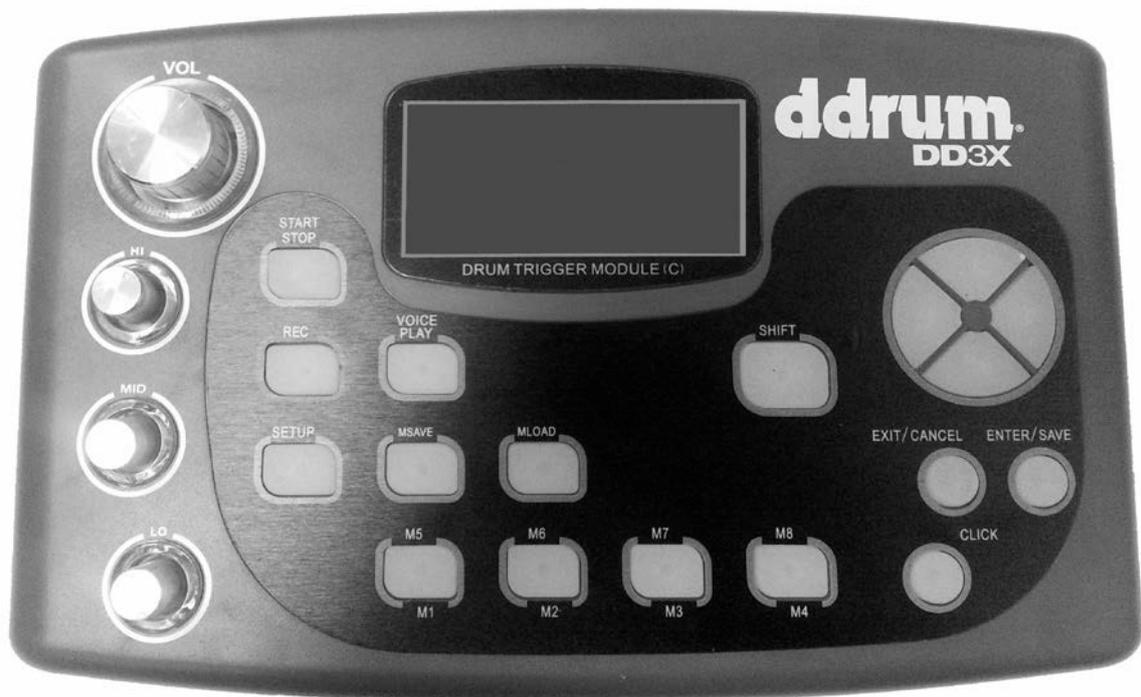


# DD3X

## OWNER'S MANUAL



V1.0

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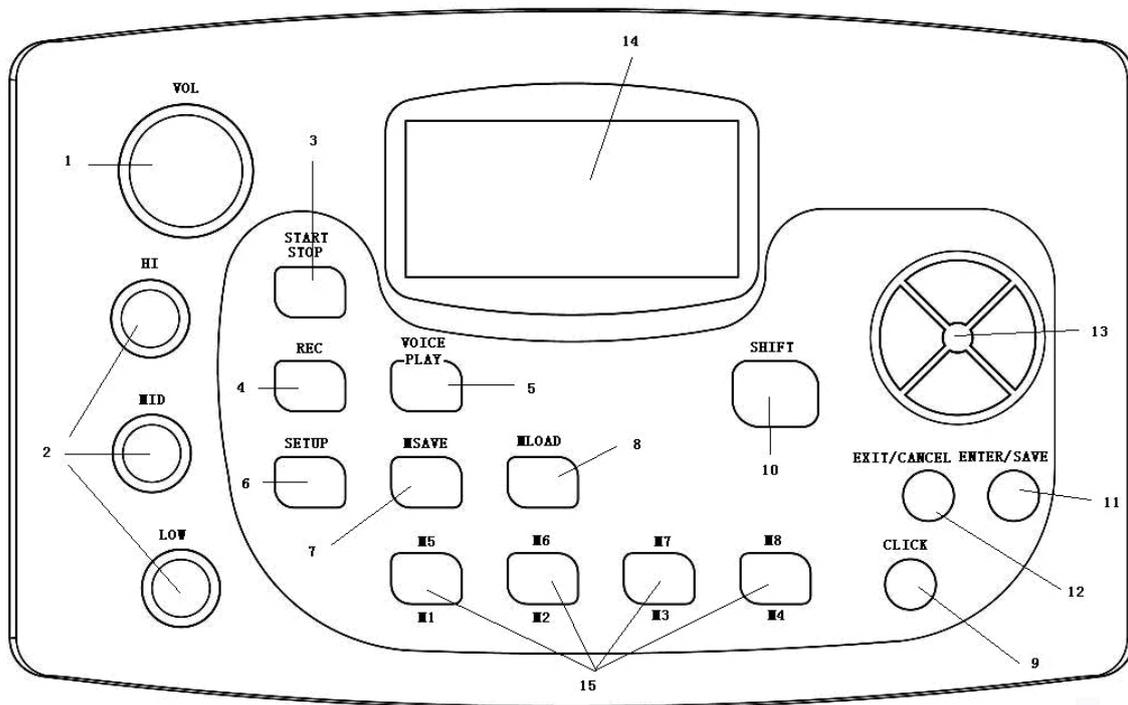
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## Front Panel and Buttons



### 1. Volume Knob

This knob is used to adjust the volume of the unit.

### 2. Equalizer Knob

This knob is used to adjust the High/Mid/Low gain of the audio output

### 3. Start/Stop Button

This button is used to start/stop playing demo song

### 4. Recording Button

This button is used to start/stop recording.

### 5. Voice Play button

This button is used to play the recorded voices.

### 6. SETUP Button

This button is used to enter submenu or related setting for selected options.

