# XDRUM DD-530 E-Drum Set with Mesh Heads Instruction Manual

**DD-530 Mesh Head E-Drum**

**User manual**

## Contents

## DD-530 E-Drum Set with Mesh Heads

**XDrum Drum Stool**

**Assembly instruction**
You can find the Assembly instruction for your drum throne online under the following link:

**XDrum Semi**
**https://www.kirstein.de/docs/manuals/XDrum-Drum%20Stool%20SemiAssembly%20Instruction_EN.pdf**



**XDrum DHS-1**
**https://www.kirstein.de/docs/manuals/XDrum-Schlagzeughocker%20DHS-1Assembly%20Instruction_EN.pdf**

In order to protect the environment, we do not send these manuals in printed form.
Should you nevertheless wish to do so, you can easily print out the instructions using the links or QR code provided or contact us directly and we will send them to you in printed form by post.


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# INFORMATION FOR YOUR SAFETY!


## THE FCC REGULATION WARNING (for USA)
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.
These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.
If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:


- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.


Unauthorized changes or modification to this system can void the user's authority to operate this equipment.


## CAUTION
The normal function of the product may be disturbed by Strong Electro Magnetic Interference. If so, simply reset the product to resume normal operation by following the owner's manual. In case the function could not resume, please use the product in other location.


## PRECAUTIONS


## PLEASE READ CAREFULLY BEFORE PROCEEDING
Please keep this manual in a safe place for future reference.


## Power Supply
Please connect the designated AC adaptor to an AC outlet of the correct voltage.
Do not connect it to an AC outlet of voltage other than that for which your instrument is intended.
Unplug the AC power adaptor when not using the instrument, or during electrical storms.

**Connections**

Before connecting the instrument to other devices, turn off the power to all units. This will help prevent malfunction and / or damage to other devices.

**Location**

Do not expose the instrument to the following conditions to avoid deformation, discoloration, or more serious damage:

- Direct sunlight
- Extreme temperature or humidity
- Excessive dusty or dirty location
- Strong vibrations or shocks
- Close to magnetic fields

**Interference with other electrical devices**

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

**Cleaning**

Clean only with a soft, dry cloth.
Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.
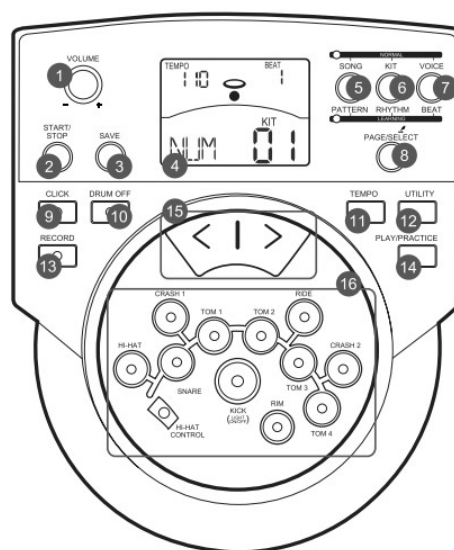
**Handling**

Do not apply excessive force to the switches or controls.
Do not let paper, metallic, or other objects into the instrument. If this happens, unplug the AC adaptor from the wall outlet. Then have the instrument inspected by qualified service personnel.
Disconnect all cables before moving the instrument.

## Panel Description

**Front Panel**



1. **VOLUME Knob**

   Adjust the volume of phone and line output.

2. **START/STOP Button**

Start or stop playing.

3. **SAVE Button**

This button is used to save the current kit settings in a user kit and save the trigger settings under the Utility menu pages.

4. **LCD Display**

Please refer to the LCD Display section.

5. **SONG/PATTERN Button**

Enter the Song menu in NORMAL mode or enter the Pattern Practice menu in LEARNING mode.

6. **KIT/RHYTHM Button**

Enter the Kit menu in NORMAL mode or enter the Rhythm Practice menu in LEARNING mode.

7. **VOICE/BEAT Button**

Enter the Voice menu in NORMAL mode or enter the Beat Practice menu in LEARNING mode.

8. **PAGE/SELECT Button**

Scroll through the menu pages. Press and hold it for 1 second to switch modes between NORMAL and LEARNING.

9. **CLICK Button**

Turn the metronome on or off and enter the Click menu in NORMAL mode.

10. **DRUM OFF Button**

Mute the drum part of the pattern.

11. **TEMPO Button**

Adjust the current tempo.

12. **UTILITY Button**

Enter the Utility menu in NORMAL mode.

13. **RECORD Button**

Enter the Record menu in NORMAL mode.

14. **PLAY/PRACTICE Button**

Play back your recording in NORMAL mode.

Start practicing following sample practice patterns in LEARNING mode.

Press and hold it for 1 second to play back your practice in LEARNING mode.

15. **<Button and > Button**

Press the [>] button increases and press [<] button decreases the current parameter.

16. **Pad Select Buttons**

These buttons play the pad voices of the current kit. In Voice menu and Utility menu, they select the pad to be edited.

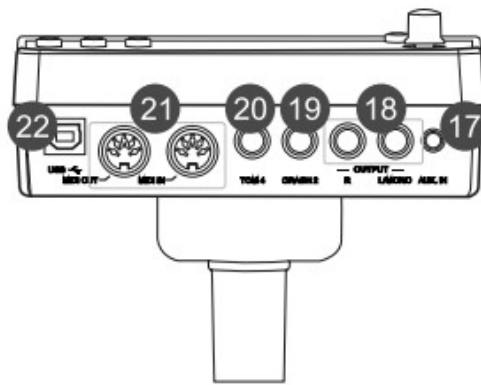**Rear Panel & Side Panel**

17. **AUX IN Jack(1/8")**

This stereo input jack is for an external sound source, such as an MP3 or CD player.

18. **LINE OUTPUT Jacks(1/4")**

Stereo output connection to an audio system or drum amplifier.

19. **CRASH 2 Jack(1/4")**

Input connection for Crash 2 (dual-zone).

20. **TOM 4 Jack(1/4")**

Input connection for Tom 4 (dual-zone).

21. **MIDI Connectors (IN, OUT)**

These ports allow communication with other products equipped with a MIDI interface.

22. **USB Connector**

This port is used to connect to a computer (MIDI In/Out via USB).

23. **PAD Connectors**

Input connections for Kick, Snare, Tom, Cymbal pads and Hi-Hat control pedal.
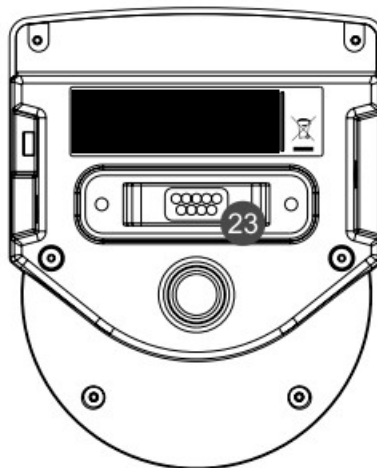


24. **PHONES Jack(1/8")**

This stereo jack is used to connect headphones to the unit.

25. **POWER Switch**

This switch turns the power on and off.

26. **DC IN Jack**

Connect the included DC 9V power adaptor.



**Display**

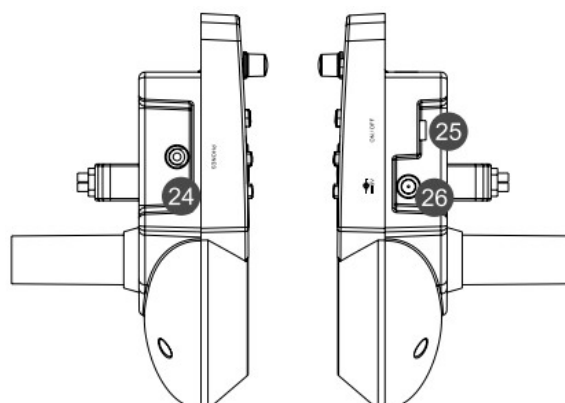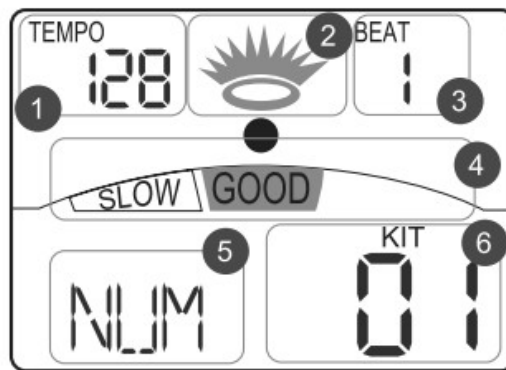1. Tempo/Measure

2. Hitting Indicator

3. Beat Count

4. Indicators for Learning

5. Indicators for Menus (Such as UTILITY, REC, etc.)

6. Current Mode and Parameter Display



## Setup

**Caution!**
To prevent electric shock and damage to the device, make sure the power is switched OFF on the drum and all related device before making any connection.

**Connecting Pads and Pedals**
Standard: KICK, SNARE, TOM1-3, CRASH1, RIDE, HIHAT, HIHAT CONTROL PEDAL
Extended: CRASH2, TOM4
Using the provided cables, connect with kick, snare, tom1~tom3, ride, crash, hi-hat, hi-hat control triggers. Snare, tom, ride, crash are stereo input, support double triggering (increase edge triggering); kick, hi-hat are mono input, which can't response edge triggering. Hi-hat control pedal is stereo input.
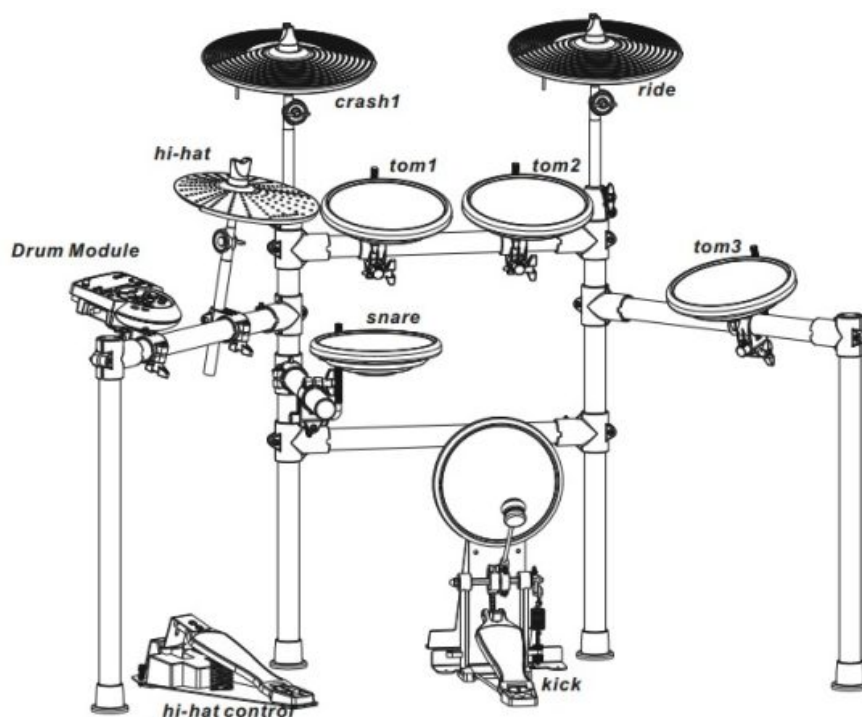


**Note:**

For details on assembling the drum stand, attaching the digital drum and connecting pads, refer to the Installation manual.

## Connections

### Connecting an Audio Equipment
When using an amplifier, connect the Output L/MONO and R jacks on the rear panel to the input of the amplifier.
**Note:**
For mono playback, use the L/MONO jack.
For stereo playback, connect both L/MONO and R jacks.
The line output volume is controlled by the VOLUME knob.
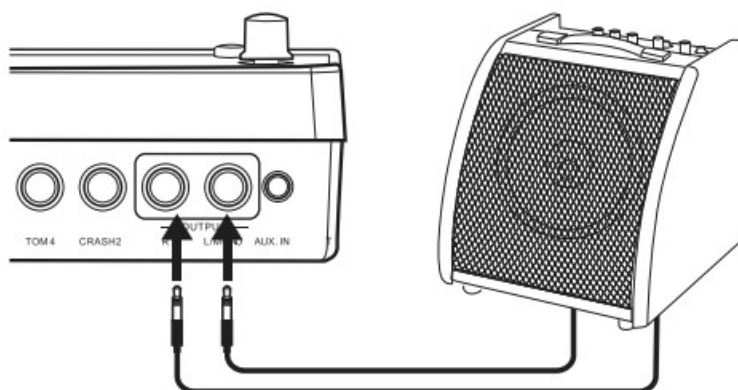
### Connecting a set of Headphones
An optional set of stereo headphones can be connected to the PHONES jack located on the side of the drum module.
The headphones output volume is controlled VOLUME knob, too.
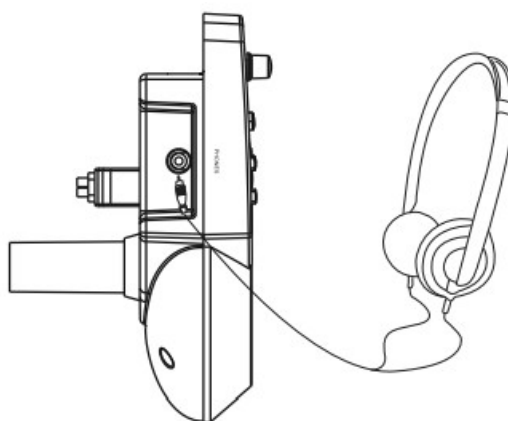
### Connecting an MP3/CD Player
Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN jack on the rear panel.
The input signal is mixed with the drum signal, allowing you to play along.

## Connecting a Computer

### ■ Via the USB Connector

This receives and transmits MIDI messages.

### ■ Via the MIDI Connectors

**MIDI IN Connector**

This receives MIDI messages transmitted from an external MIDI device or a computer.

**MIDI OUT Connector**

Pad performance data is transmitted from this connector to connected computer or MIDI device.
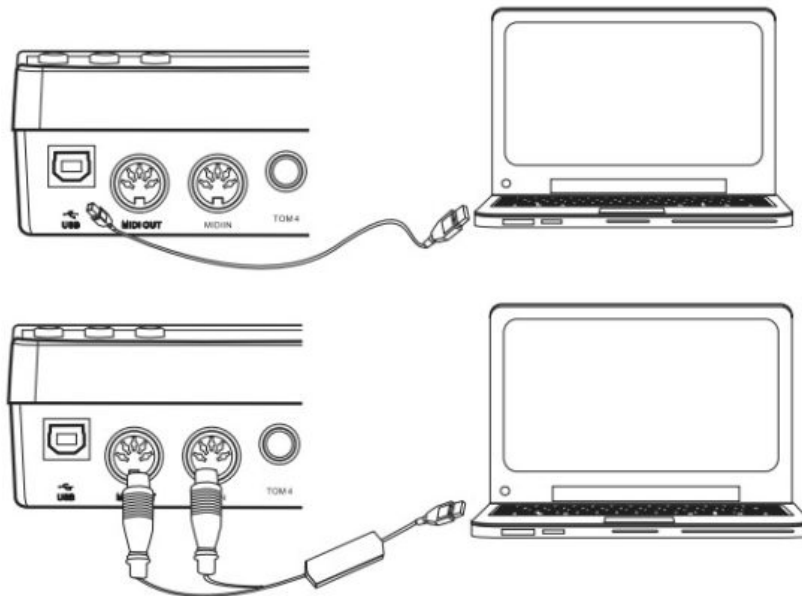


## Connecting a Midi Keyboard

If you're using an external MIDI keyboard or pads to control the digital drum, make connections as shown. Here, it is used as a sound module.
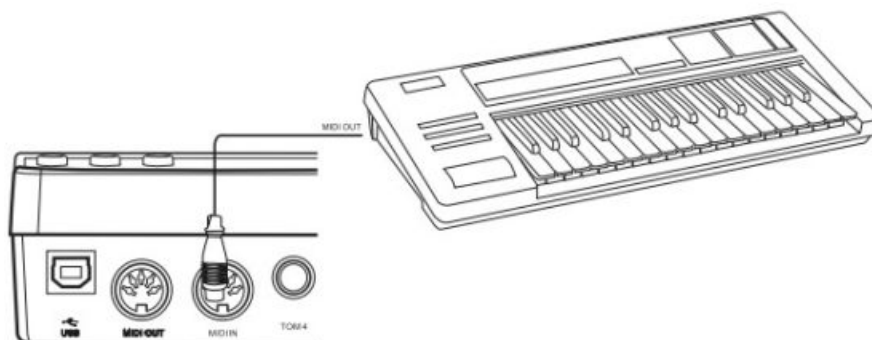


## Power Supply & Switch

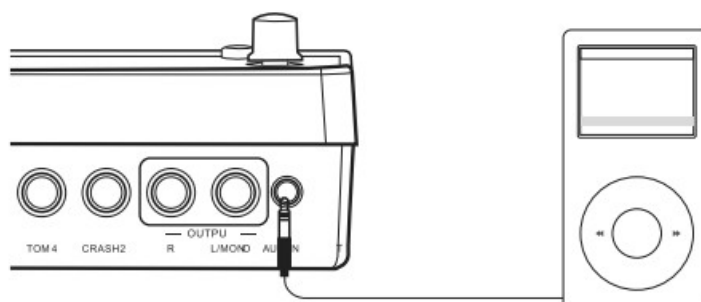Make sure the power is switched OFF. Connect the power adaptor to the DC IN jack on the side panel. After confirming that all connections have been completed, rotate the volume knob to the left (minimum volume level) before switching the power on. Set the power switch to the "ON" position. The KIT indicator on LCD will light up and the display will show kit number 01.
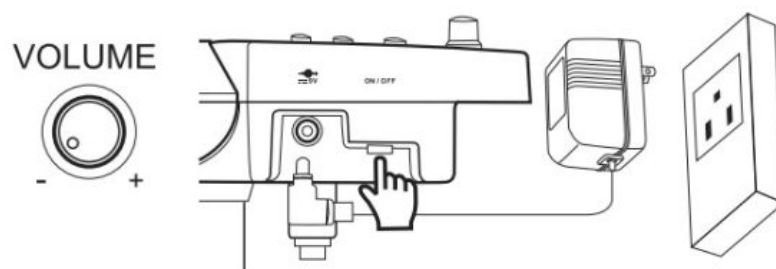


**Note:**

Make sure the power is switched OFF when connecting the drum module with external devices.

