Millenium

MPS-1000
e-drum module

user manual

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MPS-1000

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1 General information

This user manual contains important information on the safe operation of the device. Read and follow all safety notes and all instructions. Save this manual for future reference. Make sure that it is available to all persons using this device. If you sell the device to another user, be sure that they also receive this manual.

Our products and user manuals are subject to a process of continuous development. We therefore reserve the right to make changes without notice. Please refer to the latest version of the user manual which is ready for download under *www.thomann.de*.

1.1 Further information

On our website (*www.thomann.de)* you will find lots of further information and details on the following points:

Download	This manual is also available as PDF file for you to download.
Keyword search	Use the search function in the electronic version to find the topics of interest for you quickly.
Online guides	Our online guides provide detailed information on technical basics and terms.
Personal consultation	For personal consultation please contact our technical hotline.
Service	If you have any problems with the device the customer service will gladly assist you.

1.2 Notational conventions

This manual uses the following notational conventions:

Letterings

The letterings for connectors and controls are marked by square brackets and italics.

Examples: *[VOLUME]* control, *[Mono]* button.

Displays

Texts and values displayed on the device are marked by quotation marks and italics.

Examples: *'24ch'*, *'OFF'*.

Instructions

The individual steps of an instruction are numbered consecutively. The result of a step is indented and highlighted by an arrow.

Example:

1. ▸ Switch on the device.

2. ▸ Press *[Auto]*.

⇨ Automatic operation is started.

3. ▸ Switch off the device.

Cross-references

References to other locations in this manual are identified by an arrow and the specified page number. In the electronic version of the manual, you can click the cross-reference to jump to the specified location.

Example: See ⅋ *'Cross-references' on page 5*.

1.3 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this manual.

Signal word	Meaning
DANGER!	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
CAUTION!	This combination of symbol and signal word indicates a possible dangerous situation that can result in minor injury if it is not avoided.
NOTICE!	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.

Warning signs	Type of danger
⚠	Warning – danger zone.

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2   Safety instructions

Intended use

Drum modules are intended to be used for converting digital trigger signals from drum pads to various percussion sounds. Use the unit only as described in this manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety

DANGER!

Danger for children

Ensure that plastic bags, packaging, etc. are disposed of properly and are not within reach of babies and young children. Choking hazard! Ensure that children do not detach any small parts (e.g. knobs or the like) from the unit. They could swallow the pieces and choke! Never let children unattended use electrical devices.

CAUTION!

Possible hearing damage

With loudspeakers or headphones connected, the device can produce volume levels that may cause temporary or permanent hearing impairment. Do not operate the device permanently at a high volume level. Decrease the volume level immediately if you experience ringing in your ears or hearing impairment.

NOTICE!

Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations. Only operate the device within the ambient conditions specified in the chapter 'Technical specifications' of this user manual. Avoid heavy temperature fluctuations and do not switch the device on immediately after it was exposed to temperature fluctuations (for example after transport at low outside temperatures). Dust and dirt inside can damage the unit. When operated in harmful ambient conditions (dust, smoke, nicotine, fog, etc.), the unit should be maintained by qualified service personnel at regular intervals to prevent overheating and other malfunction.

NOTICE!

External power supply

The device is powered by an external power supply. Before connecting the external power supply, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly the user. Unplug the external power supply before electrical storms occur and when the device is unused for long periods of time to reduce the risk of electric shock or fire.

NOTICE!

Possible staining

The plasticiser contained in the rubber feet of this product may possibly react with the coating of your parquet, linoleum, laminate or PVC floor and after some time cause permanent dark stains. In case of doubt, do not put the rubber feet directly on the floor, but use felt-pad floor protectors or a carpet.

3   Features

- Complete e-drum set in the look of acoustic drum sets
- Wooden shell with a Finish Grey Line
- Drum pads with double-layer mesh heads
- fully playable cymbal pads
- dual zone pads
- Crash and ride pads with choke function
- 820 sounds
- 70 songs
- 40 drum kits
- 40 user kits
- 23 effects
- 3.2" TFT colour display
- 9 illuminated faders for pad volume
- Recording function (Quick Record)
- Metronome
- 4-band equalizer (DSP)
- Reverb effect, distortion (FX) and compressor
- Flexible pad assignment
- Bluetooth®
- Connections: Headphones, external triggers, USB midi, line out, line in
- Standby function

4 Installation and starting up

Rack setup, connecting pads and pedals

Rack setup and assembly of the pads and pedals are described in detail in the enclosed set assembly guide. Finally check that all cables between the pads and the drum module have been properly connected.

Connecting the pads

Connect the supplied D-sub plug of the pad connector cable to the D-sub input socket on the rear panel of the drum module.

TRIGGER INPUT
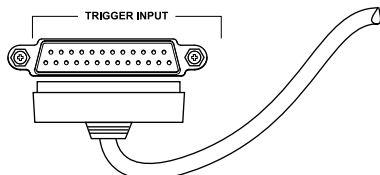
Connecting the power adapter

Connect the included power supply unit to the *[DC IN]* input on the rear panel of the drum module and then put the power plug into the power outlet.

DC IN

12V
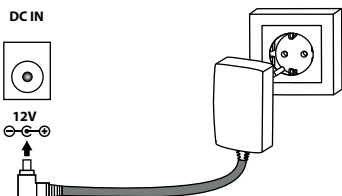
Connecting USB devices

Connect your computer to the USB midi port on the rear panel of the drum module.

MIDI
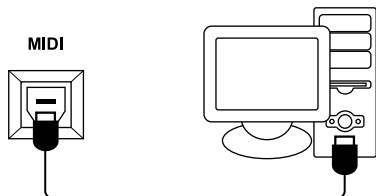
Connecting audio devices

Connect the inputs of your amplifier or active monitor to the output sockets *[LINE OUT]* on the rear panel of the drum module. Connect a CD or MP3 player etc. to the *[LINE IN]* input socket on the rear panel of the drum module.

LINE OUT

L/MONO

R

LINE IN
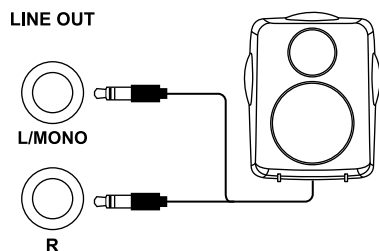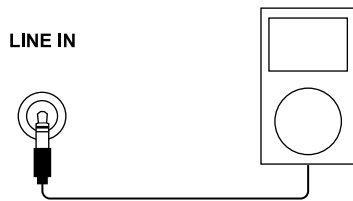
Connecting headphones

Connect your stereo headphones to the *[HEADPHONE]* output on the front panel of the drum module.

HEADPHONE

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
5 Connections and controls

Control panel
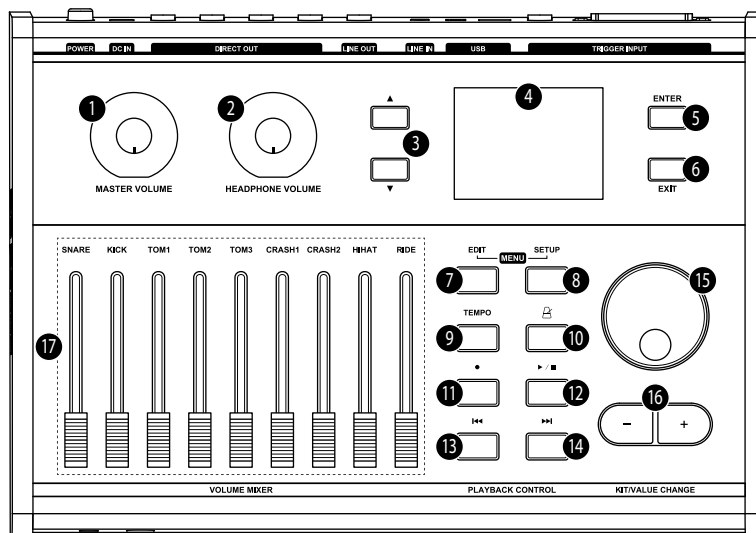
1	*[MASTER VOLUME]*
	Rotary control for adjusting the Line out volume
2	*[HEADPHONE VOLUME]*
	Rotary control for adjusting the headphones output volume
3	▲ / ▼
	Buttons to scroll forward and backward through the open menu
4	Backlit display
5	*[ENTER]*
	Enter button to confirm a selection or change
6	*[EXIT]*
	Return key to exit a menu or to discard changes
PLAYBACK CONTROL	
7	*[EDIT]*
	Button to open the *'EDIT'* menu
8	*[SETUP]*
	Button to open the *'SETUP'* menu
9	*[TEMPO]*
	Button to adjust the metronome tempo and thus the tempo for recording and playback

