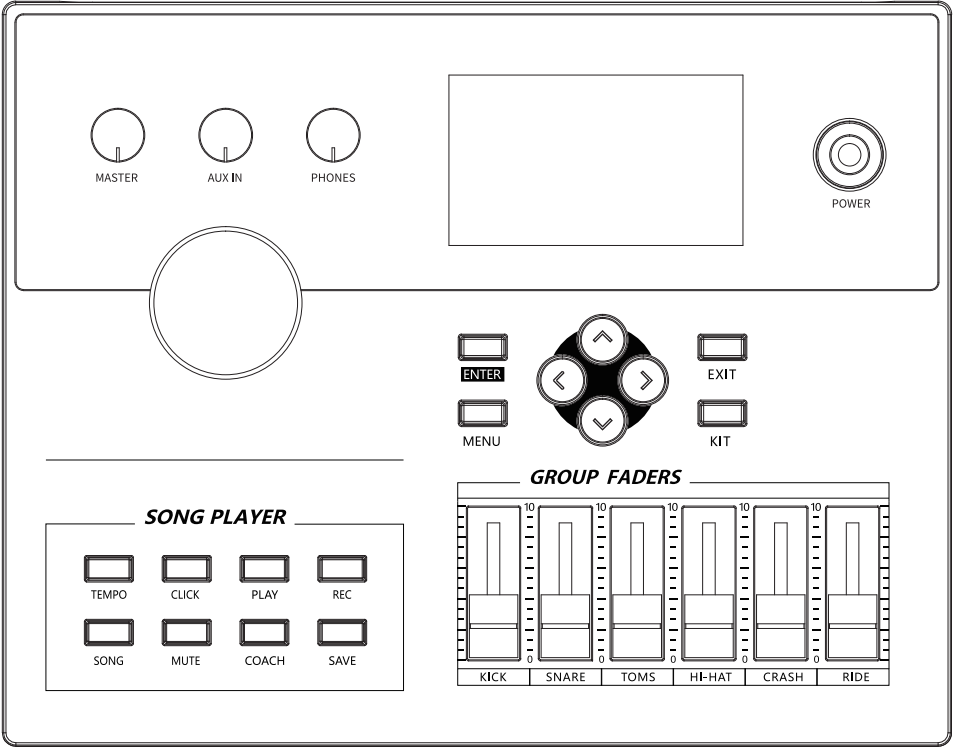


Electronic drum



HAMPBACK

Owner's Manual V1.0

DED-500



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/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt trough.
- 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.

Sound Module Main Specifications

Sound Module	DED-500
Song	15
Preset Kit	52
Use Kit	20
Instruments	948
DSP Effect	Reverb, EQ, Pitch, PAN, Decay
Speed	20~260BPM
Display	Display English 128*64 black and white display screen
USB	√
Power Supply	DC-12V 1A
Jack	USB MIDI(USB Type B) ,PHONE(3.5mm), L/MONO(6.35mm), R(6.35mm) AUX(3.5mm), MIDI IN (6core DIN), MIDI OUT (6core DIN) TOM4 (6.35mm), CRASH2(6.35mm), Data In (DB25)

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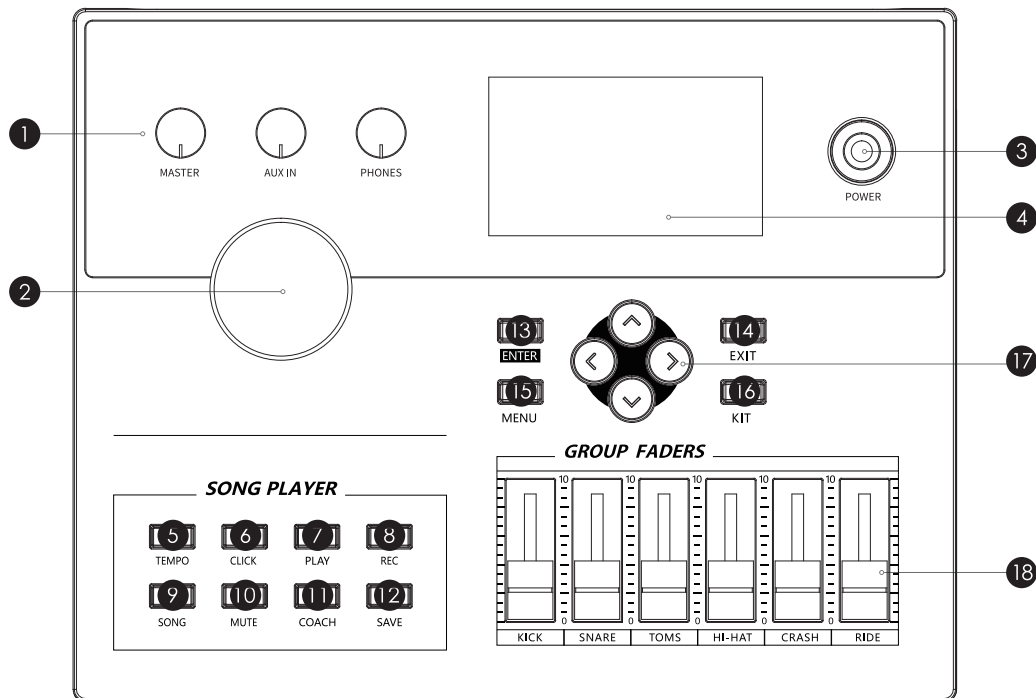
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1.Sound Module Components

Top Panel



1 [VOLUME] knob

AUX IN volume of external device;
MASTER volume;
HEADPHONE volume.

2 [EDITOR] rotary

Change the value in large steps.

3 [POWER] button

Turn the power on/off.

4 Screen

Display the name of drum kit
and different Interface
or symbols of each function.

5 [TEMPO] button

Enter the tempo interface and edit parameters related to tempo.

6 [CLICK] button

Turn the metronome on/off.

7 [PLAY] button

Play / Stop the song.

8 [REC] button

Recording your performance.

9 [SONG] button

Enter song interface and set up values related to song.

10 [MUTE] button

Mute the drum sounds in song.

11 [COACH] button

Enter Coach Menu and to select a practice menu.

12 [SAVE] button

Save changes.

13 [ENTER]button

Confirm the modified parameter, or the item selected by the cursor.

14 [EXIT] button

Exit the current Interface.

15 [MENU] button

Enter the setting interface and set parameters for sound module such as MIDI, trigger and percussion pad sensitivity.

16 [KIT] button

Return to the main screen.

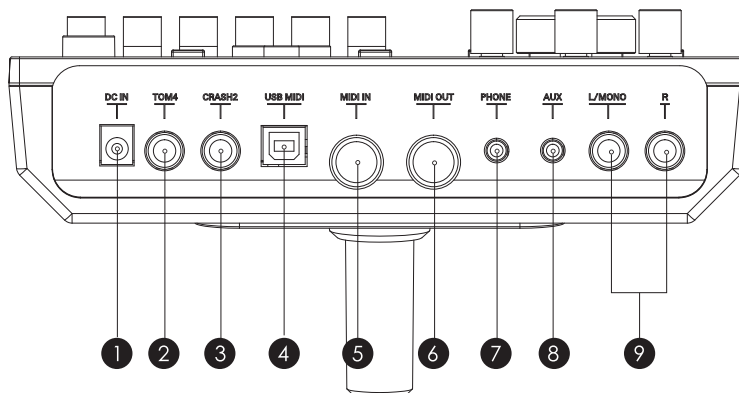
17 [▲][▼][◀][▶] buttons

Move the cursor in the interface.

18 Percussion pad volume fader

Push these faders to freely adjust the volume output of each pad.

• Jack Panel



1 DC-IN jack

Connect the included AC adapter here.

2 TOM4 jack

Connect additional pads.

3 CRASH2 jack

Additional percussion pad jack.

4 USB MIDI jack

Connect PC and play/record the MIDI.

5 MIDI IN connector

Triggering sounds by MIDI sequencer or pads.

6 MIDI OUT connector

Connect the sound module or other external MIDI device here.

7 PHONE jack

Connect stereo headphones.
Sound will still be output from the OUTPUT jacks even if headphones are connected.

