ddrum®

NIO Percussion Pad

USER MANUAL V1.01

TRIGGER
FOOTSWITCH

CLICK
REC
KIT
SETUP

www.ddrum.com

IMPORTANT NOTES!

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.

Additional 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.

TOP PANEL
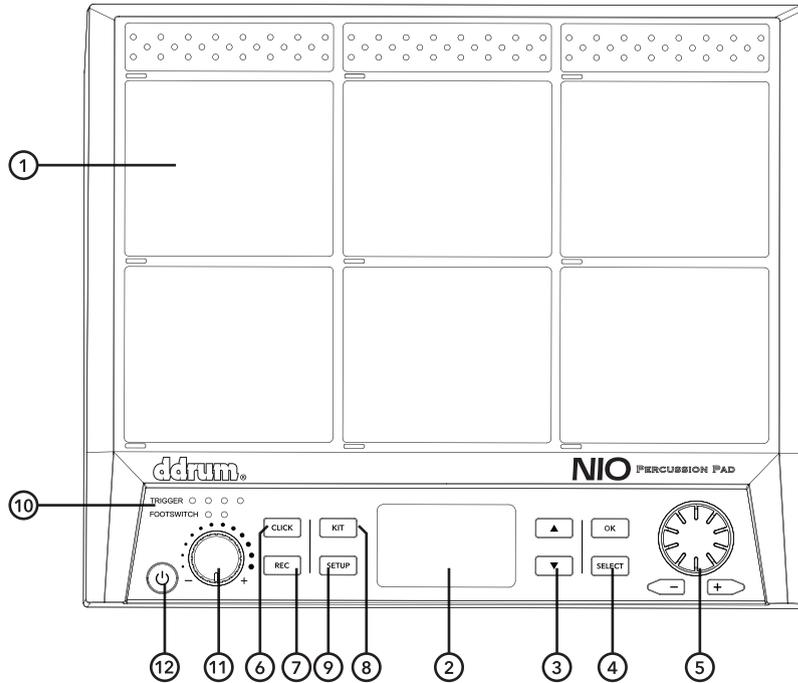
1. DRUM PADS
Percussive pads which trigger sounds or MIDI when hit with a drumstick. When struck, the pads corresponding LED will illuminate. Each pad has an individual number which will be shown within the menu when editing certain settings.

2. LCD SCREEN
Displays information, menus and current parameters of the UNIT. Changes made by using the [+]/[−] buttons and SCROLL WHEEL appear on this screen.

3. UP / DOWN BUTTONS
Used to navigate menus visible on the LCD screen.

4. OK / SELECT BUTTONS
OK confirms selections made in the menus, the [SELECT] button cycles through options in the menu.

5. SCROLL WHEEL / +/- BUTTONS
Use to quickly increase and decrease values as well as to scroll through multiple selections.

6. CLICK BUTTON
Pressing the [CLICK] button activates the metronome and takes you to the CLICK menu. In the SETUP menu you can access the SoundGroup, Beat, Rhythm and Pan submenus.

7. REC BUTTON
Activates the RECORD mode within the UNIT.

8. KIT BUTTON
Used to access the KIT menu, which allows you to adjust and select different preset kits. You can access the submenus using the [UP] and [DOWN] buttons. Pressing this button gives you access to the Home, Wave, Loop, Effect, ADV, ADV2 and KITCH submenus.

9. SETUP BUTTON
Allows you access to the MIDI, PAD, Trigger, Display, Version, Reset and Update submenus.

10. TRIGGER / FOOTSWITCH LED INDICATORS
Illuminates when external triggers and footswitches are used, they are connected via the inputs on the rear panel of the UNIT.

11. HEADPHONE VOLUME WHEEL
Use the wheel to increase or decrease headphone output volume. Master Output levels are controlled on the back of the UNIT. It is recommended to have the volume set to its lowest point when you turn on the UNIT to protect hearing and headphones.

12. POWER BUTTON
Turns the UNIT on and off. Press to turn on, hold for five seconds and release to power off.

REAR PANEL
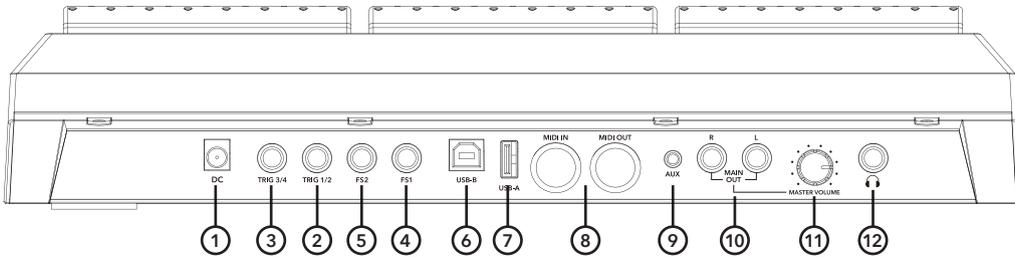
1. DC INPUT
Used to connect to mains power. Only use the included PSU.

2. TRIG 1/2
Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received the left-most trigger lights will illuminate when hit.
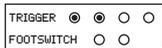
3. TRIG 3/4
Used for connecting a dual zone trigger pad or an acoustic drum trigger. A stereo connecting cable is needed for full dual zone functionality. When a signal has been received, the right-most trigger lights will illuminate when hit.
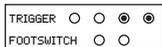
4. FS1
Used for connecting a footswitch trigger. By default, it assumes this will be a hi-hat pedal. The left footswitch light will illuminate when played.
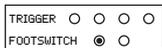
5. FS2
Used for connecting a second footswitch trigger. By default, it assumes this will be a kick drum sound. The right footswitch light will illuminate when played.
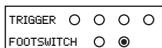
6. USB – B
USB B connecting port, used for connecting to computer for USB MIDI.

7. USB – A
USB A connection, used to connect memory stick for updates as well as importing and exporting your own sound files and preset kits.

8. MIDI IN/OUT
Used for connecting 5-pin MIDI cable to send information either from or to the UNIT.

9. AUX
Used for connecting an auxiliary sound source to the UNIT via a 1/8" Stereo Jack cable (available separately), ideal for connecting an MP3 player or laptop. Volume must be controlled via the sound source.

