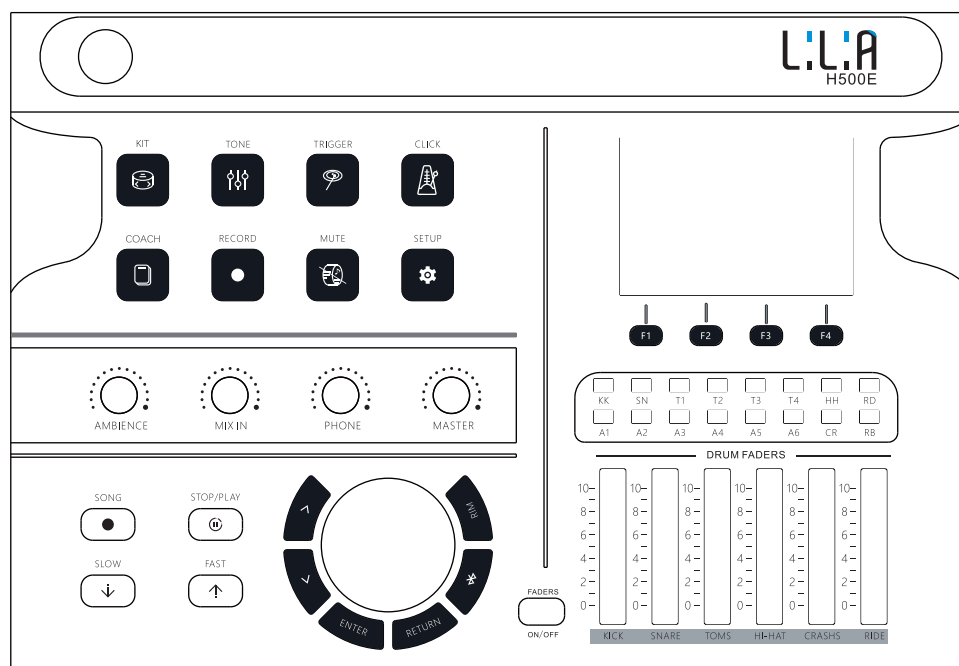


Electronic Drum

Owner's Manual v1.0

JBM4186T3C

L.L.A



18 months
GUARANTEE

USING THE UNIT SAFELY

-  **WARNING** Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
-  **CAUTION** Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.
*Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

WARNING

- Please read owner's manual carefully before use.
- Please connect the power plug with ground protected power outlet.
- Do not open (or modify in any way) the unit or its AC adapter (except when this manual provides specific instructions directing you to do so).
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so).
- Never use or store the unit in places that are:
 - a Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
 - b Damp (e.g., baths, washrooms, on wet floors); or are
 - c Humid; or are
 - d Exposed to rain; or are
 - e Dusty; or are
 - f Subject to high levels of vibration
- When using the unit with a rack or stand, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.
- Be sure to use only the AC adapter supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adapter's body. Other AC adapters may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.
- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device. Do not excessively twist or bend the power cord, nor place heavy objects on it. It can damage the cord, producing severed elements and short circuits. Damaged cords may cause fire and shock hazards!
Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.
- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.
- Immediately turn the power off, remove the AC adapter from the outlet, as listed on the "Information" page when:
 - a The AC adapter, the power-supply cord, or the plug has been damaged; or
 - b If smoke or unusual odor occurs; or
 - c Objects have fallen into, or liquid has been spilled onto the unit; or
 - d The unit has been exposed to rain (or otherwise has become wet); or
 - e The unit does not appear to operate normally or exhibits a marked change in performance.
- In Households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices.
Be especially careful when using extension cords-the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- The unit and the AC adapter should be located so their location or position does not interfere with their proper ventilation.
- Always grasp only the plug on the AC adapter cord when plugging into, or unplugging from, an outlet or this unit.
- At regular intervals, you should unplug the AC adapter and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs.
Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the AC adapter or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- Before moving the unit, disconnect the AC adapter and all cords coming from external devices.
- Before cleaning the unit, turn off the power and unplug the AC adapter from the outlet.
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adapter from the outlet.
- Keep any caps you may remove and the included wing bolts in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

Power supply

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

Placement

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

Maintenance

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

CAUTION

Important Notes

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

Other Notes

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

Sound Module Main Specifications

Sound Module	JBM4186T3C
Song	25
Preset Kit	50
Use Kit	25
Instruments	838(GM: 128)
DSP Effect	Reverb, EQ, Pitch, PAN, Decay
Speed	20~260BPM
Display	Chinese-English display, 480*320 TFTcolor LED screen
Bluetooth	√
USB	√
Power Supply	DC-12V 1A
Jack	USB COMPUTER(USB Type A), MIDI IN/OUT(6core DIN), USB MEMORY(USB Type A), FOOT SW(6.35mm) ,AUX IN(6.35mm), MASTER OUT-L/MONO(6.35mm), Data In(DB25)

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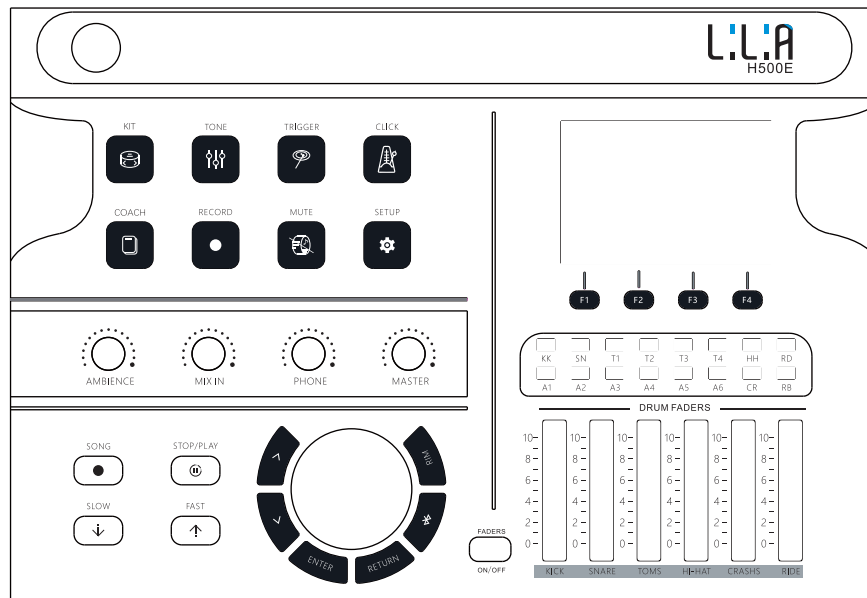
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1.Sound Module Components

