



# FAZLEY

## DDK-120 Electronic Drum Kit



## User Manual

*All information and illustrations shown in this user manual are subject to change without further notice.*

*User manual version: 1.0 Creation date + author initials: 07-05-2020 RV Revision date + author initials:*

# Introduction

Thank you for purchasing the Fazley DDK-120 electronic drum kit. Before you unpack all the parts and accessories from the box, we recommend reading this manual in full so that you can familiarise yourself with all of the functions it has to offer. Please make sure to check that all of the components and accessories listed below are included in the box, and to contact your retailer if anything is missing. If the DDK-120 does not function as it should, or you have any problems while using it, immediately switch it off and unplug it before contacting your retailer for further help and information.

## Box Contents:

1x Fazley DDK-120 electronic drum kit, consisting of the following components:

- 3x Mesh-Head Trigger
- 3x Cymbal Pad Trigger
- 1x Drum Module
- 1x Drum Module Power Supply
- 1x Drum Frame
- 1x Central Cable Loom
- 1x Kick Drum Pedal with Mesh-Head Trigger
- 1x Hi-Hat Pedal
- 1x Drum Key
- 1x Quick Start Guide
- 1x Assembly Instruction Book

## Check the electronic drum kit and any included accessories

If you notice that the drum kit or any included accessories are defective or have been damaged in transit, immediately contact your retailer.

*Please note: The products seen in the images included in this manual may differ slightly from the product received.*



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## Contact:

Fazley Musical Instrument Products and Accessories  
Verrijn Stuartweg 18  
4462 GE Goes  
The Netherlands

*Please do not send any products directly to the correspondence address above  
If you need to return your product for a repair or refund, please contact your retailer and make an RMA  
request (Return Merchandise Authorisation)*

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# Safety Instructions



## WARNING!



**Keep this device away from moisture, water and rain to avoid the chance of electric shocks.**

Everyone involved with the installation, operation and maintenance of this device must:

- Be qualified
- Be skilled
- Have read the instructions in this user manual
- Be sure that neither the device nor the included accessories are damaged. Should the device or the included accessories be damaged, please contact your dealer for more information.
- Ensure that the device is in good working condition and safe to operate. Please follow the advice and instructions as they are described in this user manual.

Damage caused by misuse and/or modifications made to the device are not covered by the warranty. This device does not contain any parts that need to be repaired or replaced by the user. Should maintenance or repairs be necessary, they must be handled by a qualified technician.

### **Important information regarding health and safety:**

- Do not remove any labels or stickers from this device.
- Do not leave any cables lying around.
- The device should not be opened up, and any hardware or software that may be present should not be modified.
- To achieve optimal performance, inputs on this device should not be fed with a signal higher than necessary.
- The device should only be used indoors; contact with moisture, water and rain should always be avoided. Do not place any objects containing liquids on top of the device.
- Remove the device from any nearby flames or heat sources; do not place it near flammable fluids, gasses or objects.
- Disconnect this device from the power supply if it will not be used for a longer period of time, if maintenance is necessary, or if the device needs to be cleaned.
- Do not pull on the cable to remove a connector, as this could cause damage.
- Do not use any cables other than the ones described in this manual. Do not use defective cables. Please contact your dealer if the included or necessary cables do not function properly with this device.
- In the event that the device is exposed to extreme temperature changes (e.g. transported through a cold outdoor environment into a warm indoor environment), it should not be turned on until it has reached room temperature. This is necessary to prevent moisture from forming in the device, which could lead to electric shocks.

### **Guidelines and operation of this device:**

- This device is intended for indoor use by adults.
- This device is not suitable for use by children, and should always be operated by an adult.
- This device should only be used in a suitable environment where no damage to the device can occur. Do not use the device in moist or dusty environments such as:
  - indoor swimming pools where chlorine is used
  - beaches where there is sand and salt
  - outdoors
  - indoors in spaces where intense heat sources are present, or where it reaches temperature levels that would be considered uncomfortable for a person
- Avoid impacts and collisions during use and transport. Do not transport the device while it is in use. Avoid using excessive force when installing and operating the device.
- The user should become familiar with the functions of this device before using it.

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- The user should be able to stop the device's power supply in case of emergencies. At least one of the following should therefore be accessible at all times:
  - the power cable connector on the back of the unit
  - the power socket the cable is plugged in to
  - the power socket switch or extension cable switch
- Should the device not be used in the manner described in this user manual, damages or even injuries could occur. Fazley cannot be held responsible for any injuries or damages that occur as a result of improper use of this product.




**Storage and transport:**

- This product is designed for mobile use. It can be transported separately and without its original packaging as long as it's well-protected against shocks and collisions. For optimal protection and damage prevention, it's recommended to use a matching flight bag or flight case fitted with foam padding.
- This device is not designed for permanent (24/7) use. The expected lifespan of the device will not be affected by occasionally turning the device off. Disconnect the device or turn off the power when it is not actively in use.
- If the device will not be used for a longer period of time, it should be disconnected and stored in a dust-free environment.
- Do not expose the device to extreme temperature differences.

