY jack**
Connect USB flash drive for play audio file in it and input/output drum kit. As well as the value of it.
- 5 **FOOT SW interface**
Connect an external pedal.
- 6 **AUX IN jack**
Connect external audio source(phone, computer, PAD,MP3)
- 7 **MASTER OUT interface**
Connect speaker amplifier, a metronome effect. To connect the cable to L/MONO interface to output MONO (monaural) sound.
- 8 **PHONE jack**
Connect stereo headphones.Sound will still be output from the OUTPUT jacks even if headphones are connected.
- 9 **DC-12V jack**
Connect the included AC adapter here.

2.Main interface

Press [KIT] button to enter the main interface.

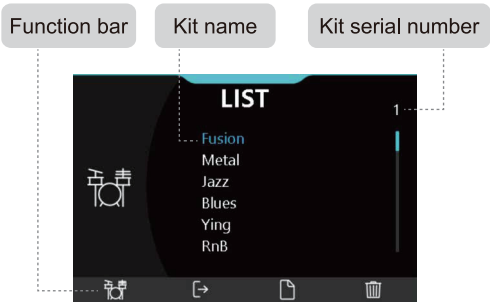


Operation of main interface

Button	Function
[◀]	Move to the previous kit
[▶]	Move to the next kit
[F1]	Enter the drum kit list
[F2]	Set the drum kit chain, use a drum kit chain, see details operation in page 20、21
[F3]	Switch between preset kit and user kit.
[F4]	Switch of X-stick
[KIT]	Enter main interface (drum kit)
[EDITOR]	Select drum kit shortly
[MUTE]	MUTE switch

•Drum Kit List

Enter F1, enter the interface of customizing a kit.

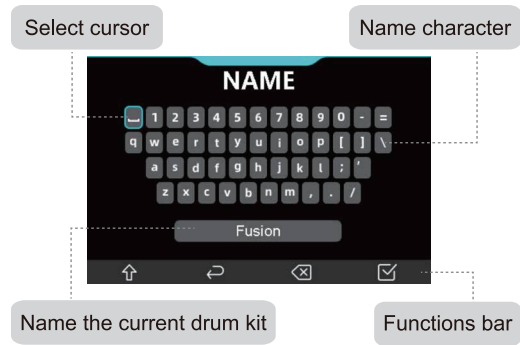


Operation of kit list

Button	Function
[▲]	Move to the previous kit
[▼]	Move to the next kit
[F1]	Switch to the user kit, if there is user drum kit.
[F2]	One click to export kit files to USB
[F3]	Create user drum kit, Copies the currently selected one
[F4]	Delete current kit, preset kit will not be deleted
[KIT]	Enter main interface(drum kit)
[EDITOR]	Select drum kit shortly
[ENTER]	Enter selected kit interface
[BACK]	Back to previous interface

Create user-defined drum kit

Upon the drum kit list interface, enter F3 to copy the selected parameters of current drum kit and enter the naming interface.



Operation of customizing a kit interface

Button	Function
[▲][▼][◀][▶]	Move the cursor up, down, left and right
[F1]	Toggles through capitalization
[F2]	Determines the character selected by the input cursor
[F3]	Delete the entered character
[F4]	Determines the final name for current kit
[ENTER]	Function same as F2
[BACK]	Return to previous interface
[EDITOR]	Move the cursor left or right quickly

Delete user defined kit

Upon the drum kit list interface, when finished setting user defined kit, press [F4] button to enter a window pop-out to choose if delete the current choosing user defined kit.

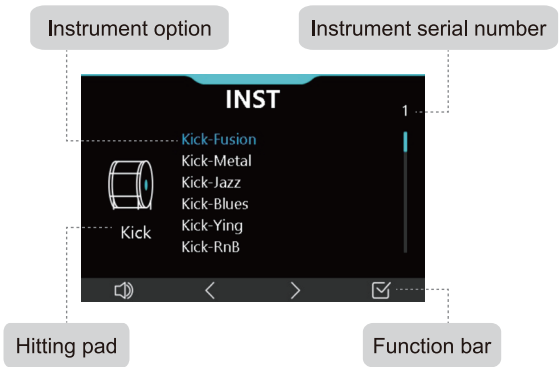


Operation of customizing a kit interface

Button	Function
[ENTER]	Enter
[BACK]	Back
[◀][▶]	Choose “yes” or “no”
[EDITOR]	Function same as [◀][▶] button

Edit user-defined drum kit sounds

After creating the user-defined drum kit, enter [ENTER] to the user drum kit interface, and enter [TONE] to enter the current user drum kit tone interface.



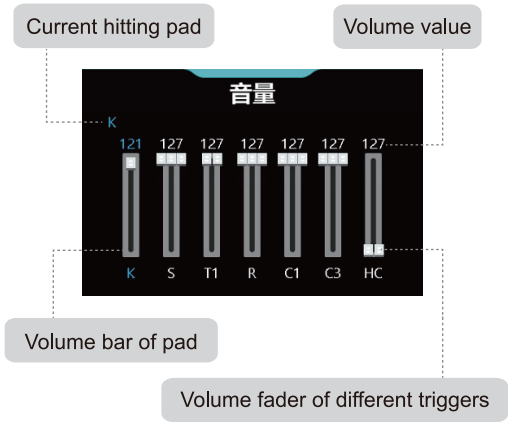
Operation of instrument interface

Button	Function
[▲]	Move to the previous instrument
[▼]	Move to the next instrument
[◀]	Move to the previous pad
[▶]	Move to the next pad
[F1]	Listen current instrument
[F2]	Switch the instrument among hitting pad
[F3]	Current hitting pad jumping backward
[F4]	Save current settings
[BACK]	back to previous interface
[EDITOR]	Select sound quickly

Tone and reverb refer to 11 page, and EQ refers to 11 page.

• Edit the volume of hitting pad

Upon the main interface, press [PADVOL] button, enter the interface of adjusting volume.



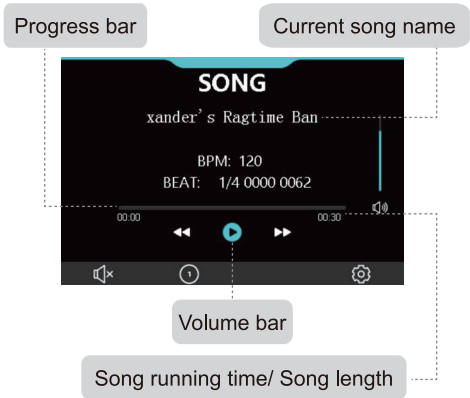
Operation of pad volume interface

Button	Function
[▲]	Volume up
[▼]	Volume down
[◀]	Move to the previous pad
[▶]	Move to the next pad
[EDITOR]	Volume adjust
[BACK]	Save current setting and back to previous interface
[+]	Function same as [▲] button
[-]	Function same as [▼] button

Upon the volume interface of drum pad, striking different positions of different pads, it will jump to the volume bar of the corresponding pad.

• Song interface

Press [SONG] button, enter into song interface.



BPM MIDI: playback speed, beats per minute. (cannot be set)
BEAT MIDI: tempo, in three segment
First: the beat of current measure/ total beats per measures
Second: accumulated beats
Third: total beats of song (cannot be set)

(If you hit Crash while playing SONG and find that the sound of Crash is too small, please press the Mute button and then hit crash.

Song Interface

Button	Function
[▶/]	Play/stop play
[◀]	Move to the previous song
[▶]	Move to the next song
[▲]	Volume up
[▼]	Volume down
[F1]	Enter mute interface and single part of song could be muted
[F2]	Select play mode (List cycle, single cycle, single head, measure cycle)
[F4]	Enter song setting interface
[EDITOR]	Edit playback progress of song
[USB-LIST]	When insert a USB flash drive, open the song list
[DEMO-LIST]	Open the song list in song module
[BACK]	Save current setting and back to previous interface

Mute Interface

Upon song interface, press [F1] button,enter mute interface.