10. MAIN OUT L/R
Main output jacks of the UNIT. Connect via 1/4" mono jack cables to your mixer, interface or amplifier. When using one jack cable (for mono output), insert your jack cable into L/MONO output. Connecting two jack cables sends separate left and right audio signals down each cable, giving you stereo output.

11. MASTER VOLUME
Controls the main output volume for the UNIT.

12. HEADPHONES
1/4" output jack for connecting headphones, control output level with VOLUME WHEEL on the front panel.

BOTTOM PANEL
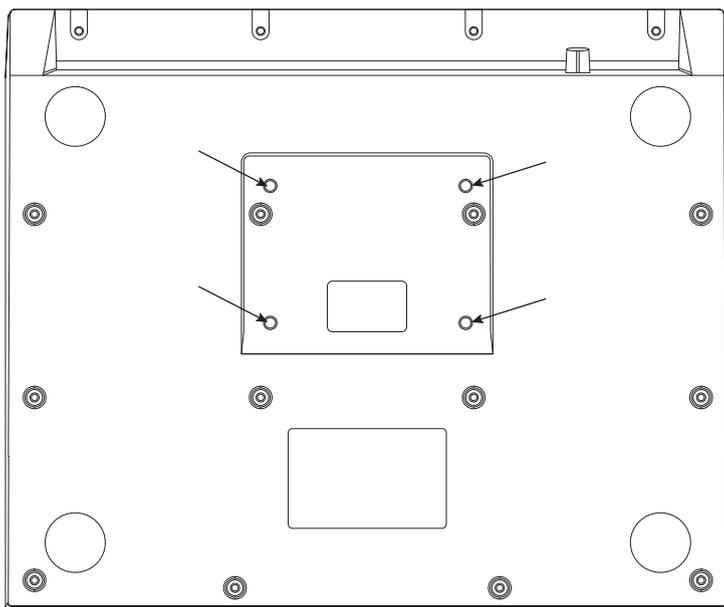
The UNIT can be played flat on desktop or placed on most common snare drum stands.
A mount and clamp made specifically for the UNIT is available for purchase through our dealers.
Please check our website for more information.

QUICK USE

To prevent damage to your hearing, speakers and other audio equipment, reduce the volume and have the power off before connecting to any other equipment. Please make sure you are using the headphone output for headphones and the main output when connecting to amplifiers or mixers. For the latest firmware updates, please visit our website www.ddrum.com

PERFORMING WITH THE UNIT

Connect any devices to the UNIT according to the descriptions on the rear panel. (Ref page 7) Turn on the unit, When the [Kit] Button indicator is always on, the unit is in drum kit mode. Use drumsticks to hit any of the 9 drum pads to make a sound.

MODE
Use [UP]/[DOWN] to navigate the menus on the LCD screen.
Use the SCROLL WHEEL or [+]/[−] buttons to change value.

HOME
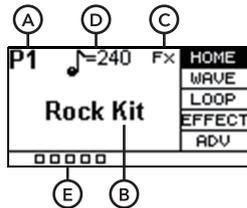
A. Shows P1-30, which is one of the 30 preset kits. C1-20 are user kits imported via USB memory stick.

B. Displays the name of the currently active preset.

C. If you have FX in use, the FX symbol will show in the top right.

D. The musical note symbol displays what tempo the metronome is set to.

E. The squares in the bottom left or the screen show how hard you are hitting a pad. One light illuminated=soft hit, all lights illuminated=hard hit.

Use the SCROLL WHEEL or [+]/[−] buttons to select a preset.
Pressing [OK] gives you access to all preset kits in list format.

Whilst in this list view, press [SELECT] this allows you to copy, delete or rename the preset.
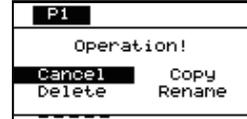
Leave this menu by selecting cancel or pressing [KIT] again.

> **Note**
> You can only delete user imported preset kits, you cannot delete default kits.

RESET
This function is used to restore to factory settings. Press [SETUP] and use the arrow button to scroll down to "RESET". Press [OK] to initiate this process. The UNIT will restart automatically after this has been completed. Do not press any other buttons during this process.
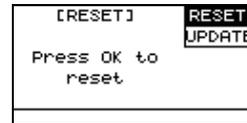
> **Note**
> In case that the drum pad cannot work normally due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.
>
> In case the drum pad cannot be started due to the error of importing the preset kit, please press the [POWER] + [KIT] + [OK] to reset after shutdown. The preset kit needs to be imported again after the reset.

UPDATE
1. Place the file dpupdate.bin in the root directory of the USB drive and insert the USB drive into the USB-A interface of the drum pad.
2. SETUP>>UPDATE>>OK
3. When the update is completed, the drum pad will restart automatically.
4. SETUP>> RESET>>OK to reset.

WAVE

Gives you the ability to adjust individual samples within a preset. Hit a PAD to select it and begin editing.
Press [SELECT] to sroll through the different submenus and press [OK] to save.
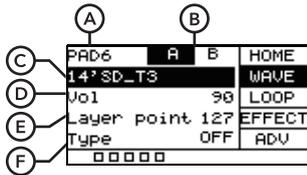
A. Shows which pad is being edited.

B. Shows the sample layer. This feature can be used if two samples are triggered by the same pad. In which the highlighted part means that the sound of the pad is A or B.

C. Shows the sound name the pad is linked to. You can use the SCROLL WHEEL or [+]/[−] buttons to change this to a different sound. Press [OK] to confirm the change.

The preset sound starts with "I" and the user sound starts with "U".
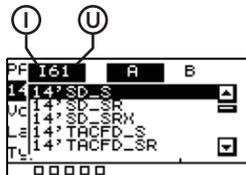
D. This is used to control the output volumes of the sound.

E. When the pad is set to have both sample A and sample B, any hit louder than this setting (0-127) will play sample B. For example, any hits below 50 it will play sample A, any hits above play it will play sample B.

