



# HD-17 Mako



## Owner's Manual

Virgin Musical Instruments

# Precaution

Thank you for purchasing this electronic instrument. For perfect operation and security, please read the manual carefully and keep it for future reference.

## Safety Precautions



The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

## Important Safety Instructions

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings, install in accordance with the manufacturer’s instructions.
- 8) Do not install near the heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety, if the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the



(Figure 1)

apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over (Figure 1).

13) Unplug this apparatus during lightning storms or when unused for a long period of time.

14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

**WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

**CAUTION:** Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

## FCC STATEMENT

1. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference.

(2) This device must accept any interference received, including interference that may cause undesired operation.

2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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.

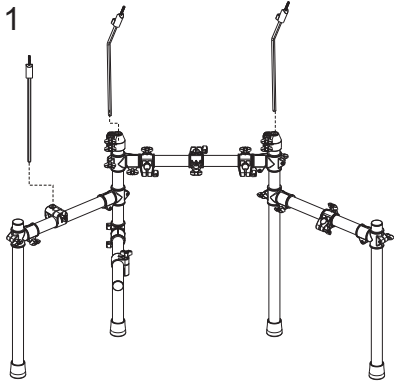
Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

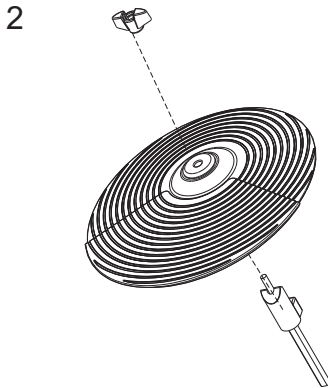
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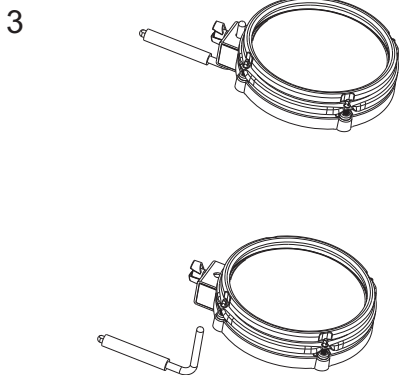
# Assembly Instruction



Attach the cymbal arms to the drum frame indicated positions



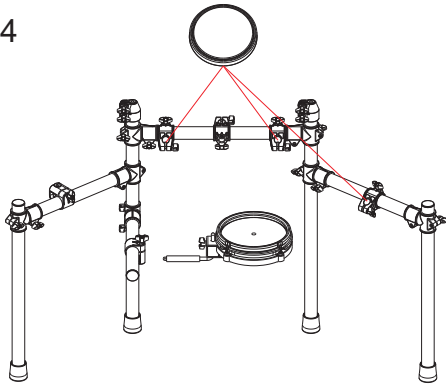
Attach the cymbals to the cymbal arms as shown.



Align the holes in Snare Drum Pad and the three Tom Drum Pads and insert into the pole on the Drum Frame as shown.

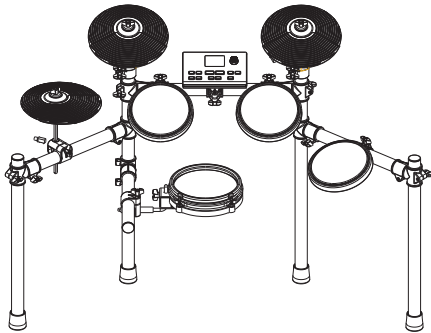
# Assembly Instruction

4



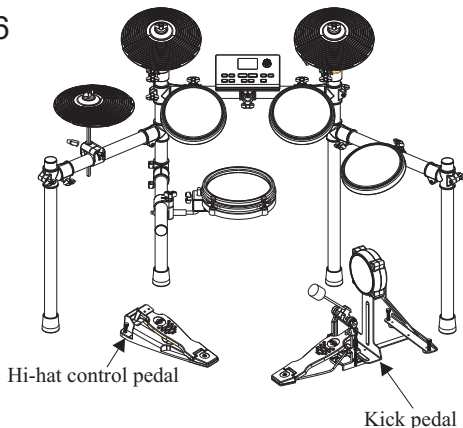
Attach the Drum Pads in the positions shown below.

5



Insert the rod of sound module stand into the Drum Frame clamp as shown, then tighten.

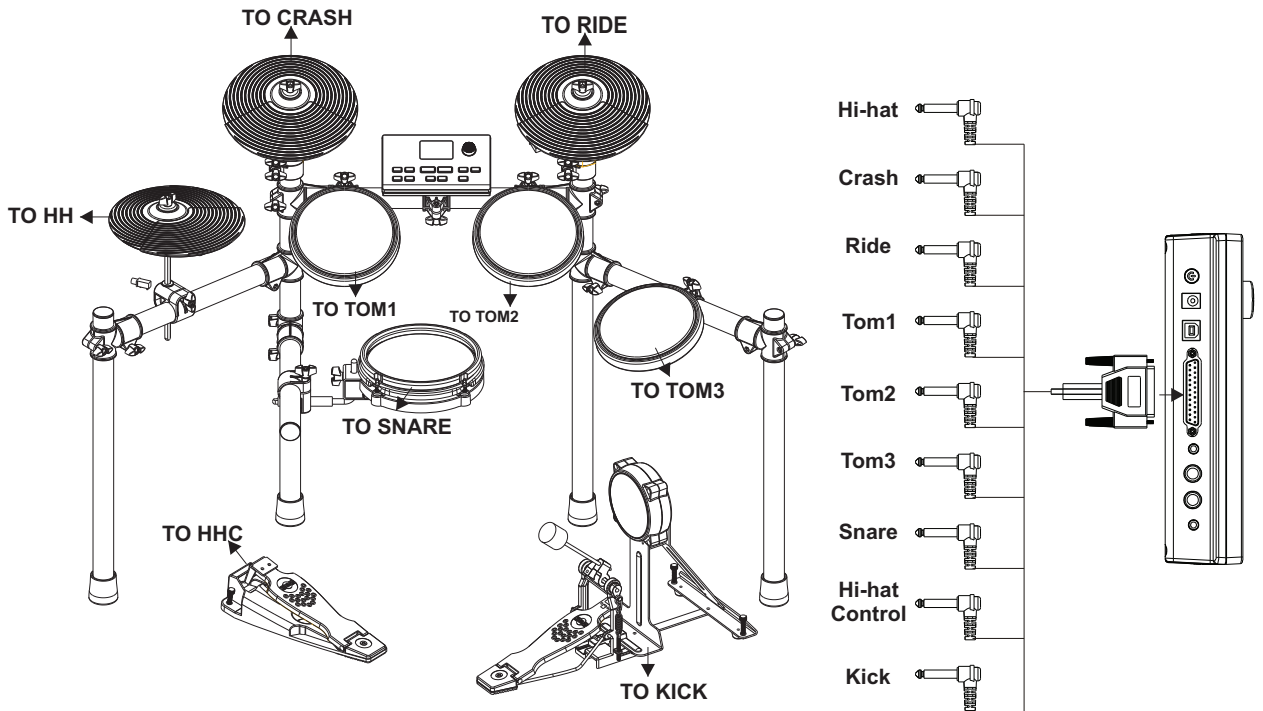
6



Hi-hat control pedal

Kick pedal

# Assembly Instruction

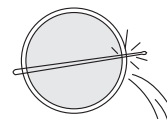


## Hi-Hat Foot Controller

- It can produce hi-hat closed sound if you hit hi-hat when pressing foot controller.
- It can produce hi-hat open sound if you hit hi-hat without pressing foot controller.
- Press foot controller directly to produce hi-hat pedal sound.
- The hi-hat tone changes smoothly from open to closed in response to press the pedal while hitting the hi-hat.
- Press the latter part of the pedal quickly and release the pedal immediately to produce splash sound.

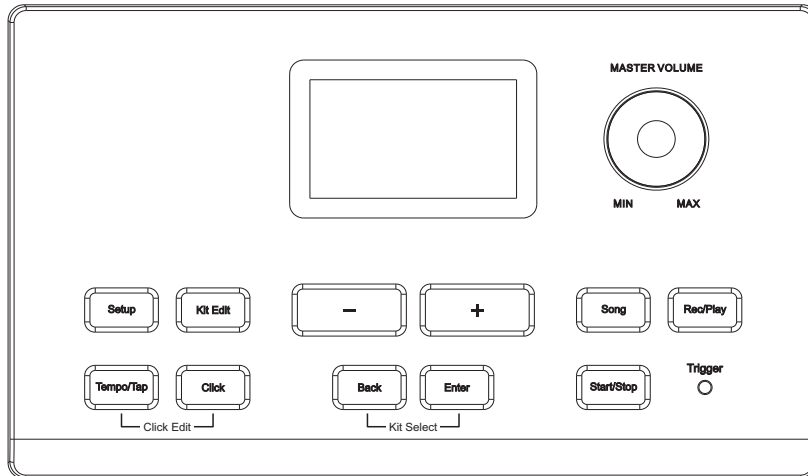
## Rim Shot/Cross Stick

Only strike the rim of the snare pad to produce stick sound.