### 7. MSAVE Button

This button is used to save current drum kit setting to 'M' button (see no.15)

### 8. MLOAD Button

This button is used to load the drum kit setting saved in 'M' button

### 9. Click Button

This button is used to start or stop the Metronome

### 10. SHIFT Button

- This button is for quick adjustment of parameter value. (After pressing the shift button the LED will light up, and the value can be increased/decreased by 10 each time. The value will be restored to increase/decrease by 1 each time if the value exceeds the parameter range.)
- For switching the "M" button from M1~M4 to M5~M8 ( 15.)

### 11. Enter/Save Button

This button is used to confirm user's option or saving current drum kit settings into user drum kit.

### 12. Exit/Cancel Button

This button is used to cancel parameter adjustment or to exit the submenu.

### 13. Navigation Button

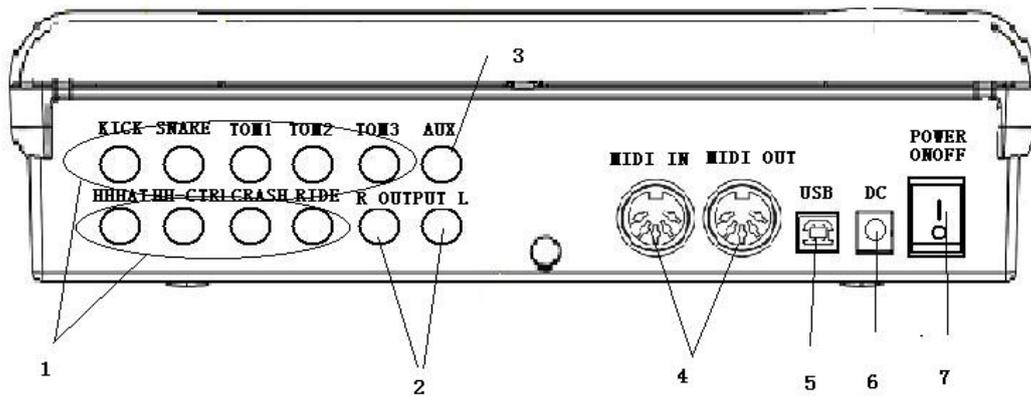
The Up / Down button is for choosing options on the LCD display;  
Left / Right Button is for increasing/decreasing the parameter value.

### 14. LCD display area

### 15. "M" Button

For quick saving or loading of drum kit settings.

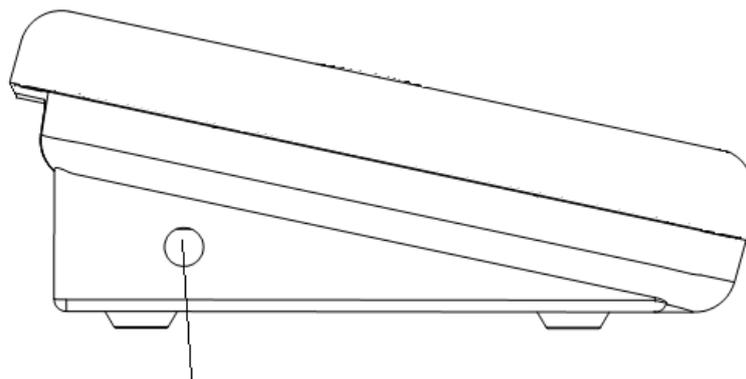
### Rear Panel



- |                                    |                                  |
|------------------------------------|----------------------------------|
| 1. Pads/Pedal Jack                 | 5. USB MIDI Jack                 |
| 2. Audio Output Jack(Stereo split) | 6. Power Supply Jack (9V~12V DC) |
| 3. Audio Input Jack                | 7. Power Switch                  |
| 4. 5pin MIDI Jack                  |                                  |

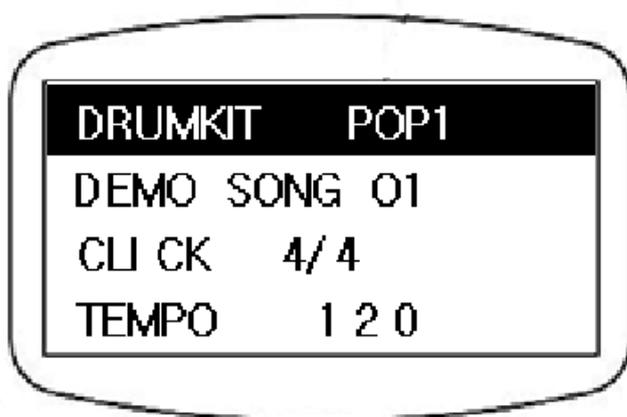
### Side Jack

Headphone Jack: at the left side of the module



EARPHONE

### LCD Display Main Page



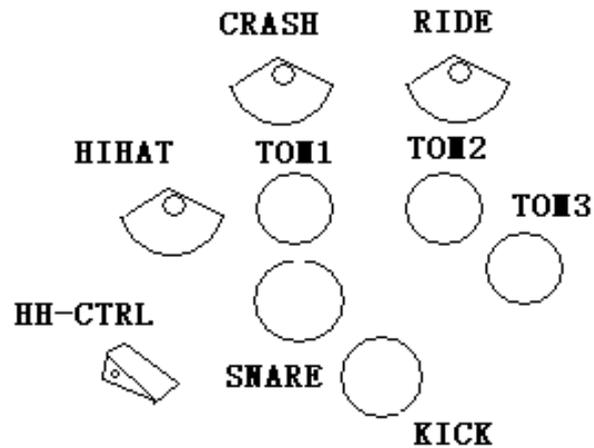
After switching on the power, the module will display as shown above. This is the main page of the module and the current option will be highlighted. As shown in the picture “DRUM KIT” is the chosen option, now user can press the LEFT/RIGHT button to change the drum kit or press SETUP to enter the drum kit setting. To change options, press the UP/DOWN button.