10	♩
	Button to turn the metronome on and off
11	●
	Button to start recording
12	▶ / ■
	Button for starting and stopping the playback of songs and for ending a recording, in the *'EDIT'* and *'SETUP' - 'ADVANCE'* menu for previewing the currently set sound
13	◄◄
	Button to jump to the previous song, in *'EDIT'* and *'SETUP' - 'ADVANCE'* menu to jump to the previous trigger
14	►►|
	Button to jump to the next song, in *'EDIT'* and *'SETUP' - 'ADVANCE'* menu to jump to the next trigger
KIT/VALUE CHANGE	
15	Rotary control
	Increases or decreases the value of the currently selected parameter
16	*[–]	[+]*
	Buttons to increase or decrease the currently displayed value. Press both buttons simultaneously to reset the displayed value to the value before the change.
17	*[VOLUME MIXER]*
	Volume fader for the respective drum pads

Front and rear panel

18	*[HEADPHONE]*
	Headphone output, designed as a 3.5 mm or 6.35 mm jack socket (stereo)

19	*[TRIGGER INPUT] - [CONNECTOR]*
	Socket for the D-Sub multi-trigger plug (25-pin)

20	*[TRIGGER INPUT] - [CRASH2]*
	Connection for Crash2 cymbal pad

21	*[TRIGGER INPUT] - [EXT]*
	Connection for external trigger, display as *'EXT'*, the trigger type is set in the *'SETUP' - 'ADVANCE'* menu

22	*[MIDI]*
	Connection for USB-MIDI B, for firmware updates, for playing, for recording via MIDI and for using plugins for more sounds on the computer

23	*[MEMORY]*
	Connection for USB storage medium, for loading user samples or for updating the sound bank. The content of the USB storage medium is checked when the drum module is switched on. Remove the USB storage medium before switching on to avoid updating the sound bank.

24	*[LINE IN]*
	Input socket (3.5 mm) for connecting audio devices. An additional plug-plug cable is required to connect audio sources like tablets, smartphones or computers.

25	*[LINE OUT] / [L/MONO] / [R]*
	Output socket to connect an amplifier or active monitor (mono left, stereo left/right)

26	*[DIRECT OUT] / [1] … [8]*
	Each balanced output has its own drum sound. The following sounds are assigned by default:

[1]	*[2]*	*[3]*	*[4]*	*[5]*	*[6]*	*[7]*	*[8]*
Kick	Snare	Ride	Hi-hat	Tom L	Tom R	Crash L	Crash R

27	*[DC IN]*
	Connection socket for the power adapter
28	*[POWER]*
	Main switch to turn the device on and off
29	Cable holder for securing the power cable to protect against unintentional disconnection

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6 Operating

> ⓘ *The labelling of the display is described in English in these instructions. To change the language, proceed as described under ✎ Chapter 6.3 ' 'SETUP' menu' on page 19.*

Powering on

> ⓘ *Check all cable connections for correct fit before turning on*
>
> *Before switching on, turn both volume controls of the drum module down to minimum.*

Use the main switch *[POWER]* on the rear panel to switch the drum module on.

Standby function

The device automatically switches to standby mode if you do not press any of the buttons or hit any of the connected pads during the set interval (see ✎ *Chapter 6.3 ' 'SETUP' menu' on page 19*). Then press the main switch *[POWER]* to turn the device back on again.

6.1 *'KIT'* menu
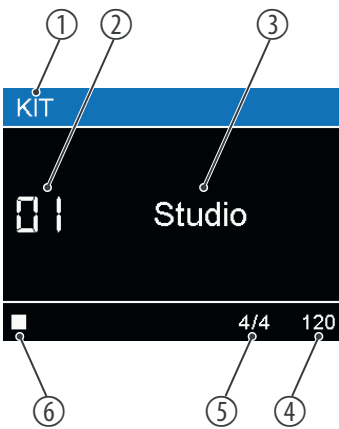
After powering on the drum module, the display shows the following:

1	Main menu
2	Kit number
3	Kit name
4	Tempo
5	Time signature
6	Song status

Selecting a drum kit

A drum kit is a compilation in which a certain sound and several sound parameters are assigned to each trigger. Selecting different drum kits lets you customise the sound of your e-drum sets in seconds to the desired music genre.

Use the rotary control or *[–] | [+]* to select the desired drum kit (*'01'* … *'80'*).

As standard, the user kits (*'41'* … *'80'*) are copies of the preset kits (*'01'* … *'40'*).

Changing pad volume
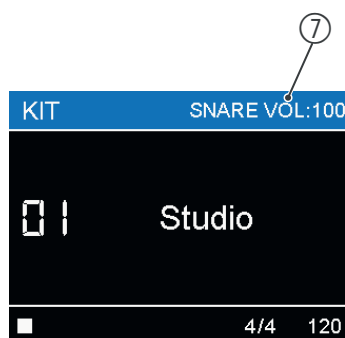
7	Pad volume
	Use the faders in the *[VOLUME MIXER]* zone to adjust the volume of each individual pad.

The volume set with the faders is not saved for the respective drum kit.

Changing the tempo

1. ▶ Press *[TEMPO]*.

⇨ The tempo value in the lower right corner of the display appears in red.

2. ▶ Change the tempo with the rotary control or with *[–] | [+]* or press *[TEMPO]* repeatedly until the desired tempo is reached.

3. ▶ Wait a few seconds without making any further changes or press *[EXIT]* to exit the menu.

Turning the metronome on and off

1. ▶ Press 🎵 to turn the Metronome on.

⇨ The metronome clicks at the set tempo. Tempo and time signature are shown in the lower right corner of the display.

When a song is playing or paused, the display shows the tempo and time signature of the current song.

2. ▶ Wait a few seconds or press *[EXIT]* to exit the menu.

⇨ The display now shows the standard values for tempo and time signature again, which you can set in the *'SETUP'* menu.

3. ▶ Press 🎵 to turn the Metronome off.

Recording function
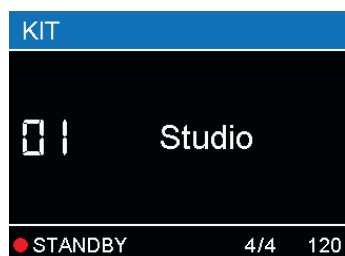
The drum module offers the possibility of recording up to 15 of your own songs.

1. ▶ Press ● to activate the recording mode.

⇨ The display shows *'STANDBY'* at the bottom left.

2. ▶ Set the tempo and press ● to start recording

or press ▶ / ■ to record the current song. The set tempo is applied

or hit any pad to start recording straight away.

⇨ If you do not start recording by hitting a pad, countdown beats will sound.
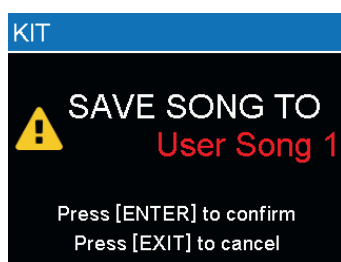
3. ▸ Use *[EXIT]*, ● or ▶ / ■ to stop the recording.

4. ▸ Use the rotary control or *[–] | [+]* to specify a memory location. Existing data will be overwritten.

5. ▸ Confirm with *[ENTER]* or cancel saving with *[EXIT]*.

Playing songs

1. ▸ Use ◄◄ | ►►◄ to select a song.

    ⇨ The standard values for tempo and time signature are read out and transferred to the metronome.

2. ▸ Switch between songs to change back to the standard tempo value.

3. ▸ Use ▶ / ■ to start or pause a song.

6.2 *'EDIT'* menu

The pre-programmed sounds of the drum module can be freely programmed to the connected pads, i.e. you can create your own drum kits and save them in the device.