## Performing

Selecting a Drum Kit
After powering up, the digital drum will be in KIT menu (KIT indicator ON ). The display should look like this:

1. Use the [<] and [>] buttons to select the active kit.

   There are 45 kits in the digital drum:

   ■ 29 preset kits (Kits 01-29)

   ■ 16 user kits (Kits 30-45), the parameter display area will display as "U30~U45", with an additional letter "U".

2. Pressing the Pad Select buttons allows you to preview the current kit (fixed velocity).

3. Hit the pads to play the current kit.
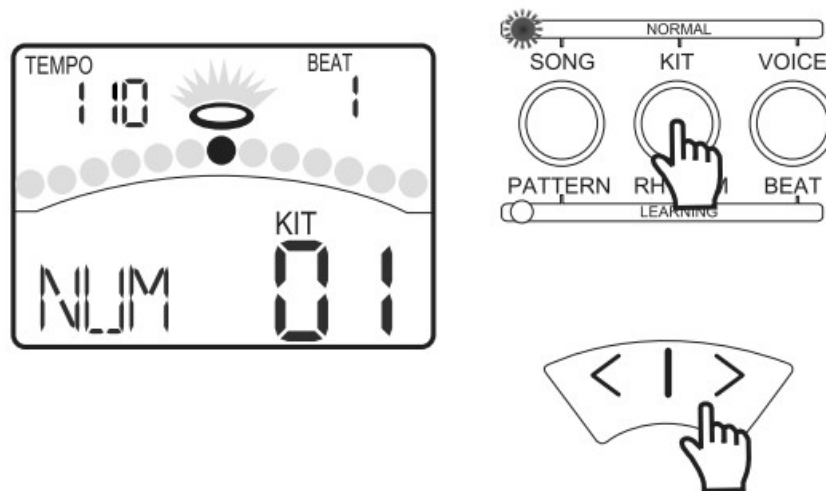


**Playing the Pads**
Similar to an acoustic drum kit, the digital drum responds differently to various playing techniques and dynamics.
All the pads are velocity sensitive. And some voices change timbre depending on the striking force.
Drum Pad Head or Rim shot
The digital drum pad detects head and rim shots (rim shots trigger the rim voice).
Cymbal Bow shot and Rim shot
The digital drum cymbals detect bow shot and rim shots (rim shots trigger the rim voice).
Both Ride and Crash cymbals have cymbal choke. But hi-hat don't have the cymbal choke
Choking the crash/ride edge with the hand immediately after hitting the crash/ride mutes the crash/ride sound.

KICK

Head

Head

Rim
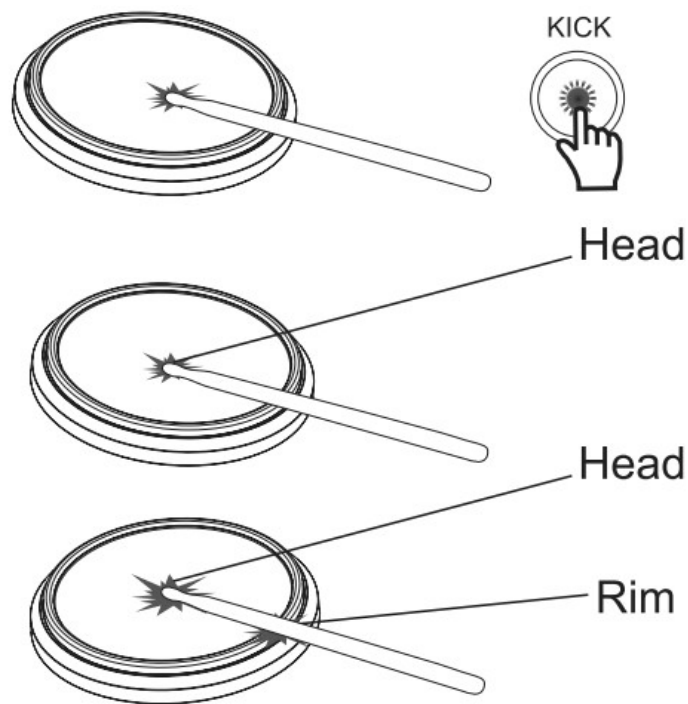
**Hi-Hat**
The Hi-Hat sound varies depending on the position of the HiHat pedal:
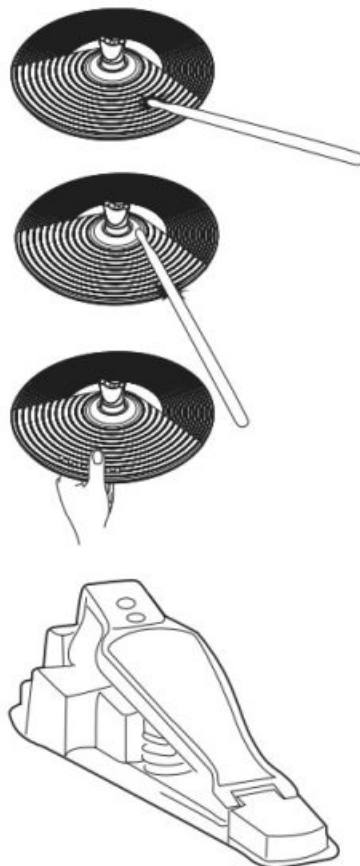


**Open Hi-Hat:** Strike the Hi-Hat pad without pressing the pedal.
**Half-Open Hi-Hat:** Strike the Hi-Hat pad with the pedal pressed halfway down.
**Closed Hi-Hat:** Strike the Hi-Hat pad with the pedal pressed completely down.
**Pedal Close:** Press the pedal completely down without striking the pad.
**Splash:** Press the pedal completely down and release it immediately

**Adjusting the Sensitivity of a Pad**

You may wish to adjust the sensitivity of the pads according to your playing style and desired dynamic range.

1. Press the [UTILITY] button

   The UTILITY indicator appears.
2. Strike a pad or press a pad select button to select the one whose sensitivity is to be adjusted. The PAD indicator shows the current selected pad.
3. Press the [<] or [>] button to adjust the sensitivity.
4. Press the [SAVE] button to save the current setting. For details on pad adjustments, refer to Advanced Use.
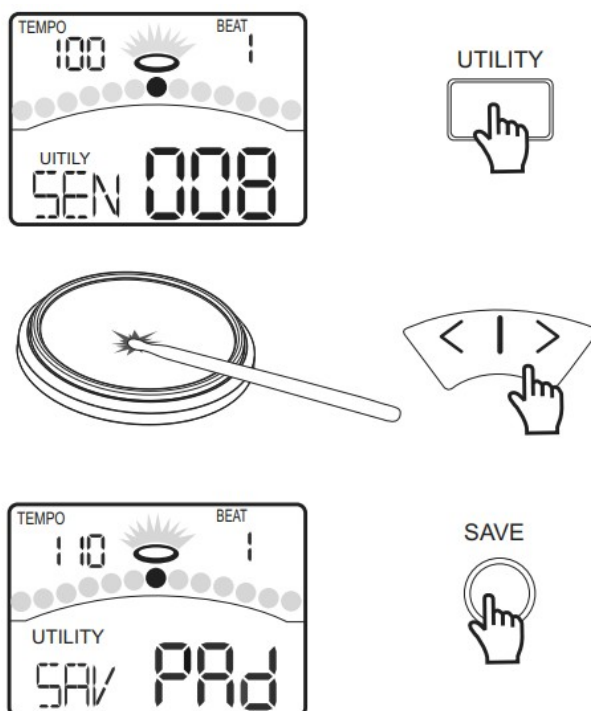


## Using the Metronome/Click Feature

You can switch the click sound on and off by pressing [CLICK] button. When the click plays at the current Time Signature and Tempo (displayed in the top left corner of the LCD), the beat indicators will swing accordingly. You can set the time signature and interval, adjust the click volume and select the click sound in the CLICK menu.

1. Press the [CLICK] button.

   Start the metronome with click sound.

2. Press the [PAGE] button to select the click menu pages and press the [<] or [>] button to adjust the parameters.

3. Press the [CLICK] button again.

   Stop the metronome and exit the click menu.

**Adjusting the Tempo**
You can adjust the tempo of the Metronome, the current song, and the current learning pattern. The current tempo always displays in the top left corner of the LCD.
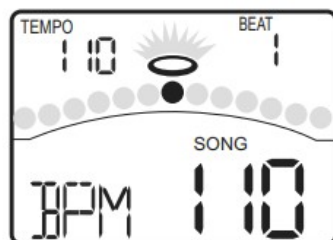


1. Press the [TEMPO] button.
2. Press the [<] or [>] button.

Adjust the current tempo.

3. Press both [<] and [>] buttons at the same time, reset the current tempo to its default value.

**Note:**
If there's no operation, it will return to the previous menu page automatically after 3 seconds.

## Editing and Saving a Drum Kit

In KIT menu, you can modify the parameters as you like and save to the selected user kit.

### Adjusting the Volume of a Drum Kit

1. Press the [KIT] or [PAGE] button. Select the Kit Volume page.
2. Press the [<] and [>] button. Adjust the kit volume.
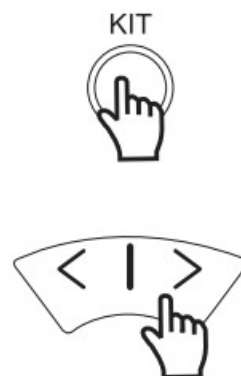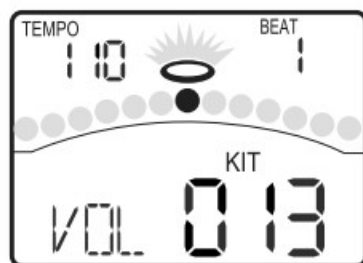


### Switching Reverb On/Off and Setting EQ

1. Press the [KIT] or [PAGE] button.
   Select the Global Reverb page and EQ pages.
2. Press the [<] or [>] button.
   Switch Reverb ON or OFF.
   Set the gain of three-band EQ (high, middle, low)
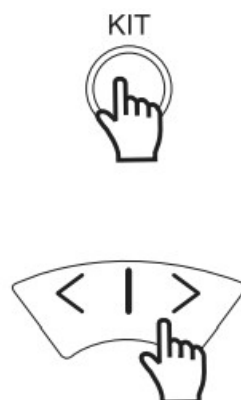


### Selecting the Drum Instrument of the Pad

1. Press the [VOICE] button.

Select the Pad Voice page.

2. Press the [<] or [>] button.

   Select the drum instrument of the selected pad.

   Please refer to Drum Instrument List.
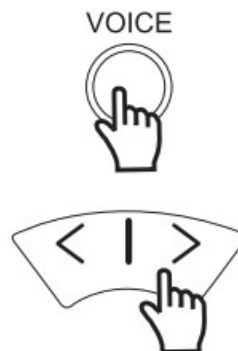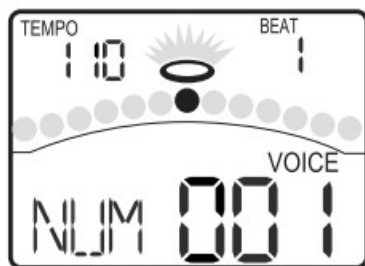


**Adjusting the Volume, Pan and Pitch of the Pad**

1. Press the [VOICE] or [PAGE] button.

   Select the Pad Volume, Pad Pan, and Pad Pitch pages.

2. Press the [<] or [>] button.

   Adjust the corresponding parameter.
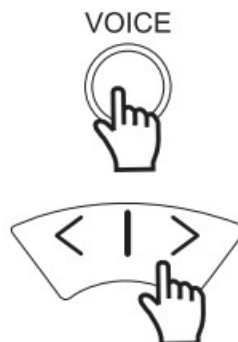


**Setting the Pads to Play Songs**

1. Press the [VOICE] or [PAGE] button.

   Select the Pad Song and Song Number pages.

2. Press the [<] or [>] button.

   Switch the Pad Song function ON or OFF. Select the Song that begins playing when the following pad is struck.

**Saving the Edited Kit**

1. Press the [SAVE] button.

   The number of user kit will be flashed.

2. Press the [<] or [>] button.

   Select a user kit to save your settings. (No. 30-45)

3. Press the [SAVE] button again.

   Save the setting to the selected user kit.
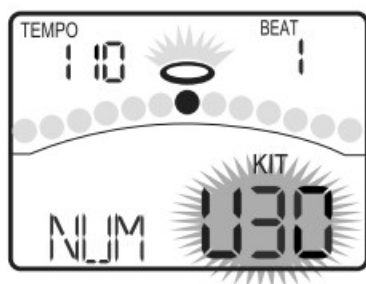


**HINT**
If the edited kit isn't saved before selecting another kit, powering down the digital drum, the changes will be lost.

## Playing Along with Songs

**Selecting and Playing Back a Song**

1. Press the [SONG] button.

   Switch to the SONG menu.

2. Press the [<] or [>] button.

   Select the active song. The digital drum has many kinds of songs. Please refer to Song list.

3. Press the [START/STOP] button.

   Start or stop playing back this selected song. When playing back this song, the PAD indicator will display which pads are being played by drum track.
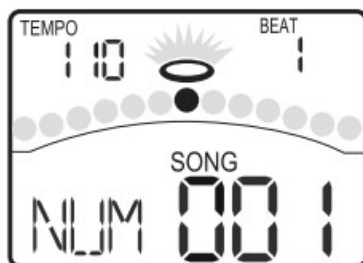
**Adjusting the Volume of the Accompaniment and Drum**

In SONG menu, you can adjust the volume of drum or accompaniment track.

1. Press the [SONG] or [PAGE] button.

   Select the ACC Volume or Drum Volume page.

2. Press the [<] or [>] button.

   Adjust the corresponding volume.
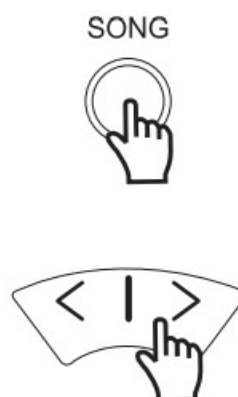


**Muting the Drums in Songs**

If you want to mute the drum track of the song, please press the [DRUM OFF] button. The [DRUM OFF] LED will turn on.



**Using the Pads to Play Songs**

This function is available only with electric drum. When you struck the pads that have been set Pad Song function, they will start the performance of the songs. If you don't know how to set this function, please return to previous page and review the part **"Setting the Pads to Play Songs".**

For Example

**Kick:** You can play the bass-line (Tap group, refer to Song List) note by note with you kick drum.
**Crash:** The chords (Hit group, refer to Song List) progress when you strike the pad.

**HINT**
The sounds in the Tap song are played back one by one when you pressing the [START/STOP] button or hitting the "pad song" pad.

## Recording Your Performance

In RECORD menu, you can record pad performances and the song as accompaniment.

**Recording Your Performance Quickly**

1. Press the [RECORD] button.

   The [RECORD] LED will flash. The Metronome will be turned on automatically.

   The display will show:

2. Press the [START/STOP] button or strike the pad.

   Recording will start.

   The [RECORD] LED will turn on.

3. Press the [START/STOP] button again, or press the [RECORD] button.

   Stop recording, the [RECORD] LED will turn off.

