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At a glance	
✓	✘
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BEFORE PROCEEDING, PLEASE REFER TO YOUR ALESIS STRIKE MANUAL TO FAMILIARISE YOURSELF WITH THE GENERAL MODULE FUNCTIONS

SD CARD Specification can be found in your *Alesis Strike Module User Guide* on **page 31**.

It is recommended to create a backup of your Strike's SD card data before commencing.

If you would prefer a video demonstration of the loading process, you can watch now on The eDrum Workshop's YouTube channel - https://www.youtube.com/watch?v=vHhjj5hKL6g

Contents

This guide has been written assuming that you are using the stock SD card that came with your Alesis Strike module *or* one that is compatible and has the correct folder structure that the Strike module recognises.
Note: The drive letters and icons shown on your computer may not match those on these images.

1) Unzip the *eDW DWCPunch Strike.zip* file to a location on your computer

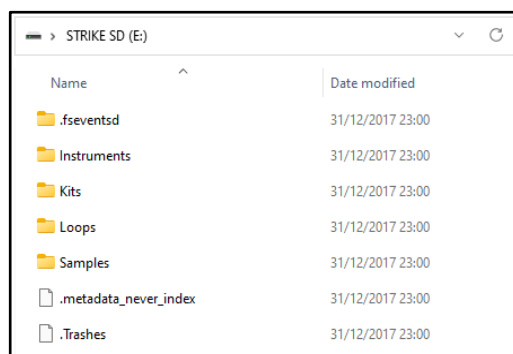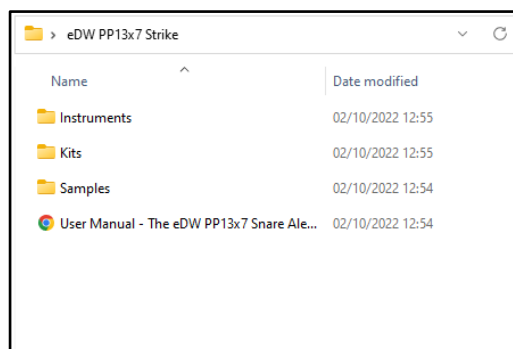| > eDW PP13x7 Strike	∨ ⟳
Name ^	Date modified
📁 Instruments	02/10/2022 12:55
📁 Kits	02/10/2022 12:55
📁 Samples	02/10/2022 12:54
🔵 User Manual - The eDW PP13x7 Snare Ale...	02/10/2022 12:54

2) Open the unzipped folder. You will see three subfolders and two PDF files (pictured).

These subfolders - **Instruments, Kits** and **Samples** - have been named to mirror the folders on your Alesis Strike SD card. The subfolders inside each of these folders must be placed inside the corresponding folders on your Strike SD card *otherwise the kits and instruments will not work*

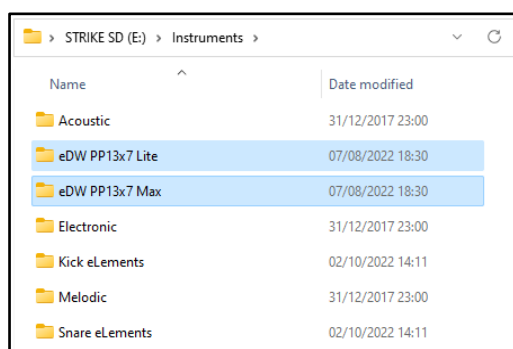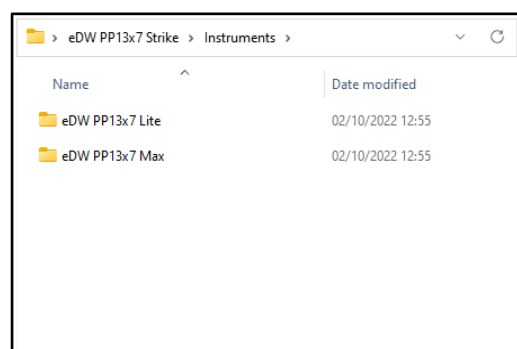**3)** Insert the Strike SD Card into your computer's card reader
    OR
Attach your Strike module to the computer using a *USB A-B* cable and turn it on (this will access the Strike SD card through the module)

