



EZV2

USE AND CARE GUIDE



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Taking Care of Your EZ Module

1. Important safety guidelines

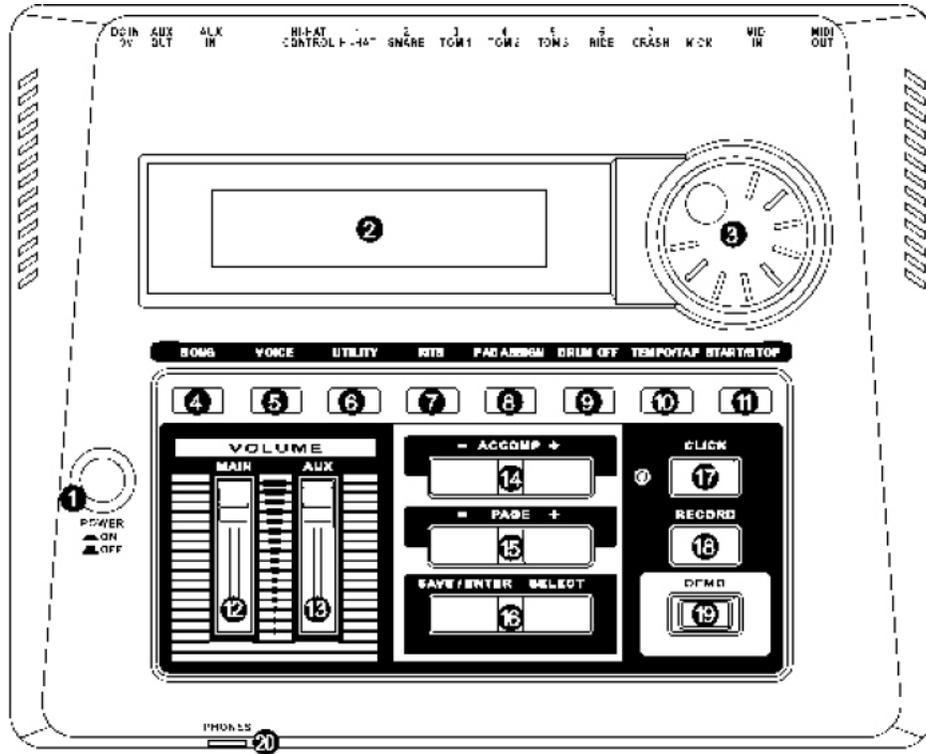
Your EZ module will give you years of playing pleasure if you follow the rules shown below:

<p>Location</p> <p>To avoid deformation, discoloration, or more serious damage, do not expose the unit to the following conditions:</p> <ul style="list-style-type: none"> • Direct sunlight, such as near a window. • High temperature (near a heat source, in a car during the day time, outdoors, etc.) • Excessive humidity • Excessive dust • Strong vibration 	<p>Cleaning</p> <ul style="list-style-type: none"> • Clean the EZ module with a soft dry cloth. • A slightly damp cloth may be used to remove stubborn grime and dirt. • Never use cleaners such as alcohol or thinner. • Avoid keeping vinyl objects in contact with the unit as it may stick and/or cause discoloration.
<p>Power Supply</p> <ul style="list-style-type: none"> • Turn the power switch OFF when the EZ module is not in use. • Use the supplied AC-adaptor appropriate for your location • The AC adaptor should be unplugged from the AC outlet if the EZ module is not to be used for an extended period of time. • Unplug the AC adaptor during electric storms. • Avoid plugging the AC adaptor into the same AC outlet as appliances with high power consumption, such as electric heaters or ovens. • Avoid using multi-plug adaptors since these can result in reduced sound quality, operation errors, and possible damage. 	<p>Handling and Transport</p> <ul style="list-style-type: none"> • Never apply excessive force to the controls, connectors, or other parts of the EZ module. • Always unplug cables by gripping the plug firmly, pulling it straight out, not pulling on the wire portion of the cable.
<p>Turn the Power OFF When Making Connections</p> <p>To avoid damage to the EZ module and other devices to which it is connected, turn the power OFF on all devices prior to connecting or disconnecting cables.</p>	<p>Electrical Interference</p> <ul style="list-style-type: none"> • The EZ module is an electronic instrument that may cause interference if placed too close to radios or television sets. If this occurs, separate the affected devices.

	<p>Pintech is NOT responsible for damage caused by abuse, improper operation, or improper handling.</p>
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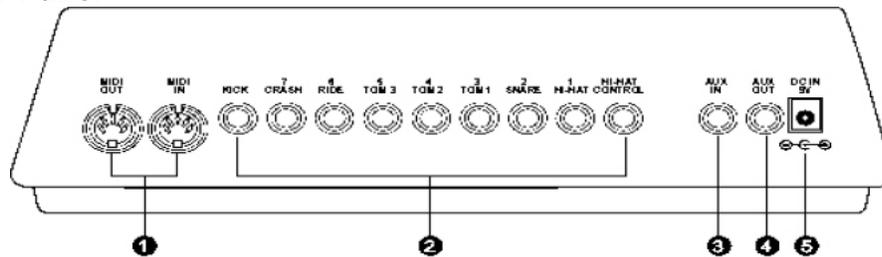
Controls

1. Front Panel



1	Power Switch	8	Pad Assign	15	Page +/-
2	LCD Display	9	Drum Off	16	Save/Enter/Select
3	Data Dial	10	Tempo/Tap	17	Click
4	Song	11	Start/Stop	18	Record
5	Voice	12	Main Volume	19	Demo
6	Utility	13	Aux Volume	20	Phones Jack
7	Kits	14	Accomp +/-		