## Setup

### Connections

#### Connecting Pads and Pedals

Connect each pad and pedal to the jacks on the rear panel as labeled.



#### Notice:

We strongly recommend using the cables supplied by us to avoid any irregular operation while using the module.

Please check the cable connection when below situation occurs:

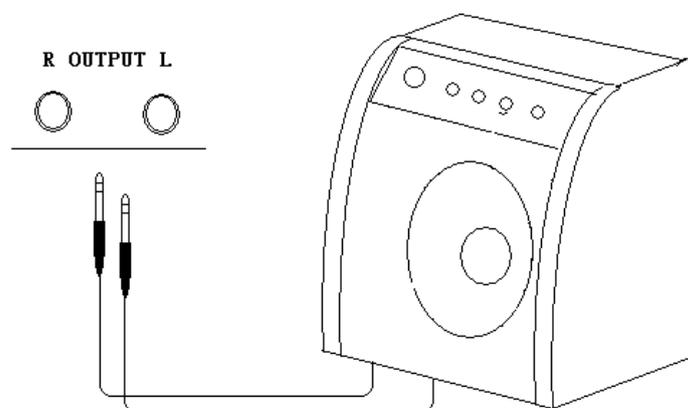
1. If only the rim sensor Triggers or if the pad has to be hit hard to trigger a sound.
2. The Crash or Ride pad triggers a very short sound
3. The hi-hat pedal sound triggers constantly

#### Connecting a Headphone

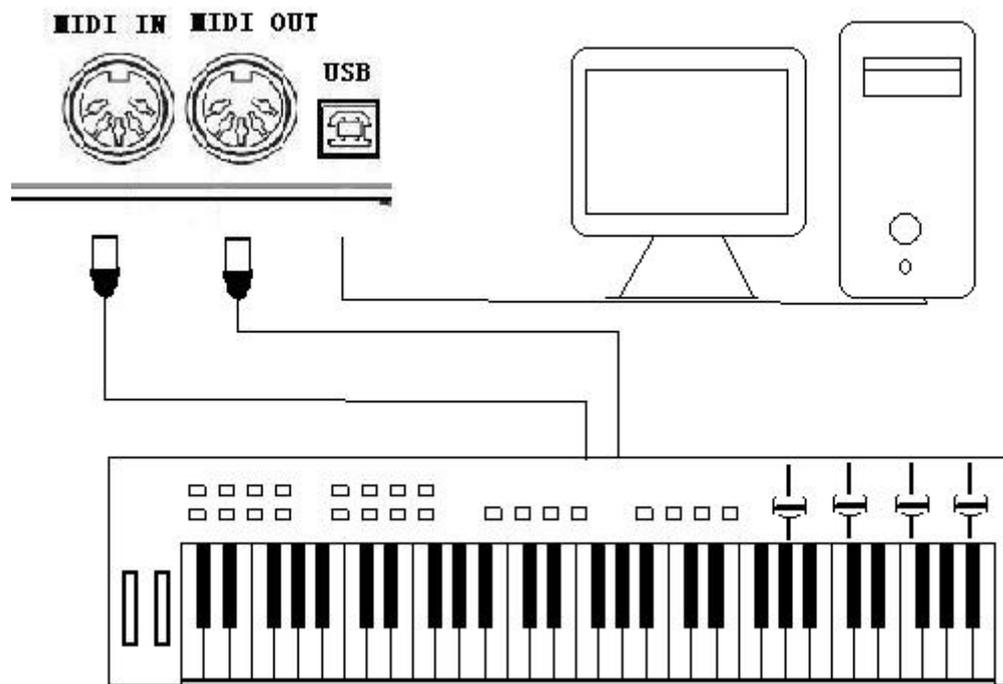
The headphone jack is on the left side of the module, it's a standard 6.35 stereo jack. Users can use their own headphone set or choose our standard set for better sound quality.

#### Connecting to an Amplifier

Connect to the Output R/Output L jacks as illustrated below



### Connecting a MIDI Equipment Connecting MIDI device



There are 5 pin MIDI jacks (MIDI IN, MIDI OUT) and USB midi jack on the rear panel of this module. Users can use this module as a sound source to any midi device or computer by connecting the midi cable to these jacks. When connecting MIDI to a Device, it will say "find new equipment" in the Device menu.

MIDI (Musical Instrument Digital Interface) is a world standard that allows a wide variety of instruments and computers to transmit and receive performance and other data with one another. To use the MIDI, you have to use a MIDI cable to connect to an external device.

MIDI IN – The MIDI IN jack when connected to an external MIDI device receives MIDI data from the corresponding external MIDI device.

MIDI OUT – The MIDI OUT jack when connected to an external MIDI device transmits MIDI data produced by this Instrument to the corresponding external MIDI device.

The function of USB is the same as MIDI IN and MIDI OUT, the only difference is with the cable used. You can use a normal USB cable to connect to a computer or other device.

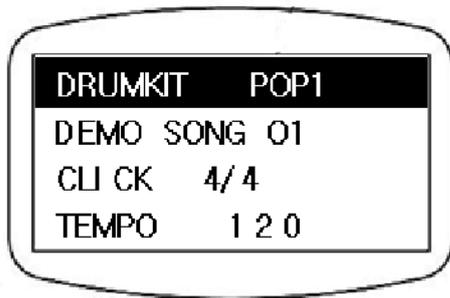
### Connecting to a Media Player

The AUX jack at the rear panel can be used to connect to a media player such as a MP3 player.

### Power Supply

Make sure the power is switched OFF and connect the supplied AC/DC adaptor to the DC IN jack. CAUTION: Before turning the power on or off for all components, set all volume levels to minimum.