**Housing**

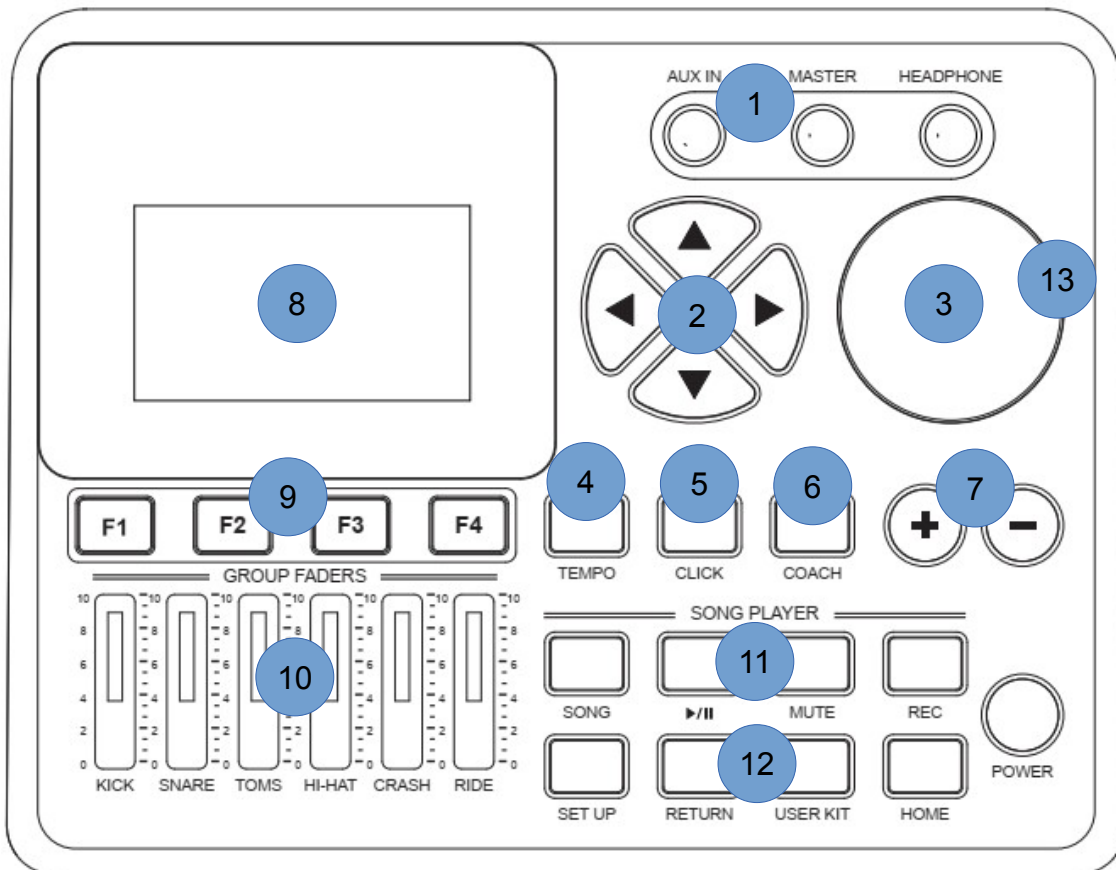
- Inspect the device's housing frequently, and always just before use. Avoid operating the device if there are large dents or cracks, or if screws are missing. Do not use the device if the housing is not in good condition. Contact your dealer or a qualified technician if you are unsure about the state of the device.
  - Check the device and the screws for corrosion. Corrosion must not be present on this device. Contact your dealer or a qualified technician if you find any corrosion on the screws.
- Every power and signal connector should be securely mounted. Do not use the device if the connectors are not secure.
- Avoid dust and dirt build-up. Clean the device once a month by disconnecting it from the power supply and wiping it down with a dry or slightly moist cloth. If the device is used frequently, the cleaning intervals should increase.

**Symbol explanation:**

	<p><b>WEEE:</b> Ensure that this device is disposed of properly. This product falls under the WEEE (Waste Electrical and Electronic Equipment) directive. The requirements of this directive apply to all manufacturers and producers of electronic devices in the EU. Do not throw this product away with regular rubbish. Please contact your local authority for more information about how to recycle and dispose of these products in your region. By recycling this product in the proper manner, we can work together to ensure that we can continue to enjoy these kinds of products and still protect the environment as much as possible from pollution.</p>
	<p><b>CE:</b> The CE logo indicates that this product meets the European norms and requirements to which it must legally conform.</p>
	<p><b>Only suitable for indoor use:</b> this product was only designed for indoor use. The maximum environmental temperature must not exceed 40 degrees Celsius (104 degrees Fahrenheit).</p>

# Overview of the Drum Module

The drum module of the Fazley DDK-120 is the brain of this electronic drum kit. As such, it contains the sound samples that are played when you strike the pads and mesh-heads, and it has various functions on board that can be adjusted to suit your needs. Below, you'll find a step-by-step overview of all the options, functions and features.



## 1. Volume Control

Three knobs have been fitted to adjust the volume of the following functions:

- AUX IN: The AUX IN volume control is used to set the playback volume of external audio source devices like computers, smartphones, tablets and MP3-players used to play along to your favourite music.
- Headphones: The Headphone volume control is used to set the volume for any connected pair of headphones. The headphone output can be found on the back of the drum module.
- Master volume: The Master volume control determines the main volume and can be linked to a PA, speaker system or mixer using specific outputs.

## 2. Navigation Buttons

Using the navigation buttons, it's possible to select certain fields or parameters shown on the display before adjusting these via the plus (+) and minus (-) buttons.

## 3. Large Rotary Knob

This large knob is used to adjust certain parameters or to select a different preset. It has the same function as the plus (+) and minus (-) buttons.

## 4. Tempo Control

The Tempo control is used to access the Tempo settings menu, which includes tempo, click-track tone and MIDI speed options.

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## 5. Click Control

The Click control is used to activate and deactivate the click track; a click-based rhythm that can assist you in determining your drumming rhythm and tempo.

## 6. Coach Control

The Coach control is used to activate the backing track function, which can be used to practice your timing with either an audible or visual click track.

## 7. +/- Buttons

The + and - buttons are used to correct parameter values or scroll through the different drum kits.

## 8. Display

The display of the drum module provides a visual overview of any relevant information. During normal use, the display will show the name of the selected drum kit. Once you activate a menu function, the display will show the relevant parameters. Use the navigation buttons, large rotary knob and/or the + and – buttons to adjust any values.

## 9. F1-F4 Buttons

Depending on what's displayed, the F1 – F4 buttons can be used to instantly access certain functions, parameters or setting. The name of each reference can be seen on the display.

## 10. Group Faders

The Group faders are used to adjust the volume ratios of the various drum sounds to your preferences.

## 11. Song Play Section

The Song Play section includes multiple controls that can be used to start and stop backing tracks and make recordings.

What each one does:

- SONG: Select this function to select a song or access the song-related settings.
- Play/Pause: Press this button to start or pause the playback of the selected song.
- MUTE: Press this button to mute the drum part of the selected song.
- REC: Press this button to start recording your drumming combined with the backing.