Customising a drum kit
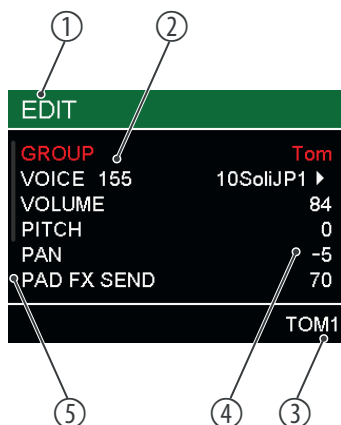
1	Main menu
2	Parameter
3	Trigger
4	Values
5	Scroll bar

1. ▸ Select one of the available drum kits and use *[EDIT]* to switch to Edit mode.

2. ▸ Hit the trigger whose sound you want to edit, or select it with ◄◄ | ►►◄.

    ⇨ The display shows the corresponding name at the bottom right.

3. ▸ Press ▶ / ■ to view the values for the set sound.

4. ▸ Use ▲ / ▼ to select a parameter.

    ⇨ The selected parameter appears in red.

5. ▸ Change the value with the rotary control or with *[–] | [+]*.

6. ▶ Press *[–] | [+]* simultaneously to restore the value set before the change.

7. ▶ Some parameters have submenus. In this case, ▶ is displayed to the right of the value. Press *[ENTER]* to switch to the submenu.

⇨ Details on the respective parameter are displayed.

8. ▶ Press *[EXIT]* to exit the menu.

⇨ A dialogue appears on the display.

9. ▶ Use the rotary control or *[–] | [+]* to select the target kit and confirm with *[ENTER]* to save the changes. Or press *[EXIT]* to exit the menu without changes.

The following parameters can be changed with the rotary control or with *[–] | [+]*:

Parameter	Values	included values
Parameters for the individual triggers		
'GROUP'	*'Kick'*	Bassdrum
	'Snare'	Snare head, Snare rim, Cross stick
	'Tom'	Tom head, Tom rim
	'Ride'	Ride bow, Ride bell, Ride edge
	'Crash'	Crash bow, Crash edge
	'Hi-hat'	Hi-hat open, closed, half-open, pedal chick, pedal splash
	'Perc'	More percussions and FX sound
	'Loop'	Melody section (if a loop is assigned to a trigger, 4 bars of the melody are played automatically when a trigger is struck, all loops are synchronized)
	'Off'	No sound
	'User Sample'	Loaded samples
'VOICE'	Voice selection, see ✧ *Chapter 11.3 'Voice list' on page 36*	
'VOLUME'	Volume setting	
'PITCH'	Adjusting pitch in semitones	
Parameters for the individual drum pads		
'PAN'	Position within the stereo signal (panorama right / left)	
'PAD FX SEND'	Adjusting the effect strength of the pad	
Parameters for the entire kit that cannot be set for each individual trigger and pad		
'KIT FX PRESET'	Selecting effect preset Some names are abbreviated. Press *[ENTER]* to view details.	
'KIT FX LEVEL'	Setting effect strength	
'KIT FX TIME'	Setting effect duration	

The following table shows *'FX LEVEL'* and *'FX TIME'* for each *'FX PRESET'*:

FX PRESET	FX LEVEL	FX TIME
None	None	None
Room Bright	Reverb volume	Reverb time
Room standard	Reverb volume	Reverb time
Room Damp	Reverb volume	Reverb time
Hall Bright	Reverb volume	Reverb time
Hall Standard	Reverb volume	Reverb time
Hall Damp	Reverb volume	Reverb time
Plate Bright	Reverb volume	Reverb time
Standard Plate	Reverb volume	Reverb time
Chorus+Reverb	Reverb+Chorus volume	Reverb time
Tremolo Reverb	Reverb volume + Tremolo depth	Reverb time + Tremolo rate
Chorus	Chorus volume	Chorus rate
Chorus+Room	Reverb+Chorus volume	Reverb time
Chorus+Hall	Reverb+Chorus volume	Reverb time
Chorus+Plate	Reverb+Chorus volume	Reverb time
Flanger	Flanger volume	Flanger rate
Flanger+Reverb1	Reverb+Flanger volume	Reverb time
Flanger+Reverb2	Reverb+Flanger volume	Flanger rate
Delay	Delay volume	Delay time
Delay (feedback)	Delay volume	Delay time
Panning Delay	Delay volume	Delay time
Panning Delay (feedback)	Delay volume	Delay time
Chorus+Delay	Chorus+Delay volume	Delay time
Chorus+Delay (feedback)	Chorus+Delay volume	Delay time

6.3 *'SETUP'* menu
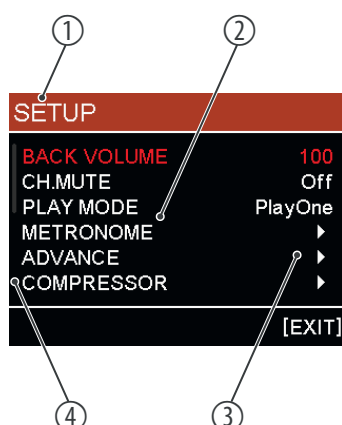
Various device settings can be customised in the Setup menu. The parameters set here affect the entire drum module and cannot be changed by changing the drum kit.

1	Main menu
2	Parameter
3	Values
4	Scroll bar

1. ▶ Press *[SETUP]* to enter the menu.

2. ▶ Use ▲ / ▼ to select the desired parameter.

⇨ The selected parameter appears in red.

3. ▶ Change the value with the rotary control or with *[–] | [+]*.

4. ▶ Press *[–] | [+]* simultaneously to restore the value set before the change.

5. ▶ Some parameters have submenus. In this case, ▶ is displayed to the right of the value. Press *[ENTER]* to switch to the submenu

⇨ Details on the respective parameter are displayed.

6. ▶ Press *[EXIT]* to exit the menu.

⇨ A dialogue appears on the display.

7. ▶ Press *[ENTER]* to save the changes or press *[EXIT]* to exit the menu without making any changes.
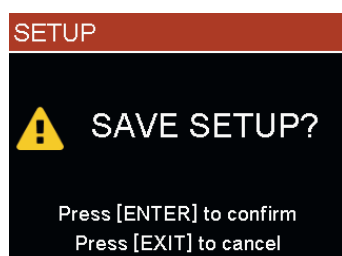
The following parameters can be changed with the rotary control or with *[–] | [+]*:

Parameter	Function	
'BACK VOLUME'	Song volume preset	
'CH.MUTE'	Mutes some parts of the song.	
	'Off'	No muting
	'Accomp'	Mutes parts other than the drums in the song.
	'Drum'	Mutes the drums in the song.
'PLAY MODE'	Playback mode for songs	
	'PlayOne'	A single song is played once
	'PlayAll'	All songs are played once

Parameter	Function		
	'RepeatOne'	A single song is played in a loop	
	'RepeatAll'	All songs are played in a loop	
'METRONOME'	'SWITCH'	Switching the metronome on and off ('On' / 'Off')	
	'VOLUME'	Metronome volume	
	'TEMPO'	Number of beats per minute	
	'SOUND'	Click sound	
	'TIME SIGNATURE'	Metronome time signature	
	'ASSIGN'	'All'	Metronome audibly in the master (Line Out) and head-phones
		'Master'	Metronome only audible in the master (line out)
		'Headphone'	Metronome only audible in headphones
'AUTO POWEROFF'	Shows the minutes after which the drum module switches off automatically if there is no more action.		
'NIGHT MODE'	'Off'	All LEDs light up if necessary	
	'On'	All LEDs are always on for better visibility in the dark	
'LANGUAGE'	Selection of the display language, change must be confirmed when exiting the menu		
'STANDBY'	'off' / '5min' / '10min' / '30min' / '60min' Setting the time after which the drum module turns to standby mode.		
'RESET'	Reset to factory defaults. Use the rotary control or [–] | [+] to select the values to be reset.		
	'Kits'	All parameters in the 'EDIT' menu	
	'Setup'	All parameters in the 'SETUP' menu incl. XTalk	
	'Xtalk'	Setting all XTalk values to minimum (not default value)	
	'Songs'	All User songs	
	'All'	Entire drum module	
	Press [ENTER] and confirm with [ENTER] in the following dialogue to confirm the resetting of the selected values or press [EXIT] to cancel the process.		

