

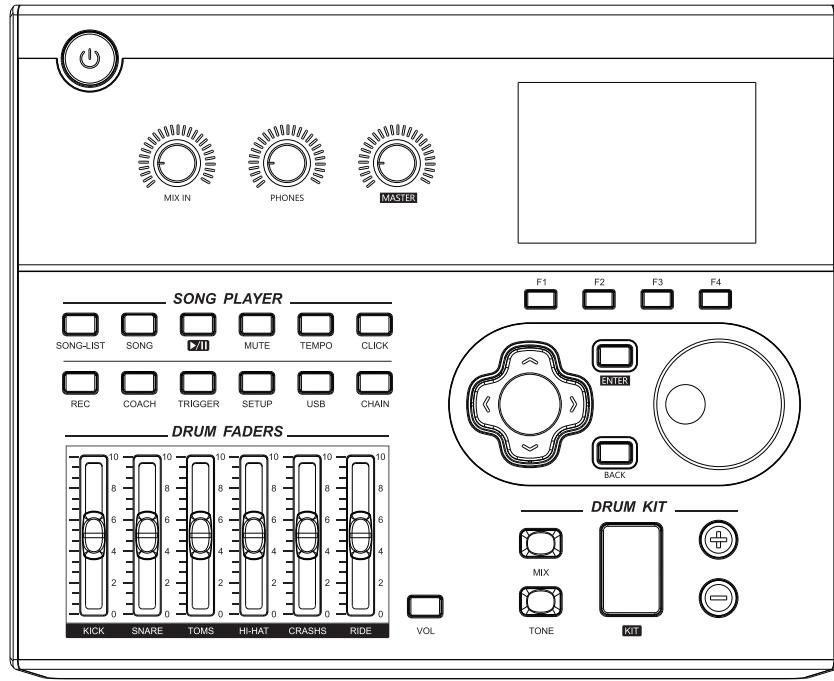
Electronic drum

HΛMPBACK

Owner's Manual V1.0

ACE-970

ACE-1719



18
months
GUARANTEE

USING THE UNIT SAFELY



WARNING Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.



CAUTION Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.

*Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

⚠ WARNING

- Please read owner's manual carefully before use.
- Please connect the power plug with ground protected power outlet.
- Do not open (or modify in any way) the unit or its AC adapter (except when this manual provides specific instructions directing you to do so).
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so).
- Never use or store the unit in places that are:
 - a Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
 - b Damp (e.g., baths, washrooms, on wet floors); or are
 - c Humid; or are
 - d Exposed to rain; or are
 - e Dusty; or are
 - f Subject to high levels of vibration
- When using the unit with a rack or stand, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.
- Be sure to use only the AC adapter supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adapter's body. Other AC adapters may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.
- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. Do not excessively twist or bend the power cord, nor place heavy objects on it. It can damage the cord, producing severed elements and short circuits. Damaged cords may cause fire and shock hazards!

Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.

- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.
- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.
- Immediately turn the power off, remove the AC adapter from the outlet, as listed on the "Information" page when:
 - a The AC adapter, the power-supply cord, or the plug has been damaged; or
 - b If smoke or unusual odor occurs; or
 - c Objects have fallen into, or liquid has been spilled onto the unit; or
 - d The unit has been exposed to rain (or otherwise has become wet); or
 - e The unit does not appear to operate normally or exhibits a marked change in performance.
- In Households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/ampères) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- The unit and the AC adapter should be located so their location or position does not interfere with their proper ventilation.
- Always grasp only the plug on the AC adapter cord when plugging into, or unplugging from, an outlet or this unit.
- At regular intervals, you should unplug the AC adapter and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs.

Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the AC adapter or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- Before moving the unit, disconnect the AC adapter and all cords coming from external devices.
- Before cleaning the unit, turn off the power and unplug the AC adapter from the outlet.
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adapter from the outlet.
- Keep any caps you may remove and the included wing bolts in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

Power supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- The AC adapter will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

Maintenance

- For everyday cleaning, wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

CAUTION

Important Notes

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, nonabrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Other Notes

- Please be aware that the unit's memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit.
- Please take care when using the unit's buttons or other controls, and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting/disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- Since sound vibrations can be transmitted through floors and walls to a greater degree than expected, take care not to allow such sound to become a nuisance to neighbors, especially at night and when using headphones.
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear.

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

FCC warning:

- Any 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.

- This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

Sound Module Main Specifications

Sound Module	ACE-970 ACE-1719
Song	25
Preset Kit	50
Use Kit	25
Instruments	838(GM: 128)
DSP Effect	Reverb, EQ, Pitch, PAN, Decay
Speed	20~260BPM
Display	Chinese-English display, 480*320 TFTcolor LED screen
Bluetooth	✓
USB	✓
Power Supply	DC-12V 1A
Jack	USB COMPUTER(USB Type A), MIDI IN/OUT(6core DIN), USB MEMORY(USB Type A), FOOT SW(6.35mm) ,AUX IN(6.35mm), MASTER OUT-L/MONO(6.35mm), Data In(DB25)

Contents

1. Sound Module Components	1
• Main panel	1
• Top panel	3
2. Main interface	4
Select drum kit; edit drum kit; switch user drum kit; sound edge hitting	
• Customizing a kit	4
Create user-defined drum kit	5
Selecting, switching, creating, naming drum kit	
Delete user defined kit	5
Select whether to delete the drum kit	
Edit user-defined drum kit sounds	5
Select sound, hitting pad;; modify and save the sound of hitting pad	
• Adjustment Interface	6
Adjust the volume of hitting pad	
• Song Interface	6
Pause and play; adjust volume; select and play built-in/ USB song; sound mute; select play mode; adjust process	
Mute Interface	7
Sound mute	
Song Settings Interface	7
Section loop setting; recording synchronized playback	
Song list interface	8
• Recording song and playing	8
Select recording; playback recording; select whether to save recording	

Contents

Recording	9
Recording preparation, enter the recording	
Recording files saving	9
Select whether to save recording	
Recording files list	9
Select, delete, and output recording	
• Tempo Interface	10
Switch tempo, adjust the volume and sound of tempo; adjust speed, time signature and rhythm type	
• Mix interface	10
EQ interface, reverb interface, drum pad tone interface	
EQ Interface	11
Switch EQ, select parameter item, adjust selected parameter value	
Reverb interface	11
Set type, gross and time of reverb	
Pitch interface	12
Set selected parameter of hitting pad; save parameter	
• Sound Module Setting	12
MIDI setting	13
MIDI setting	
Hardware interface	14
Hi-hat height setting	
System Setting Interface	14
Adjust screen brightness; system language setting; panel and kick drum lighting effect setting; system version number setting	

Contents

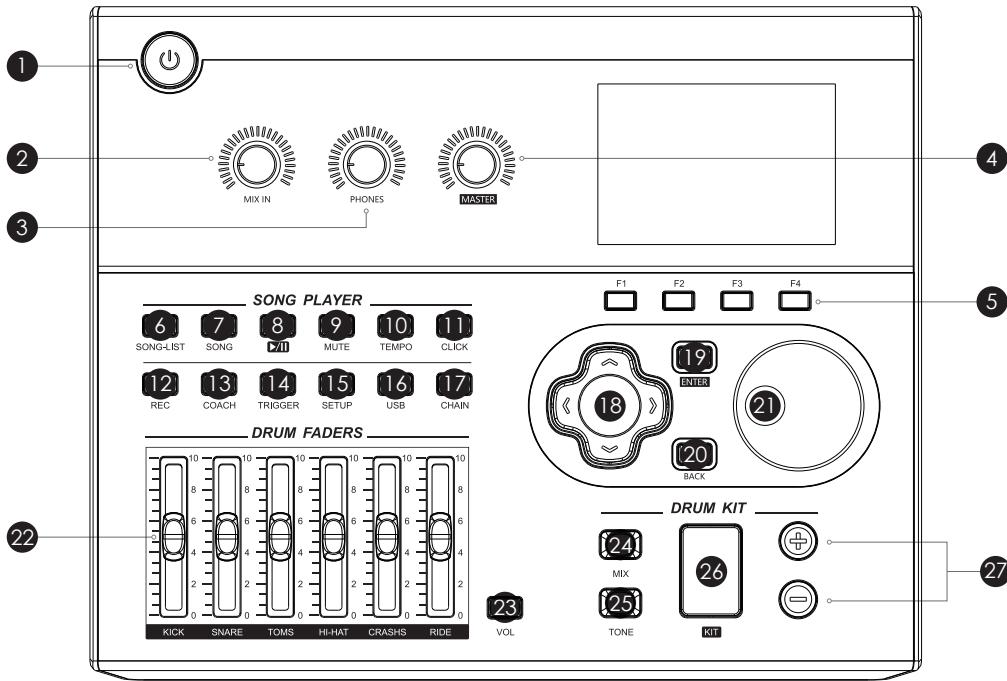
Button light brightness setting	15
Set the brightness of the button light	
Reset setting interface	15
Reset; selectively reset data; selectively clear data	
• Bluetooth Interface	15
Description of Bluetooth interface and open, close and Bluetooth connection	
• Trigger Interface	16
Drum pad setting	
• Coach interface	20
Warm up function	20
Warm up function setting	
Warm up function setting	20
Set practice time, rhythm change and rhythm cycle	
Rhythm interface	21
Rhythm setting	
Rhythm Selection Interface	21
Select rhythm type	
Rhythm setting	21
Select timekeeping mode; set practice time and practice section	
Quiet interface	22
Quiet setting	
Quiet Setting Interface	22
Select timekeeping mode; set practice time and practice section; random mute	
• Drum Kit Chain Interface	23

Contents

Drum kit editing interface	23
Create drum chain; delete drum chain	
Create a drum kit chain	23
Drum chain creation setting	
Using a Drum Kit Chain	24
Open, close drum chain mode	
• USB MEM Interface	24
Format U disk	
3. Appendix	
• Notice	25
DSP-7101	
• Preset SONG List	26
• Preset Kit List	26
• Preset Voice List	27
• Phythm Practice	37

1. Sound Module Components

- Main panel

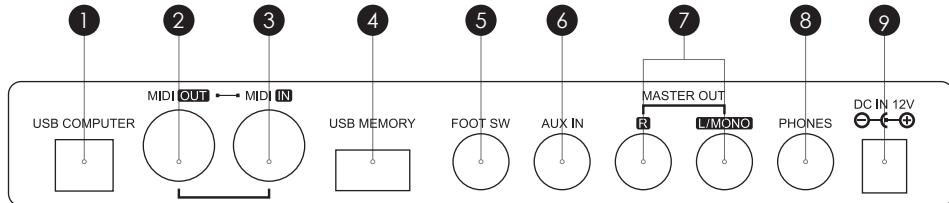


- ① **[POWER] button**
Turns the power on/off.
- ② **[MIX IN] knob**
External audio input volume adjustment.
- ③ **[PHONES] knob**
Adjust the volume of headphone.
- ④ **[MASTER] knob**
Adjust volume of master.
- ⑤ **[F1-F4] function button**
Specify a function shown in the bottom of the display.
- ⑥ **[SONG-LIST] button**
Enter into song list interface.