   Your performance has been recorded.
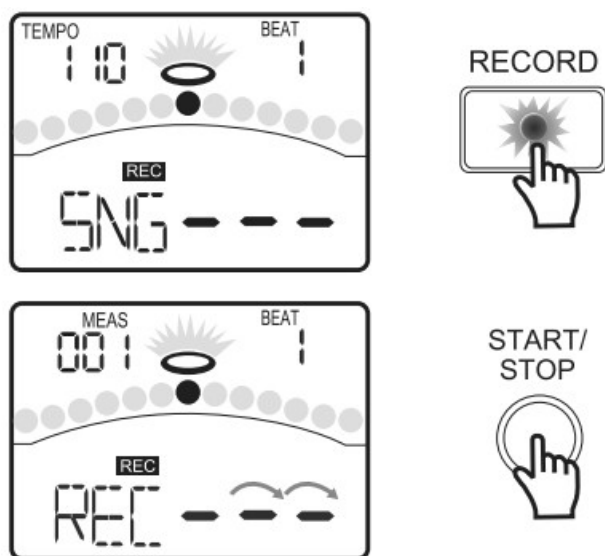


**Playing Back Your Recorded Performance**

1. Press the [PLAY] button.

   Play back your recording.

   The display will show:

2. Press the [PLAY] button again.

   Stop playing back your performance.
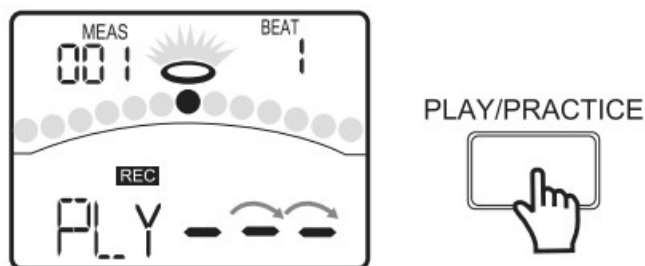
If you are not satisfied with your recording, please press the [RECORD] button to restart the recording progress.

**Making the Settings for Recording**

You can make the settings for recording on Record Standby.

1. Press the [PAGE] button.

   Select the Record Setting pages.

2. Press the [<] or [>] button.

   Adjust the parameters about recording.

   For details on record setting, refer to Advanced Use.
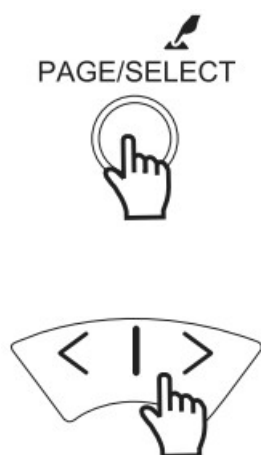


**Practicing with Patterns**

There are three types of patterns in LEARNING mode.
**Beat:** Snare Practice
**Rhythm:** Drums Practice
**Pattern:** Drums Practice with accompaniment

**Selecting a Pattern and Practicing with it**
When you are in NORMAL mode, please press and hold the [PAGE/SELECT] button for 1 second. The LED of LEARNING mode will turn on. The display will show:
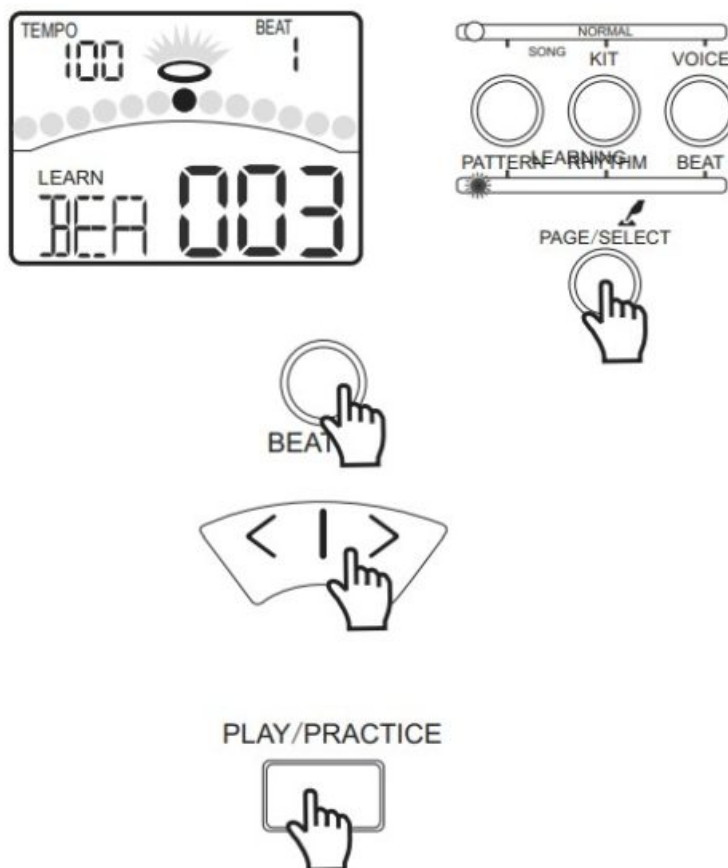
1. Press the [BEAT] button.

   Select the Beat Choosing page.

2. Press the [<] or [>] button.

   Select the beat which you want to practice.

3. Press the [PRACTICE] button.

   Start or stop playing the pattern with your practice. The PAD indicators will display which pads are being played

   by drum track.

If you want to select the Rhythm or Pattern, please follow the steps described above. Drum Lessons Score can be downloaded from internet(consult your dealer). We recommend you to follow it.

**Scoring Your Practice**

If you want to check your progress, please press the [START/STOP] button. The display will show:
A measure count-in will be inserted before playing back the pattern so that you can practice in good time. Your practice will be recorded automatically. When finished playing back the pattern, the digital drum will score your practice automatically.
The display will show the score.
If you are unsatisfied with your score, please press the [START/STOP] button and restart examination.
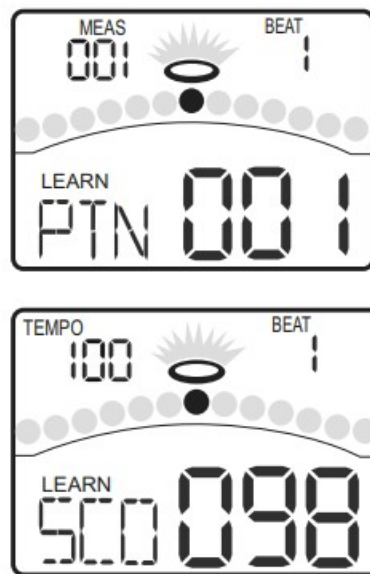
MEAS 001 BEAT 1

LEARN PTN 001

START/ STOP

TEMPO 100 BEAT 1

LEARN SCo 098

**Playing Back Your Recorded Practice**

1. Press and hold the [PLAY/PRACTICE] button for 2 seconds.

   The display will show:

   You will listen to your recorded practice.

2. Press the [PLAY/PRACTICE] button again.

   Stop playing back the recorded practice.

MEAS 001 BEAT 1

LEARN PLY —
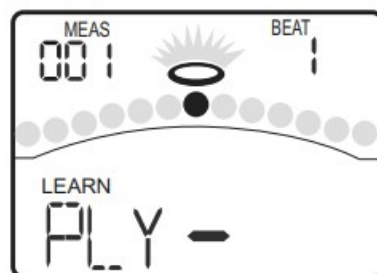
PLAY/PRACTICE

## Creating Your Own Drum Kit

**About the Drum Kits**

In KIT menu, you can select drum kits to play from the pads, and you can edit voices and their associated parameters, such as Pitch, Reverb Level, Volume, Pan, MIDI Note, etc.

There are 45 kits in the digital drum:

■ 29 preset kits (Kits 01-29)

■ 16 user kits (Kits U30-U45)

In addition, there are 11 General MIDI preset kits for MIDI/USB applications, and for MIDI file playback. Please refer to GM Drum Kit List. Each drum kit contains settings for up to 19 voices, assigned to the 10 pad inputs and 1 pedal controller:

| Pad Settings | | |
|---|---|---|
| Kick | Head1 | |
| Snare | Head2 | Rim2 |
| Tom1 | Head3 | Rim3 |
| Tom2 | Head4 | Rim4 |
| Tom3 | Head5 | Rim5 |
| Tom4 | Head6 | Rim6 |
| Crash1 | Head7 | Ri m7 |
| Crash2 | Head8 | Ri m8 |
| Ride | Head9 | Ri m9 |
| Hihat | Head 10 | |
| Pedal | | |

**Selecting a Drum Kit**

If the digital drum is not yet in KIT menu, press the [KIT] button to enter it. The KIT indicator will light up, and the LCD will display the current kit number.
Press the [<] or [>] buttons to select a kit. When holding down [>], values increase rapidly. When holding down [<], values decrease rapidly.
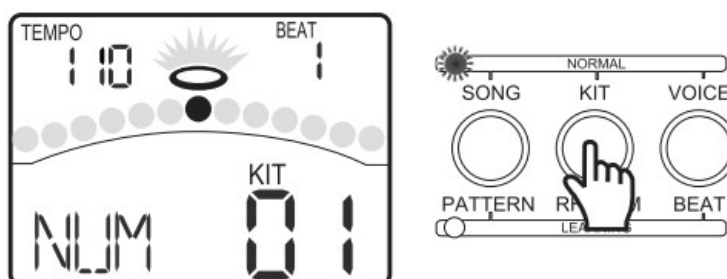


**Overall Drum Kit Setting**
In KIT menu, you can set the overall kit parameters.

1. Press the [PAGE] or [KIT] button, select Kit volume page. The parameter adjusts the overall kit volume(0-32).
2. Press the [PAGE] or [KIT] button, select Reverb Switch page. The parameter toggles the global reverb Switch ON/OFF.
3. Press the [PAGE] or [KIT] button, select EQ gain page. These parameters adjust the three bands of Master EQ (-12dB-12dB).
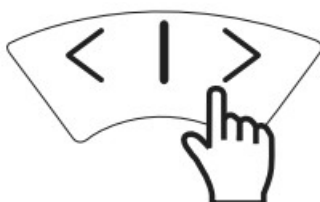
| Overall Kit Settings | |
| --- | --- |
| Kit | Volume |
| Global | Reverb on/off |
| | EQ High gain |
| | EQ Middle gain |
| | EQ Low gain |

## Selecting the Pad to Edit

The current pad to be edited can be selected either by pressing its Pad Select button, or by striking the pad itself. The PAD indicator will light up to show which pad is currently selected. If the rim of a pad is selected, both the PAD indicator and the RIM indicator will turn on.
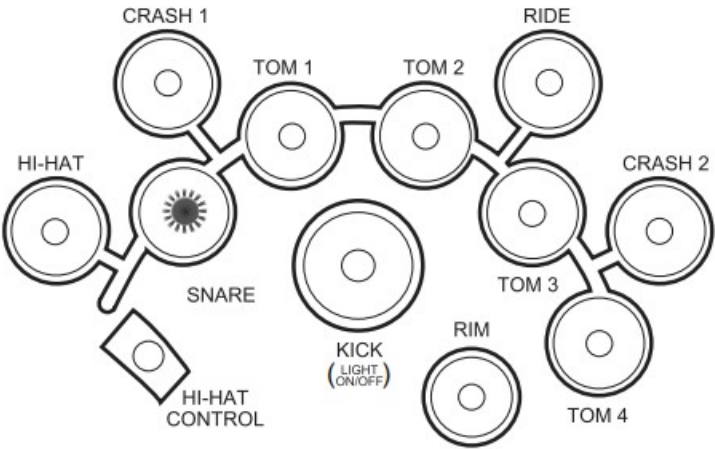


## About the Drum Instruments

The digital drum features 400 different drum instruments which are categorized into 9 separate groups, such as Acoustic Kick, Electric Kick, Acoustic Snare, Electric Snare, Percussion. You can individually adjust the volume, pan, pitch, reverb settings for instruments set to the pad.

## Selecting Instruments

If the digital drum is not yet in VOICE menu, press the [VOICE] button to enter it. The VOICE indicator will light up, and the LCD will display the current voice number.
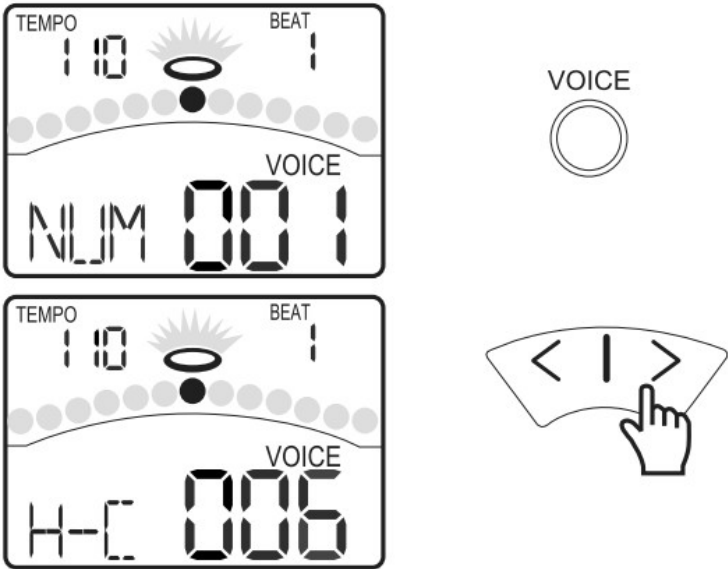
1. Press the [<] or [>] buttons to change a pad's Individual voice (001-400).
2. If the selected pad is Hi-Hat, an additional option is available: Hi-Hat Combination (001-007).

**Drum Instrument Settings**

1. Press the [PAGE] or [VOICE] button, select Pad Volume page. The parameter adjusts the volume of the pad.
2. Press the [PAGE] or [VOICE] button, select Pad Pan page. The parameter adjusts the pan of the pad.
3. Press the [PAGE] or [VOICE] button, select Pad Pitch page. The parameter adjusts the pitch of the pad.
4. Press the [PAGE] or [VOICE] button, select Pad Reverb page. The parameter adjusts the reverb level of the pad.

| Drum Instrument Settings | |
|---|---|
| Voice Setting | Volume(0-32) |
| | Pan(-8-8) |
| | Pitch(-8-8) |
| | Reverb(0-16) |
| Settings for Other Functions | |
| MIDI | MIDI Note(0-127) |
| Others | Pad Song Switch(ON/OFF) |
| | Song Number(1-80) |

**Settings for Other Functions**

1. Press the [PAGE] or [VOICE] button, select Pad MIDI Note page. The parameter sets MIDI Note Number for each pad.
2. Press the [PAGE] or [VOICE] button, select Pad Song pages. The parameters sets pad song function ON and choose the song numbers.
   Press the [<] or [>] buttons to adjust the parameters.

**HINT**
While editing Voice Number, Pitch, Pan, Volume, and Reverb, you can also preview the result of the current settings by pressing the Pad Select button to play the edited voice.

**Saving to a User Drum Kit**
After change any kit parameter, please press the [SAVE] button to save the current settings to the user kit (No. 30-45). The number of user kit will be flashed. Press the [SAVE] button to save to user kit and return to Kit Select page.
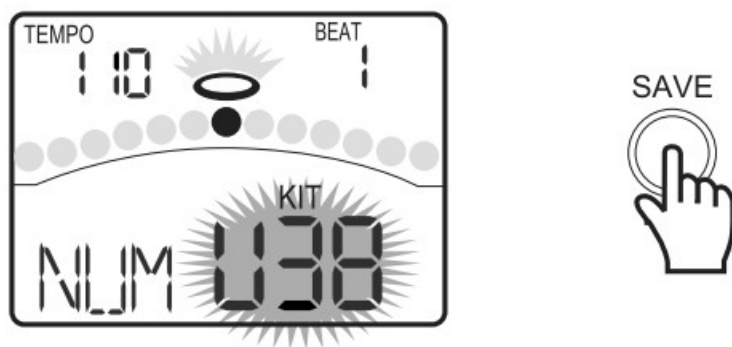
## Making the Settings for Pads

### About Settings of Pads

If the digital drum is not yet in UTILITY menu, press the [UTILITY] button to enter it.

The UTILITY indicator will light up. You can use the [<] or [>] buttons to adjust parameters (as shown to the right ) for each pad as well as the rim sensitivity of the pad and the splash sensitivity of the Hi-Hat control pedal.

The current pad to be edited can be selected either by pressing its Pad Select button, or by striking the pad itself. The PAD indicator will light up to show which pad is currently selected. If the rim of a pad is selected, both the PAD indicator and the RIM indicator will turn on.

**Sensitivity:** Adjust the sensitivity of the pad to regulate the pad response. Higher settings result in higher sensitivity, so that the pad will produce a loud volume even when struck softly. You can also adjust the sensitivity of the splash in SPLASH SENSITIVITY.

**Threshold:** This setting allows a trigger signal to be received only when the pad is struck harder than a specified force. This can be used to prevent a pad from sounding in response to extraneous vibrations from another pad.

**Crosstalk:** When two pads are mounted on the same stand, the vibration produced by hitting one pad may trigger the sound from another pad unintentionally (This is called crosstalk). You can avoid this problem by adjusting Crosstalk Cancel on the pad that is sounding inadvertently. If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. So be careful and set this parameter to the minimum value required to prevent such crosstalk. With a setting of 0 , crosstalk prevention does not function.