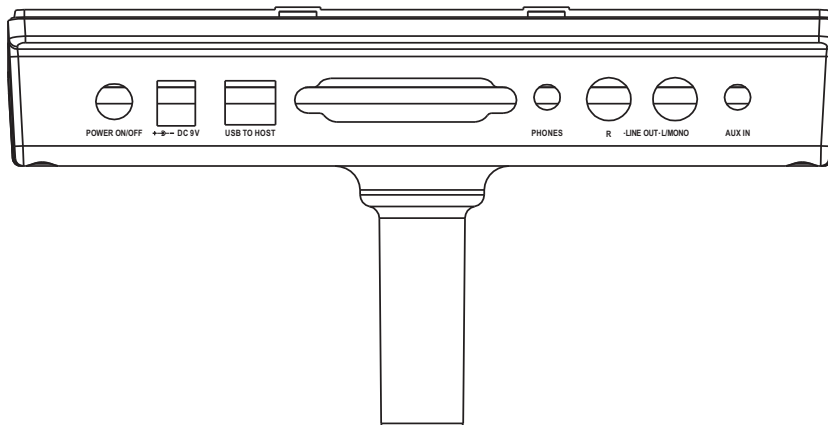


# Panel Controls

## Top Panel



## Rear Panel





# Panel Controls

## Top Panel

1. MASTER VOLUME This is used to adjust LINE OUT volume, headphone volume and LINE IN volume.
2. SETUP Button This button can be used to set the retrigger cancel, threshold, velocity curve, effect etc...
3. KIT Button This button is used to select the various different drum kit styles
4. +/- Button This button is used to edit parameters select voice volumes etc..d.
5. TEMPO/TAP Button This button is used to change the song's tempo and metronome tempo, allows you to tap the tempo on the pad to change the song's tempo.
6. CLICK Button This button is used to enter the metronome's mode, to adjust metronome's volume and the metronome's sound type.
7. SONG Button This button is used to enter the song select display. You can turn off the percussion track of the song, and adjust the song's volume (percussion track and accompaniment track).
8. START/STOP Button This button is used to start or stop playing the song. In recording mode, press this button can start or stop recording. In voice selection mode, you can listen to the sound.
9. REC/PLAY Button This button is used to enter the recording mode, you can also select user song playing mode.
10. ENTER Button This button is used to confirm a current function and to save the parameters that you set
11. BACK Button This button is used to return to the previous menu.

## Button Combinations

12. [Tempo/Tap] + [Click] Pressing these buttons at the same time provides access to the volume, sound and time signature of the metronome.
13. [Back] + [Enter] This button combination is used to return to the Kit Select menu at any time.

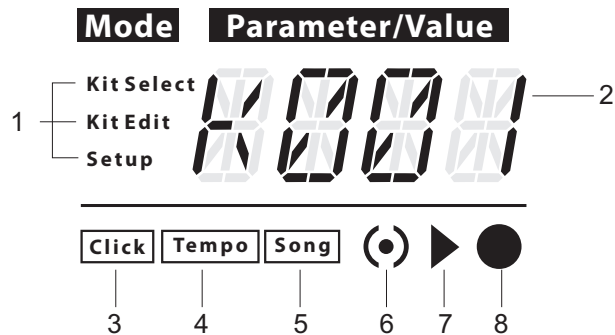
# Panel Controls

## Rear Panel

14. USB Connect to a Tablet, Smartphone, laptop etc for two-way MIDI communication. Allows for so many musical possibilities such as triggering drum sounds from software, recording and sequencing, millions of Apps etc..
15. Wiring Harness Connection Where the pads and cymbals wiring harness connects to the Drum Module.
16. POWER ON/OFF After connecting the included DC adapter, use this switch to turn the power on or off.
17. DC 9V This jack is intended for use with the included DC adapter only.
18. PHONES Plug in a pair of stereo headphones here.
19. LINE OUT (R and L) Stereo audio outputs to connect to powered speakers or an amplifier.
20. AUX IN Connect the output of an external audio device such as a Smartphone, Tablet, Laptop etc.. to play along with your favorite songs.

# Panel Controls

## The Display

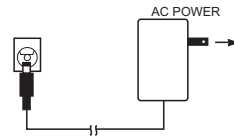


1. Mode  
This section indicates which mode you are in depending on which of the three options listed (Kit Select, Kit Edit, or Setup).
2. Parameter/Value  
The four large characters in the display tell you the name of the page you have selected or the value of the current parameter. There are several methods for changing the value or page depending on what is being shown. See the related sections of this manual for details.
3. Click  
This icon will light when the metronome is active.
4. Tempo  
When this word is lit, the Value being shown is the tempo of the metronome or the current song. You may adjust the tempo using the -/+ buttons or by tapping the pad.
5. Song  
When this word is lit it means that the Drum Module is in the Song Mode.
6. Metronome indicator  
This icon will flash while the click is active, or while recording or playing a song. When the outer edges of the icon are lit, that's the downbeat of the bar. When only the Center dot is lit, that is one of the sub-beats of the current time signature.
7. Playing Song  
When the triangle is lit you will know that a song is playing back, not recording.
8. Recording Song  
The large dot indicates that a song is currently being recorded. Anything played on the pads will be captured for later playback.

# Connect

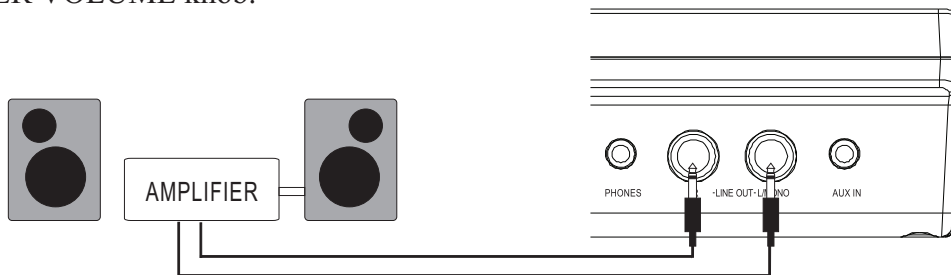
## Connecting the Power Supply

Make sure the power is switched OFF when connecting the power adaptor to the “DC 9V” jack on the rear panel.



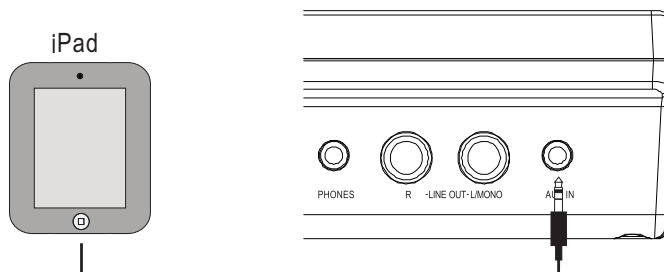
## Connecting an Amplifier

When you want to listen to the drum kit with an amplifier or powered speakers, connect these devices to the LINE OUT jack on the rear panel. The volume is adjusted with the MASTER VOLUME knob.



## Connecting a Smartphone, Tablet, Laptop, etc. (AUX In jack)

The audio output from a Smartphone, Tablet, Laptop etc.. can be connected to the AUX IN jack on the rear panel so it can be mixed with the sounds from the Drum Module. This function is convenient when you want to play along with a favorite song. The output volume is adjusted with the MASTER VOLUME knob.



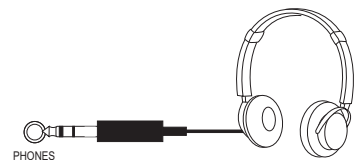
# Connect

## USB MIDI

Your drum module is USB class-compliant. This means you can plug it into a USB class-compliant host (for example, a laptop, tablet or smartphone) and it should be recognized immediately. There are no drivers to install; simply plug n' play. For example, if you connect the drum module to a computer, you can trigger drum libraries on the computer or record your performance into a MIDI sequencing application. Check the operation and setup instructions for the software you intend to use for more details.

## Using Headphones

An optional set of stereo headphones can be connected to the PHONES jack located to the left side of the unit. Use the [MASTER VOLUME] to adjust the headphone volume.

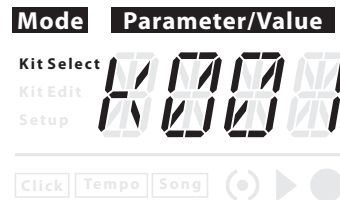
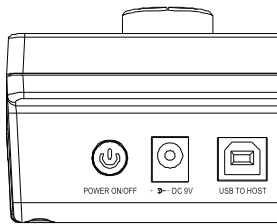


Note: To avoid hearing loss please do not listen a very high volume settings.

# Begin Playing the Drums

## Switch the Power On

With everything set up and ready to go, it's time to start playing the drum kit. Locate the on/off power switch on the drum module and switch the power on. The drum module is ready to operate when the display shown below appears. This is the location from which you select the drum kit you want to play or edit.



Next, connect headphones or a speaker system as described on the previous two pages. Start with the MASTER VOLUME set to MIN and press the [Start/Stop] button on the drum module. Gradually increase the volume until you hear a song playing through your speaker system or headphones. If you hear no sound, please check all of the cables connecting the drum module to your speakers and repeat the procedure. When the levels are set to a comfortable level, press the [Start/Stop] button again to stop the song.

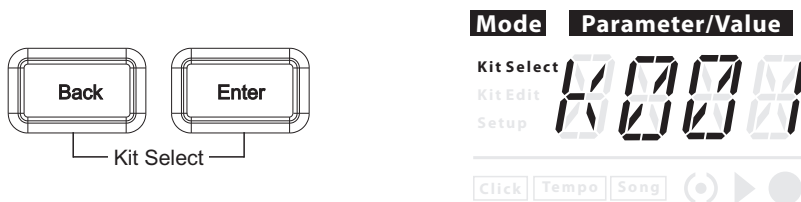
Once you have established that your sound system or headphones are connected correctly to the drum module, play each of the pads, cymbals, and kick and hi-hat pedals. You should hear a sound for every hit. If one pad or cymbal does not play a sound, check the cable connection from that pad to the sound module.