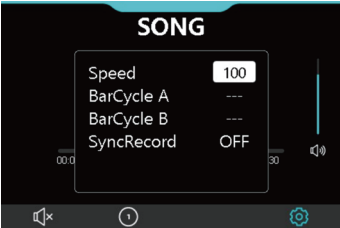
Operation of mute interface

Button	Function
[F1]	Switch off Drum part
[F2]	Switch off Piano part
[F3]	Switch off Bass part
[F4]	Switch off Other part
[BACK]	Save current setting and back to previous interface
[MUTE]	Mute switch of drum part

Song Setting Interface

Upon song interface, press [F4] button,enter song setting interface.

Only upon the [SONG] interface, press [F2] button to adjust song play mode to measure the loop, the section loop starting point A in the figure below, the section loop point B to change the value.



Song setting interface parameter

Button	Function
Speed	Playback speed setting ONLY for MIDI file song(precent)
BarCycle A	The start setting of measure of cycle play, ONLY for MIDI file song
BarCycle B	The end setting of measure of cycle play, ONLY for MIDI file song
Play in recording	Open it to record along with the current song

Song Setting Interface

Button	Function
[◀]	Adjust parameter values
[▶]	Adjust parameter values
[▲]	Select the previous option
[▼]	Select the next option
[BACK]	Save the current settings and return to the previous interface
[EDITOR]	Quickly adjust parameter value
[+]	Function same as[▶]button
[-]	Function same as[◀]button

• Song list interface

In the non-song list interface, press [SONG] button to enter the song list interface.

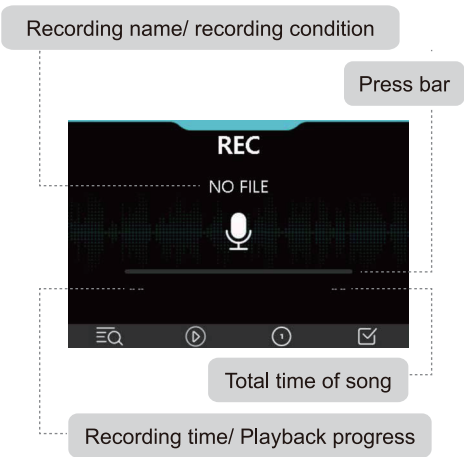


Operation of song list interface

Button	Function
[◀][▶]	Move to previous or next song
[F1]	Enter the demo song that comes with the system
[F2]	Enter the song on the USB flash drive if there is a USB flash drive
[ENTER]	Confirm to use the song, then enter the song interface
[BACK]	Return to previous interface
[EDITOR]	Select song quickly
[-][+]	Move to previous or next song (Function same as[▲]button)

• Recording song and playing

Press [REC] button, enter into the recording interface.

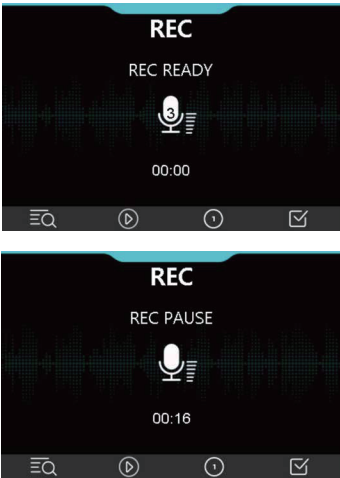


Operation of recording interface

Button	Function
[REC]	Upon recording interface, press [REC] to start/ pause recording
[◀]	Move to the previous recording song
[▶]	Move to the next recording song
[F1]	Open recording file, except the recording condition
[F2]	Play/ Pause recording file, the except recording condition
[F3]	Switch loop playback mode
[F4]	Save the current recording date, the prompt box selects "YES" to save date and selects "NO" to discard the date, and then press [BACK] button to return to record.
[BACK]	Exit the recording interface

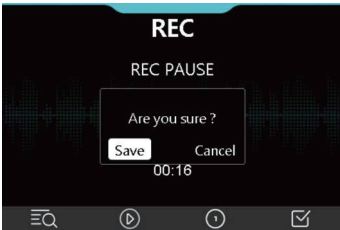
Recording

Upon the recording interface,press [REC] button,to start recording.There would be 3 seconds for preparing the recording.



Recording files saving

When start recording, press [F4] button, which can save the recording files.

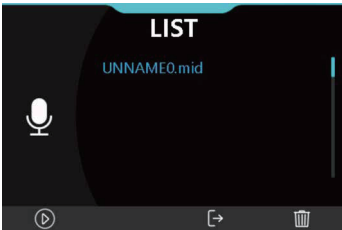


Operation of Recording saving interface

Button	Function
[ENTER]	Confirm and enter the recording file naming interface
[◀ ▶]	Choose to save or choose to cancel
[BACK]	Exit the current interface

Recording files list

Upon the recording interface, press [F1] , enter recording files list interface.

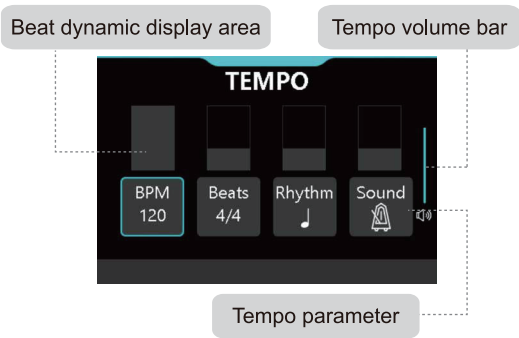


Recording list interface operation

Button	Function
[F1]	Return to recording interface
[F3]	Output the recording files to USB
[F4]	Delete the selected recording files
[▲]	Choose the recording files
[▼]	Choose the recording files
[BACK]	Exit the current interface

• Tempo interface

Press [TEMPO] button, enter into tempo interface.



Operation of tempo interface

Button	Function
[CLICK]	Open/Close tempo
[◀]	Select left parameter
[▶]	Select right parameter
[▲]	Increase the volume of tempo
[▼]	Lower the volume of tempo
[F1]	Select BPM parameter
[F2]	Select Beats parameter
[F3]	Select Rhythm parameter
[F4]	Select Sound parameter
[EDITOR]	Edit the parameter of selected option
[BACK]	Save and Exit
[+]	Adjust parameter values of selected items
[-]	Adjust parameter values of selected items

Tempo parameter

Parameter	Value	Description
BPM	20-260	The speed of tempo, beats per minute (BPM)
Beats	36	Notes for a beat,beats for a measure
Rhythm	15	Rhythm of each beat
Sound	6	Sound of tempo includes temple blocks, standard, cowbel, machanic, ticking and human voice

• Mix interface

Upon the non-mix interface, press [MIX] button to enter into mix interface.

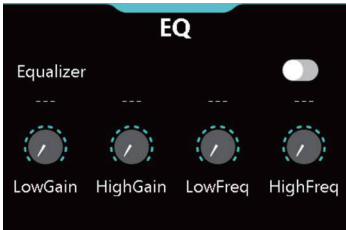


Operation of Mix interface

Button	Function
[◀][▶]	Move the cursor left or right
[+][-]	Move the cursor right or left
[ENTER]	Enter the interface where the cursor is located
[BACK]	Return to previous interface
[F1]	Enter into pitch interface
[F2]	Enter into reverb interface
[F3]	Enter into EQ interface
[EDITOR]	Move cursor quickly

EQ Interface

Upon mixer interface, press [F3] button or move cursor and press [ENTER] button, enter into reverb interface.