F. Allows you to choose between OFF, MIX, SWITCH and FADE.

OFF
Only play sample A, sample B will be displayed as "/".
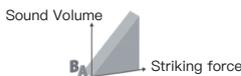
MIX
When the layer point threshold is met, sample B will be blended in with sample A.
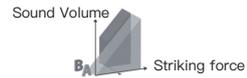
SWITCH
When the layer point threshold is met, sample B will take the place of sample A.
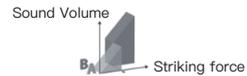
FADE
When the layer point threshold is met, sample B will play as well as sample A.
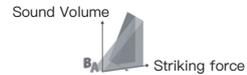
LOOP

Adjust built-in and user recorded loops within the UNIT.

A. KIT - The name of the preset kit sound being used by the MIDI.

B. MIDI - Name of MIDI pattern or loop select. Press [OK] to play and press again to pause.

C. SPEED - Controls the playback tempo of the loop, from 20 - 240 bpm.

D. VOLUME - Controls the overall volume of the loop.

E. You can select a pad to play a MIDI loop once hit. Hit the pad you want to select (be sure the cursor is displaying PAD+number), then press [OK], You will see a * that indicates this pad will trigger a loop rather than play sound.
Pressing [OK] again will revert the pad back to its original state.
Only one pad can be selected for one preset to play MIDI.

EFFECT

Allows you to have control over the master effects on the UNIT. Each drum kit can be set up with different effect.

Use [SELECT] to scroll between Fx Send, EQ, Reverb and Limit.

FX Send

Controls the amount of signal from the pad that goes to the FX channel from 0 - 127. A low value will have a small amount of the effect blended in a high value will be entirely affected.

EQ

Disable or Engage the EQ. A built-in 3-band EQ which can shape the overall sound of the preset.

HIGH

Adjust the treble frequencies +/- 12dB.

MID

Adjust the mid-range frequencies +/- 12dB.

LOW

Adjust the bass frequencies +/- 12dB.

Reverb

Disable or Engage the Reverb. Built-in Reverb providing ambience for the preset.

TYPE

Choose between room, stage and studio.

LIMIT

Disable or Engage the Limiter feature.
Built-in limiting feature.

THRESHOLD

When set to 0, input and output are the same, when set to -12 the output is ¼ of the maximum output.

ADV

Gives you access to advanced editing features.

Tuning

Tune a sample up or down, the range is +/- 12.

Muffling

Adjusts the amount of muffling effect on an individual sample, the range is 1-4. This only works on parts of sounds.

Pan

Controls the pan of output, 0 =Fully Left, 64 = Centre, 127 Fully Right.

ADV2

Gives you access to more advanced editing features.

Mute Group

Build a Mute Group from 1 – 9. Hitting a pad then hitting another pad from the Mute Group will mute the first pad, ensuring there is no crossover.

PAD Mode

Changes the behaviour of a pad.

Normal

Normal plays the sound of the pad once.

Switch

Switch starts the sound when hit first time, you hit again to stop the sound. Ideal for backing tracks and other sound effects.

Loop*2, 4, 8

Repeats the loop the same amount of times shown on the option. For example, Loop*4 will loop a sound 4 times.

Infinite

Repeats the loop continuously.

Linked PAD

Link the sound of another pad with this pad. Allows you to trigger two pads at the same time.

KITCH

Used for creating a custom order of drum presets according to your preferences. The UNIT can support 5 kitchains, allowing you to have 8 different kits in each KITCHAIN. After it has been activated it will be shown in the home screen.
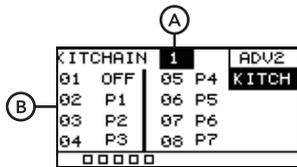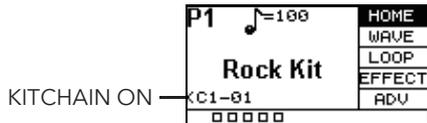
KITCHAIN ON —

A. KITCHAIN
   Used to select which KITCHAIN you are editing. Select between 1-5 or OFF. Selecting OFF will disable all kitchains and the presets will be in their original order.

B. 01-08
   Selects which order the preset kit will go in, 01 is first – 08 is last. Once highlighted you can choose which preset you want using the [+]/[−] button or SCROLL WHEEL.

CLICK MODE

Press the [CLICK] button to activate the metronome, hold for two seconds to enter into the CLICK menu.
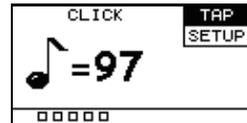
TAP
There are two ways to adjust the tempo (from 20 – 240 bpm).

   A. Use the SCROLL WHEEL or [+]/[−] buttones to adjust the tempo.

   B. Tap any pad more than one time, the tempo will be displayed on the TAP screen.

SETUP
Allows you to adjust the SoundGroup, Beat, Rhythm, Pan and Volume.
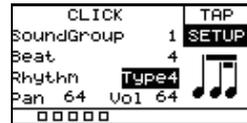
SoundGroup
Controls the sound of the metronome, there a 5 built into the UNIT.

Beat
Controls the number of clicks per measure, select from 1 – 16.

Rhythm
7 different click patterns are available.

1. ♩   2. ♫   3. ♬   4. ♫

5. ♬   6. ♫   7. ♫

Pan
Controls the pan of the metronome output,
0 = Fully Left, 64 = Centre, 127 Fully Right.

Vol
Controls the metronome volume.

RECORD MODE

Allows you to record MIDI patterns within the UNIT. Pressing the [REC] button once will display the following menu.The value in the lower right corner is the tempo of the metronome. It is recommended to go to the [CLICK] button to set the metronome tempo and beat before recording.

```
    [RECORD]    START
KIT: Rock Kit   PLAY
Meas:   Free    DELETE
QTZ:    OFF   VEL: OFF
                   100
     □ □ □ □ □
```

KIT
This drum kit is used as the sound department when playing the recorded MIDI.