8 AUX jack

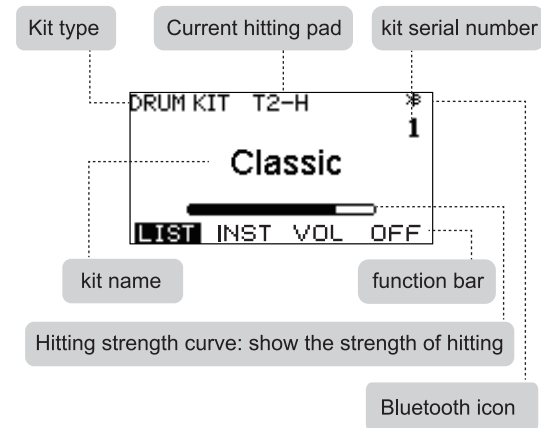
Connect external audio source(phone, computer, PAD,MP3)The input voice will be output from LINE OUTPUT or PHONE jack.

9 L/MONO,R jack

Connect to an amp or other external audio equipment.

2.Main Interface

Press [KIT] button to enter into the main interface.

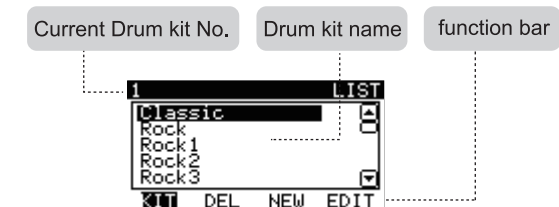


Main Interface

	Function
[◀]	Select the function bar item
[▶]	Select the function bar item
Clockwise rotation	Move to the next kit
Counterclockwise rotation	Move to the previous kit
Select [LIST] and Press [ENTER]	Enter the edit interface and set up the kit
Select [INST] and Press [ENTER]	Enter the edit interface of pad sound and adjust sound of pad
Select [VOL] and Press [ENTER]	Enter the edit interface of pad volume and adjust volume of pad
Select OFF/X-S and Press [ENTER]	Switch of X-Stick, X-S means on, OFF means off

• Drum Kit List Interface

Upon main interface, Select LIST, press [ENTER] button enter into drum kit list interface.



Operation of kit list interface

	Function
[▲]	Select the previous drum set
[▼]	Select the next drum set
[◀]	Select the function bar options
[▶]	Select the function bar options
Select [KIT] and Press [ENTER]	Switch between preset kit and user kit
Select [DEL] and Press [ENTER]	Delete current kit (preset kit could not be deleted)
Select [NEW] and Press [ENTER]	New kit, the current kit would be copied
Select [EDIT] and Press [ENTER]	Enter drum kit editing interface and do the setting of drum kit

• Customizing a kit

Upon drum kit list interface, select EDIT and press [ENTER] button to enter into the interface of kit editing.

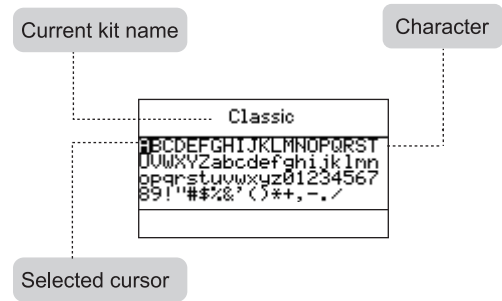


Operation of kit editing interface

	Function
Select [NAME] and Press [ENTER]	Rename the current drum kit
Select [BACK] and Press [ENTER]	Back to previous interface

• Naming a Drum Kit

Upon drum kit interface, Select [NEW] and Press [ENTER] button enter into interface of naming a drum kit;
Upon customize interface, Select [NAME] and Press [ENTER] button, enter into interface of naming a drum kit.

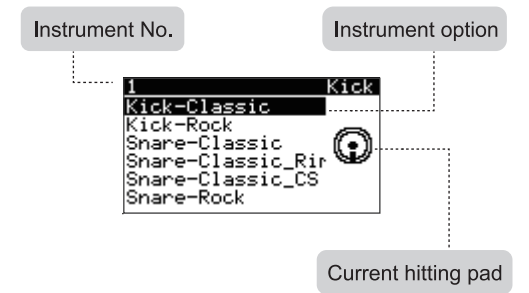


Operation of naming kit

	Function
clockwise rotation/ counterclockwise rotation	Select the up/next character
ENTER	Determines the currently selected character
[◀]	Delete the last character of kit name
[▲][▼][▶]	Adjust the position of the cursor
SAVE	Save current kit name

• Instrument Interface

Upon main interface, Select [INST] and Press [ENTER] button, enter into instrument interface.

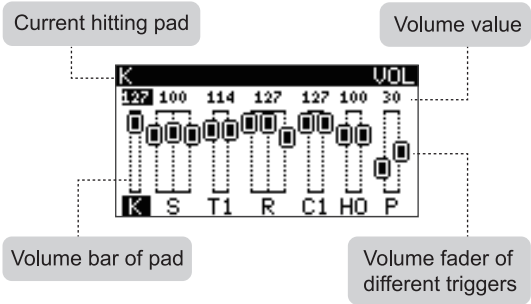


Operation of instrument interface

	Function
[▲]	Select the previous instrument
[▼]	Select the next instrument
[◀]	Select the previous pad
[▶]	Select the next pad
ENTER	Listen current instrument
SAVE	Save the current percussion pad, Save only a single percussion pad tone at a time.

• Adjusting the Volume of Pad

Upon the main interface, Select VOL, press [ENTER] button enter into the interface of adjusting volume.



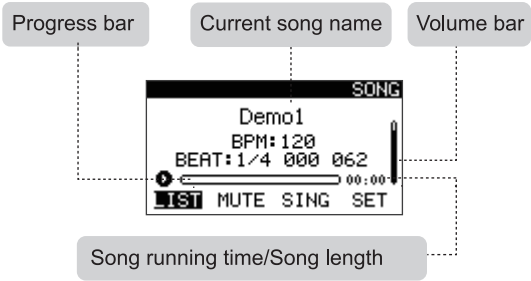
Operation of volume adjustment interface

	Function
[◀]	Select the previous pad
[▶]	Select the next pad
[▲]	Volume up
[▼]	Volume down
clockwise rotation	Volume up
counterclockwise rotation	Volume down

To edit the volume for a pad, strike that pad to select it.

3.Song Interface

Press [SONG] button, enter into song interface.



BPM MIDI: playback speed, beats per minute. (Readonly)

BEAT MIDI: tempo, in three segment

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

Second: accumulated beats;

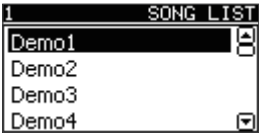
Third: total beats of song. (Readonly)

Operation of song interface

	Function
PLAY	Play/stop song
[◀]	Select the previous song
[▶]	Select the next song
[▲]	Volume up
[▼]	Volume down
Select LIST press [ENTER]	Enter song list interface
Select MUTE press [ENTER]	Enter mute interface and single part of song could be muted
Select SING press [ENTER]	Select play mode (SING/SCYC/LCYC/BCYC)
Select SET press [ENTER]	Enter song setting interface

• Song List Interface

Upon song interface, Select LIST, press [ENTER] button enter into song list interface.



Press [ENTER] button, play the selected song then back to previous interface.

• Mute Interface

Upon song interface, Select MUTE, press [ENTER] button enter into mute interface.

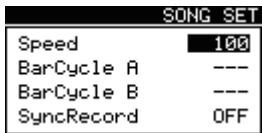


Operation of mute interface

	Function
Cursor to item 1 and press ENTER	Switch off Drum part
Cursor to item 2 and press ENTER	Switch off Piano part
Cursor to item 3 and press ENTER	Switch off Bass part
Cursor to item 4 and press ENTER	Switch off Other part

• Song Setting Interface

Upon song interface, Select SET, press [ENTER] button enter into song setting interface.
Press the SAVE button to save the Settings and exit, press the EXIT button to exit without saving.

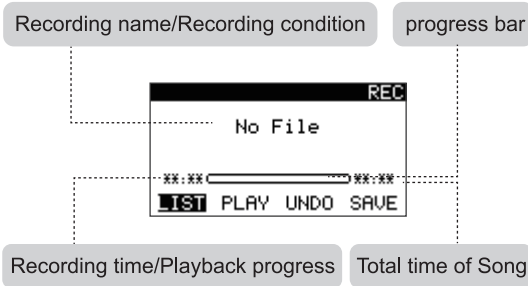


Song settings parameter

Parameter	Description
Speed	Playback speed setting ONLY for MIDI file song (percent)
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
SyncRecord	Open it to record along with the current song

4. Recording a Performance

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



Operation of recording interface

	Function
[REC]	Upon recording interface, press [REC] to start/pause recording
counterclockwise rotation	Move to the previous recording song
clockwise rotation	Move to the next recording song
Select LIST press [ENTER]	Open recording file, except the recording condition
Select PLAY press [ENTER]	Play / Pause recording file, except recording condition
Select UNDO press [ENTER]	Cancel the recording and discard the data
Select SAVE press [ENTER]	Save record file

• Recording

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



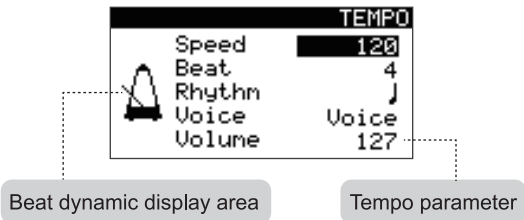
• Recording Along with a Song

Synchronous recording, in the song settings interface to select the recording synchronous play switch. Upon the recording interface, press [REC] button, to start recording. There also would be 3 seconds for preparing the recording, and then start to synchronous recording.