### Selecting a Drum Kit



When switching the Power ON, the LCD display shows the main page, the DRUMKIT option will be highlighted. Press the left/right button to choose previous/next drum kit. If the DRUMKIT option isn't highlighted, press the up/down button to choose the DRUM KIT option.

### Playing the Pad

All pads except the kick pad have two trigger zones with different drum voice while the snare pad also has the rim shot effect, i.e. when hitting the pad's centre zone and the rim zone at the same time, the third voice will be triggered. All the cymbal pads have the choke function, choking the edge immediately after hitting the cymbal mutes the cymbal voice.

The Hi-hat pedal can control the close or open status of the hi-hat, and it can also play the hi-hat pedal voice at the same time.

### Recording and Play Back

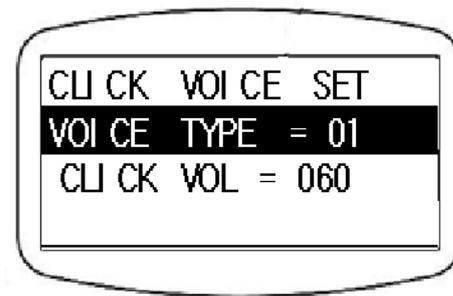
Press the REC button to start recording your own performance. Press the REC button again to stop recording. To play the recording, press the VOICEPLAY button. The previous recording will be automatically replaced when starting a new recording.

### Using the Metronome

Press the CLICK button to start or stop the metronome. Now select the CLICK option in the main LCD display page and press the left/right button to change the beat.



When the CLICK option is highlighted, users can press the SETUP button for further settings.



After pressing the SETUP button, the LCD display will show as above. On this page, users can change the voice type and volume of the metronome.

### Start or Stop Playing Demo Song

Press the START/STOP button to play the demo songs; Press again to stop playing.

To change the demo song, highlight the DEMO SONG option on the main LCD display page and

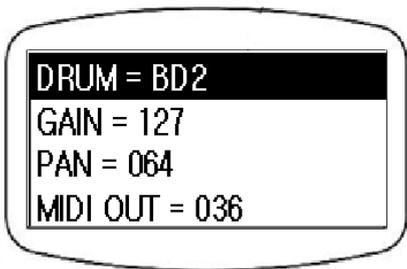
Press the LEFT/RIGHT button to select DEMO SONG

## Selecting the Drum Voice of the Pad

To select the drum voice of a pad, highlight the DRUM KIT option on the main LCD display page and press the SETUP button to enter the submenu as illustrated below.



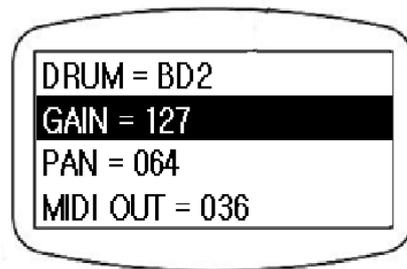
When the PAD VOICE option is highlighted, press the SETUP button again to enter the submenu to change the settings of a drum pad voice as illustrated below



The "DRUM" option as highlighted in the above picture shows the drum voice of the current pad. The default pad highlighted will be the KICK pad. To change the drum voice of a pad, hit on the pad that needs to be adjusted and the LCD display will show the drum voice of the corresponding pad. Press the LEFT/RIGHT button to change the voice of the current pad. The same applies to Hi-hat pedal too.

## Adjusting the Volume of a Pad

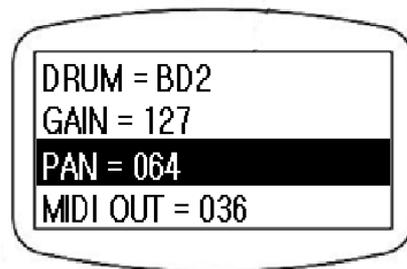
As illustrated in "Selecting the Drum Voice of the pad" section, after entering the submenu press the UP/DOWN button to highlight the GAIN option as illustrated below:



Press the LEFT/RIGHT button to change the value (0~127). Use the GAIN setting to adjust the volume balance between other pad voices.

## Adjusting the Pan of a Pad

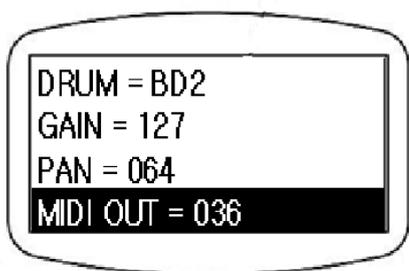
As illustrated in "Adjusting the Volume of a pad" section above, after entering the submenu press the UP/DOWN button to highlight the PAN option as illustrated below



The range is from "0(hard left) to 64(Center) to 127(hard right). As you press the button, you should notice the voice change its position within the stereo field according to the setting.

## Adjusting the MIDI in/out Pitch of a Pad

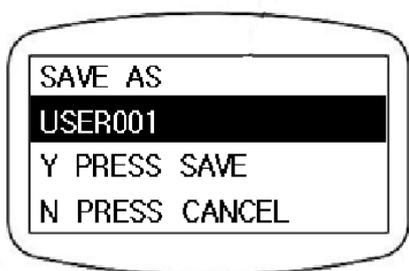
As illustrated in “Selecting the Drum Voice of the pad” section, after entering the submenu press the UP/DOWN button to highlight the MIDI OUT option as illustrated below.



Press the LEFT/RIGHT button to change the value (0~127, center C=60).

## Saving the Edited Kit

After adjusting the parameter values, press the CANCEL button to exit without saving and those adjusted values will be restored to default settings when returning back to this drum set again. If users want to save the adjusted parameter values, press the SAVE button and the page will display as illustrated below



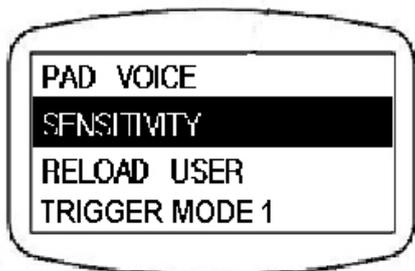
Use the LEFT/RIGHT button to select which user kit to save in. After selecting the user kit, press the SAVE button to finish saving. With this function, user can easily copy the preset kit to user kit.