Meas
The number of Measures that will be recorded.
Value: Free/*1/*2/*4/*8/*16

QTZ
Quantize note. Automamatically corrects the beats as the setting value. This allows you to get cleaner performances without the tiny time discrepancies felt in natural performances.
Value: OFF, 1/4, 1/8, 3/8, 1/16, 3/16, 1/32, 1/64

VEL
Quantize velocity. Automatically corrects the velocity of your recording as the setting value.
If set OFF, that means quantize velocity is off and it will record your playing velocity as normal.
Value: OFF, 0-127

START

Press the [REC] button again so the RECORD icon is flashing, the UNIT is now in RECORD MODE and will capture the next notes played. The metronome will automatically turn on, you can disengage it using the [CLICK] button.

```
    [RECORD]    START
KIT: Rock Kit   PLAY
Meas:   Free    DELETE
QTZ:    OFF   VEL: OFF
                   100
     □ □ □ □ □
```

STOP

When you are finished press the [REC] button again, the RECORD icon will stop flashing. The UNIT is now in STOP mode and will stop capturing your performance.

```
    [RECORD]    STOP
KIT: Rock Kit   PLAY
Meas:   Free    DELETE
QTZ:    OFF   VEL: OFF
                   100
     □ □ □ □ □
```

SAVE

Press [OK] button to save the recording.
This will save as a MIDI file internally on the UNIT.
The name of the saved MIDI file will be displayed on the screen.

```
    [RECORD]    STOP
    save name is:
     midi01.mid
     □ □ □ □ □
```

NOTE:

The maximum amount of hits able to be recorded is 5000, the recording feature will automatically stop after that.
If you immediately start to record a new performance without saving, the original will be deleted.
If you change to a different function instead of saving the recording will be deleted.

PLAY

Press [OK] to play and press again to pause.

```
    [RECORD]    START
KIT: Rock Kit   PLAY
MIDI:  midi01   DELETE
     □ □ □ □ □
```

DELETE

Press [OK] to delete the MIDI .

```
    [RECORD]    START
KIT: Rock Kit   PLAY
MIDI:  midi01   DELETE
     □ □ □ □ □
```

SETUP BUTTON SUBMENUS

MIDI
Displays a MIDI number for each pad. Hit a pad and the corresponding MIDI number will be highlighted. Once the desired pad has been hit you can edit the MIDI value using the [+]/[−] or SCROLL WHEEL.

PAD	Note NO.
PAD 1	49(C#3)
PAD 2	57(A3)
PAD 3	51(D#3)
PAD 4	48(C3)
PAD 5	45(A2)
PAD 6	43(G2)
PAD 7	36(C2)
PAD 8	38(D2)
PAD 9	42(F#2)
Trig 1	22(A#0)
Trig 2	24(C1)
Trig 3	41(f2)
Trig 4	39(D#2)
FootSwitch 1	44(G#2)
FootSwitch 2	35(B1)

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic Channel		10	1-16, OFF	Memorized
Mode		Mode 3	Mode 3	
Note Number		0-127,OFF	0-127,OFF	Memorized
Velocity	Note On	O 99H, v = 1–127	O	
	Note Off	O 89H, v = 0	O	
After Touch		X	X	
Pitch Bend		X	X	
Control		X	X	
Program Change : True Number		X	O 0-127	
System Exclusive		O	O	
System Common	: Song Position	X	X	
	: Song Select	X	X	
	: Tune Request	X	X	
System Real Time	: Clock	X	X	
	: Commands	X	X	
Aux Message	: All Sound Off	X	X	
	: Reset All Controllers	X	X	
	: Local On/Off	X	X	
	: All Notes Off	X	X	
	: Active Sensing	O	O	
	: System Reset	X	X	

Mode 3 : OMNI OFF, POLY

O : Yes
X : No

PAD
Adjusts pad specific parameters.

```
PAD6          MIDI
Mode     OFF  PAD
Sensitivity 15 TRIG
Threshold 15  DISP
VelCurve linear VER
  □□□□□
```

Mode
Allows you to change the behaviour of PAD 1-9.

KIT DEC
Operates as the [−] button of selecting drum kit.

KIT INC
Operates as the [+] button of selecting drum kit.

CLICK
In this mode the pad turns the metronome off or on.

MUTE
In this mode the pad turns to stop sounds.

OFF
Turn the mode off.

Sensitivity
Changes how sensitive the pad is, adjust from 1-32. 1 is low sensitivity, 32 is most sensitive.

Threshold
Adjusts the minimum threshold for generating a sound from a pad, adjust from 1 – 32. When set to a high value a gentle hit will not generate a sound.

VelCurve
Sets the way the velocity increases as you hit the pad harder, choose between linear, log, exp and max.

linear
The default type of velocity. The sample volume increases evenly as you hit the pad harder.

log
The sample volume reaches maximum velocity quicker. Ideal for samples that you want to get to maximum velocity without much dynamic range.

exp
The sample reaches maximum velocity slower, ideal for samples that have extra nuance.

max
The sample is at the maximum velocity.

ExtPAD
Menu which allows you to adjust extra pads connected to the UNIT (sold separately).
To control an additional footswitch, plug in the footswitch and press it, this will allow you to adjust its settings.

```
Fs1           MIDI
Mode  HHpedal  PAD
Control PAD  9 TRIG
Open      50  DISP
Close     10  VER
  □□□□□
```

Mode
Allows you to change the behaviour of footswitch. By default, FS1 will be in HHPedal mode and FS2 will be in KICK mode.

HHpedal
In this mode the footswitch will work like a hi-hat pedal.

PAD
Used to control whether a pad plays sample A or B. For example, when you press the footswitch down, it will play sample A, when you let go of the footswitch it will revert to sample B.

KICK
Footswitch will act as a kick drum. When pressed it will play a sample.

KIT DEC
Operates as the [−] button of selecting drum kit. Can be used to change presets via footswitch.

KIT INC
Operates as the [+] button of selecting drum kit. Can be used to change presets via footswitch.

CLICK
In this mode the footswitch turns the metronome off or on.

MUTE
In this mode the footswitch turns to stop sounds.

Control Pad
Choose the pad 1-9 that the footswitch controls in HH-Pedal or PAD mode.

Open
Adjust the opening position of Hi-hat. The smaller the value, the easier to open the Hi-hat.
Value: 10-64

Close
Adjust the closing position of Hi-hat. The larger the value, the easier to close.The value of close is less than or equal to the value of open.