## 12. General Controls

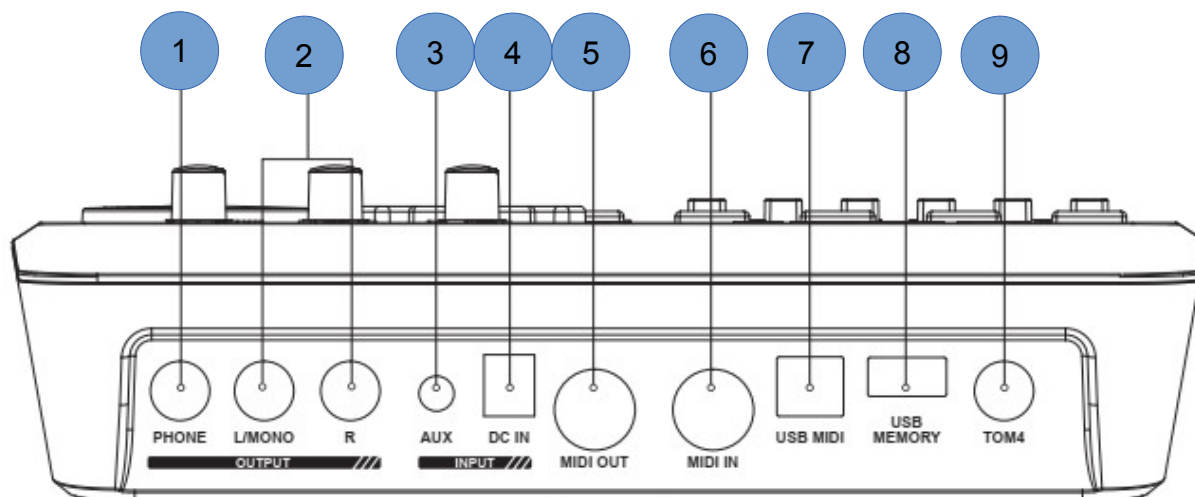
The general controls are used to access certain menus.

These include:

- SETUP: Press this button to access MIDI, triggering, pad sensitivity and other settings.
- RETURN: Press this button to save any changes you've made to any parameters or settings and return to the previous menu.
- USER KIT: Press this button to access user-made kits.
- HOME: Press this button to return to the built-in preset kits.

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## The Inputs and Outputs of the Drum Module



### 1. Phone

Headphone socket with 6.35mm TRS jack.

### 2.

#### L/Mono Main Output

Main output with 6.35mm TRS jack that can be connected to an active speaker, mixing desk or audio interface.

#### R Main Output

Right channel output with 6.35mm TRS jack that can be used to send a stereo signal to an active speaker system, mixing desk or audio interface.

### 3. AUX IN

The 3.5mm mini-jack AUX input can be used to connect an external line source to drum along with your favourite music. Possible devices include smartphones, MP3 players, computers, tablets, et cetera. The dedicated volume control can be found on the drum module.

### 4. DC IN

The DC input is used to hook up the included drum module power supply.

### 5. MIDI IN

The drum module can be triggered using external MIDI gear such as a pad controller or MIDI keyboard. More information about this found further in the manual.

### 6. MIDI OUT

The 5-pin MIDI output can be used to convert the triggered sounds of the pads and mesh-heads into a MIDI signal and then sent to an external device. More information about this found further in the manual.

### 7. USB MIDI

Via the USB-B port, the drum module can be connected directly to a computer or laptop to transfer digital MIDI data, which can then be used to control and trigger the sounds of a drum plug-in via DAW (Digital Audio Workstation) software.

### 8. USB MEMORY

This USB connection is only intended for USB storage devices such as USB sticks, and can be used to playback MP3 files through the drum module or to save, import and export drum kit presets.

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**9. TOM 4**

Using the TOM 4 input, it's possible to expand the DDK-120 with a fourth tom (not included).



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# Basic Settings of the Drum Module

## Powering on the drum module

To turn on the drum module, first make sure that the power supply is connected to both the drum module and a mains power socket.

Then, check if the volume controls are turned all the way down and only adjust these when needed. Now, you can turn on the drum module by pressing the Power button.

After it has booted up, strike the triggers and gradually increase the volume until it's at a comfortable level.

The display will now show the selected drum kit, USB-drive information and the F1-F4 menu buttons.

## Powering off the drum module

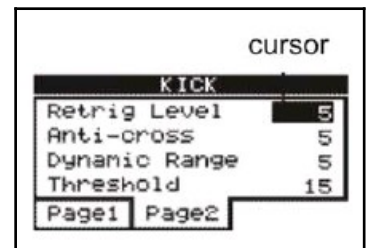
It's recommended to turn the volume all the way down before turning off the drum module. To de-activate it, press down on the Power button until the display indicates 'Power off'.

## Saving adjusted settings

Use the Return button to save any changes you've made to settings or parameters and return to the previous menu.

## Cursor

The cursor of the drum module indicates which specific parameter is currently selected. Use the navigation buttons to scroll through the list and select the one you wish to adjust.



## F1-F4 functions

The F1 to F4 function buttons are used to access certain functions, depending on the menu you have opened. Since the assigned function per button differs per menu, the display always shows you which button is used to access which relevant function.

## The +/- buttons and the rotary knob

The +/- buttons and the rotary knob function similarly and can be used to adjust parameters, values and settings. Turning the knob clockwise or pressing the + button increases a value, while turning the knob anti-clockwise or pressing the - button decreases the value.

Using the rotary knob, you can adjust settings and scroll through menus quickly, while the + and - buttons can be used for more accurate and gradual adjustments.

## Song playback

By pressing the Song button, the Song menu is opened. Here, you can use the +/- buttons and the rotary knob to scroll through the options and select one of the backing tracks.

The play/pause button is used to start and pause playback of the selected backing track. In addition, both the navigation buttons and the F1-F4 buttons take on a certain function and can be used to activate these functions.



For example: Certain instrumental parts of the backing tracks can be muted so you or another musician can play these. It's also possible to change the playback settings like speed, and have the backing track play only once or continue to play on repeat.

## Starting and stopping the metronome

Press the Click button to start the click track of the metronome to play along with the beat. By pressing the Click again, the click track is stopped.

# Advanced Settings

## Drumkit interface

Press the F1 button while in the main menu to access the drum kit interface. Here, a list of the pre-installed drum kits can be scrolled through, and you can create custom drum kits or adjust an existing one.