With everything set up and the kit sounding from all pads, it's time to start playing! When you are ready to learn more about your new drum system, pick up the manual again and continue with the next page.

# Begin Playing the Drums

## Selecting Drum Kits

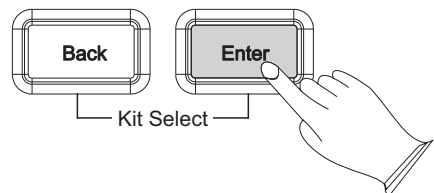
Ready to explore the sound module some more? Then let's cover the rest of the features. The unit comes with 40 preset drum kits, any of which may be edited to suit your tastes. If you're not already at the Kit Select display, press the buttons marked [Back] and [Enter] to get there. You will see the number of the current kit appear in the LCD display along with the letter "K" (for "Kit"). The display should look something like the image pictured below. You can use the [-/+ ] buttons to step through any of the 50 kits. For a complete list of the preset kits, please see page 30 of this manual.



## [Enter] button

Think of the [Enter] button as similar to the Enter or Return key on a computer. It has two main functions:

- To take the unit down another menu level in one of the modes (Kit Edit, Setup, and Song)
- To confirm and save the new value or function of an edited parameter.

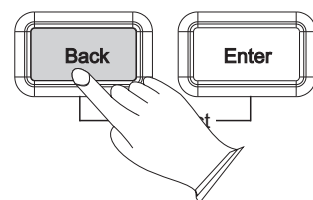


Once the selection has been confirmed, the display will return to the previous menu.

## [Back] button

Press the [Back] button if you want to quit the current menu.

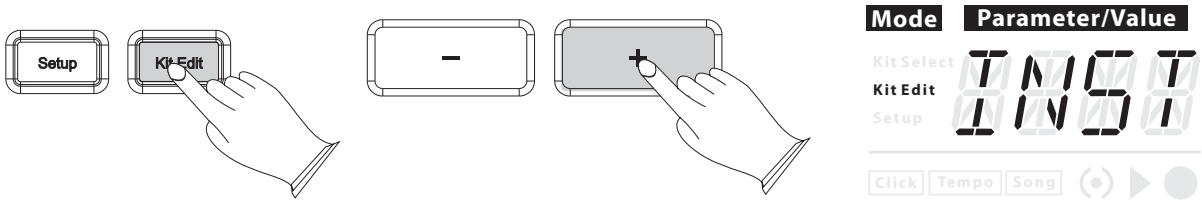
Once pressed the LCD display will take you back to the previous menu.



# Begin Playing the Drums

## [Kit Edit] Button

Press the [Kit Edit] button, the LCD will display “INST” (Instrument), now, you can use the [+/-] buttons or [Kit Edit] button to select “LEVL” (Level), “REVL” (Reverb Level), “CHOL” (Chrous Level), “COPY” (Copy), and “REST” (Reset).



### A. Selecting an Instrument (INST)

Press the [Kit Edit] button: the LCD will display “INST”

1. Press the [Enter] button.
2. There are two ways to choose a drum at this point:
  - a. Use the [-/+ ] buttons to select the desired pad from the list below:

<i>KICK</i>	Bass Drum	<i>RIDE</i>	Ride
<i>SNAR</i>	Snare	<i>CRSH</i>	Crash
<i>SN-R</i>	Snare Rim	<i>HH-O</i>	HiHat Open
<i>TOM1</i>	Tom 1	<i>HH-C</i>	HiHat Closed
<i>TOM2</i>	Tom 2	<i>HH-P</i>	HiHat Pedal
<i>TOM3</i>	Tom 3	<i>HH-S</i>	HiHat Splash

- b. Hit the drum that you want to set.

For example: to select snare voice

1. Press the [Kit Edit] button, the LCD will display “INST” .
2. Press the [Enter] button, use the [+/-] buttons or hit the snare pad forcefully to select the pad.
3. Press the [Enter] button and use the [-/+ ] buttons to select new snare voice.

In this mode you also can press the [Start/Stop] button to listen to the voice.

4. Press the [Enter] button to confirm or press [Back] button to return.



# Begin Playing the Drums

## B. Pad Volume (LEVL)

1. Press the [Kit Edit] button: the LCD will display “INST” .
2. Use the [-/+ ] buttons or the [Kit Edit] button to select the “LEVL” menu.
3. Press the [Enter] button.
4. There are two ways to choose a drum at this point:
  - a. Use the [-/+ ] buttons to select the desired pad from the list below:

<i>KICK</i>	Bass Drum	<i>RIDE</i>	Ride
<i>SNAR</i>	Snare	<i>CRSH</i>	Crash
<i>SN-R</i>	Snare Rim	<i>HH-O</i>	HiHat Open
<i>TOM1</i>	Tom 1	<i>HH-C</i>	HiHat Closed
<i>TOM2</i>	Tom 2	<i>HH-P</i>	HiHat Pedal
<i>TOM3</i>	Tom 3	<i>HH-S</i>	HiHat Splash

- b. Hit the drum that you want to set.

For example: to select snare voice

1. Press the [Kit Edit] button, the LCD will display “INST” .
2. Use the [-/+ ] buttons or the [Kit Edit] button to select the “LEVL” menu .
3. Press the [Enter] button, use the [+/-] buttons or hit the snare pad forcefully to select the pad.
4. Press the [Enter] button and use the [-/+ ] buttons to set a value(Range: 000-127 ).  
In this mode you also can press the [Start/Stop] button to listen to the voice.
5. Press the [Enter] button to confirm or press [Back] button to return.

## C. Reverb level (REVL)

Press the [Kit Edit] button, use the [-/+ ] buttons or the [Kit Edit] button to select the “REVL”  
Press the [Enter] button, use the [+/-] buttons to select a pad (For example: SNAR).  
Press the [Enter] button and use the [-/+ ] buttons to set a value(Range: 000-127 ).  
Press the [Enter] button to confirm or press the [Back] button to return.

## D. Chorus level (CHOL)

In the [Kit Edit] mode, press the [Enter] button, use the [+/-] buttons to select “CHOL”  
Press the [Enter] button, use the [+/-] buttons to select a pad (For example: SNAR).  
Press the [Enter] button and use the [-/+ ] buttons to set a value(Range: 000-127 ).  
Press the [Enter] button to confirm or press the [Back] button to return.

## Begin Playing the Drums

### E. Copy Drum Kit to New Location (COPY)

Any drum kit can be copied from any one of the 40 kit locations. This is handy if you want to change the order in which the kits appear for a live performance, for example.

To copy the current drum kit to another location:

1. Press the [Kit Edit] button: the LCD will display “INST” .
2. Use the [-/+ ] buttons or the [Kit Edit] button to select the “COPY” menu.
3. Press the [Enter] button and use the [-/+ ] buttons to select one of the drum kit numbers as the destination. The display will flash the number of the targeted kit (USE1~USE10) .

**Note: the next step will overwrite the destination kit. Be sure you have chosen the right one before you proceed!**

Press the [Enter] button to confirm the destination kit to be overwritten or press the [Back] button to exit the Copy function without making any changes.

If you pressed the [Enter] to execute the Copy function in the previous step, the display will flash “END” .

### F. Resetting the Current Drum Kit(REST)

If you have made changes to the current drum kit you want to get back to the factory starting point, we've provided a way to do this, here's what to do:

1. Press the [Kit Edit] button: the LCD will display “INST”
2. Use the [-/+ ] buttons or the [Kit Edit] button to select the “REST” menu
3. Press the [Enter] button. The display will flash “END” and return to the previous menu.

# Begin Playing the Drums

## [Setup] Button

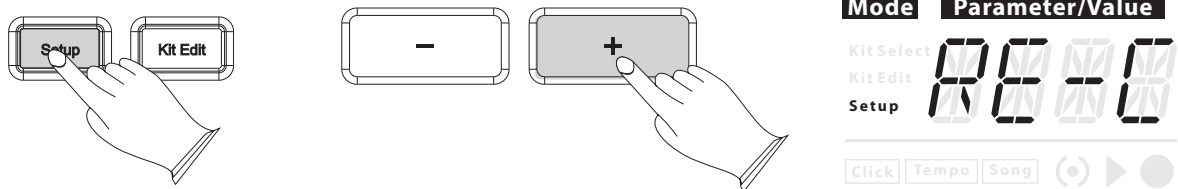
In this mode, you can set the Pad Trigger, Local On/Off, Effects, Sleep On/Off, and Resetting functions.

### A. Trigger Setting

The trigger functions allow you to adapt how the drum module responds to your playing style. Adjustable parameters include sensitivity, threshold, velocity curve and crosstalk. We will explain each function in detail, but first, let's go through the basic process of changing these parameters.

For example, if you would like to adjust the trigger settings for the snare drum pad:

1. Press the [Setup] button: the display will display “TRIG”
2. Press the [Enter] button and use the [-/+ ] buttons to select one of the options (RE-C, THRS, CURV and XTAL).



3. Press [Enter] button and use the [-/+ ] buttons to select the desired pad from the list below:

<i>KICK</i>	Bass Drum	<i>RIDE</i>	Ride
<i>SNAR</i>	Snare**	<i>CRSH</i>	Crash
<i>SN-R</i>	Snare Rim**	<i>HHAT</i>	HiHat Closed*
<i>TOM1</i>	Tom 1	<i>HH-C</i>	HiHat Pedal
<i>TOM2</i>	Tom 2	<i>HH-S</i>	HiHat Splash
<i>TOM3</i>	Tom 3		

4. Press the [Enter] button to access the adjustable parameter and use the [-/+ ] buttons to select a new value.
5. Press the [Enter] button to confirm the choice or press the [Back] button to retain the original value.

