

ddrum[®]

NIO Percussion Pad

USER MANUAL V1.03

www.ddrum.com

IMPORTANT NOTES!

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.
-

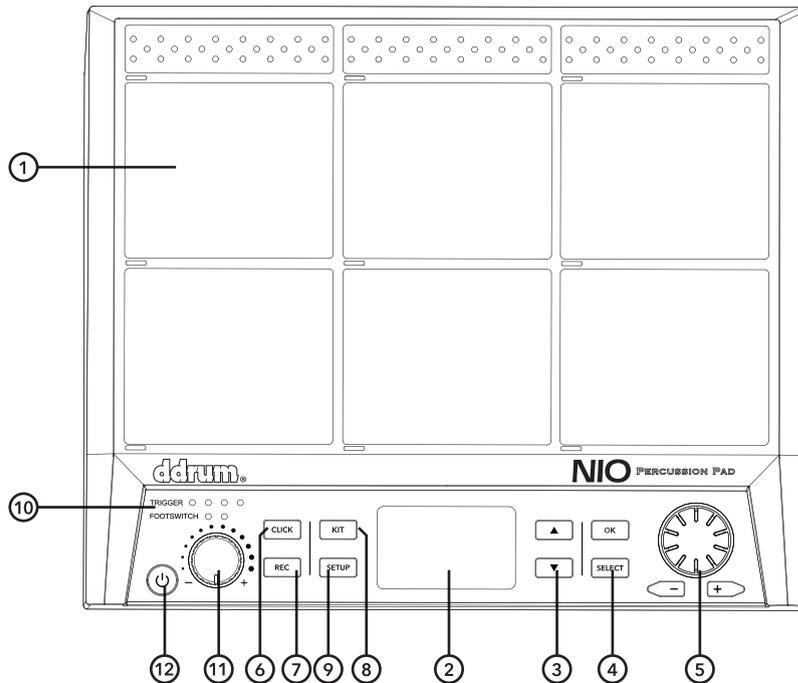
Additional Notes

- 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.
-

Table of Contents

TOP PANEL	6
REAR PANEL	7
BOTTOM PANEL	8
QUICK USE	9
KIT MODE	9
CLICK MODE	12
RECORD MODE	13
SETUP BUTTON SUBMENUS	14
ADVANCED APPLICATIONS/USB MEMORY STICK	17
SOUND LIBRARY	19

TOP PANEL



1. DRUM PADS

Percussive pads which trigger sounds or MIDI when hit with a drumstick. When struck, the pads corresponding LED will illuminate. Each pad has an individual number which will be shown within the menu when editing certain settings.

2. LCD SCREEN

Displays information, menus and current parameters of the UNIT. Changes made by using the [+]/[-] buttons and SCROLL WHEEL appear on this screen.

3. UP / DOWN BUTTONS

Used to navigate menus visible on the LCD screen.

4. OK / SELECT BUTTONS

OK confirms selections made in the menus, the [SELECT] button cycles through options in the menu.

5. SCROLL WHEEL / +/- BUTTONS

Use to quickly increase and decrease values as well as to scroll through multiple selections.

6. CLICK BUTTON

Pressing the [CLICK] button activates the metronome and takes you to the CLICK menu. In the SETUP menu you can access the SoundGroup, Beat, Rhythm and Pan submenus.

7. REC BUTTON

Activates the RECORD mode within the UNIT.

8. KIT BUTTON

Used to access the KIT menu, which allows you to adjust and select different preset kits. You can access the submenus using the [UP] and [DOWN] buttons. Pressing this button gives you access to the Home, Wave, Loop, Effect, ADV, ADV2 and KITCH submenus.

9. SETUP BUTTON

Allows you access to the MIDI, PAD, Trigger, Display, Version, Reset and Update submenus.

10. TRIGGER / FOOTSWITCH LED INDICATORS

Illuminates when external triggers and footswitches are used, they are connected via the inputs on the rear panel of the UNIT.

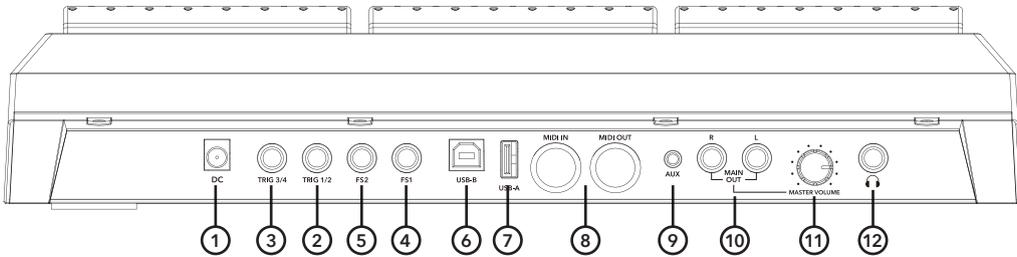
11. HEADPHONE VOLUME WHEEL

Use the wheel to increase or decrease headphone output volume. Master Output levels are controlled on the back of the UNIT. It is recommended to have the volume set to its lowest point when you turn on the UNIT to protect hearing and headphones.

12. POWER BUTTON

Turns the UNIT on and off. Press to turn on, hold for five seconds and release to power off.

REAR PANEL

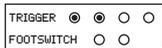


1. DC INPUT

Used to connect to mains power. Only use the included PSU.

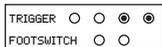
2. TRIG 1/2

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received the left-most trigger lights will illuminate when hit.



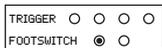
3. TRIG 3/4

Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received, the right-most trigger lights will illuminate when hit.



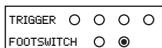
4. FS1

Used for connecting a footswitch trigger. By default, it assumes this will be a hi-hat pedal. The left footswitch light will illuminate when played.



5. FS2

Used for connecting a second footswitch trigger. By default, it assumes this will be a kick drum sound. The right footswitch light will illuminate when played.



6. USB - B

USB B connecting port, used for connecting to computer for USB MIDI.