5.Tempo Interface

Press [TEMPO] button, enter into tempo interface.



Operation of tempo interface

	Description
[CLICK]	Open/Close tempo
[◀] [▶]	Edit the parameter of selected option
[▲]	Select up parameter
[▼]	Select down parameter
clockwise rotation/ counterclockwise rotation	Edit the parameter of selected option

Tempo parameter

Parameter	Value	Description
Speed	20-260	The speed of tempo,beats per minute (BPM)
Beat	1-9	Notes for a beat, beats for a measure
Rhythm	4 types	Rhythm of each beat
Voice	6 types	Sound of tempo includes temple blocks, standard,cowbel, machanic, ticking and human voice
Volume	0-127	Volume of tempo

6.Sound Module Setting

Press [MENU] button, enter into setting interface.

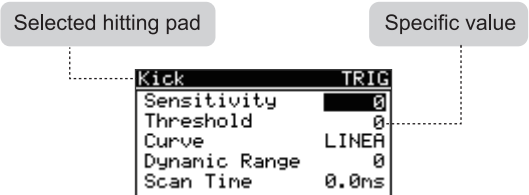


Operation of setting interface

	Description
Select TRIG press ENTER	Enter trigger setting interface
Select MIDI press ENTER	Enter MIDI setting interface
Select MIX press ENTER	Enter MIX interface
Select EFF press ENTER	Enter the audio interface
Select UTIL press ENTER	Enter system setting interface

- Trigger setting interface

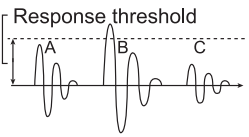
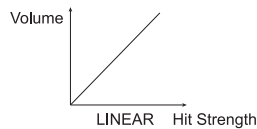
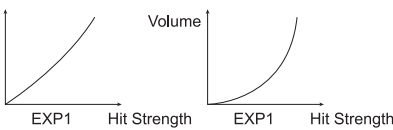
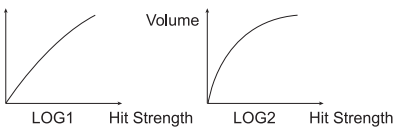
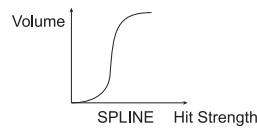
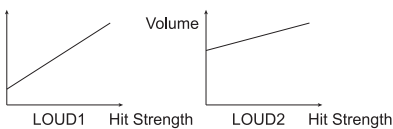
Upon setting interface, Select TRIG press [ENTER] enter into trigger interface.

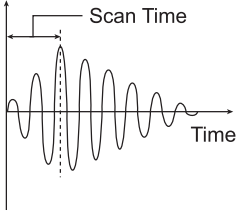
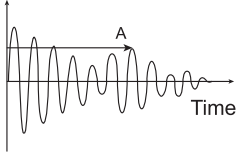


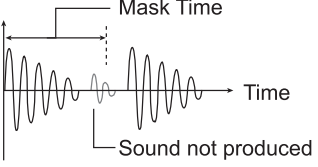
Operation of trigger interface

	Description
[◀]	Select the previous pad
[▶]	Select the next pad
[▲]	Select the previous parameter
[▼]	Select the next parameter
clockwise rotation/ counterclockwise rotation	Edit selected parameter

Trigger parameter

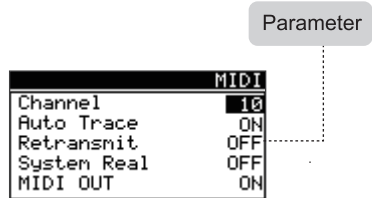
Parameter	Value	Description
Sensitivity	0-31	<ul style="list-style-type: none"> You can adjust the sensitivity of the pads to accommodate your personal playing style. This allows you to have more dynamic control over the sound volume, based on how hard you play. The larger value, the higher sensitivity. 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	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.	
	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 LINEAR, the heavier hit strength will make a big difference. 
	LOG1、LOG2	<ul style="list-style-type: none"> Compared with LINEAR, 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 retrigger level detects such distortion and prevents repeated triggering.  <ul style="list-style-type: none"> 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). 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. (Note : If two or more sounds are being produced when you strike the head just once, then adjust Retrig Level.) 
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.

• MIDI Interface

Upon settings interface, select MIDI and press [ENTER] button, enter into MIDI interface.
NOTE numbers of drums are the non-adjustable parameters at the bottom of the page.



Operation of MIDI interface

	Function
[◀]	Edit parameter
[▶]	Edit parameter
[▲]	Move to the previous parameter
[▼]	Move to the next parameter
rotary clockwise/counter clockwise rotation	Edit selected parameter

MIDI parameters

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

• Mix Interface

Upon settings interface, select MIX and press [ENTER] button enter into mix interface.

MIX	
RoomSize	Smallest
Reverb Type	Hall1
Reverb Level	50
Reverb Time	64
Reverb PreLP	0

Operation of mix interface

	Function
[◀]	Edit parameter
[▶]	Edit parameter
[▲]	Select the previous parameter
[▼]	Select the next parameter
rotary clockwise/counter clockwise rotation	Edit selected parameter

MIX parameters

Parameter	Value	Description
RoomSize	5	Set the room size
Reverb Type	7	Set the reverb type
Reverb Level	0-127	Set the reverb Level
Reverb Time	0-127	Set the reverb time
Reverb PreLP	0-7	To set the reverb below the selected low threshold
Equalizer	on/off	The swich 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

• Effect Interface

Upon settings interface, select EFF and press [ENTER] button to enter into EFF interface.

Kick	EFF
Coarse	0
Fine	0
Tone	64
Pan	0
Decay	64

Effect interface

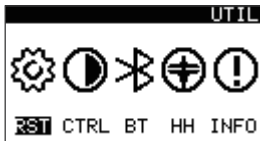
	Function
[◀]	Select the previous pad
[▶]	Select the next pad
[▲]	Select previous parameter
[▼]	Select next parameter
rotary clockwise/counter clockwise rotation	Edit selected parameter

Effect parameter

Parameter	Value	Description
Coarse	-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

• System Setting Interface

Upon settings interface, select UTIL and press [ENTER] button to enter into system setting interface.

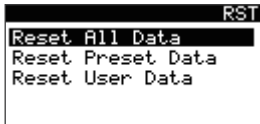


Operation of system setting interface

	Function
Select RST and [ENTER]	Enter the reset interface
Select CTRL and [ENTER]	Enter other control interface
Select BT and [ENTER]	Enter Bluetooth interface
Select HH and [ENTER]	Enter the Hi-Hat interface
Select INFO and [ENTER]	Enter version information interface

System Reset Setting

Upon system setting interface, select RST and press [ENTER] button enter into system reset interface.



Description of reset setting options:

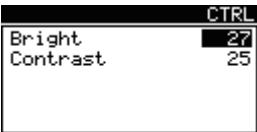
- (1) Reset all data and restore the factory state.
- (2) Reset preset date, only reset the original date of the sound module and retain user date, such as preset drum kits, etc.
- (3) Clear user date, only clear the original date of the sound module, such as drum kits, recording files, etc.

Operation of reset setting interface:

Select one of the item by using the [▲] or [▼] button, press [Enter] button, select "YES" by the [◀] or [▶] button, and then press [Enter] button to reset.

Other Control Interface

Upon system interface, select CTRL and press [ENTER] button to enter into other control interface.



Description of the other control interface:

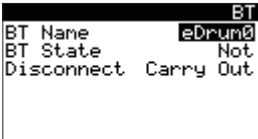
Select parameters by the [▲] or [▼] button, adjust parameters by the [◀] or [▶] button or rotary.