TRIG
When you connect the external trigger, you can choose the trigger type, single or double triggering. Selecting the correct model and type can make you experience better.

```
Fs1              MIDI
Type  PDL-HH191  PAD
Trig1/2    Dual  TRIG
Trig3/4    Dual  DISP
                 VER
      □ □ □ □ □
```

Type
Scroll through below six options to pick the type that closest matches your trigger pad.

NAME	DESCRIPTION
DRM16208	8″ rubber drum pad
DRM18107	7.5″ rubber drum pad
DRM19106	7.5″ single trigger Mesh drum
BAS18103	2.5″ rubber kick drum
BAS19107	7.5″ rubber kick drum
CBL17110ST	Single trigger cymbal

Trig1/2
Choose between single and dual trigger for the external pad plugged into Trig 1/2.

Trig3/4
Choose between single and dual trigger for the external pad plugged into Trig 3/4.

DISP
Allows you to set the LCD Contrast and disable the LEDs.

```
   [setup]        MIDI
LCD Contrast 13   PAD
LED Type type1    TRIG
                  DISP
                  VER
   □ □ □ □ □
```

LCD Contrast
Sets the contrast of the LCD screen, from 0 – 20.

LED Type

off
Turns the LEDs which illuminate when you hit a pad on or off.

type1
When playing , the LEDs up for 0.5s and go out.

type2
The LEDs go on and off while playing.

VERSION
Shows information relating to the software inside the UNIT.

```
   [setup]        MIDI
SF      SF7.05    PAD
FirmWare  4.01t   TRIG
Syn Ver syn3.04   DISP
Detect   ED0.12   VER
   □ □ □ □ □
```

SF
Version of built-in sounds.
FirmWare
Displays which version of the firmware is installed.
Syn Ver
Displays which version of the synthesiser software is installed.
Detect
Displays which version of the detection algorithm is installed.

RESET

This function is used to restore to factory settings. Press [SETUP] and use the DOWN button to scroll down to "Reset". Press [OK] to initiate this process. The UNIT will restart automatically after this has been completed. Do not press any other buttons duringthis process.

```
[RESET]      RESET
             UPDATE
Press OK to
   reset
```
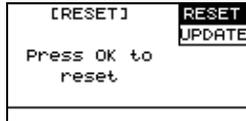
Note

In case that the drum pad cannot work normally due to accidents, please press the [POWER] + [UP] + [DOWN] to reset.

In case the drum pad cannot be started due to the error of importing the preset kit, please press the [POWER] + [KIT] + [OK] to reset after shutdown. The preset kit needs to be imported again after the reset.

UPDATE

Used to update the UNIT firmware, which you can do via a USB stick. In the event you need to update firmware, you can download the dpupdate.bin file or consult the seller, add this to the root directory of your memory stick. Then press [OK] when the update field is highlighted. The firmware will be installed and the UNIT will restart. For the latest firmware updates, please visit our website www.ddrum.com

```
[FIRMWARE]    RESET
              UPDATE
 Press OK to
firmware update  ⇥
```

ADVANCED APPLICATIONS / USB MEMORY STICK

Press and hold [SETUP] and [OK] button together to access the memory stick option menus. From here you can import and export sounds to the UNIT. Please note that only EXFAT/FAT32/FAT formats are supported.
If your memory stick is not configured for this, you can format it in the UNIT, The UNIT can only read files in the root menu of your USB stick.

WAVE

Sound files you have saved in the root directory of your USB stick will appear here.
You need to import them before previewing (explained in the LOAD section).
Press [SELECT] to select to delete the single Wave file or the all Wave files. Press [OK] to confirm.

```
U1          WAVE   U001            WAVE
1ksine      MIDI
500suqare   LOAD       Delete WAVE?
1.5ksuqare  SAVE   Cancel Single  All
1ksine
500suqare   INFO                  INFO
 □□□□□              □□□□□
```
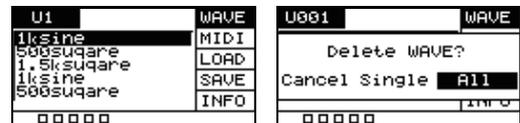
MIDI

A preview of MIDI file data on the UNIT. You can use the SCROLL WHEEL or [+]/[−] buttons to scroll through the MIDI files. The MIDI files on your memory stick will not be shown until you load them. You can use [SELECT] to delete a MIDI file on the UNIT.

```
U1          WAVE   U1              WAVE
Midi02.mid  MIDI
Midi03.mid  LOAD       Delete MIDI?
Midi04.mid  SAVE   No             Yes
Midi05.mid  INFO                  INFO
 □□□□□              □□□□□
```
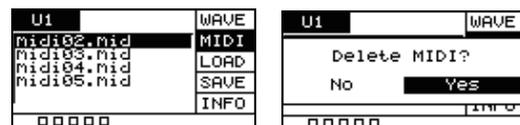
LOAD

For importing user sounds, kits and settings into the UNIT.

```
        E           F
  ⇥  [USB] [mem] WAVE
A                 MIDI
  Kit             LOAD
B Setting         SAVE
C PresetKit       INFO
D All
     □□□□□
```

A. Kit
   Uploads user sounds, drum kit configuration and MIDI file date.

B. Setting
   Uploads the pad's setting information.

C. PresetKit
  Uploads the pad's built-in preset drum kit.
  It will be provided at website.

D. All
  Uploads Kit and Setting.

E. ⇄
  The icon shows that the memory stick is
  connected. If it is not displayed, it is not
  connected successfully.

F. IMEM
  Displays the memory usage of the user sounds.
  You can clean up the memory space when it is
  insufficient.

There are two ways to import user sounds, kits
and settings into the UNIT.

A. You can create a folder named " pad_wave "
   in the root directory of the USB stick, and
   then put your WAVE files in it. Import it to the
   unit by Kit option under LOAD interface.