7. USB - A

USB A connection, used to connect memory stick for updates as well as importing and exporting your own sound files and preset kits.

8. MIDI IN/OUT

Used for connecting 5-pin MIDI cable to send information either from or to the UNIT.

9. AUX

Used for connecting an auxiliary sound source to the UNIT via a 1/8" Stereo Jack cable (available separately), ideal for connecting an MP3 player or laptop. Volume must be controlled via the sound source.

10. MAIN OUT L/R

Main output jacks of the UNIT. Connect via 1/4" mono jack cables to your mixer, interface or amplifier. When using one jack cable (for mono output), insert your jack cable into L/MONO output. Connecting two jack cables sends separate left and right audio signals down each cable, giving you stereo output.

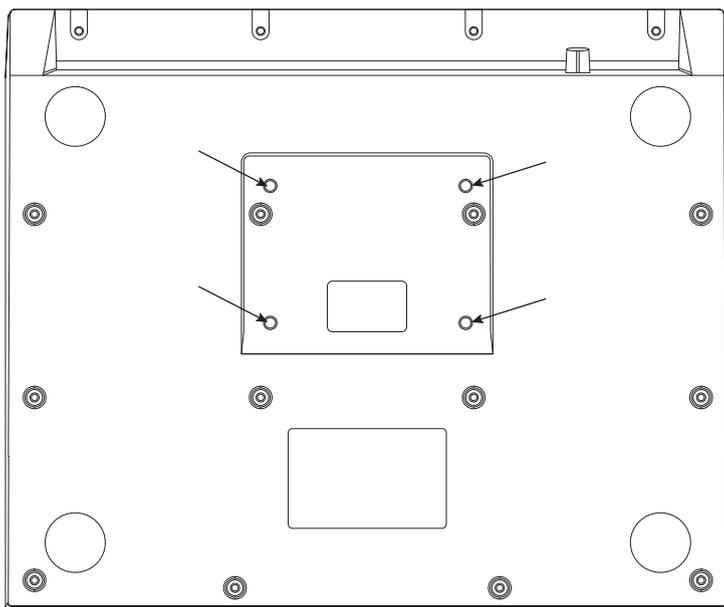
11. MASTER VOLUME

Controls the main output volume for the UNIT.

12. HEADPHONES

1/4" output jack for connecting headphones, control output level with VOLUME WHEEL on the front panel.

BOTTOM PANEL



The UNIT can be played flat on desktop or placed on most common snare drum stands. A mount and clamp made specifically for the UNIT is available for purchase through our dealers. Please check our website for more information.

QUICK USE

To prevent damage to your hearing, speakers and other audio equipment, reduce the volume and have the power off before connecting to any other equipment. Please make sure you are using the headphone output for headphones and the main output when connecting to amplifiers or mixers. For the latest firmware updates, please visit our website www.ddrum.com

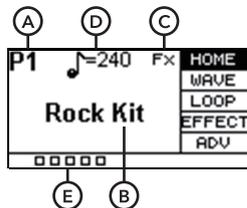
PERFORMING WITH THE UNIT

Connect any devices to the UNIT according to the descriptions on the rear panel. (Ref page 7) Turn on the NIO, When the [Kit] Button indicator is on, the NIO is in drum kit mode and ready to play. Use drumsticks to hit any of the 9 drum pads to make a sound.

MODE

Use [UP]/[DOWN] to navigate the menus on the LCD screen.
Use the SCROLL WHEEL or [+]/[-] buttons to change value.

HOME

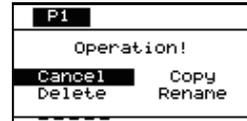


- A. Shows P1-30, which is one of the 30 preset kits. C1-20 are user kits imported via USB memory stick.
- B. Displays the name of the currently active preset.
- C. If you have FX in use, the FX symbol will show in the top right.
- D. The musical note symbol displays what tempo the metronome is set to.
- E. The squares displayed at the bottom left of the screen show how are you are hitting a pad. One light illuminated = soft hit. All the lights illuminated = hard hit.

Use the SCROLL WHEEL or [+]/[-] buttons to select a preset.
Pressing [OK] gives you access to all preset kits in list format.



When in list view, press [SELECT]. This allows you to copy, delete or rename the preset.



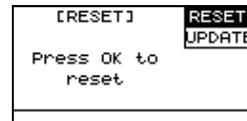
Leave this menu by selecting cancel or pressing [KIT] again.

Note

You can only delete user imported preset kits, you cannot delete default kits.

RESET

This function is used to restore to factory settings. Press [SETUP] and use the arrow button to scroll down to "RESET". Press [OK] to initiate this process. The UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.



Note

If any of the drum pads do not work correctly due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.

In case the drum pad cannot be started due to the error of importing the preset kit, please press the [POWER] + [KIT] + [OK] to reset after shutdown. The preset kit needs to be imported again after the reset.

UPDATE

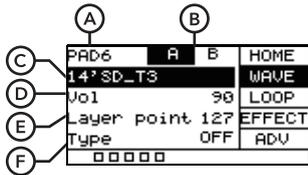
1. Place the file dpupdate.bin in the root directory of the USB drive and insert the USB drive into the USB-A interface of the drum pad.
2. SETUP>>UPDATE>>OK
3. When the update is completed, the drum pad will restart automatically.
4. SETUP>> RESET>>OK to reset.



WAVE

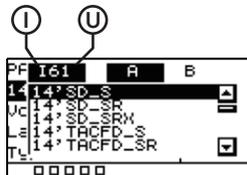
Gives you the ability to adjust individual samples within a preset. Hit a PAD to select it and begin editing.

Press [SELECT] to scroll through the different submenus and press [OK] to save.



- A. Shows which pad is being edited.
- B. Shows the sample layer. This feature can be used if two samples are triggered by the same pad. In which the highlighted part means that the sound of the pad is A or B.
- C. Shows the sound name the pad is linked to. You can use the SCROLL WHEEL or [+]/[-] buttons to change this to a different sound. Press [OK] to confirm the change.