**Curve:** This setting allows you to control the relation between the velocity (striking force) and changes in volume (the dynamic curve). Adjust this curve until the response feels as natural as possible.

| Pad Settings | |
|---|---|
| Pad | Sensitivity(1-16) |
| | Threshold(0-16) |
| | Crosstalk(1-16) |
| | Curve(1-6) |
| Special | Rim Sensitivity(1-16) |
| | Splash Sensitivity(1-9) |
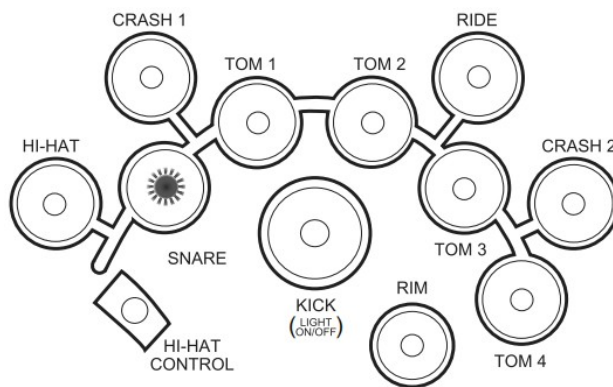
## Adjusting the Pad Sensitivity

Press the [PAGE] or [UTILITY] button, select Pad Sensitivity page. The display will show:

Changes how a pad responds to your playing. At higher sensitivities, the pad will generate a louder signal, even when you play softly. At lower sensitivities, the pad will generate a quieter signal, even if you play strongly. Adjust according to your playing style and desired dynamic range.
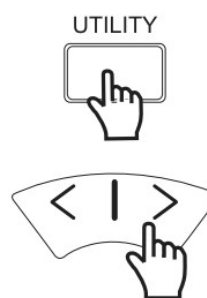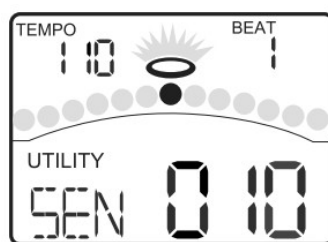


## Setting the Pad Threshold

Press the [PAGE] or [UTILITY] button, select Pad Threshold page. The display will show:

Changes how forcefully you must strike the pad to generate a trigger signal. Setting a high threshold requires hitting the pad very hard to get a sound. This can help cut out transient responses, such as vibrations from the kit or accidental pad taps that you don't intend to generate sounds. Setting a low threshold means even light touches will produce sound. Adjust according to environment and playing style.
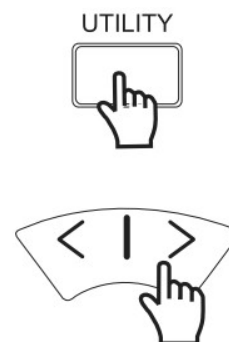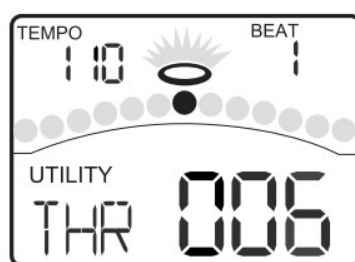


## Eliminating Crosstalk between Pads

Press the [PAGE] or [UTILITY] button, select Pad Crosstalk page. The display will show:

When two pads are mounted close to each other, hitting one pad may trigger the sound from another pad unintentionally. This effect can be eliminated by setting this parameter to a higher value on the pad is triggered unintentionally.
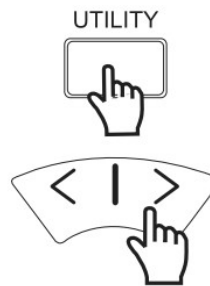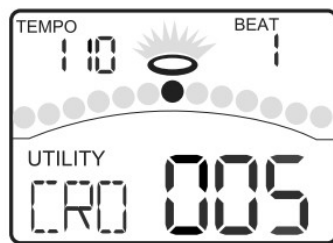
**HINT**
If the value is set too high, then when two pads are played simultaneously, the one that is struck less forcefully will not sound. So be careful and set this parameter to the minimum value required to prevent such crosstalk.

**Selecting the Pad Curve**
Press the [PAGE] or [UTILITY] button, select Pad Curve page.
The display will show:
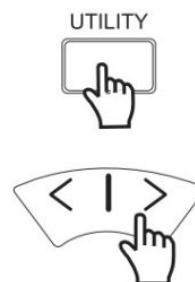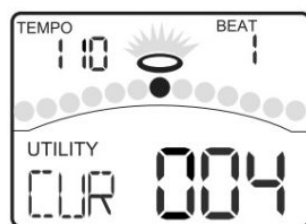


**Making the Settings for Pads**
Curve refers to how the trigger signal's dynamic response relates to your pad hit.

**Curve 1:** The standard setting, this produces the most natural correspondence between playing dynamics and volume change.
**Curve 2, 3:** Compared to Curve1, strong dynamics produce a greater change.
**Curve 4, 5:** Compared to Curve1, a soft playing produces a greater change.
**Curve 6:** Very little dynamic response, making it easy to maintain strong volume levels. If using drum triggers, these settings help maintain stable levels.
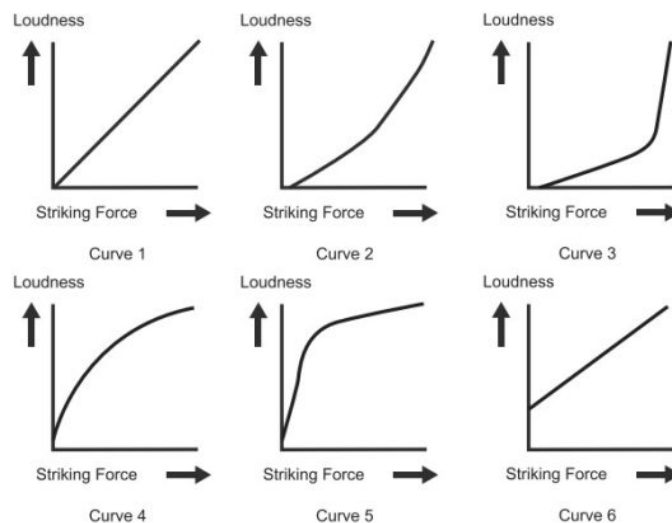


**Setting Rim Sensitivity on Pads**
You can only set rim sensitivity on Snare, Tom1, Tom2, Tom3, Tom4. If you select the other pads, this page will not appear.
Press the [PAGE] or [UTILITY] button, select Pad Rim Sensitivity page. The display will show:

Same as the basic sensitivity feature, except that it relates specifically to playing the rim.
**Note:**
This parameter can be adjusted only on SNARE, TOM1, TOM2, TOM3, TOM4. If you select the other pads on this page, a horizontal line "—" appears, and you can't make the setting.
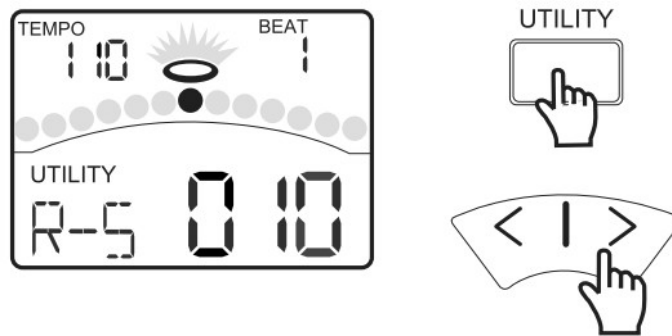


### Adjusting the Hi-Hat Pedal Splash Sensitivity
Press the [PAGE] or [UTILITY] button, select Pedal Splash Sensitivity page. The display will show:
This Setting control the sensitivity of the foot splash.
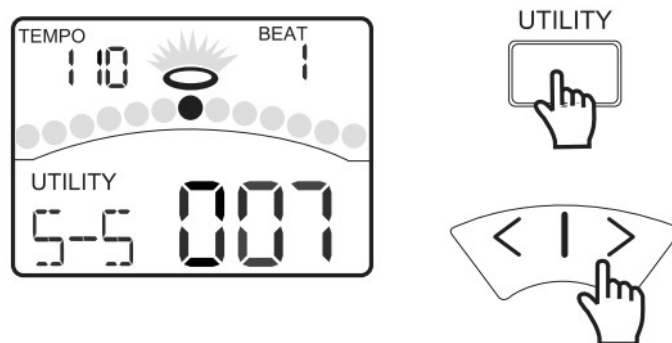


### Saving Settings of Pads
After adjusting the trigger settings (sensitivity, Threshold, crosstalk, curve, rim sensitivity, splash sensitivity), you can save them into memory. In UTILITY menu, press the [SAVE] button to store all pad settings.
**Note:**

1. If you turn off the power without saving, you will lose the trigger setting changes you have just made.

2. These parameters affect all kits.
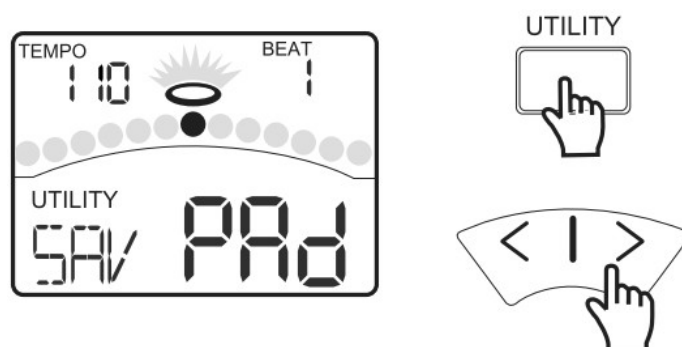


## Setting the Metronome

### About Click
The digital drum is equipped with a built-in metronome, which can be used by itself as a rhythm guide for practice, or in conjunction with the song playback or record functions. If the digital drum is not yet in CLICK menu, press the

[CLICIK] button to enter it. In CLICK menu, you can use the [<] or [>] button to adjust the parameters(as shown to the right).

| Click Settings | |
|---|---|
| Time signature | 0-9/2, 0-9/4, 0-9/8, 0-9/16 |
| Interval | 1-2, 3-8, 1-4, 1-8, 1-12, 1-16 |
| Volume | 0-32 |
| Voice | 1-5 |

**Switching the Click On/Off**

1. Press the [CLICK] button to start the metronome. The CLICK LED will blink accordingly. The metronome will play at the current Time signature and tempo (displayed in the left right corner of the LCD)
2. Press the [CLICK] button again to stop the metronome. The CLICK indicator will turn off.
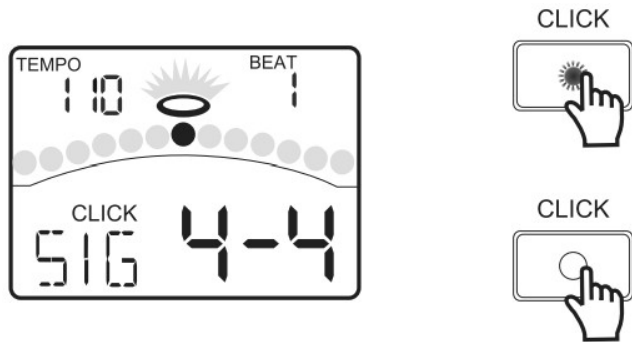


**Adjusting the Click Tempo**
Press the [TEMPO] button, and use the [<] or [>] buttons to adjust the current click tempo.
The current tempo always displays in the top left corner of the LCD.
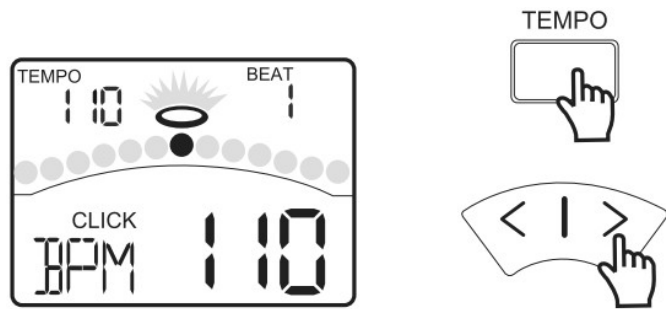


**Setting the Time Signature**
Press the [PAGE] button, select Click Time signature page. The display will show:
When the parameter is set to "0", such as 0-2,0-4,0-8,0-16, no accent is added to the first beat.
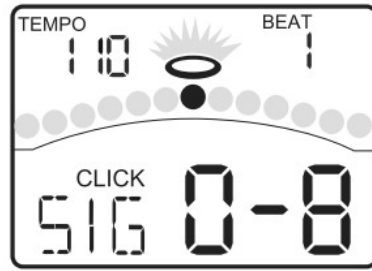
**Setting the Interval**
Press the [PAGE] button, select Click Interval page. The display will show:
This parameter sets how the sound plays.
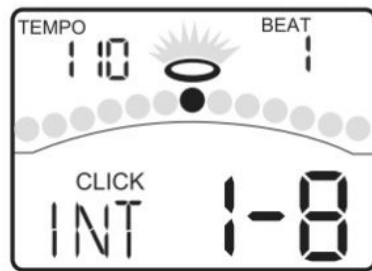


**Adjusting the Click Volume**
Press the [PAGE] button, select Click Volume page. The display will show:
This parameter adjust the volume of the click sound.
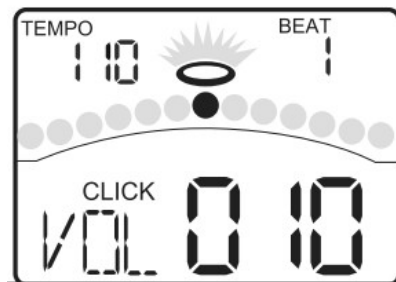


**Selecting the Click Sound**
Press the [PAGE] button, select Click Voice page. The display will show:
This parameter choose the sound for the click.

## Playing Back Songs

### About Songs
There are 80 preset songs in the digital drum:
- 50 Looped Patterns
- 10 Looped Percussion Patterns
- 5 Hit Songs
- 15 Tap Songs

Please refer to Song List. In SONG menu, you can select the song number and adjust the volume of the song's accompaniment and drum part.

| Song Settings | |
|---|---|
| No. | Number(1-80) |
| Mix | Accomp(0-32 |
| | Drum(0-32) |

### HINT
The sounds in the tap song are played back one by one in sequence each time [START] is pressed or hitting the pad which is functioned as "pad song".

### Selecting a Song
If the digital drum is not yet in SONG menu, press the [SONG] button to enter it. The SONG indicator will light up, and the LCD will display the current song number.

Press the [<] or [>] button to select a song. When holding down [>], the song number increase rapidly. When holding down [<], it decrease rapidly.
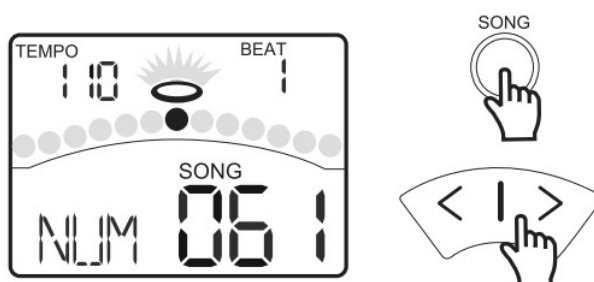


### HINT
If the song number is switched while playing, the new song won't start until the end of the current bar.

### Playing Back a Song
Press the [START/STOP] button to start song playback. The LCD will display the current playing beat. Press the [START/STOP] button again, stop the song during playback.
During song playback in SONG menu, the PAD indicators will show which pads of the drum track is triggering. This function can be disabled or enabled by pressing the [KICK] button while in SONG menu.
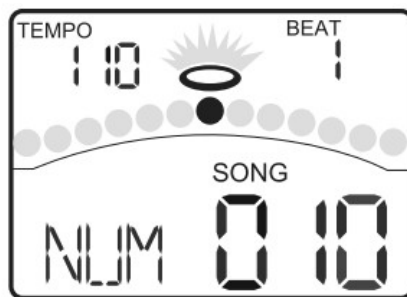
## Adjusting the Accompaniment Volume

Press the [PAGE] or [SONG] button, select Song Accompaniment volume page. The display will show:
Use the [<] or [>] to adjust it. It will be restore to default value on the next power on.
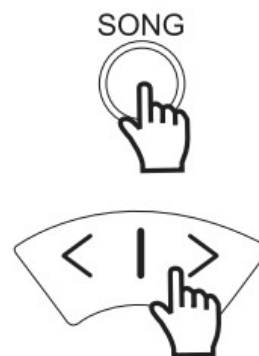


## Adjusting the Drum Volume

Press the [PAGE] or [SONG] button, select Song Drum volume page. The display will show:
Use the [<] or [>] to adjust it. It will be restore to default value on the next power on.
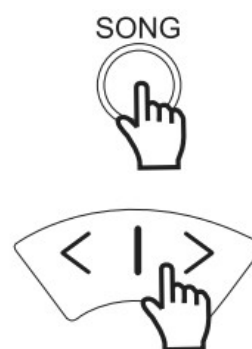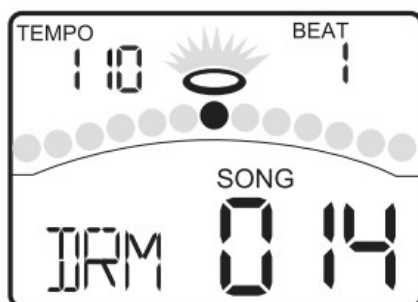


## Muting the Drums in Songs

Press the [DRUM OFF] button to enable and disenable the drum mute function. When DRUM OFF is enabled, the LED will turn on.