- ⑦ **[SONG] button**
Perform music-related operations and settings.
- ⑧ **[▶/⏸] button**
Play/stop the song.
- ⑨ **[MUTE] button**
To mute the drum sounds in song.
- ⑩ **[TEMPO] button**
Enter the tempo interface.
- ⑪ **[CLICK] button**
Turn the metronome on/off.
- ⑫ **[REC] button**
Enter the REC standby interface.

- 13 [COACH] button
Enter COACH MENU.
- 14 [TRIGGER] button
Enter the trigger interface.
- 15 [SET UP] button
Enter setting interface.
- 16 [USB] button
Enter the USB interface.
- 17 [CHAIN] knob
Enter the drum chain editing interface.
- 18 [▲][▼][◀][▶] button
Move the cursor in the interface.
- 19 [ENTER] button
Confirm an operation/
Proceed to the next interface.
- 20 [BACK] button
Return or exit button.
- 21 [EDITOR]Encoder knob
Change the value in large steps.
- 22 [DRUM FADERS] button
Drum and hi-hat volume solid slider .
- 23 [VOL] button
Drum and hi-hat volume setting.
- 24 [MIX] button
Enter mix interface.
- 25 [TONE] button
Enter tone interface.
- 26 [KIT] button
Enter the main interface of sound module.
- 27 [+][-] button
Change of parameters, movement of cursor.

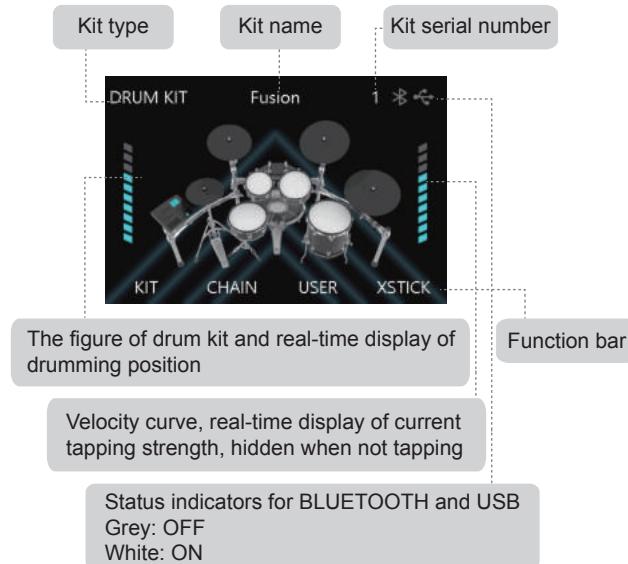
- Top panel



- 1 USB COMPUTER interface**
Connect to MIDI -USB cable for PC playback and MIDI recording.
- 2 MIDI OUT interface**
Use the hitting pad to trigger external MIDI sound module or connect to sequencer for MIDI output .
- 3 MIDI IN connector**
Triggering sounds by MIDI sequencer or pads.
- 4 USB MEMORY jack**
Connect USB flash drive for play audio file in it and input/output drum kit. As well as the value of it.
- 5 FOOT SW interface**
Connect an external pedal.
- 6 AUX IN jack**
Connect external audio source(phone, computer, PAD,MP3)
- 7 MASTER OUT interface**
Connect speaker amplifier, a metronome effect. To connect the cable to L/MONO interface to output MONO (monaural) sound.
- 8 PHONE jack**
Connect stereo headphones. Sound will still be output from the OUTPUT jacks even if headphones are connected.
- 9 DC-12V jack**
Connect the included AC adapter here.

2. Main interface

Press [KIT] button to enter the main interface.

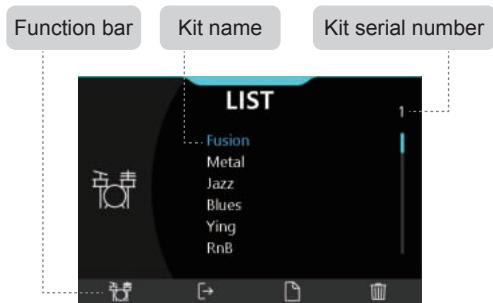


Operation of main interface

Button	Function
[◀]	Move to the previous kit
[▶]	Move to the next kit
[F1]	Enter the drum kit list
[F2]	Set the drum kit chain, use a drum kit chain, see details operation in page 20、21
[F3]	Switch between preset kit and user kit.
[F4]	Switch of X-stick
[KIT]	Enter main interface (drum kit)
[EDITOR]	Select drum kit shortly
[MUTE]	MUTE switch

• Drum Kit List

Enter F1, enter the interface of customizing a kit.

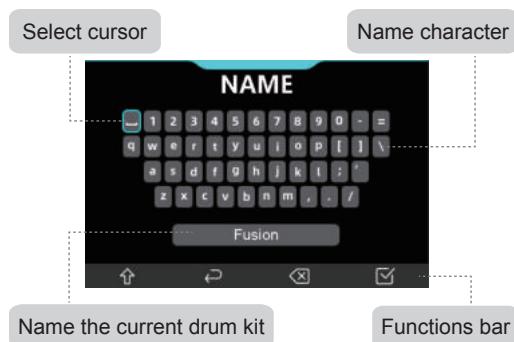


Operation of kit list

Button	Function
[▲]	Move to the previous kit
[▼]	Move to the next kit
[F1]	Switch to the user kit, if there is user drum kit.
[F2]	One click to export kit files to USB
[F3]	Create user drum kit, Copies the currently selected one
[F4]	Delete current kit, preset kit will not be deleted
[KIT]	Enter main interface(drum kit)
[EDITOR]	Select drum kit shortly
[ENTER]	Enter selected kit interface
[BACK]	Back to previous interface

Create user-defined drum kit

Upon the drum kit list interface, enter F3 to copy the selected parameters of current drum kit and enter the naming interface.

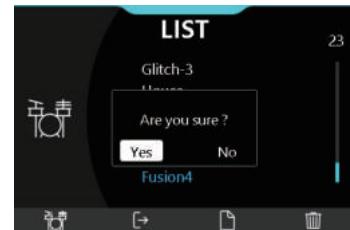


Operation of customizing a kit interface

Button	Function
[▲][▼][◀][▶]	Move the cursor up, down, left and right
[F1]	Toggles through capitalization
[F2]	Determines the character selected by the input cursor
[F3]	Delete the entered character
[F4]	Determines the final name for current kit
[ENTER]	Function same as F2
[BACK]	Return to previous interface
[EDITOR]	Move the cursor left or right quickly

Delete user defined kit

Upon the drum kit list interface, when finished setting user defined kit, press [F4] button to enter a window pop-out to choose if delete the current choosing user defined kit.

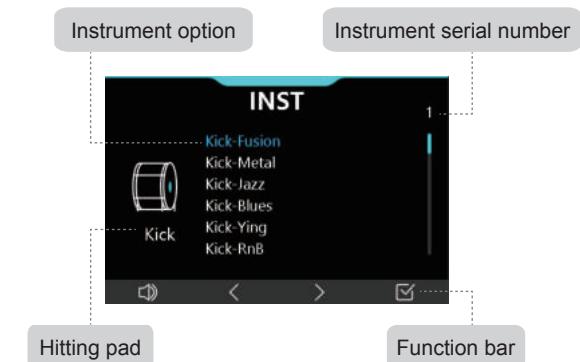


Operation of customizing a kit interface

Button	Function
[ENTER]	Enter
[BACK]	Back
[◀][▶]	Choose "yes" or "no"
[EDITOR]	Function same as [◀][▶]button

Edit user-defined drum kit sounds

After creating the user-defined drum kit, enter [ENTER] to the user drum kit interface, and enter [TONE] to enter the current user drum kit tone interface.



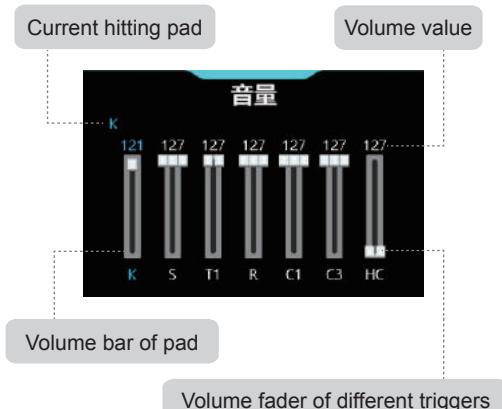
Operation of instrument interface

Button	Function
[▲]	Move to the previous instrument
[▼]	Move to the next instrument
[◀]	Move to the previous pad
[▶]	Move to the next pad
[F1]	Listen current instrument
[F2]	Switch the instrument among hitting pad
[F3]	Current hitting pad jumping backward
[F4]	Save current settings
[BACK]	back to previous interface
[EDITOR]	Select sound quickly

Tone and reverb refer to 11 page, and EQ refers to 11 page.

• Edit the volume of hitting pad

Upon the main interface, press [PADVOL] button, enter the interface of adjusting volume.



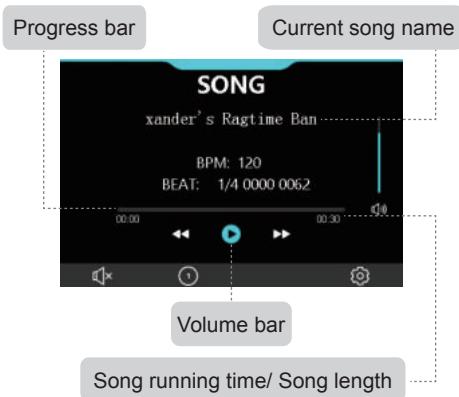
Operation of pad volume interface

Button	Function
[▲]	Volume up
[▼]	Volume down
[◀]	Move to the previous pad
[▶]	Move to the next pad
[EDITOR]	Volume adjust
[BACK]	Save current setting and back to previous interface
[+]	Function same as [▲] button
[−]	Function same as [▼] button

Upon the volume interface of drum pad, striking different positions of different pads, it will jump to the volume bar of the corresponding pad.

• Song interface

Press [SONG] button, enter into song interface.



BPM: MIDI: playback speed, beats per minute. (cannot be set)

BEAT: MIDI: tempo, in three segment

First: the beat of current measure/ total beats per measures

Second: accumulated beats

Third: total beats of song (cannot be set)

(If you hit Crash while playing SONG and find that the sound of Crash is too small, please press the Mute button and then hit crash.

Song Interface

Button	Function
[▶/II]	Play/stop play
[◀]	Move to the previous song
[▶]	Move to the next song
[▲]	Volume up
[▼]	Volume down
[F1]	Enter mute interface and single part of song could be muted
[F2]	Select play mode (List cycle, single cycle, single head, measure cycle)
[F4]	Enter song setting interface
[EDITOR]	Edit playback progress of song
[USB-LIST]	When insert a USB flash drive, open the song list
[DEMO-LIST]	Open the song list in song module
[BACK]	Save current setting and back to previous interface

Mute Interface

Upon song interface, press [F1] button, enter mute interface.