## MSAVE&MLOAD Function

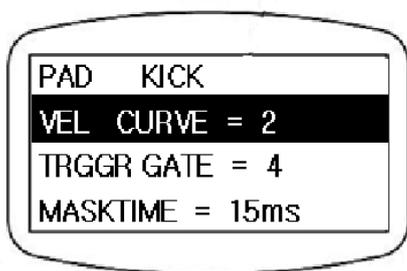
To save or load a drum kit quickly, users can use the MSAVE/MLOAD function in this module). There are 4 ‘M’ buttons at the bottom of the front panel, press the SHIFT button to switch from M1~M4 or M5~M8. By pressing the SHIFT button, the LED on the shift button will light up, now the M1~M4 will be switched to M5~M8 and vice-versa. The LED of the ‘M’ button shows which button is selected. To save a drum kit to the ‘M’ button, press the ‘M’ button first and when it’s LED lights up, press the MSAVE button to finish saving the kit to this ‘M’ button. To load a drum kit from ‘M’ button, press the ‘M’ button first and when it’s LED lights up, press the MLOAD button to finish loading the kit from this ‘M’ button. The default drum kit is the “POP1” drums kit in each ‘M’ button.

## Velocity Curve Setting

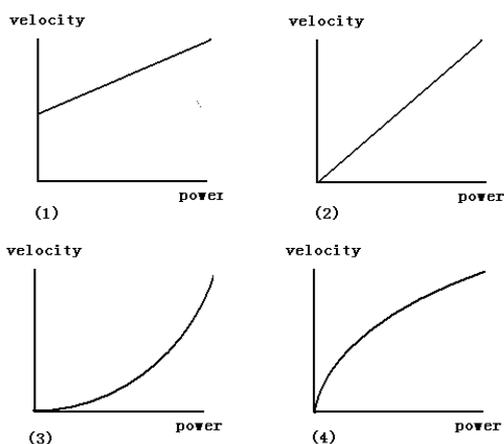
In the main page of LCD display, highlight the DRUM KIT option and press the SETUP button to enter the submenu as below.



Press the UP/DOWN button to highlight the SENSITIVITY option and then press the SETUP button again to start adjusting the pad sensitivity. The LCD display will show as below:



The PAD option shows the current pad to be adjusted. Users can select the pad to adjust by hitting the pad. When the VEL CURVE is highlighted, press the LEFT/RIGHT button to adjust the velocity curve. There are a total of 4 types as shown below



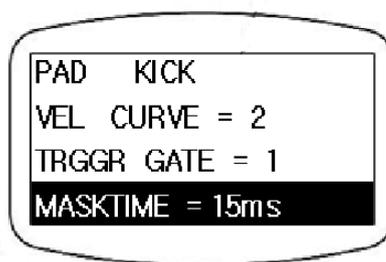
## Trigger Gate Setting

After entering the submenu of sensitivity setting as illustrated in the “Velocity Curve Setting” section, the pad option shows the current pad to be adjusted. Users can select the pad to adjust by hitting the pad. When the TRIGGER GATE is highlighted, press the LEFT/RIGHT button to adjust the value. The sensitivity will decrease as the gate value increases. There are a total of 8 levels.

TRIGGER GATE SETTING is used to set the sensitivity limit of a pad response. If you set a certain trigger gate value, the pad will only response if it detects that the strength of the hit exceeds the trigger gate value set. So the higher the trigger value, the less sensitive will be the pad response. If you set the trigger gate value too low, it might result in sound being triggered with a slight touch of the pad.

## Masktime Setting

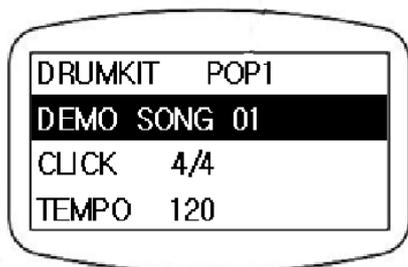
After entering the submenu of sensitivity setting as illustrated in the “Velocity Curve Setting” section above, the pad option shows the current pad to be adjusted and users can select the pad to adjust by hitting the pad. When the MASKTIME is highlighted, press the LEFT/RIGHT button to adjust the value.



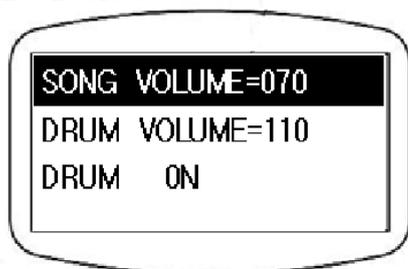
The sensitivity will decrease as the Masktime value increases. Masktime ranges 10ms~30ms MASK TIME SETTING is used to set the scan interval time while hitting the pad. If you set the mask time too long, it may result in some sounds being missed. If you set the mask time too short, it may result in multiple sounds being triggered (for example: If you hit the pad once, it might trigger multiple sounds).

## Demo Song Setting

In the main page of LCD display, press UP/DOWN button to highlight the DEMO SONG option as below



Press the SETUP button to enter the submenu as shown below:



Press the UP/DOWN button to choose the options to adjust and press the LEFT/RIGHT button to adjust the value.

**SONG VOLUME:** To adjust the song volume of the DEMO song. This won't change the volume of the drum voice. Value can be adjusted from 0~127.