Use the up and down navigation buttons to scroll through the list, or use the + and – buttons.

F1 lets you switch between the pre-programmed and the user-created kits.

F2 can be used to delete user-created kits (preset kits cannot be deleted).

F3 lets you create a new kit based on the currently selected kit.

F4 can be used to adjust the settings of the currently selected kit.

## Customising kits

Once you press the F4 button in the drum kit interface, a new menu opens.

Use F1 to rename the kit.

Use F2 to export the kit to a USB stick (not included).

Use F3 to import a kit from a USB stick (not included) in case you've used a different DDK-120 kit to create a preset.

Use F4 to return to the previous menu.

## Setting the click-track or backing track speed

Press the Tempo button to set the speed for the click track or backing track. Use the +/- buttons or the rotary knob to adjust the speed.

## Selecting an instrument

If you want to select a different instrument or sound for a certain trigger, first make sure you're in the main menu by pressing the Home button.

By pressing F2 and opening the INST menu, you get access to a list of different sounds that can be assigned to certain triggers.



Strike the trigger you wish to assign a different sound to, and it will appear on the display. Head and rim indicators indicate if the settings apply to the rim or head.

It's also possible to use the navigation buttons to select the triggers and sounds.

## Adjusting the pad volume

Press F3 while in the main menu to access the Volume interface; a menu including the sound balance of each of the triggers. Here, you can not only change the volume of a drum or cymbal like you would using the individual faders, but you can also adjust the settings for each trigger.

Use the navigation buttons to select a trigger and the up/down arrows or the +/- buttons to adjust the volume per trigger.

Alternatively, it's possible to strike a trigger to select it. You should then see the 'cursor' jump to the corresponding trigger.

## Recording a performance

To assess or have your playing assessed, it's possible to record it by going to the main menu and pressing the REC button to open the recording section where various settings can be adjusted. While in the REC menu, pressing REC again will start and pause recordings.

Use the left and right navigation buttons to access other stored recordings.

Use the F1-F4 buttons to start, pause, delete and save recordings.

## Recording a performance and a backing track/song

To record a performance and the backing track or play-along song, you first have to make sure the SYNC function is activated before you press REC to access the recording menu and start recording.

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Each new recording will begin following a 3-second countdown.

## Tempo Interface (Metronome)

Press the TEMPO button to open the Tempo menu. Here, you can use the navigation buttons and the +/- buttons to select and adjust various parameters.

The speed, beat, rhythm, voice and volume can be individually adjusted.

Parameter	Value	Description
Speed	20-260	Metronome speed in beats per minute (BPM)
Beat	1-9	Number of notes per beat
Rhythm	4 types	Rhythm of each beat
Voice	6 types	Sound of the metronome (e.g. tempo blocks, cowbells, mechanic, human voice)
Volume	0-127	Metronome volume

## Sound module settings

Go to SET UP to open the module's main settings menu. Here, you can select one of the following submenus:

- Trigger setting interface
- MIDI setting interface
- MIX interface
- System setting interface

### Trigger setting interface

The trigger setting interface allows you to adjust settings such as sensitivity, threshold, curve and dynamic range. Please note, there are two pages of adjustable settings, which can be accessed using F1-F3.

Use the navigation or +/- buttons to select the next trigger or adjust the parameter.

The following parameters can be adjusted:

Parameter	Value	Description
Sensitivity	0-31	Set the sensitivity of the pads/triggers for the optimum playing feel
Threshold	0-31	Only activate the trigger when a minimum value has been reached
Curve	Linear	Linear curve, where the strength at which the trigger is struck determines the volume of sample
	EXP1 / EXP2	Exponential curve (where EXP2 gives the most extreme curve) where a harder trigger strike has a more extreme effect on the volume of the sample.
	LOG1 / LOG2	Logarithmic curves (where LOG2 is the more extreme curve), where a lighter trigger strike has more effect on the volume of the sample.
	SPLINE	Large volume difference between soft and hard trigger strikes.
	LOUD1 / LOUD2	Get a powerful volume when the trigger is struck lightly.
Dynamic Range	0-9	This controls the dynamic range of the trigger. The lower the value, the less dynamic the reaction of the trigger. The higher the value, the more dynamic the reaction of the trigger. You can experiment with your playing dynamics by setting the Dynamic Range to a higher value.

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Scan Time	0 – 4.0 ms	The Scan Time is a function that analyses the loudness at which a sample should be played back depending on the way that the trigger is struck. Since each trigger will not react in the same way, in some cases it's necessary to adjust the Scan Time a little more so that it's measured at a later peak-point during the strike. Try to keep this value as low as possible.
Retrig Level	0-16	This setting determines the maximum time between the activation of each trigger. Retriggering means that multiple triggers might be registered when they are not intended so that a sample is doubled. Experiment with the value but try to keep the value as low as possible to avoid retriggerers.
Mask Time	0-64 (ms)	The Mask Time is mainly designed for kick drum triggers. Since the beater of the kick pedal can sometimes rebound and hit the kick trigger again, the Mask Time sets a time limit between triggers to avoid sample doubling. Experiment with the setting to get the right timing according to your playing.
Anti-Cross	0-80	This system is intended to limit any possible 'crosstalk' between different triggers. This effect can occur when two triggers are mounted on the same bracket where the vibrations caused by striking one trigger can unintentionally activate the second trigger.
Rim Gain	0-8.0	The higher the value of the Rim Gain, the more sensitive the rim of the toms becomes, and the louder the sample playback becomes when the rim is struck, or the other way around. It's therefore possible to set the value so that a light touch will play back the sample at full volume.
Head/Rim adj.	0-80	It can happen that when the rim is struck, the main drum sound is unintentionally triggered. This can happen due to the vibrational transference of the strike. Experiment with the Head/Rim value to hit the right balance but be aware that when set to a high value, it can be more difficult to trigger a rim shot.
Xstick adj	-9 - +9	This determines the strength of a cross stick and open stick. If the value is positive, the sound of the cross stick will remain audible even if the trigger is powerfully struck.
Pedal HH Sens	-5 - +5	Adjusts the sensitivity of a connected hi-hat and a foot splash sound. If the value is positive, the pedal sound is loud even when the pedal is only lightly pressed.