B. Generate a "pad-content.hppd" file by using
   the software on our website (when available)
   and put the file in the root directory of the
   USB stick. Import it to unit by using the
   corresponding option in the LOAD interface.

```
[USB] Imem WAVE
    Load KIT?
Cancel Update Append
  □ □ □ □ □
```

Press [SELECT] to scroll through the different
settings below and click [OK] to begin the
importing process.
You will be shown Cancel, Update, Append
option, press [SELECT] to choose between
them. Append will import the selected files,
Cancel will cancel the action, Update will
overwrite the previously imported the
selected files. Press [OK] to confirm.

Note
When importing sounds via USB stick. The wave
files must meet the following criteria:
1. All sounds must have a 48k sampling rate, 16 bit,
   and 1 channel
2. The wave files that are imported cannot exceed
   the memory of the pad. Excess sounds cannot
   be downloaded.
3. The name of the sound is limited to 16 characters
   only.
4. Sounds files need to be in a wave format. MP3 or
   MIDI files cannot be used.

EXPORT
For exporting drum kit configuration, user sounds,
settings, MIDI date from the UNIT onto a compatible
USB memory stick. Scroll through the different
settings below and click OK to begin the exporting
process.

```
⇄  [USB]   WAVE
Kit      ok  MIDI
Setting  ok  LOAD
All      ok  SAVE
             INFO
  □ □ □ □ □
```

Pressing [OK] will give you a yes or no choice, YES
will export the selected files, NO will cancel the
action.

Kit
Exports user sounds, drum kit configuration,
and MIDI date.

Setting
Exports the pad's setting.

All
Exports the above two items.

Note
The built-in preset kit cannot be exported.

INFO
Displays information relating to the total and
remaining storage on your USB stick as well
as giving the option to format.

```
USBMem        / WAVE
U Remain      / MIDI
Format U-disk   LOAD
Defragment Imem SAVE
                INFO
  □ □ □ □ □
```
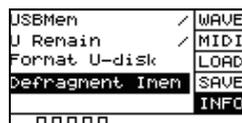
USBMem
Displays total size of USB memory stick.

U Remain
Displays remaining storage available on
USB memory stick.

Format U-Disk
Used to format the USB memory stick,
press [OK] and you will be given an option
between YES and NO, highlight the appropriate
option and press [OK] to confirm. Make sure to
back up important documents before formatting.

Defragment IMEM
Memory collation, which will take a long time.
Do not power off during operation.

SOUND LIBRARY

Bass drum

Number	Sound Name
001	20'Vintage_K
002	20'Y9000_K
003	22'AC_K
004	22'Ash_K
005	22'Dios_K
006	22'DWCW_K
007	22'Max_K
008	22'MPL_K
009	22'PMwroks_K
010	22'PR_K
011	22'Reflex_K
012	22'Tclass_K
013	22'TSclass_K
014	24'ACustom_K
015	24'SD_K
016	32'KbPerc_K
017	D90_K
018	DL_K
019	Dobie1_K
020	Dobie6_K
021	ED90_K
022	HipHop1_K
023	HipHop2_K
024	Hybrid_K
025	KSlam1_K
026	KSlam4_K
027	KSO1_K
028	KSO6_K
029	RedB_K

Snare

Number	Sound Name
030	12'Brazilian_S
031	12'Brazilian_SR
032	12'Brazilian_SRX
033	13'ACMaple_S
034	13'ACMaple_SR
035	13'ACMaple_SRX
036	13'Ash_S
037	13'Ash_SR
038	13'Ash_SRX
039	14'Collector_S
040	14'Collector_SR
041	14'Collector_SRX
042	14'Dios_S
043	14'Dios_SR
044	14'Dios_SRX

Number	Sound Name
045	14'DWC_S
046	14'DWC_SR
047	14'DWC_SRX
048	14'JOS2002_S
049	14'JOS2002_SR
050	14'JOS2002_SRX
051	14'Max_S
052	14'Max_SR
053	14'Max_SRX
054	14'MPL_S
055	14'MPL_SR
056	14'MPL_SRX
057	14'PR_S
058	14'PR_SR
059	14'PR_SRX
060	14'PSF_S
061	14'PSF_SR
062	14'PSF_SRX
063	14'Reflex_S
064	14'Reflex_SR
065	14'Reflex_SRX
066	14'SD_S
067	14'SD_SR
068	14'SD_SRX
069	14'TACFD_S
070	14'TACFD_SR
071	14'TACFD_SRX
072	14'TSclass_S
073	14'TSclass_SR
074	14'TSclass_SRX
075	14'Vintage_S
076	14'Vintage_SR
077	14'Vintage_SRX
078	Basis_SRX
079	DMX_S
080	DMX_SR
081	DMX_SRX
082	Dobie_SRX
083	ED90_S
084	ED90_SR
085	HipHop_S
086	HipHop_SR
087	Hybrid_S
088	Hybrid_SRX
089	SElektro3_S
090	SElektro6_S
091	SSlam1_S
092	SSlam1_SR
093	SSlam1_SRX
094	SSO1_S
095	SSO1_SR
096	SSO1_SRX

Tom

Number	Sound Name
097	10'Ash_T1
098	10'Collector_T1
099	10'Collector_T1R
100	10'Dios_T1
101	10'DWC_T2
102	10'DWC_T2R
103	10'DWCM_T1
104	10'DWCM_T1R
105	10'Max_T1
106	10'Max_T1R
107	10'PR_T1
108	10'PR_T1R
109	10'Reflex_T1
110	10'SD_T1
111	10'SD_T1R
112	10'TSclass_T1
113	10'TSclass_T1R
114	11'Conga_T1
115	11'Conga_T1R
116	11'Conga_T2
117	11'Conga_T2R
118	11'Conga_T3
119	11'Conga_T3R
120	11'Conga_T4
121	11'Conga_T4R
122	12'AC_T1
123	12'AC_T1R
124	12'ACustom_T1
125	12'ACustom_T1R
126	12'Ash_T2
127	12'Classic_T1
128	12'Classic_T1R
129	12'Collector_T2
130	12'Collector_T2R
131	12'Dios_T2
132	12'DWCM_T2
133	12'DWCM_T2R
134	12'Max_T2
135	12'MPL_T2
136	12'PR_T2
137	12'PR_T2R
138	12'Reflex_T2
139	12'SD_T2
140	12'SD_T2R
141	12'TSclass_T2
142	12'TSclass_T2R
143	13'AC_T2
144	13'AC_T2R
145	13'ACustom_T2
146	13'ACustom_T2R