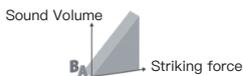
The preset sound starts with "I" and the user sound starts with "U".



- D. This is used to control the output volumes of the sound.
- E. When the pad is set to have both sample A and sample B, any hit louder than this setting (0-127) will play sample B. For example, any hits below 50 it will play sample A, any hits above play it will play sample B.
- F. Allows you to choose between OFF, MIX, SWITCH and FADE.

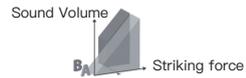
OFF

Only play sample A, sample B will be displayed as "/".



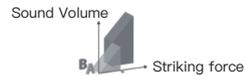
MIX

When the layer point threshold is met, sample B will be blended in with sample A.



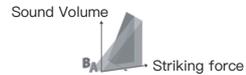
SWITCH

When the layer point threshold is met, sample B will take the place of sample A.



FADE

When the layer point threshold is met, sample B will play as well as sample A.



LOOP

Adjust built-in and user recorded loops within the UNIT.



- A. KIT - The name of the preset kit sound being used by the MIDI.
- B. MIDI - Name of MIDI pattern or loop select. Press [OK] to play and press again to pause.
- C. SPEED - Controls the playback tempo of the loop, from 20 - 240 bpm.
- D. VOLUME - Controls the overall volume of the loop.
- E. You can select a pad to play a MIDI loop once hit. Hit the pad you want to select (be sure the cursor is displaying PAD+number), then press [OK], You will see a * that indicates this pad will trigger a loop rather than play sound. Pressing [OK] again will revert the pad back to its original state. Only one pad can be selected for one preset to play MIDI.

EFFECT

Allows you to have control over the master effects on the UNIT. Each drum kit can be set up with different effects.

Use [SELECT] to scroll between Fx Send, EQ, Reverb and Limit.

PAD6		HOME
Fx Send	64	WAVE
EQ	OFF	LOOP
Reverb	OFF	EFFECT
Limit	OFF	ADV
□□□□□		

FX Send

Controls the signal that goes from the pad to the FX channel. The value ranges from 0-127. A low value will have some of the effect blended in. A high value will affect the sound entirely.

EQ

Disable or Engage the EQ. A built-in 3-band EQ which can shape the overall sound of the preset.

HIGH

Adjust the treble frequencies +/- 12dB.

MID

Adjust the mid-range frequencies +/- 12dB.

LOW

Adjust the bass frequencies +/- 12dB.

Reverb

Disable or Engage the Reverb. Built-in Reverb providing ambience for the preset.

TYPE

Choose between room, stage and studio.

LIMIT

Disable or Engage the Limiter feature. Built-in limiting feature.

THRESHOLD

When set to 0, input and output are the same, when set to -12 the output is ¼ of the maximum output.

ADV

Gives you access to advanced editing features.

PAD8	A	B	HOME
Tuning		0	WAVE
Muffling	OFF		LOOP
Pan		64	EFFECT
			ADV
□□□□□			

Tuning

Tune a sample up or down, the range is +/- 12.

Muffling

Adjusts the amount of muffling effect on an individual sample. The range is 1- 4. This only works on some of the sounds.

Pan

Controls the pan of output, 0 =Fully Left, 64 = Centre, 127 Fully Right.

ADV2

Gives you access to more advanced editing features.

PAD8	PI1J	Fx	ADV2
Mute Group	OFF		KITCH
PAD Mode		Normal	
Linked PAD		OFF	
□□□□□			

Mute Group

Build a Mute Group from 1 - 9. Hitting a pad then hitting another pad from the Mute Group will mute the first pad, ensuring there is no crossover.

PAD Mode

Changes the behaviour of a pad.

Normal

Normal plays the sound of the pad once.

Switch

Switch starts the sound when hit first time, you hit again to stop the sound. Ideal for backing tracks and other sound effects.

Loop*2, 4, 8

Repeats the loop the same amount of times shown on the option. For example, Loop*4 will loop a sound 4 times.

Infinite

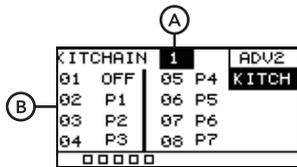
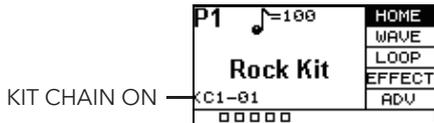
Repeats the loop continuously.

Linked PAD

Link the sound of another pad with this pad. Allows you to trigger two pads at the same time.

KITCH

Used for creating a custom order of drum presets according to your preferences. The UNIT can support 5 kit chains, allowing you to have 8 different kits in each KIT CHAIN. After it has been activated it will be shown in the home screen.



A. KIT CHAIN

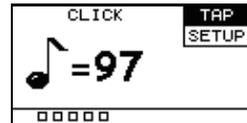
Used to select which KIT CHAIN you are editing. Select between 1-5 or OFF. Selecting OFF will disable all kit chains and the presets will be in their original order.

B. 01-08

Selects which order the preset kit will go in, 01 is first - 08 is last. Once highlighted you can choose which preset you want using the [+] / [-] button or SCROLL WHEEL.

CLICK MODE

Press the [CLICK] button to activate the metronome, hold for two seconds to enter into the CLICK menu.



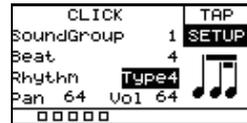
TAP

There are two ways to adjust the tempo (from 20 - 240 bpm).

- A. Use the SCROLL WHEEL or [+] / [-] buttons to adjust the tempo.
- B. Tap any pad more than one time, the tempo will be displayed on the TAP screen.

SETUP

Allows you to adjust the SoundGroup, Beat, Rhythm, Pan and Volume.



SoundGroup

Controls the sound of the metronome, there are 5 built into the UNIT.

Beat

Controls the number of clicks per measure, select from 1 - 16.

Rhythm

7 different click patterns are available.