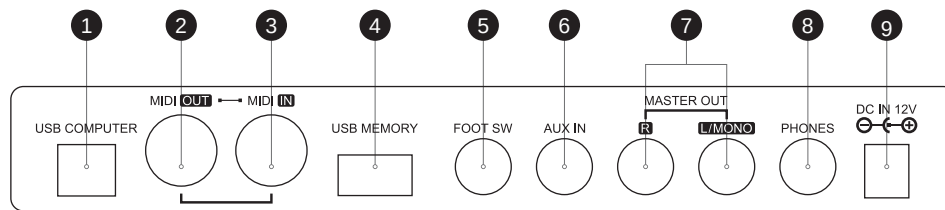
- Main panel



- 1 **[POWER] button**
Turns the power on/off.
- 2 **[MIX IN] knob**
External audio input volume adjustment.
- 3 **[PHONES] knob**
Adjust the volume of headphone.
- 4 **[MASTER] knob**
Adjust volume of master.
- 5 **[F1-F4] function button**
Specify a function shown in the bottom of the display.
- 6 **[SONG-LIST] button**
Enter into song list interface.
- 7 **[SONG] button**
Perform music-related operations and settings.
- 8 **[▶/||] button**
Play/stop the song.
- 9 **[MUTE] button**
To mute the drum sounds in song.
- 10 **[TEMPO] button**
Enter the tempo interface.
- 11 **[CLICK] button**
Turn the metronome on/off.
- 12 **[REC] button**
Enter the REC standby interface.

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

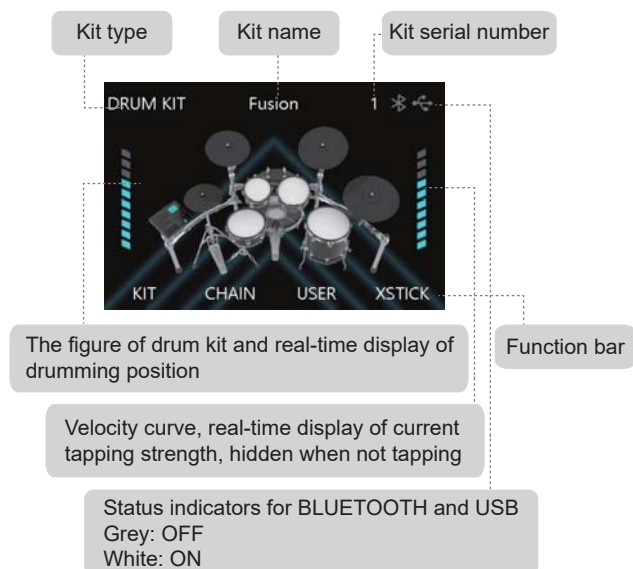
- Top panel



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

2.Main interface

Press [KIT] button to enter the main interface.

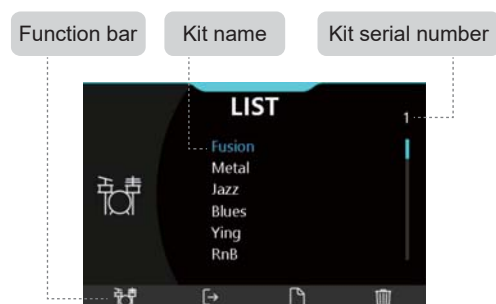


Operation of main interface

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

•Drum Kit List

Enter F1, enter the interface of customizing a kit.

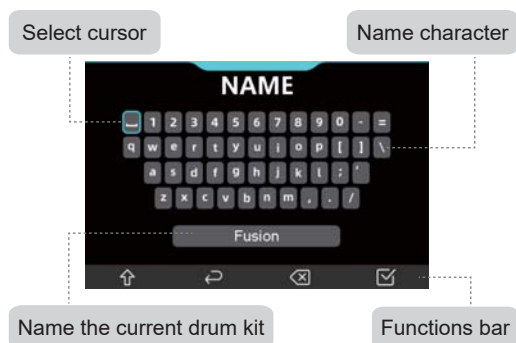


Operation of kit list

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

Create user-defined drum kit

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

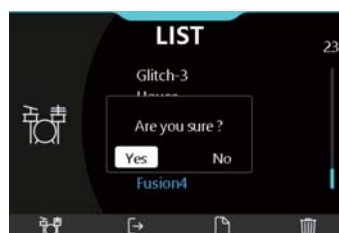


Operation of customizing a kit interface

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

Delete user defined kit

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

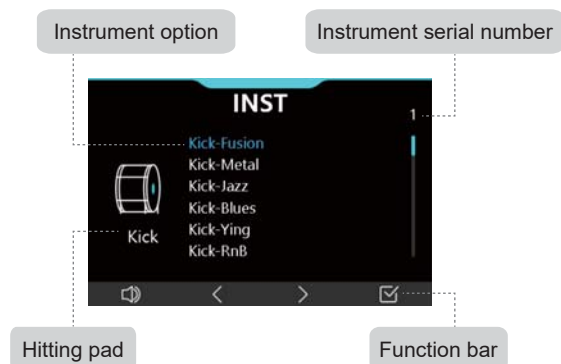


Operation of customizing a kit interface

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

Edit user-defined drum kit sounds

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



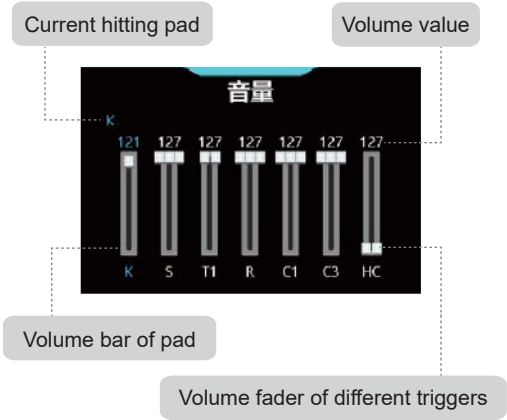
Operation of instrument interface

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

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

• Edit the volume of hitting pad

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



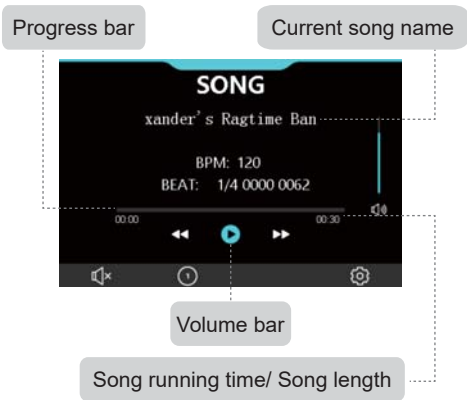
Operation of pad volume interface

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

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

• Song interface

Press [SONG] button,enter into song interface.