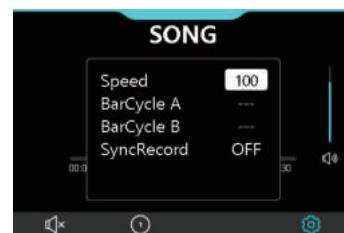
Operation of mute interface

Button	Function
[F1]	Switch off Drum part
[F2]	Switch off Piano part
[F3]	Switch off Bass part
[F4]	Switch off Other part
[BACK]	Save current setting and back to previous interface
[MUTE]	Mute switch of drum part

Song Setting Interface

Upon song interface, press [F4] button, enter song setting interface.

Only upon the [SONG] interface, press [F2] button to adjust song play mode to measure the loop, the section loop starting point A in the figure below, the section loop point B to change the value.



Song setting interface parameter

Button	Function
Speed	Playback speed setting ONLY for MIDI file song(precent)
BarCycle A	The start setting of measure of cycle play, ONLY for MIDI file song
BarCycle B	The end setting of measure of cycle play, ONLY for MIDI file song
Play in recording	Open it to record along with the current song

Song Setting Interface

Button	Function
[◀]	Adjust parameter values
[▶]	Adjust parameter values
[▲]	Select the previous option
[▼]	Select the next option
[BACK]	Save the current settings and return to the previous interface
[EDITOR]	Quickly adjust parameter value
[+]	Function same as [▶] button
[−]	Function same as [◀] button

• Song list interface

In the non-song list interface, press [SONG] button to enter the song list interface.

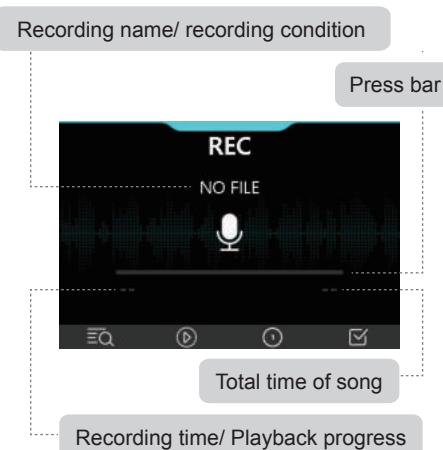


Operation of song list interface

Button	Function
[◀][▶]	Move to previous or next song
[F1]	Enter the demo song that comes with the system
[F2]	Enter the song on the USB flash drive if there is a USB flash drive
[ENTER]	Confirm to use the song, then enter the song interface
[BACK]	Return to previous interface
[EDITOR]	Select song quickly
[−][+]	Move to previous or next song (Function same as [▲] button)

• Recording song and playing

Press [REC] button, enter into the recording interface.

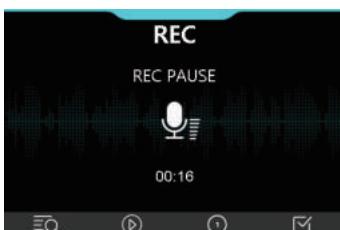


Operation of recording interface

Button	Function
[REC]	Upon recording interface, press [REC] to start/ pause recording
[◀]	Move to the previous recording song
[▶]	Move to the next recording song
[F1]	Open recording file, except the recording condition
[F2]	Play/ Pause recording file, the except recording condition
[F3]	Switch loop playback mode
[F4]	Save the current recording date, the prompt box selects "YES" to save date and selects "NO" to discard the date, and then press [BACK] button to return to record.
[BACK]	Exit the recording interface

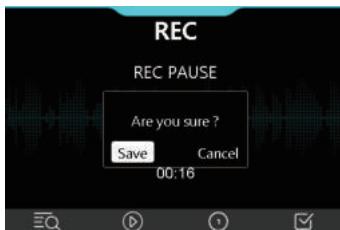
Recording

Upon the recording interface, press [REC] button, to start recording. There would be 3 seconds for preparing the recording.



Recording files saving

When start recording, press [F4] button, which can save the recording files.

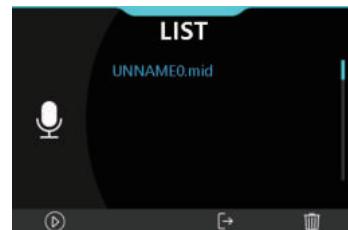


Operation of Recording saving interface

Button	Function
[ENTER]	Confirm and enter the recording file naming interface
[◀][▶]	Choose to save or choose to cancel
[BACK]	Exit the current interface

Recording files list

Upon the recording interface, press [F1] , enter recording files list interface.

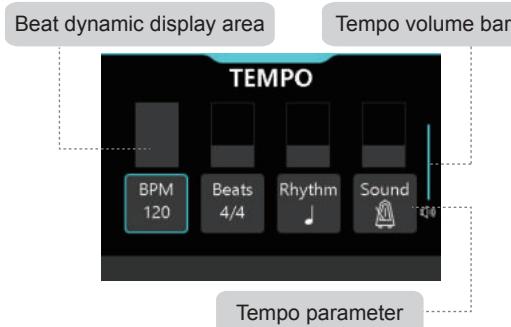


Recording list interface operation

Button	Function
[F1]	Return to recording interface
[F3]	Output the recording files to USB
[F4]	Delete the selected recording files
[▲]	Choose the recording files
[▼]	Choose the recording files
[BACK]	Exit the current interface

• Tempo interface

Press [TEMPO] button, enter into tempo interface.



Operation of tempo interface

Button	Function
[CLICK]	Open/Close tempo
[◀]	Select left parameter
[▶]	Select right parameter
[▲]	Increase the volume of tempo
[▼]	Lower the volume of tempo
[F1]	Select BPM parameter
[F2]	Select Beats parameter
[F3]	Select Rhythm parameter
[F4]	Select Sound parameter
[EDITOR]	Edit the parameter of selected option
[BACK]	Save and Exit
[+]	Adjust parameter values of selected items
[−]	Adjust parameter values of selected items

Tempo parameter

Parameter	Value	Description
BPM	20-260	The speed of tempo, beats per minute (BPM)
Beats	36	Notes for a beat, beats for a measure
Rhythm	15	Rhythm of each beat
Sound	6	Sound of tempo includes temple blocks, standard, cowbel, mechanic, ticking and human voice

• Mix interface

Upon the non-mix interface, press [MIX] button to enter into mix interface.



Operation of Mix interface

Button	Function
[◀][▶]	Move the cursor left or right
[+][-]	Move the cursor right or left
[ENTER]	Enter the interface where the cursor is located
[BACK]	Return to previous interface
[F1]	Enter into pitch interface
[F2]	Enter into reverb interface
[F3]	Enter into EQ interface
[EDITOR]	Move cursor quickly

EQ Interface

Upon mixer interface, press [F3] button or move cursor and press [ENTER] button, enter into reverb interface.



EQ interface operations

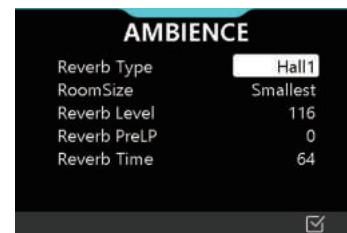
Button	Function
[ENTER]	open or close the equalizer
[F1]	When the equalizer opened, choose EQ Low Gain
[F2]	When the equalizer opened, choose EQ High Gain
[F3]	When the equalizer opened, choose EQ Low Freq
[F4]	When the EQ is turned on, select the high frequency threshold.
[◀][▶]	When the equalizer opened, choose EQ High Freq
[EDITOR]	Adjust parameter values of selected items quickly
[BACK]	Saving and exit the current interface
[+][-]	Adjust parameter values of selected items

EQ parameter

Parameter	Value	Description
Equalizer	on/off	The switch of EQ
EQLowGain	-12dB - +12dB	Up/Down the range of low frequency
EQHighGain	-12dB - +12dB	Up/Down the range of high frequency
EQLowFreq	40HZ – 1KHZ	Set the range of low frequency
EQHighFreq	900HZ – 5KHZ	Set the range of high frequency

Reverb interface

Upon mixer interface, press [F2] button, enter into room interface.



Operation of reverb interface

Button	Function
[▲][▼]	Select up or down option
[◀][▶]	Adjust parameter values of selected items
[EDITOR]	Adjust parameter values of selected items quickly
[F4]	Save current setting
[BACK]	Exit the current interface
[+][-]	Function same as [◀][▶] button

Reverb parameter

Parameter	Value	Description
Reverb Type	8 types	Set the reverb type, Room1-3, Hall1-2, plate delay, pan-delay
Reverb Level	0-127	Set reverb Level
Reverb Time	0-127	Set reverb time
Reverb PreLP	0-7	To set the reverb below the selected low threshold

Pitch interface

Upon mixer interface, press [F1] button, to enter into reverb interface.



Operation of pitch interface

Button	Function
[◀]	Move to previous hitting pad
[▶]	Move to next hitting pad
[▲]	Select previous parameter
[▼]	Select next parameter
[F1]	Listen to current editing effects
[F4]	Save parameter
[EDITOR]	Adjust parameter values of selected items quickly
[+][-]	Adjust parameter values of selected items

Pitch parameter

Parameter	Value	Description
Course	-24-24	Coarse tuning the selected hitting pad
Fine	0-127	Fine tuning the selected hitting pad
Tone	0-127	Set the tone of selected hitting pad
Pan	-63-63	Set the pan of selected hitting pad
Decay	0-127	Set the decay of selected hitting pad
Reverb	0-127	Set the reverb volume of selected hitting pad

• Sound module setting

Press [SET UP] button, enter into sound module setting interface.



Operation of sound module setting interface

Button	Function
[F1]	Enter MIDI setting interface
[F2]	Enter Hi-hat setting interface
[F3]	Enter system setting interface
[F4]	Enter reset setting interface
[◀][▶]	Select items, cooperate with [ENTER] button to enter the corresponding setting interface
[BACK]	Exit the current interface

MIDI interface

Upon sound module setting interface, select MIDI and enter into MIDI interface



Operation of MIDI interface

Button	Function
[◀][▶]	Edit selected parameter
[▲]	Move to previous parameter
[▼]	Move to next parameter
[F1]	Select first page parameter
[F2]	Select second page parameter
[F4]	Save current parameters of pads
[EDITOR]	Adjust parameter values quickly
[BACK]	Exit the current interface
[+][-]	Function same as [◀][▶] button

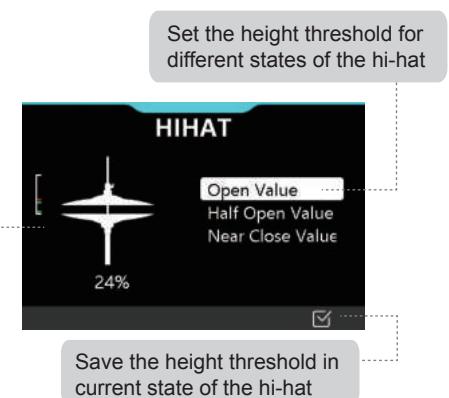
MIDI parameter

Parameter	Value	Description
Channel	1-16	Set the MIDI channel number
USB-MIDI OUT	ON/OFF	Turn the USB-MIDI OUT on/off
USB-MIDI IN	ON/OFF	Turn the USB-MIDI IN on/off
Auto Trace	ON/OFF	Turn the Auto Trace of main interface and sound interface on/off
USB Retransmit	ON/OFF	Turn the USB-MIDI Retransmit on/off
System Real	ON/OFF	Turn the System real on/off
MIDI OUT	ON/OFF	Turn the MIDI OUT on/off
MIDI IN	ON/OFF	Turn the MIDI IN on/off

Hardware interface

Upon sound modules setting interface, press [F2] button and enter into hardware interface or move cursor and press [ENTER] button to enter.