\* The Open and Closed hi-hat triggers share the same set of trigger parameters, so you will see the same label in the display for both.

\*\*The Snare and Snare Rim triggers share the same set of SENS parameters, but their THRS, CURV and XTLK parameters are independent.

## Begin Playing the Drums

- RE-C** Sensitivity: Simply put, set this to as high a value as you can. The lower the value, the less sensitive the pad will be. If you find the pad overly sensitive, including the unexpected triggering of the pad you are playing, try reducing the sensitivity of the pad a little. Range: 001-008
- THRS** Threshold: This setting allows a trigger signal to be received only when you hit the pad above a certain force level. This can be used to prevent a pad from sounding because of vibrations from other pads. When set to a higher value, no sound is produced when you strike the pad lightly. Range: 000-050
- CURV** Velocity Curve: This allows you to choose a curve for each pad so it responds the way you want. There are four velocity curves from which to choose: Normal (NORL), Dynamic (DYN), EASY, and Fixed (FID).
- EASY** As the name implies, this curve makes it relatively easy to reach the maximum MIDI velocity of 127. So as a general rule, lower velocity hits are more likely to produce a louder volume.
- NORL** Allows an evenly-distributed change in output in response to changes in velocity.
- DYN** This setting provides the widest dynamic range overall. As a result it is possible to play more quietly, easier to produce a more subtle change in volume, and requires slightly more forceful playing to reach the maximum MIDI velocity of 127.
- FID** No matter how hard or soft you hit the pad, the engine will always receive a MIDI velocity of 100.
- XTAL** Crosstalk can happen when you strike one of the pads forcefully, causing one of the other instruments in the kit to be triggered unintentionally. When you have noticed that one trigger pad is picking up signals from the other pads, adjust the XTAL setting for the affected pad to a higher value until it stops receiving trigger events from the pads that are causing the problem. Range: 000-080

Note: the hi-hat foot trigger (HH-P) does not offer adjustments for SENS, THRS, or XTAL. HH-S does not offer adjustments for THRS or XTAL. You will see the word "NULL" when you select those parameters for those instruments. You can adjust their velocity curves, however.

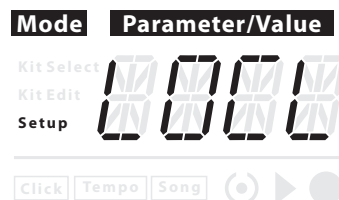
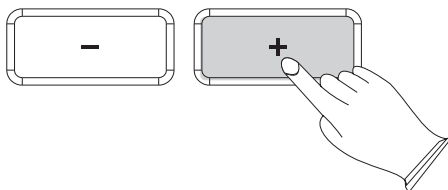
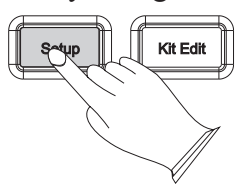
# Begin Playing the Drums

## B. Using the Drum Pads as MIDI Triggers Only (LOCL)

You might want to use the pads to trigger another sound source over USB but not hear the drum module's internal sounds at the same time. This condition is known as "Local Off." It can also be useful if you are triggering the drum module's sounds via USB MIDI and want to eliminate any double triggering.

To configure the drum module in this way, do the following:

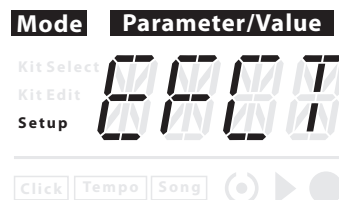
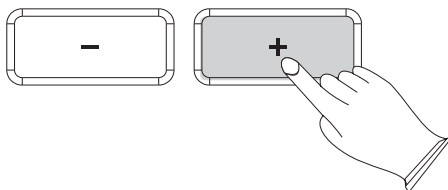
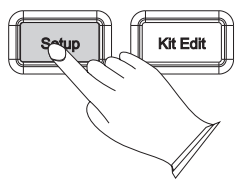
1. Press the [Setup] button: the LCD will display "TRIG"
2. Use the [-/+ ] buttons or the [Setup] button to select the "LOCL" menu.
3. Press the [Enter] button and use the [-/+ ] buttons to select either "Off" or "On" depending on what you want to do. "On" is the normal operating mode: when you play the pads the internal sounds will trigger. "Off" will not trigger the internal sounds directly.
4. Press the [Enter] button to confirm the choice, or press the [Back] to exit without making any changes.



## C. Defeating the Effects for All Drum Kits (EFCT)

We have added reverb effects to many of the drum kits. However, it's possible you might want to turn off the reverb for all of the drum kits and process the audio with an external effects unit. To do this:

1. Press the [Setup] button: the LCD will display "TRIG"
2. Use the [-/+ ] buttons or the [Setup] button to select the "EFCT" menu.
3. Press the [Enter] button and use the [-/+ ] buttons to select one of the following options:
  - REVB: The next step will allow you to toggle the reverb off or on for all kits and the reverb types selection.
  - CHRS: The next step will allow you to toggle the chorus off or on for all kits the chorus types selection.



# Begin Playing the Drums

4. Press the [Enter] button and use the [-/+ ] buttons to select the reverb or chorus styles:
5. Press the [Enter] button again to confirm your choice or press the [Back] button to exit to the previous menu without having changed anything.

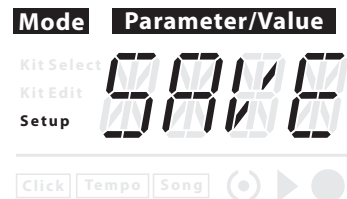
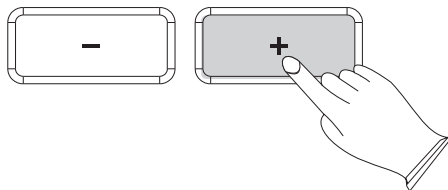
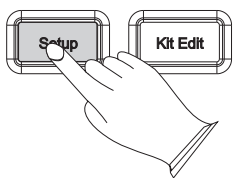
## D. Sleep on/off

Press the [SETUP] button and use the [+/-] button to select “SAVE” , then press the [ENTER] button, use [+/-] button to select “On” or “Off” .

Press the [ENTER] button to confirm.

“ON” Mode: When the Sleep Function is on and there is no operation within thirty minutes, the drum will automatically enter the Sleep State. Press [POWER ON/OFF] button twice to restart.

“OFF” Mode: Turns the Sleep function off.

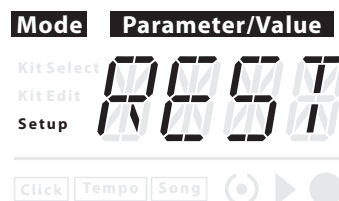
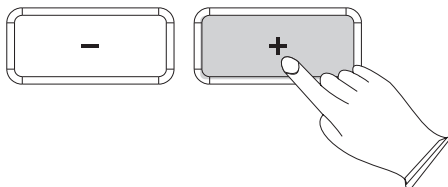
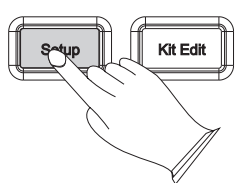


# Begin Playing the Drums

## E. Restoring All Trigger Settings to the Factory Defaults (REST)

If you have set up your drum kit in a new location, such as on a stage with a drum riser, you may find that you need to readjust your trigger crosstalk settings, for example. If you would prefer to start over from the factory trigger settings, follow this procedure:

1. Press the [Setup] button: the LCD will display “TRIG”
2. Use the [-/+ ] buttons or the [Setup] button to select the “REST” menu.
3. Press the [Enter] button. The display will flash “END” and the settings will have been restored to their factory defaults.



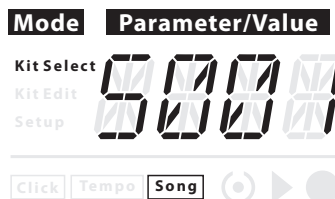
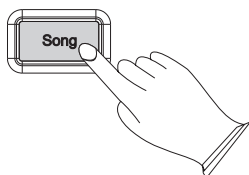
## [Song] button

Your drum provides 64 drum songs + 13 demos + 30songs.

## Song Selection

Here's how to select and listen to the songs:

1. Press the [Song] button. The display will show the number of the last song selected.
2. Use the [-/+ ] buttons to select one of the songs you'd like to listen to.
3. Press the [Start/Stop] button to start or stop the song.

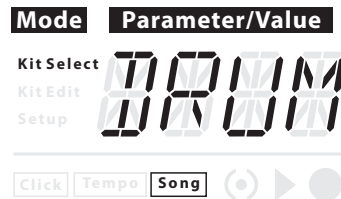
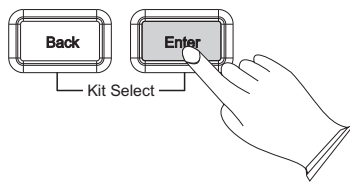


# Begin Playing the Drums

## A. Drum On/Off (DRUM)

We've included songs in a number of styles and tempos from which you can choose. If you would like to play along to these songs without listening to the pre-recorded drum and percussion parts, here is the method for disabling those parts:

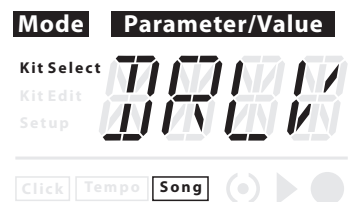
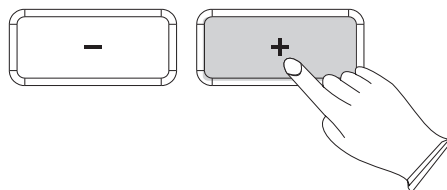
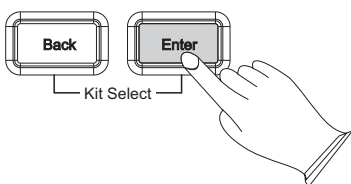
1. Press the [Song] button the the LCD will display “S001”
  2. Press the [Enter] button and use the [-/+ ] buttons to select the “DRUM” menu
  3. Press the [Enter] button and use the [-/+ ] buttons to select either “Off” or “On” depending on what you want to do. If you want to mute the pre-recorded drums, select “Off.”
  4. Press the [Enter] button to confirm. Note: The value will be returned to “On” on power-down.
- Note: When you select the 64 preset drum songs, this function will be of no effect.