BPM MIDI:playback speed, beats per minute.(cannot be set)
BEAT MIDI:tempo,in three segment
First: the beat of current measure/ total beats per measures
Second: accumulated beats
Third: total beats of song (cannot be set)

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

Song Interface

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

Mute Interface

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



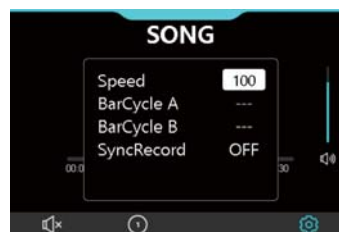
Operation of mute interface

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

Song Setting Interface

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

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



Song setting interface parameter

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

Song Setting Interface

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

• Song list interface

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

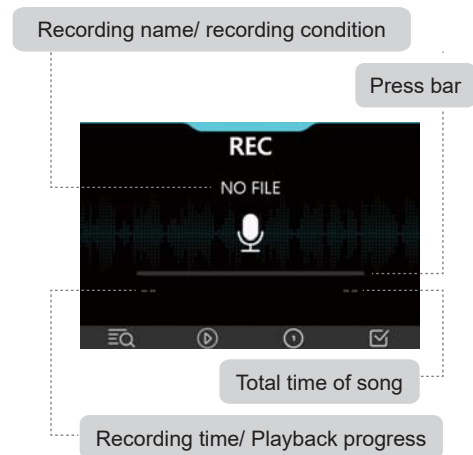


Operation of song list interface

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

• Recording song and playing

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

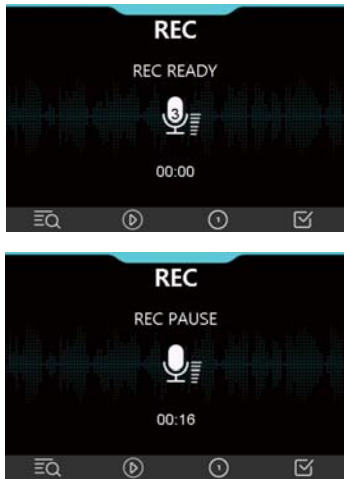


Operation of recording interface

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

Recording

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



Recording files saving

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



Operation of Recording saving interface

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

Recording files list

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

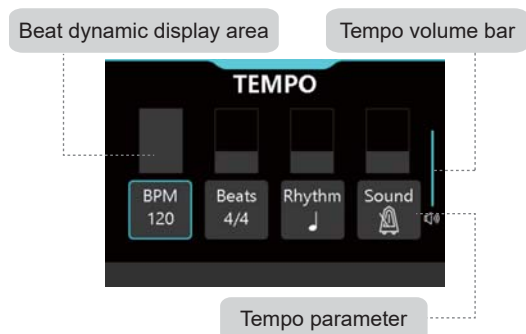


Recording list interface operation

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

• Tempo interface

Press [TEMPO] button, enter into tempo interface.



Operation of tempo interface

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

Tempo parameter

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

• Mix interface

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



Operation of Mix interface

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

EQ Interface

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



EQ interface operations

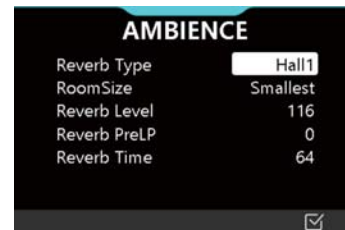
Button	Function
[ENTER]	open or close the equalizer
[F1]	When the equalizer opened, choose EQ Low Gain
[F2]	When the equalizer opened, choose EQ High Gain
[F3]	When the equalizer opened, choose EQ Low Freq
[F4]	When the EQ is turned on, select the high frequency threshold.
[◀][▶]	When the equalizer opened,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

EQ parameter

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

Reverb interface

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



Operation of reverb interface

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

Reverb parameter

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

Pitch interface

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



Operation of pitch interface

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

Pitch parameter

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

• Sound module setting

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

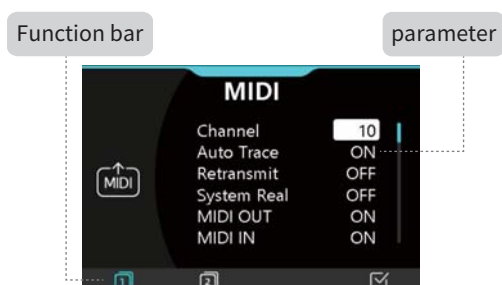


Operation of sound module setting interface

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

MIDI interface

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



Operation of MIDI interface

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

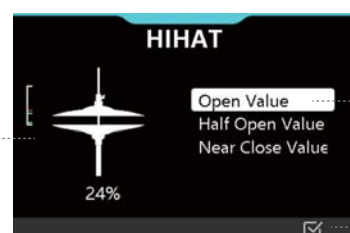
MIDI parameter

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

Hardware interface

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

Current hi-hat height diagram



Save the height threshold in current state of the hi-hat

Operation of hardware interface

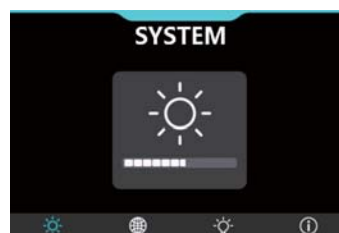
Button	Function
[▲]	Selected the previous option
[▼]	Selected the next option
[F4]	Save setting
[+][-]	Function same as[▲][▼] button
[EDITOR]	Function same as[▲][▼]button
[BACK]	Exit the current interface

Hardware interface description

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

System Setting Interface

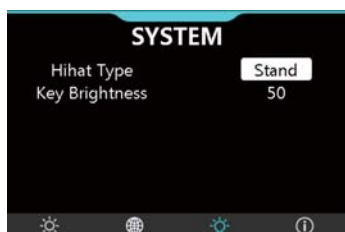
Upon sound module setting interface, press[F3] button or according to move the cursor+[ENTER] to enter into system interface.