Other control parameter

Parameter	Value	Description
Bright	10-100	Brightness value
Contrast	20-40	Contrast value

Bluetooth interface

Upon setting interface, select BT, press [ENTER] button, enter into Bluetooth settings interface.



Bluetooth setting interface operation instructions:

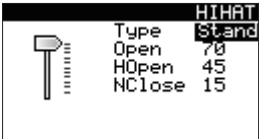
Select parameters using the [◀] [▶] button.

Select BT Name, press [ENTER] button enter into settings interface, adjust the parameters through the [◀] [▶] button and the rotary, and then press [Enter] button to save the change.

Select Disconnect, then press [ENTER] button to disconnect immediately.

Hi-hat interface

Upon sound module setting interface, select HH, press [ENTER] button, enter into the Hi-hat settings interface.



Hi-hat setting interface operation instructions:

Select parameters using the [◀] [▶] button.

Press [SAVE] button to save the parameters.

• Version Information Interface

Upon sound module setting interface, select INFO, press [ENTER] button, enter into the version Information Interface.

Bluetooth setting parameters

Parameter	Value	Description
BT Name	eDrum1-eDrum9	Bluetooth name
BT State	Bluetooth real-time status	Bluetooth connection status
Disconnect	Invoke-Item	Disconnect bluetooth connection

Hi-hat setting parameters

Parameter	Value	Description
Type	Stand/Pedal	Pedal type. Pedal:common pedal. Stand:unique hi-hat stand
Open	0-127	open value
HOpen	0-127	half open value
NClose	0-127	near close value

Note: The relationship of the three parameters should be satisfied: Open > HOpen > NClose

7. Coach Interface

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

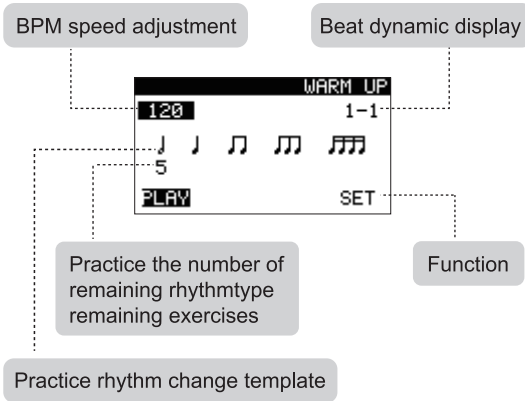


Operation of coach interface

	Function
select WARM press [ENTER] button	Enter into warm up practice mode
select QUIET press [ENTER] button	Enter into quiet practice mode

• Warm Up Interface

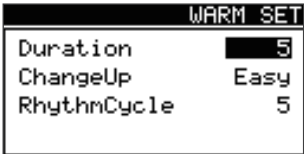
Upon coach interface, select WARM press ENTER button to enter into warm up interface.



Operation of warm up interface

	Function
rotary clockwise/counter clockwise rotation	Edit BPM speed
select PLAY press [ENTER] button	Start/End practice
select SET press [ENTER] button	Enter into interface

Warm Up Setting Interface

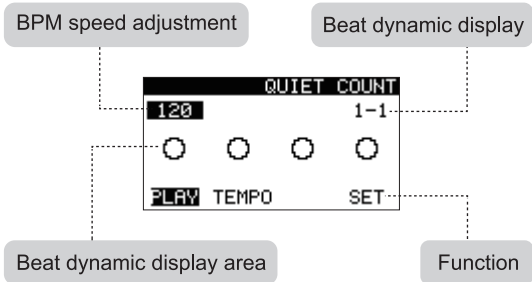


Warm up setting parameter

Parameter	Description
Duration	Set warm up duration
ChangeUp	Set warm up practice difficulty, rhythm change template
Rhythm Cycle	Set rhythm cycle

• Quiet Interface

Upon coach interface, select QUIET and press [ENTER] button to enter into quiet interface.



Quiet Setting Interface

QUIET SET	
Duration	5min
Measures	4
Quiet	2
Random	OFF

Operation of quiet interface

	Function
rotary clockwise/counter clockwise rotation	Edit BPM speed
select PLAY press [ENTER] button	Start/End practice
select TEMPO press [ENTER] button	Set the metronome parameters
select SET press [ENTER] button	Enter into interface

Quiet setting parameter

Parameter	Value	Description
Duration	1-60	Set the duration
Measures	2,4,8,16	Set the measure
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.

8. Appendix

• Notice

HOME interface	
Date Store Err	Data storage error. After the audio source version is updated, a data error occurs on the device. Enter the RST interface and execute Reset All Data.
No User Kit	No User Kit
HOME LIST interface	
Can not del preset kit	Can not del preset kit.
Kit Count OverFlow	The number of user drum kits is full. Please delete some drum kits to make room.
User kit is removed	User drum set deleted successfully.
Failed to remove	User drum set deletion failed. Please restart the sound generator, operate again, or reset the user data.
HOME INST interface	
This Pad Saved	The currently selected pad sound has been saved.
REC interface	
No File	No audio files.
REC LIST interface	
Delete Err	Failed to delete. Restart the sound generator, operate it again, or reset the user data.
SONG interface	
No File	No song files.
Play Err	Song playback error. There may be a problem with the U disk song file, or switching songs too fast.
RST interface	
Reset Complete	The reset was successful.
Reset Err	Reset error. Please try again, or restart the sound generator and reset it.

SONG: 15 / Preset Kit: 52 / User Kit: 20 / VOICE: 948

• Preset SONG List

NUM	NAME	NUM	NAME	NUM	NAME
1	Demo1	6	Demo6	11	Demo11
2	Demo2	7	Demo7	12	Demo12
3	Demo3	8	Demo8	13	Demo13
4	Demo4	9	Demo9	14	Demo14
5	Demo5	10	Demo10	15	Demo15

• Preset KIT List

NUM	NAME	NUM	NAME	NUM	NAME
1	Classic	19	Jungle2	37	Absynth-1
2	Rock	20	Fiesta1	38	Absynth-2
3	Rock1	21	Fiesta2	39	Afroshop-1
4	Rock2	22	Brush1	40	Afroshop-2
5	Rock3	23	Electron-1	41	Arena-1
6	Rock4	24	Electron-2	42	Argon-1
7	Rock5	25	Electron-3	43	bottlepoppin-1
8	Rock6	26	Electron-4	44	bottlepoppin-2
9	Pop1	27	Electron-5	45	bouncin-1
10	Pop2	28	Electron-6	46	dakeat-1
11	Pop3	29	Electron-7	47	Ganjia
12	Pop4	30	Electron-8	48	Jack-1
13	Funk1	31	Electron-9	49	Jack-2
14	Funk2	32	Electron-10	50	Jack-3
15	Jazz1	33	Electron-11	51	Concrete
16	Jazz2	34	Electron-12	52	Fix
17	Reggae1	35	Alphabetical		
18	Jungle1	36	Percussion-1		

• Preset VOICE List

NUM	NAME	NUM	NAME	NUM	NAME
1	Kick-Classic	29	Crash-Z.A_18-Top	57	HH-Open-Z.K_14-Edge
2	Kick-Rock	30	Crash-Z.K_16-Bell	58	HH-Open-Z.K_14-Top
3	Snare-Classic	31	Crash-Z.K_16-Edge	59	HH-Chick-B.M_14
4	Snare-Classic_Rim	32	Crash-Z.K_16-Top	60	HH-Closed-B.M_14-Edge
5	Snare-Classic_CS	33	Crash-Z.K_18-Bell	61	HH-Closed-B.M_14-Top
6	Snare-Rock	34	Crash-Z.K_18-Edge	62	HH-Half-B.M_14-Edge
7	Snare-Rock_CS	35	Crash-Z.K_18-Top	63	HH-Half-B.M_14-Top
8	Snare-Rock_Rim	36	Splash-Z.K_10	64	HH-NearClosed-B.M_14-Edge
9	Tom1-Classic	37	Ride-Z.A_20-Bell	65	HH-NearClosed-B.M_14-Top
10	Tom1_Rim-Classic	38	Ride-Z.A_20-Edge	66	HH-Open-B.M_14-Edge
11	Tom2-Classic	39	Ride-Z.A_20-Top	67	HH-Open-B.M_14-Top
12	Tom2_Rim-Classic	40	Ride-Z.K_20-Bell	68	Kick-Rock-1
13	Tom3-Classic	41	Ride-Z.K_20-Edge	69	Kick-Rock-2
14	Tom3_Rim-Classic	42	Ride-Z.K_20-Top	70	Kick-Pop-1-bright
15	Tom1-Rock	43	HH-Closed-Z.A_14-Edge	71	Kick-Pop-1-medium
16	Tom1_Rim-Rock	44	HH-Closed-Z.A_14-Top	72	Kick-Pop-1-Soft
17	Tom2-Rock	45	HH-Half-Z.A_14-Edge	73	Kick-Pop-1-XL
18	Tom2_Rim-Rock	46	HH-Half-Z.A_14-Top	74	Kick-Pop-2
19	Tom3-Rock	47	HH-NearClosed-Z.A_14-Edge	75	Kick-Pop-3-bright
20	Tom3_Rim-Rock	48	HH-NearClosed-Z.A_14-Top	76	Kick-Pop-3-Medium
21	Crash-Z.A_16-Bell	49	HH-Open-Z.A_14-Edge	77	Kick-Pop-3-Soft
22	Crash-Z.A_16-Edge	50	HH-Open-Z.A_14-Top	78	Kick-Pop-3-XL
23	Crash-Z.A_16-Top	51	HH-Closed-Z.K_14-Edge	79	Kick-Pop-4-Bright
24	Crash-Z.A_17-Bell	52	HH-Closed-Z.K_14-Top	80	Kick-Pop-4-Deep
25	Crash-Z.A_17-Edge	53	HH-Half-Z.K_14-Edge	81	Kick-Pop-4-Soft
26	Crash-Z.A_17-Top	54	HH-Half-Z.K_14-Top	82	Kick-Pop-4-XL
27	Crash-Z.A_18-Bell	55	HH-NearClosed-Z.K_14-Edge	83	Kick-Pop-5
28	Crash-Z.A_18-Edge	56	HH-NearClosed-Z.K_14-Top	84	Kick-Vintage-1-long