## B. Drum Part Volume (DRLV)

If you'd like to adjust the volume of the pre-recorded drums while listening to or playing along with the songs, here is how to do that:

1. Press the [Song] button the the LCD will display “S001”
2. Press the [Enter] and use the [-/+ ] buttons to select the “DRLV” menu
3. Press the [Enter] and use the [-/+ ] buttons to adjust the volume up or down. Press both the [ - ] and [ + ] at the same time to reset the drum part volume to the default value of 028. Range: 000-032
4. Press the [Enter] to confirm the new value. The change is not permanent, though; the value will be returned to the default value of “028” on power-down.





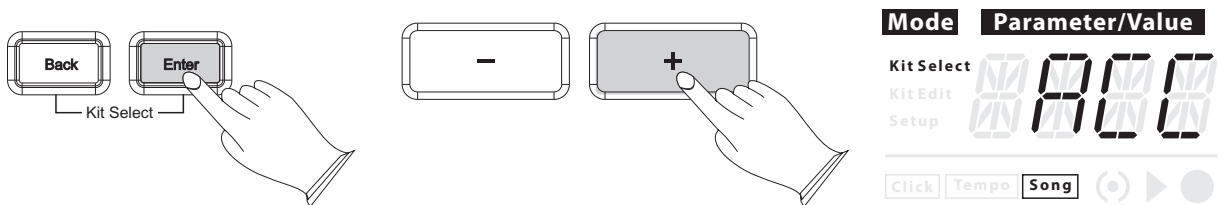
# Begin Playing the Drums

## C. Accompaniment Part Volume (ACC)

If you'd like to adjust the volume of the pre-recorded accompaniment instruments while listening to or playing along with the songs, here is what to do:

1. Press the [Song] button the the LCD will display “S001”
2. Press the [Enter] button and use the [-/+ ] buttons to select the “ACC” menu
3. Press the [Enter] button and use the [-/+ ] buttons to adjust the volume up or down. Press both the [-] and [+] at the same time to reset the accompaniment part volume to the default value of 028. Range: 000-032
4. Press the [Enter] button to confirm the new value.

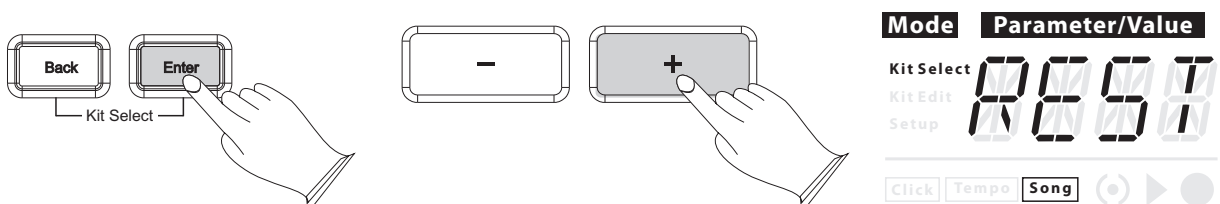
Note: The accompaniment part volume setting returns to the default value on power-down.



## D. Reset All Mix Parameters (REST)

If you'd like to restore the default values for all of the Mix parameters, follow these steps:

1. Press the [Song] button the the LCD will display “S001”
2. Press the [Enter] button and use the [-/+ ] buttons to select the “REST” menu
3. Press the [Enter] to execute the procedure. The display will flash “END” indicating that the setting of the songs have been restored.



# Begin Playing the Drums

## [Click] button

Press the [CLICK] button to turn on or turn off metronome.

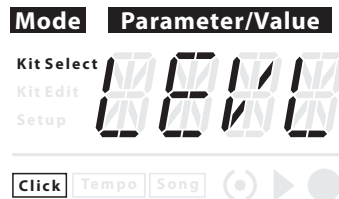
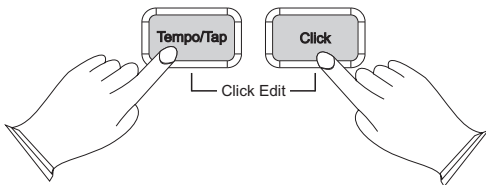
## Click edit: [Tempo/Tap] + [Click]

It is possible to adjust the metronome volume, change its assigned instrument, or select a different time signature. To access these parameters you will need to press two buttons at the same time: [Tempo/Tap] and [Click]. After you have done this, the following options become available to you:

### A. Click Volume (LEVL)

To adjust the metronome volume, follow these steps:

1. Press the [Tempo/Tap] and [Click] buttons at the same time. The LCD will display “LEVL”
2. Press the [Enter] and use the [-/+ ] buttons to adjust the click volume up or down.  
Pressing both the [ - ] and [ + ] at the same time will reset the click volume to the default value of 020. Range: 000-032
3. Press the [Enter] to confirm the choice.

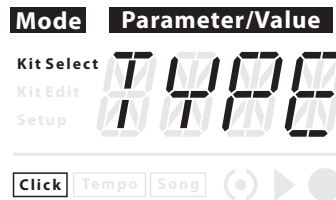
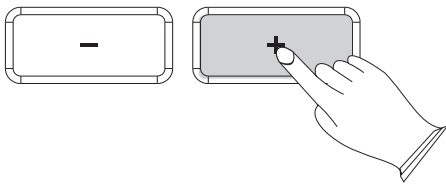


### B. Changing the Time Signature (TYPE)

The metronome settings can be changed to accommodate a number of different time signatures. To change the time signature, follow these steps:

1. Press [Tempo/Tap] and [Click], The LCD will display “LEVL”
2. Use the [-/+ ] buttons to select the “TYPE” menu
3. Press the [Enter] again and use the [-/+ ] buttons to select the new time signature. Pressing both the [ - ] and [ + ] at the same time will reset the click to the default value of 4-4.  
Range: 1-4, 2-4, 3-4, 4-4, 6-4, 3-8, 6-8, and 12/8.
4. Press the [Enter] to confirm the choice.

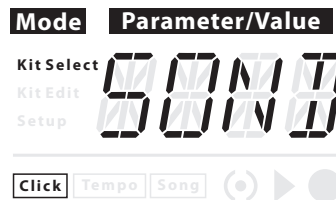
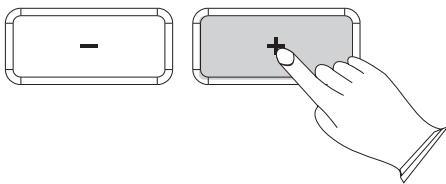
# Begin Playing the Drums



## C. Selecting the Click Sound (SOND)

It is possible to select one of three different sounds for the metronome click. If you'd like to experiment with the options to see which one is best for you, here is what to do:

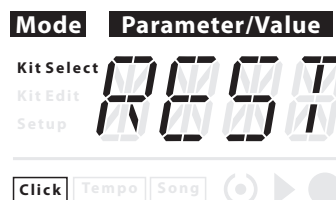
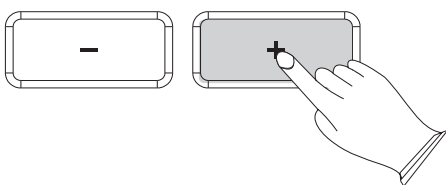
1. Press the [Tempo/Tap] and [Click], The LCD will display “LEVL”
2. Use the [-/+ ] buttons to select the “SOND” menu
3. Press the [Enter] button and use the [-/+ ] buttons to select one of the three sounds.
4. Press the [Enter] button to confirm the choice.



## D. Restoring Factory Click Settings (REST)

There's a quick way to return all of the click settings to their factory defaults. If you would like to do this, follow this procedure:

1. Press [Tempo/Tap] and [Click], The LCD will display “LEVL”
2. Use the [-/+ ] buttons to select the “REST” menu
3. Press the [Enter] button to execute the reset procedure. The display will flash “END” and return to the “REST” menu.



# Begin Playing the Drums

## [Tempo/Tap] button

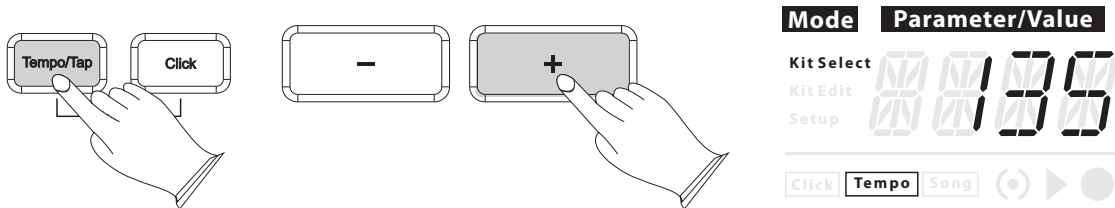
The tempo of the click or the current song may be set by using one of several methods. Each of these procedures is detailed in the paragraphs ahead:

### A. Setting the Tempo with the [-/+ ] Buttons

For making precise adjustments to the tempo, use this procedure:

1. Press the [Tempo/Tap] button: the current tempo value will be shown
2. Use the [-/+ ] buttons to change the tempo value. Range: 020-240

Pressing both the [ - ] and [ + ] at the same time will reset the tempo to the default value.