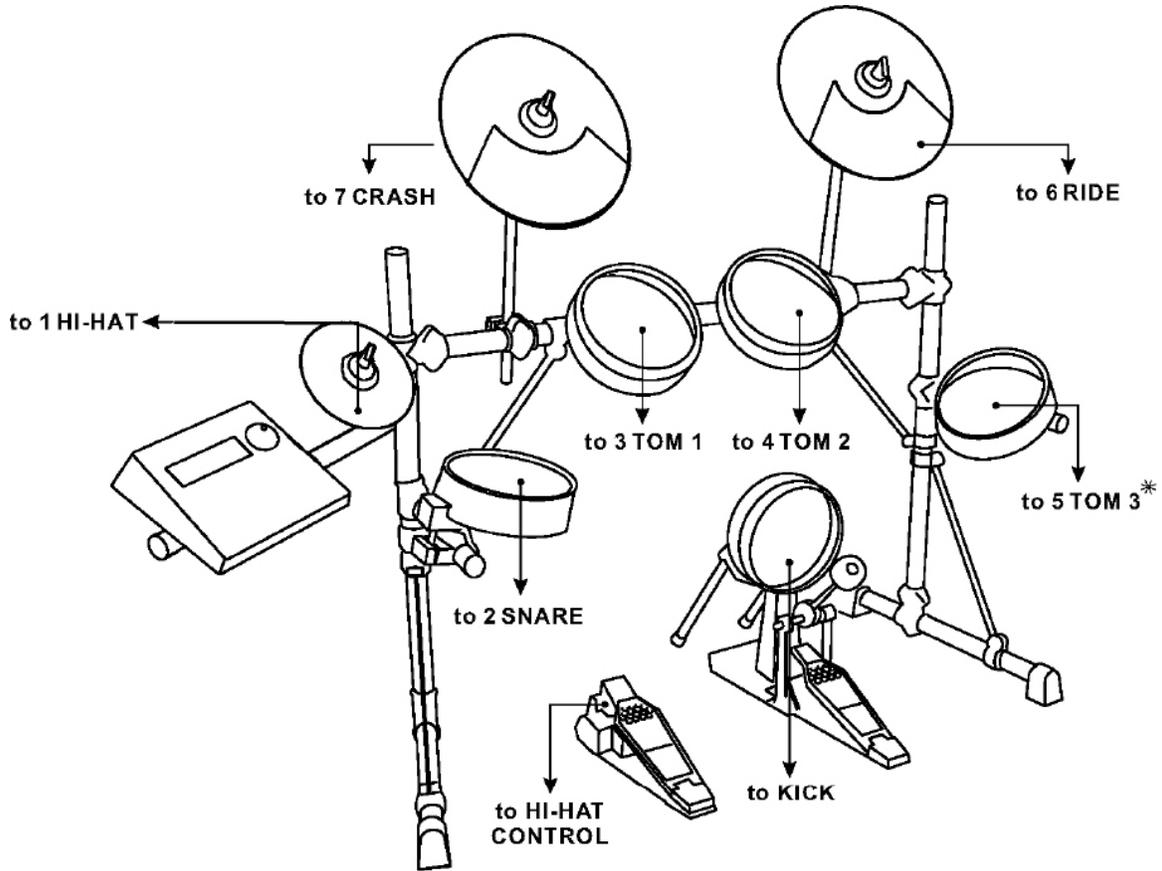
2. Rear Panel



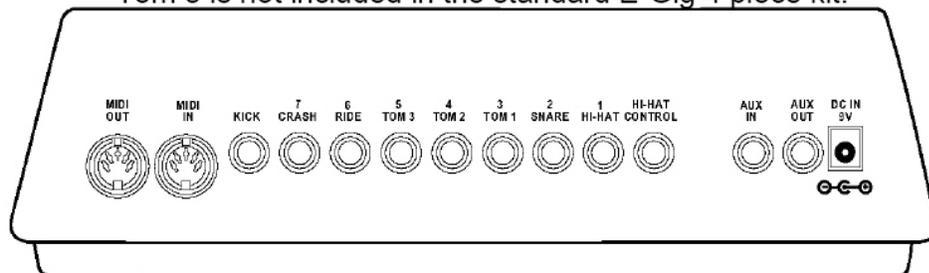
1	MIDI In/Out Jack	3	Aux In Jack	5	Power Supply Jack
2	Trigger Input Jack	4	Aux Out Jack		(DC In 9v)

2. Wiring Guide

	To prevent electric shock and damage to the EZ Module and Related devices turn power OFF before making any connections!
-----------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------



*Tom 3 is not included in the standard E-Gig 4 piece kit.

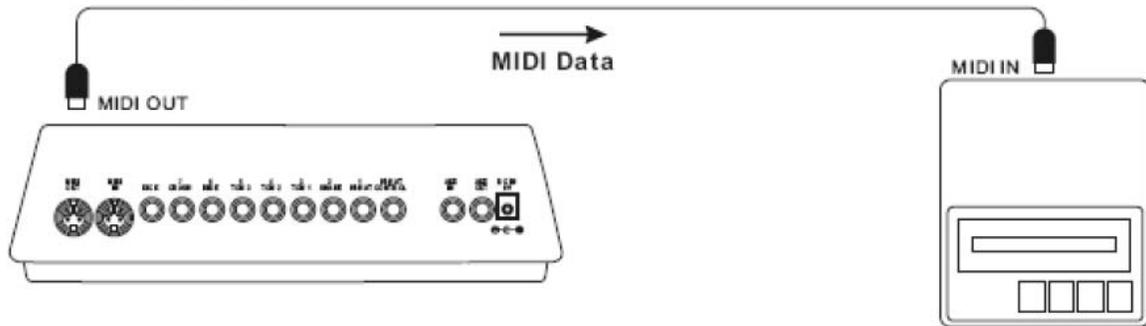


3. Connecting a MIDI Device

Data in the EZ module can be stored to a MIDI device

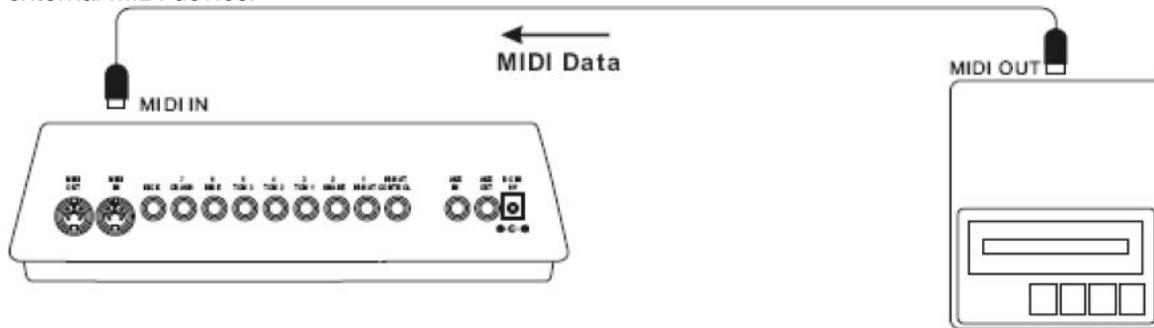
Transmit MIDI Data

Use a MIDI cable to connect the MIDI OUT jack on the EZ module with the MIDI IN jack on an external MIDI device.



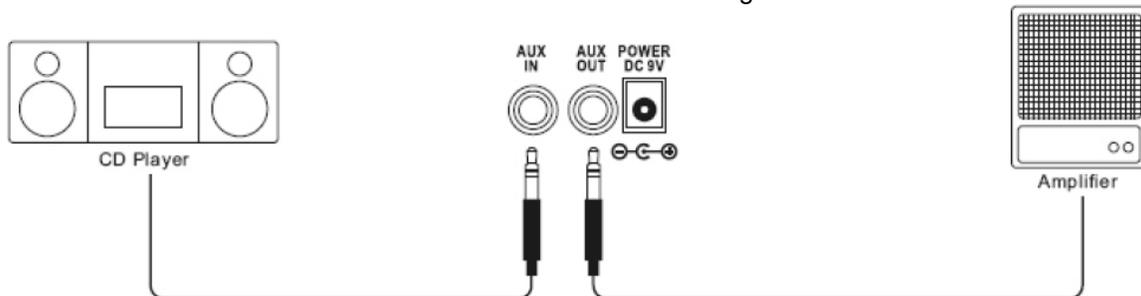
Receive MIDI Data

Use a MIDI cable to connect the MIDI IN jack on the EZ module with the MIDI OUT jack on an external MIDI device.



4. Connecting a CD Player, etc

The audio from a CD player or other device can be mixed with the internal sounds of the EZ module by using the AUX IN jack on the rear panel. This function is convenient for playing with music. The volume of the external device can be mixed in using the AUX IN volume slider.

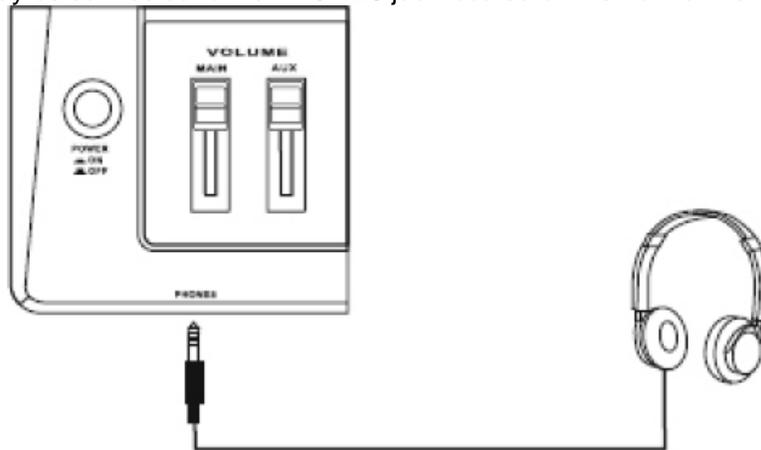


5. Connecting to an Amplifier

The audio may be played through an amplifier using one or both AUX OUT. For mono amplifiers, use the L/MONO with a mono cable. For a stereo amplifier or two mono amplifiers, use both AUX OUT jacks on the rear panel. The volume is adjusted with the MAIN volume slider. See "VOICE" section for PAN adjustments.