Current hi-hat height diagram



Operation of hardware interface

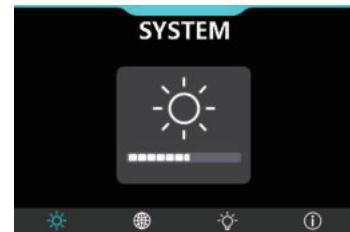
Button	Function
[▲]	Selected the previous option
[▼]	Selected the next option
[F4]	Save setting
[+][-]	Function same as[▲][▼]button
[EDITOR]	Function same as[▲][▼]button
[BACK]	Exit the current interface

Hardware interface description

- (1) The hi-hat diagram on the left side of the interface will change depending on the height of the actual hi-hat.
- (2) If the current cymbal height threshold above the open height threshold, it is in the open state. The half open state is between the open height threshold and the half open height threshold. The closed state below the half open height threshold.
- (3) Select the right option cursor to set the opening height and adjusting the height of the current cymbal, you can set the opening height threshold at the blue mark on the left.
- (4) Select the right option cursor to set the half opening height and adjusting the height of the current cymbal, the half opening height threshold can be set. At the green mark on the left, the half opening height threshold should be less than the opening height threshold.
- (5) Select the right option cursor to set the tiny closed height and adjusting the height of the current cymbal, the tiny closed height threshold can be set, that's a quarter of height of the current cymbal. At the red mark on the left, the tiny closed height threshold should be less than the half opening height threshold.
- (6) Move the height of the current cymbal ,press[F4] button to save the current height.

System Setting Interface

Upon sound module setting interface, press[F3] button or according to move the cursor+[ENTER] to enter into system interface.



Operation of System setting interface

Button	Function
[F1]	Brightness setting of Sound module screen
[F2]	System language setting
[F3]	Panel and Lighting effects of kick setting
[F4]	System version number setting
[▲]	Select the previous option if have several options
[▼]	Select the next option if have several options
[◀][▶]	Adjust parameter values of selected items
[EDITOR]	Function same as[◀][▶]button
[+][-]	Function same as[◀][▶]button
[BACK]	Return to previous interface
[ENTER]	Confirmed

Button light brightness setting



Operation of light brightness setting

Button	Function
[▲][▼]	Move cursor up and down
[◀][▶]	Adjust parameter values of selected items
[EDITOR]	Function same as [◀][▶]button
[BACK]	Save and Exit
[F1][F2][F4]	Function of system setting interface
[+][-]	Function same as [◀][▶]button

Reset setting interface

In the sound module setting interface, press [F4] button to enter the reset setting interface, or press [▶] button to move the cursor to the second-to-last on the right and then + [ENTER] to enter.



Operation of reset setting interface

Button	Function
[▲]	Select the previous option
[▼]	Select the next option
[ENTER]	Confirmed
[◀][▶]	Move cursor into "YES" OR "NO"
[BACK]	Return to previous interface

- a.Reset and restore
- b.Reset preset date, only reset the original date of the sound module and retain user date, such as preset drum kits, etc.
- c.Clear user date, only clear the original date of the sound module, such as drum kits, recording files, etc.

• Bluetooth interface

Upon sound module setting interface, press [▶] button into the right side and + [ENTER] button to enter.

Sound module and Bluetooth connection status



Function bar

Sound module and Bluetooth address

Operation of bluetooth interface

Button	Function
[F1]	Enter Bluetooth secondary interface (display sound module and Bluetooth name, Bluetooth connection status, Bluetooth address)
[F2]	Enter Bluetooth main interface (display the Bluetooth list that can be paired with the Bluetooth of the sound module)
[F3]	Refresh Bluetooth main and secondary interface
[F4]	Turn on or turn off the Bluetooth function of the sound module
[ENTER]	On the Bluetooth main interface, press the [ENTER] button where the option cursor is located to perform main-secondary Bluetooth pairing. If the pairing is successful, the Status on the Bluetooth secondary interface will display Connected, if the pairing fails, the Status on the Bluetooth secondary interface will be show Disconnected
[▲][▼]	On the Bluetooth main interface, press [▲] or [▼] and move cursor to choose main Bluetooth pairing with sound module
[BACK]	Return to previous interface
[◀][▶]	On the Bluetooth secondary interface, press [◀] or [▶] and switch the name option on the secondary interface
[EDITOR]	Switch option quickly

• Trigger Interface

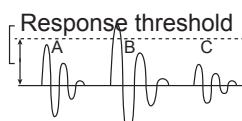
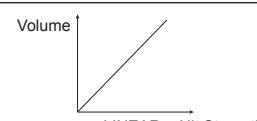
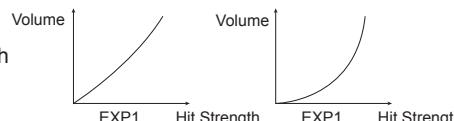
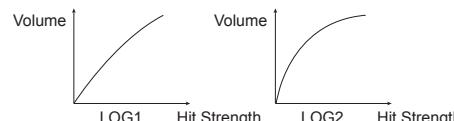
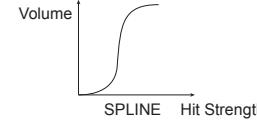
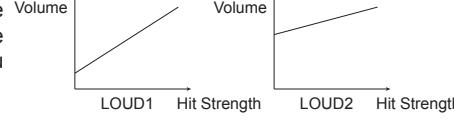
Upon non-trigger interface, press [TRIGGER] button and enter the trigger interface.

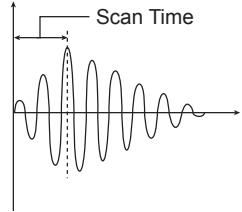
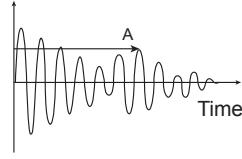


Operation of trigger interface

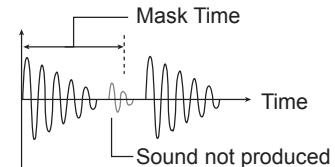
Button	Function
[F1]	Select first page parameter
[F2]	Select second page parameter
[F4]	Save current parameter of hitting pad
[▲]	Select the previous option
[▼]	Select the next option
[◀]	Move to the previous hitting pad
[▶]	Move to the next hitting pad
[+]	Adjust parameter values of selected items
[−]	Adjust parameter values of selected items
[EDITOR]	Function same as[+][−]
[BACK]	Exit the current interface

Trigger parameter

Parameter	Value	Description
Sensibility	0-31	<ul style="list-style-type: none"> You can adjust the sensitivity of the pads to accommodate your personal playing style. This allows you to have more dynamic control over the sound volume, based on how hard you play. The larger value, the higher sensitivity. When the sensitivity is high, even if the pad/cymbal is lightly hit, a large volume will be generated. When the sensitivity is low, even if the volume is strongly hit, the volume is small.
Threshold	0-31	<ul style="list-style-type: none"> This setting allows a trigger signal to be received only when the pad is above a determined dynamic level (velocity). This can be used to prevent a pad from sounding because of vibrations from other pad. In the following example, B will sound but A and C will not sound. When set to a higher value, no sound is produced when the pad is struck lightly. The response threshold is gradually increased as the pad is struck. Check this setting and adjust as needed. Repeat this process until you get the perfect setting for your playing style. 
Curve	<p>This setting is used to control the relationship between playing strength (strike force) and volume variation. Adjust this curve until the response is natural enough.</p>	
	LINEAR	<ul style="list-style-type: none"> Standard settings. In this setting, the most natural correspondence between the playing strength and the volume change is presented. 
	EXP1、EXP2	<ul style="list-style-type: none"> Compared with LINEA, the heavier hit strength will make a big difference. 
	LOG1、LOG2	<ul style="list-style-type: none"> Compared with LINEA, the lighter hit strength will make a big difference. 
	SPLINE	<ul style="list-style-type: none"> Huge response to the hit strength. 
	LOUD1、LOUD2	<ul style="list-style-type: none"> It is easy to maintain a powerful volume effect with very light strength response. These settings will produce a reliable trigger if you use a drum trigger as an external drum pad. 

Parameter	Value	Description
Dynamic Range	0-9	<ul style="list-style-type: none"> This setting allows a trigger signal to be received range between peak value with minimum value. When set to higher value, it will be larger range for the trigger signal.
Scan Time	0-4.0(ms)	<ul style="list-style-type: none"> Specifies the detection time of the trigger signal. Due to the different characteristics of each pad or acoustic drum trigger, the rise time of the trigger signal waveform may be slightly different, and the same striking force may sound at different volumes. If this happens, adjust the "scan time" and the performance can be monitored more accurately. When repeatedly hitting the pad with the same strength, the scan time value is gradually increased from "0" until the volume is stable at the maximum level. In this setting, Try to hit it lightly and heavily, make sure the volume changes normally. <p>*The higher the value is set, the longer it takes to sound, so set this value as low as possible.</p> 
Retrig Level	0-16	<ul style="list-style-type: none"> This setting prevents spurious re-triggering. Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent sounding at Point A in the following figure(Re-trigger). This occurs in particular at the decaying edge of the waveform. The retrig level detects such distortion and prevents repeated triggering. When repeating the drum pad, raise the "Retrig Level" value until no further triggering occurs. *Although raising this value prevents re-triggering, when playing fast (such as a roll), the sound is likely to be missed. Adjust this value as low as possible while ensuring no re-triggering. (Note: You can also reduce the time by setting a hidden time setting. The hidden time does not detect the trigger signal within a specified time after the previous trigger signal is received. Retrig level detection trigger signal level attenuation, after internally determining the trigger signal actually generated when hitting the pad, then the sound is triggered, and other false trigger signals that do not require a triggering sound are excluded.) 