### B. Setting the Tempo by Tapping

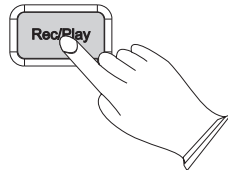
You can also enter the tempo by tapping it out on the [Tempo/Tap] button or by using one of the pads. Here's how:

1. Press the [Tempo/Tap] button: the current tempo value will be shown
2. Press the [Enter] button: the tempo value will flash
3. Tap on one of the pads four times. Those four taps will be used to calculate the new tempo value. Range: 020-240

# Begin Playing the Drums

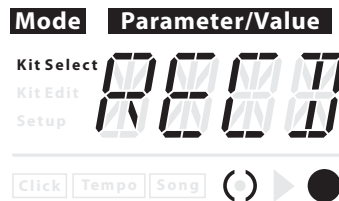
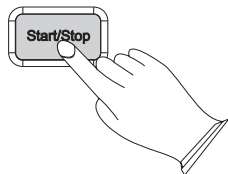
## [Rec/Play] button

Press the [Rec/Play] button to enter the record mode, then use the [+/-] buttons to change the menu.



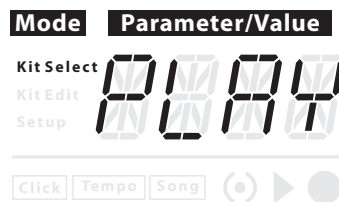
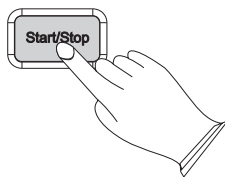
### A. "RECD" (Record)

Press the [Start/Stop] button to start recording.



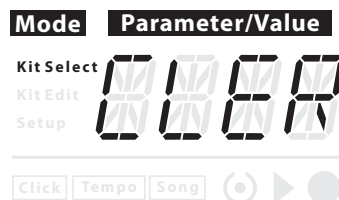
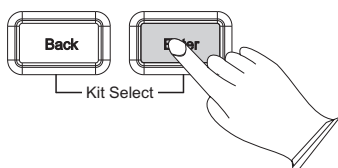
### B. "PLAY"

Press the [Start/Stop] button to start playing the song. Press it again to stop playing.



### C. "CLER" (Clear)

Press the [Enter] button to delete the song.



# Begin Playing the Drums

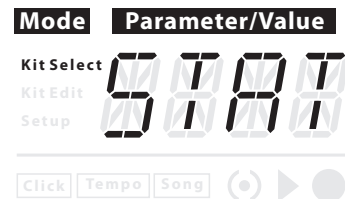
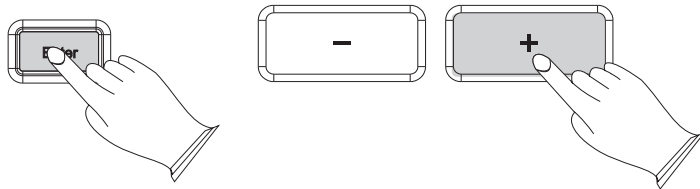
## D. “STAT” (Start mode)

Press the [Enter] button to select the start mode of the recording .

Use the [+/-] buttons to select “SYN” or “AUTO” .

SYN ----- If you use Syn mode ,it will start recording when you start playing the instrument.

AUTO ----- Means that After four beats it will automatically start recording.



# Factory Reset

There is a simple way to restore everything in the drum module to the factory settings. This includes all trigger settings, drum kits, effects, and the song you recorded. If you are certain you want to do this, follow these steps:

- Turn the power switch to OFF
- Hold down the [-/+ ] buttons
- Turn the power switch to ON. The display will show “REST” , which means all of the parameters in the drum module have been restored to their factory settings.

## Drum Kits List

Kit #	Name	Kit #	Name
001	Acoustic 1	026	Mute Standard 1
002	Acoustic 2	027	Mute Standard 2
003	Room	028	Electronic 1
004	Nine-oh	029	Mute Standard 3
005	Rock 1	030	Jazz 1
006	Dance Club	031	Jazz 2
007	Jazz	032	Latin 1
008	Rap-hop	033	Power Rock 1
009	Early R&B	034	Latin 2
010	Electronic 1	035	Power Rock 2
011	Crunch	036	Power Rock 3
012	Compressed	037	Electro Rock 1
013	Electronic 2	038	Hard Rock 1
014	Analog	039	Explosion
015	Drum Box 1	040	Electro Rock 2
016	Latin	041	User Kit 1
017	Pop	042	User Kit 2
018	Eight-oh	043	User Kit 3
019	Electro-pop	044	User Kit 4
020	Trash	045	User Kit 5
021	Rock 2	046	User Kit 6
022	Reggae-pop	047	User Kit 7
023	Brush	048	User Kit 8
024	Modern R&B	049	User Kit 9
025	Drum Box 2	050	User Kit 10



# Voice List

## Group 1: Kick Drums

01 Acoustic kick 1  
02 Acoustic kick 2  
03 Room kick 1  
04 Room kick 2  
05 Rock kick 1  
06 Jazz kick  
07 Early R&B kick  
08 Compressed kick  
09 Latin kick  
10 Pop kick  
11 Trash kick  
12 Rock kick 2  
13 Reggae-pop kick  
14 Brush kick  
15 Modern R&B kick  
16 Big kick  
17 Rock kick 3  
18 Rock kick 4  
19 Rock kick 5  
20 8-oh kick  
21 9-oh kick  
22 Dance club kick  
23 Rap-hop kick  
24 Electronic kick 1  
25 Electronic kick 2  
26 Analog kick  
27 Drum box kick 1  
28 Drum box kick 2  
29 Crunch kick  
30 Electro-pop kick  
31 Thick kick

032 BD\_DP50\_Fatso  
033 BD\_DP50\_Tape  
034 BD\_DP50\_Warm\_Fatso  
035 BD\_DP50\_Warm\_Tape  
036 BD\_DP50\_X  
037 BD\_DP50\_Warm\_X  
038 MD16\_BD\_Elec\_1  
039 MD16\_BD\_Gated\_2  
040 MD16\_BD\_Slap\_1  
041 MD16\_BD\_Slap\_2

## Group 2: Snare Drums

01 Acoustic snare 1  
02 Piccolo snare 1  
03 Piccolo snare 2  
04 Room snare 1  
05 Room snare 2  
06 Rock snare 1  
07 Rock snare 2  
08 Rock snare 3  
09 Rock snare 4  
10 Compressed snare  
11 Jazz snare  
12 Acoustic snare 2  
13 Acoustic snare 3  
14 Trash snare  
15 Pop snare 1  
16 Reggae-pop snare  
17 Brush snare  
18 Early R&B snare  
19 Pop snare 2  
20 Latin snare+tambourine

21 Electro-pop snare  
22 Rap-hop snare  
23 Analog snare 1  
24 Modern R&B snare  
25 Rock snare 5  
26 Electronic snare 1  
27 Drum box snare 1  
28 8-oh snare  
29 Dance club snare  
30 9-oh snare  
31 Drum box snare 2  
32 Crunch snare 1  
33 Electronic snare 2  
34 Analog snare 2  
35 Crunch snare 2  
36 Drum box snare 3  
37 Noise snare  
38 Reso-snare  
39 Bubble snare  
40 Acoustic rimshot 1  
41 Early R&B rimshot  
42 Pop rimshot 1  
43 Piccolo rimshot 1  
44 Rock rimshot 1  
45 Jazz rimshot 1  
46 Acoustic rimshot 2  
47 Compressed rimshot  
48 Room rimshot  
49 Pop rimshot 2  
50 Rock rimshot 2  
51 Reggae-pop rimshot  
52 Brush rimshot  
53 Analog rimshot 1

## Voice List

54 Modern R&B rimshot  
55 Trash rimshot  
56 Drum box rimshot 1  
57 8-oh rimshot  
58 Dance club rimshot  
59 Electronic rimshot 1  
60 Crunch rimshot  
61 Electronic rimshot 2  
62 Analog rimshot 2  
63 Drum box rimshot 2  
64 Electro-pop rimshot  
65 Piccolo snare 3  
66 Piccolo rimshot 2  
67 Rock snare 6  
68 Rock rimshot 3  
69 SD\_DP50\_Fatso  
70 SD\_DP50\_Tape  
71 SD\_DP50\_warm\_Fatso  
72 SD\_DP50\_warm\_Tape  
73 MD16\_SD\_Fusion\_1  
74 MD16\_SD\_Acoust\_1  
75 MD16\_SD\_Killa\_1  
76 MD16\_SD\_Acoust\_1  
77 Rim\_DP50\_Fatso  
78 Rim\_DP50\_Tape  
79 Rim\_DP50\_warm\_Fatso  
80 Rim\_DP50\_warm\_Tape  
81 Tamb\_DP50\_Fatso  
82 MD16\_Stick\_2  
83 MD16\_Stick\_3  
84 MD16\_SD\_Ska\_3  
85 MD16\_Clap\_1