Number	Sound Name
147	13'Classic_T2
148	13'Classic_T2R
149	13'DWCM_T3
150	13'DWCM_T3R
151	14'Ash_T3
152	14'Collector_T3
153	14'Collector_T3R
154	14'Dios_T3
155	14'DWC_T3
156	14'DWC_T3R
157	14'Max_T3
158	14'PR_T3
159	14'PR_T3R
160	14'Reflex_T3
161	14'SD_T3
162	14'SD_T3R
163	16'AC_T3
164	16'AC_T3R
165	16'ACustom_T3
166	16'ACustom_T3R
167	16'Ash_T4
168	16'Classic_T3
169	16'Classic_T3R
170	16'Collector_T4
171	16'Collector_T4R
172	16'Dios_T4
173	16'DWC_T4
174	16'DWC_T4R
175	16'DWCM_T4
176	16'DWCM_T4R
177	16'Max_T4
178	16'MPL_T3
179	16'MPL_T4
180	16'PR_T4
181	16'PR_T4R
182	16'Reflex_T4
183	16'SD_T4
184	16'SD_T4R
185	16'TSclass_T3
186	16'TSclass_T3R
187	16'TSclass_T4
188	16'TSclass_T4R
189	18'AC_T4
190	18'AC_T4R
191	18'ACustom_T4
192	18'ACustom_T4R
193	8'DWC_T1
194	8'DWC_T1R
195	D80_T1
196	D80_T1R
197	D80_T2
198	D80_T2R

Number	Sound Name
199	D80_T3
200	D80_T3R
201	D80_T4
202	D80_T4R
203	ED90_T1
204	ED90_T2
205	ED90_T3
206	ED90_T4
207	HipHop_T1
208	HipHop_T2
209	HipHop_T3
210	Hybrid_T1
211	Hybrid_T2
212	Hybrid_T3
213	Slam_T2
214	TElektro1_T4
215	TElektro2_T1
216	TElektro3_T3
217	TElektro4_T2
218	TSO1_T1
219	TSO2_T2

Hi-Hat

Number	Sound Name
220	13'PHeavy_HHCH
221	13'PHeavy_HHCR
222	13'PHeavy_HHF
223	13'PHeavy_HHFR
224	13'PHeavy_HHOH
225	13'PHeavy_HHOR
226	13'PHeavy_HHPC
227	14'Dark_HHCH
228	14'Dark_HHCR
229	14'Dark_HHF
230	14'Dark_HHFR
231	14'Dark_HHOH
232	14'Dark_HHOR
233	14'Dark_HHPC
234	14'Pay_HHCH
235	14'Pay_HHCR
236	14'Pay_HHF
237	14'Pay_HHFR
238	14'Pay_HHOH
239	14'Pay_HHOR
240	14'Pay_HHPC
241	14'PDCrisp_HHCH
242	14'PDCrisp_HHCR
243	14'PDCrisp_HHF
244	14'PDCrisp_HHFR
245	14'PDCrisp_HHOH
246	14'PDCrisp_HHOR
247	14'PDCrisp_HHPC

Number	Sound Name
248	14'SAStudio_HHCH
249	14'SAStudio_HHCR
250	14'SAStudio_HHF
251	14'SAStudio_HHFR
252	14'SAStudio_HHOH
253	14'SAStudio_HHOR
254	14'SAStudio_HHPC
255	14'SHGroove_HHCH
256	14'SHGroove_HHCR
257	14'SHGroove_HHF
258	14'SHGroove_HHFR
259	14'SHGroove_HHOH
260	14'SHGroove_HHOR
261	14'SHGroove_HHPC
262	14'SHRock_HHCH
263	14'SHRock_HHF
264	14'SHRock_HHFR
265	14'SHRock_HHOH
266	14'SHRock_HHOR
267	14'SHRock_HHPC
268	14'Stage_HHCH
269	14'Stage_HHCR
270	14'Stage_HHF
271	14'Stage_HHFR
272	14'Stage_HHOH
273	14'Stage_HHOR
274	14'Stage_HHPC
275	14'ZdNB_HHCH
276	14'ZdNB_HHCR
277	14'ZdNB_HHF
278	14'ZdNB_HHFR
279	14'ZdNB_HHOH
280	14'ZdNB_HHOR
281	14'ZdNB_HHPC
282	14'ZNBest_HHCH
283	14'ZNBest_HHCR
284	14'ZNBest_HHF
285	14'ZNBest_HHFR
286	14'ZNBest_HHOH
287	14'ZNBest_HHOR
288	14'ZNBest_HHPC
289	15'SHH_HHCH
290	15'SHH_HHCR
291	15'SHH_HHF
292	15'SHH_HHFR
293	15'SHH_HHOH
294	15'SHH_HHOR
295	15'SHH_HHPC
296	15'SHihat_HHCH
297	15'SHihat_HHCR
298	15'SHihat_HHF
299	15'SHihat_HHFR

300	15'SHihat_HHOH
301	15'SHihat_HHOR
302	15'SHihat_HHPC
303	Clave_HHC
304	Clave_HHCR
305	Clave_HHF
306	Clave_HHFR
307	Clave_HHO
308	Clave_HHOR
309	Clave_HHPC
310	CR78_HHF
311	CR78_HHOH
312	CR78_HHPC
313	D90_HHCH
314	D90_HHF
315	D90_HHFR
316	D90_HHOH
317	D90_HHOR
318	D90_HHPC
319	ED90_HHCH
320	ED90_HHF
321	ED90_HHOH
322	ED90_HHPC
323	FGP_HHCH
324	FGP_HHCR
325	FGP_HHFH
326	FGP_HHFR
327	FGP_HHOH
328	FGP_HHOR
329	FGP_HHPC
330	HElektro_HHOR
331	HElektro1_HHCR
332	HElektro1_HHFR
333	HElektro1_HHOH
334	HElektro2_HHPC
335	HElektro3_HHF
336	HElektro4_HHCH
337	HipHop_HHCH
338	HipHop_HHCR
339	HipHop_HHF
340	HipHop_HHFR
341	HipHop_HHOH
342	HipHop_HHOR
343	HipHop_HHPC
344	HSlam1_HHCH
345	HSlam1_HHOH
346	HSlam2_HHCR
347	HSlam2_HHFR
348	HSlam3_HHF
349	HSlam4_HHOR
350	HSlam4_HHPC
351	HSO1_HHF