6.3.1 *'ADVANCE'* submenu
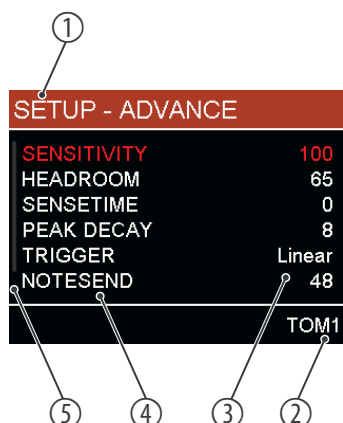
In the *'ADVANCE'* submenu, further physical settings for the drum pads can be made. The respective parameters are displayed depending on the trigger.

With double trigger mesh pads, the parameters can be set separately for head and rim, with the other pads only for head and rim together.

1	Main menu
2	Trigger
3	Values
4	Parameter
5	Scroll bar

Hit the trigger whose sound you want to edit, or select it with ⏮ | ⏭. The display shows the corresponding name at the bottom right.

Parameter	Function
'SENSITIVITY'	Touch sensitivity of the selected trigger. The higher the value, the higher the sensitivity, but crosstalk and the avoidance of double hits are simplified.
'HEADROOM'	Headroom of the selected trigger. The lower the value, the easier it is to play loudly.
'SENSETIME'	Minimum time interval between two signals from the same trigger. Increase this value carefully to avoid double hits.
'PEAK DECAY'	Setting the time period how long after signal input of the selected pad no other signal is accepted. The higher the value is, the lower the likelihood that notes are skipped, but double triggering is easier.
'NOTESEND'	MIDI note value of the selected trigger. Change this value if the output MIDI note does not match the setup of the external software.
'TRIGGER'	The trigger curve regulates the velocity, i.e. the ratio between the punch and volume. Use setting *'Linear'* for the most natural ratio between punch and volume. Use *'Exp'* if you want a hard strike to cause a bigger volume change (or dynamics). Use *'Log'* if you want a soft strike to cause a bigger change. With the setting *'Spline'* the volume changes less upon a change of the strike. High volumes are already reached at a relatively low strike intensity (see the following graphic).

Linear   Exp   Log   Spline
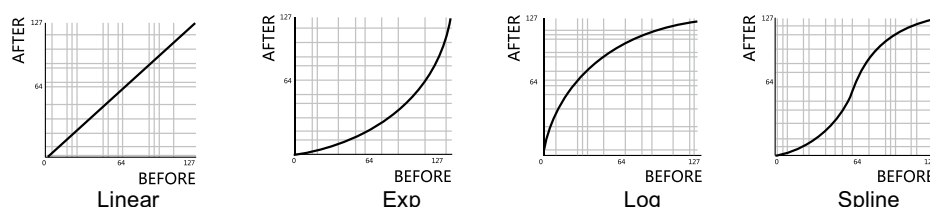
SETUP - XTALK

Strike one pad repeatedly until you cannot hear sound from other pads.

Press [EXIT] to quit

OK   HIHAT-Open

Parameter	Function
'XTALK'	Press *[ENTER]* to enter the crosstalk setting menu. Hit the selected pad until no other pads can be heard or until *'OK'* is shown in the lower left corner of the display. This also automatically eliminates the crosstalk from other pads. Press *[EXIT]* to exit the menu.
Parameters for an external pad only (EXT, EXT-Rim)	
'TRIGGER TYPE'	Type of external pad (factory setting: Mesh-Tom-Pad)
	Mesh Double trigger mesh drum pad
	Normal Normal non-mesh drum pad (without cymbals) and single trigger pad
	Cymbal Cymbal pad
Parameter only when Rim or Edge is selected	
'RIM VELOCITY'	Volume correction value. A positive value increases the volume, a negative value decreases the volume.
'RIM MODIFIER'	Rim compensation value Increase the value if the head is triggered while triggering the rim. Decrease the value if the rim is triggered while triggering the head.
'SPLIT POINT'	Setting the rim trigger response value of the snare. If you play the Rim trigger of the snare softly you hear the Cross Stick sound. Above the response value you hear the Rim Shot sound.

SETUP - CALIBRATION

Press [+]/[-] to write current value to MAX/MIN range

MAX RANGE: 2790
MIN RANGE: 18
CURRENT VALUE: 2788

[EXIT]

Parameter	Function
Parameter only when Pedal Chick or Pedal Splash is selected	
'CALIBRATION'	Touch range of the hi-hat pedal. The set range is shown on the display.
	Press *[ENTER]* to enter the submenu. Press the pedal down to the floor and press *[–]* to set the minimum. Release the pedal slowly and press *[+]* to set the maximum. The value range is stored in the module and allows a more precise strike. It is recommended not to set extreme values to allow easy playing. Press *[EXIT]* to exit the menu.
'CHICK TIME'	Setting the time period how long after triggering the pedal no other signal is accepted. This setting avoids unintentionally triggering caused by physical contact.
'SPLASH TIME'	Setting the level of difficulty for triggering the pedal splash. The lower the value, the easier it is to hit.
'PEDAL VELOCITY'	Correction value for the volume of the hi-hat pedal. Increase the value to make the pedal stroke louder (pedal chick and pedal splash)
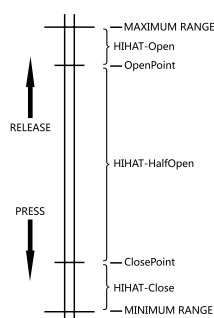
Parameter	Function
	The range between 'Hi-Hat open' and 'Hi-Hat closed' is called *'HalfOpen'*. For increasing the range *'HalfOpen'*, increase the *'Open Point'* and decrease the *'Close Point'*.
'OPEN POINT'	Setting the position where the Hi-Hat is open. The value is displayed as a percentage within the touch range of the hi-hat pedal. The higher the value is, the closer it is to the position where the pedal is released. This means that the range for open Hi-Hat is very small.
'CLOSE POINT'	Setting the position where the Hi-Hat is closed. The value is displayed as a percentage within the touch range of the hi-hat pedal. The lower the value is, the closer it is to the position where the pedal is pressed down to the floor. This means that the range for closed Hi-Hat is very small.

6.3.2 *'COMPRESSOR'* submenu

Press *[ENTER]* to enter the compressor settings menu.

The following graphic shows how *'EQ'* and *'COMPRESSOR'* are inserted into the system. *'DRUM PAD EQ'* and *'DRUM PAD COMPRESSOR'* are available when *'Kick'*, *'Snare'*, *'Tom1'*, *'Tom2'*, *'Tom3'*, *'Crash1'*, *'Crash2'*, *'Ride'*, *'Hihat'* or *'Ext'* are selected.

Parameter	Function
TARGET	Compressor selection
SWITCH	Turning the compressor on and off
RATIO	Compression rate that affects the audio signals after the threshold is exceeded. The lower the value, the higher the compression of the loud parts of the audio signals. If the value is set to 128: 128, the compressor has no effect.
THRESHOLD	Threshold from which the compression affects the audio signals
ATTACK TIME	Response time Time from exceeding the threshold until the compressor responds. Short response times lead to an immediate response to loud signals, but lead to changes in volume that are clearly noticeable to the listener.
RELEASE TIME	Decay time. Time from falling below the threshold to resetting the volume to normal. With a high value, quiet notes that immediately follow the loud notes are lost, but prevents the volume from being set too high in a quiet environment.
BOOST	Amplifies the audio signals after compression up to a maximum value of 0 dB. This can lead to higher volume after compression.

The following diagrams show the difference in volume before and after compression with a threshold of −24 .