EQ interface operatione

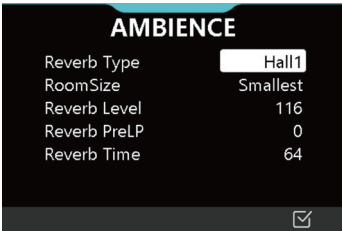
Button	Function
[ENTER]	open or close the equalizer
[F1]	When the equalizer opened, choose EQ Low Gain
[F2]	When the equalizer opened, choose EQ High Gain
[F3]	When the equalizer opened, choose EQ Low Freq
[F4]	When the EQ is turned on, select the high frequency threshold.
[◀][▶]	When the equalizer opened, choose EQ High Freq
[EDITOR]	Adjust parameter values of selected items quickly
[BACK]	Saving and exit the current interface
[+][-]	Adjust parameter values of selected items

EQ parameter

Parameter	Value	Description
Equalizer	on/off	The switch of EQ
EQLowGain	-12dB - +12dB	Up/Down the range of low frequency
EQHighGain	-12dB - +12dB	Up/Down the range of high frequency
EQLowFreq	40HZ – 1KHZ	Set the range of low frequency
EQHighFreq	900HZ – 5KHZ	Set the range of high frequency

Reverb interface

Upon mixer interface, press [F2] button, enter into room interface.



Operation of reverb interface

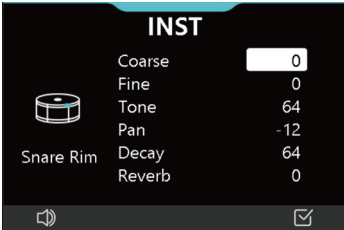
Button	Function
[▲][▼]	Select up or down option
[◀][▶]	Adjust parameter values of selected items
[EDITOR]	Adjust parameter values of selected items quickly
[F4]	Save current setting
[BACK]	Exit the current interface
[+][-]	Function same as[◀][▶]button

Reverb parameter

Parameter	Value	Description
Reverb Type	8 types	Set the reverb type, Room1-3,Hall1-2,plate delay, pan-delay
Reverb Level	0-127	Set reverb Level
Reverb Time	0-127	Set reverb time
Reverb PreLP	0-7	To set the reverb below the selected low threshold

Pitch interface

Upon mixer interface, press [F1] button, to enter into reverb interface.



Operation of pitch interface

Button	Function
[◀]	Move to previous hitting pad
[▶]	Move to next hitting pad
[▲]	Select previous parameter
[▼]	Select next parameter
[F1]	Listen to current editing effects
[F4]	Save parameter
[EDITOR]	Adjust parameter values of selected items quickly
[+][-]	Adjust parameter values of selected items

Pitch parameter

Parameter	Value	Description
Course	-24-24	Coarse tuning the selected hitting pad
Fine	0-127	Fine tuning the selected hitting pad
Tone	0-127	Set the tone of selected hitting pad
Pan	-63-63	Set the pan of selected hitting pad
Decay	0-127	Set the decay of selected hitting pad
Reverb	0-127	Set the reverb volume of selected hitting pad

• Sound module setting

Press [SET UP] button, enter into sound module setting interface.

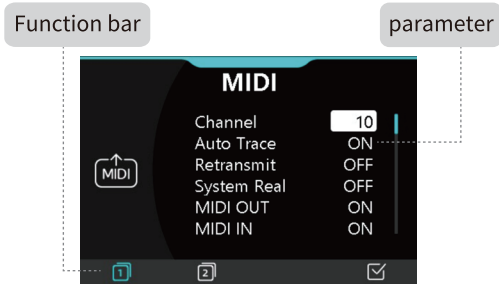


Operation of sound module setting interface

Button	Function
[F1]	Enter MIDI setting interface
[F2]	Enter Hi-hat setting interface
[F3]	Enter system setting interface
[F4]	Enter reset setting interface
[◀][▶]	Select items, cooperate with [ENTER] button to enter the corresponding setting interface
[BACK]	Exit the current interface

MIDI interface

Upon sound module setting interface, select MIDI and enter into MIDI interface



Operation of MIDI interface

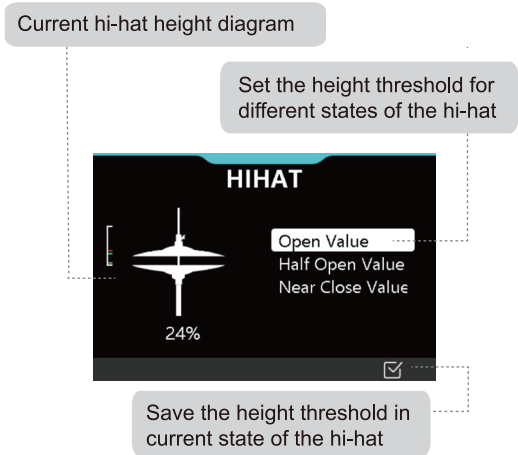
Button	Function
[◀][▶]	Edit selected parameter
[▲]	Move to previous parameter
[▼]	Move to next parameter
[F1]	Select first page parameter
[F2]	Select second page parameter
[F4]	Save current parameters of pads
[EDITOR]	Adjust parameter values quickly
[BACK]	Exit the current interface
[+][-]	Function same as[◀][▶]button

MIDI parameter

Parameter	Value	Description
Channel	1-16	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
USB Retransmit	ON/OFF	Turn the USB-MIDI Retransmit on/off
System Real	ON/OFF	Turn the System real on/off
MIDI OUT	ON/OFF	Turn the MIDI OUT on/off
MIDI IN	ON/OFF	Turn the MIDI IN on/off

Hardware interface

Upon sound modules setting interface, press [F2] button and enter into hardware interface or move cursor and press [ENTER] button to enter.



Operation of hardware interface

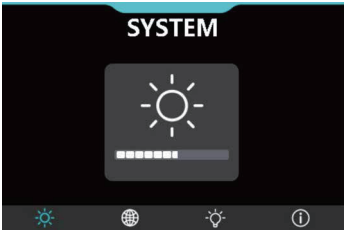
Button	Function
[▲]	Selected the previous option
[▼]	Selected the next option
[F4]	Save setting
[+][-]	Function same as[▲][▼] button
[EDITOR]	Function same as[▲][▼]button
[BACK]	Exit the current interface

Hardware interface description

- (1) The hi-hat diagram on the left side of the interface will change depending on the height of the actual hi-hat.
- (2) If the current cymbal height threshold above the open height threshold, it is in the open state. The half open state is between the open height threshold and the half open height threshold.The closed state below the half open height threshold.
- (3) Select the right option cursor to set the opening height and adjusting the height of the current cymbal, you can set the opening height threshold at the blue mark on the left.
- (4) Select the right option cursor to set the half opening height and adjusting the height of the current cymbal, the half opening height threshold can be set. At the green mark on the left, the half opening height threshold should be less than the opening height threshold.
- (5) Select the right option cursor to set the tiny closed height and adjusting the height of the current cymbal, the tiny closed height threshold can be set, that's a quarter of height of the current cymbal. At the red mark on the left, the tiny closed height threshold should be less than the half opening height threshold.
- (6) Move the height of the current cymbal ,press[F4] button to save the current height.

System Setting Interface

Upon sound module setting interface, press[F3] button or according to move the cursor+[ENTER] to enter into system interface.



Operation of System setting interface

Button	Function
[F1]	Brightness setting of Sound module screen
[F2]	System language setting
[F3]	Panel and Lighting effects of kick setting
[F4]	System version number setting
[▲]	Select the previous option if have several options
[▼]	Select the next option if have several options
[◀][▶]	Adjust parameter values of selected items
[EDITOR]	Function same as[◀][▶]button
[+][-]	Function same as[◀][▶]button
[BACK]	Return to previous interface
[ENTER]	Confirmed

Button light brightness setting



Operation of light brightness setting

Button	Function
[▲][▼]	Move cursor up and down
[◀][▶]	Adjust parameter values of selected items
[EDITOR]	Function same as[◀][▶]button
[BACK]	Save and Exit
[F1][F2][F4]	Function of system setting interface
[+][-]	Function same as[◀][▶]button

Reset setting interface

In the sound module setting interface, press [F4] button to enter the reset setting interface, or press [▶] button to move the cursor to the second-to-last on the right and then + [ENTER] to enter.