## Recording a Song

### About Recording
In NORMAL mode, the digital drum allows you to quickly record your performance as you play the pads. There are two ways to start recording a new song:

■ Press the [START/STOP] button

■ Hit any pad

On Recording Standby, you can use the [<] or [>] button to adjust the parameters(as shown to the right).

| Record Settings | |
|---|---|
| Song Number | —/1-60 |
| Kit | 1-45 |
| Tempo | 30-280 |
| Signature | 1-9/2, 1-9/4, 1-9/8, 1-9/16 |
| Interval | 1-2, 3-8, 1-4, 1-8, 1-12, 1-16 |
| Drum Off | —/ON/OFF |
| Pre Count | ON/OFF |

### Recording Pad Performances

1. Press the [RECORD] button, enter recording standby. The [RECORD] LED will flash.

2. Press the [START/STOP] button or strike the pad. Recording will start. The RECORD LED will turn on. After Count-in, the display will show: Now you will record your performance.

3. Press the [START/STOP] button again, or press the [RECORD] button. Stop recording, the [RECORD] LED will turn off.
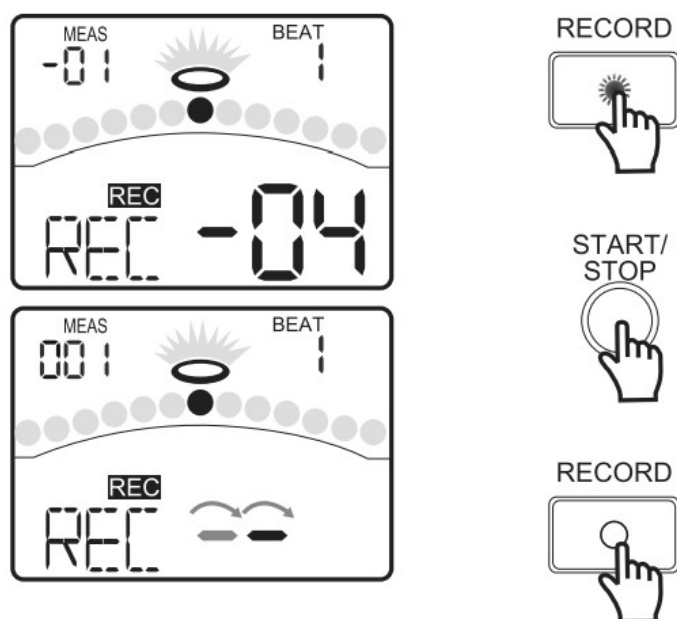
### Recording Performances Accompanied with a Song
If you want to record your performance accompanied with a song, first set the parameters (Song Number and Drum off) before start to record. The display will be as shown to the right: For details on setting, refer to Recording Standby. Recording operations are as mentioned above.
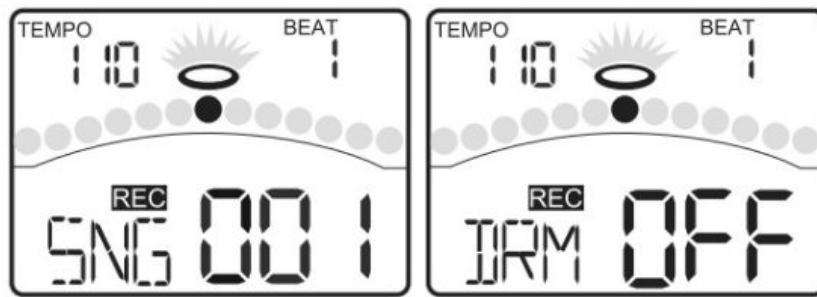
## Playing Back Your Recorded Performance

Press the [PLAY] button. Play back your recording. The display will show:
Press the [PLAY] button again. Stop playing back your performance.



PLAY/PRACTICE
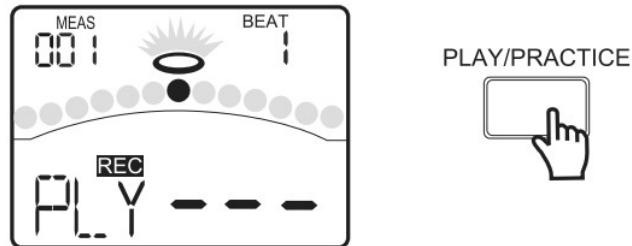
## Recording Standby

Use the [PAGE] button to scroll through the various record parameters and the [<] or [>] button to adjust the value.
**Page1:** Setting the song accompanied or not
**Page2:** Selecting the drum kit that you want to record.
**Page3:** Setting the recording tempo
**Page4:** Setting the time signature
**Page5:** Setting the interval
**Page6:** Setting the drums in songs muted or not
**Page7:** Setting a measure count-in inserted or not before recording.



PAGE/SELECT



## Practicing in Learning Mode

About Learning Mode
The LEARNING mode is a unique set of exercises specifically designed to help build speed, accuracy and stamina,
as well as develop better drum skills.
There are 42 practices in the digital drum:
■ 20 Beats (Only Snare)
■ 12 Rhythms (Only Drum, from Level1-Level6)

■ 10 Patterns (from Level1-Level5)
You can select appropriate patterns to practice depending on your present skills.

There are 3 states in Learning mode:
**Follow me:** Practice with the selected pattern
**Score:** Record and score your practice
**Playback:** Play back your recorded practice
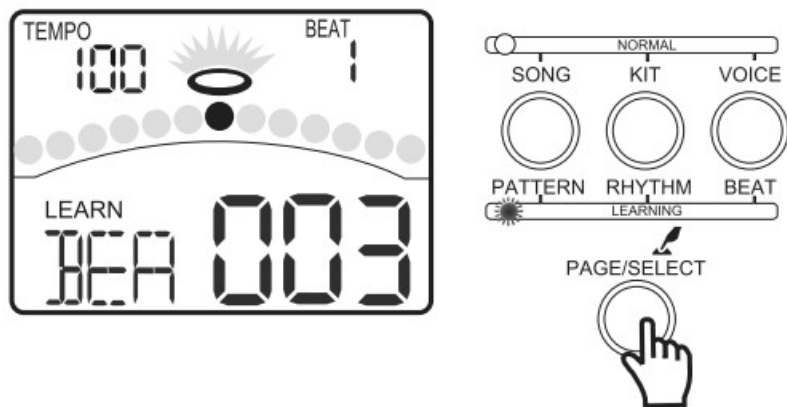


If the digital drum is not yet in LEARNING mode, press and hold the [PAGE/SELECT] button for 1 second. The LED of LEARNING mode will turn on. The display will show:
In this Learning Mode, after you press the [PRACTICE] or [START/STOP] to start practicng, your hitting accuracy will always be indicated in the middle of the display according to the current pattern.

| | |
|---|---|
| DRAGGING: |  |
| PERFECT: |  |
| RUSHING: |  |

**Practicing with Beats**

If the digital drum is not yet in BEAT menu, press the [BEAT] button to enter it. You can adjust the parameters (as shown to the right).

1. Press the [<] or [>] button to select the beat.
2. Press the [PRACTICE] button to listen to the beat and follow it. Press it again to stop the beat.
3. Press the [BEAT] or [PAGE] button to select the Beat Drum volume page. Press the [<] or [>] button to adjust the drum volume of the beat.

| Beat | |
|---|---|
| Number | 1-20 |
| Drum Volume | 0-32 |
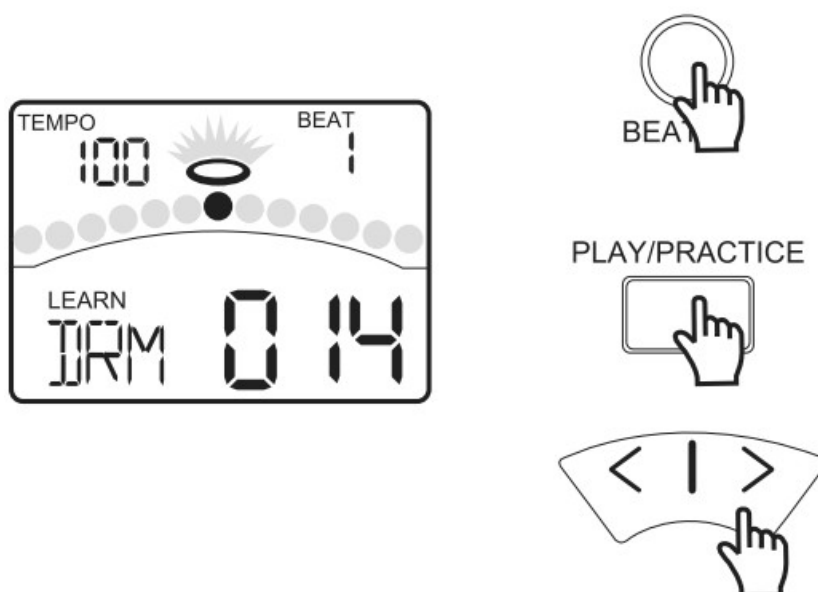
**Practicing with Rhythms**

If the digital drum is not yet in RHYTHM menu, press the [RHYTHM] button to enter it. You can adjust the parameters (as shown to the right).

1. Press the [<] or [>] button to select the rhythm.
2. Press the [PRACTICE] button to listen to the rhythm and follow it. Press it again to stop the rhythm.
3. Press the [RHYTHM] or [PAGE] button to select the Rhythm Level page. Press the [<] or [>] button to select the level of the rhythm.
4. Press the [RHYTHM] or [PAGE] button to select the Rhythm Drum Volume page. Press the [<] or [>] button to adjust the drum volume of the rhythm.

| **Rhythm** | |
|---|---|
| Number | 1-12 |
| Level | 1-6 |
| Drum Volume | 0-32 |
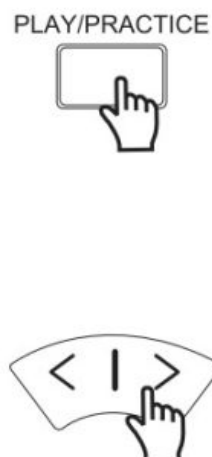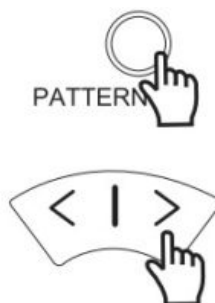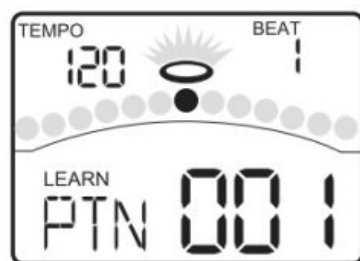
**Practicing with Patterns**

If the digital drum is not yet in Pattern menu, press the [PATTERN] button to enter it. You can adjust the parameters (as shown to the right).

1. Press the [<] or [>] button to select the pattern.
2. Press the [PRACTICE] button to listen to the pattern and follow it. Press it again to stop the pattern.
3. Press the [PATTERN] or [PAGE] button to select the Pattern Level page. Press the [<] or [>] button to select the level of the pattern.
4. Press the [PATTERN] or [PAGE] button to select the Pattern Accompany Volume page. Press the [<] or [>] button to adjust the accompaniment volume of the pattern.
5. Press the [PATTERN] or [PAGE] button to select the Pattern Drum Volume page. Press the [<] or [>] button to adjust the drum volume of the pattern.

| Pattern | |
| --- | --- |
| Number | 1-10 |
| Level | 1-5 |
| Accompany Volume | 0-32 |
| Drum Volume | 0-32 |
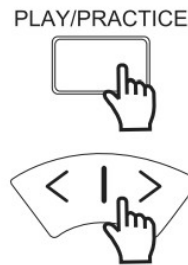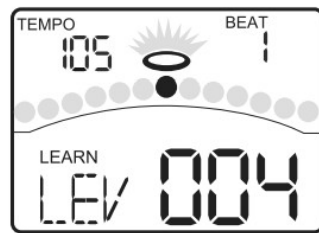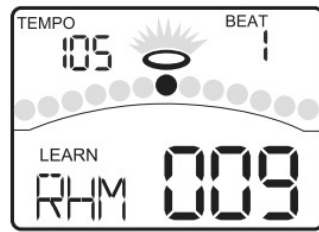
**Recording and Scoring Your Practice**

1. Press the [START/STOP] button, you can enter the score state. A measure count-in will be inserted before playing back the pattern so that you can practice in good time. When playing back the pattern, your performance will be recorded automatically. When finished playback, the digital drum will score your practice automatically.

   The display will show the score for 3 seconds.

2. Press the [START/STOP] button again to stop playing back the pattern and recording your practice during the playback
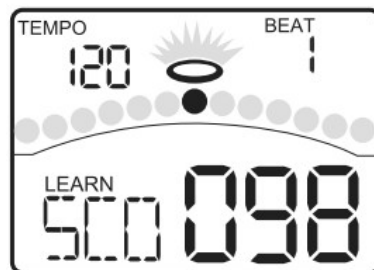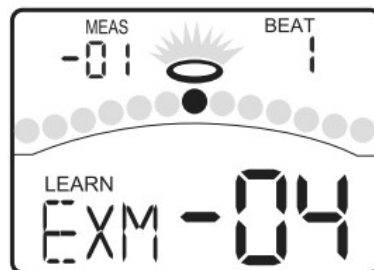


**Playing Back Your Recorded Practice**

1. Press and hold the [PLAY/PRACTICE] button for 2 seconds, you can enter the playback state. The display will show: You will listen to your recorded practice.

2. Press the [PLAY/PRACTICE] button again. Stop playing back the recorded practice.
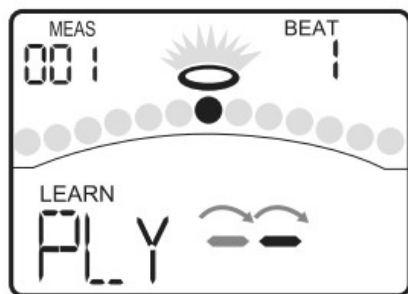
PLAY/PRACTICE

## Making the Settings for MIDI

### About MIDI
MIDI (Musical Instrument Digital Interface) is a standard that allows performance data and other information to be exchanged among electronic musical instruments and computers. With a MIDI cable connecting MIDI connectors equipped device, you can play multiple instruments with a single keyboard, have multiple instruments perform in ensemble, program the settings to change kits automatically to match the performance as the song progress, and more.

### MIDI Connection
**MIDI IN:** This terminal receives MIDI data from an external MIDI device.
**MIDI OUT:** This terminal transmits data from the digital drum to other MIDI devices.

### USB Connection
The USB connector allows you to connect the digital drum directly to your computer. It can be connected without installing a driver in Windows XP/Vista/Win7 or MAC OSX environments. The digital drum will be recognized as a "USB Audio device" to receive and transmit MIDI messages through a single USB cable. The USB port is used only for MIDI messages (MIDI via USB)

### Note:
When the USB port is connected to a computer, all MIDI messages will be received and transmitted via USB.

### Making the MIDI Settings
If the digital drum is not yet in UTILITY menu, press The [UTILITY] button to enter it. Press the [PAGE] or [UTILITY] button, select Local mode pages. The display will show:
Press the [<] or [>] button, set local mode to ON or OFF.

### Local Mode
**Local OFF:** The pads and internal sequencer are disconnected from the digital drum's internal sound generator. Striking the pads does not cause sound to be produced by the internal sound generator.
**Local ON:** The pads and internal sequencer are connected to the digital drum's internal sound generator. Sounds are produced by the internal sound generator when the pads are struck.

### GM Mode
Press the [PAGE] or [UTILITY] button, select GM mode pages.
The display will show:
Press the [<] or [>] button, set GM mode to ON or OFF.
Refer to Using the Digital Drum as a Sound Module.