1. ♩
2. ♪♪
3. ♪♪♪
4. ♪♪
5. ♪♪
6. ♪♪
7. ♪♪

Pan

Controls the pan of the metronome output, 0 = Fully Left, 64 = Centre, 127 Fully Right.

Vol

Controls the metronome volume.

RECORD MODE

Allows you to record MIDI patterns within the UNIT. Pressing the [REC] button once will display the following menu. The value in the lower right corner is the tempo of the metronome. It is recommended to go to the [CLICK] button to set the metronome tempo and beat before recording.



KIT

This drum kit is used as the sound department when playing the recorded MIDI.

Meas

The number of Measures that will be recorded. Value: Free/*1/*2/*4/*8/*16

QTZ

Quantize note. Automatically corrects the beats as the setting value. This allows you to get cleaner performances without the tiny time discrepancies felt in natural performances. Value: OFF, 1/4, 1/8, 3/8, 1/16, 3/16, 1/32, 1/64

VEL

Quantize velocity. Automatically corrects the velocity of your recording as the setting value. If set OFF, that means quantize velocity is off and it will record your playing velocity as normal. Value: OFF, 0-127

START

Press the [REC] button again so the RECORD icon is flashing, the UNIT is now in RECORD MODE and will capture the next notes played. The metronome will automatically turn on, you can disengage it using the [CLICK] button.



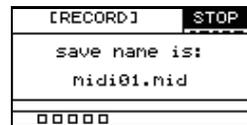
STOP

When you are finished press the [REC] button again, the RECORD icon will stop flashing. The UNIT is now in STOP mode and will stop capturing your performance.



SAVE

Press [OK] button to save the recording. This will save as a MIDI file internally on the UNIT. The name of the saved MIDI file will be displayed on the screen.



NOTE:

The maximum amount of hits able to be recorded is 5000, the recording feature will automatically stop after that. If you immediately start to record a new performance without saving, the original will be deleted. If you change to a different function instead of saving the recording will be deleted.

PLAY

Press [OK] to play and press again to pause.



DELETE

Press [OK] to delete the MIDI.



SETUP BUTTON SUBMENUS

KeyMap

MIDI

Displays a MIDI number for each pad. Hit a pad and the corresponding MIDI number will be highlighted. Once the desired pad has been hit you can edit the MIDI value using the [+] / [-] or SCROLL WHEEL.

49	57	51	MIDI
48	45	43	PAD
36	38	42	TRIG
50	47	41	DISP
44	35		VER
□	□	□	□

PAD	Note NO.
PAD 1	49(C#3)
PAD 2	57(A3)
PAD 3	51(D#3)
PAD 4	48(C3)
PAD 5	45(A2)
PAD 6	43(G2)
PAD 7	36(C2)
PAD 8	38(D2)
PAD 9	42(F#2)
Trig 1	22(A#0)
Trig 2	24(C1)
Trig 3	41(f2)
Trig 4	39(D#2)
FootSwitch 1	44(G#2)
FootSwitch 2	35(B1)

MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Channel	10	1-16, OFF	Memorized
Mode	Mode 3	Mode 3	
Note Number	0-127, OFF	0-127, OFF	Memorized
Velocity	Note On Note Off	○ 99H, v = 1-127 ○ 89H, v = 0	
After Touch	X	X	
Pitch Bend	X	X	
Control	X	X	
Program Change : True Number	X	○ 0-127	
System Exclusive	○	○	
System Common			
: Song Position	X	X	
: Song Select	X	X	
: Tune Request	X	X	
System Real Time			
: Clock	X	X	
: Commands	X	X	
Aux Message			
: All Sound Off	X	X	
: Reset All Controllers	X	X	
: Local On/Off	X	X	
: All Notes Off	X	X	
: Active Sensing	○	○	
: System Reset	X	X	

Mode 3 : OMNI OFF, POLY

○ : Yes
X : No

PAD

Adjusts pad specific parameters.

PAD6		MIDI
Mode	OFF	PAD
Sensitivity	15	TRIG
Threshold	15	DISP
VelCurve	linear	VER
□□□□□		

Mode

Allows you to change the behaviour of PAD 1-9.

KIT DEC

Operates as the [-] button of selecting a drum kit.

KIT INC

Operates as the [+] button of selecting a drum kit.

CLICK

In this mode the pad turns the metronome off or on.

MUTE

In this mode, hitting a pad will mute the sounds.

OFF

Turn the mode off.

Sensitivity

Changes how sensitive the pad is, adjust from 1-32. 1 is low sensitivity, 32 is most sensitive.

Threshold

Adjusts the minimum threshold for generating a sound from a pad, adjust from 1 - 32. When set to a high value a gentle hit will not generate a sound.

VelCurve

Sets the way the velocity increases as you hit the pad harder, choose between linear, log, exp and max.

linear

The default type of velocity. The sample volume increases evenly as you hit the pad harder.

log

The sample volume reaches maximum velocity quicker. Ideal for samples that you want to get to maximum velocity without much dynamic range.

exp

The sample reaches maximum velocity slower, ideal for samples that have extra nuance.

max

The sample is at the maximum velocity.

ExtPAD

Menu which allows you to adjust extra pads connected to the UNIT (sold separately).

To control an additional footswitch, plug in the footswitch and press it, this will allow you to adjust its settings.

FS1		MIDI
Mode	HHpedal	PAD
Control PAD	9	TRIG
Open	50	DISP
Close	10	VER
□□□□□		

Mode

Allows you to change the behaviour of footswitch. By default, FS1 will be in HHPedal mode and FS2 will be in KICK mode.

HHpedal

In this mode the footswitch will work like a hi-hat pedal.

PAD

Used to control whether a pad plays sample A or B. For example, when you press the footswitch down, it will play sample A, when you let go of the footswitch it will revert to sample B.

KICK

Footswitch will act as a kick drum. When pressed it will play a sample.

KIT DEC

Operates as the [-] button of selecting a drum kit. Can be used to change presets via footswitch.

KIT INC

Operates as the [+] button of selecting a drum kit. Can be used to change presets via footswitch.