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BEFORE COMPRESSION   AFTER COMPRESSION
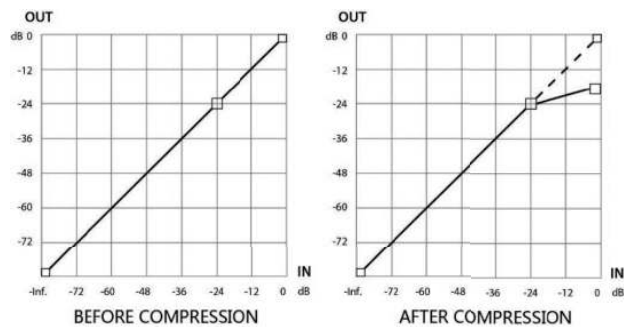
6.3.3 'EQUALIZER' submenu
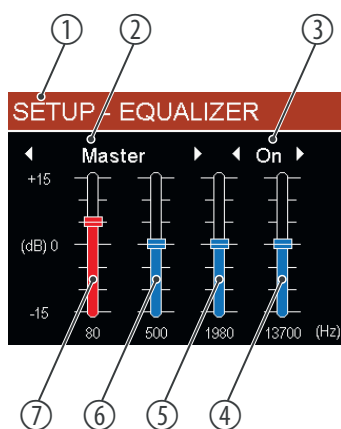
Press *[ENTER]* to enter the EQ settings menu.

1	Main menu
2	Selected equalizer
3	On / off switch
Frequency ranges	
The highs and lows are shelf-regulated (affects all frequencies above / below the value), the mids are bell-regulated (affects a frequency range around the value).	
4	Treble
5	High mids
6	Low mids
7	Bass

There are only three frequency ranges for the drum pads: Bass, mids, treble.

Use ▲ / ▼ to select the desired parameter. The selected parameter appears in red.

The following diagram shows the difference between the shelf-regulated frequency range and the bell-regulated frequency range. The numbers 1…4 identify the four frequency ranges bass, low mids, high mids and treble.
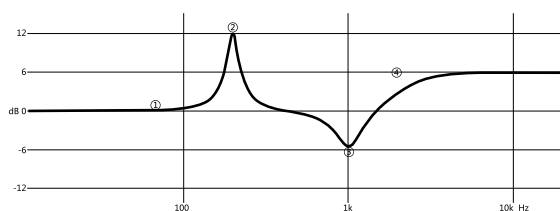
6.3.4 'DIRECT OUT' submenu

Press *[ENTER]* to call up the menu for setting the direct out channels.

Use ▲ / ▼ to select the desired option. The selected option appears in red.
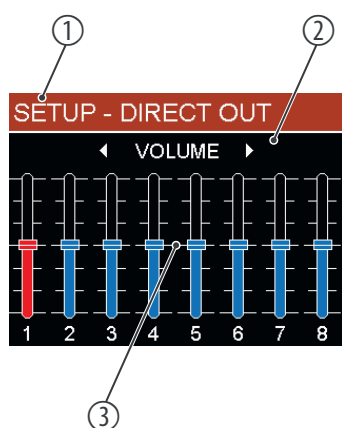
1	Main menu
2	Parameter. Use the rotary control or *[–]	[+]* to switch to *'ASSIGN'*
3	Volume control for the 8 direct-out channels. Change the respective volume with the rotary control or with *[–]	[+]*.

1	Main menu										
2	Parameter. Use the rotary control or *[–]	[+]* to switch to *'VOLUME'*										
3	Direct out channels										
	'KK'	*'SR'*	*'T1'*	*'T2'*	*'T3'*	*'RD'*	*'C1'*	*'C2'*	*'HH'*	*'EX'*	
	Kick	Snare	Tom1	Tom2	Tom3	Ride	Crash1	Crash2	Hi-hat	Ext	
4	*'Mono'*		Each channel outputs mono sound separately.								
	'Stereo'		The two channels together output stereo sound. If a drum pad is assigned to stereo channels, the stereo sound can be heard with alignment according to the balance control in the kit as in the headphones or line out.								

6.3.5 *'USER SAMPLE'* submenu
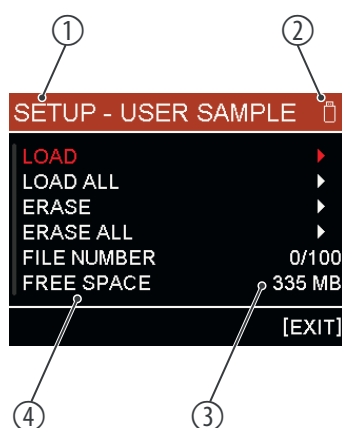
Press *[ENTER]* to call up the menu for setting the user samples.

Use ▲ / ▼ to select the desired parameter. The selected parameter appears in red.

> *Before switching on the drum module, do not insert a USB storage medium with a sound bank or firmware files, otherwise the drum module cannot start up.*

1	Main menu
2	Display for USB storage medium. Is displayed when a suitable USB storage medium is inserted.
3	Values or submenus Open the submenus with *[ENTER]*.
4	Parameter

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ℹ️ *Format the USB storage medium each time before copying WAV files to the medium.*

Note the following requirements for user samples:

USB storage medium	Format	FAT16 / FAT32
	max. number of displayed entries	50 files / folder
WAV file	Format	PCM, mono or stereo channels, *.wav
	Sampling rate	44.1 kHz, 48 kHz
	Bit depth	16 / 24 / 32 bit
	max. size	8000 samples per channel

'LOAD'
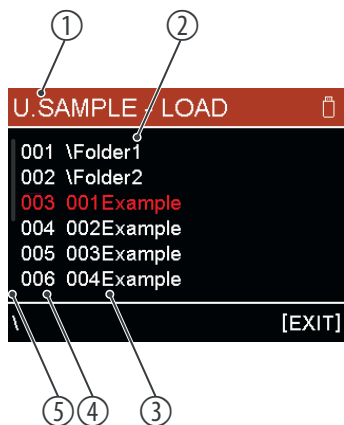
1	Main menu
2	Folder (always with '\' in front of it), sorted by creation date
3	Files, sorted by filename
4	Entry number
5	Scroll bar

The loaded files are displayed in the *'EDIT'* menu in the *'USER SAMPLE'* group.

'LOAD ALL'
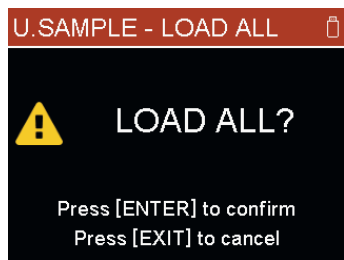
Press *[ENTER]* to load all files to the USB storage medium. The files are loaded until the maximum number is reached or the storage capacity is exhausted. Press *[EXIT]* to cancel.

ℹ️ *Do not perform any further action during the loading process and do not switch off the drum module. Data can be corrupted.*

The entry numbers are displayed during the loading process so that you can see which files have already been loaded. When the loading process is complete, the number of loaded and unloaded files is displayed.

Press *[EXIT]* to exit the submenu.
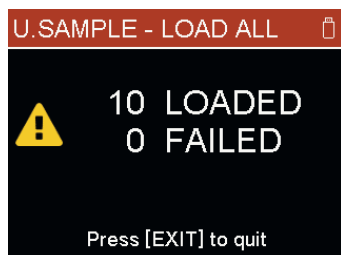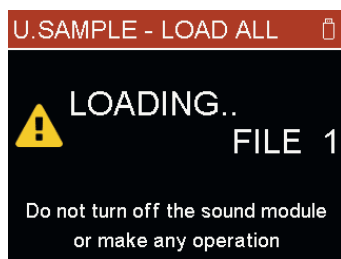
'ERASE'
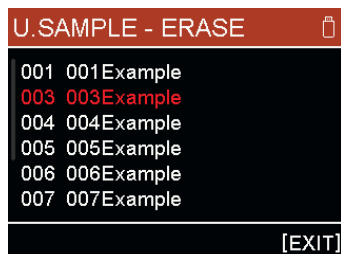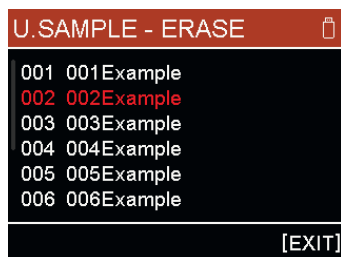
When a file is deleted, the entry number is also removed. The files are not renumbered. In this example, the file *'002 002Example'* is deleted; the file *'003 003Example'* now directly follows the file *'001 001Example'*.

If the deleted sample was assigned to a drum kit, then *'---'* appears as the *'VOICE'* name, meaning that a samples is no longer assigned.