### Sync Mode
Press the [START/STOP] button to start or stop songs playback, the digital drum will transmit the MIDI system real-time Message: FA or FC.

| MIDI Settings | |
|---|---|
| Local on/off | ON/OFF |
| GM on/off | ON/OFF |
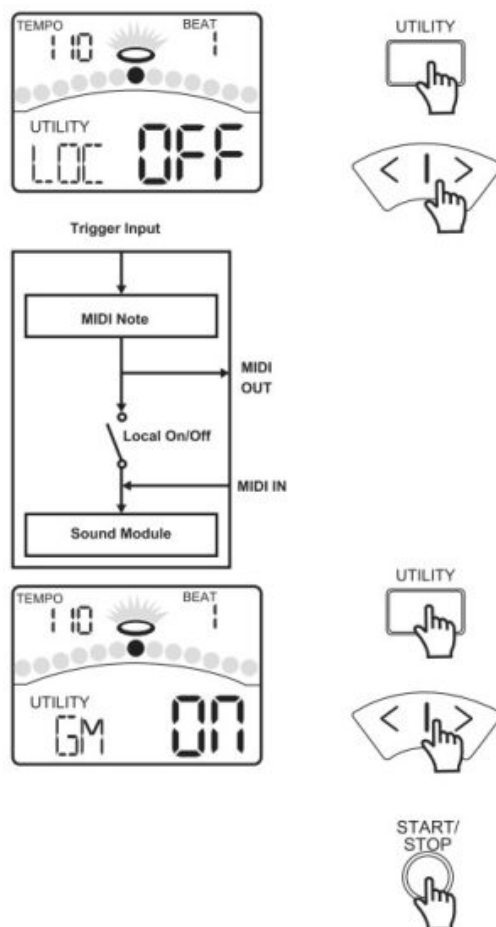


## Connecting with an External Sound Device

The digital drum transmission channel for the drum kit is fixed to Channel 10. It will output MIDI data generated by the triggers when hitting the pads or stepping on the Hi-Hat control pedal (Note ON/OFF, and Foot messages). Song playback data and metronome notes are not transmitted.

## Recording Your Performance to an External Sequencer

1. Connect the MIDI OUT of the digital drum to the MIDI IN of your sequencer, and the MIDI OUT of your sequencer to the MIDI IN of the digital drum. If you are using a software sequencer on a computer, you can simply connect the USB port of the digital drum to a USB port of your computer using a single USB A-B cable.
2. Setup the active track of your sequencer on Channel 10. Activate RECORD on your sequencer.
3. Play the pads of your digital drum.
4. Stop recording. Locate your sequencer to the start of your recording.
5. Playback the recorded sequencer.

## Setting MIDI Note Number to be Transmitted/Received by Each Pad

Each drum kit can have it's own set of MIDI note to be transmitted/received by each pad, useful for advanced purpose. Normally, you'll never need to change them, but if you want to change, please follow these steps:

1. Press the [VOICE] button in NORMAL mode, enter the VOICE menu.

2. Press the [PAGE] or [VOICE] button, select Pad MIDI Note page.
3. Press the [<] or [>] button, change the MIDI Note Number for each pad. Hit the pad you wish to set or press the related Pad Select button.
4. Press the [SAVE] button twice to save to user kit.

| Trigger | MIDI Note | Trigger | MIDI Note |
|---------|-----------|---------|-----------|
| Kick | 36 | Tom2 | 45 |
| Snare | 38 | Tom2 R | 47 |
| Snare R | 40 | Tom3 | 43 |
| Tom1 | 48 | Tom3 R | 58 |
| Tom1 R | 50 | Tom4 | 41 |

| Trigger | MIDI Note | Trigger | MIDI Note | Trigger | MIDI Note |
|---------|-----------|---------|-----------|---------|-----------|
| Tom4 R | 39 | Crash1 R | 55 | Hi-Hat HO | 23 |
| Ride | 51 | Crash2 | 57 | Hi-Hat C | 42 |
| Ride R | 53 | Crash2 R | 52 | Hi-Hat P | 44 |
| Crash1 | 49 | Hi-Hat O | 46 | Splash | 21 |

**Using the Digital Drum as a Sound Module**
Connecting an external keyboard or sequencer to the MIDI Input allows you to use the digital drum as a multi-part, polyphonic sound module to play various instrument parts in addition to your drums (for instance, Piano on Channel 1, Bass on Channel 2, Strings on Channel 3, etc). The voices on each MIDI channel are selected using MIDI Program Change messages (refer to GM Backing Instrument List ).
The MIDI system in the digital drum has 16 reception channels numbered from 1-16. Each of the channels is responsible for a voice. When the instrument receives MIDI information from an external device, the active channel is determined by the control message. Channel 10 is reserved for Drums. The digital drum has two options for Channel 10: GM ON or OFF, as selected in MIDI UTILITY menu.
■ When GM Mode is ON,Channel 10 will play the GM percussion kits.
■ When GM Mode is OFF, Channel 10 will play the digital drum internal kits.
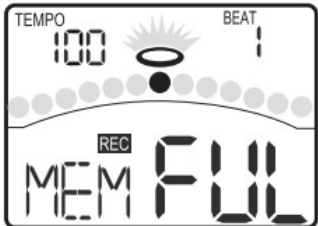
**Note:**
For more information on received MIDI messages, refer to MIDI implementation chart.

**Prompt Messages**

| Display | Meaning | Action |
|---|---|---|
| RST Err | Resetting the digital drum is failed. | Please call the distributor, maybe it need repair. |
| TEMPO 100 BEAT 1 REC REC EPY | There isn't data in the digital drum*s memory. | Please record your performance, and then play it. |
| TEMPO 100 BEAT 1 REC MEM FUL | There is full of data in the digital drum's memory. You can not record any data. | If you want to record another song, please restart recording and replace it. |
| TEMPO 100 BEAT 1 LEARN PLY EPY | You didn't record your practice in the Learning mode. | Please press the [START/STOP] button to score your practice, and then play back your practice. |

## Troubleshooting

| | Possible Cause and Solution |
|---|---|
| No Sound | 1) Rotate the [VOLUME] knob to be sure that the volume isn-Y; down.<br>2) To be sure that Local Mode should be set to NN? |
| No Sound from Pads | 1) To be sure that the pad is connected correctly.<br>2) To be sure not set the volume of the pad to 0. |
| No Click Sound | 1) To be sure not set the volume of the click to 0. |
| Sound is Distorted | 1) Turn down the volume. |

## Specifications

**Maximum Polyphony**
64
**Drum kits**
45 (29 Preset Kits + 16 User Kits)
**General MIDI Kits**
11 GM Kits
**Drum Instruments**
400 (Drums, Percussion, SFX)
7 Hi-Hat Combos

**Effect**
Reverb,3 Band Equalizer
**Sequencer Normal**
Song 80
**Learning**
Beat 20, Rhythm 12, Pattern 10
**Resolution**
120 ticks per quarter note
**Recording Method**
Real-time
**Maximum Note Storage**
approx.1600 Notes
**Tempo**
30~280


**Display**
Backlit Segment LCD
**Connectors**
9 Trigger Input Jack, Phone Jack(1/8", stereo), Aux In Jack(1/8", stereo),
2 External Trigger Input Jack(1/4", Tom4, Crash2), Output(1/4", L/Mono, R), USB, MIDI IN, MIDI OUT
**Control Buttons**
Power on/off switch, Volume, Start/Stop, Save, Song, Kit, Voice, Page/Select, INC/DEC, Click, Drum off, Record, Tempo, Utility, Play/Practice
**Pad Select Buttons**
12 Pad Select Buttons
**Power Supply**
DC 9V
**Dimensions**
147.1(W) × 183.3(H)× 111.7(D)mm
**Weight**
0.5 kg


**Drum Kit List**

| NO. | PRESET KIT | NO. | PRESET KIT |
|---|---|---|---|
| 1 | Acoustic | 25 | Tabla |
| 2 | Standard 1 | 26 | Latin |
| 3 | Standard 2 | 27 | 808 |
| 4 | Funk 1 | 28 | Teckno 2 |
| 5 | Funk 2 | 29 | DJ |
| 6 | Fusion | 30 | Acoustic |
| 7 | Camco | 31 | Standard 1 |
| 8 | Brush | 32 | Standard 2 |
| 9 | Room | 33 | Funk 1 |
| 10 | Rock | 34 | Funk 2 |
| 11 | Pop Rock | 35 | Fusion |
| 12 | Jazz | 36 | Camco |
| 13 | Jazz Brush | 37 | Brush |
| 14 | Timpani | 38 | Room |
| 15 | Songo | 39 | Rock |
| 16 | 1971's | 40 | Pop Rock |
| 17 | Disco | 41 | Jazz |
| 18 | TR606 | 42 | Jazz Brush |
| 19 | 909 | 43 | Timpani |
| 20 | HipHop 1 | 44 | Songo |
| 21 | HipHop 2 | 45 | 1971's |
| 22 | Electronic 1 | | |
| 23 | Electronic 2 | | |
| 24 | Teckno 1 | | |

**Drum Instrument List**

| No. | Name | | | | |
|---|---|---|---|---|---|
| No. | Name | 54 | Classic Snare 1 | 110 | Electronic Snare 4 |
| **Acoustic Kick** | | 55 | Classic Snare Rim 1 | 111 | Electronic Snare 5 |
| 1 | Standard Kick 1 | 56 | Classic Snare 2 | 112 | Electronic Snare 6 |
| 2 | Standard Kick 2 | 57 | Classic Snare Rim 2 | 113 | Electronic Snare 7 |
| 3 | Classic Kick 1 | 58 | Acoustic Snare | 114 | Electronic Snare 8 |
| 4 | Classic Kick 2 | 59 | Acoustic Snare Rim | **Acoustic Tom** | |

| | | | | | |
|---|---|---|---|---|---|
| 5 | Rock Kick 1 | 60 | Rock Snare 1 | 115 | Classic Tom 1 |
| 6 | Rock Kick 2 | 61 | Rock Snare Rim 1 | 116 | Classic Tom 2 |
| 7 | Rock Kick 3 | 62 | Rock Snare 2 | 117 | Classic Tom 3 |
| 8 | Room Kick 1 | 63 | Rock Snare 3 | 118 | Classic Tom 4 |
| 9 | Room Kick 2 | 64 | Room Snare 1 | 119 | Classic Tom 5 |
| 10 | Jazz Kick 1 | 65 | Room Snare 2 | 120 | Classic Tom 6 |
| 11 | Jazz Kick 2 | 66 | Room Snare 3 | 121 | Standard Tom 1 |
| 12 | Big Band Kick 1 | 67 | Steel Snare | 122 | Standard Tom 2 |
| 13 | Big Band Kick 2 | 68 | Steel Snare Rim | 123 | Standard Tom 3 |
| 14 | Camco Kick 1 | 69 | Jazz Snare 1 | 124 | Standard Tom 4 |
| 15 | Camco Kick 2 | 70 | Jazz Snare Rim 1 | 125 | Standard Tom 5 |
| 16 | Funk Kick 1 | 71 | Jazz Snare 2 | 126 | Standard Tom 6 |
| 17 | Funk Kick 2 | 72 | Jazz Snare Rim 2 | 127 | Camco Tom 1 |
| 18 | Funk Kick 3 | 73 | Jazz Latin Snare | 128 | Camco Tom 2 |
| 19 | HipHop Kick 1 | 74 | Big Band Snare | 129 | Camco Tom 3 |
| 20 | HipHop Kick 2 | 75 | Camco Snare | 130 | Camco Tom 4 |
| 21 | HipHop Kick 3 | 76 | Camco Snare Rim | 131 | Camco Tom 5 |
| 22 | HipHop Kick 4 | 77 | Brush Snare 1 | 132 | Camco Tom 6 |
| 23 | 1969 Kick | 78 | Brush Snare 2 | 133 | Rock Tom 1 |
| 24 | 1971 Kick | 79 | Brush Snare Rim | 134 | Rock Tom 2 |
| 25 | 1976 Kick | 80 | Funk Snare | 135 | Rock Tom 3 |
| 26 | Power Kick | 81 | Funk Stick | 136 | Rock Tom 4 |
| 27 | R&B Kick | 82 | Funk Band Snare | 137 | Rock Tom 5 |
| 28 | Voice Kick | 83 | Funk Band Snare Rim | 138 | Rock Tom 6 |
| 29 | Acoustic Kick | 84 | Funk Band Snare Stick | 139 | Room Tom 1 |
| **Electronic Kick** | | 85 | Fusion Snare | 140 | Room Tom 2 |
| 30 | Orchestra Kick | 86 | Fusion Snare Stick | 141 | Room Tom 3 |
| 31 | House Kick 1 | 87 | Snare Stick | 142 | Room Tom 4 |
| 32 | House Kick 2 | 88 | Power Snare | 143 | Room Tom 5 |
| 33 | House Kick 3 | 89 | HipHop Snare 1 | 144 | Room Tom 6 |
| 34 | House Kick 4 | 90 | HipHop Snare 2 | 145 | Funk Tom 1 |
| 35 | Step Kick | 91 | 1969 Snare | 146 | Funk Tom 2 |

| | | | | | |
|---|---|---|---|---|---|
| 36 | Teckno Kick | 92 | 1969 Snare Rim | 147 | Funk Tom 3 |
| 37 | Drum & Bass Kick | 93 | 1971 Snare | 148 | Funk Tom 4 |
| 38 | Junkyard Kick | 94 | 1971 Snare Rim | 149 | Funk Tom 5 |
| 39 | Noise Kick | 95 | 1976 Snare | 150 | Funk Tom 6 |
| 40 | Industry Kick | 96 | 1976 Snare Rim | 151 | Fusion Tom 1 |
| 41 | Lowfi Kick | **Electronic Snare** | | 152 | Fusion Tom 2 |
| 42 | Disco Kick | 97 | House Snare 1 | 153 | Fusion Tom 3 |
| 43 | 808 Kick | 98 | House Snare 2 | 154 | Fusion Tom 4 |
| 44 | 909 Kick | 99 | House Snare 3 | 155 | Fusion Tom 5 |
| 45 | Electronic Kick 1 | 100 | Teckno Snare 1 | 156 | Fusion Tom 6 |
| 46 | Electronic Kick 2 | 101 | Teckno Snare 2 | 157 | 1969 Tom 1 |
| 47 | Electronic Kick 3 | 102 | 808 Snare | 158 | 1969 Tom 2 |
| 48 | Electronic Kick 4 | 103 | 909 Snare | 159 | 1969 Tom 3 |
| 49 | Electronic Kick 5 | 104 | Drum & Bass Snare 1 | 160 | 1969 Tom 4 |
| 50 | Electronic Kick 6 | 105 | Drum & Bass Snare 2 | 161 | 1971 Tom 1 |
| 51 | Electronic Kick 7 | 106 | TR606 Snare | 162 | 1971 Tom 2 |
| **Acoustic Snare** | | 107 | Electronic Snare 1 | 163 | 1971 Tom 3 |
| 52 | Standard Snare | 108 | Electronic Snare 2 | 164 | 1971 Tom 4 |
| 53 | Standard Snare Rim | 109 | Electronic Snare 3 | 165 | 1976 Tom 1 |
| | | | | | |
| 166 | 1976 Tom 2 | 222 | Standard 22" Ride Rim | 333 | Cowbell 11 |
| 167 | 1976 Tom 3 | 223 | Brush Ride | 334 | Tabla 1 |
| 168 | 1976 Tom 4 | 224 | Brush Ride Rim | 335 | Tabla 2 |
| 169 | HipHop Tom 1 | 225 | Rock Ride | 336 | Tabla 3 |
| 170 | HipHop Tom 2 | 226 | Clean Pop Ride | 337 | Tabla 4 |
| 171 | HipHop Tom 3 | 227 | Flat Ride | 338 | Tabla 5 |
| 172 | HipHop Tom 4 | 228 | 60's Ride | 339 | Tabla 6 |
| 173 | HipHop Tom 5 | 229 | 808 Ride | 340 | Da Gu 1 |
| 174 | HipHop Tom 6 | **Crash** | | 341 | Da Gu 2 |
| 175 | Jazz Tom 1 | 230 | Classic Crash 1 | 342 | Zhu Ban |
| 176 | Jazz Tom 2 | 231 | Classic Crash Rim 1 | 343 | Nan Bang |
| 177 | Jazz Tom 3 | 232 | Classic Crash 2 | 344 | Da Mu Yu |