CLICK

In this mode the footswitch turns the metronome off or on.

MUTE

In this mode pressing on the footswitch will mute the sounds.

Control Pad

Choose the pad 1-9 that the footswitch controls in HH-Pedal or PAD mode.

Open

Adjust the opening position of the Hi-hat. The smaller the value, the easier to open the Hi-hat. Value: 10-64

Close

Adjust the closing position of the Hi-hat. The larger the value, the easier to close. The value of close is less than or equal to the value of open.

TRIG

When you connect an external trigger, you can choose the trigger type. Single or dual zone. Selecting the correct model and type can make it much easier to get the trigger dialed in.

Fs1		MIDI
Type	PDL-HH191	PAD
Trig1/2	Dual	TRIG
Trig3/4	Dual	DISP
		VER
□□□□□		

Type

Scroll through the six options listed. Choose the type that is closest to your trigger pad.

NAME	DESCRIPTION
DRM16208	8" rubber drum pad
DRM18107	7.5" rubber drum pad
DRM19106	7.5" single trigger Mesh drum
BAS18103	2.5" rubber kick drum
BAS19107	7.5" rubber kick drum
CBL17110ST	Single trigger cymbal

Trig1/2

Choose between single and dual trigger for the external pad plugged into Trig 1/2.

Trig3/4

Choose between single and dual trigger for the external pad plugged into Trig 3/4.

DISP

Allows you to set the LCD Contrast and disable the LEDs.

[setup]	MIDI
LCD Contrast 10	PAD
LED Type type1	TRIG
	DISP
	VER
□□□□□	

LCD Contrast

Sets the contrast of the LCD screen. You have the option of 0-20.

LED Type

off

Turns the LEDs which illuminate when you hit a pad on or off.

Type1

When playing, the LEDs illuminate for 0.5s and then turns off.

Type2

The LEDs go on and off while playing.

VERSION

Shows information relating to the software inside the UNIT.

[setup]	MIDI
SF SF7.05	PAD
FirmWare 4.01t	TRIG
Syn Ver syn3.04	DISP
Detect ED0.12	VER
□□□□□	

SF

Version of built-in sounds.

FirmWare

Displays which version of the firmware is installed.

Syn Ver

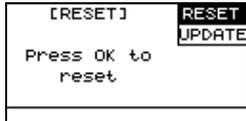
Displays which version of the synthesiser software is installed.

Detect

Displays which version of the detection algorithm is installed.

RESET

This function is used to restore to factory settings. Press [SETUP] and use the DOWN button to scroll down to "Reset". Press [OK] to initiate this process. The UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.



Note

If the drum pad does not work correctly due to an accident. Please press [POWER] +[UP]+[DOWN] to reset.

If the drum pad does not turn on due to error of importing presets, please press the [POWER]+[KIT] + [OK] to reset after shutdown. You will need to import the sounds or presets again after the reset.

UPDATE

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you can download the dpupdate.bin file or consult the seller, add this to the root directory of your memory stick. Then press [OK] when the update field is highlighted. The firmware will be installed and the UNIT will restart. For the latest firmware updates, please visit our website www.ddrum.com



ADVANCED APPLICATIONS / USB MEMORY STICK

Press and hold [SETUP] and [OK] button together to access the memory stick option menus. From here you can import and export sounds to the UNIT. Please note that only EXFAT/FAT32/FAT formats are supported.

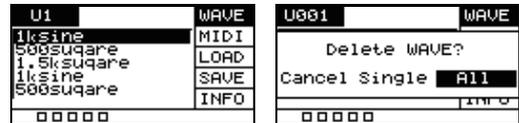
If your memory stick is not configured for this, you can format it in the UNIT, The UNIT can only read files in the root menu of your USB stick.

WAVE

Sounds files you have saved in the root directory of your USB stick will appear here.

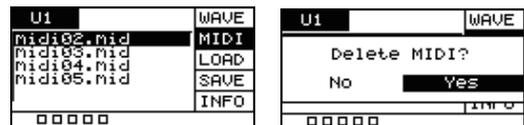
You need to import them before previewing. (explained in the LOAD section)

Press [SELECT] to delete a single wave or all the Wave files. Press [OK] to confirm.



MIDI

A preview of MIDI file data on the UNIT. You can use the SCROLL WHEEL or [+]/[-] buttons to scroll through the MIDI files. The MIDI files on your memory stick will not be shown until you load them. You can use [SELECT] to delete a MIDI file on the UNIT.



LOAD

For importing user sounds, kits and settings into the UNIT.



A. Kit

Uploads user sounds, drum kit configurations and MIDI file data.

B. Setting

Uploads the pad's setting information.

C. PresetKit

Uploads the unit's built-in preset drum kits. Please check our website for further information on this function.

D. All

Uploads Kit and Setting.

E. 

The icon shows that the memory stick is connected. If the icon is not displayed, then the memory stick was not connected correctly.

F. IMEM

Displays the memory usage of the user sounds. You can delete user sounds when you need more space.

There are two ways to import user sounds, kits and settings into the UNIT.

A. You can create a folder named " pad_wave " in the root directory of the USB stick, and then put your WAVE files in it. Import it to the unit by Kit option under LOAD interface.

B. Generate a "pad-content.hppd" file by using the software on our website (when available) and put the file in the root directory of the USB stick. Import it to unit by using the corresponding option in the LOAD interface.



Press [SELECT] to scroll through the different settings and click [OK] to choose between them. Append will import the selected files. Selecting Cancel will cancel the action. Selecting Update will overwrite the previously imported files. Press [OK] to confirm.

Note

When importing sounds via USB stick. The wave files must meet the following criteria:

1. All sounds must have a 48k sampling rate, 16 bit, and 1 channel
2. The wave files that are imported cannot exceed the memory of the pad. Excess sounds cannot be downloaded.
3. The name of the sound is limited to 16 characters only.
4. Sounds files need to be in a wave format. MP3 or MIDI files cannot be used.