'ERASE ALL'
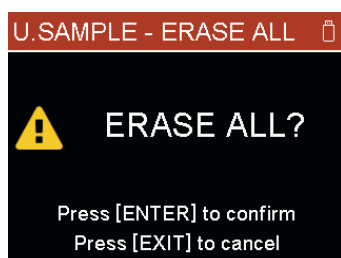
Press *[ENTER]* to erase all files on the drum module. Press *[EXIT]* to cancel.

'FILE NUMBER'

The number of user sample files stored in the drum module is displayed. The left value shows the number of saved files, the right value is the maximum possible number of files.

'FREE SPACE'	The display shows how much memory space in MB is still free on the drum module for storing user samples.
	Due to the limitations of the memory page size, the message that there is not enough memory capacity may appear, even if there is actually still free memory space displayed.

6.4 Connecting the device via Bluetooth®

You can connect the drum module to mobile devices that support Bluetooth® 4.0 or higher. Android and iOS are supported. The Bluetooth® function turns on automatically when the drum module is turned on.

Audio connection

Proceed as follows to play audio files on a mobile end device:

1. ▶ Enable the Bluetooth® function of the mobile end device.

2. ▶ Search for available devices.

3. ▶ Select the module named *'HX-********'*.

   ⇨ After a successful connection, you can play audio data on the mobile device and hear it via the outputs of the drum module. The volume can now only be controlled with the mobile device.

7   Technical specifications

Input connections	Voltage supply	Socket for plug-in power supply
	USB port	USB MIDI B
	Trigger	2 × 6.35 mm jack socket
		1 × D sub connector, 25-pin
	Line in	1 × 3.5 mm jack socket
Output connections	Headphones	1 × 3.5 mm jack socket
		1 × 6.35 mm jack socket
	Line out (R/L mono)	2 × 6.35 mm jack socket
	Direct out	8 × 1/4" jack socket, freely assignable
Sound	820	
Songs	70	
Polyphony	256	
Effects	23	
Drum kits	40 preset kits, 40 user kits	
User samples	100 files, max. 335 MB storage space	
Recordings	max. 15 songs	
Equalizer	4-band	
Display	3.2" TFT colour LCD	
Bluetooth®	Frequency range	2.402 GHz … 2.480 GHz
	Max. transmission power	Class2, 4 dBm
	Standard	Version 5.0
	Name	HX-****
Voltage supply	external plug-in power supply, 100 - 240 V ∼ 50/60 Hz	
Operating voltage	12 V ⎓ / 2000 mA , centre positive	
Dimensions (W × H × D)	350 mm × 90 mm × 220 mm	
Weight	1.5 kg	
Ambient conditions	Temperature range	0 °C…40 °C
	relative humidity	20 %…80 % (non-condensing)

Further information

Incl. rack	Yes
Seat included	No
Incl. bass drum pedal	Yes
Incl. headphones	No
Mesh head pads	Yes
Stereo pads	Yes

8 Plug and connection assignment

Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment in such a way that a perfect sound experience is ensured.

Please note these advices, because especially in 'Sound & Light' caution is indicated: Even if a plug fits into the socket, an incorrect connection may result in a destroyed power amp, a short circuit or 'just' in poor transmission quality!

1/4" TS phone plug (mono, unbalanced)

1	Signal
2	Ground, shielding

1/4" TRS phone plug (stereo, unbalanced)

1	Signal (left)
2	Signal (right)
3	Ground

9 Cleaning

Device components

Clean the device components that are accessible from the outside regularly. The cleaning frequency depends on the operating environment: damp, smoky or particularly dirty environments can cause greater accumulation of dirt on the device components.

- Clean with a dry soft cloth.
- Stubborn dirt can be removed with a slightly dampened cloth.
- Never use solvents or alcohol for cleaning.

10 Protecting the environment

Disposal of the packaging material

For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

Do not just dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the notes and markings on the packaging.

Disposal of your old device

This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) in its currently valid version. Do not dispose with your normal household waste.

Dispose of this device through an approved waste disposal firm or through your local waste facility. When discarding the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste disposal facility.

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11 Appendix

11.1 Kit list

No.	Name	No.	Name	No.	Name
01	Studio	15	Drum'n'Bass	29	Session
02	Standard	16	Drum'n'Bass2	30	Fiesta
03	Pop	17	House	31	Chiptune
04	Rock	18	Jazz2	32	Trance
05	Jazz	19	Pop2	33	Loop
06	BrushJazz	20	VintageRock	34	Trap
07	Metal	21	80's Acoustic	35	Techno
08	Jungle	22	Rockability	36	Dubstep
09	Hip-Hop	23	Jazz3	37	Jungle2
10	Ballad	24	Metal2	38	Vintage
11	d.o.c.2	25	Rock2	39	Ethnic
12	radio	26	90's	40	Breakbeat
13	80's	27	Latin		
14	Groovy	28	Reggae		

11.2 Song list

No.	Name	No.	Name	No.	Name
01	WalkWithTree	25	Bossa	49	Techno
02	Soul	26	Tango	50	OutofMyHeart
03	Latin	27	Dancing	51	MellowTone
04	Moskau	28	CryintheRain	52	theLight
05	Heart	29	NightTrain	53	Take
06	Fable	30	Arriba	54	Angel
07	theStorm	31	Batteries	55	Bridge
08	Beowulf	32	Revealite	56	Mario
09	Forever	33	Breathe	57	Someband
10	Acid	34	BlueEyes	58	CasinoNight
11	Arcane	35	HeyMan	59	RollerCoaster
12	toBeLoved	36	Firerain	60	BeHappy
13	Rain	37	NyanCats	61	Twister
14	PopAges	38	Supreme	62	Don'tCatchMe
15	ChaCha	39	Bartender	63	Stars
16	Life	40	Celebration	64	Level
17	Home	41	Discover	65	Castle
18	Latina	42	Shade	66	Scarlet
19	Reality	43	Echo	67	Grabbag
20	SoftAmour	44	LiteGroove	68	Glory
21	MelodicDeath	45	River	69	JustinTime
22	SambaDance	46	Jazz	70	Fantasy
23	RockBlues	47	Love		
24	Fly	48	Blues		

11.3 Voice list

No.	Name	No.	Name	No.	Name
KICK		29	Trap 04	58	Morschlag2
01	Rock	30	Trap 05	59	Morschlag3
02	Jazz	31	Pop 01	60	Morschlag1
03	Indie 01	32	Pop 02	61	Morschlag5
04	Indie 02	33	Pop 03	62	Ballerfiako
05	Metal	34	Pop 04	63	Rave309
06	Funk 01	35	Jungle	64	Y30
07	Funk 02	36	Latin	65	SOLI606
08	8Bit 01	37	Session	66	SOLI808
09	8Bit 02	38	Vintage	67	Y909
10	House 01	39	Jungle 01	68	Pink
11	House 02	40	Jungle 02	69	KissV
12	House 03	41	Fiesta	70	DG3
13	RnB 01	42	BALLAD	71	Breakbeat
14	RnB 02	43	YAM18	72	Hiphop01
15	RnB 03	44	JAZZ V	73	Hiphop02
16	RnB 04	45	METAL V	74	Hiphop03
17	Techno 01	46	POP V	75	EDB
18	Techno 02	47	ROCK2V	76	MA
19	Techno 03	48	ROCK V	77	NO1
20	Techno 04	49	ROCKBRIGHT	78	Funk V
21	Trance 01	50	DGs8	79	Funk V2
22	Trance 02	51	Pik	80	SGSoli
23	Trance 03	52	Sax	81	Jazz V2
24	Trance 04	53	Six	82	Jazz V3
25	Trance 05	54	Hot	83	Jazz V4
26	Trap 01	55	Kiss	84	Metal V
27	Trap 02	56	DDDclean	85	Metal V2
28	Trap 03	57	MorMOOG	86	InzoKick