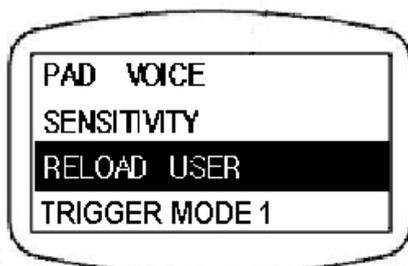
**DRUM VOLUME :** To adjust the volume of the drum voice in DEMO song, press LEFT/RIGHT button to set the volume (0-127)

**DRUM ON/OFF:** To turn ON/OFF the drum voice in DEMO song.

## Reload Factory setting for User Kit

### Reload Factory Setting for User Kit

To reload factory settings for user kit, select the DRUM KIT option in the LCD display main page and press SET UP to enter the page as shown below.



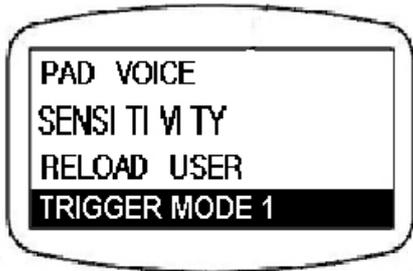
Press UP/DOWN button to select RELOAD USER option, then press SETUP button enter to the page shown below



User can press LEFT/RIGHT button to select the drum kit to be reloaded. Press SETUP after selected drum kit to restore setting or press CANCEL button to quit.

### Selecting a Trigger Mode

To change trigger mode for the drum kit, highlight the DRUM KIT option on the main LCD display page and press the SETUP button to enter the submenu as illustrated below.



When the TRIGGER MODE 1 option is highlighted, press the left/right button to choose between TRIGGER MODE 1 and TRIGGER MODE 2. The default select will be TRIGGER MODE 1.

“TRIGGER MODE 1” is for playing on Drum Pads. “TRIGGER MODE 2” is for External Drum Triggering.

## Drum Kit List

PRESET DRUMKIT			
NO.	NAME	NO.	NAME
1	POP1	26	JAZZ6
2	POP2	27	ELEC1
3	POP3	28	ELEC2
4	POP4	29	ELEC3
5	POP5	30	ELEC4
6	ROCK1	31	ELEC5
7	ROCK2	32	ELEC6
8	ROCK3	33	ELEC7
9	ROCK4	34	ELEC8
10	ROCK5	35	ELEC9
11	FUNK1	36	ELEC10
12	FUNK2	37	ELEC11
13	FUNK3	38	ELEC12
14	FUNK4	39	ELEC13
15	FUNK5	40	ELEC14
16	LATIN1	41	ELEC15
17	LATIN2	42	ORCH1
18	LATIN3	43	ORCH2
19	LATIN4	44	ORCH3
20	LATIN5	45	EAST1
21	JAZZ1	46	EAST2
22	JAZZ2	47	EAST3
23	JAZZ3	48	PERC.1
24	JAZZ4	49	PERC.2
25	JAZZ5	50	PERC.3

USER DRUMKIT			
NO.	NAME	NO.	NAME
1	POP1	16	ELEC1
2	POP2	17	ELEC2
3	POP3	18	ELEC3
4	ROCK1	19	ELEC4
5	ROCK2	20	ELEC5
6	ROCK3	21	ELEC6
7	FUNK1	22	ELEC7
8	FUNK2	23	ELEC8
9	FUNK3	24	ELEC9
10	LATIN1	25	ELEC10
11	LATIN2	26	ORCH1
12	LATIN3	27	EAST1
13	JAZZ1	28	EAST2
14	JAZZ3	29	PERC.1
15	JAZZ5	30	PERC.2