| | | | | | |
|---|---|---|---|---|---|
| 178 | Jazz Tom 4 | 233 | Classic Crash Rim 2 | 345 | Mu Yu 1 |
| 179 | Jazz Tom 5 | 234 | Standard Crash 1 | 346 | Mu Yu 2 |
| 180 | Jazz Tom 6 | 235 | Standard Crash Rim 1 | 347 | Mu Yu 3 |
| 181 | Brush Tom 1 | 236 | Standard Crash 2 | 348 | Mu Yu 4 |
| 182 | Brush Tom 2 | 237 | Standard Crash 3 | 349 | Pai Gu 1 |
| 183 | Brush Tom 3 | 238 | Rock Crash 1 | 350 | Pai Gu 2 |
| 184 | Brush Tom 4 | 239 | Rock Crash 2 | 351 | Pai Gu 3 |
| 185 | Brush Tom 5 | 240 | Splash | 352 | Mang Luo 1 |
| 186 | Brush Tom 6 | 241 | Brush Crash | 353 | Mang Luo 2 |
| 187 | Tom Rim 1 | 242 | China | 354 | Mang Luo 3 |
| 188 | Tom Rim 2 | 243 | Orchestra Crash | 355 | Da Luo 1 |
| 189 | Tom Rim 3 | 244 | HipHop Crash | 356 | Da Luo 2 |
| 190 | Tom Rim 4 | 245 | 808 Crash | 357 | Da Po 1 |
| 191 | Timpani 1 | 246 | 606 Crash | 358 | Da Po 2 |
| 192 | Timpani 2 | 247 | Electronic Crash | 359 | Xiao Po |
| 193 | Timpani 3 | **Hi-hat** | | 360 | Xiao Luo |
| 194 | Timpani 4 | 248 | Standard Hi-hat Open | 361 | Ten Luo |
| 195 | TR606 Tom 1 | 249 | Pop Hi-hat Open | 362 | Peng Lin |
| 196 | TR606 Tom 2 | 250 | Rock Hi-hat Open | 363 | Gou Luo |
| 197 | TR606 Tom 3 | 251 | Jazz Hi-hat Open | 364 | DJ 1 |
| 198 | TR606 Tom 4 | 252 | Electronic Hi-hat Open | 365 | DJ 2 |
| 199 | TR606 Tom 5 | 253 | 808 Hi-hat Open | 366 | DJ 3 |
| 200 | TR606 Tom 6 | 254 | House Hi-hat Open | 367 | DJ 4 |
| 201 | 808 Tom 1 | 255 | Standard Half Open | 368 | DJ 5 |
| 202 | 808 Tom 2 | 256 | Pop Half Open | 369 | DJ 6 |
| 203 | 808 Tom 3 | 257 | Rock Half Open | 370 | DJ 7 |
| 204 | 808 Tom 4 | 258 | Jazz Half Open | 371 | DJ 8 |
| 205 | 808 Tom 5 | 259 | Standard Hi-hat Close | 372 | DJ 9 |
| 206 | 808 Tom 6 | 260 | Pop Hi-hat Close | 373 | DJ 10 |
| 207 | Electronic Tom 1 | 261 | Rock Hi-hat Close | 374 | One |
| 208 | Electronic Tom 2 | 262 | Jazz Hi-hat Close | 375 | Two |

| | | | | | |
|---|---|---|---|---|---|
| 209 | Electronic Tom 3 | 263 | Electronic Hi-hat Close | 376 | Three |
| 210 | Electronic Tom 4 | 264 | 808 Hi-hat Close | 377 | Four |
| 211 | Electronic Tom 5 | 265 | House Hi-hat Close | 378 | Five |
| 212 | Electronic Tom 6 | 266 | Standard Hi-hat Pedal | 379 | Six |
| 213 | 909 Tom 1 | 267 | Pop Hi-hat Pedal | 380 | Seven |
| 214 | 909 Tom 2 | 268 | Rock Hi-hat Pedal | 381 | Eight |
| 215 | 909 Tom 3 | 269 | Jazz Hi-hat Pedal | 382 | Nine |
| 216 | 909 Tom 4 | 270 | Electronic Hi-hat Pedal | 383 | Metronome Bell |
| **Ride** | | 271 | 808 Hi-hat Pedal | 384 | Metronome Click |
| 217 | Classic Ride | 272 | House Hi-hat Pedal | 385 | Clave Click 1 |
| 218 | Classic Ride Rim | 273 | Standard Hi-hat Splash | 386 | Clave Click 2 |
| 219 | Acoustic Ride | 274 | Rock Hi-hat Splash | 387 | Stick Click 1 |
| 220 | Acoustic Ride Rim | **Percussion** | | 388 | Stick Click 2 |
| 221 | Standard 22" Ride | 275 | Metronome Bell | 389 | Cow Click 1 |
| 390 | Cow Click 2 | 395 | FX 3 | **HI-HAT COMBINATIONS** | |
| 391 | Fm Click 1 | 396 | FX 4 | 1 | Standard |
| 392 | Fm Click 2 | 397 | FX 5 | 2 | Pop |
| **FX** | | 398 | FX 6 | 3 | Rock |
| 393 | FX 1 | 399 | FX 7 | 4 | Jazz |
| 394 | FX 2 | 400 | FX 8 | 5 | Electronic |
| | | | | 6 | 808 |
| | | | | 7 | House |

## GM Drum Kit List

| Note No. | Standard 1 (bank 0 ) | Standard 2 (bank 4 ) | Room (bank 8 ) | Rock (bank 16 ) |
|---|---|---|---|---|
| 27 D#1 | High Q | <- | <- | <- |
| 28 E1 | Slap | <- | <- | <- |
| 29 F1 | Scratch Push | <- | <- | <- |
| 30 F#1 | Scratch Pull | <- | <- | <- |
| 31 G1 | Sticks | <- | <- | <- |

| | | | | |
|---|---|---|---|---|
| 32 G#1 | Square Click | <- | <- | <- |
| 33 A1 | Metronome Click | <- | <- | <- |
| 34 A#1 | Metronome Bell | <- | <- | <- |
| 35 B1 | Acoustic Bass Drum | <- | Room Bass Drum 1 | Rock Bass Drum 1 |
| 36 C2 | Standard 1 Bass Drum | Standard 2 Bass Drum | Room Bass Drum 2 | Rock Bass Drum 2 |
| 37 C#2 | Side Stick | <- | <- | <- |
| 38 D2 | Standard 1 Snare | Standard 2 Snare | Room Snare | Rock Snare |
| 39 D#2 | Hand Clap | <- | <- | <- |
| 40 E2 | Standard 1 Snare Rim | Standard 2 Snare Rim | Room Snare Rim | Rock Snare Rim |
| 41 F2 | Standard 1 Tom 6 | Standard 2 Tom 6 | Room Tom 6 | Rock Tom 6 |
| 42 F#2 | Standard 1 Hi-hat Close | Standard 2 Hi-hat Close | Room Hi-hat Close | Rock Hi-hat Close |
| 43 G2 | Standard 1 Tom 5 | Standard 2 Tom 5 | Room Tom 5 | Rock Tom 5 |
| 44 G#2 | Standard 1 Hi-hat Pedal | Standard 2 Hi-hat Pedal | Room Hi-hat Pedal | Rock Hi-hat Pedal |
| 45 A2 | Standard 1 Tom 4 | Standard 2 Tom 4 | Room Tom 4 | Rock Tom 4 |
| 46 A#2 | Standard 1 Hi-hat Open | Standard 2 Hi-hat Open | Room Hi-hat Open | Rock Hi-hat Open |
| 47 B2 | Standard 1 Tom 3 | Standard 2 Tom 3 | Room Tom 3 | Rock Tom 3 |
| 48 C3 | Standard 1 Tom 2 | Standard 2 Tom 2 | Room Tom 2 | Rock Tom 2 |
| 49 C#3 | Standard 1 Crash 1 | Standard 2 Crash 1 | Room Crash 1 | Rock Crash 1 |
| 50 D3 | Standard 1 Tom 1 | Standard 2 Tom 1 | Room Tom 1 | Rock Tom 1 |
| 51 D#3 | Standard 1 Ride | Standard 2 Ride | Room Ride | Rock Ride |
| 52 E3 | Chinese Cymbal 1 | <- | <- | <- |
| 53 F3 | Ride Bell | <- | Room Ride Bell | Rock Ride Bell |
| 54 F#3 | Tambourine | <- | <- | <- |
| 55 G3 | Splash Cymbal | <- | Room Splash Cymbal | Rock Splash Cymbal |
| 56 G#3 | Standard 1 Cowbell | Standard 2 Cowbell | Room Cowbell | Rock Cowbell |
| 57 A3 | Standard 1 Crash 2 | Standard 2 Crash 2 | Room Crash 2 | Rock Crash 2 |
| 58 A#3 | Vibra-slap | <- | <- | <- |
| 59 B3 | Ride Cymbal | <- | <- | <- |
| 60 C4 | Hi Bongo | <- | <- | <- |
| 61 C#4 | Low Bongo | <- | <- | <- |
| 62 D4 | Mute Hi Conga | <- | <- | <- |

| 63 D#4 | Open Hi Conga | <- | <- | <- |
|--------|---------------|-----|-----|-----|
| 64 E4 | Low Conga | <- | <- | <- |
| 65 F4 | High Timbale | <- | <- | <- |
| 66 F#4 | Low Timbale | <- | <- | <- |
| 67 G4 | High Agogo | <- | <- | <- |
| 68 G#4 | Low Agogo | <- | <- | <- |
| 69 A4 | Cabasa | <- | <- | <- |
| 70 A#4 | Maracas | <- | <- | <- |
| 71 B4 | Short Whistle | <- | <- | <- |
| 72 C5 | Long Whistle | <- | <- | <- |
| 73 C#5 | Short Guiro | <- | <- | <- |
| 74 D5 | Long Guiro | <- | <- | <- |
| 75 D#5 | Claves | <- | <- | <- |
| 76 E5 | Hi Wood Block | <- | <- | <- |
| 77 F5 | Low Wood Block | <- | <- | <- |
| 78 F#5 | Mute Cuica | <- | <- | <- |
| 79 G5 | Open Cuica | <- | <- | <- |
| 80 G#5 | Mute Triangle | <- | <- | <- |
| 81 A5 | Open Triangle | <- | <- | <- |
| 82 A#5 | Shaker | <- | <- | <- |
| 83 B5 | Jingle Bell | <- | <- | <- |
| 84 C6 | Bell Tree | <- | <- | <- |
| 85 C#6 | Castanets | <- | <- | <- |
| 86 D6 | Mute Surdo | <- | <- | <- |
| 87 D#6 | Open Surdo | <- | <- | <- |

| Note No. | Funk (bank 17 ) | Electronic (bank 24 ) | 808 (bank 25 ) | House (bank 28 ) |
|----------|-----------------|------------------------|-----------------|-------------------|
| 27 D#1 | <- | <- | <- | <- |
| 28 E1 | <- | <- | <- | <- |
| 29 F1 | <- | <- | <- | <- |
| 30 F#1 | <- | <- | <- | <- |
| 31 G1 | <- | <- | <- | <- |
| 32 G#1 | <- | <- | <- | <- |

| 33 A1 | <- | <- | <- | <- |
|---|---|---|---|---|
| 34 A#1 | <- | <- | <- | <- |
| 35 B1 | Funk Bass Drum 1 | Electronic Bass Drum 1 | 808 Bass Drum 1 | House Bass Drum 1 |
| 36 C2 | Funk Bass Drum 2 | Electronic Bass Drum 2 | 808 Bass Drum 2 | House Bass Drum 2 |
| 37 C#2 | <- | <- | <- | <- |
| 38 D2 | Funk Snare | Electronic Snare | 808 Snare | House Snare |
| 39 D#2 | <- | <- | <- | House Hand Clap |
| 40 E2 | Funk Snare Rim | Electronic Snare Rim | 808 Snare Rim | House Snare Rim |
| 41 F2 | Funk Tom 6 | Electronic Tom 6 | 808 Tom 6 | House Tom 6 |
| 42 F#2 | Funk Hi-hat Close | Electronic Hi-hat Close | 808 Hi-hat Close | House Hi-hat Close |
| 43 G2 | Funk Tom 5 | Electronic Tom 5 | 808 Tom 5 | House Tom 5 |
| 44 G#2 | Funk Hi-hat Pedal | Electronic Hi-hat Pedal | 808 Hi-hat Pedal | House Hi-hat Pedal |
| 45 A2 | Funk Tom 4 | Electronic Tom 4 | 808 Tom 4 | House Tom 4 |
| 46 A#2 | Funk Hi-hat Open | Electronic Hi-hat Open | 808 Hi-hat Open | House Hi-hat Open |
| 47 B2 | Funk Tom 3 | Electronic Tom 3 | 808 Tom 3 | House Tom 3 |
| 48 C3 | Funk Tom 2 | Electronic Tom 2 | 808 Tom 2 | House Tom 2 |
| 49 C#3 | Funk Crash 1 | <- | 808 Crash 1 | <- |
| 50 D3 | Funk Tom 1 | Electronic Tom 1 | 808 Tom 1 | House Tom 1 |
| 51 D#3 | Funk Ride | <- | <- | <- |
| 52 E3 | <- | <- | <- | <- |
| 53 F3 | <- | <- | <- | <- |
| 54 F#3 | <- | <- | <- | <- |
| 55 G3 | <- | <- | <- | <- |
| 56 G#3 | <- | <- | <- | <- |
| 57 A3 | Funk Crash 2 | <- | 808 Crash 2 | <- |
| 58 A#3 | <- | <- | <- | <- |
| 59 B3 | <- | <- | <- | <- |
| 60 C4 | <- | <- | <- | <- |
| 61 C#4 | <- | <- | <- | <- |
| 62 D4 | <- | <- | 808 Mute Hi Conga | <- |
| 63 D#4 | <- | <- | 808 Open Hi Conga | <- |
| 64 E4 | <- | <- | 808 Low Conga | <- |
| 65 F4 | <- | <- | <- | <- |

| Note No. | | | | |
|---|---|---|---|---|
| 66 F#4 | <- | <- | <- | <- |
| 67 G4 | <- | <- | <- | <- |
| 68 G#4 | <- | <- | <- | <- |
| 69 A4 | <- | <- | <- | <- |
| 70 A#4 | <- | <- | 808 Maracas | <- |
| 71 B4 | <- | <- | <- | <- |
| 72 C5 | <- | <- | <- | <- |
| 73 C#5 | <- | <- | <- | <- |
| 74 D5 | <- | <- | <- | <- |
| 75 D#5 | <- | <- | 808 Claves | <- |
| 76 E5 | <- | <- | <- | <- |
| 77 F5 | <- | <- | <- | <- |
| 78 F#5 | <- | <- | <- | <- |
| 79 G5 | <- | <- | <- | <- |
| 80 G#5 | <- | <- | <- | <- |
| 81 A5 | <- | <- | <- | <- |
| 82 A#5 | <- | <- | <- | <- |
| 83 B5 | <- | <- | <- | <- |
| 84 C6 | <- | <- | <- | <- |
| 85 C#6 | <- | <- | <- | <- |
| 86 D6 | <- | <- | <- | <- |
| 87 D#6 | <- | <- | <- | <- |

| Note No. | Jazz (bank 32 ) | Brush (bank 40 ) | Orchestra (bank 48 ) |
|---|---|---|---|
| 27 D#1 | <- | <- | Concert Hi-hat Close |
| 28 E1 | <- | <- | Concert Hi-hat Pedal |
| 29 F1 | <- | <- | Concert Hi-hat Open |
| 30 F#1 | <- | <- | Concert Ride |
| 31 G1 | <- | <- | <- |
| 32 G#1 | <- | <- | <- |
| 33 A1 | <- | <- | <- |
| 34 A#1 | <- | <- | <- |
| 35 B1 | Jazz Bass Drum 1 | Brush Bass Drum 1 | Concert Bass Drum 1 |

| | | | |
|---|---|---|---|
| 36 C2 | Jazz Bass Drum 2 | Brush Bass Drum 2 | Concert Bass Drum 2 |
| 37 C#2 | <- | <- | <- |
| 38 D2 | Jazz Snare | Brush Snare | Concert Snare 1 |
| 39 D#2 | <- | <- | Castanets |
| 40 E2 | Jazz Snare Rim | Brush Snare Rim | Concert Snare 2 |
| 41 F2 | Jazz Tom 6 | Brush Tom 6 | Timpani F |
| 42 F#2 | Jazz Hi-hat Close | <- | Timpani F# |
| 43 G2 | Jazz Tom 5 | Brush Tom 5 | Timpani G |
| 44 G#2 | Jazz Hi-hat Pedal | <- | Timpani G# |
| 45 A2 | Jazz Tom 4 | Brush Tom 4 | Timpani A |
| 46 A#2 | Jazz Hi-hat Open | <- | Timpani A# |
| 47 B2 | Jazz Tom 3 | Brush Tom 3 | Timpani B |
| 48 C3 | Jazz Tom 2 | Brush Tom 2 | Timpani C |
| 49 C#3 | <- | Brush Crash 1 | Timpani C# |
| 50 D3 | Jazz Tom 1 | Brush Tom 1 | Timpani D |
| 51 D#3 | Jazz Ride | Brush Ride | Timpani D# |
| 52 E3 | <- | <- | Timpani E |
| 53 F3 | <- | <- | Timpani F |
| 54 F#3 | <- | <- | <- |
| 55 G3 | <- | <- | <- |
| 56 G#3 | <- | <- | <- |
| 57 A3 | Chinese Cymbal 2 | Brush Crash 2 | Concert Crash 1 |
| 58 A#3 | <- | <- | <- |
| 59 B3 | <- | <- | Concert Crash 2 |
| 60 C4 | <- | <- | <- |
| 61 C#4 | <- | <- | <- |
| 62 D4 | <- | <- | <- |
| 63 D#4 | <- | <- | <- |
| 64 E4 | <- | <- | <- |
| 65 F4 | <- | <- | <- |
| 66 F#4 | <- | <- | <- |
| 67 G4 | <- | <- | <- |
| 68 G#4 | <- | <- | <- |

| 69 A4 | <- | <- | <- |
|---|---|---|---|
| 70 A#4 | <- | <- | <- |
| 71 B4 | <- | <- | <- |
| 72 C5 | <- | <- | <- |
| 73 C#5 | <- | <- | <- |
| 74 D5 | <- | <- | <- |
| 75 D#5 | <- | <- | <- |
| 76 E5 | <- | <- | <- |
| 77 F5 | <- | <- | <- |
| 78 F#5 | <- | <- | <- |
| 79 G5 | <- | <- | <- |
| 80 G#5 | <- | <- | <- |
| 81 A5 | <- | <- | <- |
| 82 A#5 | <- | <- | <- |
| 83 B5 | <- | <- | <- |
| 84 C6 | <- | <- | <- |
| 85 C#6 | <- | <- | <- |
| 86 D6 | <- | <- | <- |
| 87 D#6 | <- | <- | <- |