### Group 3: Toms

01 Acoustic tom 1 (high)  
02 Acoustic tom 1 (mid)  
03 Acoustic tom 1 (low)  
04 Acoustic tom 2 (high)  
05 Acoustic tom 2 (mid)  
06 Acoustic tom 2 (low)  
07 Room tom 1 (high)  
08 Room tom 1 (mid)  
09 Room tom 1 (low)  
10 Compressed tom (high)  
11 Compressed tom (mid)  
12 Compressed tom (low)  
13 Rock tom 1 (high)  
14 Rock tom 1 (mid)  
15 Rock tom 1 (low)  
16 Rock tom 2 (high)  
17 Rock tom 2 (mid)  
18 Rock tom 2 (low)  
19 Pop tom 1 (high)  
20 Pop tom 1 (mid)  
21 Pop tom 1 (low)  
22 Pop tom 2 (high)  
23 Pop tom 2 (mid)  
24 Pop tom 2 (low)  
25 Tight tom (high)  
26 Tight tom (mid)  
27 Tight tom (low)  
28 D-dub tom (high)  
29 D-dub tom (mid)  
30 D-dub tom (low)  
31 Rock tom 3 (high)  
32 Rock tom 3 (mid)  
33 Rock tom 3 (low)  
34 Rock tom 4 (high)

35 Rock tom 4 (mid)  
36 Rock tom 4 (low)  
37 Rock tom 5  
38 Modern R&B tom (high)  
39 Modern R&B tom (mid)  
40 Modern R&B tom (low)  
41 Jazz tom (high)  
42 Jazz tom (mid)  
43 Jazz tom (low)  
44 Brush tom (high)  
45 Brush tom (mid)  
46 Brush tom (low)  
47 Early R&B tom (high)  
48 Early R&B tom (mid)  
49 Early R&B tom (low)  
50 Reggae-pop tom & timbale  
51 Reggae-pop tom & conga  
52 Reggae-pop tom & conga  
53 Latin tom & conga  
54 Latin tom & bongo  
55 Electro-pop tom (high)  
56 Electro-pop tom (mid)  
57 Electro-pop tom (low)  
58 Electro-pop tom 2 (high)  
59 Electro-pop tom 2 (mid)  
60 Electro-pop tom 2 (low)  
61 Trash tom (high)  
62 Trash tom (mid)  
63 Trash tom (low)  
64 Crunch tom (high)  
65 Crunch tom (mid)  
66 Crunch tom (low)  
67 Rap-hop tom (high)  
68 Rap-hop tom (mid)  
69 Rap-hop tom (low)  
70 Electronic tom 1 (high)

# Voice List

71 Electronic tom 1 (mid)	105 Tom_DP50_03_warm_Fatso	09 Mid splash
72 Electronic tom 1 (low)	106 Tom_DP50_01_warm_Tape	10 High splash
73 Electronic tom 2 (high)	107 Tom_DP50_02_warm_Tape	11 Crispy splash
74 Electronic tom 2 (mid)	108 Tom_DP50_03_warm_Tape	12 Trash splash
75 Electronic tom 2 (low)	109 Tom_DP50_01_X	13 Small splash
76 Analog tom (high)	110 Tom_DP50_02_X	14 Electro splash
77 Analog tom (mid)	111 Tom_DP50_03_X	15 Dark splash
78 Analog tom (low)	112 Tom_DP50_01_warm_X	16 Low crash 1
79 9-oh tom (high)	113 Tom_DP50_02_warm_X	17 Low crash 2
80 9-oh tom (mid)	114 Tom_DP50_03_warm_X	18 Analog crash
81 9-oh tom (low)	115 Conga_DP50_H_Fatso	19 Electro-pop crash
82 9-oh tom 2 (high)	116 Conga_DP50_L_Fatso	20 Dance club crash
83 9-oh tom 2 (mid)	117 MD16_Tom_Elec_1	21 Electro crash 1
84 9-oh tom 2 (low)	118 MD16_Tom_Elec_2	22 Electro crash 2
85 8-oh tom-fall (high)	119 MD16_Tom_Elec_3	23 Falling crash
86 8-oh tom-fall (mid)	120 MD16_Tom_1	24 Submarine crash
87 8-oh tom-fall (low)	121 MD16_Tom_2	25 Sizzle ride
88 Drum box tom 1 (high)	122 MD16_Tom_3	26 Sizzle ride plus bell
89 Drum box tom 1 (mid)	123 MD16_Timb_1	27 Cymbal ride bell 1
90 Drum box tom 1 (low)	124 MD16_Timb_2	28 Cymbal ride bell 2
91 Drum box tom 2 (high)	125 MD16_Timb_3	29 Low ride
92 Drum box tom 2 (mid)	126 MD16_Cow_03	30 Early R&B ride
93 Drum box tom 2 (low)	127 MD16_Cow_02	31 Ride crash
94 Dance club tom (high)		32 Brush ride
95 Dance club tom (mid)	<b>Group 4: Cymbals</b>	33 Cymbal ride plus bell 3
96 Dance club tom (low)	01 Crash cymbal 1	34 Latin ride & cowbell
97 Tom_Dp50_01_Fatso	02 Crash cymbal 2	35 Cymbal ride plus bell 1
98 Tom_Dp50_02_Fatso	03 Rap-hop crash	36 Cymbal ride plus bell 2
99 Tom_Dp50_03_Fatso	04 Mid crash 1	37 Trash ride
100 Tom_DP50_01_Tape	05 Mid crash 2	38 Electronic ride 1
101 Tom_DP50_02_Tape	06 Dark crash	39 Electro-pop ride
102 Tom_DP50_03_Tape	07 18" crash 1	40 High ping ride
103 Tom_DP50_01_warm_Fatso	08 18" crash 2	41 Drum box ride
104 Tom_DP50_02_warm_Fatso		42 9-oh ride crash

## Voice List

43 Pie tin ride  
44 Electronic ride 2  
45 Crunch ride  
46 Electronic crash-ride  
47 Electronic ride 3  
48 Ride\_DP50\_Fatso  
49 Ride\_DP50\_Tape  
50 Crash\_DP50\_Tape  
51 Ride\_DP50\_Fatso  
52 Crash\_DP50\_Fatso  
53 Shaker\_DP50\_Fatsp  
54 MD16\_Ride  
55 MD16\_Crash  
56 MD16\_Whistle  
57 MD16\_Shaker  
58 00105\_Rim  
59 000ed\_Rim  
60 00100\_Rim  
61 000ea\_Rim  
62 00103\_Rim  
63 000e7\_Rim  
64 00110\_Rim  
65 000f1\_Rim  
66 00101\_Rim  
67 0010f\_Rim  
68 000F0\_Rim  
69 00111\_Rim  
70 000e9\_Rim  
71 00104\_Rim  
72 000eb\_Rim  
73 00112\_Rim  
74 000fb\_Rim  
75 00113\_Rim

76 000fd\_Rim  
77 0010c\_Rim  
78 000f7\_Rim  
79 0010e\_Rim  
80 000f8\_Rim  
81 000f4\_Rim  
82 000fa\_Rim  
83 00108\_Rim  
84 0010a\_Rim  
85 000ee\_Rim  
86 0010d\_Rim  
87 000f9\_Rim  
88 0010b\_Rim  
89 000f2\_Rim  
90 00107\_Rim  
91 000ef\_Rim  
92 00106\_Rim  
93 00115\_Rim  
94 000fc\_Rim  
95 Ride\_DP50\_Fatso\_Rim  
96 Crash\_DP50\_Fatso\_Rim

### Group 5: Hi-hats

1 Brush hat 1 closed  
2 Brush hat 1 foot  
3 Brush hat 1 open  
4 Brush hat 1 splash  
5 Brush hat 2 closed  
6 Brush hat 2 foot  
7 Brush hat 2 open  
8 Brush hat 2 splash  
9 Room hat closed

10 Room hat foot  
11 Room hat open  
12 Room hat splash  
13 Rock hat 1 closed  
14 Rock hat 1 foot  
15 Rock hat 1 open  
16 Rock hat 1 splash  
17 Rock hat 2 closed  
18 Rock hat 2 foot  
19 Rock hat 2 open  
20 Rock hat 2 splash  
21 Small hat 1 closed  
22 Small hat 1 foot  
23 Small hat 1 open  
24 Small hat 1 splash  
25 Small hat 2 closed  
26 Small hat 2 foot  
27 Small hat 2 open  
28 Small hat 2 splash  
29 Snappy brush hat closed  
30 Snappy brush hat foot  
31 Snappy brush hat open  
32 Snappy brush hat splash  
33 Trash hat closed  
34 Trash hat foot  
35 Trash hat open  
36 Trash hat splash  
37 Early R&B hat closed  
38 Early R&B hat foot  
39 Early R&B hat open  
40 Early R&B hat splash  
41 Boom snap hat closed  
42 Boom snap hat open

# Voice List

43 Boom snap hat splash  
44 Rock hat 3 closed  
45 Rock hat 3 open  
46 8-oh hat closed  
47 8-oh hat foot  
48 8-oh hat open  
49 Dance club hat closed  
50 Dance club hat foot  
51 Dance club hat open  
52 Rap-hop hat closed  
53 Rap-hop hat foot  
54 Rap-hop hat open  
55 Rap-hop hat splash  
56 Electronic hat 1 closed  
57 Electronic hat 1 foot  
58 Electronic hat 1 open  
59 Crunch hat closed  
60 Crunch hat foot  
61 Crunch hat open  
62 Electronic hat 2 closed  
63 Electronic hat 2 foot  
64 Electronic hat 2 open  
65 Electronic hat 2 splash  
66 Analog hat closed  
67 Analog hat foot  
68 Analog hat open  
69 Drum box hat 1 closed  
70 Drum box hat 1 foot  
71 Drum box hat 1 open  
72 9-oh hat closed  
73 9-oh hat foot  
74 9-oh hat open  
75 9-oh hat splash  
76 Electro-pop hat closed