Operation of System setting interface

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

Button light brightness setting

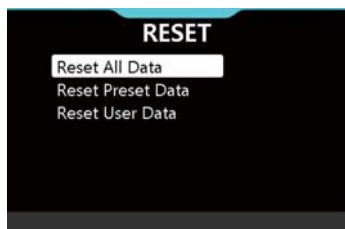


Operation of light brightness setting

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

Reset setting interface

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



Operation of reset setting interface

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

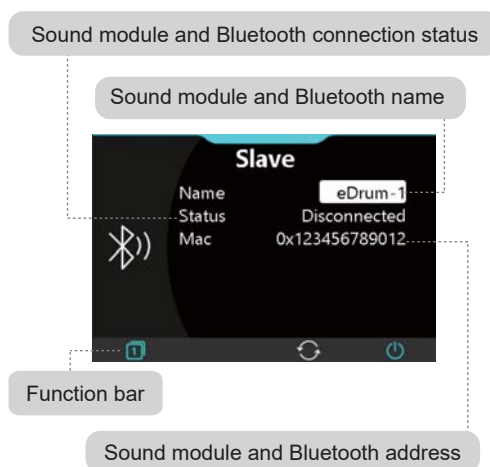
a.Reset and restore

b.Reset preset date, only reset the original date of the sound module and retain user date, such as preset drum kits, etc.

c.Clear user date, only clear the original date of the sound module, such as drum kits, recording files, etc.

• Bluetooth interface

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

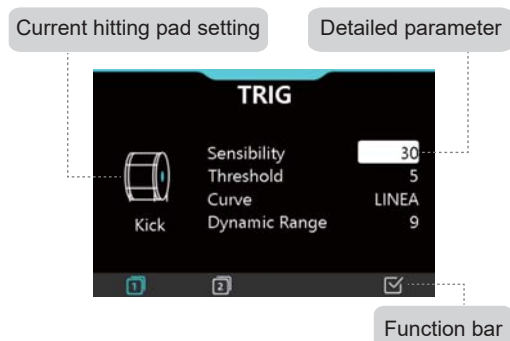


Operation of bluetooth interface

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

• Trigger Interface

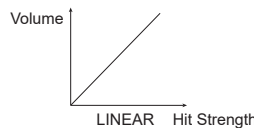
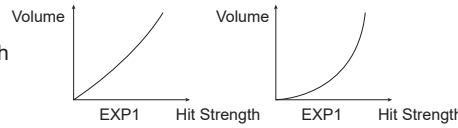
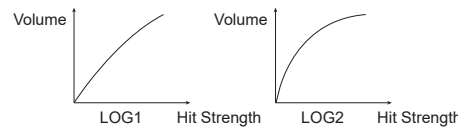
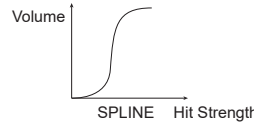
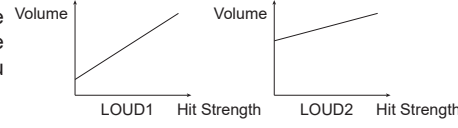
Upon non-trigger interface, press [TRIGGER] button and enter the trigger interface.

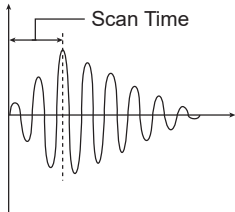
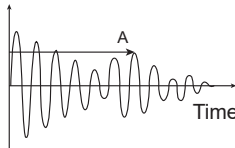


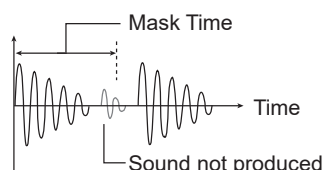
Operation of trigger interface

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

Trigger parameter

Parameter	Value	Description
Sensibility	0-31	- 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	- 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	Standard settings. In this setting, the most natural correspondence between the playing strength and the volume change is presented. 
	EXP1、EXP2	Compared with LINEAR, the heavier hit strength will make a big difference. 
	LOG1、LOG2	Compared with LINEAR, the lighter hit strength will make a big difference. 
	SPLINE	Huge response to the hit strength. 
	LOUD1、LOUD2	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	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)	- 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. *The higher the value is set, the longer it takes to sound, so set this value as low as possible. 
Retrig Level	0-16	- 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. - 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)	- 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	- 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	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	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	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	Adjust the sensibility of closed hi-hat and foot splash sound. When setting is ("+"),even if you gently press the pedal, it will make a loud sound.

• Coach interface

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

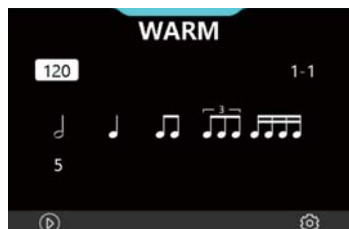


Coach interface operation

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

Warm up function

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

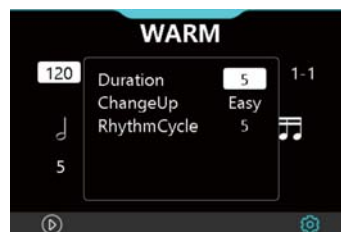


Operation of warm up interface

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

Warm up function setting

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



Warm up setting parameter

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

Operation of warm up interface

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

Rhythm interface

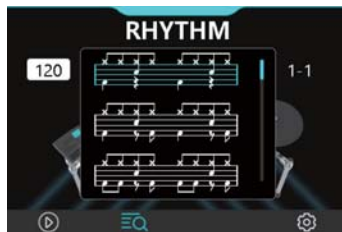
Upon coach interface, press [F2] to enter into rhythm interface.



Operation of rhythm interface

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

Rhythm Selection Interface



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

Rhythm setting

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

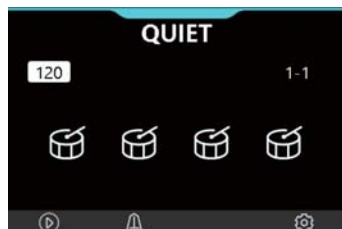


Rhythm setting parameter

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

Quiet interface

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



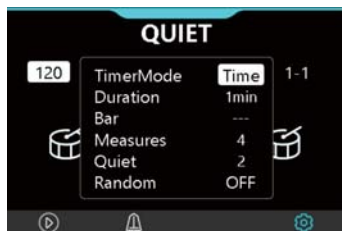
operation of quiet interface

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

Quiet setting Parameter

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

Quiet Setting Interface



Operation of quiet setting interface

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

• Drum Kit Chain Interface

Drum kit editing interface

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

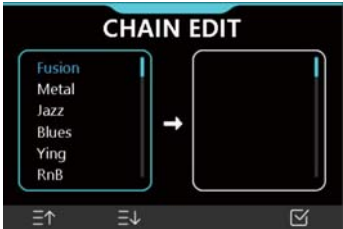


Operation of drum kit chain interface

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

Create a drum kit chain

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



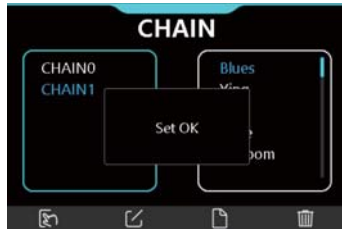
Left frame: preset drum kit,
Right frame: new drum kit chain selected from
preset drum kit.