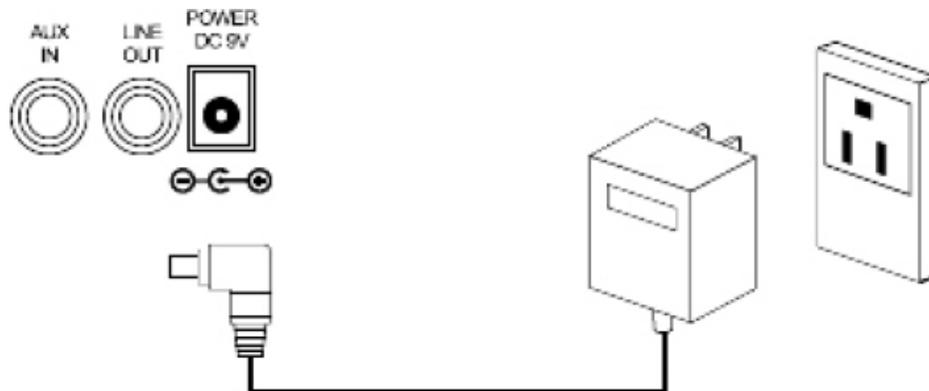
6. Using Headphones

Headphones may be connected to the PHONES jack located on the front of the module.



7. Connecting the Power Supply

Make sure the power switch is OFF and connect the power adapter to the DC IN jack on the rear panel.



Before switching the power ON:

- To protect the speakers, amplifier and the drum brain from damage, slide the master volume slider to the minimum volume level before switching the POWER ON.
- Make sure the power is switched OFF on all external devices connected to the module.

After the EZ module's power is switched to ON, switch the other device's power to ON.

Starting to Play the Drums

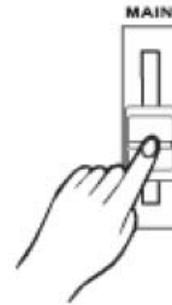
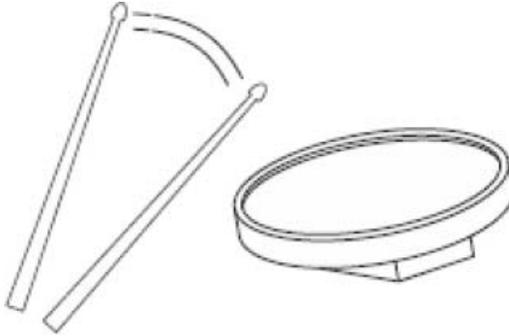
1. Switch the Power On

After confirming that each of the devices, pads, external devices, etc. are all properly connected, press the POWER ON/OFF button on the front panel to turn on the unit. The module is ready to operate *after* the display for selecting the drum kit and song, appears (Song Mode). See the "UTILITY" section for initial pad setting instructions.



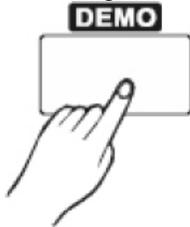
SONG SEL
1 New World

While hitting a pad, slide the MAIN VOLUME switch gradually upward until a comfortable volume level is reached.



2. Play the DEMO song

Press the [DEMO] button to start the demo song. To stop the demo song, press the [DEMO] button again or press the [START/STOP] button once.



DEMO
Now Playing!

3. Tempo

You can adjust the tempo of a song from 30 bpm (beats per minutes) to 280 bpm by pressing the [TEMPO/TAP] button. Rotate the Data Dial to adjust the tempo after the song starts.

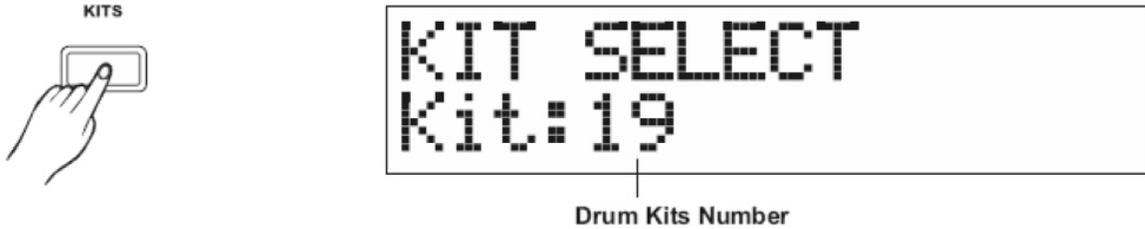


SONG TEMPO
Tempo: 80

4. Changing the Drum Kit

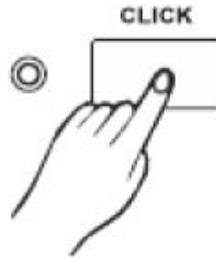
Try out the voices for each of the kits. Drum kit numbers 1-30 consist of 30 preset drum kits 10 of which (21 -30) are *user editable*. Press the [KITS] button, the display will be as shown below, with the kit number flashing.

Turn the Data Dial to select the Drum Kit Number.



5. Click

Press the [CLICK] button to start the metronome. To turn off the metronome, press the [CLICK] button again. Please read the *Utility* section in this manual for the adjustable parameters of the metronome.



Play a Song

1. Select a Song

Press the [SONG] button, the song number indicator will flash on the display.



Turn the Data Dial to select the song.

2. Listen to the Song

Press the [START/STOP] button to playback the song. The song will stop when it reaches the end; you can stop the song at any time by pressing the [START/STOP] button.

3. Change the Song Volume

Press the [ACCOMP-] or [ACCOMP+] to display the current accompany volume level.



Then you can press the [ACCOMP-] or [ACCOMP+] button to adjust the accompanying volume.

4. Change the Song's Tempo

Before the song starts, press the [TEMPO/TAP] button to display the tempo setting.



Before the song starts, tapping any of the pads 4 times will start the song with the tempo set to the last two taps. The song will be playing at this tempo. You can also turn the Data Dial to select the tempo manually (30-280 bpm). Please note, when the song is playing, adjusting the tempo can only be done using the Data Dial; the tapping method *will not* take effect. Press the [SONG] button to return to the Song Mode display.

5. Mute the Drums in the Song

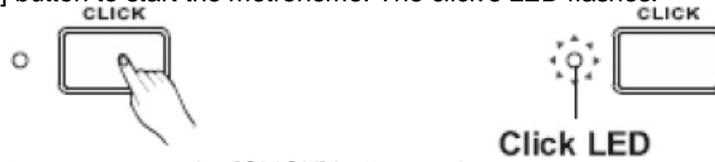
Press the [DRUM OFF] button, a small "d" (d) will appear on the bottom right of the Song Mode display when the main drum parts in the song are muted.



You can then play along with the song. Press the [DRUM OFF] button again and the drum parts are restored.

6. Play along with the Click Voice

Press the [CLICK] button to start the metronome. The click's LED flashes.



To turn off the metronome, press the [CLICK] button again.

7. Change the Drum Kit

Press the [KIT] button to select a different Drum Kit with the song.



Drum Kit Number

Then turn the Data Dial to select the drum kit number (1-30). (When a song is started, the kit number will shift to its default automatically. If you want to use another kit, you can change it while the song is playing.)

User Song

1. Repeat Playback

In the Song Mode, press the [PAGE+] button, the LCD will display:

The LCD display shows the word "SONG" at the top. Below it, "Kit:2" is displayed on the left and "Rep:off" is displayed on the right.