**Drum Voice List**

KICK		HI-HAT		87	ESN_01	131	BRSH_T1	175	ECRASH1
NO.	NAME	NO.	NAME	88	ESN_02	132	BRSH_T2	176	ECRASH2
1	ANLOGBD1	45	CHH_STD	89	ESN_03	133	BRSH_T3	177	ECRASH3
2	ANLOGBD2	46	CHH1	90	ESN_04	134	ETOM01	178	LT_CRSH1
3	BD_DNCE1	47	CHH2	91	ESN_05	135	ETOM02	179	ORCCYM1
4	BD_DNCE2	48	CHH3	92	ESN_06	136	ETOM03	180	ORCCYM2
5	BD_STD1	49	CHH4	93	ESN_07	137	ETOM04	181	ORCCYM3
6	BD_STD2	50	CHH5	94	ESN_08	138	ETOM05	182	ORCCYM4
7	BD_STD3	51	EHH01	95	ESN_09	139	ETOM06	183	RBLL_STD
8	BD1	52	EHH02	96	ESN_10	140	ETOM07	184	REV_CYM1
9	BD2	53	EHH03	97	ESN_11	141	ETOM08	185	REV_CYM2
10	BD3	54	EHH04	98	ESN_12	142	ETOM09	186	REV_CYM3
11	BD4	55	EHH05	99	ESN_13	143	ETOM10	187	RIDE_JZ1
12	DEEP_BD1	56	EHH06	100	ESN_14	144	ETOM11	188	RIDE_JZ2
13	DEEP_BD2	57	EHH07	101	ESN_15	145	ETOM12	189	RIDE_JZ3
14	DEEP_BD3	58	EHH08	102	FNK_SN1	146	FLTM_STD	190	RIDE_JZ4
15	EKICK01	59	EHH09	103	FNK_SN2	147	JZ_TOM1	191	RIDE_STD
16	EKICK02	60	EHH10	104	HRD_BT1	148	JZ_TOM2	192	RIDE1
17	EKICK03	61	EHH11	105	HRD_BT2	149	JZ_TOM3	193	RIDE2
18	EKICK04	62	EHH12	106	JZ_SLP1	150	TOM1	194	SPLSH1
19	EKICK05	63	EHH13	107	JZ_SLP2	151	TOM2	195	SPLSH2
20	EKICK06	64	EHH14	108	JZ_SLP3	152	TOM3	<b>OTHER</b>	
21	EKICK07	65	EHH15	109	JZ_SLP4	153	TOM4	<b>NO.</b>	<b>NAME</b>
22	EKICK08	66	EHH16	110	ORCHSN1	154	TOM5	196	BASS
23	EKICK09	67	EHH17	111	ORCHSN2	155	TOM6	197	BOLLY
24	EKICK10	68	EHH18	112	ORCHSN3	156	TOM7	198	CLAP
25	EKICK11	69	EHH19	113	SD_STK1	157	TOM8	199	DOWN
26	EKICK12	70	HLF_HH1	114	SD_STK2	158	TOMH_STD	200	E_MRCA1
27	EKICK13	71	HLF_HH2	115	SD_STK3	159	TOML_STD	201	E_MRCA2
28	ETTBD	72	LOOS_HH1	116	SD_STK4	160	TOMM_STD	202	E_MTRI
29	HARDBD	73	LOOS_HH2	117	SN_RIM	161	XEDRUM1	203	E_TRNGL1
30	HI_KICK	74	LOOS_HH3	118	SN_STD	<b>CYMBAL</b>		204	E_TRNGL2
31	HRTBEAT	75	LOOS_HH4	119	SNARE1	<b>NO.</b>	<b>NAME</b>	205	EBELL1
32	JAZZ_BD1	76	OHH_STD1	120	SNARE2	162	CRASH1	206	EBELL2
33	JAZZ_BD2	77	OHH_STD2	121	SNARE3	163	CRASH2	207	ECBSA1
34	LOFL_BD	78	OHIHAT1	122	SNRIM	164	CRASH3	208	ECBSA2
35	LONG_BD1	79	OHIHAT2	123	SYN_SN	165	CRASH4	209	ECLAP1
36	LONG_BD2	80	OHIHAT3	124	TITE_SN1	166	CRASH5	210	ECLAP2
37	LONG_BD3	81	PHH_JZ	125	TITE_SN2	167	CRASH6	211	ECLAP3
38	LT_BD1	82	PHH_STD	126	TITE_SN3	168	CRASH7	212	ECLAP4
39	NOISEBD	83	PHIHAT1	127	TITE_SN4	169	CRASH8	213	ECLAP5
40	ORCHBD1	84	PHIHAT2	128	TITE_SN5	170	CRASH9	214	ECLAP6
41	ORCHBD2	<b>SNARE</b>		129	TRD_SN1	171	CRSH_JS1	215	ECLAP7
42	ORCHBD3	<b>NO.</b>	<b>NAME</b>	130	TRD_SN2	172	CRSH_JS2	216	ECLAP8
43	SPACEBD1	85	BRSH_SN1	<b>TOM</b>		173	CRSHSTD1	217	ECLAP9
44	SPACEBD2	86	BRSH_SN2	<b>NO.</b>	<b>NAME</b>	174	CRSHSTD2	218	ECLAP10

219	ECLAP11	265	COWBLL02	311	LOCNGA03	357	CNSCYMBL
220	ECLAVE	266	COWBLL03	312	LWBLK	358	CNSDRM
221	ECLICK1	267	COWBLL04	313	LWHSL1	359	CNSGONG
222	ECLICK2	268	COWBLL05	314	LWHSL2	360	DYRH01
223	ECLICK3	269	COWBLL06	315	MCUICA	361	DYRH02
224	ECLICK4	270	COWBLL07	316	MHCNGA01	362	DYRH03
225	ECLICK5	271	COWBLL08	317	MHCNGA02	363	DYRH04
226	ECOWBLL	272	COWBLL09	318	MHCNGA03	364	DYRH05
227	ESHKR_01	273	COWBLL10	319	MHCNGA04	365	INDNDRM1
228	ESHKR_02	274	COWBLL11	320	MHCNGA05	366	INDNDRM2
229	ESHKR_03	275	COWBLL12	321	MHCNGA06	367	INDNDRM3
230	ESHKR_04	276	COWBLL13	322	MHCNGA07	368	SUPRNGG
231	ESHKR_05	277	HAGOGO1	323	MHCNGA08	369	TABDN
232	ESHKR_06	278	HAGOGO2	324	MHCNGA09	370	TABLDN
233	ESHKR_07	279	HAGOGO3	325	MHCNGA10	371	TABLUP
234	ESLAP1	280	HAGOGO4	326	MRCAS1	372	TABSLAP
235	ESLAP2	281	HIBNGO01	327	MRCAS2	373	TABUP
236	ESTICK1	282	HIBNGO02	328	MTRNGL	374	TAIKO1
237	ESTICK2	283	HIBNGO03	329	OCUICA	375	TAIKO2
238	ETMBRIN1	284	HIBNGO04	330	OHCNGA01	376	TAIKO3
239	ETMBRIN2	285	HIBNGO05	331	OHCNGA02	377	TAIKOSD1
240	MACHINE1	286	HTMBL1	332	OHCNGA03	378	TAIKOSD2
241	MACHINE2	287	HTMBL2	333	OHCNGA04	379	TAIKOSD3
242	MACHINE3	288	HTMBL3	334	OHCNGA05	380	TONBAK1
243	MACHINET	289	HTMBL4	335	OHCNGA06	381	TONBAK2
244	MONO1	290	HTMBL5	336	OHCNGA07	382	TONBAK3
245	PING	291	HTMBL6	337	OHCNGA08	383	TONBAK4
246	SCRACH1	292	HTMBL7	338	OHCNGA09	384	TONBAK5
247	SNATCH	293	HTMBL8	339	OHCNGA10	385	TONBAK6
248	BLLTREE	294	HWBLK	340	OHCNGA11	386	TONBAK7
249	CABASA1	295	LO_TMB21	341	OPNTRNGL	387	CHIM1
250	CABASA2	296	LO_TMB3	342	SGUIRO	388	CHIM2
251	CABASA3	297	LO_TMB4	343	SWHSL1	389	SNAP1
252	CABASA4	298	LO_TMB5	344	SWHSL2	390	SNAP2
253	CABASA5	299	LO_TMBL1	345	TMBRN1	391	STICK1
254	CABASA6	300	LAGOGO1	346	TMBRN2	392	STICK2
255	CHKR01	301	LAGOGO2	347	TMBRN3	393	TIM1
256	CHKR02	302	LAGOGO3	348	TMBRN4	394	TIM2
257	CHKR03	303	LAGOGO4	349	TMBRN5	395	TIM3
258	CHKR04	304	LGUIRO	350	VSLP01	396	TIM4
259	CHKR05	305	LOBNGO01	351	VSLP02	397	TMPNS1
260	CLAP1	306	LOBNGO02	352	VSLP03	398	TMPNS2
261	CLAP2	307	LOBNGO03	353	CNBGONG	399	TMPNS3
262	CLKBLL	308	LOBNGO04	354	CNLCYMBL	400	WNDCHM
263	CLV	309	LOCNGA01	355	CNLDRM1		
264	COWBLL01	310	LOCNGA02	356	CNLDRM2		