## MIDI Interface

After opening the MIDI interface, pressing F2 can be used to access the MIDI section. Use the navigation and +/- buttons to scroll through and adjust the options as needed.

Using F1 and F2, it's possible to switch between two pages of parameter adjustment options.

The following parameters and values can be adjusted:

Parameter	Value	Description
MIDI channel	1-16	Select the MIDI channel
Auto Trace	ON/OFF	Switch both the Auto Trace of the master-interface and the audio interface on or off.
Retransmit	ON/OFF	Switch MIDI signal input and output over USB on or off.
System Real	ON/OFF	Switch System Real on or off.

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MIDI OUT	ON/OFF	Switch analogue MIDI OUT on or off.
MIDI IN	ON/OFF	Switch analogue MIDI IN on or off.
USB-MIDI OUT	ON/OFF	Switch USB MIDI OUT on or off.
USB-MIDI IN	ON/OFF	Switch USB MIDI IN on or off.

## Mix Interface

Press F3 in the Interface section to open the Mix interface menu and use the navigation and +/- buttons to scroll through and adjust the options as needed.

The following parameters and values can be adjusted:

### Effect interface

Parameter	Value	Description
Coarse	-24 - +24	Coarse tuning of the selected trigger/pad
Fine	0 – 127	Fine tuning of the selected trigger/ pad
Tone	0 - 127	Tone setting of the selected trigger/pad
Pan	-63 - +63	Pan-tuning of the selected trigger/ pad
Decay	0 - 127	Decay tuning of the selected trigger/pad
Reverb	0 - 127	Reverb-tuning of the selected trigger/pad

### Room interface

The room interface is used to select one of five possible room size presets. To create a natural sound response, these presets simulate the effect of smaller and larger rooms as if you were using an acoustic drum kit.

### Reverb-interface

Parameter	Value	Description
Reverb type	8 types	Reverb type selection
Reverb level	0 -127	Reverb level
Reverb time	0 – 127	Set the reverb-time
Reverb PreLP	0-7	Set the reverb lower than the selected low threshold

### EQ interface

Parameter	Value	Description
Equalizer	ON/OFF	Switch the internal equaliser on or off
EQLowGain	-12 dB - +12 dB	Gain control for the lower frequencies
EQHighGain	-12 dB - +12 dB	Gain control for the higher frequencies
EQLowFreq	40 Hz – 1 kHz	Set the main frequency for the low

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		frequency volume adjustment
EQHighFreq	900 Hz – 5 kHz	Set the main frequency for the high frequency volume adjustment

## System Setting interface

The System Setting interface includes display, reset, data deletion options and more.

The menu offers three options:

RST via F1  
CTRL via F2  
USB via F3

### System Reset

The System Reset menu offers three factory reset options:

- 1): All Data
- 2): Preset Data (used to reset all adjusted preset kits to factory default settings)
- 3): User Data (used to delete all user-created custom kits and recordings)

### Control and version interface

Via the Control and Version interface, it's possible to adjust the following parameters:

Parameter	Value	Description
Bright	10-100	Set the display brightness.
Contrast	20-40	Set the contrast for the display.
Hihat	Pedal/Stand	The DDK-120 can be optionally expanded with a mechanical hi-hat system. Via this function, you can indicate if you're using a regular trigger pedal or a mechanical hi-hat. Please note that not setting the correct option may lead to strange results.

### USB setting interface

The USB setting interface can be used to format any connected USB stick. **Please note:** this function deletes all files saved on the storage device. Following the formatting, the drum module will create a folder in which exportable and savable files will be stored.

## Coach interface

The Coach interface is a virtual drum coach that can help you improve your drumming skills. Here, you'll also find a special warm-up mode to get you in the groove before you start practising for real.

Press F1 to go to warm-up mode.  
Press F2 to go to silent practice mode.

### Warm up interface

The warm-up interface includes the various warm-up rhythms and provides an overview of the basic settings. You can also adjust the backing track playback speed here.

The +/- buttons can be used to set the BPM.  
F1 can be used to start and stop the exercise.  
F4 can be used to access advanced options.

Within the warm-up interface, you can adjust the settings for the duration, difficulty and rhythm cycle. This way, you can decide just how intense you'd like the warm-up session to be.

### Quiet interface

The silent practice mode offers roughly the same functions as the warm-up mode but has the addition of

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simple metronome backing plus various adjustable options including metronome playback speed. In this interface, you'll find the following adjustable parameters:

<b>Parameter</b>	<b>Value</b>	<b>Description</b>
Duration	1-60	Set the duration for the mode
Measures	2, 4, 8, 16	Set the measure
Quiet	1, 2, 4	Set the number of quiet moments. This can never be more than half of the selected measure and will always be the second half of the measure.
Random	ON/OFF	Random mode with random amount for quiet moments after start



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# Specifications

## General specifications:

- complete drum kit with mesh-heads
- standard drum kit configuration
- versatile and easy-to-use drum module
- mesh-head technology for accurate response
- adjustable mesh-head tension via drum key
- practical, compact and easy-to-adjust drum frame
- easy-to-adjust hardware for optimal playing comfort

## Components:

- drum frame
- hi-hat pad and hi-hat foot controller
- kick-drum mesh-head + traditional pedal with beater
- two toms and one floor tom mesh-head
- crash and ride cymbal pads
- drum module

## Drum module I/O:

- TRS jack headphone output
- TS jack mono/stereo main output (1 or 2 jacks)
- AUX in via 3.5 mm TRS mini-jack
- power input for the included power supply
- MIDI I/O via 5-pin DIN plugs
- USB-MIDI for bi-directional communication via USB-B port
- USB-A port for USB storage devices (for the import/export of user preset kits)
- trigger input for optional crash cymbal-pad via 6.35 mm TS jack
- D-SUB 25 multi-pin input for the included cable loom

## Drum module features:

- 25 accompaniment songs with individually mute-able instruments
- 25 preset kits
- sound database with 423 versatile sounds to create custom kit presets
- group faders to adjust the volume balance
- extremely extensive user settings for the optimal playing experience
- extensive data exchange with traditional MIDI gear and USB-MIDI devices