EXPORT

This function is for exporting drum kit configurations, user sounds, settings and MIDI data from the UNIT onto a compatible USB memory stick. Scroll through the different settings below and click OK to begin the exporting process.



Pressing [OK] will give you a yes or no choice, YES will export the selected files, NO will cancel the action.

Kit

Exports user sounds, drum kit configurations, and MIDI data.

Setting

Exports all of the pad's settings.

All

Exports both Setting and Kit data.

Note

The built-in preset kit cannot be exported.

INFO

Displays information relating to the total and remaining storage on your USB stick as well as giving the option to format.



USBMem

Displays total size of USB memory stick.

U Remain

Displays remaining storage available on USB memory stick.

Format U-Disk

This function is used to format the USB memory stick. Press [OK] and you will be given an option between YES and NO. Highlight the appropriate option and press [OK] to confirm. Make sure to back up any import files before formatting.

Defragment IMEM

Memory collation, which will take a long time. Do not power off during operation.

SOUND LIBRARY

Bass drum

Number	Sound Name
001	20'Vintage_K
002	20'Y9000_K
003	22'AC_K
004	22'Ash_K
005	22'Dios_K
006	22'DWCW_K
007	22'Max_K
008	22'MPL_K
009	22'PMwroks_K
010	22'PR_K
011	22'Reflex_K
012	22'Tclass_K
013	22'TSclass_K
014	24'ACustom_K
015	24'SD_K
016	32'KbPerc_K
017	Boom_K
018	Boom_K1
019	D90_K
020	DL_K
021	Dobie1_K
022	Dobie6_K
023	ED90_K
024	HipHop1_K
025	HipHop2_K
026	Hybrid_K
027	KSlam1_K
028	KSlam4_K
029	KSO1_K
030	KSO6_K
031	RedB_K

Snare

Number	Sound Name
032	12'Brazilian_S
033	12'Brazilian_SR
034	12'Brazilian_SRX
035	13'ACMaple_S
036	13'ACMaple_SR
037	13'ACMaple_SRX
038	13'Ash_S
039	13'Ash_SR
040	13'Ash_SRX
041	14'Collector_S
042	14'Collector_SR
043	14'Collector_SRX
044	14'Dios_S

045	14'Dios_SR
046	14'Dios_SRX
047	14'DWC_S
048	14'DWC_SR
049	14'DWC_SRX
050	14'JOS2002_S
051	14'JOS2002_SR
052	14'JOS2002_SRX
053	14'Max_S
054	14'Max_SR
055	14'Max_SRX
056	14'MPL_S
057	14'MPL_SR
058	14'MPL_SRX
059	14'PR_S
060	14'PR_SR
061	14'PR_SRX
062	14'PSF_S
063	14'PSF_SR
064	14'PSF_SRX
065	14'Reflex_S
066	14'Reflex_SR
067	14'Reflex_SRX
068	14'SD_S
069	14'SD_SR
070	14'SD_SRX
071	14'TACFD_S
072	14'TACFD_SR
073	14'TACFD_SRX
074	14'TSclass_S
075	14'TSclass_SR
076	14'TSclass_SRX
077	14'Vintage_S
078	14'Vintage_SR
079	14'Vintage_SRX
080	Basis_SRX
081	DMX_S
082	DMX_SR
083	DMX_SRX
084	Dobie_SRX
085	ED90_S
086	ED90_SR
087	HipFx_S
088	HipFx_SR
089	HipHop_S
090	HipHop_SR
091	Hybrid_S
092	Hybrid_SRX
093	R&B_S
094	SElektro3_S
095	SElektro6_S
096	SSlam1_S

097	SSlam3_SR
098	SSlam8_SRX
099	SSO1_S
100	SSO3_SR
101	SSO4_SRX

Tom

Number	Sound Name
102	10'Ash_T1
103	10'Collector_T1
104	10'Collector_T1R
105	10'Dios_T1
106	10'DWC_T2
107	10'DWC_T2R
108	10'DWCM_T1
109	10'DWCM_T1R
110	10'Max_T1
111	10'MPL_T1
112	10'PR_T1
113	10'PR_T1R
114	10'Reflex_T1
115	10'SD_T1
116	10'SD_T1R
117	10'TSclass_T1
118	10'TSclass_T1R
119	11'Conga_T1
120	11'Conga_T1R
121	11'Conga_T2
122	11'Conga_T2R
123	11'Conga_T3
124	11'Conga_T3R
125	11'Conga_T4
126	11'Conga_T4R
127	12'AC_T1
128	12'AC_T1R
129	12'ACustom_T1
130	12'ACustom_T1R
131	12'Ash_T2
132	12'Classic_T1
133	12'Classic_T1R
134	12'Collector_T2
135	12'Collector_T2R
136	12'Dios_T2
137	12'DWCM_T2
138	12'DWCM_T2R
139	12'Max_T2
140	12'MPL_T2
141	12'PR_T2
142	12'PR_T2R
143	12'Reflex_T2
144	12'SD_T2
145	12'SD_T2R

146	12'TSclass_T2
147	12'TSclass_T2R
148	13'AC_T2
149	13'AC_T2R
150	13'ACustom_T2
151	13'ACustom_T2R
152	13'Classic_T2
153	13'Classic_T2R
154	13'DWCM_T3
155	13'DWCM_T3R
156	14'Ash_T3
157	14'Collector_T3
158	14'Collector_T3R
159	14'Dios_T3
160	14'DWC_T3
161	14'DWC_T3R
162	14'Max_T3
163	14'PR_T3
164	14'PR_T3R
165	14'Reflex_T3
166	14'SD_T3
167	14'SD_T3R
168	16'AC_T3
169	16'AC_T3R
170	16'ACustom_T3
171	16'ACustom_T3R
172	16'Ash_T4
173	16'Classic_T3
174	16'Classic_T3R
175	16'Collector_T4
176	16'Collector_T4R
177	16'Dios_T4
178	16'DWC_T4
179	16'DWC_T4R
180	16'DWCM_T4
181	16'DWCM_T4R
182	16'Max_T4
183	16'MPL_T3
184	16'MPL_T4
185	16'PR_T4
186	16'PR_T4R
187	16'Reflex_T4
188	16'SD_T4
189	16'SD_T4R
190	16'TSclass_T3
191	16'TSclass_T3R
192	16'TSclass_T4
193	16'TSclass_T4R
194	18'AC_T4
195	18'AC_T4R
196	18'ACustom_T4
197	18'ACustom_T4R