Press the [SELECT] button to move the flashing cursor to the Repeat on/off position, and then turn the Data Dial to set repeat play on or off.

2. Merge Track

Before the merge operation can be completed, it is necessary to select a User Song (Number 51-54). This function merges the data in track 1 and track 2 of the user song to track 1. In the Song Mode, press the [PAGE+] button to select the Merge Track Mode as shown below:

The LCD display shows "USER SONG TR:1" at the top. Below it, "Merge Track" is displayed on the left and a hash symbol "#" is displayed on the right.

Press the [SAVE/ENTER] button, this confirmation message will appear:

The LCD display shows the question "Are you sure?" in a large, pixelated font.

Press the [SAVE/ENTER] button again to confirm. "Complete!" will appear, then the display will return to Song mode. (Press the [SONG] button to cancel the merge track operation, and return to the Song Mode display.)

*If a preset SONG (no. 1-50) is selected, the following display will appear and the User Song Mode cannot be entered.

The LCD display shows the message "CAN'T EDIT PRESET SONG" in a large, pixelated font.

Press the [SONG] button to return to the Song Mode display.

3. Play Back Track(s)

In the Song Mode, press the [PAGE+] button to select the Play Back Track setting display shown below:



USER SONG TR: 1
Play Back: 1

“TR: --” The tracks in the user song are empty.

“TR: 1” Track 1 already has recorded data.

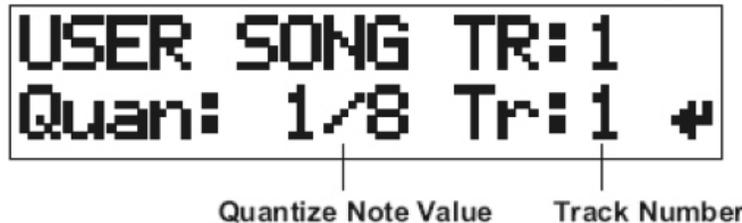
“TR: 2” Track 2 already has recorded data.

“TR: 1&2” Both tracks (1 & 2) already have recorded data.

Turn the Data Dial to choose the tracks to be played back. *If the User Song contains 2 tracks, you can select to play back either track 1 or track 2, or you can choose to play both tracks together. When one track is playing, the kit playing the track is the recorded kit for that track. When two tracks are playing together, the kit playing is the kit recorded on track 1.

4. Quantize Notes

Quantize is used in sequencing (recording) to fix rhythmic inaccuracies (bad timing) in a musical track. It rounds off musical notes to the nearest eighth-, sixteenth-, or any note value you select. In the Song Mode, press the [PAGE+] button to select the Quantize setting display shown below:



USER SONG TR: 1
Quan: 1/8 Tr: 1

Quantize Note Value Track Number

Turn the Data Dial to select the quantize value:

1/4: quarter note

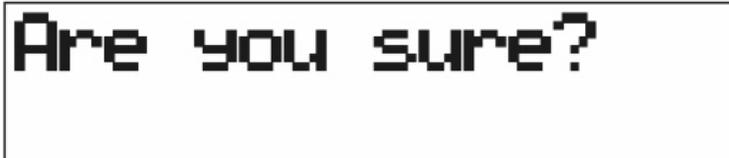
1/16: sixteenth note

1/8: eighth note

1/24: sixteenth note triplet

1/12: eighth note triplet

Press the [SELECT] button, when the track indicator flashes on the display, you may turn the Data Dial to assign which track to quantize. Press the [SAVE/ENTER] button and this confirmation message will appear:



Are you sure?

Press the [SAVE/ENTER] button again to confirm. “Complete!” will appear shortly, then the display will return to Song mode. (Press the [SONG] button to cancel the quantize operation and return to the Song Mode display.)

While a song is playing the quantize operation is not available, the display will just return to Song Mode.

5. Clear Track

This function clears all data in the assigned track (1 or 2) of the user song. In the Song Mode, press the [PAGE +] button to select the Clear Track setting display shown below:

```

USER SONG TR: 1
Clear Track: 1 #
  
```

Turn the Data Dial to assign the track you want to clear (track 1 or track 2). Press the [SAVE/ENTER] button, this confirmation message will appear:

```

Are you sure?
  
```

Press the [SAVE/ENTER] button again to confirm. “**Complete!**” will appear shortly, then the display will return to Song mode. (Press the [SONG] button to cancel the Clear Track operation and return to the Song Mode display.)

The Clear Track operation is not available while a song is playing, so the display will just return to Song mode.

6. Song Copy

This function copies a preset song to the user song. In the Song Mode, press the [PAGE +] button to select the Song Copy setting display shown below:

```

USER SONG TR: 1
Copy From: 1
  
```

Song Number

Turn the Data Dial to assign the preset song (No. 1-50). Press the [SAVE/ENTER] button, this confirmation message will appear:

```

Are you sure?
  
```

Press the [SAVE/ENTER] button again to confirm. “**Complete!**” will appear, then the display will return to Song mode. The data in track 2 will be deleted thoroughly via this operation. (Press the [SONG] button to cancel the Song Copy operation, and return to the Song Mode display.) The Song Copy operation is not available when a song is playing, and the display will return to Song mode.

7. Delete Song

This function clears all data in the assigned track 1 or track 2 in the user song. In the Song Mode, press the [PAGE +] button to select the Delete Song setting display shown below:

A rectangular display showing two lines of text in a pixelated font. The first line reads "USER SONG TR: 1" and the second line reads "Delete Song" followed by a small cursor symbol on the right side.

Press the [SAVE/ENTER] button, this confirmation message will appear:

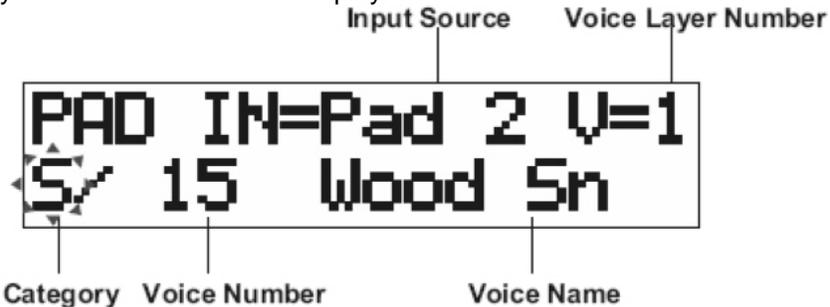
A rectangular display showing a single line of text in a pixelated font that reads "Are you sure?".

Press the [SAVE/ENTER] button again to confirm. "**Complete!**" Will appear, then the display will return to Song mode. (Press the [SONG] button to cancel the Delete Song operation, and return to the Song Mode.) The Delete Song operation is not available when a song is playing, and the display will return to Song mode.

Voice

1) Select the Pad Voice

Select the Drum Voice Category. Press the [VOICE] button to enter the Voice Mode display, the voice category indicator flashes on the display:



Turn the Data Dial to select the drum voice category. (See Drum Voice List for description)

Select the Drum Voice Number and Voice Name Press the [SELECT] button to choose the Voice Number and Voice Name.

Turn the Data Dial to select the drum voice number and name.

Select a Drum for the Input Source. Press the [SELECT] button, the voice input source indicator flashes on the display:

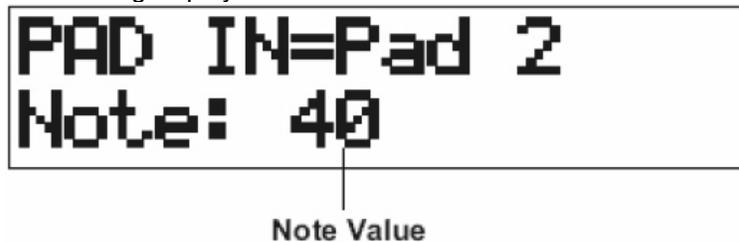


Then turn the Data Dial to select the input source (input jack) selected.