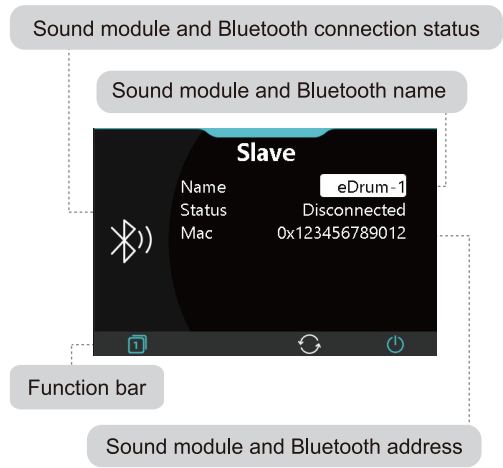
Operation of reset setting interface

Button	Function
[▲]	Select the previous option
[▼]	Select the next option
[ENTER]	Confirmed
[◀][▶]	Move cursor into "YES" OR "NO"
[BACK]	Return to previous interface

- a.Reset and restore
- b.Reset preset date, only reset the original date of the sound module and retain user date, such as preset drum kits, etc.
- c.Clear user date, only clear the original date of the sound module, such as drum kits, recording files, etc.

• Bluetooth interface

Upon sound module setting interface, press [▶] button into the right side and + [ENTER] button to enter.

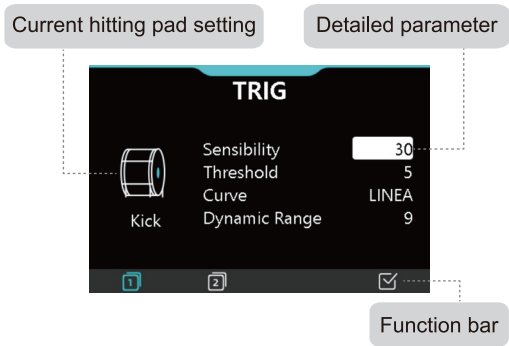


Operation of bluetooth interface

Button	Function
[F1]	Enter Bluetooth secondary interface (display sound module and Bluetooth name, Bluetooth connection status, Bluetooth address)
[F2]	Enter BLE interface, the Bluetooth name can be found in the MIDI music game interface of the mobile phone or tablet (It needs MIDI music game supporting BLE function), and the MIDI music game mode in the form of BLE wireless transmission can be performed after connection
[F4]	Turn on or turn off the Bluetooth function of the sound module
[BACK]	Return to previous interface
[◀][▶]	Upon the Bluetooth secondary interface or BLE interface, press [◀][▶] button and switch the Bluetooth name of sound module
[EDITOR]	As same as [◀][▶] button, quickly switch the Bluetooth name

• Trigger Interface

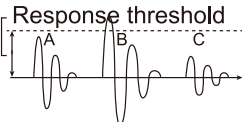
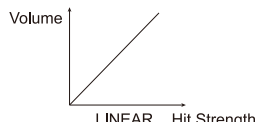
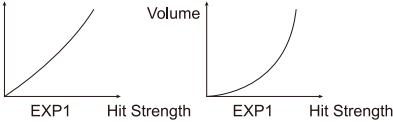
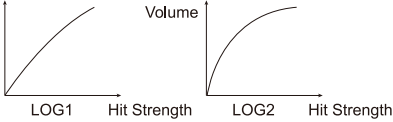
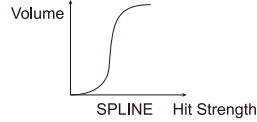
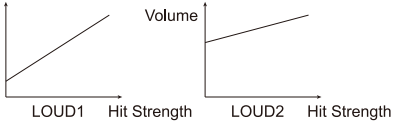
Upon non-trigger interface,press [TRIGGER] button and enter the trigger interface.

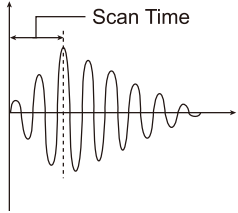
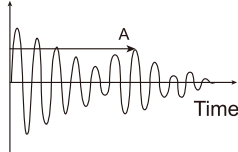


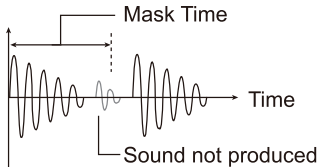
Operation of trigger interface

Button	Function
[F1]	Select first page parameter
[F2]	Select second page parameter
[F4]	Save current parameter of hitting pad
[▲]	Select the previous option
[▼]	Select the next option
[◀]	Move to the previous hitting pad
[▶]	Move to the next hitting pad
[+]	Adjust parameter values of selected items
[-]	Adjust parameter values of selected items
[EDITOR]	Function same as[+][-]
[BACK]	Exit the current interface

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.
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. 
Curve	<p>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.</p>	
	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 LINEAR, the heavier hit strength will make a big difference. 
	LOG1、LOG2	<ul style="list-style-type: none"> Compared with LINEAR, 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. 

Parameter	Value	Description
Dynamic Range	0-9	<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.
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.) 

Parameter	Value	Description
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.) 
Anti-Cross	0-80	<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.
Rim Gain	0-8.0	<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 Adj	0-80	<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.
Xstick Adj	-9 - +9	<ul style="list-style-type: none"> Set the strike strength of cross stick and open strick. When setting is ("+"), the sound of cross stick is still heard even hitting hard.
Pedal HH Sens	-5 - +5	<ul style="list-style-type: none"> Adjust the sensibility of closed hi-hat and foot splash sound. When setting is ("+"),even if you gently press the pedal, it will make a loud sound.

• Coach interface

Press the [COACH] button to enter into coach interface.

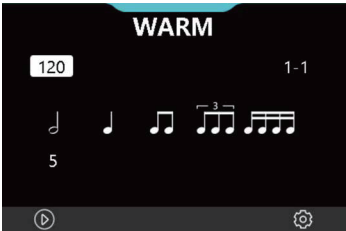


Coach interface operation

Button	Function
[F1]	Enter into warm up practice mode
[F2]	Enter into rhythm practice mode
[F3]	Enter into quiet practice mode
[◀][▶]	Move to the previous or next practice mode
[BACK]	Exit the current interface

Warm up function

Upon coach interface, press [F1] to enter into warm up interface.

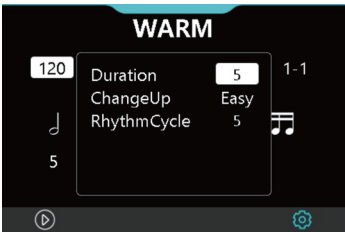


Operation of warm up interface

Button	Function
[F1]	Start/End practice
[F4]	Enter into warm up setting interface
[BACK]	Exit the current interface
[EDITOR]	Edit BPM speed

Warm up function setting

Upon coach interface, press [F1] to enter into warm up interface.



Warm up setting parameter

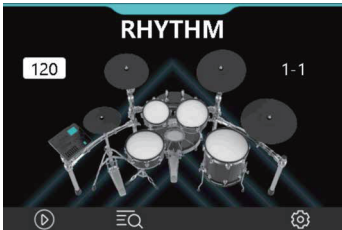
Parameter	Description
Druration	Set warm up duration
Change Up	Set warm up practice difficulty, rhythm change template
Rhythm cycle	Set a single rhythm type practice time, rhythm type switching time

Operation of warm up interface

Button	Function
[◀]	Adjust parameter values
[▶]	Adjust parameter values
[▲]	Select option
[▼]	Select option
[EDITOR]	Function same as[◀][▶]button
[BACK]	Save and Exit

Rhythm interface

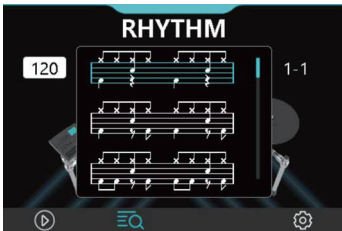
Upon coach interface, press [F2] to enter into rhythm interface.