## Hardware:

- four-legged frame with circular tubes
- high-quality plastic couplers
- integrated cable loom
- labelled cables for the triggers and pedals
- pedals can be used on both slippery surfaces and drum mats thanks to gripping pins and a rubber anti-slip surface
- included cable binders for neat cable management

## Mesh heads:

- high-quality plastic housing
- fitted mesh-head with adjustable tension via tension system
- built-in PCB with high-quality vibration sensors
- connected using angled TRS jack plugs

## Cymbal pads:

- high-quality plastic cymbal pad partly coated in rubber
- connected using angled TRS jack plugs

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**Technical specifications:**

- 25 preset kits
- 25 user kits
- 423 built-in sounds
- 25 built-in songs
- standard trigger input:s kick, snare, tom1, tom2, tom3, hi-hat, crash, ride, hi-hat controller
- extra trigger inputs: crash2
- LCD-display: 128 x 64-dot graphic display (backlit LCD)
- power supply: 100-240V AC, 50/60 Hz
- operating voltage:: 12V DC, 2A via included power supply
- net weight: +/- 23.5 kg
- gross weight: +/- 28 kg
- surface dimensions assembled kit: approx. 130 x 75cm (excl. drum throne), approx. 130 x 100cm (inc. drum throne)
- box dimensions: 880 x 75 x 280mm

**General system notifications:**

<b>Overall notice</b>	
USB Disk Connect	USB Disk is connected.
USB Disk Remove	USB Disk is disconnected.
No USB Disk	No USB drive detected.
<b>HOME interface</b>	
Date Store Err	Data storage error. After the audio source version is updated, a data error occurs on the device. Enter the RST interface and execute Reset All Data.
No User Kit	No User Kit
<b>HOME LIST interface</b>	
Can not del preset kit	Can not del preset kit.
Kit Count OverFlow	The number of user drum kits is full. Please delete some drum kits to make room.
User kit is removed	User drum set deleted successfully.
Failed to remove	User drum set deletion failed. Please restart the sound generator, operate again, or reset the user data.
<b>KIT EDIT interface</b>	
Export OK	The drum kit is exported successfully.
Export Err	Drum kit export failed. Check whether the USB flash drive is formatted and the corresponding folder exists.
<b>KIT IMP interface</b>	
Import OK	Drum kit import succeeded
Import Err	Drum kit import failed. Repeat the operation a few times, or restart the sound generator and import again.
<b>HOME INST interface</b>	
This Pad Saved	The currently selected pad sound has been saved.
<b>REC interface</b>	
No File	No audio files.

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<b>REC LIST interface</b>	
Export OK	Export succeeded.
Export Err	Export failed. Check whether the USB flash drive is formatted and the corresponding folder exists.
Delete Err	Failed to delete. Restart the sound generator, operate it again, or reset the user data.
<b>SONG interface</b>	
No File	No song files.
Play Err	Song playback error. There may be a problem with the U disk song file, or switching songs too fast.
<b>SONG LIST interface</b>	
No Song File	There is no song file in the corresponding directory of the USB flash drive.
<b>RST interface</b>	
Reset Complete	The reset was successful.
Reset Err	Reset error. Please try again, or restart the sound generator and reset it.
<b>USB interface</b>	
Formatting USB Flash...	Formatting USB disk.
Formatting Failed	Format failed.

## • Preset SONG List

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

## • Preset KIT List

NUM	NAME	NUM	NAME	NUM	NAME
1	Rock1	10	Brush1	19	Percussion-1
2	Rock2	11	Fiesta1	20	Absynth-1
3	Rock3	12	Jungle1	21	Afroshop-1
4	Rock4	13	Funk1	22	bottlepoppin-1
5	Pop1	14	Funk2	23	Jack-1
6	Pop2	15	Electron-1	24	Concrete
7	Pop3	16	Electron-2	25	Fix
8	Jazz1	17	Electron-3		
9	Jazz2	18	Alphabetical		

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## • Preset VOICE List

NUM	NAME	NUM	NAME	NUM	NAME
	Kick(1)	27	Kick Absynth 2	54	Snare-Rock2-R
1	Kick-Rock1	28	Kick AfroShop 1	55	Snare-Pop1
2	Kick-Rock2	29	Kick AfroShop 2	56	Snare-Pop1-R
3	Kick-Pop1-XL	30	Kick Arena 1	57	Snare-Pop2-CS
4	Kick-Pop2	31	Kick Arena 2	58	Snare-Pop3
5	Kick-Pop3-XL	32	Kick Argon 1	59	Snare-Pop1-R-XL
6	Kick-Pop4-XL	33	Kick Argon 2	60	Snare-Vintage1
7	Kick-Pop5	34	Kick BottlePop 1	61	Snare-Vintage1-R
8	Kick-Vintage1	35	Kick BottlePop 2	62	Snare-Vintage1-CS
9	Kick-Vintage2-XL	36	Kick Bouncin 1	63	Snare-Metal2-R-XL
10	Kick-Vintage3-XL	37	Kick Bouncin 2	64	Snare-Metal2
11	Kick-Metal1-XL	38	Kick Concrete 1	65	Snare-Metal3
12	Kick-Metal2-XL	39	Kick Concrete 2	66	Snare-Metal4-XL
13	Kick-Jazz-XL	40	Kick Dakeat 1	67	Snare-Metal1-R
14	Kick-Jungle1	41	Kick Dakeat 2	68	Snare-Metal1-XL
15	Kick-Jungle2-XL	42	Kick Ganja 1	69	Snare-Metal2-R
16	Kick-Jungle3-XL	43	Kick Ganja 2	70	Snare-Metal1-Op-XL
17	Kick-Jungle4-XL	44	Kick Jack 1	71	Snare-Metal3-O
18	Kick-Electro8-L	45	Kick Jack 2	72	Snare-Metal3-XL
19	Kick-Electro8-S		Snare(1)	73	Snare-Jazz-R-XL
20	Kick-Electro9-L	46	Snare-Rock1	74	Snare-Jazz-CS-XL
21	Kick-Electro9-V	47	Snare-Rock1-R	75	Snare-Jazz-XL
22	Kick-Electro9-2	48	Snare-Rock1-CS	76	Snare-Jazz-Z2-XL
23	Kick-Electro9-2L	49	Snare-Rock2-R	77	Snare-Jazz-R2-XL
24	Kick-Electro5-V	50	Snare-Rock2-CS	78	Snare-Brush1-R
25	Alphabetical_Kick	51	Snare-Rock3	79	Snare-Brush1-Op-XL
	Kick(2)	52	Snare-Rock2-XL	80	Snare-Brush1-XL
26	Kick Absynth 1	53	Snare-Rock1-R	81	Snare-Brush2-XL