Select the Drum Voice Layer Number. Press the [SELECT] button to choose the Voice Layer Number, the value "V=1" denotes that the layer number is 1; A voice can be assigned to each of the 2 layers for each of the input sources (input jack). Two layers allow you to crate your own unique sound by controlling the pitch, volume, pan, and reverb sound

2) Change the Note Value

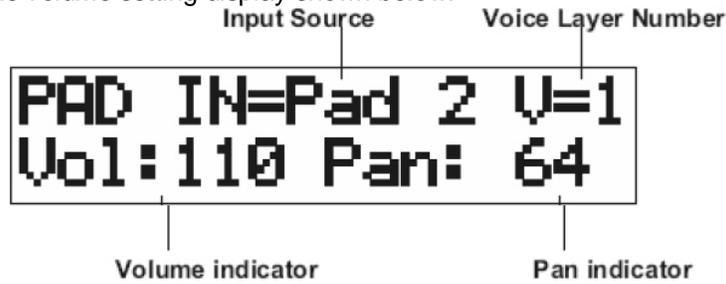
Change the note value of each pad's MIDI out. In the Voice Mode, press the [PAGE +] button to select the Note Value setting display shown below:



Turn the Data Dial to define the note value. Use the [SELECT] button to select the input source.

3. Change the Pad Volume

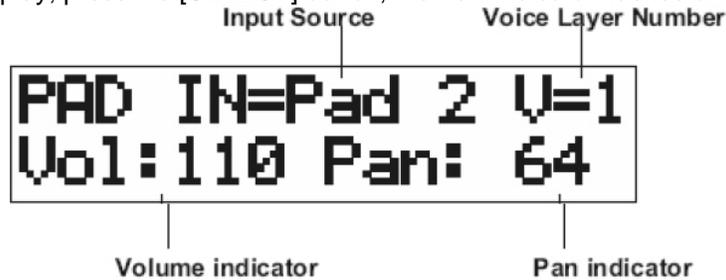
Change the volume of the drum voice when the pad is in the Voice Mode, press the [PAGE +] button to select the volume setting display shown below:



Press [SELECT] to choose the Input Source, Voice Layer Number, Volume, or Pan. Then turn the Data Dial to set the volume level (0-127).

4. Change the PAN

This Pan setting can move the position of the currently selected drum voice within the stereo field. Use the same display; press the [SELECT] button, the Pan Indicator flashes on the display:



Then turn the Data Dial to set the pan value (0-127). (0 = Full Left, 64 = Center, 127 = Full Right)

5. Change the Pad Function

In the Voice Mode, press the [PAGE +] button to select the function setting display shown below.

```

PAD IN=Pad 2
Func: Normal
  
```

Turn the Data Dial to select other functions to trigger from the input source.

“**Normal**“: The drum pad is used for triggering the internal tone generator.

“**Clickon/off**“: Switch the click sound on/off

“**Start/Stop**“: Assign the playback function to the current Song.

“**Pad Song**“: Assign the playback of the pad’s assigned song.

Caution: If more than one pad’s function is assigned “**Pad Song**”, tapping the second pad when the first pad’s song is playing will cause the first pad’s song to stop playing and the second pad’s song to start. Also, when a pad’s song is playing, changing any of the parameters on this page or the next will cause the song to stop immediately. This function can’t be used when recording.

6. Select a Pad’s Song

You assign which song (1 to 54) is that pad’s song when the pad function is assigned “**Pad Song**”. In the Voice Mode, press the [PAGE +] button to select the song setting display as shown below:

```

PAD IN=Pad 2
Song: 1 Rep: off
  
```

The Data Dial is used to select which song is assigned as this pad’s “**Song**”. In that same display, the [SELECT] button can be used to cause the “Repeat” indicator to flash; you may choose repeat playback or normal playback.

7. Reverb Adjustment

In the Voice Mode, press the [PAGE +] button to select the reverb setting as shown below:

```

PAD IN=Pad 2
Reverb Send: 70
  
```

Turn the data Dial to set the reverb value (0 to 127). A reverb value of 0 will result in no reverb; it can be increased from there to a maximum value of 127.

8. Voice Copy

This function copies all the Voice settings from the current pad input to another input. In the Voice Mode, press the [PAGE +] button to select the copy setting display shown below,



PAD IN=Pad 2
Copy to: Pad 2 *

Push the [SELECT] button to select either the source pad, or the destination pad. Turn the Data Dial to change the destination pad (Copy to: Pad 1-7, Pedal, Open, or Closed) or the source pad (PAD IN= Pad 1-7, Pedal, Open, or Closed) When you are satisfied with your selections, press the [SAVE/ENTER] button, this confirmation message will appear:



Are you sure?

Press the [SAVE/ENTER] button again to confirm your selections. (Press the [VOICE] button to cancel the copy operation, and return to the Voice Mode display.)

Song Recording

Song recording lets you record data to the sequencer in real-time (one track at a time) as the drum kit is played. All MIDI channels are recorded simultaneously.

1. Select the User Song

Press the [RECORD] button to enter the record mode:



A rectangular box containing a pixelated display. The top line shows 'RECORD' on the left and 'TR: --' on the right. The bottom line shows 'User Song: 51'.

Turn the Data Dial to the desired User Song. Only tracks in a user song (no. 51 – 54) with no previously recorded data can be recorded to.

“TR: --” The tracks in the user song are empty.

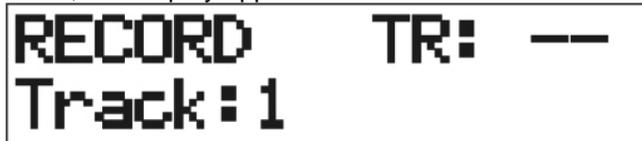
“TR: 1” Track 1 already has recorded data.

“TR: 2” Track 2 already has recorded data.

“TR: 1&2” Both tracks (1 & 2) already have recorded data.

2. Set the Track

Press the [PAGE +] button, this display appears:



A rectangular box containing a pixelated display. The top line shows 'RECORD' on the left and 'TR: --' on the right. The bottom line shows 'Track: 1'.

Then turn the Data Dial to select a track (1 or 2) for recording. (User Songs contain 2 tracks that can be recorded to.)

3. Get ready to Record

Press the [PAGE +] button to get ready to record:



A rectangular box containing a pixelated display. The top line shows 'RECORD'. The bottom line shows 'Get ready!'.

4. Start recording

Press the [START/STOP] button to start recording:

A rectangular LCD display with a black border showing the text "Now recording!" in a pixelated, monospace font.

If the track already has recorded data, and the [START/STOP] button is pressed, the following error message will appear:

A rectangular LCD display with a black border showing the text "ERROR" on the first line and "Track not empty!" on the second line, both in a pixelated, monospace font.

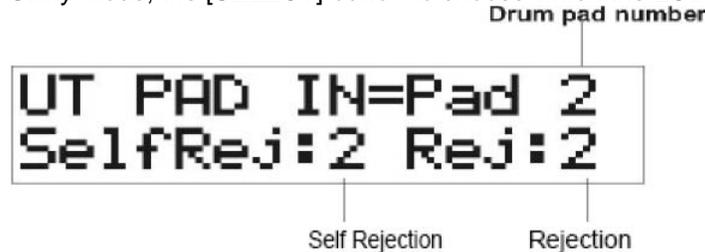
5. Playback the Recorded Song

After you have recorded a performance, you can press the [START/STOP] button to playback the recorded performance. Playback stops when the [START/STOP] button is pressed again, or when the song simply reaches the end.