Parameter	Value	Description
Mask Time	0-64(ms)	<ul style="list-style-type: none"> This setting prevents double triggering. When playing a trigger (specially kick trigger), the beater can bounce back and hit the head a second time immediately after the intended note-with acoustic drums sometimes the beater stays against the head-this causes a single hit to "double trigger" (two sounds instead of one).The Mask Time setting helps to prevent this. Once a pad has been hit, any additional trigger signals occurring within the specified "Mask Time" will be ignored(0-64ms). <p>• When using a pad, try to let the beater bounce back and hit the head very quickly, then raise the "Mask Time" value until there are no more sounds made by the beater rebound. *When set to high value, it will be difficult to play very quickly. Set this to as low a value as you can.</p> <p>• (Note:If two or more sounds are being produced when you strike the head just once, then adjust Retrig Level.)</p>
Anti-Cross	0-80	<ul style="list-style-type: none"> This setting cancels "crosstalk" (the sound of another drum pad is produced when playing a drum pad). This happens when two drum pads are mounted on the same drum stand. In some cases, you can prevent crosstalk by increasing the distance between the two pads.
Rim Gain	0-8.0	<ul style="list-style-type: none"> Same as "sensitivity", the higher the value, the higher the sensitivity of the rim/edge. When the sensitivity is high, even if the tap is lightly hit, a large volume is generated. When the sensitivity is low, even if the intensity is hit hard, the volume is small.
Head/Rim Adj	0-80	<ul style="list-style-type: none"> When you hit the drumhead hard, you may hear the drums. You can improve this by reducing the value of the contrast. When you set this value too large, it may be difficult to play a rim hit.
Xstick Adj	-9 - +9	<ul style="list-style-type: none"> Set the strike strength of cross stick and open strick. When setting is ("+"), the sound of cross stick is still heard even hitting hard.
Pedal HH Sens	-5 - +5	<ul style="list-style-type: none"> Adjust the sensibility of closed hi-hat and foot splash sound. When setting is ("+"), even if you gently press the pedal, it will make a loud sound.



• Coach interface

Press the [COACH] button to enter into coach interface.

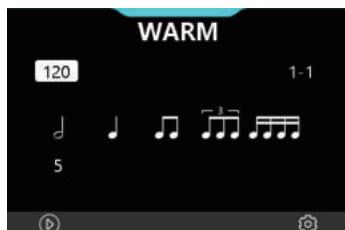


Coach interface operation

Button	Function
[F1]	Enter into warm up practice mode
[F2]	Enter into rhythm practice mode
[F3]	Enter into quiet practice mode
[◀][▶]	Move to the previous or next practice mode
[BACK]	Exit the current interface

Warm up function

Upon coach interface, press [F1] to enter into warm up interface.

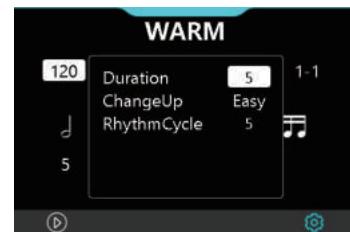


Operation of warm up interface

Button	Function
[F1]	Start/End practice
[F4]	Enter into warm up setting interface
[BACK]	Exit the current interface
[EDITOR]	Edit BPM speed

Warm up function setting

Upon coach interface, press [F1] to enter into warm up interface.



Warm up setting parameter

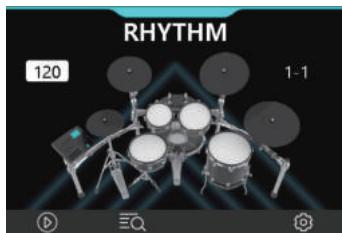
Parameter	Description
Duration	Set warm up duration
Change Up	Set warm up practice difficulty, rhythm change template
Rhythm cycle	Set a single rhythm type practice time, rhythm type switching time

Operation of warm up interface

Button	Function
[◀]	Adjust parameter values
[▶]	Adjust parameter values
[▲]	Select option
[▼]	Select option
[EDITOR]	Function same as [◀][▶]button
[BACK]	Save and Exit

Rhythm interface

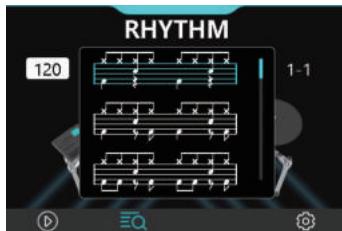
Upon coach interface, press [F2] to enter into rhythm interface.



Operation of rhythm interface

Button	Function
[F1]	Start/End practice
[F2]	Enter the rhythm setting interface and select the rhythm type
[F4]	Enter the rhythm setting interface and select the rhythm type
[EDITOR]	Adjust BPM speed
[ENTER]	Confirmed
[▲][▼]	Select option
[◀][▶]	Adjust parameter values
[BACK]	Exit the current interface

Rhythm Selection Interface



Upon rhythm setting interface, use [▲], [▼], [EDITOR] to select the rhythm type, and the current rhythm type will be played during the selecting process. There are 20 rhythm types to choose from, and the difficulty is sorted from simple to difficult.

Rhythm setting

Upon the rhythm interface, press [F4] button to enter rhythm setting interface.



Rhythm setting parameter

Parameter	Value	Description
Time Mode	Time/Bar	Select the time mode for rating. When it is time, once the accumulated time of the exercise reaches the set duration value, the system will automatically stop the exercise and score; When it is bar, once the accumulated bar reaches the set bar value, the system will automatically stop the exercise and score
Duration	1-60	Set the duration
Bar	5-2000	Set the number of bar
The grading for evaluation	Normal /strict	The difference of Normal mode is 0.5, The difference of strict mode is 0.1.

Quiet interface

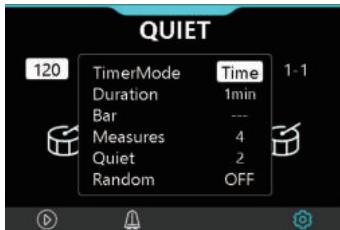
Upon the coach interface, press [F3] to enter into quiet interface.



operation of quiet interface

Button	Function
[F1]	Start/End practice
[F2]	Set the metronome parameters
[F4]	Enter the quiet setting interface
[EDITOR]	Edit BPM speed
[BACK]	Exit the current interface
[ENTER]	Confirmed

Quiet Setting Interface



Quiet setting Parameter

Parameter	Value	Description
Time Mode	Time/Bar	Select the time mode for rating. When it is [time], once the accumulated time of the exercise reaches the set duration value, the system will automatically stop the exercise and score; When it is [bar], once the accumulated bar reaches the set bar value, the system will automatically stop the exercise and score
Duration	1-60	Set the duration
Bar	20-2000	Set the number of bar
Measures	2,4,8,16	Set the measures
Quiet	1,2,4	Set the number of quiet. The number of quiet is not more than half of the measures, and the quiet portion occurs in the second half of the measure.
Random	ON/OFF	Random switch, the quiet number changes randomly after opening

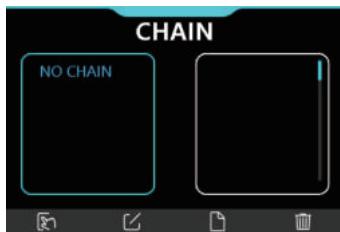
Operation of quiet setting interface

Button	Function
[▲][▼]	Select option
[◀][▶]	Adjust parameter values
[EDITOR]	Function same as [◀][▶]button
[+][-]	Function same as [◀][▶]button
[BACK]	Save and return to previous interface

• Drum Kit Chain Interface

Drum kit editing interface

Press the [CHAIN] button to switch drum kit chain on.

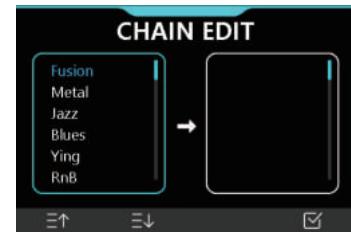


Operation of drum kit chain interface

Button	Function
[F3]	Create a drum kit chain
[F4]	Delete a drum kit chain
[F2]	Edit the cursor selected drum kit chain
[F1]	Use the cursor selected drum kit chain
[▲]	Move cursor up
[▼]	Move cursor down
[◀]	Move cursor left
[▶]	Move cursor right
[BACK]	Return to previous interface

Create a drum kit chain

Upon the drum kit chain interface, press [F3] ,enter into creating a drum.



Left frame:preset drum kit,
Right frame:new drum kit chain selected from
preset drum kit.

Operation of creating drum kit interface

Button	Function
[F4]	Save current setting
[▲]	Move cursor up
[▼]	Move cursor down
[◀]	Move cursor into left frame
[▶]	Move cursor into right frame
[ENTER]	In left frame,insert the cursor position kit into right frame. In right frame,move back the selected kit into
[BACK]	Return to previous interface
[F1]	In right frame,to move up suror position kit up
[F2]	In right frame,to move down suror position kit up.

Using a Drum Kit Chain

Move cursor by [▲][▼] buttons and press [F1] button to select the chain number that you want to use.



When you've finished setting, press the [kit] or [back] button to back into main interface. Press [F2] ,to enter into Chain kit mode.



Upon main interface,press [F2] button again to close the chain kit mode.

• USB MEM Interface

Press [USB MEM] button enter into the USB screen.



Operation of USB interface

Button	Function
[F1]	Loading drum kit file from USB
[F2]	Format USB
[◀]	Move cursor left, use [ENTER] button to perform related operations
[▶]	Move cursor right, use [ENTER] button to perform related operations
[BACK]	Exit the current interface

3. Appendix

• Notice

Overall Notice	
USB Disk Connect	USB storage device connect.
USB Disk Remove	USB storage device connect.
No USB Disk	No USB storage device detected.
No USB Disk	No USB storage device detected.
HOME interface	
Date Store Err!!!	Data storage error,reset failed. To try again or restart the sound module to reset it.
No User Kit	No user kit, to creat new or input one.
HOME EDIT LIST interface	
Preset kit can not be delete!!!	Preset kit can not be delete.
Kit Count OverFlow!!!	User kit overflow, to delete part of then and creat new or import one.
Failed to remove	Failed to remove user kit, to restart the sound moudle and try again or reset user data.
REC interface	
REC interface	No recording file.
Export OK	Recording file export to USB storage device successgully.
Export Err	Failed to export file to USB storage device, to check whether the USB has been formatted or the file exits or not.
Delete Err	Failed to delete the recording file, to restart the sound moudle and try again or reset user data.
SONG interface	
Play Err	Failed to play song or the wrong of file in USB storage device,to try again.
RESET interface	
Successful Operation	Reset successfully and data has been res tored to fatory settings.
Date Store Err!!!	Failed to store date and reset the date, to try again or restart of sound module.