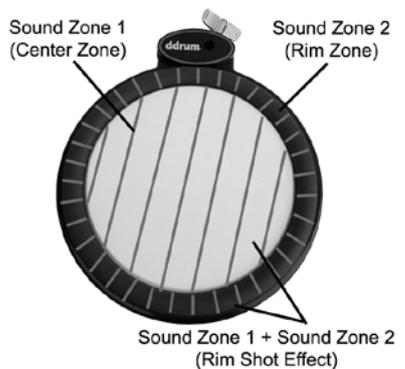
**Midi Implementation List**

FUNCTION		TRANSMITTED	RECOGNIZED	REMARKS
Basic	Default	10 Ch	1~16	
Channel	Changed	x	x	
Mode	Default	x	x	
	Massages	x	x	
	Altered	x	x	
Note		*****	0~127	
Number	:True Voice	*****	0~127	
Velocity	Note On	○ 99H, V=1~127	○	
	Note Off	○	○	
after	Key's	x	x	
Touch	Ch's	x	x	
Pitch Bend		x	x	
Control Change		0 x	○	Bank Select
		1 x	x	Modulation
		5 x	x	Portamento Time
		6 x	○	Data Entry
		7 x	○	Volume
		10 x	○	Pan
		11 x	x	Expression
		64 x	○	Sustain Pedal
		65 x	x	Portamento On/Off
		66 x	x	Sostenuto Pedal
		67 x	x	Soft Pedal
		80 x	○	Reverb Program
		81 x	○	Chorus Program
		91 x	○	Reverb Level
		93 x	○	Chorus Level
	120 x	○	All Sound Off	
	121 x	○	Reset All Controllers	
	123 x	○	All Notes Off	
Program		x	○	
Change	:True Number	x	0`127	
System Exclusive		x	x	
System Common	:Song Position	x	x	
	:Song Select	x	x	
	:Tune	x	x	
System	:Clock	○	x	
Real Time	:Comands	○	x	Start And Stop Only
Aux	:Local On/Off	x	x	
	:All Notes Off	x	x	
Message	:Active Sensing	x	x	
	:Reset	x	x	

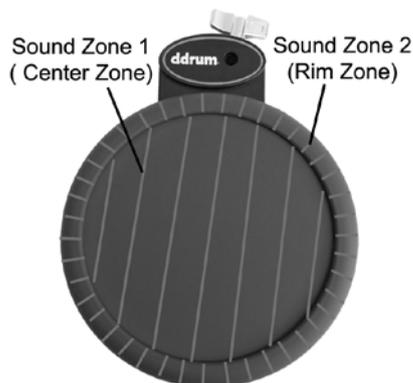
## Appendices

PAD		NOTE PITCH
KICK	CENTER	36
	RIM	X
SNARE	CENTER	38
	RIM	37/38*
TOM1	CENTER	47
	RIM	56
TOM2	CENTER	45
	RIM	54
TOM3	CENTER	43
	RIM	41
CRASH	CENTER	49
	RIM	55

### Snare Pad



### Tom Pad



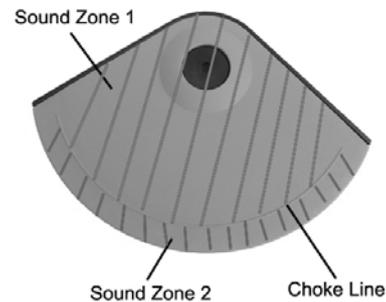
RIDE	CENTER	51/53**
	RIM	57
HI-HAT	OPEN	46
	HALF OPEN	46
	CLOSED	42
	PEDAL	44
	SPLASH	46

### Midi Note List

Note: \* When you hit on the snare rim, the note pitch is 37, when you hit hard or hit together with snare center, the note pitch is 38.  
 \*\*When you hit the Ride center with a soft hit, the note pitch is 51, when you hit a harder hit, the note pitch is 53 (53 is the normal ride center sound in correspond to MIDI)

### Pad Zones

#### Cymbal Pad



#### Dual Zone Cymbal with Choke effect

Sound Zone 1 = The part marked above the choke line is the first sound zone. If you hit on this part of the pad, it will trigger the sound of this zone.

Sound Zone 2 = The part marked below the choke line is the second sound zone. If you hit on this part of the pad, it will trigger the sound of this zone. But to trigger this zone, you will need to hit the pad harder because this zone uses switch to trigger the sound so if you hit

softly or mis-hit on this zone it will still trigger the first zone sound.

Choke = The line on the pad is the choke zone.

To choke the sound, you will have to press on the line after a hit. If you press below or above the choke line, the choke might not work