Operation of rhythm interface

Button	Function
[F1]	Start/End practice
[F2]	Enter the rhythm setting interface and select the rhythm type
[F4]	Enter the rhythm setting interface and select the rhythm type
[EDITOR]	Adjust BPM speed
[ENTER]	Confirmed
[▲][▼]	Select option
[◀][▶]	Adjust parameter values
[BACK]	Exit the current interface

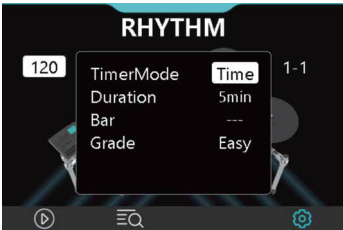
Rhythm Selection Interface



Upon rhythm setting interface, use [▲], [▼], [EDITOR] to select the rhythm type, and the current rhythm type will be played during the selecting process. There are 20 rhythm types to choose from, and the difficulty is sorted from simple to difficult.

Rhythm setting

Upon the rhythm interface, press [F4] button to enter rhythm setting interface.



Rhythm setting parameter

Parameter	Value	Description
Time Mode	Time/Bar	Select the time mode for rating. When it is time, once the accumulated time of the exercise reaches the set duration value, the system will automatically stop the exercise and score; When it is bar, once the accumulated bar reaches the set bar value, the system will automatically stop the exercise and score
Duration	1-60	Set the duration
Bar	5-2000	Set the number of bar
The grading for evaluation	Normal /strict	The difference of Normal mode is 0.5, The difference of strict mode is 0.1.

Quiet interface

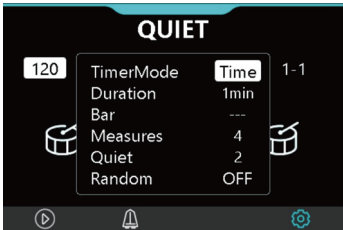
Upon the coach interface, press [F3] to enter into quiet interface.



operation of quiet interface

Button	Function
[F1]	Start/End practice
[F2]	Set the metronome parameters
[F4]	Enter the quiet setting interface
[EDITOR]	Edit BPM speed
[BACK]	Exit the current interface
[ENTER]	Confirmed

Quiet Setting Interface



Quiet setting Parameter

Parameter	Value	Description
Time Mode	Time/Bar	Select the time mode for rating. When it is [time], once the accumulated time of the exercise reaches the set duration value, the system will automatically stop the exercise and score; When it is [bar], once the accumulated bar reaches the set bar value, the system will automatically stop the exercise and score
Duration	1-60	Set the duration
Bar	20-2000	Set the number of bar
Measures	2,4,8,16	Set the measures
Quiet	1,2,4	Set the number of quiet. The number of quiet is not more than half of the measures, and the quiet portion occurs in the second half of the measure.
Random	ON/OFF	Random switch, the quiet number changes randomly after opening

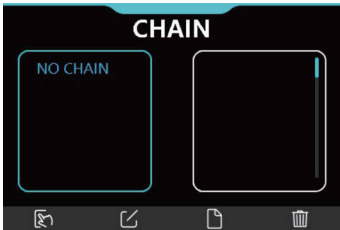
Operation of quiet setting interface

Button	Function
[▲][▼]	Select option
[◀][▶]	Adjust parameter values
[EDITOR]	Function same as [◀][▶] button
[+][-]	Function same as [◀][▶] button
[BACK]	Save and return to previous interface

• Drum Kit Chain Interface

Drum kit editing interface

Press the [CHAIN] button to switch drum kit chain on.

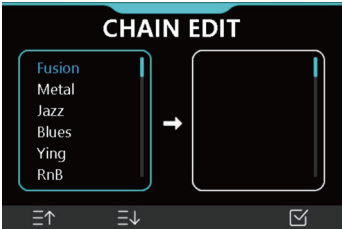


Operation of drum kit chain interface

Button	Function
[F3]	Create a drum kit chain
[F4]	Delete a drum kit chain
[F2]	Edit the cursor selected drum kit chain
[F1]	Use the cursor selected drum kit chain
[▲]	Move cursor up
[▼]	Move cursor down
[◀]	Move cursor left
[▶]	Move cursor right
[BACK]	Return to previous interface

Create a drum kit chain

Upon the drum kit chain interface, press [F3] ,enter into creating a drum.



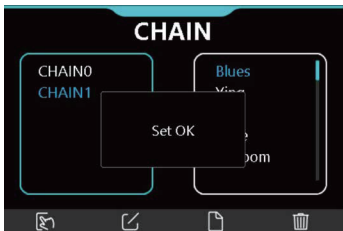
Left frame: preset drum kit,
Right frame: new drum kit chain selected from
preset drum kit.

Operation of creating drum kit interface

Button	Function
[F4]	Save current setting
[▲]	Move cursor up
[▼]	Move cursor down
[◀]	Move cursor into left frame
[▶]	Move cursor into right frame
[ENTER]	In left frame,insert the cursor position kit into right frame. In right frame,move back the selected kit into
[BACK]	Return to previous interface
[F1]	In right frame,to move up sursor position kit up
[F2]	In right frame,to move down sursor position kit up.

Using a Drum Kit Chain

Move cursor by [▲]/[▼] buttons and press [F1] button to select the chain number that you want to use.



When you've finished setting,press the [kit] or [back] button to back into main interface.Press [F2] ,to enter into Chain kit mode.



Upon main interface,press [F2] button again to close the chain kit mode.

- USB MEM Interface

Press [USB MEM] button enter into the USB screen.



Operation of USB interface

Button	Function
[F1]	Loading drum kit file from USB
[F2]	Format USB
[◀]	Move cursor left, use [ENTER] button to perform related operations
[▶]	Move cursor right, use [ENTER] button to perform related operations
[BACK]	Exit the current interface

3.Appendix

- Notice

Overall Notice	
USB Disk Connect	USB storage device connect.
USB Disk Remove	USB storage device connect.
No USB Disk	No USB storage device detected.
No USB Disk	No USB storage device detected.
HOME interface	
Date Store Err!!!	Data storage error,reset failed. To try again or restart the sound module to reset it.
No User Kit	No user kit, to creat new or input one.
HOME EDIT LIST interface	
Preset kit can not be delete!!!	Preset kit can not be delete.
Kit Count OverFlow!!!	User kit overflow, to delete part of then and creat new or import one.
Failed to remove	Failed to remove user kit, to restart the sound moudle and try again or reset user data.
REC interface	
REC interface	No recording file.
Export OK	Recording file export to USB storage device successgully.
Export Err	Failed to export file to USB storage device, to check whether the USB has been formatted or the file exits or not.
Delete Err	Failed to delete the recording file, to restart the sound moudle and try again or reset user data.
SONG interface	
Play Err	Failed to play song or the wrong of file in USB storage device,to try again.
RESET interface	
Successful Operation	Reset successfully and data has been res tored to fatory settings.
Date Store Err!!!	Failed to store date and reset the date, to try again or restart of sound module.

DSP-7101

SONG: 25 / Preset Kit: 50 / User Kit: 25 / VOICE: 556

• Preset SONG List

NUM	NAME	NUM	NAME	NUM	NAME
1	Alexander's Ragtime Band	10	Heavy Asia	19	Startman
2	Bassomania	11	Hello Mybaby	20	That's All Right Mama
3	Blue Monday	12	House Of The Rising Sun	21	The Thrill Is Gone
4	Boston Rain	13	Jam In E-Minor	22	Trooper
5	By The Light Of The Silvery Moon	14	Love Me Do	23	Wait And Bleed
6	Crybaby	15	One Can Re	24	Yankee Doodle
7	Dance	16	P.S. I Love You	25	The 80's Rock
8	DJ's In The House	17	Pedro's Turn		
9	Downtown	18	Spanish Flea		

• Preset KIT List

NUM	NAME	NUM	NAME	NUM	NAME
1	Fusion	11	Jazz1	21	Electron-1
2	Rock2	12	Jazz2	22	Electron-2
3	Rock3	13	Brush1	23	Electron-3
4	Rock4	14	Fiesta1	24	Electron-4
5	Rock5	15	Fiesta2	25	Electron-5
6	Rock6	16	Jungle1	26	Electron-6
7	Pop1	17	Jungle2	27	Electron-7
8	Pop2	18	Funk1	28	Electron-8
9	Pop3	19	Funk2	29	Electron-9
10	Pop4	20	Reggae1	30	Electron-10