NUM	NAME	NUM	NAME	NUM	NAME
85	Kick-Vintage-2-released-Bright	115	Kick-Jungle-3-Medium	145	Kick Arena 2
86	Kick-Vintage-2-released-Medium	116	Kick-Jungle-3-XL	146	Kick Arena 3
87	Kick-Vintage-2-released-XL	117	Kick-Electro8-1	147	Kick Arena 4
88	Kick-Vintage-3-stuck-Bright	118	Kick-Electro8-Long	148	Kick Arena 5
89	Kick-Vintage-3-stuck-Bright-Comp	119	Kick-Electro8-Long-Soft	149	Kick Arena 6
90	Kick-Vintage-3-stuck-Deep	120	Kick-Electro8-2	150	Kick Arena 7
91	Kick-Vintage-3-stuck-Medium	121	Kick-Electro8-Short	151	Kick Arena 8
92	Kick-Vintage-3-stuck-XL	122	Kick-Electro9-1	152	Kick Argon 1
93	Kick-Metal-1-Bright	123	Kick-Electro9-1L	153	Kick Argon 2
94	Kick-Metal-1-Deep	124	Kick-Electro9-1V	154	Kick Argon 3
95	Kick-Metal-1-Medium	125	Kick-Electro9-2	155	Kick Argon 4
96	Kick-Metal-1-XL	126	Kick-Electro9-2L	156	Kick Argon 5
97	Kick-Metal-2	127	Kick-Electro9-2V	157	Kick Argon 6
98	Kick-Metal-2-Dry	128	Kick-Electro5-1	158	Kick BottlePoppin 1
99	Kick-Metal-2-L	129	Kick-Electro5-deep	159	Kick BottlePoppin 2
100	Kick-Metal-2-XL	130	Kick-Electro5-short	160	Kick BottlePoppin 4
101	Kick-Jazz-1-Bright	131	Kick-Electro5-V	161	Kick BottlePoppin 5
102	Kick-Jazz-1-Deep	132	Alphabetical_Pop_Kick	162	Kick BottlePoppin 6
103	Kick-Jazz-1-Soft	133	Kick Absynth 1	163	Kick BottlePoppin 7
104	Kick-Jazz-1-XL	134	Kick Absynth 2 V1	164	Kick BottlePoppin 8
105	Kick-Jungle-1	135	Kick Absynth 4	165	Kick Bouncin 1
106	Kick-Jungle-2-Bright	136	Kick Absynth 5	166	Kick Bouncin 2
107	Kick-Jungle-2-Comp	137	Kick Absynth 6	167	Kick Bouncin 3
108	Kick-Jungle-2-Comp-Bright	138	Kick Absynth 7	168	Kick Bouncin 4
109	Kick-Jungle-2-Comp-Medium	139	Kick Absynth 8	169	Kick Bouncin 5
110	Kick-Jungle-2-Comp-XL	140	Kick Absynth 9	170	Kick Bouncin 6
111	Kick-Jungle-2-Medium	141	Kick AfroShop 1	171	Kick Bouncin 7
112	Kick-Jungle-2-XL	142	Kick AfroShop 2	172	Kick Bouncin 8
113	Kick-Jungle-3-Bright	143	Kick AfroShop 3	173	Kick Concrete 1
114	Kick-Jungle-3-Deep	144	Kick Arena 1	174	Kick Concrete 2

NUM	NAME	NUM	NAME	NUM	NAME
175	Kick Concrete 3	205	Snare-Rock-1-Cross-Stick2	235	Snare-Metal-1-Open
176	Kick Concrete 4	206	Snare-Rock-2-S-snappy	236	Snare-Metal-2-Op-rimshot-XL
177	Kick Concrete 5	207	Snare-Rock-1-Rimshot3	237	Snare-Metal-2-Open2
178	Kick Concrete 6	208	Snare-Rock-1-Cross-Stick3	238	Snare-Metal-2-Open-Rimshot
179	Kick Concrete 7	209	Snare-Rock-2-S-mezzo	239	Snare-Metal-3-rods-S
180	Kick Dakeat 1	210	Snare-Rock-2-RimShot	240	Snare-Metal-3-Rods-Rimshot
181	Kick Dakeat 2	211	Snare-Rock-2-Cross-Stick	241	Snare-Metal-4-XL
182	Kick Dakeat 3	212	Snare-Rock-3	242	Snare-Metal-1-Open-Rimshot
183	Kick Dakeat 4 V1	213	Snare-Rock-2-XL	243	Snare-Metal-1-rods-z3-XL
184	Kick Dakeat 5	214	Snare-Rock-1-Rimshot-X	244	Snare-Metal-4-RimShot
185	Kick Dakeat 6	215	Snare-Rock-1-Rimshot4	245	Snare-Metal-1-Open-Compact
186	Kick Dakeat 7	216	Snare-Rock-2-RimShot-X	246	Snare-Metal-2-Op-rimshot
187	Kick Dakeat 8	217	Snare-Rock-2-RimShot2-X	247	Snare-Metal-1-Op-XL
188	Kick Ganja 1	218	Snare-Rock-2-RimShot3-X	248	Snare-Metal-3-Open-Rods
189	Kick Ganja 2	219	Snare-Rock-3-RimShot	249	Snare-Metal-3-rods-XL
190	Kick Ganja 3	220	Snare-Pop-1	250	Snare-Metal-4-Open-S
191	Kick Ganja 4	221	Snare-Pop-1-Hi-rimshot	251	Snare-Metal-4-S
192	Kick Ganja 5	222	Snare-Pop-2-Cross-Stick	252	Snare-Jazz-1
193	Kick Ganja 6	223	Snare-Pop-3	253	Snare-Jazz-1-rimshot-light
194	Kick Ganja 7	224	Snare-Pop-1-Hi-Rimshot-2	254	Snare-Jazz-1-cross-stick
195	Kick Jack 1	225	Snare-Pop-2-Cross-Stick-2	255	Snare-Jazz-1-Snappy
196	Kick Jack 2	226	Snare-Pop-1-Lo-Rimshot	256	Snare-Jazz-1-rimshot-full-XL
197	Kick Jack 3	227	Snare-Pop-1-Lo-Rimshot-2	257	Snare-Jazz-1-cross-stick-XL
198	Kick Jack 4	228	Snare-Pop-1-Lo-Rimshot-3	258	Snare-Jazz-1-XL
199	Kick Jack 5	229	Snare-Pop-1-Lo-rimshot-XL	259	Snare-Jazz-1-rimshot-full2
200	Snare-Rock-1	230	Snare-Vintage-1	260	Snare-Jazz-1-z2-XL
201	Snare-Rock-1-Rimshot	231	Snare-Vintage-1-rimshot-X	261	Snare-Jazz-1-rimshot-light2
202	Snare-Rock-1-Cross-Stick	232	Snare-Vintage-1-CrossStick	262	Snare-Jazz-1-rimshot-full
203	Snare-Rock-2-S	233	Snare-Vintage-1-z2	263	Snare-Jazz-1-rimshot-light-XL
204	Snare-Rock-1-Rimshot2	234	Snare-Vintage-1-rimshot	264	Snare-Brush-1