💾 > STRIKE SD (E:)	∨ ⟳
Name ^	Date modified
📁 .fseventsd	31/12/2017 23:00
📁 Instruments	31/12/2017 23:00
📁 Kits	31/12/2017 23:00
📁 Loops	31/12/2017 23:00
📁 Samples	31/12/2017 23:00
📄 .metadata_never_index	31/12/2017 23:00
📄 .Trashes	31/12/2017 23:00

4) Open the unzipped **Instruments** folder and the **Instruments** folder on the Strike SD card. Copy or drag the *4 folders* named

eDWP Kick, eDWP Snare, eDWP SnareOff, eDWP Toms

from the unzipped **Instruments** folder to the SD card **Instruments** folder

> eDW PP13x7 Strike > Instruments >	∨ ⟳
Name ^	Date modified
📁 eDW PP13x7 Lite	02/10/2022 12:55
📁 eDW PP13x7 Max	02/10/2022 12:55

→

> STRIKE SD (E:) > Instruments >	∨ ⟳
Name ^	Date modified
📁 Acoustic	31/12/2017 23:00
📁 eDW PP13x7 Lite	07/08/2022 18:30
📁 eDW PP13x7 Max	07/08/2022 18:30
📁 Electronic	31/12/2017 23:00
📁 Kick eLements	02/10/2022 14:11
📁 Melodic	31/12/2017 23:00
📁 Snare eLements	02/10/2022 14:11

The other contents of your SD card *Instruments* folder may differ from the image above, depending on your own User instruments

5) Return to the previous folder levels then open the unzipped **Kits** folder and the **Kits** folder on the Strike SD card. Copy or drag the *eDW PUNCH* folder from the unzipped **Kits** folder to the SD card **Kits** folder
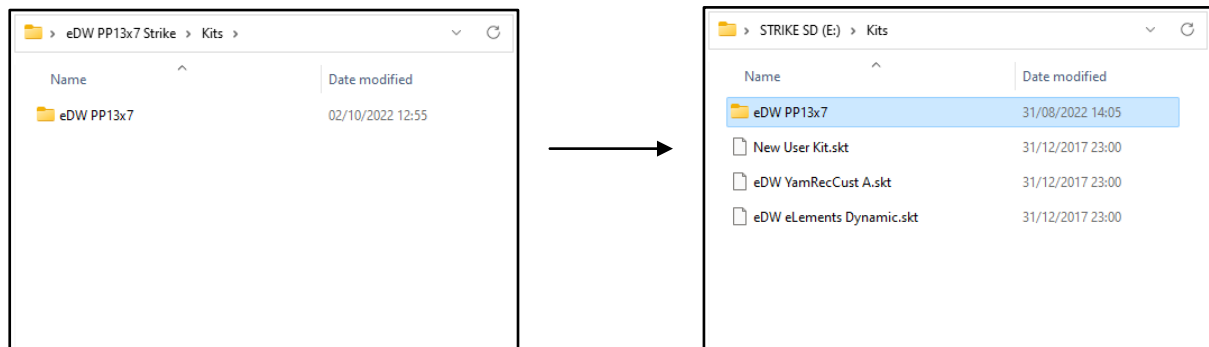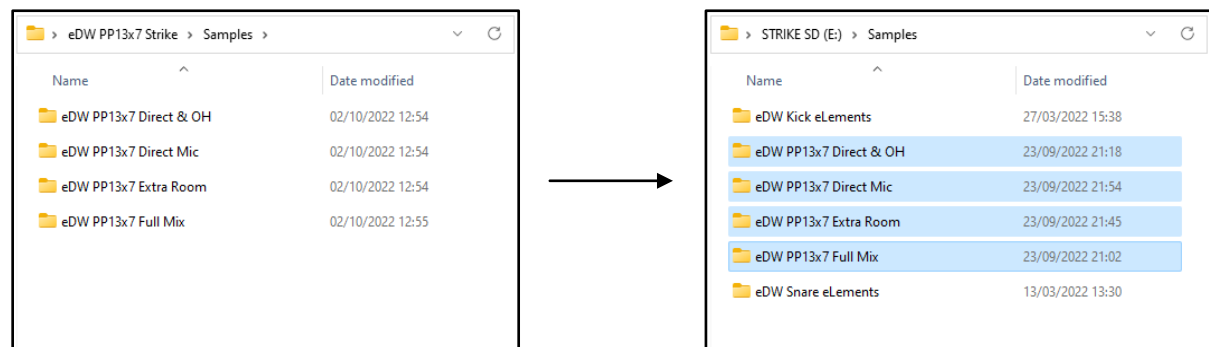