NUM	NAME	NUM	NAME	NUM	NAME
31	Electron-11	38	Afroshop-2	45	Ganjia
32	Electron-12	39	Arena-1	46	Jack-1
33	Alphabetical	40	Argon-1	47	Jack-2
34	Percussion-1	41	bottlepoppin-1	48	Jack-3
35	Absynth-1	42	bottlepoppin-2	49	Concrete
36	Absynth-2	43	bouncin-1	50	Fix
37	Afroshop-1	44	dakeat-1		

• Preset VOICE List

NUM	NAME	NUM	NAME	NUM	NAME
	Kick	18	E-Kick_Futurebass-2	35	Snare-Blues
1	Kick-Fusion	19	E-Kick_Glitch-1	36	Snare-Blues_Rim
2	Kick-Metal	20	E-Kick_Glitch-2	37	Snare-Blues_CS
3	Kick-Jazz	21	E-Kick_Glitch-3	38	Snare-Ying
4	Kick-Blues	22	E-Kick_House-1	39	Snare-Ying_Rim
5	Kick-Ying	23	E-Kick_Midtempo-1	40	Snare-Ying_CS
6	Kick-RnB	24	E-Kick_Midtempo-2	41	Snare-RnB
7	Kick-Indie	25	E-Kick_Trap-1	42	Snare-RnB_Rim
8	Kick-Xiang		Snare	43	Snare-RnB_CS
9	Kick-Classic	26	Snare-Fusion	44	Snare-Indie
10	Kick-Rock	27	Snare-Fusion_Rim	45	Snare-Indie_Rim
11	E-Kick_Bigroom-1	28	Snare-Fusion_CS	46	Snare-Indie_CS
12	E-Kick_Dubstep-1	29	Snare-Metal	47	Snare-Classic
13	E-Kick_Dubstep-2	30	Snare-Metal_Rim	48	Snare-Classic_Rim
14	E-Kick_EDM-1	31	Snare-Metal_CS	49	Snare-Classic_CS
15	E-Kick_EDM-2	32	Snare-Jazz	50	Snare-Rock
16	E-Kick_EDM-3	33	Snare-Jazz_Rim	51	Snare-Rock_Rim
17	E-Kick_Futurebass-1	34	Snare-Jazz_CS	52	Snare-Rock_CS

NUM	NAME	NUM	NAME	NUM	NAME
53	E-Snare_Bigroom-1	83	E-SnareRim_Midtempo-1	112	Tom1_Rim-Ying
54	E-Snare_Bigroom-2	84	E-Snare_Midtempo-3	113	Tom2-Ying
55	E-Snare_Dubstep-1	85	E-Snare_Midtempo-4	114	Tom2_Rim-Ying
56	E-Snare_Dubstep-2	86	E-Snare_Trap-1	115	Tom3-Ying
57	E-Snare_Dubstep-3	87	E-Snare_Trap-2	116	Tom3_Rim-Ying
58	E-Snare_Dubstep-4	Tom		117	Tom1-RnB
59	E-Snare_EDM-1	88	Tom1-Fusion	118	Tom1_Rim-RnB
60	E-Snare_EDM-2	89	Tom1_Rim-Fusion	119	Tom2-RnB
61	E-Snare_EDM-3	90	Tom2-Fusion	120	Tom2_Rim-RnB
62	E-Snare_EDM-4	91	Tom2_Rim-Fusion	121	Tom3-RnB
63	E-Snare_EDM-5	92	Tom3-Fusion	122	Tom3_Rim-RnB
64	E-Snare_EDM-6	93	Tom3_Rim-Fusion	123	Tom1-Indie
65	E-SnareRim_EDM-3	94	Tom1-Metal	124	Tom1_Rim-Indie
66	E-Snare_Futurebass-1	95	Tom1_Rim-Metal	125	Tom2-Indie
67	E-Snare_Futurebass-2	96	Tom2-Metal	126	Tom2_Rim-Indie
68	E-SnareRim_Futurebass-1	97	Tom2_Rim-Metal	127	Tom3-Indie
69	E-Snare_Futurebass-3	98	Tom3-Metal	128	Tom3_Rim-Indie
70	E-Snare_Futurebass-4	99	Tom3_Rim-Metal	129	Tom1-Classic
71	E-SnareRim_Futurebass-2	100	Tom1-Jazz	130	Tom1_Rim-Classic
72	E-Snare_Glitch-1	101	Tom1_Rim-Jazz	131	Tom2-Classic
73	E-Snare_Glitch-2	102	Cowbell-Jazz	132	Tom2_Rim-Classic
74	E-Snare_Glitch-3	103	Tom3-Jazz	133	Tom3-Classic
75	E-Snare_Glitch-4	104	Tom3_Rim-Jazz	134	Tom3_Rim-Classic
76	E-SnareRim_Glitch-2	105	Tom1-Blues	135	Tom1-Rock
77	E-Snare_Glitch-5	106	Tom1_Rim-Blues	136	Tom1_Rim-Rock
78	E-Snare_Glitch-6	107	Tom2-Blues	137	Tom2-Rock
79	E-Snare_House-1	108	Tom2_Rim-Blues	138	Tom2_Rim-Rock
80	E-Snare_House-2	109	Tom3-Blues	139	Tom3-Rock
81	E-Snare_Midtempo-1	110	Tom3_Rim-Blues	140	Tom3_Rim-Rock
82	E-Snare_Midtempo-2	111	Tom1-Ying	141	E-Tom_Bigroom-1

NUM	NAME	NUM	NAME	NUM	NAME
142	E-Tom_Bigroom-2	172	E-Tom_Glitch-8	201	Ride-M.BBA_22-Top
143	E-Tom_Bigroom-3	173	E-Tom_Glitch-9	202	Ride-M.E_22-Bell
144	E-Tom_Dubstep-1	174	E-Tom_House-1	203	Ride-M.E_22-Edge
145	E-Tom_Dubstep-2	175	E-Tom_House-2	204	Ride-M.E_22-EdgeRoll
146	E-Tom_Dubstep-3	176	E-Tom_House-3	205	Ride-M.E_22-Top
147	E-Tom_Dubstep-4	177	E-Tom_Midtempo-1	206	Ride-M.S_22-Bell
148	E-Tom_Dubstep-5	178	E-Tom_Midtempo-2	207	Ride-M.S_22-Edge
149	E-Tom_Dubstep-6	179	E-Tom_Midtempo-3	208	Ride-M.S_22-EdgeRoll
150	E-Tom_EDM-1	180	E-Tom_Midtempo-4	209	Ride-M.S_22-Top
151	E-Tom_EDM-2	181	E-Tom_Midtempo-5	210	Ride-S.HX_20-Bell
152	E-Tom_EDM-3	182	E-Tom_Midtempo-6	211	Ride-S.HX_20-Edge
153	E-Tom_EDM-4	183	E-Tom_Midtempo-7	212	Ride-S.HX_20-EdgeRoll
154	E-Tom_EDM-5	184	E-Tom_Trap-1	213	Ride-S.HX_20-Top
155	E-Tom_EDM-6	185	E-Tom_Trap-2	214	Ride-Z.A_20-Bell
156	E-Tom_EDM-7	186	E-Tom_Trap-3	215	Ride-Z.A_20-Edge
157	E-Tom_EDM-8	Ride		216	Ride-Z.A_20-Top
158	E-Tom_EDM-9	187	Ride-B.B_20-Bell	217	Ride-Z.K_20-Bell
159	E-Tom_Futurebass-1	188	Ride-B.B_20-Edge	218	Ride-Z.K_20-Edge
160	E-Tom_Futurebass-2	189	Ride-B.B_20-EdgeRoll	219	Ride-Z.K_20-Top
161	E-Tom_Futurebass-3	190	Ride-B.B_20-Top	220	E-Ride-Top_Bigroom-1
162	E-Tom_Futurebass-4	191	Ride-B.M_20-Bell	221	E-Ride-Bell_Bigroom-1
163	E-Tom_Futurebass-5	192	Ride-B.M_20-Edge	222	E-Ride-Top_Dubstep-1
164	E-Tom_Futurebass-6	193	Ride-B.M_20-EdgeRoll	223	E-Ride-Bell_Dubstep-1
165	E-Tom_Glitch-1	194	Ride-B.M_20-Top	224	E-Ride-Top_Dubstep-2
166	E-Tom_Glitch-2	195	Ride-I.AX_20-Edge	225	E-Ride-Bell_Dubstep-2
167	E-Tom_Glitch-3	196	Ride-I.AX_20-EdgeRoll	226	E-Ride-Top_EDM-1
168	E-Tom_Glitch-4	197	Ride-I.AX_20-Top	227	E-Ride-Edge_EDM-1
169	E-Tom_Glitch-5	198	Ride-M.BBA_22-Bell	228	E-Ride-Bell_EDM-1
170	E-Tom_Glitch-6	199	Ride-M.BBA_22-Edge	229	E-Ride-Top_EDM-2
171	E-Tom_Glitch-7	200	Ride-M.BBA_22-EdgeRoll	230	E-Ride-Bell_EDM-2