Operation of creating drum kit interface

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

Using a Drum Kit Chain

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



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



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

• USB MEM Interface

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



Operation of USB interface

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

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

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC warning:

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

Note:

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

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

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

- Example Song

NUM	NAME	NUM	NAME	NUM	NAME
1	Demo1	10	Demo10	19	Demo19
2	Demo2	11	Demo11	20	Demo20
3	Demo3	12	Demo12	21	Demo21
4	Demo4	13	Demo43	22	Demo22
5	Demo5	14	Demo14	23	Demo23
6	Demo6	15	Demo15	24	Demo24
7	Demo7	16	Demo16	25	Demo25
8	Demo8	17	Demo17		
9	Demo9	18	Demo18		

- Pre-set drum kit

NUM	NAME	NUM	NAME	NUM	NAME
1	Natural	11	Metal	21	EDM-3
2	Pop	12	Hydraulic	22	Futurebass-1
3	70 Rock	13	Open	23	Futurebass-2
4	Morden	14	DnB	24	Glitch-1
5	Jazz	15	80 Pop	25	Glitch-2
6	Stage	16	Reverb	26	Glitch-3
7	Funk	17	EDM	27	House
8	Vintage	18	TR Hybrid	28	Midtempo-1
9	Fusion	19	Super low	29	Midtempo-2
10	Studio	20	Double HH	30	Trap

- List of tones

Kick					
1	Kick-Fusion	6	Kick-RnB	11	Kick_Canopus
2	Kick-Metal	7	Kick-Indie	12	Kick_TAMA_SC_2218
3	Kick-Jazz	8	Kick-Xiang	13	Kick_Yamaha_RC_2216
4	Kick-Blues	9	Kick-Classic	14	Kick_Yamaha_MC_2016
5	Kick-Ying	10	Kick-Rock	15	kick_DW_Jazz

E-Kick					
16	E-Kick_Bigroom-1	21	E-Kick_EDM-3	26	E-Kick_Glitch-3
17	E-Kick_Dubstep-1	22	E-Kick_Futurebass-1	27	E-Kick_House-1
18	E-Kick_Dubstep-2	23	E-Kick_Futurebass-2	28	E-Kick_Midtempo-1
19	E-Kick_EDM-1	24	E-Kick_Glitch-1	29	E-Kick_Midtempo-2
20	E-Kick_EDM-2	25	E-Kick_Glitch-2	30	E-Kick_Trap-1

Snare					
31	Snare-Metal	42	Snare-Rock_CS	53	Snare_BellBrass_Rock_Rim
32	Snare-Metal_Rim	43	Snare_Canopus	54	Snare_BellBrass_Rock_Stick
33	Snare-Metal_CS	44	Snare_Canopus_Noise	55	Sanre_DW1456_Stick
34	Snare-Ying	45	Snare_Canopus_Rim	56	Sanre_DW1456
35	Snare-Ying_Rim	46	Snare_Canopus_Xst	57	Sanre_DW1456_FX
36	Snare-Ying_CS	47	Snare_DW1456_High	58	Sanre_DW1456_Rim
37	Snare-Classic	48	Snare_DW1456_Noise	59	Snare_BellBrass_Open
38	Snare-Classic_Rim	49	Snare_DW1456_Rim	60	Snare_BellBrass_Open_FX
39	Snare-Classic_CS	50	Snare_DW1456_Stick	61	Snare_BellBrass_Open_Rim
40	Snare-Rock	51	Snare_BellBrass_Rock	62	Snare_BellBrass_Open_Stick
41	Snare-Rock_Rim	52	Snare_BellBrass_Rock_FX		

E-Snare					
63	E-Snare_Bigroom-1	75	E-SnareRim_EDM-3	87	E-Snare_Glitch-5
64	E-Snare_Bigroom-2	76	E-Snare_Futurebass-1	88	E-Snare_Glitch-6
65	E-Snare_Dubstep-1	77	E-Snare_Futurebass-2	89	E-Snare_House-1
66	E-Snare_Dubstep-2	78	E-SnareRim_Futurebass-1	90	E-Snare_House-2
67	E-Snare_Dubstep-3	79	E-Snare_Futurebass-3	91	E-Snare_Midtempo-1
68	E-Snare_Dubstep-4	80	E-Snare_Futurebass-4	92	E-Snare_Midtempo-2
69	E-Snare_EDM-1	81	E-SnareRim_Futurebass-2	93	E-SnareRim_Midtempo-1
70	E-Snare_EDM-2	82	E-Snare_Glitch-1	94	E-Snare_Midtempo-3
71	E-Snare_EDM-3	83	E-Snare_Glitch-2	95	E-Snare_Midtempo-4
72	E-Snare_EDM-4	84	E-Snare_Glitch-3	96	E-Snare_Trap-1
73	E-Snare_EDM-5	85	E-Snare_Glitch-4	97	E-Snare_Trap-2
74	E-Snare_EDM-6	86	E-SnareRim_Glitch-2		

Tom					
98	Tom1-Metal	110	Tom3_Rim-Classic	122	Tom_Canopus_16_Rim
99	Tom1_Rim-Metal	111	Tom1-Rock	123	Tom_TAMA_SC_0865
100	Tom2-Metal	112	Tom1_Rim-Rock	124	Tom_TAMA_SC_0865_R
101	Tom2_Rim-Metal	113	Tom2-Rock	125	Tom_TAMA_SC_1007
102	Tom3-Metal	114	Tom2_Rim-Rock	126	Tom_TAMA_SC_1007_R
103	Tom3_Rim-Metal	115	Tom3-Rock	127	Tom_TAMA_SC_1208
104	Cowbell-Jazz	116	Tom3_Rim-Rock	128	Tom_TAMA_SC_1208_R
105	Tom1-Classic	117	Tom_Canopus_10	129	Tom_TAMA_SC_1414
106	Tom1_Rim-Classic	118	Tom_Canopus_10_Rim	130	Tom_TAMA_SC_1414_R
107	Tom2-Classic	119	Tom_Canopus_12	131	Tom_TAMA_SC_1616
108	Tom2_Rim-Classic	120	Tom_Canopus_12_Rim	132	Tom_TAMA_SC_1616_R
109	Tom3-Classic	121	Tom_Canopus_16	133	Tom_Yamaha_RC_1210