77 Electro-pop hat foot  
78 Electro-pop hat open  
79 Electro-pop hat splash  
80 Modern R&B hat closed  
81 Modern R&B hat foot  
82 Modern R&B hat open  
83 Modern R&B hat splash  
84 Drum box hat 2 closed  
85 Drum box hat 2 foot  
86 Drum box hat 2 open  
87 Shaker hat closed  
88 HHo\_DP50\_Fatso  
89 HH\_DP50\_Fatso  
90 HHo\_DP50\_Tape  
91 HH\_DP50\_Tape  
92 TriOpen\_DP50\_Fatso  
93 TriClosed\_DP50\_Fatso  
94 MD16\_HH\_2  
95 MD16\_HH\_1  
96 MD16\_HH\_pedal  
97 MD16\_HHo

## Group 6: Percussion 1

01 Agogo (high)  
02 Agogo (low)  
03 Agogo (high/low)  
04 Conga (high)  
05 Conga (low)  
06 Hand claps  
07 Timbale (high)  
08 Timbale (low)  
09 Triangle mute  
10 Triangle open

11 Triangle (open/mute)  
12 Woodblock (high)  
13 Woodblock (low)  
14 Woodblock (high/low)  
15 Shaker  
16 Tambourine (down)  
17 Tambourine (up)  
18 Tambourine (up/down)  
19 Cowbell  
20 8-oh cowbell

## Group 7: Percussion 2

01 Tom\_DP50\_04\_Fatso  
02 Tom1\_DR220e  
03 Tom2\_DR220e  
04 Tom3\_DR220e  
05 MD16\_Tabla\_3  
06 MD16\_Tabla\_4  
07 MD16\_Tabla\_5  
08 MD16\_Tabla\_4  
09 MD16\_Tabla\_5  
10 Tom1\_DR220e  
11 Tom2\_DR220e  
12 Tom3\_DR220e  
13 DMX606\_Tom\_01  
14 DMX606\_Tom\_03  
15 DMX606\_Tom\_05  
16 Kit1\_Tom1\_Rim  
17 Kit1\_Tom2\_Rim  
18 Kit1\_Tom3\_Rim  
19 Kit2\_Tom1\_Rim  
20 Kit2\_Tom2\_Rim  
21 Kit2\_Tom3\_Rim

## Voice List

22 Kit3_Tom1_Rim	56 Kit14_Tom2_Rim	90 Kit26_Tom3_Rim
23 Kit3_Tom2_Rim	57 Kit14_Tom3_Rim	91 Kit27_Tom1_Rim
24 Kit3_Tom3_Rim	58 Kit15_Tom1_Rim	92 Kit27_Tom2_Rim
25 Kit4_Tom1_Rim	59 Kit15_Tom2_Rim	93 Kit27_Tom3_Rim
26 Kit4_Tom2_Rim	60 Kit15_Tom3_Rim	94 Kit28_Tom1_Rim
27 Kit4_Tom3_Rim	61 Kit17_Tom1_Rim	95 Kit28_Tom2_Rim
28 Kit5_Tom1_Rim	62 Kit17_Tom2_Rim	96 Kit28_Tom3_Rim
29 Kit5_Tom2_Rim	63 Kit17_Tom3_Rim	97 Kit29_Tom1_Rim
30 Kit5_Tom3_Rim	64 Kit18_Tom1_Rim	98 Kit29_Tom2_Rim
31 Kit6_Tom1_Rim	65 Kit18_Tom2_Rim	99 Kit29_Tom3_Rim
32 Kit6_Tom2_Rim	66 Kit18_Tom3_Rim	100 Kit30_Tom1_Rim
33 Kit6_Tom3_Rim	67 Kit19_Tom1_Rim	101 Kit30_Tom2_Rim
34 Kit7_Tom1_Rim	68 Kit19_Tom2_Rim	102 Kit30_Tom3_Rim
35 Kit7_Tom2_Rim	69 Kit19_Tom3_Rim	103 Kit31_Tom1_Rim
36 Kit7_Tom3_Rim	70 Kit20_Tom1_Rim	104 Kit31_Tom2_Rim
37 Kit8_Tom1_Rim	71 Kit20_Tom2_Rim	105 Kit31_Tom3_Rim
38 Kit8_Tom2_Rim	72 Kit20_Tom3_Rim	106 Kit32_Tom1_Rim
39 Kit8_Tom3_Rim	73 Kit21_Tom1_Rim	107 Kit32_Tom2_Rim
40 Kit9_Tom1_Rim	74 Kit21_Tom2_Rim	108 Kit32_Tom3_Rim
41 Kit9_Tom2_Rim	75 Kit21_Tom3_Rim	109 MD16_Tom_Elec_1_Rim
42 Kit9_Tom3_Rim	76 Kit22_Tom1_Rim	110 MD16_Tom_Elec_2_Rim
43 Kit10_Tom1_Rim	77 Kit22_Tom2_Rim	111 MD16_Tom_Elec_3_Rim
44 Kit10_Tom2_Rim	78 Kit22_Tom3_Rim	112 MD16_Tom_1_Rim
45 Kit10_Tom3_Rim	79 Kit23_Tom1_Rim	113 MD16_Tom_2_Rim
46 Kit11_Tom1_Rim	80 Kit23_Tom2_Rim	114 MD16_Tom_3_Rim
47 Kit11_Tom2_Rim	81 Kit23_Tom3_Rim	115 MD16_TomB_3
48 Kit11_Tom3_Rim	82 Kit24_Tom1_Rim	116 MD16_TomB_4
49 Kit12_Tom1_Rim	83 Kit24_Tom2_Rim	117 MD16_TomB_5
50 Kit12_Tom2_Rim	84 Kit24_Tom3_Rim	
51 Kit12_Tom3_Rim	85 Kit25_Tom1_Rim	
52 Kit13_Tom1_Rim	86 Kit25_Tom2_Rim	
53 Kit13_Tom2_Rim	87 Kit18_Tom3_Rim	
54 Kit13_Tom3_Rim	88 Kit26_Tom1_Rim	
55 Kit14_Tom1_Rim	89 Kit26_Tom2_Rim	

# Style List

Number	Song Name/Style
01	Rock Shuffle
02	Surf Pop
03	Techno
04	60's Rock
05	Hard Rock
06	Pop Bossa
07	80's Rock
08	16 Beat
09	Pop Shuffle
10	Guitar Pop
11	Modern 6/8
12	Swing Funk
13	Piano Ballad
14	Rap
15	16 Beat Ballad

Number	Song Name/Style
16	Pop Ballad
17	8 Beat Dance
18	8 Beat Modern
19	70's Disco
20	Big Band
21	Country 8 Beat
22	3/4 Gospel
23	Soul
24	8 Beat Two
25	Reggae
26	Swing Reggae
27	English Waltz
28	Tango
29	Rhythm & Blues
30	Polka

# MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
Basic Default	1-16CH	1-16CH	
Channel Changed	1-16CH	1-16CH	
Mode Default	Mode 3	Mode 3	
Messages Altered	X *****	X X	
Note Number : True voice	0~127 *****	0~127 0~127	
Velocity Note ON Note OFF	O 9nH,v=1~127 O 8nH,v=0	O 9nH,v=1~127 O 9nH,v=0 or 8nh	
Affter Key's	X	X	
Pitch Bender	X	O	
Control Change 0, 32	O	O	Bank Select
1	X	O	Modulation
5	X	O	Portamento time
6	O	O	Data Entry
7	O	O	Volume
10	X	O	Pan
11	X	O	Expression
64	X	O	Sustain
65	X	O	Portamento
66	X	O	Sostenuto
67	X	O	Soft pedal
80, 81	O	O	DSP TYPE
91, 93	O	O	DSP DEPTH
100,101	X	O (*1)	RPN LSB,MSB
121	X	O	Reset all Controllers
Program Change : True	O 0-127 0-127	O 0-127 0-127	
System Exclusive	X	X	
System : Song Position	X	X	
: Song Select	X	X	
Common : Tune	X	X	
Aux : Local on/off	X	O	
: All Notes Off	O	O	
Messages : Active Sense	X	O	
: Reset	X	O	

Mode1:OMNI ON, POLY      Mode2:OMNI ON, MONO      O: Yes  
Mode3:OMNI OFF, POLY      Mode4:OMNI OFF, MONO      X: NO

\*1: Registered parameter number:

#0: Pitch sensivity

#1: Fine tuning cents

#2: Coarse tuning in half-tones



# Specifications

- ☆ **Drum Pads:** 1 Snare Mesh Pad with RIM Function, 3 TOM Pads,  
1 Cymbal, 1 Ride, 1 Hi-Hat, 1 Hi-Hat Control, 1 Kick Trigger
- ☆ **Display:** LCD display with blue backlight
- ☆ **Polyphony:** 64 Notes Max
- ☆ **Voice Control:** 583 percussion voices, 40 Preset + 10 User kits
- ☆ **Effect:** Reverb type (10), Level, Chorus type (13), Level
- ☆ **Styles:** 30 Styles
- ☆ **Pad Control:** Sensitivity; Threshold ; Velocity Curve
- ☆ **Demo:** 64 drum songs + 13 demos
- ☆ **Song recording:** Real-time Record and Playback
- ☆ **Others:** Tap, Click Level, Click Sound, Click Tempo,  
Metronome (1/4, 2/4, 3/4, 4/4, 6/4, 3/8, 6/8, 12/8)
- ☆ **Interface:** DC 9V Power Socket, PHONES, USB TO HOST,  
LINE OUT, AUX IN, Serial connection jack for the  
pad trigger cables





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