NUM	NAME	NUM	NAME	NUM	NAME
265	Snare-Brush-1-open	295	Clap-Electro8	325	Snare Argon 6 V1
266	Snare-Brush-2	296	Clap-Electro9	326	Snare Argon 7
267	Snare-Brush-1-Rimshot	297	Alphabetical_Pop_Snare_S	327	Snare Argon 8
268	Snare-Brush-1-open-XL	298	Alphabetical_Pop_Snare_R	328	Snare Argon 9
269	Snare-Brush-1-XL	299	Alphabetical_Pop_Snare_Clap	329	Snare Argon 10
270	Snare-Brush-2-XL	300	Snare Absynth 1	330	Snare Argon 11
271	Snare-Fiesta-1-CrossStick	301	Snare Absynth 2	331	Snare Argon 12
272	Snare-Fiesta-1	302	Snare Absynth 3	332	Noise Argon 1
273	Snare-Fiesta-1-rimshot	303	Snare Absynth 4	333	Noise Argon 2
274	Snare-Fiesta-2	304	Snare Absynth 5	334	Noise Argon 3
275	Snare-Fiesta-2-rimshot	305	Snare Absynth 6	335	Rim Argon
276	Snare-Fiesta-2-Rimshot2	306	Snare Absynth 7	336	Rimshot Argon
277	Snare-Fiesta-1-rimshot2	307	Snare Absynth 8	337	Snare BottlePoppin 1
278	Snare-Jungle-1	308	Snare Absynth 9	338	Snare BottlePoppin 2
279	Snare-Jungle-1-Rimshot	309	Snare Absynth 10	339	Snare BottlePoppin 3
280	Snare-Jungle-2	310	Snare Absynth 11	340	Snare BottlePoppin 4
281	Snare-Jungle-2-Rimshot	311	Snare AfroShop 1	341	Snare BottlePoppin 5
282	Snare-Jungle-3	312	Snare AfroShop 2	342	Snare BottlePoppin 6
283	Snare-Jungle-3-Rimshot	313	Snare AfroShop 3	343	Snare BottlePoppin 7
284	Snare-Jungle-2-Rimshot2	314	Snare Arena 1	344	Snare BottlePoppin 8
285	Snare-Jungle-1-Rimshot-XL	315	Snare Arena 2	345	Snare Bouncin 1
286	Snare-Jungle-1-Rimshot2	316	Snare Arena 3	346	Snare Bouncin 2
287	Snare-Electro5-1	317	Snare Arena 4	347	Snare Bouncin 3
288	Snare-Electro5-2	318	Snare Arena 5	348	Snare Bouncin 4
289	Snare-Electro5-3	319	Snare Arena 6	349	Snare Bouncin 5
290	Snare-Electro8-3	320	Snare Argon 1	350	Snare Bouncin 6
291	Snare-Electro8-RS	321	Snare Argon 2 V1	351	Snare Bouncin 7
292	Snare-Electro9-1	322	Snare Argon 3 V1	352	Snare Bouncin 8
293	Snare-Electro9-2	323	Snare Argon 4	353	Snare Dakeat 1
294	Snare-Electro9-RS	324	Snare Argon 5	354	Snare Dakeat 2

NUM	NAME	NUM	NAME	NUM	NAME
355	Snare Dakeat 3	385	Tom-Rock1-1-Rim-RLS	415	Tom-Vintage1-3
356	Snare Dakeat 4	386	Tom-Rock1-2-XL	416	Tom-Vintage1-3-Rim-RLS
357	Snare Dakeat 5	387	Tom-Rock1-2-Rim-RLS	417	Tom-Vintage1-1-Rim
358	Snare Dakeat 7	388	Tom-Rock1-3-XL	418	Tom-Vintage1-2-Rim
359	Snare Dakeat 8	389	Tom-Rock1-3-Rim-RLS	419	Tom-Vintage1-3-Rim
360	Snare Dakeat 9	390	Tom-Rock1-EQ-1	420	Tom-Metal1-1-XL
361	Snare Concrete 1	391	Tom-Rock1-EQ-1-Rim	421	Tom-Metal1-1-Rim
362	Snare Concrete 2	392	Tom-Rock1-EQ-2	422	Tom-Metal1-2-XL
363	Snare Concrete 3	393	Tom-Rock1-EQ-2-Rim	423	Tom-Metal1-2-Rim
364	Snare Concrete 4	394	Tom-Rock1-EQ-3	424	Tom-Metal1-3-XL
365	Snare Concrete 5	395	Tom-Rock1-EQ-3-Rim	425	Tom-Metal1-3-Rim
366	Snare Concrete 6	396	Tom-Rock1-EQ-1-XL	426	Tom-Metal2-1-XL
367	Snare Concrete 7	397	Tom-Rock1-EQ-1-Rim-RLS	427	Tom-Metal2-1-Rim
368	Snare Concrete 8	398	Tom-Rock1-EQ-2-XL	428	Tom-Metal2-2-XL
369	Snare Concrete 9	399	Tom-Rock1-EQ-2-Rim-RLS	429	Tom-Metal2-2-Rim
370	Snare Concrete 10	400	Tom-Rock1-EQ-3-XL	430	Tom-Metal2-3-XL
371	Snare Jack 1	401	Tom-Rock1-EQ-3-Rim-RLS	431	Tom-Metal2-3-Rim
372	Snare Jack 2	402	Tom-Pop1-1	432	Tom-Metal2-4-XL
373	Snare Jack 3	403	Tom-Pop1-1-Rim-RLS	433	Tom-Metal2-4-Rim
374	Snare Jack 4	404	Tom-Pop1-2	434	Tom-Metal1-1-Rim-RLS
375	Snare Jack 5	405	Tom-Pop1-2-Rim-RLS	435	Tom-Metal1-2-Rim-RLS
376	Snare Jack 6	406	Tom-Pop1-3	436	Tom-Metal1-3-Rim-RLS
377	Snare Jack 7	407	Tom-Pop1-3-Rim-RLS	437	Tom-Metal2-1-Rim-RLS
378	Tom-Rock1-1	408	Tom-Pop1-1-Rim	438	Tom-Metal2-2-Rim-RLS
379	Tom-Rock1-1-Rim	409	Tom-Pop1-2-Rim	439	Tom-Metal2-3-Rim-RLS
380	Tom-Rock1-2	410	Tom-Pop1-3-Rim	440	Tom-Metal2-4-Rim-RLS
381	Tom-Rock1-2-Rim	411	Tom-Vintage1-1	441	Tom-Jazz1-1-XL
382	Tom-Rock1-3	412	Tom-Vintage1-1-Rim-RLS	442	Tom-Jazz1-1-Rim
383	Tom-Rock1-3-Rim	413	Tom-Vintage1-2	443	Tom-Jazz2-1-XL
384	Tom-Rock1-1-XL	414	Tom-Vintage1-2-Rim-RLS	444	Tom-Jazz2-1-Rim