No.	Name	No.	Name	No.	Name
SNARE		032	RnB 03	064	Latin R 01
001	Rock	033	RnB 04	065	Latin R 02
002	Rock R	034	RnB R 01	066	Session
003	Rock X	035	RnB R 02	067	Session R
004	Jazz 01	036	RnB X 01	068	Session X
005	Jazz R 01	037	RnB X 02	069	Vintage
006	Jazz X	038	Techno 01	070	Vintage R
007	Jazz 02	039	Techno 02	071	Vintage X
008	Jazz R 02	040	TechnoC 01	072	Jungle
009	Indie 01	041	TechnoC 02	073	Jungle R
010	Indie R 01	042	Trance 01	074	Fiesta 01
011	Indie X	043	Trance 02	075	FiestaR 01
012	Indie 02	044	Trance 03	076	FiestaX 01
013	Indie R 02	045	Trance 04	077	Fiesta 02
014	Metal	046	Trap 01	078	FiestaR 02
015	Metal R	047	Trap 02	079	FiestaR 03
016	Metal X	048	Trap 03	080	Jungle2
017	Funk 01	049	Trap 04	081	Jungle2 R
018	Funk R 01	050	Trap 05	082	BALLAD1
019	Funk X 01	051	Trap 06	083	RSBALLAD1
020	Funk 02	052	Trap 07	084	SSBALLAD1
021	Funk R 02	053	Trap 08	085	BrushV
022	Funk X 02	054	Trap 09	086	BrushVSWIRL
023	8Bit 01	055	Trap 10	087	BrushV RS
024	8Bit 02	056	Trap 11	088	BrushV SS
025	House 01	057	Pop	089	JAZZV
026	House 02	058	Pop R	090	JAZZV RS
027	House 03	059	Pop X	091	JAZZV SS
028	House 04	060	Brush	092	METALV
029	House 05	061	Brush R	093	METALV RS
030	RnB 01	062	Brush X	094	METALV SS
031	RnB 02	063	Latin	095	POPV

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No.	Name	No.	Name	No.	Name
096	POPV RS	128	TR66RIM	012	Jazz2 R
097	POPV SS	129	Soli909RIM	013	Jazz3
098	ROCKV2	130	HipHop	014	Jazz3 R
099	ROCKV2 RS	131	HipHop Rim	015	Jazz4
100	ROCKV2 SS	132	FunkV	016	Jazz4 R
101	ROCKV3	133	FunkV Rim	017	Indie1
102	ROCKV3 RS	134	FunkV2	018	Indie2
103	ROCKV3 SS	135	FunkV2 Rim	019	Indie3
104	ROCKBRI	136	FunkV3	020	Indie4
105	ROCKBRIRS	137	FunkV3 Rim	021	Metal1
106	ROCKBRISS	138	MetalV2	022	Metal2
107	Soli8085	139	MetalV2 Rim	023	Metal3
108	FatschSd	140	Montinieri	024	Metal4
109	MBare	141	Montinieri Rim	025	Conga1
110	OrgCP	142	SurgicalSteel	026	Conga2
111	SoliNoisy	143	SurgicalSteel Rim	027	Conga3
112	909	144	SurgicalSteel Xs	028	Conga4
113	Abpunch	145	InzoSnare	029	Conga5
114	DD31	146	InzoSnare Rim	030	Conga6
115	Dy2	147	InzoSnare Xstick	031	Timbale1
116	L9	**TOM**		032	Timbale2
117	Morball2	001	Rock1	033	8Bit1
118	Morballcl	002	Rock1 R	034	8Bit2
119	X82	003	Rock2	035	8Bit3
120	Soli8084	004	Rock2 R	036	8Bit4
121	Soli9095	005	Rock3	037	House1 01
122	SoliFR2L	006	Rock3 R	038	House2 01
123	Soli808	007	Rock4	039	House3 01
124	SoliRH5	008	Rock4 R	040	House4 01
125	Y10	009	Jazz1	041	House1 02
126	Soli808Rim	010	Jazz1 R	042	House2 02
127	SN80er	011	Jazz2	043	House3 02

No.	Name	No.	Name	No.	Name
044	House4 02	076	Pop3 R	108	Fiesta1 R
045	House1 03	077	Pop4	109	Fiesta2
046	House2 03	078	Pop4 R	110	Fiesta2 R
047	House3 03	079	Brush1	111	Fiesta3
048	House4 03	080	Brush2	112	Fiesta3 R
049	RnB1	081	Brush3	113	Fiesta4
050	RnB2	082	Brush4	114	Fiesta4 R
051	RnB3	083	Latin1	115	Brush8
052	RnB4	084	Latin2	116	Brush10
053	Techno1	085	Latin3	117	Brush12
054	Techno2	086	Latin4	118	Brush14
055	Techno3	087	Session1	119	BrushRim8
056	Techno4	088	Session2	120	BrushRim10
057	Trance1 01	089	Session3	121	BrushRim12
058	Trance2 01	090	Session4	122	BrushRim14
059	Trance3 01	091	Vintage1	123	10XNMas
060	Trance4 01	092	Vintage1 R	124	12XNMas
061	Trance1 02	093	Vintage2	125	14XNMas
062	Trance2 02	094	Vintage2 R	126	16XNMas
063	Trance3 02	095	Vintage3	127	Rim10XNMas
064	Trance4 02	096	Vintage3 R	128	Rim12XNMas
065	Trap1 01	097	Vintage4	129	Rim14XNMas
066	Trap2 01	098	Vintage4 R	130	Rim16XNMas
067	Trap3 01	099	Jungle1	131	10BigReverb
068	Trap1 02	100	Jungle1 R	132	12BigReverb
069	Trap2 02	101	Jungle2	133	14BigReverb
070	Trap3 02	102	Jungle2 R	134	16BigReverb
071	Pop1	103	Jungle3	135	Rim10BigRev
072	Pop1 R	104	Jungle3 R	136	Rim12BigRev
073	Pop2	105	Jungle4	137	Rim14BigRev
074	Pop2 R	106	Jungle4 R	138	Rim16BigRev
075	Pop3	107	Fiesta1	139	10MetaFilter

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No.	Name	No.	Name	No.	Name
140	12MetaFilter	172	80_TOM2	204	Solidry12 Rim
141	14MetaFilter	173	80_TOM3	205	Solidry14 Rim
142	16MetaFilter	174	80_TOM4	206	Solidry16 Rim
143	Rim10MetaFil	175	80er1	207	InzoTomHigh
144	Rim12MetaFil	176	80er2	208	InzoTomLow
145	Rim14MetaFi	177	80er3	209	InzoTomFloor
146	Rim16MetaFi	178	80er4	**RIDE**	
147	10SoliNathan	179	NOV808TOM1	01	Rock
148	12SoliNathan	180	NOV808TOM2	02	Rock B
149	14SoliNathan	181	NOV808TOM3	03	Rock E
150	16SoliNathan	182	NOV808TOM4	04	Jazz
151	Rim10SoliNat	183	SDS7_4TO1	05	Jazz B
152	Rim12SoliNat	184	SDS7_4TO2	06	Jazz E
153	Rim14SoliNat	185	SDS7_4TO3	07	Indie
154	Rim16SoliNat	186	SDS7_4TO4	08	Indie B
155	10SoliJP1	187	909_TOM1	09	Indie E
156	12SoliJP1	188	909_TOM2	10	Funk 02
157	14SoliJP1	189	909_TOM3	11	Funk B 02
158	16SoliJP1	190	909_TOM4	12	Funk E 02
159	Rim10SoliJP1	191	TED_TOM1	13	Funk 01
160	Rim12SoliJP1	192	TED_TOM2	14	Funk B 01
161	Rim14SoliJP1	193	TED_TOM3	15	Funk E 01
162	Rim16SoliJP1	194	TED_TOM4	16	8Bit
163	yt808ana1	195	X1_ETOM1	17	House 01
164	yt808ana2	196	X1_ETOM2	18	House 02
165	yt808ana3	197	X1_ETOM3	19	House 03
166	yt808ana4	198	X1_ETOM4	20	RnB
167	Li_HTO 1	199	Solidry10	21	Techno 01
168	Li_HTO 2	200	Solidry12	22	Techno 02
169	Li_HTO 3	201	Solidry14	23	Trance
170	Li_HTO 4	202	Solidry16	24	Pop
171	80_TOM1	203	Solidry10 Rim	25	Pop B