Utility

1. Self Rejection and Rejection

These functions are used to prevent “double triggering” and “cross talk”. Press the [UTILITY] button to enter the Utility Mode, the [SELECT] button to choose which the LCD displays:



a) Self Rejection (SelfRej)

This function blocks retriggers or “double triggering” for the pad shown by “UT PAD IN”. After a trigger is detected and sent to the trigger to MIDI converter, further triggers will be Rejected or ignored for a certain length of *time*. Larger values set longer times. Turn the Data Dial to select the value.

b) Rejection (Rej)

This function blocks “false triggers” caused by such things as “cross-talk” or “stage noise” by ignoring triggers to “UT PAD IN” with low levels. Lower values pass smaller signals. Increasing this value blocks higher signals. Turn the Data Dial to select the value.

c) UT PAD IN

Assigns the values for (SelfRej) and (Rej) to the drum pad/pedal indicated here. Advance this manually with the Data Dial when preventing “cross-talk”.

2. Gain and Minimum Velocity

These functions are used to set the input sensitivity (Gain) and velocity range (Minimum Velocity) for each pad. Press the [PAGE +] button to select the gain/velocity setting display. The LCD displays:



a) Gain

This adjusts the input gain level for the pad assigned to “UT PAD IN”. Entering a larger value here allows smaller input levels to sound the voice. Too low a value causes lighter strikes to not be detected. Too high a value may cause lighter strikes to sound the same as harder strikes and cause the pad to trigger erratically. Turn the Data Dial to select the gain value (0 – 99).

b) Minimum Velocity (Mvel)

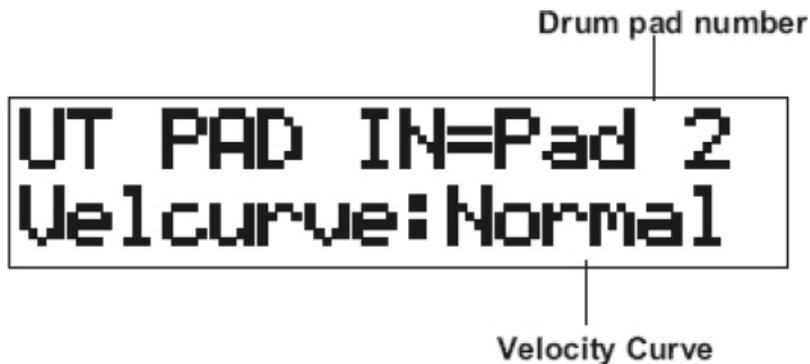
Sets the MIDI Velocity (1-127) that is transmitted when the pad is hit the weakest. Larger values will increase the volume of soft hits. Too high a value may reduce the overall dynamic range of the pad. Turn the Data Dial to select the velocity level of the softest normal strike (1- 127).

c) UT PAD IN

Assigns the values for (GAIN) and (Mvel) to the drum pad/pedal indicated here. Advance this manually with the Data Dial, or by striking the pad.

3. Velocity Curve

This function is used to set the MIDI Velocity Curve for the sensitivity for each pad. In the Utility Mode, press the [Page +] button to select the velocity curve setting display shown:



The Drum pad number identifies which input the curve is assigned to. There are 5 trigger curves to choose from:

Normal = the volume increases linearly with the strength of the input signal.

Loud 1 = the volume is increased slightly on the weaker signals.

Loud 2 = the volume is increased slightly more on the weaker signals.

Hard 1 = the volume is decreased slightly on the weaker signals.

Hard 2 = the volume is decreased slightly more on the weaker signals.

4. Assign Order

This function uses the pad to change the current kit; increasing it or decreasing it, by one increment (kit number) per strike. In the Utility Mode, press the [PAGE +] button to select the Assign Order display shown below:



Turn the Data Dial to assign the kit order to Increase (Inc) or Decrease (Dec) by the pad assigned by UT PAD IN =). Push the [SELECT] button to select the Drum Pad number, change the Drum Pad number with the Data Dial.

5. Equalizer

In the Utility Mode, press the [PAGE +] button to select the equalizer display shown below:



Low Level Gain

Turn the Data Dial to adjust the low level gain range from (0-12dB).

High Level Gain

Press the [SELECT] button, and then turn the Data Dial to adjust the high level gain range from (0-12dB).

6. Hi-Hat Offset

This offsets the value of the data sent by a foot controller connected to the HI-HAT CONTROL jack on the rear panel. In the Utility Mode, press the [PAGE +] button to select the Hi-Hat offset display shown below:

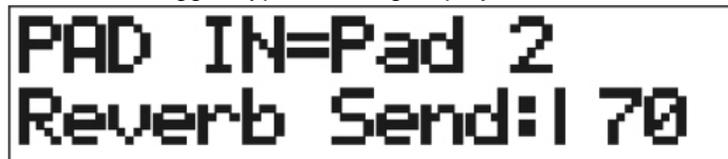


UT SYSTEM
HH Offset: -31

Turn the Data Dial to set the value. When a lower data value is received from a foot controller, the voice will sound sooner. So, slightly pressing the foot controller will result in the voice sounding. In the case of the hi-hat controller, adjustment of the controller's "closed" point is possible.

7. Trigger Bypass

The Trigger Bypass function, when turned on, prohibits the module from reacting to any of the trigger inputs. No sound is produced by the inputs, nor is any MIDI data transmitted. The sequencer and tone generator still continue to work normally. In the Utility Mode, press the [PAGE +] button to select the trigger bypass setting display shown below:



PAD IN=Pad 2
Reverb Send: 170

Turn the Data Dial to set the value.

On: The trigger bypasses the input (module does not receive).

Off: The trigger functions normally (module does receive).

8. Factory Set

This function replaces all internal settings. In the Utility Mode, press the [PAGE +] button to select the factory setting display shown below:



UT SYSTEM
Factory Set →

Press the [SAVE/ENTER] button, this confirmation message will appear:



Are you sure?

Press the [SAVE/ENTER] button again to confirm. "Complete" will appear, then the display will return to Song Mode. (Press the [UTILITY] button to cancel the reset operation and return to the Utility Mode display.)

9. Click Voice

This function sets the click voice used for the click sound. Any of the voices can be assigned. In the Utility Mode, press the [PAGE +] button to select the click voice setting display shown below:



Voice Category

The Voice Category sets the category to be used for the Click Voice. Turn the Data Dial to select the category.

Voice Number and Name

This sets the Voice number and name to be assigned to the Click Voice. Press the [SELECT] button, and then turn the Data Dial to select the voice. A "0" is "No Assign"; this will result in no sound being produced by the Click.

10. Click Tune

This sets the pitch of the Click Voice. In the Utility Mode, press the [PAGE +] button to select the click tune setting display shown below:



Tune Course (Tune C)

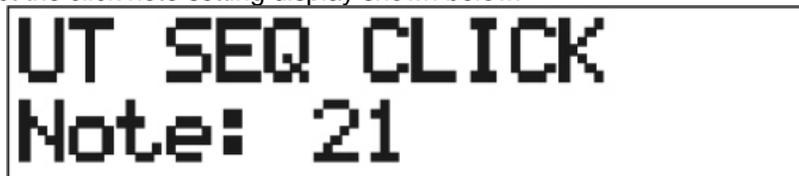
This tunes the Click Voice in half-step increments. Turn the Data Dial to set the tune coarse value (-24 to +24).

Tune Fine (Tune F)

This tunes the Click Voice will be tuned in increments of about 1.17 cents. Press the [SELECT] button, then turn the Data Dial to set the fine tune value (-64 to +63).

11. Click Note Number

This assigns a MIDI note Number to the Click Voice. In the Utility Mode, press the [PAGE +] button to select the click note setting display shown below:



Turn the Data Dial to set the MIDI note number (0-127).