DSP-7101

SONG: 25 / Preset Kit: 50 / User Kit: 25 / VOICE: 838

• Preset SONG List

NUM	NAME	NUM	NAME	NUM	NAME
1	Alexander's Ragtime Band	10	Heavy Asia	19	Startman
2	Bassomania	11	Hello Mybaby	20	That's All Right Mama
3	Blue Monday	12	House Of The Rising Sun	21	The Thrill Is Gone
4	Boston Rain	13	Jam In E-Minor	22	Trooper
5	By The Light Of The Silvery Moon	14	Love Me Do	23	Wait And Bleed
6	Crybaby	15	One Can Re	24	Yankee Doodle
7	Dance	16	P.S. I Love You	25	The 80's Rock
8	DJ's In The House	17	Pedro's Turn		
9	Downtown	18	Spanish Flea		

• Preset KIT List

NUM	NAME	NUM	NAME	NUM	NAME
1	Fusion	11	Jazz1	21	Electron-1
2	Rock2	12	Jazz2	22	Electron-2
3	Rock3	13	Brush1	23	Electron-3
4	Rock4	14	Fiesta1	24	Electron-4
5	Rock5	15	Fiesta2	25	Electron-5
6	Rock6	16	Jungle1	26	Electron-6
7	Pop1	17	Jungle2	27	Electron-7
8	Pop2	18	Funk1	28	Electron-8
9	Pop3	19	Funk2	29	Electron-9
10	Pop4	20	Reggae1	30	Electron-10

NUM	NAME	NUM	NAME	NUM	NAME
31	Electron-11	38	Afroshop-2	45	Ganja
32	Electron-12	39	Arena-1	46	Jack-1
33	Alphabetical	40	Argon-1	47	Jack-2
34	Percussion-1	41	bottlepoppin-1	48	Jack-3
35	Absynth-1	42	bottlepoppin-2	49	Concrete
36	Absynth-2	43	bouncin-1	50	Fix
37	Afroshop-1	44	dakeat-1		

• Preset VOICE List

NUM	NAME	NUM	NAME	NUM	NAME
	Kick	18	Kick-Vintage-2-released-Bright	36	Kick-Jazz-1-Soft
1	Kick-Rock-1	19	Kick-Vintage-2-released-Medium	37	Kick-Jazz-1-XL
2	Kick-Rock-2	20	Kick-Vintage-2-released-XL	38	Kick-Jungle-1
3	Kick-Pop-1-bright	21	Kick-Vintage-3-stuck-Bright	39	Kick-Jungle-2-Bright
4	Kick-Pop-1-medium	22	Kick-Vintage-3-stuck-Bright-Comp	40	Kick-Jungle-2-Comp
5	Kick-Pop-1-Soft	23	Kick-Vintage-3-stuck-Deep	41	Kick-Jungle-2-Comp-Bright
6	Kick-Pop-1-XL	24	Kick-Vintage-3-stuck-Medium	42	Kick-Jungle-2-Comp-Medium
7	Kick-Pop-2	25	Kick-Vintage-3-stuck-XL	43	Kick-Jungle-2-Comp-XL
8	Kick-Pop-3-bright	26	Kick-Metal-1-Bright	44	Kick-Jungle-2-Medium
9	Kick-Pop-3-Medium	27	Kick-Metal-1-Deep	45	Kick-Jungle-2-XL
10	Kick-Pop-3-Soft	28	Kick-Metal-1-Medium	46	Kick-Jungle-3-Bright
11	Kick-Pop-3-XL	29	Kick-Metal-1-XL	47	Kick-Jungle-3-Deep
12	Kick-Pop-4-Bright	30	Kick-Metal-2	48	Kick-Jungle-3-Medium
13	Kick-Pop-4-Deep	31	Kick-Metal-2-Dry	49	Kick-Jungle-3-XL
14	Kick-Pop-4-Soft	32	Kick-Metal-2-L	50	Kick-Electro8-1
15	Kick-Pop-4-XL	33	Kick-Metal-2-XL	51	Kick-Electro8-Long
16	Kick-Pop-5	34	Kick-Jazz-1-Bright	52	Kick-Electro8-Long-Soft
17	Kick-Vintage-1-long	35	Kick-Jazz-1-Deep	53	Kick-Electro8-2

NUM	NAME	NUM	NAME	NUM	NAME
54	Kick-Electro8-Short	84	Kick Arena 7	114	Kick Dakeat 1
55	Kick-Electro9-1	85	Kick Arena 8	115	Kick Dakeat 2
56	Kick-Electro9-1L	86	Kick Argon 1	116	Kick Dakeat 3
57	Kick-Electro9-1V	87	Kick Argon 2	117	Kick Dakeat 4 V1
58	Kick-Electro9-2	88	Kick Argon 3	118	Kick Dakeat 5
59	Kick-Electro9-2L	89	Kick Argon 4	119	Kick Dakeat 6
60	Kick-Electro9-2V	90	Kick Argon 5	120	Kick Dakeat 7
61	Kick-Electro5-1	91	Kick Argon 6	121	Kick Dakeat 8
62	Kick-Electro5-deep	92	Kick BottlePoppin 1	122	Kick Ganja 1
63	Kick-Electro5-short	93	Kick BottlePoppin 2	123	Kick Ganja 2
64	Kick-Electro5-V	94	Kick BottlePoppin 4	124	Kick Ganja 3
65	Alphabetical_Pop_Kick	95	Kick BottlePoppin 5	125	Kick Ganja 4
66	Kick-Fusion	96	Kick BottlePoppin 6	126	Kick Ganja 5
67	Kick Absynth 1	97	Kick BottlePoppin 7	127	Kick Ganja 6
68	Kick Absynth 2 V1	98	Kick BottlePoppin 8	128	Kick Ganja 7
69	Kick Absynth 4	99	Kick Bouncin 1	129	Kick Jack 1
70	Kick Absynth 5	100	Kick Bouncin 2	130	Kick Jack 2
71	Kick Absynth 6	101	Kick Bouncin 3	131	Kick Jack 3
72	Kick Absynth 7	102	Kick Bouncin 4	132	Kick Jack 4
73	Kick Absynth 8	103	Kick Bouncin 5	133	Kick Jack 5
74	Kick Absynth 9	104	Kick Bouncin 6	Snare	
75	Kick AfroShop 1	105	Kick Bouncin 7	134	Snare-Rock-1
76	Kick AfroShop 2	106	Kick Bouncin 8	135	Snare-Rock-1-Rimshot
77	Kick AfroShop 3	107	Kick Concrete 1	136	Snare-Rock-1-Cross-Stick
78	Kick Arena 1	108	Kick Concrete 2	137	Snare-Rock-2-S
79	Kick Arena 2	109	Kick Concrete 3	138	Snare-Rock-1-Rimshot2
80	Kick Arena 3	110	Kick Concrete 4	139	Snare-Rock-1-Cross-Stick2
81	Kick Arena 4	111	Kick Concrete 5	140	Snare-Rock-2-S-snappy
82	Kick Arena 5	112	Kick Concrete 6	141	Snare-Rock-1-Rimshot3
83	Kick Arena 6	113	Kick Concrete 7	142	Snare-Rock-1-Cross-Stick3

NUM	NAME	NUM	NAME	NUM	NAME
143	Snare-Rock-2-S-mezzo	173	Snare-Metal-3-rods-S	203	Snare-Brush-1-XL
144	Snare-Rock-2-RimShot	174	Snare-Metal-3-Rods-Rimshot	204	Snare-Brush-2-XL
145	Snare-Rock-2-Cross-Stick	175	Snare-Metal-4-XL	205	Snare-Fiesta-1-CrossStick
146	Snare-Rock-3	176	Snare-Metal-1-Open-Rimshot	206	Snare-Fiesta-1
147	Snare-Rock-2-XL	177	Snare-Metal-1-rods-z3-XL	207	Snare-Fiesta-1-rimshot
148	Snare-Rock-1-Rimshot-X	178	Snare-Metal-4-RimShot	208	Snare-Fiesta-2
149	Snare-Rock-1-Rimshot4	179	Snare-Metal-1-Open-Compact	209	Snare-Fiesta-2-rimshot
150	Snare-Rock-2-RimShot-X	180	Snare-Metal-2-Op-rimshot	210	Snare-Fiesta-2-Rimshot2
151	Snare-Rock-2-RimShot2-X	181	Snare-Metal-1-Op-XL	211	Snare-Fiesta-1-rimshot2
152	Snare-Rock-2-RimShot3-X	182	Snare-Metal-3-Open-Rods	212	Snare-Jungle-1
153	Snare-Rock-3-RimShot	183	Snare-Metal-3-rods-XL	213	Snare-Jungle-1-Rimshot
154	Snare-Pop-1	184	Snare-Metal-4-Open-S	214	Snare-Jungle-2
155	Snare-Pop-1-Hi-rimshot	185	Snare-Metal-4-S	215	Snare-Jungle-2-Rimshot
156	Snare-Pop-2-Cross-Stick	186	Snare-Jazz-1	216	Snare-Jungle-3
157	Snare-Pop-3	187	Snare-Jazz-1-rimshot-light	217	Snare-Jungle-3-Rimshot
158	Snare-Pop-1-Hi-Rimshot-2	188	Snare-Jazz-1-cross-stick	218	Snare-Jungle-2-Rimshot2
159	Snare-Pop-2-Cross-Stick-2	189	Snare-Jazz-1-Snappy	219	Snare-Jungle-1-Rimshot-XL
160	Snare-Pop-1-Lo-Rimshot	190	Snare-Jazz-1-rimshot-full-XL	220	Snare-Jungle-1-Rimshot2
161	Snare-Pop-1-Lo-Rimshot-2	191	Snare-Jazz-1-cross-stick-XL	221	Snare-Electro5-1
162	Snare-Pop-1-Lo-Rimshot-3	192	Snare-Jazz-1-XL	222	Snare-Electro5-2
163	Snare-Pop-1-Lo-rimshot-XL	193	Snare-Jazz-1-rimshot-full2	223	Snare-Electro5-3
164	Snare-Vintage-1	194	Snare-Jazz-1-z2-XL	224	Snare-Electro8-3
165	Snare-Vintage-1-rimshot-X	195	Snare-Jazz-1-rimshot-light2	225	Snare-Electro8-RS
166	Snare-Vintage-1-CrossStick	196	Snare-Jazz-1-rimshot-full	226	Snare-Electro9-1
167	Snare-Vintage-1-z2	197	Snare-Jazz-1-rimshot-light-XL	227	Snare-Electro9-2
168	Snare-Vintage-1-rimshot	198	Snare-Brush-1	228	Snare-Electro9-RS
169	Snare-Metal-1-Open	199	Snare-Brush-1-open	229	Clap-Electro8
170	Snare-Metal-2-Op-rimshot-XL	200	Snare-Brush-2	230	Clap-Electro9
171	Snare-Metal-2-Open2	201	Snare-Brush-1-Rimshot	231	Alphabetical_Pop_Snare_S
172	Snare-Metal-2-Open-Rimshot	202	Snare-Brush-1-open-XL	232	Alphabetical_Pop_Snare_R