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NUM	NAME	NUM	NAME	NUM	NAME
82	Snare-Fiesta1-CS	111	Snare Dakeat 1	140	Tom-Vintage-2-Rim
83	Snare-Fiesta1	112	Snare Dakeat 2	141	Tom-Vintage-3
84	Snare-Fiesta1-R	113	Snare Concrete 1	142	Tom-Vintage-3-Rim
85	Snare-Fiesta2	114	Snare Concrete 2	143	Tom-Metal1-1-XL
86	Snare-Fiesta2-R	115	Snare Jack 1	144	Tom-Metal1-2-XL
87	Snare-Jungle1	116	Snare Jack 2	145	Tom-Metal1-3-XL
88	Snare-Jungle2	117	Rim Argon	146	Tom-Metal2-1-XL
89	Snare-Jungle2-R	118	Rimshot Argon	147	Tom-Metal2-2-XL
90	Snare-Jungle1-R-XL	Tom(1)		148	Tom-Metal2-3-XL
91	Snare-Electro5-1	119	Tom-Rock-1-XL	149	Tom-Metal2-4-XL
92	Snare-Electro8-RS	120	Tom-Rock-1-Rim	150	Tom-Metal1-1-Rim
93	Snare-Electro9-1	121	Tom-Rock-2-XL	151	Tom-Metal1-2-Rim
94	Snare-Electro9-RS	122	Tom-Rock-2-Rim	152	Tom-Metal1-3-Rim
95	Clap-Electro8	123	Tom-Rock-3-XL	153	Tom-Metal2-1-Rim
96	Clap-Electro9	124	Tom-Rock-3-Rim	154	Tom-Metal2-2-Rim
Snare(2)		125	Tom-Rock-EQ-1-XL	155	Tom-Metal2-3-Rim
97	Snare Absynth 1	126	Tom-Rock-EQ-1-Rim	156	Tom-Metal2-4-Rim
98	Snare Absynth 2	127	Tom-Rock-EQ-2-XL	157	Tom-Jazz1-1-XL
99	Snare AfroShop 1	128	Tom-Rock-EQ-2-Rim	158	Tom-Jazz2-1-XL
100	Snare AfroShop 2	129	Tom-Rock-EQ-3-XL	159	Tom-Jazz1-1-Rim
101	Snare Arena 1	130	Tom-Rock-EQ-3-Rim	160	Tom-Jazz2-1-Rim
102	Snare Arena 2	131	Tom-Pop-1	161	Tom-Brush-1-XL
103	Snare Argon 1	132	Tom-Pop-1-Rim	162	Tom-Bass-Brush-XL
104	Snare Argon 2	133	Tom-Pop-2	163	Tom-Fiesta-1
105	Noise Argon 1	134	Tom-Pop-2-Rim	164	Tom-Fiesta-2
106	Noise Argon 2	135	Tom-Pop-3	165	Tom-Fiesta-3
107	Snare BottlePop 1	136	Tom-Pop-3-Rim	166	Tom-Fiesta-4
108	Snare BottlePop 2	137	Tom-Vintage-1	167	Tom-Fiesta-1-Rim
109	Snare Bouncin 1	138	Tom-Vintage-1-Rim	168	Tom-Fiesta-2-Rim
110	Snare Bouncin 2	139	Tom-Vintage-2	169	Tom-Fiesta-3-Rim

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NUM	NAME	NUM	NAME	NUM	NAME
170	Tom-Fiesta4-Rim	199	ShakerArena 1	228	Ride-Brush1-B-XL
171	Tom-Jungle1-1	200	ShakerArena 2	229	Ride-Brush2-T
172	Tom-Jungle1-2	201	ShakerArena 3	230	Ride-Brush2-B
173	Tom-Jungle1-3	202	ShakerConcrete 1	231	Ride-Brush2-E
174	Tom-Jungle1-1-Rim	203	ShakerConcrete 2	232	Ride-Brush2-T-XL
175	Tom-Jungle1-2-Rim	204	ShakerConcrete 3	233	Ride-Fiesta1-T
176	Tom-Jungle1-3-Rim	205	Tom Absynth 1	234	Ride-Fiesta2-T
177	Tom-Electro1-1	206	Tom Absynth 2	235	Ride-Jungle1-T
178	Tom-Electro1-2	207	Tom Absynth 3	236	Ride-Jungle2-T
179	Tom-Electro2-1	Ride(1)		237	Ride-Jungle1-B
180	Tom-Electro2-2	208	Ride_Rock1-T	238	Cymb 808L
181	Tom-Electro3	209	Ride_Rock1-B	239	Shaker-Electro8
182	Tom-Electro-Rim	210	Ride_Rock1-E	Ride(2)	
183	Tom-Electro3-Rim	211	Ride_Rock2-T	240	Ride Glowstix 1
Tom(2)		212	Ride_Rock2-B	241	Ride Glowstix 2
184	DjembeAfro 1	213	Ride_Rock3_E	242	Ride Gong V8
185	DjembeAfro 2	214	Ride_Rock3_B	243	RideBell Gong V8
186	DjembeAfro 3	215	Ride_Rock4_Bell	244	Bell AfroShop 1
187	DununbaAfro 1	216	Ride-Rock5-T	245	Bell AfroShop 2
188	DununbaAfro 2	217	Ride-Rock5-B-XL	246	Ride Arena 1
189	DununbaAfro 3	218	Ride-Vintage-T	247	Ride Arena 2
190	PercAbsynth 1	219	Ride-Vintage-B	248	Ride Neuron 1
191	PercAbsynth 2	220	Ride-Metal-T	249	Ride Neuron 2
192	PercAbsynth 3	221	Ride-Metal-B	250	RideBell Neuron
193	PercJack 1	222	Ride-Jazz1-T-XL	251	Bongo Bouncin
194	PercJack 2	223	Ride-Jazz1-B-XL	252	Ride Ganja
195	PercJack 3	224	Ride-Jazz2-T-XL	253	Ride Orgami
196	SangbaAfroShop 1	225	Ride-Jazz2-B-XL	254	Ride Overtime
197	SangbaAfroShop 2	226	Ride-Jazz2-T2-XL	255	Ride Rare 1
198	SangbaAfroShop 3	227	Ride-Brush1-T-XL	256	Ride Rare 2