352	HSO2_HHFR
353	HSO2_HHPC
354	HSO3_HHOH
355	HSO4_HHCH
356	HSO4_HHOR
357	HSO5_HHCR

Cymbal

Number	Sound Name
358	10'SHLegacy_Cr
359	16'Pay_Cr
360	16'Swish_Cr
361	16'Swish_CrR
362	17'PHE_Cr
363	17'PSDE_Cr
364	17'PSFast_Cr
365	17'SAStudio_Cr
366	17'SVault_Cr
367	18'HyBrid_Cr
368	18'Med_Cr
369	18'Med_CrR
370	18'Pay_Cr
371	18'PGBeat_Cr
372	18'SHThin_Cr
373	18'ZAC_Cr
374	18'ZACustom_Cr
375	18'ZKD_Cr
376	18'ZKDark_Cr
377	19'SHStudio__Cr
378	19'SHStudio_Cr
379	2D90_Cr
380	8'MBSplash
381	CElektro2_CrR
382	CElektro4_CrR
383	CElektro5_Cr
384	CElektro6_Cr
385	CSlam1_Cr
386	CSlam2_CrR
387	CSlam3_Cr
388	CSO_Cr
389	CSO1_Cr
390	CSO2_Cr
391	D90_Cr
392	HipHop1_Cr
393	HipHop2_Cr
394	PHE_Cr
395	PTThin_Cr
396	SHStudio_Cr

Ride

Number	Sound Name
397	20'Med_RdR

398	20'P2002_Rd
399	20'P2002_RdB
400	20'P2002_RdR
401	21'MBDark_Rd
402	21'MBDark_RdB
403	21'MBDark_RdR
404	21'SHGroove_Rd
405	21'SHGroove_RdB
406	21'SHGroove_RdR
407	21'SXGroove_Rd
408	21'SXGroove_RdB
409	21'SXGroove_RdR
410	22'P3000_Rd
411	22'P3000_RdB
412	22'P3000_RdR
413	22'SAL_Rd
414	22'SAL_RdB
415	22'SAL_RdR
416	22'ZA_Rd
417	22'ZA_RdB
418	22'ZA_RdR
419	22'ZK_Rd
420	22'ZK_RdB
421	22'ZK_RdR
422	22'ZVIDA_Rd
423	22'ZVIDA_RdB
424	22'ZVIDA_RdR
425	D80_Rd
426	HipHop_Rd
427	HipHop_RdR
428	Mallet2_Rd
429	RElektro1_Rd
430	RElektro2_RdB
431	RElektro3_RdR
432	RSO_Rd

Percusion

Number	Sound Name
433	78Bongo
434	808Cowbell1
435	808Cowbell2
436	909Clap
437	9Clap
438	AfricaJingle
439	AgogoHi
440	AgogoLo
441	Barchimes
442	Barrel
443	BayaGe
444	Beijingclassdrum1
445	Bells
446	BellTree

447	BJingCymbal1	499	HQ	551	TimbaleRim
448	BJingCymbal2	500	Huapengu_R3	552	Transform4
449	BJingCymbal3	501	JingGong1	553	TreeChimes
450	BlocksWood	502	Kalimba	554	TrianglClOp
451	BongoHi	503	LOperaGong1	555	VibraSlap
452	BongoLo	504	LOperaGong3	556	VoxStabSlam1
453	Cabasa	505	LPBLB	557	VoxStabSlam2
454	Cajon	506	LuoMenu	558	waterfall
455	CajonBass	507	Maracas	559	WoodenFish1
456	CajonSlap	508	Marimba	560	WoodenFish2
457	Caxixi	509	MetalPhase	561	WoodenFish3
458	Chimes2	510	Mystery	562	WoodSlam
459	Chimes3	511	Nantoka	563	WuGong1
460	ClapSlam2	512	OrchHitMin	564	WuGong2
461	ClapSO1	513	PandeiroJngl		
462	ClapSO2	514	PercSlam		
463	ClapSO3	515	PotDrum		
464	ClapSO4	516	PotDrumAcc		
465	ClapSO5	517	PotDrumMute		
466	Claves	518	Punch		
467	CongaHi	519	Pyon		
468	CongaHiSp	520	RainStick		
469	CongaLo	521	Ratchet		
470	CongaMute	522	RattleSlam		
471	CongaOpen	523	RingFx		
472	CongaSlap	524	SagatMtOp		
473	Cowbell1	525	Scratch1		
474	Cowbell1Tip	526	Scratch2		
475	Cowbell2	527	SFXSlam		
476	Cowbell3	528	SFXSO4		
477	CowbellElektro	529	Shaker		
478	CowbellHi	530	ShakerSlam3		
479	CowbellLo	531	ShakerSlam4		
480	CR78Cowbell	532	Slam_T1		
481	CR78Guiro	533	Sleighbell		
482	CR78MtlBeat	534	Smallbells		
483	CR78Tamb	535	Snaps		
484	Crescendo	536	SnapSO		
485	Crotale	537	StabSlam		
486	CuicaHi	538	TablaNa		
487	CuicaLo	539	TablaTe		
488	DaLuo	540	TablaTi		
489	DjembeBass	541	TablaTin		
490	DjembeSlap	542	TablaTun		
491	DjembeTone	543	TalkingDr		
492	DrCowb	544	TalkingDrUp		
493	Glockenspiel	545	Tambourine1		
494	GuiroLong	546	TambourineC		
495	GuiroShort	547	TambourineoB		
496	HardwoodClapper1	548	TimbaleHi		
497	HeartBeat	549	TimbaleLo		
498	HipHopClap	550	TimbalePaila		

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