NUM	NAME	NUM	NAME	NUM	NAME
233	Alphabetical_Pop_Snare_Clap	263	Snare Argon 7	293	Snare Dakeat 4
234	Snare-Fusion	264	Snare Argon 8	294	Snare Dakeat 5
235	Snare-Fusion_CS	265	Snare Argon 9	295	Snare Dakeat 7
236	Snare-Fusion_Rim	266	Snare Argon 10	296	Snare Dakeat 8
237	Snare Absynth 1	267	Snare Argon 11	297	Snare Dakeat 9
238	Snare Absynth 2	268	Snare Argon 12	298	Snare Concrete 1
239	Snare Absynth 3	269	Noise Argon 1	299	Snare Concrete 2
240	Snare Absynth 4	270	Noise Argon 2	300	Snare Concrete 3
241	Snare Absynth 5	271	Noise Argon 3	301	Snare Concrete 4
242	Snare Absynth 6	272	Rim Argon	302	Snare Concrete 5
243	Snare Absynth 7	273	Rimshot Argon	303	Snare Concrete 6
244	Snare Absynth 8	274	Snare BottlePoppin 1	304	Snare Concrete 7
245	Snare Absynth 9	275	Snare BottlePoppin 2	305	Snare Concrete 8
246	Snare Absynth 10	276	Snare BottlePoppin 3	306	Snare Concrete 9
247	Snare Absynth 11	277	Snare BottlePoppin 4	307	Snare Concrete 10
248	Snare AfroShop 1	278	Snare BottlePoppin 5	308	Snare Jack 1
249	Snare AfroShop 2	279	Snare BottlePoppin 6	309	Snare Jack 2
250	Snare AfroShop 3	280	Snare BottlePoppin 7	310	Snare Jack 3
251	Snare Arena 1	281	Snare BottlePoppin 8	311	Snare Jack 4
252	Snare Arena 2	282	Snare Bouncin 1	312	Snare Jack 5
253	Snare Arena 3	283	Snare Bouncin 2	313	Snare Jack 6
254	Snare Arena 4	284	Snare Bouncin 3	314	Snare Jack 7
255	Snare Arena 5	285	Snare Bouncin 4	Tom	
256	Snare Arena 6	286	Snare Bouncin 5	315	Tom-Rock1-1
257	Snare Argon 1	287	Snare Bouncin 6	316	Tom-Rock1-1-Rim
258	Snare Argon 2 V1	288	Snare Bouncin 7	317	Tom-Rock1-2
259	Snare Argon 3 V1	289	Snare Bouncin 8	318	Tom-Rock1-2-Rim
260	Snare Argon 4	290	Snare Dakeat 1	319	Tom-Rock1-3
261	Snare Argon 5	291	Snare Dakeat 2	320	Tom-Rock1-3-Rim
262	Snare Argon 6 V1	292	Snare Dakeat 3	321	Tom-Rock1-1-XL

NUM	NAME	NUM	NAME	NUM	NAME
322	Tom-Rock1-1-Rim-RLS	352	Tom-Vintage1-3	382	Tom-Jazz1-1-Rim-RLS
323	Tom-Rock1-2-XL	353	Tom-Vintage1-3-Rim-RLS	383	Tom-Jazz2-1-Rim-RLS
324	Tom-Rock1-2-Rim-RLS	354	Tom-Vintage1-1-Rim	384	Tom-Brush1-1-XL
325	Tom-Rock1-3-XL	355	Tom-Vintage1-2-Rim	385	Tom-Bass-Brush1-XL
326	Tom-Rock1-3-Rim-RLS	356	Tom-Vintage1-3-Rim	386	Tom-Fiesta-1
327	Tom-Rock1-EQ-1	357	Tom-Metal1-1-XL	387	Tom-Fiesta-1-Rim
328	Tom-Rock1-EQ-1-Rim	358	Tom-Metal1-1-Rim	388	Tom-Fiesta-2
329	Tom-Rock1-EQ-2	359	Tom-Metal1-2-XL	389	Tom-Fiesta-2-Rim
330	Tom-Rock1-EQ-2-Rim	360	Tom-Metal1-2-Rim	390	Tom-Fiesta-3
331	Tom-Rock1-EQ-3	361	Tom-Metal1-3-XL	391	Tom-Fiesta-3-Rim
332	Tom-Rock1-EQ-3-Rim	362	Tom-Metal1-3-Rim	392	Tom-Fiesta-4
333	Tom-Rock1-EQ-1-XL	363	Tom-Metal2-1-XL	393	Tom-Fiesta-4-Rim
334	Tom-Rock1-EQ-1-Rim-RLS	364	Tom-Metal2-1-Rim	394	Tom-Fiesta-1-Rim-RLS
335	Tom-Rock1-EQ-2-XL	365	Tom-Metal2-2-XL	395	Tom-Fiesta-2-Rim-RLS
336	Tom-Rock1-EQ-2-Rim-RLS	366	Tom-Metal2-2-Rim	396	Tom-Fiesta-3-Rim-RLS
337	Tom-Rock1-EQ-3-XL	367	Tom-Metal2-3-XL	397	Tom-Fiesta-4-Rim-RLS
338	Tom-Rock1-EQ-3-Rim-RLS	368	Tom-Metal2-3-Rim	398	Tom-Jungle1-1
339	Tom-Pop1-1	369	Tom-Metal2-4-XL	399	Tom-Jungle1-1-Rim
340	Tom-Pop1-1-Rim-RLS	370	Tom-Metal2-4-Rim	400	Tom-Jungle1-2
341	Tom-Pop1-2	371	Tom-Metal1-1-Rim-RLS	401	Tom-Jungle1-2-Rim
342	Tom-Pop1-2-Rim-RLS	372	Tom-Metal1-2-Rim-RLS	402	Tom-Jungle1-3
343	Tom-Pop1-3	373	Tom-Metal1-3-Rim-RLS	403	Tom-Jungle1-3-Rim
344	Tom-Pop1-3-Rim-RLS	374	Tom-Metal2-1-Rim-RLS	404	Tom-Jungle1-1-Rim-RLS
345	Tom-Pop1-1-Rim	375	Tom-Metal2-2-Rim-RLS	405	Tom-Jungle1-2-Rim-RLS
346	Tom-Pop1-2-Rim	376	Tom-Metal2-3-Rim-RLS	406	Tom-Jungle1-3-Rim-RLS
347	Tom-Pop1-3-Rim	377	Tom-Metal2-4-Rim-RLS	407	Tom-Electro1-1
348	Tom-Vintage1-1	378	Tom-Jazz1-1-XL	408	Tom-Electro1-2
349	Tom-Vintage1-1-Rim-RLS	379	Tom-Jazz1-1-Rim	409	Tom-Electro1-3
350	Tom-Vintage1-2	380	Tom-Jazz2-1-XL	410	Tom-Electro2-1
351	Tom-Vintage1-2-Rim-RLS	381	Tom-Jazz2-1-Rim	411	Tom-Electro2-2

NUM	NAME	NUM	NAME	NUM	NAME
412	Tom-Electro2-3	442	Djembe AfroShop 8	472	Perc Jack 4
413	Tom-Electro3	443	Djembe AfroShop 9	473	Perc Jack 5
414	Tom-Electro-Rim	444	Dununba AfroShop 1	474	Perc Jack 6
415	Tom-Electro3-Rim	445	Dununba AfroShop 2	475	Perc Jack 7
416	Tom1_Rim-Fusion	446	Dununba AfroShop 3	476	Perc Jack 8
417	Tom1-Fusion	447	Kenkeni AfroShop	477	Perc Jack 9
418	Tom2_Rim-Fusion	448	Krin AfroShop	478	Perc Jack 10
419	Tom2-Fusion	449	Sangba AfroShop 1	479	Lofill Jack 1
420	Tom3_Rim-Fusion	450	Sangba AfroShop 3	480	Lofill Jack 2
421	Tom3-Fusion	451	Shaker Arena 1	481	Perc Concrete 1
422	Perc Absynth 2	452	Shaker Arena 2	482	Perc Concrete 3
423	Perc Absynth 3	453	Shaker Arena 3	483	Shaker Concrete 1
424	Perc Absynth 5	454	Shaker Arena 4	484	Shaker Concrete 2
425	Perc Absynth 6	455	Tom BottlePoppin 1	485	Shaker Concrete 3
426	Perc Absynth 7	456	Tom BottlePoppin 2		Ride
427	Tom Absynth 1	457	Tom BottlePoppin 3	486	Ride_Rock-ping24-Shoulder
428	Tom Absynth 2	458	Tom BottlePoppin 4	487	Ride_Rock-ping24-Bell
429	Tom Absynth 3	459	Tom BottlePoppin 5	488	Ride_Rock-ping24-Edge
430	Tom Absynth 4	460	Tom BottlePoppin 6	489	Ride_Dark_20_Shoulder
431	Tom Absynth 5	461	Tom BottlePoppin 7	490	Ride_Rock-ping24-VeloBell
432	Tom Absynth 6	462	Tom BottlePoppin 8	491	Ride_Dark_20_Edge
433	Tom Absynth 7	463	Tom Bouncin 1	492	Ride_Dark_20_Bell
434	Tom Absynth 8	464	Tom Bouncin 2	493	Ride_Dark_20_VeloBell
435	Tom Absynth 9	465	Tom Bouncin 3	494	Ride-Rock-1-top
436	Djembe AfroShop 1	466	Tom Bouncin 4	495	Ride-Rock-1-bell-XL
437	Djembe AfroShop 2	467	Tom Dakeat 2	496	Ride-Rock-1-bell-L
438	Djembe AfroShop 3	468	Tom Dakeat 3	497	Ride-Rock-1-bell
439	Djembe AfroShop 5	469	Perc Jack 1	498	Ride-Vintage-1-shoulder
440	Djembe AfroShop 6	470	Perc Jack 2	499	Ride-Vintage-1-Bell
441	Djembe AfroShop 7	471	Perc Jack 3	500	Ride-Metal-1-shoulder

NUM	NAME	NUM	NAME	NUM	NAME
501	Ride-Metal-1-bell	531	Alphabetical_Pop_Ride_R	561	Ride Alkaloid V2
502	Ride-Jazz-1-top	532	Alphabetical_Pop_Ride_BELL	562	Ride Alkaloid V3
503	Ride-Jazz-1-bell	533	Ride-B.M_20-Bell	563	Ride Alkaloid V4
504	Ride-Jazz-1-top-XL	534	Ride-B.M_20-Edge	564	Ride Alkaloid V5
505	Ride-Jazz-1-bell-XL	535	Ride-B.M_20-Top	565	Ride Alkaloid V6
506	Ride-Jazz-2-top	536	Ride Glowstix 1	566	Ride Soulesque 1
507	Ride-Jazz-2-bell	537	Ride Glowstix 2	567	Ride Soulesque 2
508	Ride-Jazz-2-top-XL	538	Ride Glowstix 3	568	Ride X
509	Ride-Jazz-2-bell-XL	539	Ride Glowstix 4		Crash
510	Ride-Jazz-1-top-L	540	Ride Gong V8	569	Crash_Rock-V20-Shoulder
511	Ride-Jazz-2-top2	541	RideBell Gong V8	570	Crash_Rock-V20-Edge
512	Ride-Jazz-2-top2-XL	542	Bell AfroShop 1	571	Crash_Dark_C16_Shoulder
513	Ride-Brush-1-top	543	Bell AfroShop 2	572	Crash_Dark_C16_Edge
514	Ride-Brush-1-bell	544	Bell AfroShop 3	573	Crash_Dark_B18_Shoulder
515	Ride-Brush-1-top-XL	545	Bell AfroShop 4	574	Crash_Dark_B18_Edge
516	Ride-Brush-1-bell-XL	546	Ride Arena 1	575	Crash_Classic_CHB_H_Shoulder
517	Ride-Brush-2-top-hard	547	Ride Arena 2	576	Crash_Classic_CHB_H_Edge
518	Ride-Brush-2-bell	548	Ride Arena 3	577	Crash-Rock-1-edge
519	Ride-Brush-2-edge	549	Ride Neuron 1	578	Crash-Rock-1-edge-XL
520	Ride-Brush-2-top-Soft	550	Ride Neuron 2	579	Crash-Rock-2-edge
521	Ride-Brush-2-top-XL	551	RideBell Neuron	580	China-Vintage-1
522	Ride-Fiesta-1-top	552	Bongo Bouncin	581	Crash-Vintage-1-edge
523	Ride-Fiesta-2-top	553	Ride Ganja	582	Crash-Vintage-2-edge
524	Ride-Jungle-1-top	554	Ride Orgami	583	Crash-Vintage-3-edge
525	Ride-Jungle-1-bell	555	Ride Overtime	584	China-Metal-1
526	Ride-Jungle-2-shoulder	556	Ride Rare 1	585	Crash-Metal-2-edge
527	Ride-Jungle-1-bell-EQ	557	Ride Rare 2	586	China-Metal-1-XL
528	Cymb 808L	558	Ride Shooter	587	Crash-Metal-2-edge-XL
529	Shaker-Electro8	559	Ride Sintheti	588	Crash-Metal-2-edge2
530	Alphabetical_Pop_Ride_S	560	Ride Alkaloid V1	589	Crash-Metal-3-edge