198	8'DWC_T1
199	8'DWC_T1R
200	90'sPower_T1
201	90'sPower_T2
202	90'sPower_T3
203	90'sPower_T4
204	ClapSO4
205	D80_T1
206	D80_T1R
207	D80_T2
208	D80_T2R
209	D80_T3
210	D80_T3R
211	D80_T4
212	D80_T4R
213	ED90_T1
214	ED90_T2
215	ED90_T3
216	ED90_T4
217	HipHop_T1
218	HipHop_T2
219	HipHop_T3
220	Hybrid_T1
221	Hybrid_T2
222	Hybrid_T3
223	R&B_T1
224	R&B_T2
225	R&B_T3
226	R&B_T4
227	Slam_T1
228	Slam_T2
229	TElektro1_T4
230	TElektro2_T1
231	TElektro3_T3
232	TElektro4_T2
233	TSO1_T1
234	TSO2_T2

Hi-Hat

Number	Sound Name
235	13'PHeavy_HHCH
236	13'PHeavy_HHCR
237	13'PHeavy_HHF
238	13'PHeavy_HHFR
239	13'PHeavy_HHOH
240	13'PHeavy_HHOR
241	13'PHeavy_HHPC
242	14'Dark_HHCH
243	14'Dark_HHCR
244	14'Dark_HHF
245	14'Dark_HHFR
246	14'Dark_HHPC

247	14'Pay_HHCH
248	14'Pay_HHCR
249	14'Pay_HHF
250	14'Pay_HHFR
251	14'Pay_HHOH
252	14'Pay_HHOR
253	14'Pay_HHPC
254	14'PDCrisp_HHCH
255	14'PDCrisp_HHCR
256	14'PDCrisp_HHF
257	14'PDCrisp_HHFR
258	14'PDCrisp_HHOH
259	14'PDCrisp_HHOR
260	14'PDCrisp_HHPC
261	14'SASudio_HHCH
262	14'SASudio_HHCR
263	14'SASudio_HHF
264	14'SASudio_HHFR
265	14'SASudio_HHOH
266	14'SASudio_HHOR
267	14'SASudio_HHPC
268	14'SHGroove_HHCH
269	14'SHGroove_HHCR
270	14'SHGroove_HHF
271	14'SHGroove_HHFR
272	14'SHGroove_HHOH
273	14'SHGroove_HHOR
274	14'SHGroove_HHPC
275	14'SHRock_HHCH
276	14'SHRock_HHF
277	14'SHRock_HHFR
278	14'SHRock_HHOH
279	14'SHRock_HHOR
280	14'SHRock_HHPC
281	14'Stage_HHCH
282	14'Stage_HHCR
283	14'Stage_HHF
284	14'Stage_HHFR
285	14'Stage_HHOH
286	14'Stage_HHOR
287	14'Stage_HHPC
288	14'ZdNB_HHCH
289	14'ZdNB_HHCR
290	14'ZdNB_HHF
291	14'ZdNB_HHFR
292	14'ZdNB_HHOH
293	14'ZdNB_HHOR
294	14'ZdNB_HHPC
295	14'ZNBBest_HHCH
296	14'ZNBBest_HHCR
297	14'ZNBBest_HHF
298	14'ZNBBest_HHFR

299	14'ZNBEST_HHOH
300	14'ZNBEST_HHOR
301	14'ZNBEST_HHPC
302	15'SHH_HHCH
303	15'SHH_HHCR
304	15'SHH_HHF
305	15'SHH_HHFR
306	15'SHH_HHOH
307	15'SHH_HHOR
308	15'SHH_HHPC
309	15'SHihat_HHCH
310	15'SHihat_HHCR
311	15'SHihat_HHF
312	15'SHihat_HHFR
313	15'SHihat_HHOH
314	15'SHihat_HHOR
315	15'SHihat_HHPC
316	Boom_HHOH
317	Clave_HHC
318	Clave_HHCR
319	Clave_HHF
320	Clave_HHFR
321	Clave_HHO
322	Clave_HHOR
323	Clave_HHPC
324	CR78_HHF
325	CR78_HHOH
326	CR78_HHPC
327	D90_HHCH
328	D90_HHF
329	D90_HHFR
330	D90_HHOH
331	D90_HHOR
332	D90_HHPC
333	ED90_HHCH
334	ED90_HHF
335	ED90_HHOH
336	ED90_HHPC
337	FGP_HHCH
338	FGP_HHCR
339	FGP_HHFH
340	FGP_HHFR
341	FGP_HHPC
342	HElektro_HHOR
343	HElektro1_HHCR
344	HElektro1_HHFR
345	HElektro1_HHOH
346	HElektro2_HHPC
347	HElektro3_HHF
348	HElektro4_HHCH
349	HipHop_HHCH
350	HipHop_HHCR

351	HipHop_HHF
352	HipHop_HHFR
353	HipHop_HHOH
354	HipHop_HHOR
355	HipHop_HHPC
356	HSlam1_HHCH
357	HSlam1_HHOH
358	HSlam2_HHCR
359	HSlam2_HHFR
360	HSlam3_HHF
361	HSlam4_HHOR
362	HSlam4_HHPC
363	HSO1_HHF
364	HSO2_HHFR
365	HSO2_HHPC
366	HSO3_HHOH
367	HSO4_HHCH
368	HSO4_HHOR
369	HSO5_HHCR