NUM	NAME	NUM	NAME	NUM	NAME
231	E-Ride-Top_EDM-3	260	Crash EFX-S.AX_18-Top	290	Crash-Z.A_17-Bell
232	E-Ride-Edge_EDM-3	261	Crash EFX-S.HX_18-Bell	291	Crash-Z.A_17-Edge
233	E-Ride-Bell_EDM-3	262	Crash EFX-S.HX_18-Edge	292	Crash-Z.A_17-Top
234	E-Ride-Top_Futurebass-1	263	Crash EFX-S.HX_18-EdgeRoll	293	Crash-Z.A_18-Bell
235	E-Ride-Bell_Futurebass-1	264	Crash EFX-S.HX_18-Top	294	Crash-Z.A_18-Edge
236	E-Ride-Top_Futurebass-2	265	Crash-B.B_16-Bell	295	Crash-Z.A_18-Top
237	E-Ride-Bell_Futurebass-2	266	Crash-B.B_16-Edge	296	Crash-Z.K_16-Bell
238	E-Ride-Top_Glitch-1	267	Crash-B.B_16-EdgeRoll	297	Crash-Z.K_16-Edge
239	E-Ride-Bell_Glitch-1	268	Crash-B.B_16-Top	298	Crash-Z.K_16-Top
240	E-Ride-Top_Glitch-2	269	Crash-B.B_18-Bell	299	Crash-Z.K_18-Bell
241	E-Ride-Bell_Glitch-2	270	Crash-B.B_18-Edge	300	Crash-Z.K_18-Edge
242	E-Ride-Top_Glitch-3	271	Crash-B.B_18-EdgeRoll	301	Crash-Z.K_18-Top
243	E-Ride-Bell_Glitch-3	272	Crash-B.B_18-Top	302	Splash-Z.K_10
244	E-Ride-Top_House-1	273	Crash-B.M_17-Bell	303	E-Crash_Bigroom-1
245	E-Ride-Bell_House-1	274	Crash-B.M_17-Edge	304	E-Crash_Bigroom-2
246	E-Ride-Top_Midtempo-1	275	Crash-B.M_17-EdgeRoll	305	E-Crash_Dubstep-1
247	E-Ride-Bell_Midtempo-1	276	Crash-B.M_17-Top	306	E-Crash_Dubstep-2
248	E-Ride-Top_Midtempo-2	277	Crash-B.M_18-Bell	307	E-Crash_Dubstep-3
249	E-Ride-Bell_Midtempo-2	278	Crash-B.M_18-Edge	308	E-Crash_Dubstep-4
250	E-Ride-Top_Trap-1	279	Crash-B.M_18-EdgeRoll	309	E-Crash_Dubstep-5
251	E-Ride-Bell_Trap-1	280	Crash-B.M_18-Top	310	E-Crash_EDM-1
252	China-Z.A_20	281	Crash-S.HX_16-Bell	311	E-Crash_EDM-2
	Crash	282	Crash-S.HX_16-Edge	312	E-Crash_EDM-3
253	Crash EFX-B.B_18-Bell	283	Crash-S.HX_16-EdgeRoll	313	E-Crash_EDM-4
254	Crash EFX-B.B_18-Edge	284	Crash-S.HX_16-Top	314	E-Crash_EDM-5
255	Crash EFX-B.B_18-EdgeRoll	285	Splash-B.Z_8	315	E-Crash_EDM-6
256	Crash EFX-B.B_18-Top	286	Splash-M.BD_8	316	E-Crash_Futurebass-1
257	Crash EFX-S.AX_18-Bell	287	Crash-Z.A_16-Bell	317	E-Crash_Futurebass-2
258	Crash EFX-S.AX_18-Edge	288	Crash-Z.A_16-Edge	318	E-Crash_Futurebass-3
259	Crash EFX-S.AX_18-EdgeRoll	289	Crash-Z.A_16-Top	319	E-Crash_Futurebass-4

NUM	NAME	NUM	NAME	NUM	NAME
320	E-Crash_Futurebass-5	349	HH-Open-B.M_14-Top	379	HH-Half-M.B_14-Edge
321	E-Crash_Glitch-1	350	HH-Open-B.M_14-Edge	380	HH-Half-M.B_14-Bell
322	E-Crash_Glitch-2	351	HH-Open-B.M_14-Bell	381	HH-NearClosed-M.B_14-Top
323	E-Crash_Glitch-3	352	HH-Half-B.M_14-Top	382	HH-NearClosed-M.B_14-Edge
324	E-Crash_Glitch-4	353	HH-Half-B.M_14-Edge	383	HH-NearClosed-M.B_14-Bell
325	E-Crash_Glitch-5	354	HH-Half-B.M_14-Bell	384	HH-Closed-M.B_14-Top
326	E-Crash_House-1	355	HH-NearClosed-B.M_14-Top	385	HH-Closed-M.B_14-Edge
327	E-Crash_House-2	356	HH-NearClosed-B.M_14-Edge	386	HH-Closed-M.B_14-Bell
328	E-Crash_Midtempo-1	357	HH-NearClosed-B.M_14-Bell	387	HH-Chick-M.B_14
329	E-Crash_Midtempo-2	358	HH-Closed-B.M_14-Top	388	HH-Open-S.HX_14-Top
330	E-Crash_Midtempo-3	359	HH-Closed-B.M_14-Edge	389	HH-Open-S.HX_14-Edge
331	E-Crash_Midtempo-4	360	HH-Closed-B.M_14-Bell	390	HH-Open-S.HX_14-Bell
332	E-Crash_Midtempo-5	361	HH-Chick-B.M_14	391	HH-Half-S.HX_14-Top
333	E-Crash_Midtempo-6	362	HH-Open-I.AX_17-Top	392	HH-Half-S.HX_14-Edge
334	E-Crash_Trap-1	363	HH-Open-I.AX_17-Edge	393	HH-Half-S.HX_14-Bell
335	E-Crash_Trap-2	364	HH-Open-I.AX_17-Bell	394	HH-NearClosed-S.HX_14-Top
	Hi hat	365	HH-Half-I.AX_17-Top	395	HH-NearClosed-S.HX_14-Edge
336	HH-Open-B.B_14-Top	366	HH-Half-I.AX_17-Edge	396	HH-NearClosed-S.HX_14-Bell
337	HH-Open-B.B_14-Edge	367	HH-Half-I.AX_17-Bell	397	HH-Closed-S.HX_14-Top
338	HH-Open-B.B_14-Bell	368	HH-NearClosed-I.AX_17-Top	398	HH-Closed-S.HX_14-Edge
339	HH-Half-B.B_14-Top	369	HH-NearClosed-I.AX_17-Edge	399	HH-Closed-S.HX_14-Bell
340	HH-Half-B.B_14-Edge	370	HH-NearClosed-I.AX_17-Bell	400	HH-Chick-S.HX_14
341	HH-Half-B.B_14-Bell	371	HH-Closed-I.AX_17-Top	401	HH-Closed-Z.A_14-Edge
342	HH-NearClosed-B.B_14-Top	372	HH-Closed-I.AX_17-Edge	402	HH-Closed-Z.A_14-Top
343	HH-NearClosed-B.B_14-Edge	373	HH-Closed-I.AX_17-Bell	403	HH-Half-Z.A_14-Edge
344	HH-NearClosed-B.B_14-Bell	374	HH-Chick-I.AX_17	404	HH-Half-Z.A_14-Top
345	HH-Closed-B.B_14-Top	375	HH-Open-M.B_14-Top	405	HH-NearClosed-Z.A_14-Edge
346	HH-Closed-B.B_14-Edge	376	HH-Open-M.B_14-Edge	406	HH-NearClosed-Z.A_14-Top
347	HH-Closed-B.B_14-Bell	377	HH-Open-M.B_14-Bell	407	HH-Open-Z.A_14-Edge
348	HH-Chick-B.B_14	378	HH-Half-M.B_14-Top	408	HH-Open-Z.A_14-Top