| PIANO | | 43 | Celloi | 86 | Lead6 (voice) |
|---|---|---|---|---|---|
| 1 | Acoustic Grand Piano | 44 | Contrabass | 87 | Lead7 (fifths) |
| 2 | Bright Acoustic Piano | 45 | Tremoio Strings | 88 | Lead8 (bass & Lead) |
| 3 | Electric Grand Piano | 46 | Pizzicato Strings | PAD | |
| 4 | Honky-Tonk Piano | 47 | Orchestral Harp | 89 | Pad1 (newage) |
| 5 | E.Piano 1 | 48 | Timpan | 90 | Pad2 (warm) |
| 6 | E.Piano 2 | STRINGS ENSEMBLE | | 91 | Pad3 (Polysynth) |
| 7 | Harpsichord | 49 | Strings Ensemble 1 | 92 | Pad4 (choir) |
| 8 | Clavi | 50 | Strings Ensemble 2 | 93 | Pad5 (bowed) |
| MALLET | | 51 | Synth Strings 1 | 94 | Pad6 (metallic) |

| | | | | | |
|---|---|---|---|---|---|
| 9 | Celesta | 52 | Synth Strings 2 | 95 | Pad7 (halo) |
| 10 | Glockenspiel | 53 | Choir Aahs | 96 | Pad8 (sweep) |
| 11 | Music Box | 54 | Voice Oohs | EFFECTS | |
| 12 | Vibraphone | 55 | Synth Voice | 97 | FX1 (rain) |
| 13 | Marimba | 56 | Orchestra Hit | 98 | FX2 (soundtrack) |
| 14 | Xylophone | BRASS | | 99 | FX3 (crystal) |
| 15 | Tubular Bells | 57 | Trumpet | 100 | FX4 (atmosphere) |
| 16 | Dulcimer | 58 | Trombone | 101 | FX5 (brightness) |
| ORGAN | | 59 | Tuba | 102 | FX6 (goblins) |
| 17 | Drawbar Organ | 60 | Muted Trumpet | 103 | FX7 (echoes) |
| 18 | Percussive Organ | 61 | French Horn | 104 | FX8 (sci-fi) |
| 19 | Rock Organ | 62 | Brass Section | ETHNIC | |
| 20 | Church Organ | 63 | Synth Brass 1 | 105 | Sitar |
| 21 | Reed Organ | 64 | Synth Brass 2 | 106 | Banjo |
| 22 | Accordion | REED | | 107 | Shamisen |
| 23 | Harmonica | 65 | Soprano Sax | 108 | Koto |
| 24 | Tango Accordion | 66 | Alito Sax | 109 | Kalimba |
| GUITAR | | 67 | Tenor Sax | 110 | Bagpipe |
| 25 | Nylon Guitar | 68 | Baritone Sax | 111 | Fiddle |
| 26 | Steel Guitar | 69 | Oboe | 112 | Shanai |
| 27 | Jazz Guitar | 70 | English Hom | PERCUSSIVE | |
| 28 | Clean Guitar | 71 | Bassoon | 113 | Tinkle Bell |
| 29 | Muted Guitar | 72 | Clarinet | 114 | Agogo |
| 30 | Overdriven Guitar | PIPE | | 115 | Steel Drums |
| 31 | Distortion Guitar | 73 | Piccolo | 116 | Wood Block |
| 32 | Guitar Harmonics | 74 | Flute | 117 | Taiko Drum |
| BASS | | 75 | Recorder | 118 | Melodic Tom |
| 33 | Acoustic Bass | 76 | Pan Flute | 119 | Synth Drum |
| 34 | Finger Bass | 77 | Blown Battle | 120 | Reverse Cymbal |
| 35 | Pick Bass | 78 | Shakuhachi | SOUND EFFECTS | |
| 36 | Fretless Bass | 79 | Whistle | 121 | Guitar Fret Noise |
| 37 | Slap Bass 1 | 80 | Ocarina | 122 | Breath Noise |

| No. | Name | | No. | Name | No. | Name |
|---|---|---|---|---|---|---|
| 38 | Slap Bass 2 | | LEAD | | 123 | Seashore |
| 39 | Synth Bass 1 | | 81 | Lead1 (square) | 124 | Bird Tweet |
| 40 | Synth Bass 2 | | 82 | Lead2 (sawtooth) | 125 | Telephone Ring |
| STRINGS | | | 83 | Lead3 (calliope) | 126 | Helicopter |
| 41 | Violin | | 84 | Lead4 (chiff) | 127 | Applause |
| 42 | Viola | | 85 | Lead5 (charang) | 128 | Gunshot |

## Song List

| No. | Name | Type | No. | Name | Type |
|---|---|---|---|---|---|
| 1 | Drum Intro | Loop | 41 | Mambo | Loop |
| 2 | Drum Main A | Loop | 42 | Latin Rock 1 | Loop |
| 3 | Drum Main B | Loop | 43 | Latin Pop 2 | Loop |
| 4 | Electronic&Funk | Loop | 44 | Guitar Bossa | Loop |
| 5 | Modern Pop | Loop | 45 | Country Blues | Loop |
| 6 | Fusion 1 | Loop | 46 | Rock | Loop |
| 7 | HipHop | Loop | 47 | Reggae 1 | Loop |
| 8 | Latin Jazz 1 | Loop | 48 | 60's Rock | Loop |
| 9 | Funk 1 | Loop | 49 | Blues | Loop |
| 10 | Big Band 1 | Loop | 50 | World 1 | Loop |
| 11 | Funk 2 | Loop | 51 | World 2 | Loop |
| 12 | Pop Funk 1 | Loop | 52 | Latin | Loop |
| 13 | Fusion 2 | Loop | 53 | Bossa | Loop |
| 14 | Funk 3 | Loop | 54 | Samba 2 | Loop |
| 15 | Fusion 3 | Loop | 55 | 3/4 Pop | Loop |
| 16 | Funk 4 | Loop | 56 | Pop | Loop |
| 17 | Fusion 4 | Loop | 57 | Jazz 2 | Loop |
| 18 | Pop Funk 2 | Loop | 58 | Reggae 2 | Loop |
| 19 | R&B | Loop | 59 | Reggae 3 | Loop |
| 20 | Drum & Bass 1 | Loop | 60 | Latin Rock 2 | Loop |
| 21 | Break Beat | Loop | 61 | Chorused Piano Tap 1 | Hit |
| 22 | Dance | Loop | 62 | Fifths Tap | Hit |

| 23 | Drum & Bass 2 | Loop | 63 | Brightness Tap 1 | Hit |
|---|---|---|---|---|---|
| 24 | Latin Dance 1 | Loop | 64 | Atmosphere | Hit |
| 25 | Latin Dance 2 | Loop | 65 | Chorused Piano Tap 2 | Hit |
| 26 | Swing 1 | Loop | 66 | Bass Tap 1 | Tap |
| 27 | Latin Jazz 2 | Loop | 67 | Synth string Tap | Tap |
| 28 | Big Band 2 | Loop | 68 | Brightness Tap 2 | Tap |
| 29 | 3/4 Jazz | Loop | 69 | Bass Tap 2 | Tap |
| 30 | Jazz 1 | Loop | 70 | Pad Tap 1 | Tap |
| 31 | Latin Jazz 3 | Loop | 71 | Vibraphone | Tap |
| 32 | Swing 2 | Loop | 72 | Bass Tap 3 | Tap |
| 33 | 6/8 Ballad | Loop | 73 | Rain Tap | Tap |
| 34 | Pop Ballad | Loop | 74 | Pizzcato Strings | Tap |
| 35 | Pop Bossa | Loop | 75 | Bass Tap 4 | Tap |
| 36 | 16Beat Pop | Loop | 76 | Crystal | Tap |
| 37 | Pop Shuffle | Loop | 77 | Xylophone | Tap |
| 38 | Ballad | Loop | 78 | Bass Tap 5 | Tap |
| 39 | Samba 1 | Loop | 79 | Pad Tap 2 | Tap |
| 40 | Latin Pop 1 | Loop | 80 | Glockenspiel Tap | Tap |

## Pattern List

| Number | Name | Beat | Tempo | Measure |
|---|---|---|---|---|
| 1 | Beat 1 | 4/4 | 100 | 4 |
| 2 | Beat 2 | 4/4 | 100 | 4 |
| 3 | Beat 3 | 4/4 | 100 | 4 |
| 4 | Beat 4 | 4/4 | 100 | 4 |
| 5 | Beat 5 | 4/4 | 100 | 4 |
| 6 | Beat 6 | 4/4 | 100 | 4 |
| 7 | Beat 7 | 4/4 | 100 | 4 |
| 8 | Beat 8 | 4/4 | 100 | 4 |
| 9 | Beat 9 | 4/4 | 100 | 4 |
| 10 | Beat 10 | 4/4 | 100 | 4 |
| 11 | Beat 11 | 4/4 | 100 | 4 |
| 12 | Beat 12 | 4/4 | 100 | 4 |

| 13 | Beat 13 | 4/4 | 100 | 4 |
|----|---------|-----|-----|---|
| 14 | Beat 14 | 4/4 | 100 | 4 |
| 15 | Beat 15 | 4/4 | 100 | 4 |
| 16 | Beat 16 | 4/4 | 100 | 4 |
| 17 | Beat 17 | 4/4 | 100 | 4 |
| 18 | Beat 18 | 4/4 | 100 | 4 |
| 19 | Beat 19 | 4/4 | 100 | 4 |
| 20 | Beat 20 | 4/4 | 100 | 4 |
| 1 | Funk 1 | 4/4 | 110 | 4 |
| 2 | Funk 2 | 4/4 | 90 | 4 |
| 3 | HipHop 1 | 4/4 | 90 | 4 |
| 4 | HipHop 2 | 4/4 | 113 | 4 |
| 5 | Jazz 1 | 4/4 | 157 | 4 |
| 6 | Jazz 2 | 4/4 | 187 | 4 |
| 7 | Latin 1 | 4/4 | 190 | 4 |
| 8 | Latin 2 | 4/4 | 200 | 4 |
| 9 | Pop Rock 1 | 4/4 | 105 | 4 |
| 10 | Pop Rock 2 | 4/4 | 97 | 4 |
| 11 | Rock | 4/4 | 100 | 4 |
| 12 | 6/8 Pop Rock | 6/8 | 125 | 4 |
| 1 | Funk | 4/4 | 120 | 4 |
| 2 | HipHop | 4/4 | 110 | 4 |
| 3 | Latin Jazz | 4/4 | 130 | 8 |
| 4 | 6/8 Ballad | 6/8 | 96 | 4 |
| 5 | Bossanova | 4/4 | 82 | 8 |
| 6 | R&B | 4/4 | 86 | 4 |
| 7 | 3/4 Jazz | 3/4 | 120 | 10 |
| 8 | Reggae | 4/4 | 78 | 4 |
| 9 | Rock | 4/4 | 100 | 4 |
| 10 | Fusion | 4/4 | 103 | 4 |

**Parameter List**

**NORMAL MODE**

**KIT**

| Parameter | Abbreviation | Value |
|---|---|---|
| Kit Number | NUM | 1-45 |
| Kit Volume | VOL | 0-32 |
| Reverb | REV | ON / OFF |
| EQ High | EQH | -12 — +12 |
| EQ Middle | EQM | -12 — +12 |
| EQ Low | EQL | -12 — +12 |

**SONG**

| Parameter | Abbreviation | Value |
|---|---|---|
| Song Number | NUM | 1-80 |
| Accomp Volume of Song | ACC | 0-32 |
| Drum Volume of Song | DRM | 0-32 |

**UTILITY**

| Parameter | Abbreviation | Value |
|---|---|---|
| Pad Sensitivity | SEN | 1-16 |
| Pad Threshold | THR | 0-16 |
| Crosstalk | CRO | 1-16 |
| Curve | CUR | 1-6 |
| Rim Sensitivity | R-S | 1-16 |
| Splash Sensitivity | S-S | 1-9 |
| Local on/off | LOC | ON/OFF |
| GM on/off | GM | ON/OFF |

**TEMPO**

| Parameter | Abbreviation | Value |
|---|---|---|
| TEMPO | BPM | 30-280 |

## VOICE

| Parameter | Abbreviation | Value |
|---|---|---|
| Voice Number | NUM/H-C | 1-400/1-7 |
| Voice Volume | VOL | 0-32 |
| Voice Pan | PAN | -8 — +8 |
| Voice Pitch | PIT | -8 — +8 |
| Voice Reverb | REV | 0-16 |
| MIDI Note | MID | 0-127 |
| Pad Song Switch | P-5 | ON / OFF |
| Pad Song Number | P-N | 1-80 |

## CLICK

| Parameter | Abbreviation | Value |
|---|---|---|
| Signature | SIG | 0-9/2, 0-9/4, 0-9/8, 0-9/16 |
| Interval | INT | 1-2, 3-8, 1-4, 1-8, 1-12, 1-16 |
| Click Volume | VOL | 0-32 |
| Click Voice | VOC | 1-5 |

## RECORD

| Parameter | Abbreviation | Value |
|---|---|---|
| Song Number | SNG | —/1-60 |
| Kit | KIT | 1-45 |
| Tempo | BPM | 30-280 |
| Signature | SIG | 1-9/2, 1-9/4, 1-9/8, 1-9/16 |
| Interval | INT | 1-2, 3-8, 1-4, 1-8, 1-12, 1-16 |
| Drum Off | DRM | —ION/OFF |
| Pre Count | PRC | ON/OFF |

**LEARNNIG MODE**

| BEAT | | |
|---|---|---|
| Parameter | Abbreviation | Value |
| Beat Type | BEA | 1–20 |
| Drum Volume | DRM | 0-32 |
| **RHYTHEM** | | |
| Parameter | Abbreviation | Value |
| Rhythm Type | RFIM | 1–12 |
| Level | LEV | 1–6 |
| Drum Volume | VOL | 0-32 |
| **PATTERN** | | |
| Parameter | Abbreviation | Value |
| Pattern Type | PTN | 1–10 |
| Level | LEV | 1–5 |
| Accompany Volume | ACC | 0-32 |
| Drum Volume | DRM | 0-32 |

## MIDI Implementation Chart

| Function | Transmitted | Recognized | Remarks |
|---|---|---|---|
| Basic        Default<br>Channel    Changed | 10ch<br>x | 1-16<br>x | |
| Default<br>Mode Messages<br>Altered | x<br>x<br>************* | x<br>x<br>************* | |
| Note<br>Number : True Voice | 0-127<br>************* | 0 —127<br>0-127 | |
| Velocity Note On<br>Note Off | 0 99H,V=1-127<br>x (99H,V=0) | 0<br>0 | |
| after Key's<br>Touch Ch's | x<br>x | 0 (drum kit part only)<br>x | |
| Pitch Bend | x | x | |

| Control 0 | x | 0 | Bank Select |
|---|---|---|---|
| Change 1 | x | 0 | Modulation |
| 5 | x | 0 | Portamento Time |
| 6 | x | 0 | Data Entry |
| 7 | x | 0 | Volume |
| 10 | x | 0 | Pan |
| 11 | x | 0 | Expression |
| 64 | x | 0 | Sustain Pedal |
| 65 | x | 0 | Portamento On/Off |
| 66 | x | 0 | Sostenuto Pedal |
| 67 | x | 0 | Soft Pedal |
| 80 | x | 0 | Reverb Program |
| 81 | x | 0 | Chorus Program |
| 91 | x | 0 | Reverb Level |
| 93 | x | 0 | Chorus Level |
| 120 | x | 0 | All Sound Off |
| 121 | x | 0 | Reset All Controllers All |
| 123 | x | 0 | Notes Off |
| Program | x | 0 | |
| Change : True Number | xxxxxxx | 0-127 | |
| System Exclusive | x | 0 | |
| System : Song Position | x | x | |
| Common : Song Select | x | x | |
| : Tune | x | x | |
| System : Clock | 0 | x | Start And Stop Only |
| Real Time : Commands | 0 | x | |
| Aux : Local On/off | x | x | |
| : All Notes Off Messages : Active Sensing | x | x | |
| | x | 0 | |
| : Reset | x | x | |



## Documents / Resources



**XDRUM DD-530 E-Drum Set with Mesh Heads** [pdf] Instruction Manual
DD-530, DHS-1, DD-530 E-Drum Set with Mesh Heads, DD-530, E-Drum Set with Mesh Heads, Mesh Heads, Heads

## References

- 🔥 **Musikhaus Kirstein - E Pianos, E Drums, Akkordeons & More**
- 🔥 **Musikhaus Kirstein - E Pianos, E Drums, Akkordeons & More**

- **User Manual**