The other contents of your SD card Kit folder may differ from the image above, depending on your saved User kits

6) Return to the previous folder levels and open the unzipped **Samples** folder and the **Samples** folder on the Strike SD card. Copy or drag the *folder* named

eDW PUNCH

from the unzipped **Samples** folder to the SD card **Samples** folder

The other contents of your SD card Samples folder may differ from the image above, depending on your own User samples

7) Verify that the correct files are placed in each folder on your SD card

8) Safely eject the SD card from your computer and return it to your module
   OR
Safely eject the module's USB from your computer. Your module will stay powered on

Your new kit presets and instruments will now be accessible from the relevant module menus.

Using the Kit Presets on Your Strike Module

1) Press **KIT** to show the Kit menu

2) Press the **F4/USER** button to access the User Kits, then use the data dial to scroll through the User Kits and locate *eDWP01 DWC Natural* or continue scrolling to the desired *eDWP* kit

OR

Press **F1/LIST** to bring up the kit list, then press **F4/USER** to view a list of the User Kits. You can locate the *eDWP* kits amongst the user kits in the right panel.

Alternatively, there will now be a category labelled *eDW PUNCH* in the left panel - you can select this to filter the kit list, showing only the *eDWP* kits

Assigning the Instruments on Your Strike Module

1) Press **KIT** to show the Kit menu and select the desired kit to edit

2) Press the **VOICE** button

3) Activate the **NOTE CHASE** button and hit a drum pad to select it **OR** swap the **TRIG** type at the top of the screen to the desired zone using the **data dial**

4) Press **F4/INST** to open the instrument list then press **F4/USER** to select a user instrument

5) Verify that you are on the correct instrument **Layer** - **A** or **B**. (Swap the layer with **F1** or **F2** if necessary)

6) Press the **RIGHT cursor button** to move from the zone selection to the instrument group then select the appropriate *eDWP* instrument category with the **UP** and **DOWN cursor buttons**

7) Use the **RIGHT cursor** to navigate to the instrument panel. The sounds can be auditioned while this menu is open by hitting the pad

8) Repeat this process for all other pad zones as desired

Note: Don't forget to **SAVE** your kit from the **KIT** screen once you have made your selections!

Editing the Sounds or Performance

Below are some settings that can be altered to adjust the sounds, performance or playability of the kits.

Note: When making changes, it is recommended to **SAVE** the edits. However, the module *cannot overwrite* the kit files from this pack as they are located inside the *"eDW PUNCH"* kit folder - the module can only save directly to the *"Kits"* folder. This means that any changes that are saved will result in a new kit file being created which can potentially duplicate the kit if the same kit name is used when saving.

Therefore, it is always recommended to *change the name of an edited kit* so that it can be easily identified. Alternatively, the files can be moved out of the *"eDW PUNCH"* folder directly to the *"Kits"* folder on the SD card.

Adjustment: Dynamics

VOICE -> F3/ VEL	Velocity > Level

This setting determines how much the velocity of your strike will influence the volume of the instrument. 99 is the maximum value which creates the widest dynamic difference between quiet and loud playing.
If you find that *low dynamics feel too quiet*, reduce this value.
If you find that *low dynamics feel too loud*, increase this value.

Adjustment: Polyphony

VOICE -> F4/ FX/MIDI -> F3/ OTHER	Playback
Recommended	POLY

This setting determines how the voice will sound on this trigger. *MONO* will only allow once instance of the sound to play back at one time with the next instance silencing the first. *POLY* will allow multiple instances to overlap. For the DWCP instruments, *POLY* is recommended as this allows for the most natural playing experience for acoustic sounds.

If you want to create an interesting effect or more electronic feel, *MONO* mode can be fun to experiment with.

Note: This setting will affect both voice layers assigned to the trigger.

Adjustment: Ambience

KIT FX -> F1/ REVERB

For each kit, different Reverb settings have been applied to create either a natural or processed ambience environment. In the **REVERB** menu, the Size, Color (tone) and Level of the ambience can be adjusted to taste. The ambience can also be adjusted by changing the preset (pictured: top) or turning it off entirely.