NUM	NAME	NUM	NAME	NUM	NAME
590	Crash-Metal-3-edge-XL	620	Balafon AfroShop 4	649	HH-Rock-Top-closed
591	Crash-Metal-3-edge2	621	Crash Arena 1	650	HH-Rock-Edge-open-XL
592	Crash-Metal-4-edge	622	Crash Arena 2	651	HH-Rock-Edge-half4
593	Crash-Metal-4-edge-XL	623	Combo Argon	652	HH-Rock-Edge-half3
594	Crash-Jazz-1-edge	624	Crash Argon	653	HH-Rock-Edge-half2
595	Crash-Jazz-1-edge-XL	625	Crash BottlePoppin 1	654	HH-Rock-Edge-half1
596	Crash-Jazz-1-edge2	626	Crash BottlePoppin 2	655	HH-Rock-Edge-closed-XL
597	Crash-Jungle-1-edge	627	Crash BottlePoppin 3	656	HH-Rock-Edge-closed
598	Crash-Jungle-2-edge	628	Crash BottlePoppin 4	657	HH-Rock-chick
599	Crash-Jungle-3-edge	629	Crash Bouncin 1	658	HH-Rock-splash
600	Crash-Jungle-4-splash-hi	630	Crash Bouncin 2	659	HH-Brush-1-open-XL
601	Crash-Jungle-4-splash-hi-XL	631	Crash Bouncin 3	660	HH-Brush-1-open-X
602	Crash-Jungle-4-splash-hi2	632	Crash Bouncin 4	661	HH-Brush-1-open
603	Crash-Jungle-5-splash-hi-muted	633	RevCrash Concrete	662	HH-Brush-1-half3
604	Crash-Jungle-5-splash-hi-muted-XL		Hi Hat	663	HH-Brush-1-half2
605	Crash-Jungle-6-splash-side	634	HH_Classic_14_Shoulder_OpenX	664	HH-Brush-1-half1
606	Crash-Jungle-6-splash-side-XL	635	HH_Classic_14_Shoulder_HalfOp3X	665	HH-Brush-1-closed
607	Alphabetical_Pop_CRASH1_R	636	HH_Classic_14_Shoulder_HalfOp2X	666	HH-Brush-1-chick
608	Alphabetical_Pop_CRASH1_S	637	HH_Classic_14_Shoulder_Closed2X	667	HH-Brush-1-splash
609	Alphabetical_Pop_CRASH2_R	638	HH_Classic_14_Edge_OpenX	668	HH-Fiesta-1-open-rod
610	Alphabetical_Pop_CRASH2_S	639	HH_Classic_14_Edge_HalfOp3X	669	HH-Fiesta-1-Half3
611	Crash-B.M_17-Bell	640	HH_Classic_14_Edge_HalfOp1X	670	HH-Fiesta-1-Half2
612	Crash-B.M_17-Edge	641	HH_Classic_14_Edge_Closed2X	671	HH-Fiesta-1-Half1
613	Crash-B.M_17-Top	642	HH_Classic_14_TchickX	672	HH-Fiesta-1-closed-top-rod
614	Crash-B.M_18-Bell	643	HH_Classic_14_SplashX	673	HH-Fiesta-1-closed-edge-XL
615	Crash-B.M_18-Edge	644	HH-Rock-Top-open	674	HH-Fiesta-1-closed-edge2-XL
616	Crash-B.M_18-Top	645	HH-Rock-Top-half4	675	HH-Fiesta-1-chick
617	Balafon AfroShop 1	646	HH-Rock-Top-half3	676	HH-Fiesta-1-splash
618	Balafon AfroShop 2	647	HH-Rock-Top-half2	677	HH-Vintage-Top-open-XL2
619	Balafon AfroShop 3	648	HH-Rock-Top-half1	678	HH-Vintage-Top-open-XL

NUM	NAME	NUM	NAME	NUM	NAME
679	HH-Vintage-Top-open-L	709	ClosedHH Arena 1	739	ClosedHH BottlePoppin 3
680	HH-Vintage-Top-open	710	Splash Off V1	740	ClosedHH BottlePoppin 4
681	HH-Vintage-Top-Half3	711	OpenHH AfroShop 2	741	OpenHH BottlePoppin 3
682	HH-Vintage-Top-Half2	712	OpenHH AfroShop 3	742	Splash Ganja
683	HH-Vintage-Top-Half1	713	OpenHH AfroShop 1	743	OpenHH Bouncin 1
684	HH-Vintage-Top-closed	714	ClosedHH AfroShop 1	744	OpenHH Bouncin 2
685	HH-Vintage-chick	715	ClosedHH AfroShop 2	745	OpenHH Bouncin 4
686	HH-Vintage-Splash	716	ClosedHH AfroShop 3	746	ClosedHH Bouncin 1
687	HH-Electro8-open	717	Splash Sintheti	747	ClosedHH Bouncin 3
688	HH-Electro8-Half3	718	Splash TerrorCore	748	ClosedHH Bouncin 4
689	HH-Electro8-Half2	719	OpenHH Arena 1	749	ClosedHH Bouncin 2
690	HH-Electro8-Half1	720	OpenHH Arena 2	750	Splash GarageX V5
691	HH-Electro8-closed	721	ClosedHH Arena 2	751	OpenHH Concrete 1
692	HH-Electro8-chick	722	ClosedHH Arena 3	752	OpenHH Concrete 2
693	HH-Electro8-splash	723	ClosedHH Arena 4	753	ClosedHH Concrete 1
694	HH-Chick-B.M_14	724	ClosedHH Arena 5	754	ClosedHH Concrete 2
695	HH-Closed-B.M_14-Edge	725	ClosedHH Arena 6	755	ClosedHH Concrete 3
696	HH-Closed-B.M_14-Top	726	Splash Synthgaze	756	OpenHH Concrete 4
697	HH-Half-B.M_14-Edge	727	OpenHH Argon 2	757	ClosedHH Concrete 4
698	HH-Half-B.M_14-Top	728	OpenHH Argon 1 V1	758	Splash Neubauten V3
699	HH-NearClosed-B.M_14-Edge	729	ClosedHH Argon 1 V2	759	OpenHH Dakeat
700	HH-NearClosed-B.M_14-Top	730	ClosedHH Argon 2	760	OpenHH BottlePoppin 4
701	HH-Open-B.M_14-Edge	731	ClosedHH Argon 3	761	ClosedHH Dakeat 1
702	HH-Open-B.M_14-Top	732	ClosedHH Argon 1 V1	762	ClosedHH Dakeat 2
703	OpenHH Absynth 1	733	Shaker Argon	763	ClosedHH Dakeat 3
704	OpenHH Absynth 2	734	Splash Argon	764	ClosedHH Dakeat 4
705	OpenHH Absynth 3	735	OpenHH BottlePoppin 1	765	OpenHH Bouncin 3
706	ClosedHH Absynth 1	736	OpenHH BottlePoppin 2	766	Splash Neubauten V1
707	ClosedHH Absynth 2	737	ClosedHH BottlePoppin 1	767	OpenHH Jack 1
708	ClosedHH Absynth 3	738	ClosedHH BottlePoppin 2	768	OpenHH Jack 2

NUM	NAME	NUM	NAME	NUM	NAME
769	OpenHH Jack 3	798	Clap Bouncin 1	827	Gun Shot-OneShot
770	ClosedHH Jack 1	799	Clap Bouncin 2	828	Machine Gun-OneShot
771	ClosedHH Jack 2	800	Clap Bouncin 3	829	Machine Gun-OneBig
772	ClosedHH Jack 3	801	Clap Bouncin 4	830	Horse Gallop-OneShot
773	ClosedHH Jack 4	802	Clap Concrete 1	831	Birds Tweet-OneShot
774	Splash Neubauten V2	803	Clap Concrete 2	832	Rain-OneShot
775	OpenHH Alphabetical	804	Clap Funk 1	833	Thunder-OneShot
776	OpenHH Concrete 3	805	Clap Funk 2	834	Wind-OneShot
777	ClosedHH Alphabetical 1	806	Clap Funk 3	835	Seashore-OneShot
778	ClosedHH Alphabetical 2	807	Clap Funk 4	836	Stream-OneShot
779	ClosedHH Alphabetical 3		SFX	837	Stream-OneShotHPF
780	ClosedHH Alphabetical 4	808	Laughing-OneShot	838	Bubble-OneShot
781	Cabasa Argon	809	Screaming-OnsShot		
782	Splash Off V2	810	Punch-OneShot		
	Clap	811	Heart Beat-OneShot		
783	Clap Absynth	812	Applause-OneShot		
784	Clap AfroShop 1	813	Door Closing-OneShot		
785	Clap AfroShop 2	814	Door Creaking-OneShot		
786	Clap Arena 1	815	Wind Chimes-Compare		
787	Clap Arena 2	816	Wind Chimes-OneShot		
788	Clap Arena 3	817	Wind Chimes-OneShot-HP		
789	Clap Arena 4	818	Car Engine-OneShot		
790	Clap Arena 5	819	Car Brakes-OneShot		
791	Clap Arena 6	820	Car Crash+OneShot		
792	Clap Argon 1	821	Car Passing-OneShot		
793	Clap Argon 2	822	Siren-OneShot		
794	Clap BottlePoppin 1	823	Train-OneShot		
795	Clap BottlePoppin 2	824	Jet Plane-One Shot		
796	Clap BottlePoppin 3	825	Helicopter-OneShot		
797	Clap BottlePoppin 4	826	Starship-OneShot		

- Rhythm Practice

Drum Set

Dr. 5

Dr. 9

Dr. 13

Dr. 17