134	Tom_Yamaha_RC_1210Rim	139	Tom_Yamaha_MC_1009	144	Tom_Yamaha_MC_1412_Rim
135	Tom_Yamaha_RC_1311	140	Tom_Yamaha_MC_1009_Rim	145	Tom_DW_Jazz_1208
136	Tom_Yamaha_RC_1311Rim	141	Tom_Yamaha_MC_1210	146	Tom_DW_Jazz_1208_Rim
137	Tom_Yamaha_RC_1615	142	Tom_Yamaha_MC_1210_Rim	147	Tom_DW_Jazz_1414
138	Tom_Yamaha_RC_1615Rim	143	Tom_Yamaha_MC_1412	148	Tom_DW_Jazz_1414_Rim

E-Tom

149	E-Tom_Bigroom-1	165	E-Tom_EDM-8	181	E-Tom_Glitch-9
150	E-Tom_Bigroom-2	166	E-Tom_EDM-9	182	E-Tom_House-1
151	E-Tom_Bigroom-3	167	E-Tom_Futurebass-1	183	E-Tom_House-2
152	E-Tom_Dubstep-1	168	E-Tom_Futurebass-2	184	E-Tom_House-3
153	E-Tom_Dubstep-2	169	E-Tom_Futurebass-3	185	E-Tom_Midtempo-1
154	E-Tom_Dubstep-3	170	E-Tom_Futurebass-4	186	E-Tom_Midtempo-2
155	E-Tom_Dubstep-4	171	E-Tom_Futurebass-5	187	E-Tom_Midtempo-3
156	E-Tom_Dubstep-5	172	E-Tom_Futurebass-6	188	E-Tom_Midtempo-4
157	E-Tom_Dubstep-6	173	E-Tom_Glitch-1	189	E-Tom_Midtempo-5
158	E-Tom_EDM-1	174	E-Tom_Glitch-2	190	E-Tom_Midtempo-6
159	E-Tom_EDM-2	175	E-Tom_Glitch-3	191	E-Tom_Midtempo-7
160	E-Tom_EDM-3	176	E-Tom_Glitch-4	192	E-Tom_Trap-1
161	E-Tom_EDM-4	177	E-Tom_Glitch-5	193	E-Tom_Trap-2
162	E-Tom_EDM-5	178	E-Tom_Glitch-6	194	E-Tom_Trap-3
163	E-Tom_EDM-6	179	E-Tom_Glitch-7		
164	E-Tom_EDM-7	180	E-Tom_Glitch-8		

Ride					
195	Ride-B.B_20-Bell	206	Ride-M.E_22-Top	217	Ride_KC20_Bell
196	Ride-B.B_20-Edge	207	Ride-M.S_22-Bell	218	Ride_KC20_EG
197	Ride-B.B_20-Top	208	Ride-M.S_22-Edge	219	Ride_KCSD21
198	Ride-B.M_20-Bell	209	Ride-M.S_22-Top	220	Ride_KCSD21_Bell
199	Ride-B.M_20-Edge	210	Ride-Z.A_20-Bell	221	Ride_KCSD21_EG
200	Ride-B.M_20-Top	211	Ride-Z.A_20-Edge	222	Ride_HHX20
201	Ride-M.BBA_22-Bell	212	Ride-Z.A_20-Top	223	Ride_HHX20_Bell
202	Ride-M.BBA_22-Edge	213	Ride_K20	224	Ride_HHX20_EG
203	Ride-M.BBA_22-Top	214	Ride_K20_Bell	225	Ride_Crescent20
204	Ride-M.E_22-Bell	215	Ride_K20_Eg	226	Ride_Crescent20_Bell
205	Ride-M.E_22-Edge	216	Ride_KC20	227	Ride_Crescent20_EG

E-Ride					
228	E-Ride-Top_Bigroom-1	239	E-Ride-Top_EDM-3	250	E-Ride-Top_Glitch-3
229	E-Ride-Bell_Bigroom-1	240	E-Ride-Edge_EDM-3	251	E-Ride-Bell_Glitch-3
230	E-Ride-Top_Dubstep-1	241	E-Ride-Bell_EDM-3	252	E-Ride-Top_House-1
231	E-Ride-Bell_Dubstep-1	242	E-Ride-Top_Futurebass-1	253	E-Ride-Bell_House-1
232	E-Ride-Top_Dubstep-2	243	E-Ride-Bell_Futurebass-1	254	E-Ride-Top_Midtempo-1
233	E-Ride-Bell_Dubstep-2	244	E-Ride-Top_Futurebass-2	255	E-Ride-Bell_Midtempo-1
234	E-Ride-Top_EDM-1	245	E-Ride-Bell_Futurebass-2	256	E-Ride-Top_Midtempo-2
235	E-Ride-Edge_EDM-1	246	E-Ride-Top_Glitch-1	257	E-Ride-Bell_Midtempo-2
236	E-Ride-Bell_EDM-1	247	E-Ride-Bell_Glitch-1	258	E-Ride-Top_Trap-1
237	E-Ride-Top_EDM-2	248	E-Ride-Top_Glitch-2	259	E-Ride-Bell_Trap-1
238	E-Ride-Bell_EDM-2	249	E-Ride-Bell_Glitch-2		

Crash					
260	China-Z.A_20	273	Crash-Z.A_17-Edge	286	Crash_KCSD16
261	Crash EFX-B.B_18-Edge	274	Crash-Z.A_17-Top	287	Crash_KCSD16_EG
262	Crash EFX-B.B_18-Top	275	Crash-Z.A_18-Edge	288	Crash_KCSD18
263	Crash-B.B_16-Edge	276	Crash-Z.A_18-Top	289	Crash_KCSD18_EG
264	Crash-B.B_16-Top	277	Splash-Z.K_10	290	Crash_AAX18
265	Crash-B.M_17-Edge	278	Crash_KDark_16	291	Crash_AAX18_EG
266	Crash-B.M_17-Top	279	Crash_KDark_16_Eg	292	Crash_HH17
267	Crash-S.HX_16-Edge	280	Crash_KDark_18	293	Crash_HH17_EG
268	Crash-S.HX_16-Top	281	Crash_KDark_18_Eg	294	Crash_Crescent16
269	Splash-B.Z_8	282	Crash_KC16	295	Crash_Crescent16_EG
270	Splash-M.BD_8	283	Crash_KC16_EG	296	Crash_Crescent18
271	Crash-Z.A_16-Edge	284	Crash_KC18	297	Crash_Crescent18_EG
272	Crash-Z.A_16-Top	285	Crash_KC18_EG		