No.	Name	No.	Name	No.	Name
26	Brush	58	Pst2TNy	12	JazzSplash 02
27	Brush B	59	Pst2TNy B	13	Indie1 01
28	Brush E	60	Pst2TNy E1	14	Indie2 01
29	Session	61	Pst2TNy E2	15	Indie1 02
30	Vintage	62	Heavy	16	Indie2 02
31	Vintage B	63	Heavy B	17	Funk1
32	Jungle	64	Heavy E	18	Funk2
33	Jungle B	65	HeavyBr	19	8Bit1
34	Fiesta	66	HeavyNy	20	8Bit2
35	Fiesta B	67	HeavyWd	21	House 01
36	Fiesta E	68	Rivert	22	House 02
37	Pst20Ny1	69	Rivert B	23	House 03
38	Pst20Ny2	70	Rivert E	24	House 04
39	Pst20Ny B	71	Rivert E2	25	Trance1
40	Pst20Ny E1	72	RivertBlunt	26	Trance2
41	Pst20Ny E2	73	RivertBr	27	Trap1 01
42	Pst20Wd	74	RivertMallt	28	Trap2 01
43	Pst20Wd B	75	RiverNy	29	Pop1
44	Pst20Wd E	76	InzoRide	30	Pop2
45	Pst20Br	77	InzoRide B	31	Session1
46	Pst20Br B	**CRASH**		32	Session2
47	Pst20Br E	01	Rock1	33	Vintage1
48	Pst20Mallt	02	Rock1 E	34	Vintage2
49	Pst21Ny1	03	Rock2	35	Jungle1
50	Pst21Ny2	04	Rock2 E	36	Jungle2
51	Pst21 B1	05	RockChina	37	Fiesta1
52	Pst21 B2	06	RockSplash	38	Fiesta2
53	Pst21 E	07	Jazz1	39	SplashA12
54	Pst21Br	08	Jazz1 E 01	40	SplashA12E
55	Pst21Br B	09	Jazz2	41	SplashB12
56	Pst21Br E	10	Jazz2 E	42	SplashB12E
57	Pst21EDGMe	11	JazzSplash 01	43	Splash8

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No.	Name	No.	Name	No.	Name
44	Splash8E	76	CrashSF16	017	Metal P
45	China12Mal	77	CrashSF16 E	018	Funk O 01
46	China14Mal	78	CrashSF16Br	019	Funk C 01
47	China16Mal	79	CrashSF16Hand	020	Funk P 01
48	China20Sti	80	CrashSF16Mute	021	Funk O 02
49	China30	81	CrashSF17	022	Funk C 02
50	Crash14 E	82	CrashSF17 E	023	Funk P 02
51	Crash14	83	CrashSF17 B	024	8Bit O
52	Crash16 E	84	CrashSF17Rods	025	8Bit C
53	Crash16	85	CrashSF17Painter	026	House O 01
54	Crash17beat	86	CrashSF17Mute	027	House C 01
55	Crash17br	87	InzoCrashL	028	House O 02
56	Crash17 E	88	InzoCrashR	029	House C 02
57	Crash17	89	InzoChina	030	House O 03
58	Crash18	90	InzoSplash	031	House C 03
59	Crash18 E	**HI-HAT**		032	RnB O 01
60	CrashB16E1	001	Rock O	033	RnB C 01
61	CrashB16E2	002	Rock C	034	RnB O 02
62	CrashB16	003	Rock P	035	RnB C 02
63	CrashB18	004	Rock Half	036	Techno O 01
64	CrashB18B	005	Rock Sp	037	Techno C 01
65	CrashB18Br	006	Jazz O 01	038	Techno O 02
66	CrashB18E1	007	Jazz C 01	039	Techno C 02
67	CrashB18E2	008	Jazz P 01	040	Trance O 01
68	Crash20	009	Jazz O 02	041	Trance C 01
69	Crash20Beat	010	Jazz C 02	042	Trance O 02
70	Crash20Br	011	Jazz P 02	043	Trance C 02
71	Crash20EDGE	012	Indie O	044	Trap O 01
72	808_1CYM	013	Indie C	045	Trap C 01
73	NOV_CYMB	014	Indie P	046	Trap O 02
74	Y808crash	015	Metal O	047	Trap C 02
75	China3000	016	Metal C	048	Trap O 03

No.	Name	No.	Name	No.	Name
049	Trap C 03	081	CCMHH P	113	SakataHH P
050	Pop O	082	CCMHH Half	114	Y808HH O
051	Pop C	083	CCMHH Sp	115	Y808HH C
052	Pop P	084	BalHH O	116	Signature O
053	Pop Half	085	BalHH C	117	Signature C
054	Pop Sp	086	BalHH P	118	Signature P
055	Brush O	087	BalHH Half	119	Signature Half
056	Brush C	088	BalHHSp	120	Signature Sp
057	Brush P	089	CDHH O	121	Dark O
058	Brush Half	090	CDHH C	122	Dark C
059	Brush Sp	091	CDHH P	123	Dark P
060	Session O	092	CDHH Half	124	Dark Half
061	Session C	093	CDHH Sp	125	Dark Sp
062	Session P	094	CCO O	126	InzoHH O
063	Session Sp	095	CCO C	127	InzoHH C
064	Vintage O	096	CCO P	128	InzoHH P
065	Vintage C	097	CCO Half	129	InzoHH Half
066	Vintage P	098	CCO Sp	130	InzoHH Splash
067	Vintage Half	099	808_2HH O	**PERC**	
068	Vintage Sp	100	808_3HH O	01	Cowbell
069	Jungle O	101	808_HH C1	02	FunkPerc01
070	Jungle C	102	808_HH C2	03	FunkPerc02
071	Jungle P	103	808HH P	04	8BitFX01
072	Jungle Half	104	909HHOP2	05	8BitFX02
073	Jungle Sp	105	909_HHCL	06	8BitFX03
074	Fiesta O	106	909HHCL2	07	HouseFX01
075	Fiesta C	107	CR78_HHO	08	HouseFX02
076	Fiesta P	108	CR78_HHC	09	HouseFX03
077	Fiesta Half	109	NOV_HHOP	10	HouseFX04
078	Fiesta Sp	110	NOV_1HHC	11	HouseFX05
079	CCMHH O	111	SakataHH O	12	HouseFX06
080	CCMHH C	112	SakataHH C	13	TranceFX01

No.	Name	No.	Name	No.	Name
14	TranceFX02	39	808 claves	64	Tanggu5
15	TranceFX03	40	808 shaker	65	Tanggu6
16	TranceFX04	41	SakataAgogo	66	DavulGum1
17	TranceFX05	42	Elec9Clap	67	DavulGum2
18	TrapFX01	43	626_TAM	68	DavulStik1
19	TrapFX02	44	707_TAMB	69	DavulStik2
20	EShaker	45	ABcowbell	70	DavulFingr
21	ECowbell	46	C78_Guiro	71	BendirDum1
22	DubFX01	47	808congalo	72	BendirDum2
23	DubFX02	48	808congame	73	BendirTek1
24	DubFX03	49	Y30ZAP2	74	BendirTek2
25	DubFX04	50	X10_ZAP	75	DarbukaGum
26	DubFX05	51	Bg	76	DarbukaTek
27	Agogo01	52	Cai1	77	DarbukaTak
28	Agogo02	53	Cai2	78	DarbukaTok
29	ShakerShort	54	Cang	79	DarbukaTik
30	ShakerLong	55	Gong1	80	FingerCym1
31	NoClp	56	Gong2	81	FingerCym2
32	SDS7_CLP	57	Gong3	**LOOP**	
33	Soli909_CLAP	58	Gon4	1	Bass1
34	909Clp	59	Guban	2	Lead1
35	808Clp	60	Tanggu1	3	Lead2
36	Abs	61	Tanggu2	4	Pad2
37	Abs5	62	Tanggu3		
38	808congahi	63	Tanggu4		

11.4 MIDI note list

PAD	TRIGGER	MIDI note	PAD	TRIGGER	MIDI note
SNARE	Head	38	CRASH2	Bow	57
	X-Stick	37		Edge	52
	Rim	40	HIHAT	Open	46
KICK	Head	36		Closed	42
TOM1	Head	48		Half Open	23
	Rim	50	HIHAT PEDAL	Chick	44
TOM2	Head	45		Splash	21
	Rim	47	RIDE	Bow	51
TOM3	Head	43		Bell	53
	Rim	58		Edge	59
CRASH1	Bow	49	EXT	Head	41
	Edge	55		Rim	39