Cymbal

Number	Sound Name
370	10'Med_Sp
371	10'Med_SpR
372	10'SHLegacy_Cr
373	12'PgyBack_Cr
374	12'PgyBack_CrR
375	16'Pay_Cr
376	16'Swish_Cr
377	16'Swish_CrR
378	17'PHE_Cr
379	17'PSDE_Cr
380	17'PSFast_Cr
381	17'SAStudio_Cr
382	17'SVault_Cr
383	18'CBLow_Cr
384	18'CBLow_CrR
385	18'Fast_Cr
386	18'Fast_CrR
387	18'HyBrid_Cr
388	18'Med_Cr
389	18'Med_CrR
390	18'Pay_Cr
391	18'PGBeat_Cr
392	18'SHThin_Cr
393	18'ZAC_Cr
394	18'ZACustom_Cr
395	18'ZKD_Cr
396	18'ZKDark_Cr
397	19'NY_Cr
398	19'NY_CrR
399	19'SHStudio_Cr

400	19'SHStudio_Cr
401	2D90_Cr
402	8'MBSplash
403	CElektro2_CrR
404	CElektro4_CrR
405	CElektro5_Cr
406	CElektro6_Cr
407	CSlam1_Cr
408	CSlam2_CrR
409	CSlam3_Cr
410	CSO_Cr
411	CSO1_Cr
412	CSO2_Cr
413	D90_Cr
414	HipHop1_Cr
415	HipHop2_Cr
416	PHE_Cr
417	PTThin_Cr
418	SHStudio_Cr

Ride

Number	Sound Name
419	18'Formu_Rd
420	18'Formu_RdB
421	18'Formu_RdR
422	18'SEW_Rd
423	18'SEW_RdB
424	18'SEW_RdR
425	20'Med_RdR
426	20'P2002_Rd
427	20'P2002_RdB
428	20'P2002_RdR
429	21'MBDark_Rd
430	21'MBDark_RdB
431	21'MBDark_RdR
432	21'MeiByz_Rd
433	21'MeiByz_RdB
434	21'MeiByz_RdR
435	21'SHGroove_Rd
436	21'SHGroove_RdB
437	21'SHGroove_RdR
438	21'SXGroove_Rd
439	21'SXGroove_RdB
440	21'SXGroove_RdR
441	22'P3000_Rd
442	22'P3000_RdB
443	22'P3000_RdR
444	22'SAL_Rd
445	22'SAL_RdB
446	22'SAL_RdR
447	22'ZA_Rd
448	22'ZA_RdB

449	22'ZA_RdR
450	22'ZK_Rd
451	22'ZK_RdR
452	22'ZVIDA_Rd
453	22'ZVIDA_RdB
454	22'ZVIDA_RdR
455	D80_Rd
456	HipHop_Rd
457	HipHop_RdR
458	Mallet2_Rd
459	RElektro1_Rd
460	RElektro2_RdB
461	RElektro3_RdR
462	RSO_Rd

Percussion

Number	Sound Name
463	78Bongo
464	808Cowbell1
465	808Cowbell2
466	909Clap
467	9Clap
468	AfricaJingle
469	AgogoHi
470	AgogoLo
471	Barchimes
472	Barrel
473	BayaGe
474	Beijingclassdrum1
475	BellFx
476	Bells
477	BellTree
478	BJingCymbal1
479	BJingCymbal2
480	BJingCymbal3
481	BlocksWood
482	BongoHi
483	BongoLo
484	Boomclap
485	Boomclap2
486	Cabasa
487	Cajon
488	CajonBass
489	CajonSlap
490	Caxixi
491	Chimes2
492	Chimes3
493	ClapFx1
494	ClapSlam2
495	ClapSO1
496	ClapSO2
497	ClapSO3

498	ClapSO5
499	Claves
500	CongaHi
501	CongaHiSp
502	CongaLo
503	CongaMute
504	CongaOpen
505	CongaSlap
506	Cowbell1
507	Cowbell1Tip
508	Cowbell2
509	Cowbell3
510	CowbellElektro
511	CowbellHi
512	CowbellLo
513	CR78Cowbell
514	CR78Guiro
515	CR78MtlBeat
516	CR78Tamb
517	Crescendo
518	Crotale
519	CuicaHi
520	CuicaLo
521	Cymbal1
522	Cymbal2
523	Cymbal3
524	DaLuo
525	DjembeBass
526	DjembeSlap
527	DjembeTone
528	DrCowb
529	Glockenspiel
530	GuiroFx
531	GuiroLong
532	GuiroShort
533	HardwoodClapper1
534	HeartBeat
535	HipFx_Tom
536	HipHopClap
537	HQ
538	Huapengu_R3
539	JingGong1
540	Kalimba
541	LOperaGong1
542	LOperaGong3
543	LPBLB
544	LuoMenu
545	Maracas
546	Marimba
547	Martian
548	MetalPhase
549	Mystery

550	Nantoka
551	OrchHitMin
552	PandeiroJngl
553	PandeiroSlap
554	PandeiroThmb
555	PercSlam
556	PotDrum
557	PotDrumAcc
558	PotDrumMute
559	Punch
560	Pyon
561	R&B_Clap
562	RainStick
563	Ratchet
564	RattleSlam
565	RingFx
566	SagatMtOp
567	Scratch1
568	Scratch2
569	SFXSlam
570	SFXSO4
571	Shaker
572	Shaker1
573	ShakerSlam3
574	ShakerSlam4
575	Sleighbell
576	Smallbells
577	Snaps
578	SnapSO
579	StabSlam
580	TablaNa
581	TablaTe
582	TablaTi
583	TablaTin
584	TablaTun
585	TalkingDr
586	TalkingDrUp
587	Tambourine1
588	TambourineC
589	TambourineoB
590	TimbaleHi
591	TimbaleLo
592	TimbalePaila
593	TimbaleRim
594	TimpaniA
595	TimpaniF
596	Transform4
597	TreeChimes
598	TrianglClOp
599	VibraSlap
600	VoxStabSlam1
601	VoxStabSlam2

602	waterfall
603	WoodenFish1
604	WoodenFish2
605	WoodenFish3
606	WoodSlam
607	WuGong1
608	WuGong2

*** The sounds is subject to change without prior notice.**

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