12. Use Tempo

This function sets the tempo of a song to either change each time to its default tempo, or remain unchanged at the currently set tempo when the song is switched. In the Utility Mode, press the [PAGE +] button to select the use tempo setting display shown below:

```

UT SEQ SETUP
Use Tempo: Song
  
```

Turn the Data Dial to set the value.

“Song”: Changes the tempo of the song to its default tempo when the song is switched.

“Global”: The tempo remains unchanged at the currently set tempo when the song is switched.

13. System Real Time

This enables or disables the drum to transmit or receive system real time message (start/continue/stop). In the Utility Mode, press the [PAGE +] button to select the system real time setting display shown below:

```

UT SEQ SETUP
SYS Realtime: off
  
```

Turn the Data Dial to set the value.

“on”: Transmits and receives the system real time messages.

“off”: Does not transmit and receive system real time messages.

14. Reverb Type, Reverb Time

This function sets the reverb effect of the drum. In the Utility Mode, press the [PAGE +] button to select reverb type and time setting display shown below:

```

UT REVERB SETUP
Type: Hall2 T: 32
  
```

Reverb Type (Type)

Turn the Data Dial to set the reverb type:

Room1 Room2 Room3 Hall1 Hall2 Plate Delay

Reverb Time (T)

Press the [Select] button, and then turn the Data Dial to set the reverb time (0-127).

15. Local Control

This function determines how the module's tone generator is controlled. In the Utility Mode, press the [PAGE +] button to select the local control setting display shown below:

```

UT MIDI SETUP
Local: on
  
```

Then turn the Data Dial to set the Local Control on or off.

Local: off = the module's tone generator is controlled only by the MIDI data received from an externally connected MIDI device. The trigger inputs create MIDI data, however, this data is not sent to the tone generator, it is only sent to the MIDI Out. Therefore, the trigger inputs will not cause the module to create a sound.

Local: on = the module's tone generator is controlled (locally) by the trigger inputs and by the MIDI IN.

16. MIDI Merge

This function determines if the module transmits incoming MIDI data. In the Utility Mode, press the [PAGE +] button to select the MIDI merge setting display shown below:

```

UTI MIDI SETUP
Merge output: off
  
```

Then turn the Data Dial to set the Merge output Control on or off. When this function is ON, data received from an external MIDI device transmitted to the module's MIDI OUT (along with the module's MIDI data from the trigger inputs).

Merge output on = Incoming MIDI data is sent to the module's tone generator and also to the MIDI Out.

Merge output off = Incoming MIDI data is sent to the module's tone generator and not sent to the MIDI Out.

17. Program Change

This function enables or disables the module to receive program change messages. In the Utility Mode, press the [PAGE +] button to select the program change setting display shown below:

```

UT MIDI RECEIVE
PC: on
  
```

PC: on = The module receives program change messages.

PC: off = The module does not receive program change messages.

In order to switch the drum kits from a song or an external MIDI device, this function must be set "on".

18. System Exclusive Message

This function enables or disables the module to receive system exclusive messages. In the Utility Mode, press the [PAGE +] button to select the system exclusive setting display shown below:



```
UT MIDI RECEIVE
SysEx: off
```

SysEx:on = The module receives system exclusive messages.

SysEx:off = The module does not receive system exclusive messages.

In order to receive system exclusive messages from an external MIDI device, this function must be set "on".

Pad Assign

PAD ASSIGN lets you scroll through the voices in a voice category by hitting a pad.

1. Select the Voice Category

Press the [PAD ASSIGN] button, the Voice Category number indicator flashes on the display:

PAD ASSIGN: Pad 2
S/ 15 Wood Sn

Turn the Data Dial to select the voice category for this pad

2. Select the Voice Number

Press the [SELECT] button, the voice number indicator flashes on the display:

PAD ASSIGN: Pad 2
S/ 15 Wood Sn

Strike the pad being assigned to listen to each of the voices available in that category. The Data Dial may also be used to change the voice number.

3. Save the selected voice

Press the [SAVE/ENTER] button:

Save to kit: 21
Are you sure?

Turn the Data Dial to select the user drum kit number (21-30) to save the change to. Press the [SAVE/ENTER] button again to save it, the display will return to the previous display. Repeat this process for all pads to be assigned. To cancel the save operation press the [PAD ASSIGN] button and return to the PAD ASSIGN mode display.

Appendix – Preset Drum Kit List

Kit 1,21	Standard1 1 kick BD DRY1 2 snare Wood Sn 3 tom1 DRY GM5 4 tom2 DRY GM3 5 tom3 GRY GM1 6 ride RideLite 7 crash CrashB Open Hhopen#1 Close H Cls01 Pedal H PdlLit	Kit 2	Standard2 1 kick BD DRY1 2 snare S SStck3 3 tom1 DRY GM5 4 tom2 DRY GM3 5 tom3 GRY GM1 6 ride RideLite 7 crash CrashB Open Hhopen#1 Close Ana 1Hi Pedal H PdlLit	Kit 3,22	Dance1 1 kick BDDance1 2 snare AnalogH1 3 tom1 AnlgTom5 4 tom2 AnlgTom3 5 tom3 AnlgTom1 6 ride RideLite 7 crash BriteCrs Open H OpnAMu Close H ClsA2 Pedal H ClsA1	Kit 4,23	Jazz Latin 1 kick 2HeadHi 2 snare S SStck3 3 tom1 Jazz Mid 4 tom2 Jazz Flr 5 tom3 Room2 Lo 6 ride RideLite 7 crash CrashB Open Hhopen#1 Close H Cls01 Pedal H PdlLit
Kit 5,24	Room1 1 kick BD Room2 2 snare MapleA50 3 tom1 Room 4 4 tom2 Room 3 5 tom3 Room 1 6 ride RideLite 7 crash BriteCrs Open Hhopen#1 Close H Cls01 Pedal H PdlLit	Kit 6	Electric 1 kick BD GateM 2 snare RockL 3 tom1 E Tom4 4 tom2 E Tom3 5 tom3 E Tom1 6 ride RideLite 7 crash BriteCrs Open Hhopen#1 Close H Cls01 Pedal H PdlLit	Kit 7	Brush 1 kick BD Room5 2 snare BrshTap2 3 tom1 BrshJzHi 4 tom2 BrshJzLo 5 tom3 BrshJzF1 6 ride RideRoc2 7 crash CrashB Open Hhopen#1 Close H Cls01 Pedal H PdlLit	Kit 8	Room_stick 1 kick BD Room2 2 snare S SStck3 3 tom1 Room 4 4 tom2 Room 3 5 tom3 Room 1 6 ride RideLite 7 crash BriteCrs Open Hhopen#1 Close H Cls01 Pedal H PdlLit
Kit 9	Latin1 1 kick BD DRY1 2 snare Wood Sn 3 tom1 DRY GM5 4 tom2 DRY GM3 5 tom3 GRY GM2 6 ride RideLite 7 crash BriteCrs Open CowB1 Close CowB1 Pedal H PdlLit	Kit 10	Latin2 1 kick BD DRY1 2 snare S SStck3 3 tom1 DRY GM5 4 tom2 DRY GM3 5 tom3 GRY GM2 6 ride RideLite 7 crash BriteCrs Open CowB1 Close CowB1 Pedal H PdlLit	Kit 11	Jazz 1 kick HeadHi 2 snare MapleA50 3 tom1 Jazz Mid 4 tom2 Jazz Flr 5 tom3 Room2 Lo 6 ride RideLite 7 crash CrashB Open Hhopen#1 Close H Cls01 Pedal H PdlLit	Kit 12,25	Brush 2 1 kick BD Room5 2 snare BrshSlp 3 tom1 BrshJzMd 4 tom2 BrshJzF1 5 tom3 BrshRkF1 6 ride RideRoc2 7 crash C Splsh1 Open BrshAtak Close BrshAtak Pedal H PdlLit
Kit 13	Dance-stick 1 kick BDDance1 2 snare BrshHit2 3 tom1 AnlgTom5 4 tom2 AnlgTom3 5 tom3 AnlgTom1 6 ride RideLite 7 crash BriteCrs Open H OpnAMu Close H ClsA2 Pedal H ClsA1	Kit 14,26	Orchestra 1 kick GrnCassa 2 snare Tosh Sn 3 tom1 Room2Flr 4 tom2 Jazz Flr 5 tom3 Room2 Lo 6 ride Hcym1 7 crash HcymOpnL Open Hhopen#1 Close H Cls01 Pedal H PdlLit	Kit 15,27	Drum&Bass 1 kick BDDance1 2 snare AnVelRim 3 tom1 AnaShh 4 tom2 AnHitRim 5 tom3 BDRevers 6 ride RidesizC 7 crash PaperThn Open H ClsA2 Close H ClA1 Pedal H OpnAMu	Kit 16	House 1 kick BDDance1 2 snare Dance06 3 tom1 AnalogL1 4 tom2 Elektrik 5 tom3 Tamba 6 ride ReverseC 7 crash FastCras Open HHRoKopn Close Hhopen#1 Pedal H Pdl13
Kit 17,28	R&B 1 kick BDDance1 2 snare Dance05 3 tom1 Dance06 4 tom2 AnaDark 5 tom3 Tamba 6 ride RideRoc2 7 crash C Crash Open H OpnAMu Close H OpnLK Pedal H OpnL3	Kit 18,29	Jungle 1 kick AnaQuick 2 snare AnalogH1 3 tom1 RIMrock 4 tom2 TEKK 1M 5 tom3 AnlgTom5 6 ride RideLite 7 crash BriteCrs Open H OpnAMu Close H ClsA2 Pedal H ClsA1	Kit 19,30	CHINA LUOGU 1 kick DAGU1 2 snare GUBAN2 3 tom1 PAIGU 2 4 tom2 PAIGU 1 5 tom3 DALUO2 6 ride DAPO2 7 crash PENGLIN1 Open XIAOPO Close XIAOPOM Pedal XIAOPO	Kit 20	Oriental 1 1 kick DAGU1 2 snare PAIGU 2 3 tom1 DALUO1 4 tom2 XIAOPO 5 tom3 DALUO2 6 ride DAPO1 7 crash DAPO2 Open XIAOPO Close XIAOPOM Pedal XIAOPO