NUM	NAME	NUM	NAME	NUM	NAME
445	Tom-Jazz1-1-Rim-RLS	475	Tom-Electro2-3	505	Krin AfroShop
446	Tom-Jazz2-1-Rim-RLS	476	Tom-Electro3	506	Sangba AfroShop 1
447	Tom-Brush1-1-XL	477	Tom-Electro-Rim	507	Sangba AfroShop 3
448	Tom-Bass-Brush1-XL	478	Tom-Electro3-Rim	508	Shaker Arena 1
449	Tom-Fiesta-1	479	Perc Absynth 2	509	Shaker Arena 2
450	Tom-Fiesta-1-Rim	480	Perc Absynth 3	510	Shaker Arena 3
451	Tom-Fiesta-2	481	Perc Absynth 5	511	Shaker Arena 4
452	Tom-Fiesta-2-Rim	482	Perc Absynth 6	512	Tom BottlePoppin 1
453	Tom-Fiesta-3	483	Perc Absynth 7	513	Tom BottlePoppin 2
454	Tom-Fiesta-3-Rim	484	Tom Absynth 1	514	Tom BottlePoppin 3
455	Tom-Fiesta-4	485	Tom Absynth 2	515	Tom BottlePoppin 4
456	Tom-Fiesta-4-Rim	486	Tom Absynth 3	516	Tom BottlePoppin 5
457	Tom-Fiesta-1-Rim-RLS	487	Tom Absynth 4	517	Tom BottlePoppin 6
458	Tom-Fiesta-2-Rim-RLS	488	Tom Absynth 5	518	Tom BottlePoppin 7
459	Tom-Fiesta-3-Rim-RLS	489	Tom Absynth 6	519	Tom BottlePoppin 8
460	Tom-Fiesta-4-Rim-RLS	490	Tom Absynth 7	520	Tom Bouncin 1
461	Tom-Jungle1-1	491	Tom Absynth 8	521	Tom Bouncin 2
462	Tom-Jungle1-1-Rim	492	Tom Absynth 9	522	Tom Bouncin 3
463	Tom-Jungle1-2	493	Djembe AfroShop 1	523	Tom Bouncin 4
464	Tom-Jungle1-2-Rim	494	Djembe AfroShop 2	524	Tom Dakeat 2
465	Tom-Jungle1-3	495	Djembe AfroShop 3	525	Tom Dakeat 3
466	Tom-Jungle1-3-Rim	496	Djembe AfroShop 5	526	Perc Jack 1
467	Tom-Jungle1-1-Rim-RLS	497	Djembe AfroShop 6	527	Perc Jack 2
468	Tom-Jungle1-2-Rim-RLS	498	Djembe AfroShop 7	528	Perc Jack 3
469	Tom-Jungle1-3-Rim-RLS	499	Djembe AfroShop 8	529	Perc Jack 4
470	Tom-Electro1-1	500	Djembe AfroShop 9	530	Perc Jack 5
471	Tom-Electro1-2	501	Dununba AfroShop 1	531	Perc Jack 6
472	Tom-Electro1-3	502	Dununba AfroShop 2	532	Perc Jack 7
473	Tom-Electro2-1	503	Dununba AfroShop 3	533	Perc Jack 8
474	Tom-Electro2-2	504	Kenkeni AfroShop	534	Perc Jack 9

NUM	NAME	NUM	NAME	NUM	NAME
535	Perc Jack 10	565	Ride-Jazz-2-top-XL	595	RideBell GongV8
536	Lofill Jack 1	566	Ride-Jazz-2-bell-XL	596	Bell AfroShop1
537	Lofill Jack 2	567	Ride-Jazz-1-top-L	597	Bell AfroShop2
538	Perc Concrete 1	568	Ride-Jazz-2-top2	598	Bell AfroShop3
539	Perc Concrete 3	569	Ride-Jazz-2-top2-XL	599	Bell AfroShop4
540	Shaker Concrete 1	570	Ride-Brush-1-top	600	Ride Arena 1
541	Shaker Concrete 2	571	Ride-Brush-1-bell	601	Ride Arena 2
542	Shaker Concrete 3	572	Ride-Brush-1-top-XL	602	Ride Arena 3
543	Ride_Rock-ping24-Shoulder	573	Ride-Brush-1-bell-XL	603	Ride Neuron 1
544	Ride_Rock-ping24-Bell	574	Ride-Brush-2-top-hard	604	Ride Neuron 2
545	Ride_Rock-ping24-Edge	575	Ride-Brush-2-bell	605	RideBell Neuron
546	Ride_Dark_20_Shoulder	576	Ride-Brush-2-edge	606	Bongo Bouncin
547	Ride_Rock-ping24-VeloBell	577	Ride-Brush-2-top-Soft	607	Ride Ganja
548	Ride_Dark_20_Edge	578	Ride-Brush-2-top-XL	608	Ride Orgami
549	Ride_Dark_20_Bell	579	Ride-Fiesta-1-top	609	Ride Overtime
550	Ride_Dark_20_VeloBell	580	Ride-Fiesta-2-top	610	Ride Rare 1
551	Ride-Rock-1-top	581	Ride-Jungle-1-top	611	Ride Rare 2
552	Ride-Rock-1-bell-XL	582	Ride-Jungle-1-bell	612	Ride Shooter
553	Ride-Rock-1-bell-L	583	Ride-Jungle-2-shoulder	613	Ride Sintheti
554	Ride-Rock-1-bell	584	Ride-Jungle-1-bell-EQ	614	Ride AlkaloidV1
555	Ride-Vintage-1-shoulder	585	Cymb 808L	615	Ride AlkaloidV2
556	Ride-Vintage-1-Bell	586	Shaker-Electro8	616	Ride AlkaloidV3
557	Ride-Metal-1-shoulder	587	Alphabetical_Pop_Ride_S	617	Ride AlkaloidV4
558	Ride-Metal-1-bell	588	Alphabetical_Pop_Ride_R	618	Ride AlkaloidV5
559	Ride-Jazz-1-top	589	Alphabetical_Pop_Ride_BELL	619	Ride AlkaloidV6
560	Ride-Jazz-1-bell	590	Ride Glowstix1	620	Ride Soulesque 1
561	Ride-Jazz-1-top-XL	591	Ride Glowstix2	621	Ride Soulesque 2
562	Ride-Jazz-1-bell-XL	592	Ride Glowstix3	622	Ride X
563	Ride-Jazz-2-top	593	Ride Glowstix4	623	Crash_Rock-V20-Shoulder
564	Ride-Jazz-2-bell	594	Ride Gong V8	624	Crash_Rock-V20-Edge

NUM	NAME	NUM	NAME	NUM	NAME
625	Crash_Dark_C16_Shoulder	655	Crash-Jungle-4-splash-hi-XL	685	HH_Classic_14_Shoulder_Closed2X
626	Crash_Dark_C16_Edge	656	Crash-Jungle-4-splash-hi2	686	HH_Classic_14_Edge_OpenX
627	Crash_Dark_B18_Shoulder	657	Crash-Jungle-5-splash-hi-muted	687	HH_Classic_14_Edge_HalfOp3X
628	Crash_Dark_B18_Edge	658	Crash-Jungle-5-splash-hi-muted-XL	688	HH_Classic_14_Edge_HalfOp1X
629	Crash_Classic_CHB_H_Shoulder	659	Crash-Jungle-6-splash-side	689	HH_Classic_14_Edge_Closed2X
630	Crash_Classic_CHB_H_Edge	660	Crash-Jungle-6-splash-side-XL	690	HH_Classic_14_TchickX
631	Crash-Rock-1-edge	661	Alphabetical_Pop_CRASH1_R	691	HH_Classic_14_SplashX
632	Crash-Rock-1-edge-XL	662	Alphabetical_Pop_CRASH1_S	692	HH-Rock-Top-open
633	Crash-Rock-2-edge	663	Alphabetical_Pop_CRASH2_R	693	HH-Rock-Top-half4
634	China-Vintage-1	664	Alphabetical_Pop_CRASH2_S	694	HH-Rock-Top-half3
635	Crash-Vintage-1-edge	665	Balafon AfroShop 1	695	HH-Rock-Top-half2
636	Crash-Vintage-2-edge	666	Balafon AfroShop 2	696	HH-Rock-Top-half1
637	Crash-Vintage-3-edge	667	Balafon AfroShop 3	697	HH-Rock-Top-closed
638	China-Metal-1	668	Balafon AfroShop 4	698	HH-Rock-Edge-open-XL
639	Crash-Metal-2-edge	669	Crash Arena 1	699	HH-Rock-Edge-half4
640	China-Metal-1-XL	670	Crash Arena 2	700	HH-Rock-Edge-half3
641	Crash-Metal-2-edge-XL	671	Combo Argon	701	HH-Rock-Edge-half2
642	Crash-Metal-2-edge2	672	Crash Argon	702	HH-Rock-Edge-half1
643	Crash-Metal-3-edge	673	Crash BottlePoppin 1	703	HH-Rock-Edge-closed-XL
644	Crash-Metal-3-edge-XL	674	Crash BottlePoppin 2	704	HH-Rock-Edge-closed
645	Crash-Metal-3-edge2	675	Crash BottlePoppin 3	705	HH-Rock-chick
646	Crash-Metal-4-edge	676	Crash BottlePoppin 4	706	HH-Rock-splash
647	Crash-Metal-4-edge-XL	677	Crash Bouncin1	707	HH-Brush-1-open-XL
648	Crash-Jazz-1-edge	678	Crash Bouncin2	708	HH-Brush-1-open-X
649	Crash-Jazz-1-edge-XL	679	Crash Bouncin3	709	HH-Brush-1-open
650	Crash-Jazz-1-edge2	680	Crash Bouncin4	710	HH-Brush-1-half3
651	Crash-Jungle-1-edge	681	RevCrash Concrete	711	HH-Brush-1-half2
652	Crash-Jungle-2-edge	682	HH_Classic_14_Shoulder_OpenX	712	HH-Brush-1-half1
653	Crash-Jungle-3-edge	683	HH_Classic_14_Shoulder_HalfOp3X	713	HH-Brush-1-closed
654	Crash-Jungle-4-splash-hi	684	HH_Classic_14_Shoulder_HalfOp2X	714	HH-Brush-1-chick