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NUM	NAME	NUM	NAME	NUM	NAME
257	Ride Shooter	286	Crash-Jazz2-E	314	HH_Classic_Chick
258	Ride Sintheti	287	Crash-Jungle1-E	315	HH_Classic_Splash
259	Ride Alkaloid V1	288	Crash-Jungle2-E	316	HH-Rock-T-O
260	Ride Alkaloid V2	289	Crash-Jungle3-E	317	HH-Rock-T-H-4
261	Ride Soulesque 1	290	Splash-Jungle4-XL	318	HH-Rock-T-H-3
262	Ride Soulesque 2	291	Splash-Jungle5-XL	319	HH-Rock-T-H-2
263	Ride X	Crash(2)		320	HH-Rock-T-H-1
Crash(1)		292	BalafonAfro 1	321	HH-Rock-T-C
264	Crash_Rock1-T	293	BalafonAfro 2	322	HH-Rock-E-O-XL
265	Crash_Rock1-E	294	BalafonAfro 3	323	HH-Rock-E-H-4
266	Crash_Rock2-T	295	Combo Argon	324	HH-Rock-E-H-3
267	Crash_Rock2-E	296	Crash Arena 1	325	HH-Rock-E-H-2
268	Crash_Rock3-T	297	Crash Arena 2	326	HH-Rock-E-H-1
269	Crash_Rock3-E	298	Crash Argon 3	327	HH-Rock-E-C-XL
270	Crash_Classic-T	299	Crash BotPop 1	328	HH-Rock-E-C
271	Crash_Classic_E	300	Crash BotPop 2	329	HH-Rock-Chick
272	Crash-Rock4-E-XL	301	Crash BotPop 3	330	HH-Rock-Splash
273	Crash-Rock5-E	302	Crash Bounc 1	331	HH-Brush-O-XL
274	China-Vintage1	303	Crash Bounc 2	332	HH-Brush-O-X
275	Crash-Vintage1-E	304	Crash Bounc 3	333	HH-Brush-O
276	Crash-Vintage2-E	305	Crash Concrete	334	HH-Brush-H-3
277	Crash-Vintage3-E	Hihat(1)		335	HH-Brush-H-2
278	Crash-Metal2-E	306	HH_Classic_T_O	336	HH-Brush-H-1
279	China-Metal1-XL	307	HH_Classic_T_H-2	337	HH-Brush-C
280	Crash-Metal2-E-XL	308	HH_Classic_T_H-1	338	HH-Brush-Chick
281	Crash-Metal2-E	309	HH_Classic_T_C	339	HH-Brush-Splash
282	Crash-Metal3-E-XL	310	HH_Classic_E_O	340	HH-Fiesta-O
283	Crash-Metal3-E	311	HH_Classic_E_H-2	341	HH-Fiesta-H-3
284	Crash-Metal4-E-XL	312	HH_Classic_E_H-1	342	HH-Fiesta-H-2
285	Crash-Jazz1-E-XL	313	HH_Classic_E_C	343	HH-Fiesta-H-1

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NUM	NAME	NUM	NAME	NUM	NAME
344	HH-Fiesta-T-C	373	ClosedHH Afro 2	401	Applause
345	HH-Fiesta-E-C-1-XL	374	OpenHH BoPop 1	402	Door Closing
346	HH-Fiesta-E-C-2-XL	375	OpenHH BoPop 2	403	Door Creaking
347	HH-Fiesta-Chick	376	ClosedHH BoPop 1	404	Wind Chimes
348	HH-Fiesta-Splash	377	ClosedHH BoPop 2	405	Car Engine
349	HH-Vintage-T-O-2-XL	378	OpenHH Bouncin 1	406	Car Brakes
350	HH-Vintage-T-O-1-XL	379	OpenHH Bouncin 2	407	Car Crash
351	HH-Vintage-T-O-L	380	ClosedHH Bounc 1	408	Car Passing
352	HH-Vintage-T-O	381	ClosedHH Bounc 2	409	Siren
353	HH-Vintage-T-H-3	382	OpenHH Concr 1	410	Train
354	HH-Vintage-T-H-2	383	OpenHH Concr 2	411	Jet Plane
355	HH-Vintage-T-H-1	384	ClosedHH Concr 1	412	Helicopter
356	HH-Vintage-T-C	385	ClosedHH Concr 2	413	Starship
357	HH-Vintage-Chick	386	Splash Neubauten	414	Gun Shot
358	HH-Vintage-Splash	387	OpenHH Jack 1	415	Machine Gun
359	HH-Electro-O	388	OpenHH Jack 2	416	Horse Gallop
360	HH-Electro-H-3	389	ClosedHH Jack 1	417	Birds Tweet
361	HH-Electro-H-2	390	ClosedHH Jack 2	418	Rain
362	HH-Electro-H-1	Claps		419	Thunder
363	HH-Electro-C	391	Clap Absynth	420	Wind
364	HH-Electro-Chick	392	Clap AfroShop 1	421	Seashore
365	HH-Electro-Splash	393	Clap Arena 1	422	Stream
Hihat(2)		394	Clap Argon 1	423	Bubble
366	OpenHH Abs1	395	Clap BotPop 1		
367	OpenHH Abs2	396	Clap Bouncin 1		
368	ClosedHH Abs1	SFX			
369	ClosedHH Abs2	397	Laughing		
370	OpenHH Afro 1	398	Screaming		
371	OpenHH Afro 2	399	Punch		
372	ClosedHH Afro 1	400	Heart Beat		

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