E-Crash					
298	E-Crash_Bigroom-1	309	E-Crash_EDM-5	320	E-Crash_Glitch-5
299	E-Crash_Bigroom-2	310	E-Crash_EDM-6	321	E-Crash_House-1
300	E-Crash_Dubstep-1	311	E-Crash_Futurebass-1	322	E-Crash_House-2
301	E-Crash_Dubstep-2	312	E-Crash_Futurebass-2	323	E-Crash_Midtempo-1
302	E-Crash_Dubstep-3	313	E-Crash_Futurebass-3	324	E-Crash_Midtempo-2
303	E-Crash_Dubstep-4	314	E-Crash_Futurebass-4	325	E-Crash_Midtempo-3
304	E-Crash_Dubstep-5	315	E-Crash_Futurebass-5	326	E-Crash_Midtempo-4
305	E-Crash_EDM-1	316	E-Crash_Glitch-1	327	E-Crash_Midtempo-5
306	E-Crash_EDM-2	317	E-Crash_Glitch-2	328	E-Crash_Midtempo-6
307	E-Crash_EDM-3	318	E-Crash_Glitch-3	329	E-Crash_Trap-1
308	E-Crash_EDM-4	319	E-Crash_Glitch-4	330	E-Crash_Trap-2

Hi-hat					
331	HH-Open-B.B_14-Top	359	HH-Half-Z.A_14-Top	387	HiHat_KCSD14_HfEG
332	HH-Open-B.B_14-Edge	360	HH-NearClosed-Z.A_14-Edge	388	HiHat_KCSD14_CI
333	HH-Half-B.B_14-Top	361	HH-NearClosed-Z.A_14-Top	389	HiHat_KCSD14_CIEG
334	HH-Half-B.B_14-Edge	362	HH-Open-Z.A_14-Edge	390	HiHat_KCSD14_Tight
335	HH-NearClosed-B.B_14-Top	363	HH-Open-Z.A_14-Top	391	HiHat_KCSD14_TightEG
336	HH-NearClosed-B.B_14-Edge	364	HiHat_K14_Open	392	HiHat_KCSD14_Pd
337	HH-Closed-B.B_14-Top	365	HiHat_K14_Open_Eg	393	HiHat_KCSD14_Sp
338	HH-Closed-B.B_14-Edge	366	HiHat_K14_Half	394	HiHat_AAX13_Open
339	HH-Open-B.M_14-Top	367	HiHat_K14_Half_Eg	395	HiHat_AAX13_OpenEG
340	HH-Open-B.M_14-Edge	368	HiHat_K14_Close	396	HiHat_AAX13_Hf
341	HH-Half-B.M_14-Top	369	HiHat_K14_Close_Eg	397	HiHat_AAX13_HfEG
342	HH-Half-B.M_14-Edge	370	HiHat_K14_Closeness	398	HiHat_AAX13_CI
343	HH-NearClosed-B.M_14-Top	371	HiHat_K14_Closeness_Eg	399	HiHat_AAX13_CIEG
344	HH-NearClosed-B.M_14-Edge	372	HiHat_K14_Pedal	400	HiHat_AAX13_Tight
345	HH-Closed-B.M_14-Top	373	HiHat_K14_Splash	401	HiHat_AAX13_TightEG
346	HH-Closed-B.M_14-Edge	374	HiHat_KC14_Op	402	HiHat_AAX13_Pedal
347	HH-Open-I.AX_17-Top	375	HiHat_KC14_Op_EG	403	HiHat_AAX13_Sp
348	HH-Open-I.AX_17-Edge	376	HiHat_KC14_Hf	404	HiHat_Crescent14_Open
349	HH-Half-I.AX_17-Top	377	HiHat_KC14_Hf_EG	405	HiHat_Crescent14_Open_EG
350	HH-Half-I.AX_17-Edge	378	HiHat_KC14_CL	406	HiHat_Crescent14_Half
351	HH-NearClosed-I.AX_17-Top	379	HiHat_KC14_CL_EG	407	HiHat_Crescent14_Half_EG
352	HH-NearClosed-I.AX_17-Edge	380	HiHat_KC14_Tight	408	HiHat_Crescent14
353	HH-Closed-I.AX_17-Top	381	HiHat_KC14_Tight_EG	409	HiHat_Crescent14_EG
354	HH-Closed-I.AX_17-Edge	382	HiHat_KC14_Pd	410	HiHat_Crescent14_Tight
355	HH-Chick-I.AX_17	383	HiHat_KC14_Sp	411	HiHat_Crescent14_Tight_EG
356	HH-Closed-Z.A_14-Edge	384	HiHat_KCSD14_Op	412	HiHat_Crescent14_Pedal
357	HH-Closed-Z.A_14-Top	385	HiHat_KCSD14_OpEG	413	HiHat_Crescent14_Splash
358	HH-Half-Z.A_14-Edge	386	HiHat_KCSD14_Hf		