Note: This setting is global for the entire kit. To adjust the level of ambience on a single pad zone, use the dials found under
VOICE -> F4/ FX/MIDI -> F1/ FX

Adjustment: Frequency filters

VOICE - > F2/ TONE	Filter	Cutoff
	HIPASS	0 - 99

VOICE - > F2/ TONE	Filter	Cutoff
	LOPASS	0 - 99

These FILTER and CUTOFF settings will filter out low frequencies (HIPASS) or high frequencies (LOPASS) depending on the values used. These can be used in place of an equalizer (EQ) on any pad zone to adjust the character of the sound.

Example: The kit *eDWP20 ATTACK* has a HIPASS filter set to *6* for the toms. This removes lower frequencies, creating a "thinner" sound which has less "body" or "weight". Combined with a higher tuning (SEMI +1, FINE +20), this emulates smaller toms.

Adjustment: Velocity switching between instruments

VOICE - > F1/ LEVEL	LAYER A VEL LIMIT
	00 – [value]
VOICE -> F1/ LEVEL	LAYER B VEL LIMIT
	[value] - 127

Use the **VEL LIMIT** values to control exactly where in the velocity range each layer will play back.

The bottom value (left) will stop the layer from playing when you strike below it, the top value (right) will stop the layer from playing when you strike above it.

The *eDWPA03* kit variation found at the bottom of the *eDW PUNCH* kit list has this feature set up to demonstrate its use (pictured). The values can be adjusted to taste for your own playing style – reducing the higher value (right) of **LAYER A** and the lower value (left) of **LAYER B** will cause the second layer to trigger at lower playing dynamics.

Overlapping the values of these layers will cause both sounds to play together for those overlapped velocities. This is usually undesirable for an "acoustic" drum experience, but can be an interesting creative tool for different scenarios.

Common Troubleshooting

It sounds like the samples are "cutting off" when playing hits in succession

For most instruments, the trigger or pad should be set up in **Playback: POLY** mode. This allows multiple instances of the instrument's samples to overlap. See *page 6* of this guide for more information.

I get the message "Path Not Found" when loading an instrument

This message usually means that the instrument file *(e.g. DWC14x5 Natrl Head.sin)* cannot locate the samples associated with the instrument *(e.g. DWC14x5 HC vel01-001.wav)*. If this occurs, it is likely that the file path of the samples is incorrect. The *.sin* instrument files will look for the exact file path outlined below:

**[SD Card]: \ Samples \ eDW PUNCH **

**eDWP Kick **	**Direct Mix \ DirOH Mix \ Natural Mix \ Roomy Mix **	**[sample name].wav**	
**eDWP Snare **	**Direct Mix \ DirOH Mix \ Natural Mix \ Roomy Mix **	**Cross-stick \ Head Center \ Head Side \ Rim Click \ Rim Shot \ Rim Shot Side \ SO Cross-stick \ SO Head Center \ SO Head Side \ SO Rim Click \ SO Rim Shot \ SO Rim Shot Side **	**[sample name].wav**
**eDWP Tom 10 \ eDWP Tom 12 \ eDWP Tom 16 **	**Direct Mix \ DirOH Mix \ Natural Mix \ Roomy Mix **	**Head Center \ Rim Click \ Rim Shot **	**[sample name].wav**

If any of these folders are placed within another directory, the module will not be able to locate the samples for the instrument and you will encounter this message. Please see *page 3* of this guide for more information.

I don't have the listed folders on my Strike SD card

Your supplied SD card should have the correct file structure on it. If you are using a brand new SD card and it does not contain any folders, or you have somehow lost the folders from your SD card, insert the SD card into your Strike module and turn the module on. This should create the correct SD card file structure for you.

Note: The SD Card Specification for compatibility can be found on *page 31* of the *Alesis Strike Module User Guide*.

I don't have a copy of my Alesis Strike Module User Guide

You can download a copy of the *Alesis Strike* manual from their website here, found under the "Downloads" tab - *https://www.alesis.com/products/view2/strike-kit.html*

Note: The external link provided is valid, working and safe as of the time of compiling this guide. The eDrum Workshop cannot be held liable for the content of external links or for any processes carried out by following the instructions within.