NUM	NAME	NUM	NAME	NUM	NAME
409	HH-Closed-Z.K_14-Edge	439	E-HiHat-CloseEdge_EDM-2	469	E-HiHat-Half_House-1
410	HH-Closed-Z.K_14-Top	440	E-HiHat-Chick_EDM-2	470	E-HiHat-Close_House-1
411	HH-Half-Z.K_14-Edge	441	E-HiHat-Open_EDM-3	471	E-HiHat-Open_Midtempo-1
412	HH-Half-Z.K_14-Top	442	E-HiHat-Half_EDM-3	472	E-HiHat-CloseTop_Midtempo-1
413	HH-NearClosed-Z.K_14-Edge	443	E-HiHat-CloseTop_EDM-3	473	E-HiHat-CloseEdge_Midtempo-1
414	HH-NearClosed-Z.K_14-Top	444	E-HiHat-CloseEdge_EDM-3	474	E-HiHat-Chick_Midtempo-1
415	HH-Open-Z.K_14-Edge	445	E-HiHat-Chick_EDM-3	475	E-HiHat-Open_Midtempo-2
416	HH-Open-Z.K_14-Top	446	E-HiHat-Open_Futurebass-1	476	E-HiHat-Half_Midtempo-2
417	E-HiHat-Open_Bigroom-1	447	E-HiHat-CloseTop_Futurebass-1	477	E-HiHat-CloseTop_Midtempo-2
418	E-HiHat-Half_Bigroom-1	448	E-HiHat-CloseEdge_Futurebass-1	478	E-HiHat-CloseEdge_Midtempo-2
419	E-HiHat-CloseTop_Bigroom-1	449	E-HiHat-Chick_Futurebass-1	479	E-HiHat-Chick_Midtempo-2
420	E-HiHat-CloseEdge_Bigroom-1	450	E-HiHat-Open_Futurebass-2	480	E-HiHat-Open_Trap-1
421	E-HiHat-Chick_Bigroom-1	451	E-HiHat-CloseTop_Futurebass-2	481	E-HiHat-Half_Trap-1
422	E-HiHat-Open_Dubstep-1	452	E-HiHat-CloseEdge_Futurebass-2	482	E-HiHat-Close_Trap-1
423	E-HiHat-Half_Dubstep-1	453	E-HiHat-Chick_Futurebass-2	483	E-HiHat-Chick_Trap-1
424	E-HiHat-CloseTop_Dubstep-1	454	E-HiHat-Open_Glitch-1	484	E-Clap_Bigroom-1
425	E-HiHat-CloseEdge_Dubstep-1	455	E-HiHat-CloseTop_Glitch-1	485	E-Clap_Bigroom-2
426	E-HiHat-Chick_Dubstep-1	456	E-HiHat-CloseEdge_Glitch-1	486	E-Percussion_Bigroom-1
427	E-HiHat-Open_Dubstep-2	457	E-HiHat-Chick_Glitch-1	487	E-Clap_Dubstep-1
428	E-HiHat-Half_Dubstep-2	458	E-HiHat-Open_Glitch-2	488	E-Effect_Dubstep-1
429	E-HiHat-CloseTop_Dubstep-2	459	E-HiHat-Half_Glitch-2	489	E-Effect_Dubstep-2
430	E-HiHat-CloseEdge_Dubstep-2	460	E-HiHat-CloseTop_Glitch-2	490	E-Effect_Dubstep-3
431	E-HiHat-Chick_Dubstep-2	461	E-HiHat-CloseEdge_Glitch-2	491	E-Effect_Dubstep-4
432	E-HiHat-Open_EDM-1	462	E-HiHat-Chick_Glitch-2	492	E-Clap_EDM-1
433	E-HiHat-CloseTop_EDM-1	463	E-HiHat-Open_Glitch-3	493	E-Effect_EDM-1
434	E-HiHat-CloseEdge_EDM-1	464	E-HiHat-Half_Glitch-3	494	E-Effect_EDM-2
435	E-HiHat-Chick_EDM-1	465	E-HiHat-CloseTop_Glitch-3	495	E-Effect_EDM-3
436	E-HiHat-Open_EDM-2	466	E-HiHat-CloseEdge_Glitch-3	496	E-Effect_EDM-4
437	E-HiHat-Half_EDM-2	467	E-HiHat-Chick_Glitch-3	497	E-Effect_EDM-5
438	E-HiHat-CloseTop_EDM-2	468	E-HiHat-Open_House-1	498	E-Effect_EDM-6

NUM	NAME	NUM	NAME	NUM	NAME
499	E-Clap_Futurebass-1	519	E-Effect_Midtempo-1	539	Car Passing-OneShot
500	E-Clap_Futurebass-2	520	E-Effect_Midtempo-2	540	Siren-OneShot
501	E-Clap_Futurebass-3	521	E-Effect_Midtempo-3	541	Train-OneShot
502	E-Clap_Futurebass-4	522	E-Clap_Trap-1	542	Jet Plane-One Shot
503	E-Percussion_Futurebass-2	523	E-Clap_Trap-2	543	Helicopter-OneShot
504	E-Effect_Glitch-1	524	E-Effect_Trap-1	544	Starship-OneShot
505	E-Effect_Glitch-2	525	E-Effect_Trap-2	545	Gun Shot-OneShot
506	E-Effect_Glitch-3	526	Laughing-OneShot	546	Machine Gun-OneShot
507	E-Effect_Glitch-4	527	Screaming-OnsShot	547	Machine Gun-OneBig
508	E-Effect_Glitch-5	528	Punch-OneShot	548	Horse Gallop-OneShot
509	E-Effect_Glitch-6	529	Heart Beat-OneShot	549	Birds Tweet-OneShot
510	E-Effect_Glitch-7	530	Applause-OneShot	550	Rain-OneShot
511	E-Effect_Glitch-8	531	Door Closing-OneShot	551	Thunder-OneShot
512	E-Effect_Glitch-9	532	Door Creaking-OneShot	552	Wind-OneShot
513	E-Effect_Glitch-10_	533	Wind Chimes-Compare	553	Seashore-OneShot
514	E-Clap_House-1	534	Wind Chimes-OneSHot	554	Stream-OneShot
515	E-Effect_House-1	535	Wind Chimes-OneSHot-HP	555	Stream-OneShotHPF
516	E-Percussion_House-1	536	Car Engine-OneSHot	556	Bubble-OneShot
517	E-Percussion_House-2	537	Car Brakes-OneShot		
518	E-Shake_House-1	538	Car Crash+OneShot		

- Rhythm Practice

Drum Set

Measures 1-4: Snare on 1, Bass on 3; Snare on 1, Bass on 2.

Dr.

Measures 5-8: Snare on 1, Bass on 3; Snare on 1, Bass on 2.

Dr.

Measures 9-12: Snare on 1, Bass on 3; Snare on 1, Bass on 2.

Dr.

Measures 13-16: Snare on 1, Bass on 3; Snare on 1, Bass on 2.

Dr.

Measures 17-20: Snare on 1, Bass on 3; Snare on 1, Bass on 2.