NUM	NAME	NUM	NAME	NUM	NAME
715	HH-Brush-1-splash	745	ClosedHH Absynth 1	775	OpenHH BottlePoppin2
716	HH-Fiesta-1-open-rods	746	ClosedHH Absynth 2	776	ClosedHH BottlePoppin 1
717	HH-Fiesta-1-Half3	747	ClosedHH Absynth 3	777	ClosedHH BottlePoppin 2
718	HH-Fiesta-1-Half2	748	ClosedHH Arena 1	778	ClosedHH BottlePoppin 3
719	HH-Fiesta-1-Half1	749	Splash Off V1	779	ClosedHH BottlePoppin 4
720	HH-Fiesta-1-closed-top-rods	750	OpenHH AfroShop 2	780	OpenHH BottlePoppin3
721	HH-Fiesta-1-closed-edge-XL	751	OpenHH AfroShop 3	781	Splash Ganja
722	HH-Fiesta-1-closed-edge2-XL	752	OpenHH AfroShop 1	782	OpenHH Bouncin 1
723	HH-Fiesta-1-chick	753	ClosedHH AfroShop 1	783	OpenHH Bouncin 2
724	HH-Fiesta-1-splash	754	ClosedHH AfroShop 2	784	OpenHH Bouncin 4
725	HH-Vintage-Top-open-XL2	755	ClosedHH AfroShop 3	785	ClosedHH Bouncin 1
726	HH-Vintage-Top-open-XL	756	Splash Sintheti	786	ClosedHH Bouncin 3
727	HH-Vintage-Top-open-L	757	Splash TerrorCore	787	ClosedHH Bouncin 4
728	HH-Vintage-Top-open	758	OpenHH Arena 1	788	ClosedHH Bouncin 2
729	HH-Vintage-Top-Half3	759	OpenHH Arena 2	789	Splash GarageX V5
730	HH-Vintage-Top-Half2	760	ClosedHH Arena 2	790	OpenHH Concrete 1
731	HH-Vintage-Top-Half1	761	ClosedHH Arena 3	791	OpenHH Concrete 2
732	HH-Vintage-Top-closed	762	ClosedHH Arena 4	792	ClosedHH Concrete 1
733	HH-Vintage-chick	763	ClosedHH Arena 5	793	ClosedHH Concrete 2
734	HH-Vintage-Splash	764	ClosedHH Arena 6	794	ClosedHH Concrete 3
735	HH-Electro8-open	765	Splash Synthgaze	795	OpenHH Concrete 4
736	HH-Electro8-Half3	766	OpenHH Argon 2	796	ClosedHH Concrete 4
737	HH-Electro8-Half2	767	OpenHH Argon 1 V1	797	Splash Neubauten V3
738	HH-Electro8-Half1	768	ClosedHH Argon 1 V2	798	OpenHH Dakeat
739	HH-Electro8-closed	769	ClosedHH Argon 2	799	OpenHH BottlePoppin4
740	HH-Electro8-chick	770	ClosedHH Argon 3	800	ClosedHH Dakeat 1
741	HH-Electro8-splash	771	ClosedHH Argon 1 V1	801	ClosedHH Dakeat 2
742	OpenHH Absynth 1	772	Shaker Argon	802	ClosedHH Dakeat 3
743	OpenHH Absynth 2	773	Splash Argon	803	ClosedHH Dakeat 4
744	OpenHH Absynth 3	774	OpenHH BottlePoppin1	804	OpenHH Bouncin 3

NUM	NAME	NUM	NAME	NUM	NAME
805	Splash Neubauten V1	835	Clap BottlePoppin 2	865	Helicopter-OneShot
806	OpenHH Jack 1	836	Clap BottlePoppin 3	866	Starship-OneShot
807	OpenHH Jack 2	837	Clap BottlePoppin 4	867	Gun Shot-OneShot
808	OpenHH Jack 3	838	Clap Bouncin 1	868	Machine Gun-OneShot
809	ClosedHH Jack 1	839	Clap Bouncin 2	869	Machine Gun-OneBig
810	ClosedHH Jack 2	840	Clap Bouncin 3	870	Horse Gallop-OneShot
811	ClosedHH Jack 3	841	Clap Bouncin 4	871	Birds Tweet-OneShot
812	ClosedHH Jack 4	842	Clap Concrete 1	872	Rain-OneShot
813	Splash Neubauten V2	843	Clap Concrete 2	873	Thunder-OneShot
814	OpenHH Alphabetical	844	Clap Funk 1	874	Wind-OneShot
815	OpenHH Concrete 3	845	Clap Funk 2	875	Seashore-OneShot
816	ClosedHH Alphabetical 1	846	Clap Funk 3	876	Stream-OneShot
817	ClosedHH Alphabetical 2	847	Clap Funk 4	877	Stream-OneShotHPF
818	ClosedHH Alphabetical 3	848	Laughing-OneShot	878	Bubble-OneShot
819	ClosedHH Alphabetical 4	849	Screaming-OnsShot	879	Snap Absynth 1
820	Cabasa Argon	850	Punch-OneShot	880	Snap Absynth 2
821	Splash Off V2	851	Heart Beat-OneShot	881	Shaker Absynth
822	Cow Bell-X	852	Applause-OneShot	882	SFX Absynth 1
823	Clap Absynth	853	Door Closing-OneShot	883	SFX Absynth 2
824	Clap AfroShop 1	854	Door Creaking-OneShot	884	Metal Absynth 2
825	Clap AfroShop 2	855	Wind Chimes-Compare	885	Chord Absynth 1
826	Clap Arena 1	856	Wind Chimes-OneSHot	886	Chord Absynth 2
827	Clap Arena 2	857	Wind Chimes-OneSHot-HP	887	Chord Absynth 3
828	Clap Arena 3	858	Car Engine-OneSHot	888	Shaker AfroShop
829	Clap Arena 4	859	Car Brakes-OneShot	889	Calabash AfroShop
830	Clap Arena 5	860	CarCrash+OneShot	890	Synth Arena 1
831	Clap Arena 6	860	Car Passing-OneShot	891	Synth Arena 3
832	Clap Argon 1	862	Siren-OneShot	892	Synth Arena 4
833	Clap Argon 2	863	Train-OneShot	893	Synth Arena 5
834	Clap BottlePoppin 1	864	Jet Plane-One Shot	894	Bass Arena 4

NUM	NAME	NUM	NAME	NUM	NAME
895	SFX Argon 2	913	Blip Bouncin 2	931	Vocal Dakeat 6
896	SFX Argon 3	914	Buzz Dakeat 1	932	Bass Concrete 1
897	Zap BottlePoppin	915	Buzz Dakeat 3	933	Bass Concrete 3
898	Tamb BottlePoppin	916	Buzz Dakeat 4	934	Bass Concrete 5
899	Strike BottlePoppin	917	Crackle Dakeat 1	935	Bass Concrete 6
900	Shaker BottlePoppin 1	918	Crackle Dakeat 2	936	Bass Concrete 10
901	Shaker BottlePoppin 2	919	Crackle Dakeat 3	937	Bass Concrete 11
902	Shaker BottlePoppin 3	920	Crackle Dakeat 4	938	Stab Concrete
903	Noise BottlePoppin	921	Perc Dakeat 1	939	Bass Jack 1
904	Dist BottlePoppin	922	Perc Dakeat 3	940	Bass Jack 2
905	Shaker Bouncin 1	923	SFX Dakeat 2	941	Bass Jack 3
906	Shaker Bouncin 2	924	SFX Dakeat 3 V1	942	Bass Jack 4
907	Shaker Bouncin 3	925	SFX Dakeat 3 V2	943	Bass Jack 5
908	Shaker Bouncin 4	926	Vocal Dakeat 1	944	Bass Jack 6
909	SFX Bouncin 1	927	Vocal Dakeat 2	945	Bass Jack 7
910	Perc Bouncin	928	Vocal Dakeat 3	946	Bass Jack 8
911	Impact Bouncin	929	Vocal Dakeat 4	947	Shaker Jack 1
912	Blip Bouncin 1	930	Vocal Dakeat 5	948	Shaker Jack 2