E-Hi-hat					
414	E-HiHat-Open_Bigroom-1	437	E-HiHat-Chick_EDM-2	460	E-HiHat-Open_Glitch-3
415	E-HiHat-Half_Bigroom-1	438	E-HiHat-Open_EDM-3	461	E-HiHat-Half_Glitch-3
416	E-HiHat-CloseTop_Bigroom-1	439	E-HiHat-Half_EDM-3	462	E-HiHat-CloseTop_Glitch-3
417	E-HiHat-CloseEdge_Bigroom-1	440	E-HiHat-CloseTop_EDM-3	463	E-HiHat-CloseEdge_Glitch-3
418	E-HiHat-Chick_Bigroom-1	441	E-HiHat-CloseEdge_EDM-3	464	E-HiHat-Chick_Glitch-3
419	E-HiHat-Open_Dubstep-1	442	E-HiHat-Chick_EDM-3	465	E-HiHat-Open_House-1
420	E-HiHat-Half_Dubstep-1	443	E-HiHat-Open_Futurebass-1	466	E-HiHat-Half_House-1
421	E-HiHat-CloseTop_Dubstep-1	444	E-HiHat-CloseTop_Futurebass-1	467	E-HiHat-Close_House-1
422	E-HiHat-CloseEdge_Dubstep-1	445	E-HiHat-CloseEdge_Futurebass-1	468	E-HiHat-Open_Midtempo-1
423	E-HiHat-Chick_Dubstep-1	446	E-HiHat-Chick_Futurebass-1	469	E-HiHat-CloseTop_Midtempo-1
424	E-HiHat-Open_Dubstep-2	447	E-HiHat-Open_Futurebass-2	470	E-HiHat-CloseEdge_Midtempo-1
425	E-HiHat-Half_Dubstep-2	448	E-HiHat-CloseTop_Futurebass-2	471	E-HiHat-Chick_Midtempo-1
426	E-HiHat-CloseTop_Dubstep-2	449	E-HiHat-CloseEdge_Futurebass-2	472	E-HiHat-Open_Midtempo-2
427	E-HiHat-CloseEdge_Dubstep-2	450	E-HiHat-Chick_Futurebass-2	473	E-HiHat-Half_Midtempo-2
428	E-HiHat-Chick_Dubstep-2	451	E-HiHat-Open_Glitch-1	474	E-HiHat-CloseTop_Midtempo-2
429	E-HiHat-Open_EDM-1	452	E-HiHat-CloseTop_Glitch-1	475	E-HiHat-CloseEdge_Midtempo-2
430	E-HiHat-CloseTop_EDM-1	453	E-HiHat-CloseEdge_Glitch-1	476	E-HiHat-Chick_Midtempo-2
431	E-HiHat-CloseEdge_EDM-1	454	E-HiHat-Chick_Glitch-1	477	E-HiHat-Open_Trap-1
432	E-HiHat-Chick_EDM-1	455	E-HiHat-Open_Glitch-2	478	E-HiHat-Half_Trap-1
433	E-HiHat-Open_EDM-2	456	E-HiHat-Half_Glitch-2	479	E-HiHat-Close_Trap-1
434	E-HiHat-Half_EDM-2	457	E-HiHat-CloseTop_Glitch-2	480	E-HiHat-Chick_Trap-1
435	E-HiHat-CloseTop_EDM-2	458	E-HiHat-CloseEdge_Glitch-2		
436	E-HiHat-CloseEdge_EDM-2	459	E-HiHat-Chick_Glitch-2		

Clap					
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481	E-Clap_Bigroom-1	495	E-Effect_EDM-6	509	E-Effect_Glitch-9
482	E-Clap_Bigroom-2	496	E-Clap_Futurebass-1	510	E-Effect_Glitch-10_
483	E-Percussion_Bigroom-1	497	E-Clap_Futurebass-2	511	E-Clap_House-1
484	E-Clap_Dubstep-1	498	E-Clap_Futurebass-3	512	E-Effect_House-1
485	E-Effect_Dubstep-1	499	E-Clap_Futurebass-4	513	E-Percussion_House-1
486	E-Effect_Dubstep-2	500	E-Percussion_Futurebass-2	514	E-Percussion_House-2
487	E-Effect_Dubstep-3	501	E-Effect_Glitch-1	515	E-Shake_House-1
488	E-Effect_Dubstep-4	502	E-Effect_Glitch-2	516	E-Effect_Midtempo-1
489	E-Clap_EDM-1	503	E-Effect_Glitch-3	517	E-Effect_Midtempo-2
490	E-Effect_EDM-1	504	E-Effect_Glitch-4	518	E-Effect_Midtempo-3
491	E-Effect_EDM-2	505	E-Effect_Glitch-5	519	E-Clap_Trap-1
492	E-Effect_EDM-3	506	E-Effect_Glitch-6	520	E-Clap_Trap-2
493	E-Effect_EDM-4	507	E-Effect_Glitch-7	521	E-Effect_Trap-1
494	E-Effect_EDM-5	508	E-Effect_Glitch-8	522	E-Effect_Trap-2

SFX					
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523	Laughing-OneShot	534	Car Brakes-OneShot	545	Horse Gallop-OneShot
524	Screaming-OnsShot	535	Car Crash+OneShot	546	Birds Tweet-OneShot
525	Punch-OneShot	536	Car Passing-OneShot	547	Rain-OneShot
526	Heart Beat-OneShot	537	Siren-OneShot	548	Thunder-OneShot
527	Applause-OneShot	538	Train-OneShot	549	Wind-OneShot
528	Door Closing-OneShot	539	Jet Plane-One Shot	550	Seashore-OneShot
529	Door Creaking-OneShot	540	Helicopter-OneShot	551	Stream-OneShot
530	Wind Chimes-Compare	541	Starship-OneShot	552	Stream-OneShotHPF
531	Wind Chimes-OneSHot	542	Gun Shot-OneShot	553	Bubble-OneShot
532	Wind Chimes-OneSHot-HP	543	Machine Gun-OneShot		
533	Car Engine-OneSHot	544	Machine Gun-OneBig		

Standard Drum EQ					
554	High Q	575	High Tom 2-XEq	596	Cabasa-X
555	Slap	576	Crash Cymbal 1X	597	Maracas-X
556	Scratch Push	577	High Tom 1-XEq	598	Short High Whistle
557	Scratch Pull	578	Ride Cymbal 1-X	599	Long Low Whistle
558	Sticks	579	Chinese Cymbal	600	Short Guiro
559	Square Click	580	Ride Bell-X	601	Long Guiro
560	Metronome Click	581	Tambourine-X	602	Claves-HP
561	Metronome Bell	582	Splash Cymbal_XEQ	603	High Wood Block-X
562	Kick Drum 2-X	583	Cow Bell-X	604	Low Wood Block-X
563	Kick Drum 1-X	584	Crash Cymbal 2X	605	Mute Cuica-X
564	Side Stick-X	585	Vibra Slap-X	606	Open Cuica-X
565	Snare Drum 1-X	586	Ride Cymbal 2-X	607	Mute Triangle-X2
566	Hand ClapX	587	High Bongo-X	608	Triangle_v127X2
567	Snare Drum 2-XEQ	588	Low Bongo-X	609	Shaker-X
568	Low Tom 2-XEq	589	Mute High Conga	610	Jingle Bell-Eq
569	Closed High Hat-X	590	Open High Conga	611	Belltree-X
570	Low Tom 1-XEq	591	Low Conga	612	Castanets-X
571	Pedal High Hat-X	592	High Timbale	613	Mute Surdo-X
572	Mid Tom 2-XEq	593	Low Timbale	614	Open Surdo-X
573	Open High Hat-X	594	High Agogo		
574	Mid Tom 1-XEq	595	Low Agogo		

- Rhythm pattern practice sheet

Drum Set

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Dr.

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Dr.

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Dr.

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Dr.