Appendix – Drum Voice List

C: Cymbal		9	HHRockcls	42	TalknDrV
1	CrashB	10	H Opn13	43	TambA
2	BriteCrs	11	H OpnDW	44	TimbH
3	C Crash	12	H OpnDWX	45	TimbL
4	DeepDRK	13	H OpnL1	46	TimpH
5	FasCrash	14	H OpnL2	47	TimpL
6	FastCras	15	H OpnL3	48	Triang
7	PaperThn	16	H OpnLK	49	TriMut
8	ReverseC	17	H OpnLX1	50	VibrSlap
9	SoftRoll	18	H OpnNB	51	Whist
10	C CrshSi	19	HHRoKopn	52	XfadeTri
11	RideLite	20	Hhopen#1	53	BANGU
12	RideRoc1	21	H Pdl13	54	GUBAN1
13	RideRoc2	22	H PdlLit	55	GUBAN2
14	RidesizC	23	H PdTit	56	LHBAN
15	RideXfd	24	H OpnAMu	57	ZHUBAN
16	Rocksizl	25	H OpnAn	58	NANBANG
17	Sizzler	P: Percussion		59	DAMUYU
18	SizzlRck	1	AgogoH1	60	SMUYU-1
19	RidB Lit	2	AgogoH2	61	SMUYU-2
20	China	3	Bell Tre	62	SMUYU-3
21	ChinaHi	4	Bongo Hi	63	SMUYU-4
22	C Splsh1	5	Bongo Lo	64	PENGLIN1
23	C Splsh2	6	Cabasa1	65	PENLIN1M
24	C FX01	7	Cabasa2		
25	HCym1	8	Castanet		
26	HcymOpnL	9	ClapA		
27	MANGLUO1	10	Clvs		
28	MANGL1M	11	ClvsA		
29	MANGLUO2	12	Conga8H		
30	MANGL2M	13	CongaM		
31	MANGLUO3	14	CongaMv		
32	MANGL3M	15	CongaAn		
33	DALUO1	16	CongaO		
34	DALUO1M	17	CongBe		
35	DALUO2	18	CowB1		
36	DALUO2M	19	CowBM		
37	DAPO1	20	CuicaH		
38	DAPO1M	21	CuicaL		
39	DAPO2	22	Fsnap2		
40	DAPO2M	23	Guiro		
41	XIAOPO	24	GuiSht		
42	XIAOPOM	25	HiQ		
43	XIAOLUO	26	JingBell		
44	XIAOLUOM	27	Maracas1		
45	TENLUO1	28	Maracas2		
46	TENLUO1M	29	MtBel		
47	GOULUO	30	Mtron		
48	GOULUOM	31	Scrach		
H: Hi-Hat		32	Shake1		
1	H Cls01	33	Surdo		
2	H Cls13	34	SurdoM		
3	H ClsA1	35	Tabla B		
4	H ClsA2	36	Tabla BL		
5	H QOpn13	37	Tabla BM		
6	H TiCls1	38	Tabla BV		
7	HHcl2Xfd	39	TalkD		
8	HHclsXfd	40	TalknDrD		
		41	TalknDrU		

Appendix – Song List

- 1 NEW WORLD
- 2 HOT SAMBA
- 3 ORGAN FUNK
- 4 MAMBO
- 5 SPEED
- 6 HOLIDAY
- 7 HIP HOP
- 8 WALK
- 9 BRUSH JAZZ
- 10 TRANCE
- 11 HARD ROCK 1
- 12 HARD ROCK 2
- 13 SLOW ROCK
- 14 ROCK & POP 1
- 15 ROCK & POP 2
- 16 ROCK & POP 3
- 17 ROCK & POP 4
- 18 SALSA
- 19 BEGUIN
- 20 BOSSANOVA
- 21 REGGAE
- 22 FUNK 1
- 23 FUNK 2
- 24 FUNK 3
- 25 SHUFFLE
- 26 FUSION
- 27 BIG BAND
- 28 JAZZ
- 29 DISCO
- 30 HOUSE
- 31 JUNGLE
- 32 R & B 1
- 33 R & B 2
- 34 R & B 3
- 35 R & B 4
- 36 ROCK 'N' ROLL 1
- 37 ROCK 'N' ROLL 2
- 38 8BEAT 1
- 39 8BEAT 2
- 40 16 BEAT 1
- 41 BALLAD 1
- 42 BALLAD 2
- 43 BALLAD 3
- 44 BALLAD 4
- 45 BALLAD 5
- 46 BALLAD 6
- 47 WALTZ
- 48 MARCH
- 49 JING OPEROR
- 50 CHINESERYTH

Appendix – Specifications

Drum Pad:	7 drum pads + 2 pedals
Voices:	389 voices
Drum Kits:	20 preset, 10 user
Demo Song:	1 demo song
Songs:	50 preset, 4 user
Controls:	POWER SWITCH, SONG, VOICE, UTILITY, KITS, PAD ASSIGN, DRUM OFF, TEMPO/TAP, START/STOP, MASTER VOLUME, AUX VOLUME, ACCOMP VOLUME +/-, PAGE +/-, SAVE/ENTER, SELECT, CLICK, RECORD, DEMO, DATA DIAL
Display:	LCD display
Connections:	DC IN Aux Out Aux In Hi-Hat control Hi-Hat Snare Tom 1 Tom 2 Tom 3 Ride Crash Kick MIDI IN/OUT
Power Supply:	DC 9V